

# WARHAMMER DWARFS



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# WHITE DWARF

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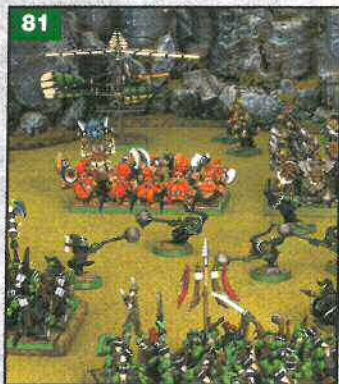
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Paul Sawyer

The moment I've been waiting for with bated breath is finally here.

The Dwarf Armies book is due for release this month! I've been taking to the field with my newly painted Dwarf army in our Studio campaign and have had a lot of success with them. The Warhammer chaps have certainly captured the character of these dour, steadfast folk in the army list and, more importantly for me, the background section. We'll be showing off some of the great new miniatures this issue and myself and co-author of the new army book, Gav Thorpe, take our bearded brethren to the field of battle to stave off the

# THE FAT BLOKE EDITORIAL

combined threat of Skaven and Goblins in this month's battle report. A bloodbath it most certainly is! We also shine the spotlight on Colin Dixon, the man responsible for many of the new Dwarf miniatures, as well as bringing you rules for the mightiest of Runelords, Thorek Ironbrow, who stands resolutely beside the Anvil of Doom.

Not content with the return of the bearded ones, the rest of this issue is a belter too. This month's *Tactica* takes a look at the Adeptus Sororitas, and Nick Davis' terrain building series continues. Chapter Approved is an absolute beast, containing as it does not only a preview army list for an Imperial Guard Armoured Company (tanks, tanks and more tanks!) but also detailed rules for transport

vehicles which will revolutionise the way these pieces affect your games of Warhammer 40,000.

And if that isn't enough, we've also included a card playsheet containing all the information you'll need during the Magic phase in your battles of Warhammer. To complement this, Mike Walker also shares his thoughts with us on the new magic system.

Phew! Time for a lie down and maybe a bacon butty or six before driving on into the next issue which will contain... Damn - out of space! You'll have to wait a month now won't you!

See you again next time,

**FAT BLOKE**

## GOLDEN DEMON 2000



The Golden Demon painting competition, one of the most eagerly awaited aspects of Games Day, saw a display of unparalleled excellence this year as the breathtaking entries racked up by the hundreds.

In White Dwarf 255 we will be showcasing the entire event, with a full 20 pages devoted to photos of the winning miniatures. From duels to dioramas, and squads to single miniatures, the standard is higher than even last year's event, and that's saying something.

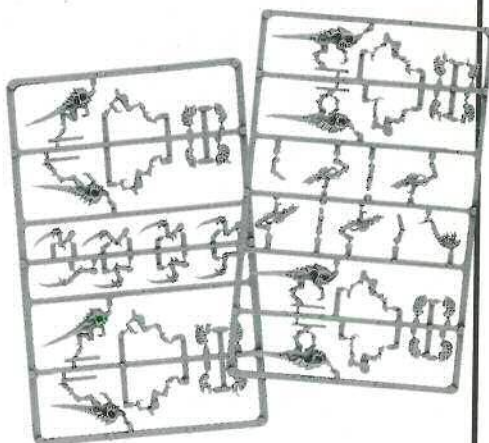
Congratulations to all those who took part, especially those who walked away holding one of the prized Golden Demon statuette trophies. Given the level of skill evident in entries this year and the dedication the competitors apply, no doubt some of the winners are already working on next year's entry...

*This superb Space Wolves Dreadnought earned Neil Thomason a gold statuette in the Warhammer 40,000 Vehicle category.*





## INCOMING...



The new Tyranids are released into the Games Workshop world next month, accompanied by Codex Tyranids, a biological blueprint for armies of xenomorphs that will put the fear of the Emperor into the most steadfast of Space Marine commanders.

Perhaps the best components of the new Tyranid range are the versatile new plastics (the new Gaunts frames are shown above). However, having seen the new metal centrepieces for the army

(and with the Tyranids, there's quite a few), you'd have to be mad not to lead your skittering, hideous swarms with the largest bio-engineered behemoths the Studio has ever produced. The fearsomely familiar ranks of the Lictor, Carnifex, Zoanthrope and Tyranid Warriors have been bolstered by the Tyrant Guard and the Ravener, and the towering new Hive Tyrant dwarfs even an Eldar Avatar. Not only that, but the Tyranids now benefit from two special characters!

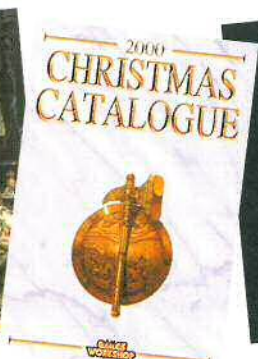
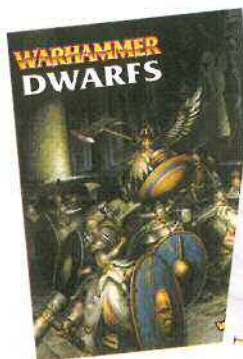
## SEEKING REFUGE THIS CHRISTMAS?

The festive season is upon us once more and every single Games Workshop store and many independent stores are running a host of events, particularly during the school holidays. This issue of White Dwarf details what's happening in your local store, but much, much more is also going on. Why not contact your local store for more info? And for those last minute Christmas presents, you can't go wrong with the Dwarf Armies book out on 23rd December.

Then there's our massive Warhammer Siege game on 30th December where everyone can join in (having painted all those great miniatures you

got for Christmas, of course!). Remember to pick up a copy of the free Christmas Catalogue, a great guide ensuring that you don't end up with Dwarfs for your Space Marine army (and avoiding all those socks from Auntie).

And don't forget the essential guide for every Games Workshop enthusiast (and the ideal Christmas stocking filler), the Complete 2001 Catalogue!



## NATIONAL READING CAMPAIGN

Recently Games Workshop has teamed up with library services across the UK to run a series of gaming activities.

The National Reading Campaign, run by the National Literacy Trust, has been enthusiastically encouraging local libraries to join up with our own stores to run exciting and fun games and events.

With successful events already held across the country in many towns without Games Workshop stores (our Grimsby store invaded Cleethorpes Library for example), perhaps your town could be the next to have its library resound to the clash of swords or the crash of bolter fire?

Why not ask at your local library to see if they are running an event like this?



# NEW RELEASES THIS ISSUE

## WARHAMMER

### THIS MONTH'S RELEASES FOR WARHAMMER:

#### DWARFS

Dwarf Longbeards (3 models per blister)	£5.00
Dwarf Longbeards Command (1 Musician, 1 Champion, 1 Standard Bearer per blister)	£6.00
Dwarf Thunderers (3 models per blister)	£5.00
Dwarf Thunderers Command (1 Musician, 1 Champion, 1 Standard Bearer per blister)	£6.00
Dwarf Rangers (3 models per blister)	£5.00
Dwarf Rangers Command (1 Musician, 1 Champion, 1 Standard Bearer per blister)	£6.00
Dwarf Lord (1 model per blister)	£5.00
Thorek Ironbrow and the Anvil of Doom (box contains Thorek Ironbrow, 2 Bodyguards, 1 Smith, 1 Forge and 1 Anvil of Doom)	£18.00
Dwarf Army Deal (limited availability – see page 80)	£100.00

#### ORCS AND GOBLINS

Savage Orc Boarboy (1 model per blister)	£4.00
Savage Orc Boarboyz Command (1 command figure with Champion, Standard Bearer, and Musician arms)	£4.00
Wurrzag, Savage Orc Shaman (1 model per blister)	£8.00

#### WARHAMMER REGIMENTS

Dwarf Warriors (16 model boxed set)	£12.00
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#### CITADEL SCENERY

Mountain Stronghold (limited availability – see page 13)	£18.00
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Right: Wurrzag, Great Shaman of the Bone Nose Tribe, is by far the most powerful Orc magician in the Old World. The irascible warlock has a bad habit of turning those who he dislikes into squigs...

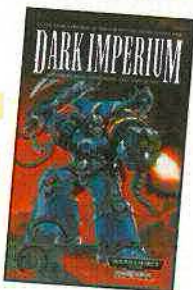
Left: The Anvil of Doom is a remarkably potent artifact, allowing the Dwarfs to forge magic itself.

Right: A unit of the splendid new Dwarf Warriors. These stolid, dour clansmen form the mainstay of the Dwarf army.

## Black Library

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

Infernal Issue 22	£5.00
Warmaster Magazine issue 3	£3.50
Warhammer Monthly issue 38	£2.20
Warhammer 40,000 anthology 2: Dark Imperium edited by Marc Gascoigne and Andy Jones	£5.99
Epic Magazine issue 2	£2.20
Town Crier issue 12	£3.50



Right: A Savage Orc Boarboy Champion. These frenzied shock troops are even more ferocious than the boars they ride.





# DWARFS

There's nothin' as sure in the world as the  
glitter of gold and the treachery of Elves.





# WARHAMMER





Arcane Lore is a series of ruminations and cogitations by the Warhammer Games Development team on different aspects of the Warhammer game. This month Gav Thorpe discusses the thoughts and ideas behind Warhammer Armies: Dwarfs.



*Gav Thorpe is currently hiding out in Games Development, claiming to be 'Warhammer Loremaster.' He has written and contributed towards too many games and supplements to list here. He says, "Lots of people think it's about time I got my hair cut and acted like a grown-up."*

As most of you will know, I've been commanding a Dwarf army across Warhammer battlefields for several years now, and the bearded little fellas have a special place in my heart. So naturally when it came around to the Dwarfs' turn for an updated army book I was more than happy to head up the project. I should say now that

# ARCANE LORE

## *The new Dwarf armies book*

this was one of my favourite books to work on because Dwarfs have such a strong character that the manuscript almost wrote itself (and actually some of it had already been written – thanks Tuomas Pirinen, Alan Merrett and Alessio Cavatore!). Well, enough intro waffle, you'll want to be finding out what we've done to the shorties.

### THE AIMS

There wasn't really a whole heap of stuff that needed fixing with the Dwarfs. The consistent comment we've had over the last few years is the perception that the Dwarfs were less 'competitive' than other races. Now, whether this was strictly true, I'm not going to go into here. I will admit that a Dwarf army was, and still is to some extent, a fairly strong army in certain areas and a complete no-go

in others. They are not quick on their feet, they don't have cavalry or flyers, and Wizards are completely absent. However, if you're looking for rock hard infantry and big war engines, they're exactly where it's at.

Rather than changing any of this, I wanted to make sure that the Dwarf army retained all of the character of the race, but could still offer more options than simply getting as many cannons and crossbows as possible and then shooting for as many turns as it could. This meant looking at the different tactical options presented by the mix of units and war engines, adjusting the points values to reflect their particular value to the Dwarfs, and generally giving the army a holistic overhaul to bring it in line with our new philosophy.



A huge Dwarf army protects its mountain hold from a rampaging horde of Orcs.

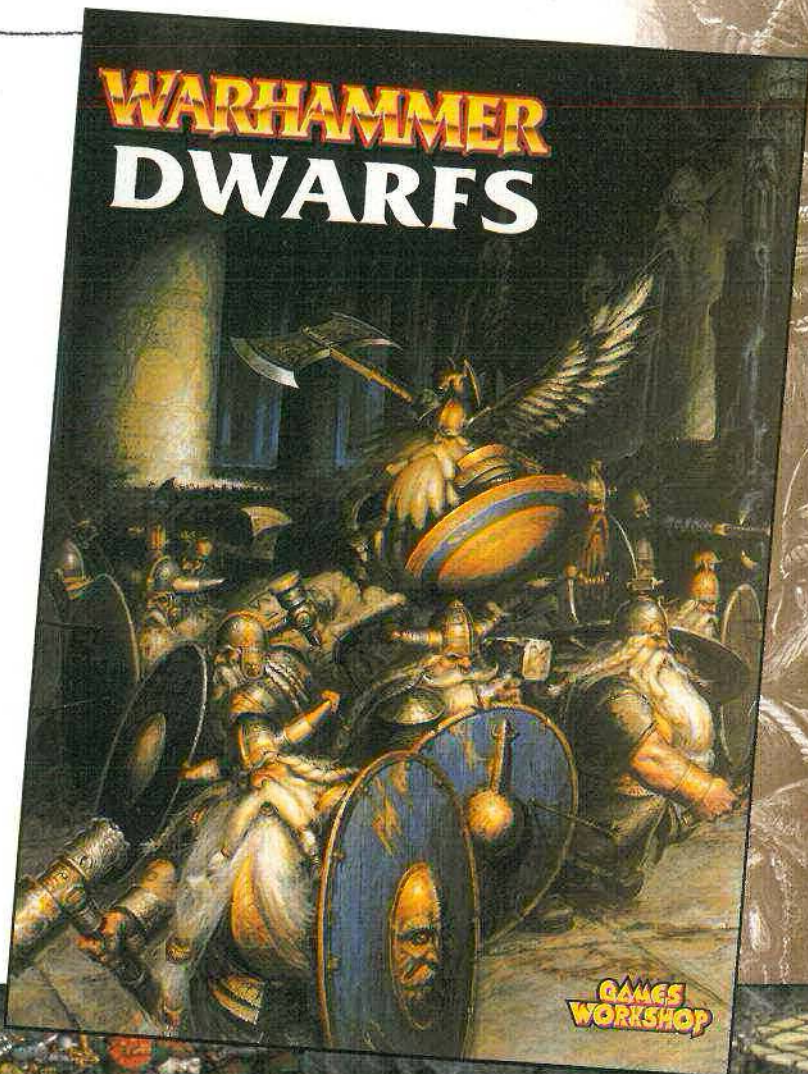


## 6TH EDITION CHANGES

Looking back over the Dwarfs project, our job was a lot more straightforward than you might think. This was mainly helped by the changes made to the Warhammer rules. With rules that now emphasise big blocks of troops, infantry in particular, the Dwarfs had already been given back a lot of the edge they might have lost. Also, with our readjustments of rank-and-file profiles, the WS4, T4 and Ld 9 of the Dwarfs really shines through making them some of the toughest fighters in the game. We didn't need oodles of special rules to make them better at fighting and sticking around. However, although individually Dwarfs are hard as nails, the army as a whole was still lacking something.

## THE 'RELENTLESS' RULE

Dwarfs are slow, and more inclined to defensive battles. That hasn't really changed a whole lot. However, there were two things that we realised made the Dwarfs as an army very hard to use, and both come about from their Movement value of 3. Now, from the outset, we were never going to







Dwarf artillery prepares to send a deadly fusillade of iron, stone and fire into the enemy.

change this – it just wasn't on the cards. However, this 1" less of movement makes a big difference when the fighting gets in close and personal. Firstly, the marching rule, is based around 8" which is the charge range of your average infantry unit. This means that a unit can often manoeuvre in such a way that in the next turn it can charge a unit that is stopping it from marching. Not so with the Dwarfs' shorter legs, which meant that all manner of skirmishers, fast cavalry and flyers could make your whole army grind to a halt and mill around while getting shot to bits or charged in the flanks by the enemy's faster units. Secondly, the shorter movement distance of the Dwarfs made it harder for the close combat units to mutually support each other – move around to attack the flank of an engaged enemy, for instance.

So how did we deal with this situation? The 'Relentless' rule. This allows Dwarf units to march even when within 8" of the enemy. Now, I was really torn between including Relentless and leaving it out, because there is a strong argument that it was a rule that basically negates one of the weaknesses (and therefore character traits) of the army. On the other hand, the feedback I was getting from our playtesters was that with the Relentless rule, they found the best Dwarf armies had units of Warriors in that weren't necessarily missile troops, which is something I want to encourage. So Relentless was in, and

then out, and then in and out again as I tried to make up my mind.

In the end, it stayed in, because the rule doesn't really make the Dwarfs faster except when the fighting gets up close and personal, and secondly there is a part of the Dwarf background (close tunnel fighting, disdain for enemy's fighting ability) that would suggest Dwarfs wouldn't be too fussed about the proximity of their foes. The casting vote was on tactical grounds though, because the Relentless rule makes attacking with Dwarfs a distinctly feasible plan. Yes, attacking with Dwarfs!

### THE ARMY LIST

As well as the Relentless rule allowing a Dwarf player to take the fight to the enemy, a couple of units in the army have been given special rules to allow the Dwarf commander to take some of the initiative and force the issue on their opponent. These are Miners and Rangers. Miners are very characterful of Dwarfs, and the miniatures are amongst my favourites of all time, so it was almost inevitable that we'd do something special with them. We had ideas for them building defensible obstacles for themselves or tunnelling up into the middle of the battlefield, but settled on Alessio's Underground Advance which basically allows them to outflank the enemy. This means that Miners can get stuck in to the enemy when they turn up, forcing your opponent to think twice about hurling himself forward and leaving

his missile units and war engines behind.

The second unit are Rangers, the most famous of whom are of course Bugman's lads. Rangers are Scouts, but unlike the Scouts of other races, Rangers don't skirmish. For a start, skirmishing just seems inappropriate for Dwarfs – shoulder-to-shoulder against the world is a more Dwarfish attitude than prancing about like an Elf. Secondly, this genuinely makes Rangers unique in Warhammer, as no other unit can be deployed in Scout fashion whilst still being a full combat unit with ranks and all the rest. Like the Miners, Rangers can be used to really force your opponent to reconsider his plans.

All the usual stuff is there, the missile troops, elites and so on. Dwarf handguns now get a +1 to hit at short range to show that they are superior to the shoddy human ones and to make them more of a choice compared to crossbows. Longbeards, Hammerers and Ironbreakers have their traditional roles, with just a simple little difference to make each different and individual, but without adding rafts of special rules to complicate matters unnecessarily.

The war engines have had a bit of a makeover too, as you might expect. Cannons, Bolt Throwers and Stone Throwers are as they were, and Flame Cannons are pretty much the same too (ie, downright nasty to the enemy!). Gyrocopters have been



treated in a similar fashion to Chariots, so that the pilot and machine have a composite profile, and we've added in some rules that mean it's much better flitting about firing its steam cannon and harassing the enemy than getting stuck into close combat. The Organ Gun has also undergone a fairly radical shake-up, making it more akin to the Volley Gun of the Empire rather than five small Cannons. This was partly inspired by the model (which looks more like five jezzail-like barrels than small cannons) and also to re-emphasise the strengths of Cannons. So, the Organ Gun now has possibly the shortest range of any war engine, but is great for trashing units of multiple Wound creatures such as Trolls and Kroxigor, or armoured nasties like Chaos Knights.

The Anvil of Doom obviously had to be reworked to fit in with the cool new (wheelless) model. Instead of just the one lightning zap, the good old Anvil now has four spells it can use, and operates pretty much along the same lines as a Wizard of another race, with Power dice, casting values and the rest. The spells are based upon the four elements, representing the fact that the Anvils use some of the oldest and most potent runes there are. This not only gives the Dwarfs something to do in their Magic phase if they want to, it even means your opponent might find it worthwhile to invest in a Dispel scroll or two. Keeping your enemy guessing like that is never a bad thing!

## THE RUNES

Access to magic and magic items has been curtailed in the new edition, and the Dwarfs are no exception (although a teensy bit more magic item heavy, as befits their background). As before, the real strength of Dwarf magic items lies in the customisation allowed by the Runes system. Some Runes have gone (none you'll miss, I suspect) and some new ones have appeared. My favourites include the Master Rune of Taunting which can force an enemy unit to charge the banner bearer (try avoiding that unit of Ironbreakers led by the General now, hah!), the Master Rune of Steel which forces the enemy to re-roll successful 'to wound' rolls against the character, and the Master Rune of Balance which allows you to nick one of your opponent's Power dice and add it to your Dispel pool!

## THE OTHER BITS

Something else I'm really proud of this time around is the manner in which we've treated the Dwarfs' background. We were determined to give readers a clear idea what it was like to be a Dwarf – how they felt about Elves and Gobbos, the loss of their empire, the shoddiness of humans – and the text really gets this across. My praise goes to Space McQuirk who wrote a lot of the background pieces, and believe me sometimes you'll laugh, sometimes you'll cry and sometimes your chest will swell with pride at being a Dwarf. Rick Priestley has also dug up his old notes on Khazalid, the Dwarf language, and this is now presented in all its glory, with an expanded lexicon too. So if you want to hurl insults at your enemy in true Dwarfen, now you can (if you can work out how that damned Dwarf sentence structure works!). And I would be greatly amiss not to mention the fantastic works of art produced by, amongst many splendid artists, Paul Dainton and Alex Boyd. To say they've captured the Dwarf spirit and shown the Dwarf empire in a wonderful, rich new light may sound a bit like I'm crawling, but just have a look at it and try to disagree with me...

## THE RESULT?

Well, the best Dwarf book ever, of course. I would say that, but by Grungni I think we've done it! A characterful Dwarf army that even the most cynical tournament player might be interested in; rich, evocative background and art that makes you want to pick up the nearest axe and start searching out Grobi and Urki.

And the future holds some interesting stuff too. There's wild talk about bringing back the Gob-Lobber, a Kill-Dozer has surfaced more than once, and if we can just persuade Forge World to do a Dwarf Juggernaut, we'll be singing all the way back to the Hold. As Durgrim Redmane would tell us,

'I'm right proud to be a Dwarf, and you's best not forget it.'

Cheerio





# WARHAMMER

## THOREK IRONBROW

### MASTER OF THE WEAPON SHOPS OF KARAK AZUL.

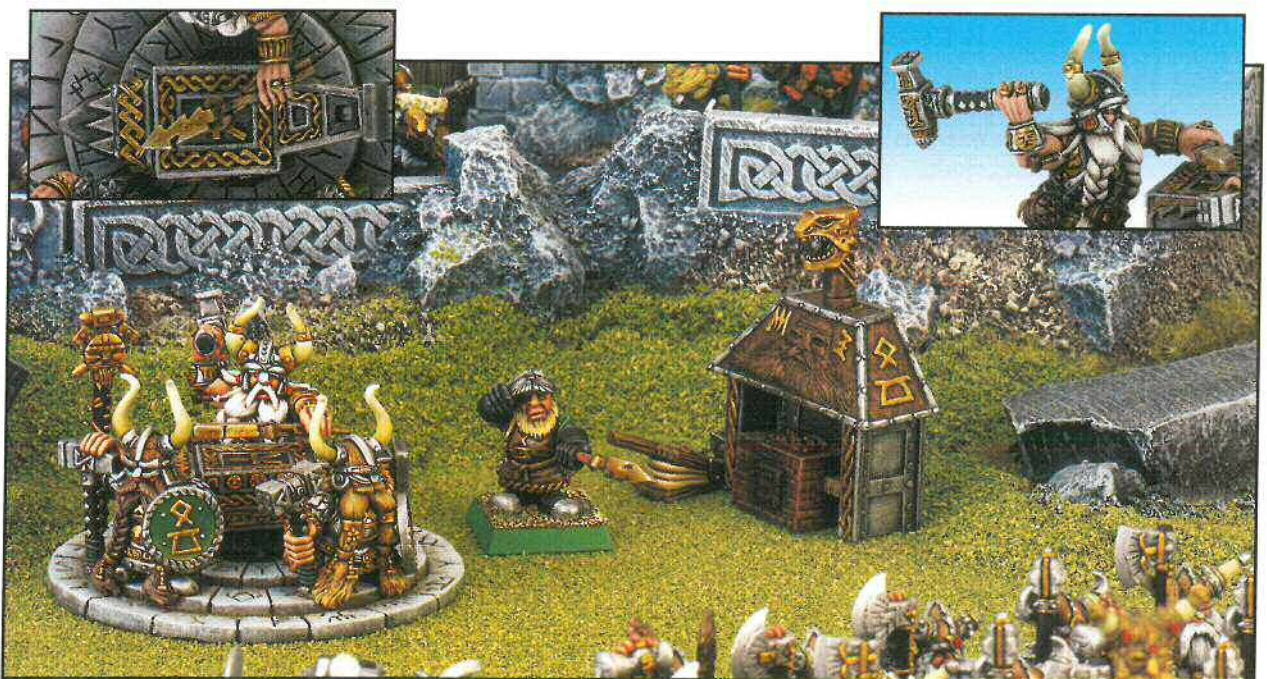
"Now you young 'uns might be thinking that nowt's as good as it used to be," grumbled Durgrim Redmane, eyeing the gathered beards. "Well there's summat in that, but it's not all bad. Take this here tavern," he continued, including the whole of the smoky room with a wave of his hand. "Couple of hundred years ago this was all rock." His drunken audience admired the bar anew with bleary eyes.

"And that's not all. There are even a few folk, like myself, who try to follow the old ways. Not many, but enough to give you young 'uns all hope. Take old Ironbrow, f'rinstance. You've all heard of him, haven't you?" Durgrim glanced over the rim of his ale mug at the attentive Dwarfs, but didn't bother waiting for a reply. "Thorek's a Dwarf of the old times. Karak Azgal's where he lives and where he's master of the armouries. Lucky lot to have him too. He's got one of them Anvils of Doom that were made by Kurgaz and he knows more of its secrets than most of those that have 'em. And he's not afraid to use the power in it, not like some so-called Runelords I could mention. Anyway, like I was saying, he's a proper old fashioned Dwarf with little time for them modern ideas on how to forge weapons and armour. Nor does he care what runes are fashionable this century or that. If it was good enough for our

ancestors in the War of Vengeance, it's good enough for Thorek Ironbrow. I've heard him say as much himself, and I felt right proud to hear it.

Now I can see that some of you are thinking 'What about progress?' Well that's all nonsense. Anyone can tell you that's just muddle-headed Elf thinking. After all, we're doing worse not better, and what we really need is a return to the good old days, not some new-fangled replacement for things that weren't broke. Thorek Ironbrow is a worthy role model for any of you that fancy yourselves as Runesmiths. You could do a lot worse than trying to impress him with your skill and understanding of the old ways, though it'll be right hard. He demands the highest standards and expects nothing less than your total commitment. Can't afford to mess with the power of an Anvil of Doom if you're all half-hearted." Durgrim paused, a far away look in his eyes.

"When they were made, all the Anvils could use the rune they're named for, but now I reckon it's just Thorek's that can do that. Mainly that's down to old Ironbrow himself. He knows more about the runes than any other Dwarf alive, and that's just 'cos he's spent his whole life reading the ancient texts and talking with the oldest and wisest Runelords." Durgrim eyed his audience carefully. "And paying attention to his elders."



*Thorek Ironbrow and the Anvil of Doom*



## THOREK IRONBROW

	M	WS	BS	S	T	W	I	A	Ld
Thorek	3	6	4	4	5	3	3	2	10
Kraggi	3	4	4	3	4	1	2	1	9

*Thorek is the Master Runelord of Karak Azul and, some say, the greatest Runelord alive. He can be taken as a Lord choice in a Dwarf army. He must be fielded exactly as presented here, and no extra equipment or rune items can be bought for him. The cost of his rune items, Anvil of Doom, Kraggi and Anvil Guards is included in his total cost.*

**Points:** 500. Note that while Thorek still lives, no Victory points are scored – this is different to the normal Anvil of Doom rules.

**Weapons:** The rune-hammer Klad Brakak.

**Armour:** Thorek's rune-armour.

### RUNE ITEMS

**Klad Brakak:** Thorek's anvil-headed hammer is a formidable weapon of war as well as a useful tool. In his position as Master of the Weapon Smiths of Karak Azul he has access to a vast amount of ancient rune lore. From his researches and experiments, he has designed a new rune which he has struck onto his hammer. This rune is unique to Thorek's hammer, Klad Brakak, as he only made it a couple of centuries ago and wants to give it a fair trial before using it again.

In battle it is easy to find Thorek as his hammer shatters armour when it strikes, making a sound like thunder. No armour saves are allowed against Klad Brakak and if the target fails its Ward save (or does not have one) then any armour they were wearing and shield they were carrying are destroyed. This includes magical armour and shields.

In addition, Klad Brakak bears the Rune of Fury which gives Thorek +1 Attack.

**Thorek's rune-armour:** This is inscribed with the Master Rune of Gromril which gives him a 1+ armour save.

### ANVIL OF DOOM

Thorek always brings his Anvil of Doom with him to battle. This works exactly as described on pages 8 & 9 of the Dwarf Warhammer Armies book with the additions noted below.

**Assistant at the forge:** Kraggi, the best of Thorek's assistants, accompanies him to battle and helps him by preparing some of the runes. Most of the time this is a big help and speeds things up, but occasionally his lack of experience (he's hardly

been smithing a century) lets him down and he makes a mistake. While Kraggi is alive Thorek gains one extra dice per turn to cast runes with. However, it's important to keep track of which one this is (by using a different coloured dice, for example) because if this extra dice rolls a 1 Kraggi has done something wrong and the rune is miscast. This ends the Dwarfs' Magic phase as normal.

Kraggi fights with the forge tongs (counts as a hand weapon) and wears an apron to protect him from the intense heat (counts as light armour).

When Kurgaz forged the Anvils of Doom many centuries ago, the most potent rune they had beaten onto them was the Rune of Doom, after which they were named. However, this rune is so difficult and dangerous to use that its secret has almost been lost. Some have not ever dared to use it or have never seen a threat they deemed sufficient to warrant its power. Others have tried and failed to contain and focus its might and their anvils have been torn apart by the uncontrolled energies. Today, the only remaining Runelord who has the skill and courage to attempt it is Thorek Ironbrow.

### RUNE OF DOOM

12+ to cast

When this rune is struck, the air grows chill and the skies turn dark. Ghostly forms of ancient warriors appear amidst the Dwarfs on the battlefield, bolstering their ranks and their courage. These are not ghosts as such, but a manifestation of the Dwarfs' own grim and doom-laden nature. Their anger at the loss of their mighty civilisation and the desecration of their Holds fills them with a righteous fury that is terrible to behold, and their normally grim faces are set with an expression of black vengeance.

All the Dwarfs in the army cause *fear*.

Once cast, the effects of the Rune of Doom last until it is dispelled, until Thorek chooses to end it (which he can do at any time), uses another rune, or is slain.

However, if you miscast when rolling to cast the Rune of Doom then disaster has struck. The power of the rune tears the Anvil asunder. Thorek, Kraggi and any surviving Anvil Guards each take a single Strength 7 hit from the blast. The Anvil is destroyed and the survivors form a small unit of their own.

*Note that as you've been reminded of the doom of your race and that your Golden Age has long passed you should feel free to grumble about it (and don't forget to mention that it's the Elves' fault). This has no game effect, but is entirely in character and may make you feel better.*



# Grudge Bearers

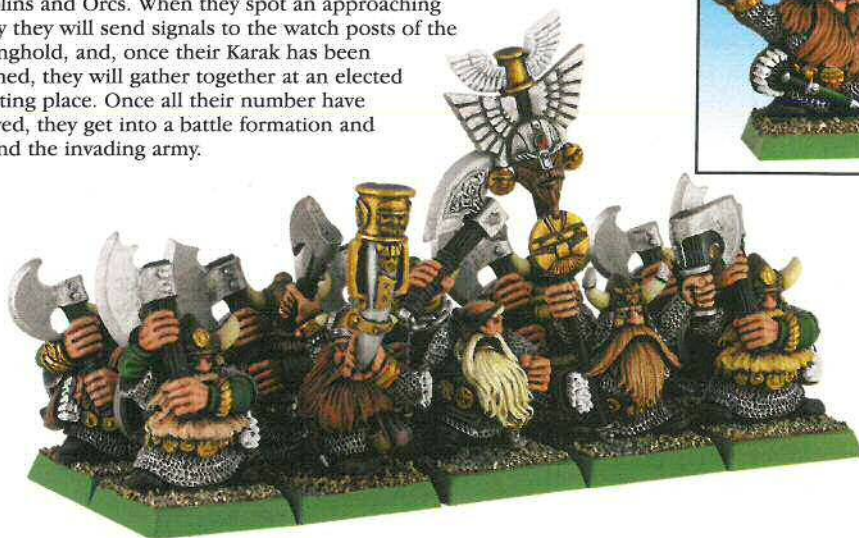
The Dwarfs are an ancient, proud and grim race. Their heavily armoured infantry commands well deserved respect from any enemy who has ever stood against them. Dwarf Warriors are legendarily stubborn in defence of their mountain homelands, and are equally unrelenting in their assaults. Dwarf artillery is amongst the most potent and destructive machinery in the known world. The legendary Dwarf Engineers have developed many unique and powerful war machines such as Gyrocopters and Flame Cannons.

## Rangers

Rangers watch over the mountain passes that snake their way through the Dwarf realms. They keep watch for approaching danger and hunt down Goblins and Orcs. When they spot an approaching army they will send signals to the watch posts of the stronghold, and, once their Karak has been warned, they will gather together at an elected meeting place. Once all their number have arrived, they get into a battle formation and hound the invading army.

## Dwarf Lord

Dwarf armies often fight under a mighty Dwarf Lord, one of the leaders of the ancient Dwarf clans.



*A Dwarf Lord accompanies a regiment of Longbeards.*



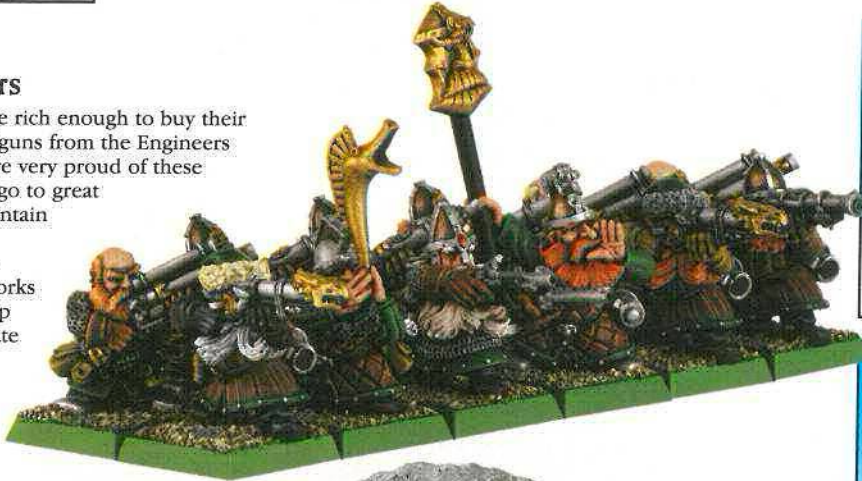
## Longbeards

Dwarfs are taught from an early age to respect their elders, and the oldest Dwarfs in the stronghold are accorded the greatest respect. Their beards must stretch down to the floor before they are given the prestigious title of Longbeard. The ceremony that follows when a Dwarf finally joins this elite caste is a great occasion; many a tavern has been drunk dry in the ensuing feast.



## Thunderers

Some clans are rich enough to buy their warriors handguns from the Engineers Guild. They are very proud of these weapons and go to great lengths to maintain them. Dwarf handguns are exceptional works of craftsmanship and are accurate even at long distances making them very deadly weapons.



The new Citadel  
Scenery Dwarf  
Mountain  
Stronghold





# THE RECLAMATION OF KARAK EIGHT PEAKS

by Space McQuirk

The warriors gathered together in close ranks atop the ancient burial mound. They were grouped in a defensive formation, the Dwarfs' sturdy shields creating a circle which protected the crossbowmen at the centre of the mound. Totally surrounded by the enemy, they were but a small island in the centre of a vast sea of Greenskins. Another wave of Night Goblins surged forward, once again assaulting their position. A great pile of the vile creatures lay dead or dying at the Dwarfs' feet. These Goblins were no match for the courageous fighting skill of the Dwarfs, and more of the small fiends fell to the blows of the Dwarfs' finely crafted axes. Nonetheless three of the stout defenders collapsed as the Goblins' sharp spears pierced through gaps in the Dwarfs' shieldwall. More and more of the Greenskins came scrambling over the still warm bodies of their dead brethren. Every muscle in Lord Duregar's body ached from the endless slaughter, but he knew there would be no respite from the fighting.

"Hold. Keep the line." His voice was calm, remarkably so considering the Dwarf army's predicament. Though a dozen or more Goblins had fallen for each Dwarf, hundreds more still surrounded the mound. It seemed to Duregar that his warriors had been fighting for an eternity. Ever since they had hurriedly left their hold, the Dwarfs of Karak-a-Karak had been at war. It had been nearly a week since they had received word from King Belegar that he had managed to take the inner keep of Karak Eight Peaks. The King's warriors had suffered heavy losses and needed reinforcements if he were to keep control of the hold. Duregar had quickly mustered his clans together and marched south. As his force had reached the mouth of the Mad Dog Pass which led to the besieged stronghold, an Orc force had suddenly attacked. His warriors, filled with vigour and resolve to aid their kinsfolk had quickly seen off the Orcs. Mad Dog Pass was open to his passage.

With a mighty swing of his axe, the head of a Goblin fighting him was sliced from its shoulders. In the brief respite Duregar surveyed the carnage around him. The last few Goblins of that wave of attackers were currently running from the mound.

"Crossbowmen, ready your bolts." he called out to the line of troopers who stood behind him on the top of the mound. As he spoke he could see the Night Goblins, the hems of their robes wet with the blood that flowed down the mound, readying themselves for the next charge. "Watch for their arrows, shields high." Duregar commanded, his warriors raised their shields. These lulls in fighting were always followed with a cloud of arrows that would fall onto the mound. It was a standard Goblin tactic, weaken the foe with missile fire, before committing masses of troops in a savage assault. The clatter of arrows striking shields was accompanied by groans from those whose armour had failed to save them. The Dwarf Lord wiped Goblin blood from his thick brow. If only the Troll Slayers still fought by their sides then they might stand some chance. As his relief force had advanced through the pass he had expected severe resistance. They had met none. That was until they came within sight of the gate. It was then his suspicions were confirmed, they were marching into a trap. Hundreds of Goblins had poured out from the ruined tombs of the Dwarfs' ancient ancestors. The Orc force they had defeated at the jaws of the pass had regrouped and blocked any retreat. Before them the gates of the Karak were shut. Spying Stone Trolls descending from the steep slopes, the Troll Slayers had marched off to intercept them and meet with their destiny. What became of the fearless warriors? Duregar knew not. He had been kept occupied with organising his own forces. The fact that no Trolls had yet reared their ugly heads before them gave Duregar a good idea of what had happened.

Whilst the solid front rank prepared

itself for the inevitable charge of the Goblins, the centre of the formation was all but destroyed as a massive boulder crashed down into the tightly grouped ranks. The Night Goblins manning the Stone Thrower positioned on the gate tower had finally found their target.

A large Goblin wielding a wickedly barbed Squig prodder pointed towards Duregar, screaming what could only be a challenge of some sort in his savage guttural language. At the Goblin's side an enormous Squig bared its bloodied fangs. This was obviously the leader of the Goblin force. Duregar felt the courage of his ancestors flow through his veins. If he were to die then this loathsome creature's head would be held in his hand as he fell. The Dwarf Lord stepped forward raising his axe high to respond to the challenge. "I Duregar, Kinsman to King Belegar of Karak Eight Peaks, command these warriors. I tell you now that we shall all willingly die here on the land of our ancestors before surrendering to you, foul Greenskin!" As he spoke Duregar saw malicious intent spark within the Goblin Warboss's eye. In response the Goblin horde charged forward gibbering and cackling maniacally.

With the once disciplined central ranks in disarray behind them, the Dwarf's formation began to collapse. Duregar knew that it would soon be all over. He called out defiantly to his warriors. "Kinsmen, we will sell our lives dearly today. Though we may perish, the Grobi victory will be bitter for them to taste." As he said this an almighty explosion blew shards of rock and debris into the air. "What manner of foul trickery do they play now?" Duregar cursed. His standard bearer called to his general. "My Lord, 'tis no evil. Our salvation is at hand for 'tis Belegar and his kinsmen." Duregar turned round to face the gates. He saw that the gates to the Karak had been blown apart. Through the cloud of debris he could make out the standards of King Belegar's Dwarf host marching



forward, cutting a swathe through the Night Goblins.

"To Belegar!" The Dwarf Lord commanded. With fresh hope flowing through them, the Dwarfs fought with a new determination. The Goblins fell before the Dwarfs' fury as they descended from their position. As Duregar battled through the massed ranks of Night Goblins he could see Belegar's force. His cousin fought to the fore of a wedge shaped formation, surrounded by his bodyguard. On his head the gold crown of Karak Eight Peaks glittered in the evening's light. The Hammerer's great weapons crushed the skulls of any Greenskin that dared stand between them and Duregar's men. Within minutes the two Dwarf armies met and the two cousins, Belegar and Duregar, stood back to back hacking at the Night Goblins, who had by now recovered from the shock of the initial assault.

"Well met Duregar. Doth thee fancy heading back to my grand hall for some ale?" Belegar called out as he clove straight through a particularly ugly looking Goblin.

"Aye. Slaying Grobi builds up a thirst for sure," Duregar replied matching his kinsman's prowess with the axe as another assailant fell to the Dwarf's weapon.

Belegar shouted a command to his army. "Ironbreakers, form a rearguard. Back to the hold." Arrows, fired from

the slopes of the pass, rained down on the united Dwarf clans. The missiles hit both Dwarf and Goblin indiscriminately and many Greenskins fell, killed by their own troops. The well forged armour of the Dwarfs protected them from most of the barbed arrowheads. Slowly the solid mass of Dwarfs pushed its way back to the gate where a unit of Handgunners waiting at the entrance fired their lead shot, quickly seeing off any Goblins who tried to pursue after the retreating Dwarfs.

Torches illuminated the walls of the great hall, where stone carvings depicted the history of the Dwarfs of the Karak. The remnants of the two armies sat on long benches at the front of the hall. The mood was sullen. Many Dwarfs had fallen that day and every warrior in the massive chamber contemplated the loss of their kinfolk. Belegar raised his tankard and spoke out the gathered Dwarfs. "Tomorrow we shall mourn the loss of many of our family and dearest friends. 'Tis a sorrow that we cannot bury them in the tombs to rest with their ancestors. For that we shall ne'er forget." He opened a thick leather bound tome. "For over two thousand years the Eight Peaks' Book of Grudges has been silent. Now let us mark this day with a new account." He dusted off one of the pages and began to record the grudge.

Duregar, who sat beside Belegar's throne, spoke up. "Though tomorrow

we shall mourn, tonight is a night of celebration. Gathered under the roof of this hall are enough Dwarfs to ensure this hall never again falls into Grobi hands. Long live the King of Karak Eight Peaks!" With this he raised his tankard towards Belegar and emptied the contents in one gulp. A loud cheer echoed around the hall as the Dwarfs joined in the toast and celebrated the retaking of Karak Eight Peaks until the early hours.





# Dwarf Warriors

A brand new Warhammer Regiment boxed set is out this month as the Dwarf Warriors take to the field of battle! As with all Warhammer Regiment sets, it contains all you need to make a regiment of sixteen plastic Dwarf Warriors complete with command group. This multi-part set not only allows you to build a regiment with hand weapons and shields, but also gives you the choice of giving them crossbows or even arming them with great weapons. With a variety of banner tops and command options included, no Dwarf Lord should venture from his Hold without them...



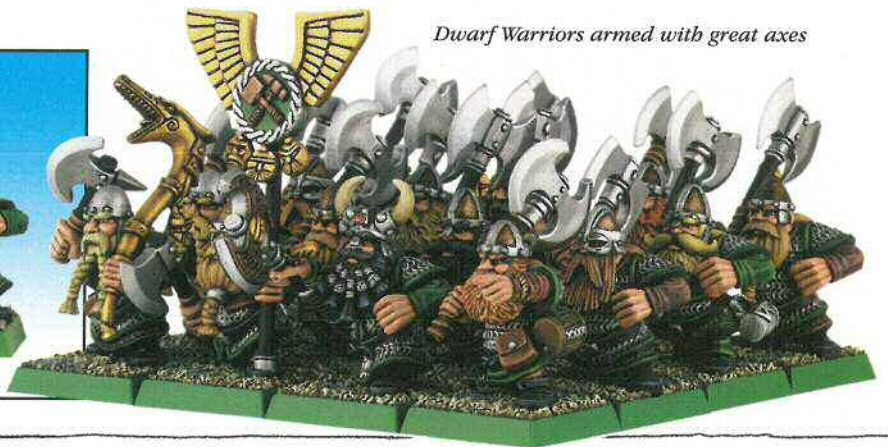
*Dwarf Warriors armed with hand weapons and shields*



*Dwarf Warriors armed with crossbows*



*Dwarf Warriors armed with great axes*



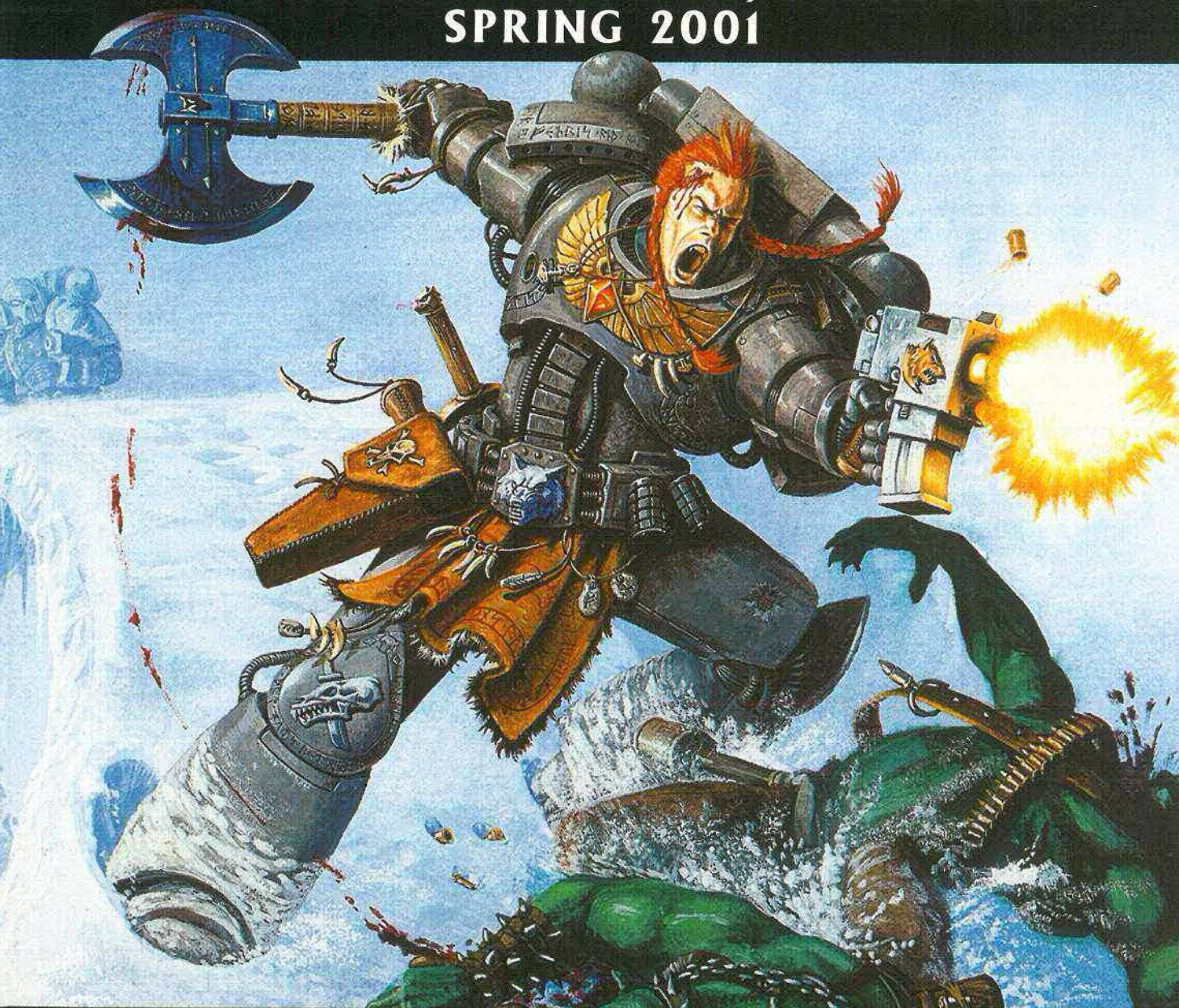


GAMES WORKSHOP PRESENTS

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**TACTICA** shines the spotlight on one particular army every month, with a veteran player taking you through some tactics and strategies for their favourite force. This month, Matthew Sprange looks at the Sisters of Battle.



*Matthew is a veteran Warhammer 40,000 commander, having played pretty much every army since the game's first edition. Of late*

*he's concentrated purely on the righteous forces of the Imperium and the Sisters of Battle in particular.*

The Adepta Sororitas, or Sisters of Battle, form the main fighting arm of the Imperial Ecclesiarchy, regulating its many diverse parts as much as enforcing its will upon those who would turn aside from the Emperor. Equipped with the finest power armour and weaponry the Ecclesiarchy can provide, the Sisters are a force to be reckoned with on the battlefields of the 41st Millennium, with their absolute faith in the Emperor and his divinity being brought to bear on any man or alien who would oppose them.

# TACTICA

## SISTERS OF BATTLE

### TACTICS FOR PLAYING WITH SISTERS OF BATTLE ARMIES

#### THE FINEST ARMY IN 40K?

Picture this scene – it may be familiar. It could be in a club or at a tournament, but two gamers are setting up their armies in preparation for another game of Warhammer 40,000. The armies are both well painted and the terrain has had a lot of work put into it. Everything seems perfect. One of the gamers then glances across the table at his opponent's army and sees a number of Battle Sisters squads. A smirk slowly crosses his face.

I am writing this article to change all of that. It has come to my attention that many Warhammer 40,000 players out there simply do not believe that the Sisters are a 'proper' army. They do not take them seriously. They think the Sisters are a second line force, one to be used only as allies or when they want to 'go easy' on their opponent. I am going to demonstrate the exact opposite here – that the Sisters of Battle army list in the rulebook is potentially just as strong as any other

army, whether it is also in the rulebook or in a Codex. I can hear all the Eldar players start to chuckle already.

First, a little evidence, if you will. I was lucky enough to be asked to compete in the inter-club tournament at Games Day '99 and decided to take my Sisters army along, representing the Warhammer 40,000 Internet Mailing List (with 900-odd members, it IS a fairly large club). And I came first. Top. Number one. With Sisters. The Sisters of Battle defeated Eldar and Guard armies, though they did have a small problem with Orks – not every battle can go your way! But overall, the Sisters were at the top of the heap when the tournament ended. One or two of my opponents could not believe that their mighty forces had been all but annihilated by a Sisters force, but it was there for all to see. How was this possible? Allow me to demonstrate...

#### BATTLE SISTERS SQUADS

Every veteran player of Warhammer 40,000 knows that the main strength of most armies lies within their Troops choices. This is even more apparent for the Sisters of Battle. Consider the basic Sister for a moment – the 3+ save of her Power Armour gives a good measure of protection against the majority of weapons in the game, she has a Leadership of 8, the same as a Space Marine and the same basic weapon, the trusty bolter, all for 10 points, two thirds of what the Space Marine costs. All of this goes to make your average Sister a very potent force on the battlefield.

When choosing equipment for these Battle squads, you should consider carefully what role they will be expected to fulfil on the battlefield. They will typically be divided into the squads that rush forward to get to grips with the enemy and capture important objectives and those that move more slowly, holding the Sisters' line against any enemy counter-attack.



A Missionary leads the Sisters of Battle into combat against a squad of Eldar Guardians.



I will always try to have the maximum squad size of ten for all the squads in my army, whichever role they are delegated to perform. They are cheap enough and big squads are always more survivable. When it comes to armament, the squads going forward and leading the attack are typically given flamers, heavy flamers and meltaguns, with at least one squad being transported in a Rhino, no matter how small the game is. If I can afford it, I will give all these squads Rhinos as the vehicle greatly increases both their manoeuvrability and chances of actually reaching the enemy. One favourite squad I have in this regard is transported inside a Rhino, armed with both a flamer and a heavy flamer. Though great care has to be taken in utilising cover to help protect the Rhino, once it closes on a choice target, such as Ork Boyz or Eldar Guardians, a lot of damage can be caused by those two flame templates which can be fired from within the vehicle – my current record is 18 very tightly packed Ork Slugga Boyz!

The same sort of tactic of rushing forward in a Rhino to a suitable target can be used against armoured vehicles by equipping squads with a meltagun, though this is far riskier, as the meltagun targets a single model and only hits half of the time. I almost never give these forward squads heavy weapons, other than the heavy flamer, as they will be expected to keep moving on the battlefield.

Every squad in the army is vulnerable to dedicated assault troops, yet the Sisters have very little in the way of long or even medium-ranged firepower, so the trick to learn is being able to get your squads close enough to the enemy to do the maximum amount of damage, yet far enough away so that they do not instantly get assaulted and destroyed. The Rhino is a perfect vehicle for this and forms a nice barrier between your precious Sisters within and enemy assault squads without. You have to remember to keep your Rhinos moving over 6" though, so any attempt to bring them down with a power fist or a melta bomb will always require a 6 to hit.

The squads kept further back to hold the Sisters' defensive line tend to be equipped far more frugally. Sometimes they will even be sent into battle carrying just bolters, with no upgrades at all! However, it is worth considering heavy bolters for these squads with



A Sisters of Battle squad incinerates an Ork mob with cleansing fire.

the aim of hitting any enemy assault-based squads and light vehicles before they can turn their attention to the Battle Sisters squads that are racing ahead. I tend to avoid putting multi-meltas within these squads as they are rather expensive and if enemy armoured vehicles are venturing this close to your table edge, you may well be doing something wrong!

### INTEGRATING THE ARMY

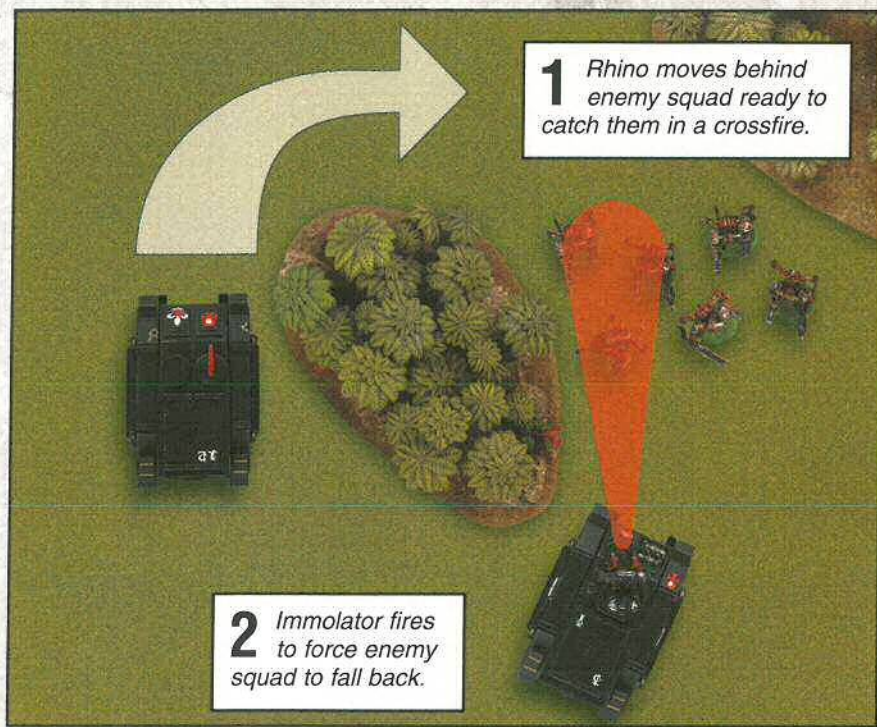
The Battle Sisters squads will always form the core of your army and will be the finest troops you have under your command, but there are several other choices in the Sisters' army list that are worthwhile options and will increase your chances of victory.

When looking at an army list for the first time, a lot of players tend to drift towards the Heavy Support units first of all and this is where we will start. The Sisters have a choice of two: the Immolator and Retributor squads.

I have to admit, I have had a lot of problems with the Immolator in the past. You see, as it is the Sisters' heaviest armoured vehicle, opposing players always seem to treat it as a main battle tank, so it inevitably comes under an immediate hail of fire. This is, of course, something that a Rhino chassis cannot sustain for long. However, I have found this to be something of a good thing. Personally, I always tend to take Immolators in my







armies as they are a very characterful choice and fit in well with the background behind a Sisters army. Though I have long since despaired of my Immolators actually causing any major damage to the enemy (you have to love it when the inferno cannon does get to fire, though!), the concentration of enemy fire on them does mean that the Rhinos and the valuable squads they carry suffer far less as they approach your opponent's army. This alone makes the Immolator a worthy choice and it is not too expensive to be used in this diversionary way. When your opponents start wising up to this tactic, you may find you can use the inferno cannon to good effect by moving your Rhino-mounted squads behind enemy units so that when the Immolator fires and forces them to fall back, the enemy is automatically wiped out by crossfire. Even Space Marines are vulnerable to this move.

The Retributor squads tend to be a far safer choice for a Sisters army. They have the option of carrying multi-meltas, heavy bolters and heavy flamers and I usually do not mix and match these very different weapons within the same squad.

I tend to keep heavy bolter Retributor squads small and far back, well screened by Battle squads. They can be an absolute menace to infantry and light vehicles alike with the amount of firepower they can give out. Retributors armed with heavy flamers

or multi-meltas are usually needed alongside the Battle Sisters squads that are far ahead and so need to be large (at least eight Sisters, preferably ten) and within a Rhino, though this will make them the most expensive units in your army. I have always felt that four heavy flamers in a single squad is something of an overkill, but many Sisters players seem to find something appealing in all that fire – fair play to them!

Multi-melta Retributors are another story, however, and I always include them. Though it may seem strange to have heavy weapons on board a Rhino, they can be a real surprise for an unwary opponent. The idea is this – find the biggest, toughest armoured vehicle and send the multi-melta Retributors full speed ahead towards it. Don't be too concerned when this aggressively manoeuvring Rhino is destroyed by enemy fire as this is exactly what you want. Out of the wreckage will come your Retributors, all set to fire in your next turn at the armoured vehicle, possibly within half range of their multi-meltas.

Take note, this is a risky tactic with so expensive a squad, but given the Sisters general lack of anti-tank firepower, it is usually well worth the trade when your opponent retaliates for the loss of his best tank!

The other two major choices open to a Sisters player are the elite Celestians and fast moving Seraphim. The Celestians can, for all intents and

purposes, be treated in exactly the same way as the Battle Sisters squads, as they have exactly the same weapons and transport options. However, they also have both a Leadership and Initiative one higher than normal Sisters of Battle, for just a single point more per Sister. This advantage makes them admirably suitable for the missions that send Sisters close to the enemy.

The Seraphim, it has to be said, are not assault troops, though most Sisters players often start by treating them that way and then wonder why their squads consistently get ripped apart. Whilst a large Seraphim squad may well make short work of the average Guardian squad, they are better used from a short-ranged firing position, using their twin-linked bolt pistols. These weapons actually give the Seraphim a better rate of accuracy than Space Marines and can be used to devastate weakly armoured infantry before possibly swooping in with a finishing assault on any survivors.

Small squads of Seraphim, five in number, are also useful for simply hiding in terrain and capturing objectives or table quarters, using their high speed to keep them away from marauding enemies. Is this a brave use of the Seraphim? Well, no, but the Ecclesiarchy does not train stupid Sisters. The one thing you must learn above all else as a Sisters player is to concentrate almost purely on the mission objectives and not needlessly throw away the lives of the Sisters under your command.

### LEADING LIGHTS OF THE SISTERS

The Sisters of Battle army list only has two characters to choose from; the Canoness and Veteran Sister Superiors.

Contrary to most Sisters players, I do not always take a Canoness to lead my army, particularly in smaller games, where I prefer the use of various Heroes of the Imperium, covered in the next section. After all, the Canoness has an entire Order to run and cannot be present for every battle and skirmish! When she does appear, however, she is usually 'tooled up' with a full Celestian bodyguard, including a Standard Bearer to help with assaults and various pieces of wargear such as a power weapon, combi-melta, Rosarius and Cloak of St. Aspira. All of this goes to make her an expensive addition to the army and one that I do



not usually care to throw away in pointless attacks. Within my armies, she is usually found supporting the Sisters' rear defensive line, using her above average assault capability to plug any gaps that appear and attack any enemy units with the temerity to attempt to break through the Sisters' defences. With the way most players aggressively play against Sisters, she usually sees a lot of action in a game!

Veteran Sister Superiors are another matter entirely and, points permitting, I tend to include them in every squad I can. A few are granted wargear such as power weapons and the Blade of Admonition. However, it is often the case that just their higher Leadership, coupled with their extra attack and the free choice of a close combat weapon and a bolt pistol in place of their bolter, make them more than worthwhile. With a Veteran Sister Superior leading a squad, assaults become a much more viable proposition for the Sisters, but you still have to pick your targets very carefully. Isolated squads of Eldar Guardians and Imperial Guardsmen make good targets, solid walls of Space Marines and Genestealers do not.

### HEROES OF THE IMPERIUM

Though nearly all of the armies from the Imperium have the choice to use characters from the small Heroes list, it seems to be only the Sisters that use them with any great regularity.

I often have a Missionary leading my Sisters and assign him to a squad where the addition of a power sword and combi-melta can make for a cheap, but potent, assault force. Inquisitors can be used in much the same way though they are a little more expensive, especially when encased in Terminator armour, and I tend to steer far away from the inspirational Confessor – in a battle you must value the life of each one of your Sisters and having them fall back from time to time can be a good thing!

The one Hero of the Imperium that I am never without is the Preacher and I often include one with two or three squads. The extra couple of attacks in an assault can be extremely beneficial and when enemy fire starts coming in, it is far more preferable to remove a cheap Preacher than a rather more expensive Sister.

I must make a quick remark about Imperial Assassins at this point. Many players seem to regard them as beardy and something that should never be seen in a regular game of Warhammer 40,000. I disagree. They become beardy when people start fielding them in every battle. When used in moderation they are great models that add a lot of atmosphere to the game and this can never be a bad thing.

As to whether you should take an Assassin in a Sisters army – well, I firmly believe that any real Sisters player does not need one to gain victory, but I would have no problems with such an army including one to tackle a particularly difficult opponent. Personally, though, I think you will find that another Battle Sisters squad will cause more damage to the enemy!

### FINAL THOUGHTS

So there you are. I am sure that there are a lot of Eldar, Imperial Guard and Marine players out there scoffing at Sisters armies and, to tell the truth, playing with Sisters all the time can be tough – but they are more than capable of winning every game they play in.

*A hail of heavy shells drove the squad back from the meagre cover their wrecked Rhino had provided and the Sisters darted across the open ground to the ruined Imperial bunker. Sister Superior Harmona flinched involuntarily as a slugga shell ricocheted off the shoulder plate of her power armour and sang past her ear.*

*"Sisters! Clear the bunker and stand by to repel alien attack! Trust in Him!" she barked through her armour's vox system. Looking around, she saw one Ork had dared to leave the cover of the woods behind them and sent him running back with a single burst from her bolt pistol.*

*When Harmona entered the bunker, she saw it was missing a wall and most of the roof, but her squad had already taken up positions covering the dense trees where the Orks had been spotted and sporadic bolter fire was keeping their heads down for now. One of her Sisters looked up.*

*"Superior, we have the aliens pinned down, but we are greatly outnumbered. As soon as they muster the courage to attack..."*

*Harmona snapped a shot off that she swore took an Ork in the head, though it was too dark to see far into the wood.*

*"Didn't you learn your lessons at the Convent, child?" Harmona asked as she knelt beside the younger Sister and steadied her with a hand. "Trust in His divine countenance and He shall deliver us."*

*With an incredible roar a huge torrent of flame flashed past the huddled squad and blasted its way through the trees. Harmona smiled grimly as she heard the Orks within scream in terror and agony. She enjoyed using fire to cleanse the universe of aliens and other perversities. She stood to raise a salute to the gunner of the Immolator as the tank ground its way past the bunker, then looked back at the Sister. The young woman's eyes shone with excitement.*

*"We shall be delivered."*





# WARHAMMER

## REGIMENT SETS

**W**arhammer Regiment Sets are the best way to collect or add to a Warhammer army. All of the Regiment Sets are Core units so they will form the basis of your army. Each set contains a variety of plastic legs, torsos, arms, heads and weapons along with lots of optional parts like extra weapons, shields, cloaks and pouches. This allows for a great variety of poses and detailing.

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Artwork by Adrian Smith

**The Dwarf Warriors Regiment Set contains:**  
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Miniatures designed by Colin Dixon



Artwork by Adrian Smith

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Orcs excel at close combat, and boast some of the toughest warriors in the Warhammer world. In battle they wield huge weapons known as 'choppas'. These great cleavers are far larger and more dangerous than the mere swords and axes of Men. The Regiment Set contains enough weapons to arm your Orcs with choppas, spears or even with a weapon in each hand!



Miniatures designed by Brian Nelson & Aly Morrison



# WARHAMMER



Artwork by Adrian Smith

The Night Goblin Regiment Set contains:  
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## NIGHT GOBLINS

The subterranean Night Goblins emerge from their dark network of mountain tunnels and gather into large mobs for battle. Whilst not the toughest of fighters, their sheer numbers, as well as the Fanatics hidden in their ranks, often give an opponent cause to stay clear. The Regiment Set gives you the option to arm your Night Goblins with spears or short bows.



Miniatures designed by Brian Nelson & Aly Morrison

# WARHAMMER



Artwork by Adrian Smith

The Goblin Wolf Riders Regiment Set contains:  
10 Goblin Wolf Riders (including Champion, Standard Bearer & Musician).

## GOBLIN WOLF RIDERS

Goblin Wolf Riders are vicious opponents, the howling of their wolves barely audible over the cackling of the Goblins as they pursue their prey. Mounted on feral, snarling Giant Wolves they are able to harass the enemy battle line at any point. The Regiment Set gives you the parts to arm your Wolf Riders with either shortbows or spears.



Miniatures designed by Brian Nelson

# WARHAMMER



Artwork by Adrian Smith

The Goblin Regiment Set contains:  
20 Goblins (including Champion, Standard Bearer & Musician).

## GOBLINS

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. They are often unwilling fighters. However, they are dangerous in large numbers and quite capable of overwhelming far better troops by sheer weight of numbers. The Regiment Set gives you the option to arm your Goblins with either spears or short bows.



Miniatures designed by Brian Nelson



# WARHAMMER



Artwork by Karl Kopinski

**The Empire Soldiers Regiment Set contains:**  
19 Empire Soldiers (including Champion, Standard Bearer & Musician).

## EMPIRE SOLDIERS

The armies of the Empire are professional, well-disciplined and led by some of the finest generals in history. A typical Empire army is based around units of highly trained Halberdiers or Swordsmen. This boxed set gives you the option to arm your unit with either swords or halberds.



Miniatures designed by Alan & Michael Perry

# WARHAMMER



Artwork by Karl Kopinski

**The Empire Militia Regiment Set contains:**  
20 Empire Militia (not including Champion, Standard Bearer or Musician).

## EMPIRE MILITIA

The Empire Militia is made up of local militia, civilians whose homes are under threat, adventurers, bandits and other dregs of society, all pressed into service to meet the needs of the Empire. This boxed set gives you the option of arming your unit as a Free Company or splitting it into smaller units armed with bows or crossbows.



Miniatures designed by Alan & Michael Perry

# WARHAMMER



Artwork by Karl Kopinski

**The Empire Knightly Orders Regiment Set contains:**  
8 Knights (including parts to make a Champion, Standard Bearer & Musician).

## EMPIRE KNIGHTLY ORDERS

There are many Knightly Orders in the Empire. The most famous Orders are the Reiksguard, the Knights Panther and the Knights of the White Wolf. The Knightly Orders set gives you enough models and bits to make a regiment of any of the above Orders or, if you like, invent your own Knightly Order.



Miniatures designed by Alan & Michael Perry



Artwork by Adrian Smith



**The Skeleton Warriors Regiment Set contains:**  
20 Skeleton Warriors (including Champion, Standard Bearer & Musician).



## SKELETON WARRIORS

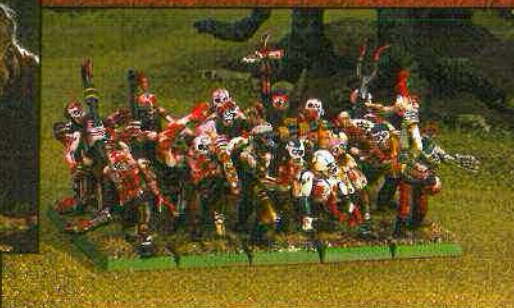
Skeleton Warriors are long-dead soldiers raised again to serve their evil Undead masters in battle. Regiments of horrifying Skeletons form the core of the Undead armies from Khemri in the south or those of the dark domains of the Vampire Counts. The Regiment Set allows you to raise a unit of Skeleton Warriors armed with spears or hand weapons and shields.

*Miniatures designed by Aly Morrison*

Artwork by Karl Kopinski



**The Zombies Regiment Set contains:**  
20 Zombies (including Standard Bearer & Musician)



## ZOMBIES

Zombies are corpses brought back to unlife by foul necromancy. Animated by the will of a dark sorcerer, they are slaves to his slightest whim. Their necromantic overlords drive them into battle in their thousands, using them to exhaust the armies of their enemies. The Regiment Set allows you to raise a unit of Zombies.

*Miniatures designed by Aly Morrison & Mark Bedford*

Artwork by Adrian Smith



**The Chaos Warriors Regiment Set contains:**  
12 Chaos Warriors (including a Champion, Standard Bearer & Musician).



## CHAOS WARRIORS

Chaos Warriors gather together in bands to ravage and plunder the lands of the Old World, all in the name of their dark gods. The Regiment Set contains enough weapons to arm your Chaos Warriors with halberds or hand weapons and shields.

*Miniatures designed by Dave Andrews*

Artwork by Karl Kopinski



**The Skaven Clanrat Regiment Set contains:**  
20 Skaven Clanrats (including Champion, Standard Bearer & Musician).



## SKAVEN CLANRATS

Clanrats form the vast bulk of the Skaven armies that pour forth in times of war. Individual Skaven are vicious but rather cowardly. In huge hordes, however, they turn into an unstoppable mass. The boxed set gives you the option to arm your Clanrats with spears or swords and shields.

*Miniatures designed by Aly Morrison*





Modelling guru Nick Davis continues our new series of modelling articles by looking at the techniques he uses to make

hills. For loads more modelling projects, check out our website: [www.games-workshop.co.uk](http://www.games-workshop.co.uk)

# SCENERY WORKSHOP

## Basic Terrain part 2: Making your own hills

### WHAT YOU WILL NEED TO MAKE YOUR HILLS:

- Polystyrene sheet 1" thick – available from the local DIY store
- A selection of stones – have a dig around in your back garden
- Green flock and gravel
- Citadel paints: Chaos Black, Goblin Green, Snakebite Leather, Bubonic Brown, Bleached Bone & Skull White
- PVA glue

### FOR THIS PROJECT YOU WILL NEED THE FOLLOWING TOOLS:

Large drybrush, undercoat brush, 1/2" paint brush, cutting mat, steel ruler, modelling knife, hot wire cutter, clippers & pen.

Following last issue's project which showed how to make trees and woods, it's time to add some height to the battlefield in the form of hills. These are important pieces of terrain, capable of blocking line of sight or allowing archers to fire in two ranks and those pesky war machines to target most of the battlefield.

Before you begin building anything you are going to need a large flat area for you to do your modelling on. If you are using the kitchen or dining room table, make sure it's well protected before you start or expect a load of grief from your parents/spouse when you ruin their precious table...

A couple of layers of newspaper will protect against spillage although if you do any heavy cutting a piece of wood or a cutting board (available from craft shops) to protect the table surface would be a good idea.

### WHAT TO DO NEXT

This article covers two separate elements of making hills. The first part is all about making and then flocking a basic hill. Secondly we'll look at adding a little detail to your hill. Don't panic, making your own hills is a lot easier than it looks.



An army of the Empire makes use of the higher ground by setting up artillery and handgunners on a hill.



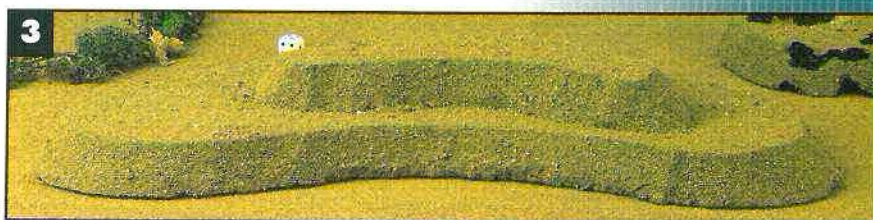
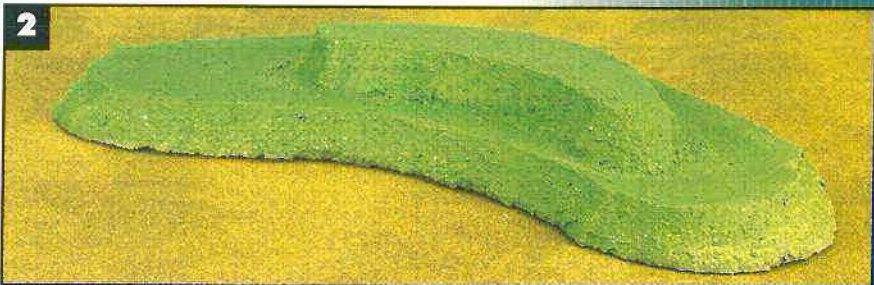
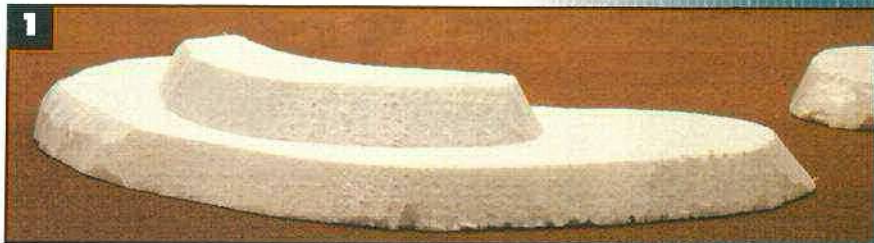
## MAKING HILLS

Making hills is fairly easy – it just takes a little time and patience. Here's a guide to how I build them...

1. Taking your sheet of polystyrene and your pen draw an oval or kidney shape (about 350mm long & 150mm wide on average but it's up to you). Now draw a second shape smaller than the first. This is the hill's second tier. Using your hotwire cutter cut out the hill keeping your hot wire at a 45° angle as this gives a gentle sloping edge to the hill. Now glue the two hill tiers together with PVA glue and leave to dry.

2. Paint the hill with Goblin Green and, once dry, your basic hill is ready for use on the battlefield.

3. An extra touch is to add a little water to some PVA and paint this onto the hill. Cover the hill with flock and then leave to dry. Once dry, shake off the excess flock and your hill is now ready to take its place on the battlefield.



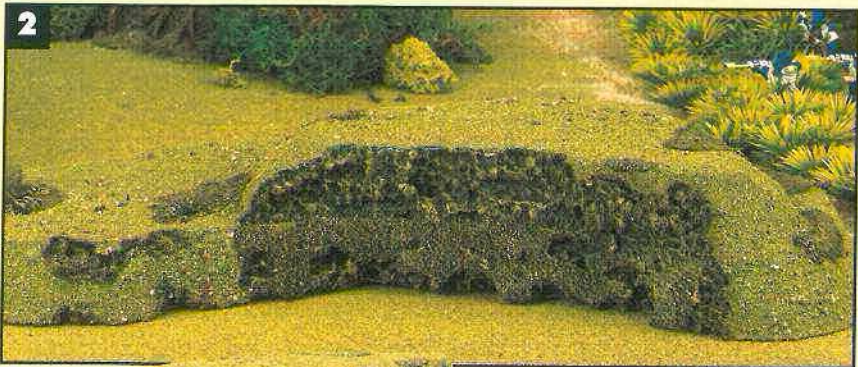
## DETAILING HILLS

Of course, hills are not all featureless grassy knolls. Many have boulders jutting out of them or impassable sheer faces on one side. This can easily be represented on your own hills.

1. Follow the stages given above and just before you flock the hill, dig into one side of it with your finger to make a cliff-face. You can add stones by pushing them into the hill and then gluing them into place with PVA. Paint the exposed cliff-face and the stones with Chaos Black and leave to dry.

2. Once the paint is dry you can drybrush the black areas with several layers of progressively lighter browns or greys.

For a finishing touch you can also add undergrowth (see last month's Scenery Workshop article).



Above: Two finished, detailed hills, ready for use on the tabletop.



# GAMING CLUBS



Che Webster

Ha-ha! We're into the hallowed pages of White Dwarf again! This time it's to share a host of bits and pieces that are happening all across the Gaming Club Network. As you can see, things are warming up nicely.

If you want to send in photos and news, or just find out more about getting your own Gaming Club together, then either write to:

Che Webster  
UK Clubguy  
Games Workshop HQ  
Willow Road  
Lenton  
Nottingham

or e-mail:

clubguy@games-workshop.co.uk



## Total Power from the Warhammer Players Society

**Total Power** is the best Games Workshop-related zine we've found on the internet. It's packed with fantastic articles ranging from painting and modelling tips, to fan fiction, to interviews. Throw in some army building features, special features and new scenarios and you'll have to agree that it's stuffed to the gills with great ideas. More importantly **Total Power** is written by gamers. The whole thing is produced by the Warhammer Players Society. Rob Broom is President of the Society, and we asked him to tell us a little more about it.

"The Society now has over 300 members. We all have one thing in common; we enjoy playing Warhammer, Warhammer 40,000, Warmaster, Blood Bowl and Warhammer Ancient Battles. The WPS has a strong comradeship and have great times at tournaments, where winning takes second place to playing the games in a friendly and sporting manner. We also put on displays at Games Day and similar events."

If you would like more information about the WPS, send a stamped self addressed envelope to: *WPS Information, c/o Rob Broom, 40 Summers Mead, Brimsham Park, Yate, Bristol. BS37 7RB.*

You can download **Total Power** from the Warhammer Players Society website at [www.players-society.com](http://www.players-society.com).



Total Power WPS E-zine



## Starting a Gaming Club

In the first of this regular feature we introduce you to Conrad, a committee member of the WPS. We'll be following Conrad as he starts his own gaming club, giving you regular updates on each stage of the process.

Welcome to...

### Conrad's Club

To begin with we asked Conrad exactly why he was setting up his own club in London: *"Well it's simple. I don't game very often, once a month if I'm lucky. By forming a club, and by getting enough people involved at the club to play games, I hope to change this situation. Ideally I would love to game once a week but as I'm taking this slowly, I'm going for once a month initially and then hopefully twice a month. I also want to be able to play different games. I don't only play Warhammer. Add to this the fact that with other people involved, their gaming experience will be enhanced, and I reckon we're onto a sure-fire winner!"*



We're going to keep tabs on Conrad and his London Club over the next few months. Watch this space.

## Although the Club Network Website is constantly being updated, here's a snapshot of some of the shows and events we are advertising there now:

January 2001 Saturday 20th & Sunday 21st, all day.

### Warhammer 40,000 Tournament

Oxted, Surrey. Please contact Tony Cherret for more details - (01883) 713930 or e-mail

February 2001 Saturday 3rd & Sunday 4th, all day.

### The Warhammer 40,000 Grand Tournament 2001 SOLD OUT!

Warhammer World, Games Workshop HQ, Nottingham

March 2000 10th & 11th March, all day.

The Spiky Club presents:

### The St. Valentines Day Aftermath Campaign Weekend

Post Office Social Club, Reading Bar: oh yes!

For further details see [www.spikyclub.com](http://www.spikyclub.com) or contact Al Pidwell - 0118 961 0424 (Evenings)

Sean Curtis - 07798 825696, David Richardson - [propaganda.spoon@spikyclub.com](mailto:propaganda.spoon@spikyclub.com)

Friday 16th, Saturday 17th & Sunday 18th, all day.

### The Third European Get Together

Again held at the superb location of the Golden Tulip Hotel at Bergen Op Zoom in The Netherlands! Make sure you're part of this one.

April 2001 Friday 20th, Saturday 21st & Sunday 22nd All day.

### The Student Nationals Wargames Championships 2001

For more information log on to:

<http://homepages.webleicester.co.uk/daggers/nationals/webpages>

If you're running a gaming event, why not send in the details to the address on the left and we'll advertise the event for you on the Gaming Club Network website, just like we've done for loads of others!





## Play Warhammer at school!

"I run a school-based club for pupils who want to play Games Workshop games. You can find us most lunch times huddled over the gaming table playing Blood Bowl, Mordheim or Warhammer 40,000. It consists of me (the teacher-person and arbitrator of rules) and between 6 and 20 pupils, aged 11 to 16. The Club is a social thing. Pupils of all ages mix together and help each other. I sometimes get the older members to run demo games for the younger or newer members, helping to keep the club viable. It's also useful for the older pupils as they get to show off their knowledge.

Thanks to the generous help of the school, we own rules for all of the main games, as well as some older ones. This means that pupils can play a system and see if they like it before they buy it. We also have miniatures so there is the opportunity for pupils to learn how to paint. The club has been involved in charity events as part of the school's charity week and we run exhibitions of the clubs' activities at Open Evenings. In short, the club is part of the fabric of the school. All that said, the most important reason we do it is that it's fun!"

Mark Lees, Abbs Cross Wargames Club, Essex

## www.gamingclub.org.uk

The Gaming Club Network website has been running for six months now. It is a constantly evolving place which aims to draw together the Gaming Club community that already exists, whilst at the same time providing a platform from which the new hobbyist can get involved.

Here's a very brief overview of some of the things we have already published on the website.

### 1. News and stuff

The front page of the website is a regularly updated News page with a few other features too. You can see what is going on in the world of Gaming Clubs, access Clubguy's 'Hobby Project of the Week' and sign up to the Gaming Club e-Group – a free discussion group – or e-mail Clubguy should you feel the need. Finally, you can access all the other areas of the site from there. Clicking the Eagle will always bring you home.

### 2. Registration

The all-important Gaming Club Registration Form is online – fill in the details and join the Gaming Club Network!

### 3. Calendar

Any information Clubguy receives about events and exhibitions of interest to the Network gets posted up here.

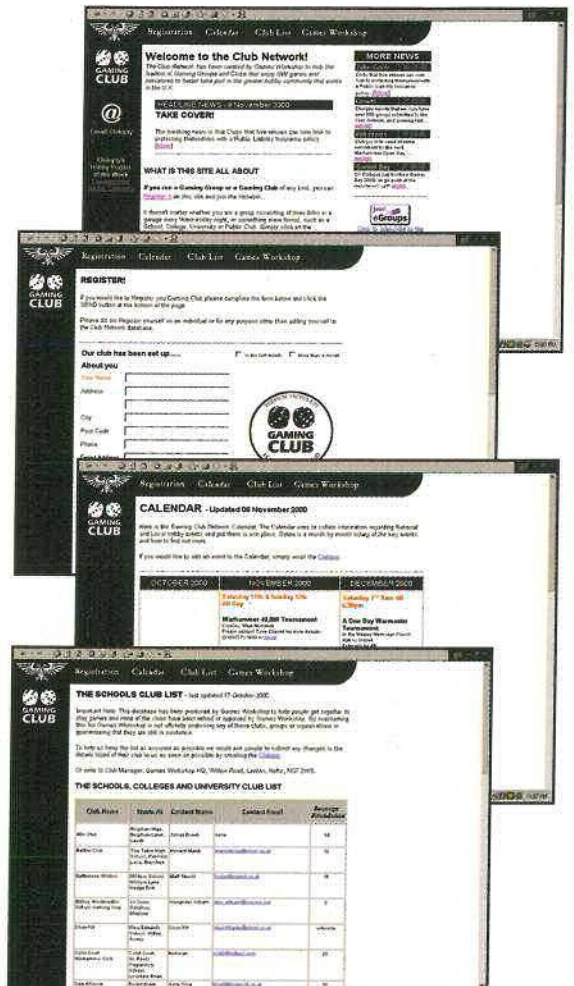
### 4. The Club Lists

Probably the most updated and useful parts of the site are the Club Lists. Even as we write, we are improving these lists to be even easier to use in order to find a Gaming Club in your own area. This is where the data we are sent is posted up, and where you can find out which Gaming Clubs the Network knows about.

### 5. Toolkit

As a final note, you can purchase the Gaming Club Toolkit online too!

Overall, the website is designed to become the place on the internet to find out about Gaming Clubs everywhere. Why not go and take a look?



# www.gamingclub.org.uk

## Send in your photos and stories!

Oi! You lot! Listen up! We've got space in White Dwarf but to keep it we need you to send in stuff to keep showing off to the world what we're all up to!

If you've got a cool story or some fun photos of games going on in your club, why not mail them in to the address opposite? You never know, you might just get your mug in White Dwarf – and your club will get to be famous too!



# WARHAMMER

## THE GAME OF FANTASY BATTLES

**£50**  
starter set

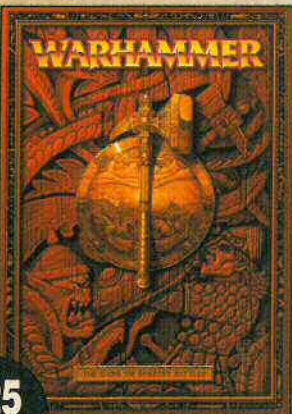


Citadel Miniatures supplied unpainted and unassembled.

**W**arhammer is a tabletop game for two or more players where you become the fearless commander of a mighty army – assembling and painting your own army in readiness for battle!

The huge starter set contains the following:

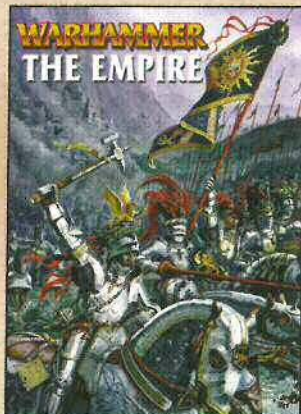
- 288 page rulebook
- 38 Empire Soldiers
- 1 Empire Cannon
- 1 Empire General
- 1 Orc Warboss
- 35 Orc Warriors
- 1 Orc War Chariot
- 1 ruined building
- 3 weapon templates
- 8 assorted dice
- 2 range rulers



**£25**  
rulebook

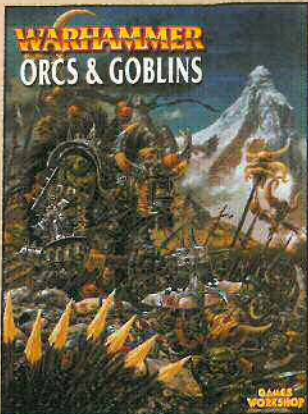
### WARHAMMER RULEBOOK

The Warhammer rulebook is also available separately. This book provides you with all the rules you need to play, and guides you through collecting and painting your own army.



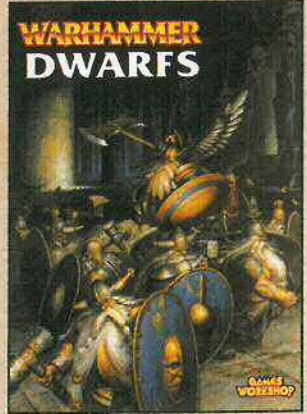
### WARHAMMER ARMIES: THE EMPIRE

The Empire is the largest realm of Men in the Old World. The Emperor's powerful armies form the the bastion that keeps the marauding Orcs and forces of Chaos at bay.



### WARHAMMER ARMIES: ORCS & GOBLINS

In every forest and under every mountain lurk the warlike tribes of Greenskins – countless Orcs and Goblins who love nothing more than a good fight.



### WARHAMMER ARMIES: DWARFS

Deep within the heart of the mountains, the Dwarfs have carved their ancient empire. Surrounded by all manner of vile foes, they have been at war for countless centuries.

The Warhammer Armies books are supplements for Warhammer. You must possess a copy of Warhammer to be able to use the contents of these books.

**£10**  
army books

Available from Games Workshop stores, Games Workshop Mail Order and independent stockists.



Warhammer veteran Mike Walker takes a regular look at the finer points of Warhammer, in his own unique way...

## DICING WITH MAGIC

*Mike Walker delves into Warhammer magic*



*Mike, a regular White Dwarf contributor, is well known for his ability to mention Warhammer, Bagpuss and Kim Basinger in the same sentence without getting funny looks.*

Fed up with frayed edges? Annoyed by tell-tale creases? Embarrassed by greasy stains?

At last, your pack of worn out, curry-flecked, beer glass ringed, bent and torn Winds of Magic cards can go to their deserved retirement at the back of an underused drawer. The dice are back in town. With the brand new shiny set of Warhammer rules has come a brand new gleaming magic system.

In the next few thousand words you will be subject to the full force of a considerable amount of my opinions concerning the many facets of the new magic system.

Shortly we shall be ruminating over the size of the tabletop population of incantation mumbler, cogitating on the rolling of dice and pondering the many Lore of Magic. We will pause to admire some of the most popular spells, dwell briefly amongst the least used conjurations and finally flirt momentarily with some tactical considerations.

Whilst every effort will be made to tackle each of these topics in an easy to follow, structured way, regular readers will be aware of the disjointed, rambling style I normally use, which seems to continually tumble off into needless digressions at the drop of a delicate model<sup>1</sup>.

### SETTING THE SCENE

Magic using Lords are not very common (except for armies that live in coffins, the jungle or a completely different and marginally more sulphurous plane of existence), but when they are present it is possible to see just how much influence magic can have on a battle.

If you want to be able to bung a few spells about, a couple of Level 2 Wizards will probably be enough. If you want a reasonable amount of magical protection, go for about four Dispel dice. For battles involving larger forces it gets much more difficult to estimate what's reasonable as the options increase enormously. I mentioned dice in that last bit, so lets move on to consider the role (pun sort of intended) of these cubed arbiters of fortune.

I do not intend to laboriously go through the rules on how spells are cast and dispelled. For those that don't know<sup>2</sup>, basically the caster chucks some dice (up to one more than the level of the caster) to try and achieve the spell's casting value. If he succeeds, the opposition bung some dice to try and beat the score on the casting dice and dispel the spell. There is a slight complication in that if the caster rolls two or more 1s it's a Miscast and if two or more 6s hit the dice box the spell is cast with Irresistible Force and cannot be dispelled.

My policy on how many dice to use is simple. If you really need to cast that spell, use as many dice as you can and whisper "Irresistible, Irresistible, Irresistible" under your breath<sup>3</sup> to try and invoke the Irresistible Force.



Balthasar Gelt uses the spell Bane of Forged Steel to render the Dwarf crossbows useless.

<sup>1</sup>Sud's Law of fragile bodies under gravitational influence - The speed of collision and hardness of the surface impacted increases in direct proportion to the amount of time spent painting and converting the model.

<sup>2</sup>Mostly those that live somewhere off in deepest space, with only a warm bolter for company or those that only read my stuff to see if Bagpuss, Kylie or Kim Basinger will get another mention.

<sup>3</sup>Funnily enough, Little Dave uses exactly the same mantra before he goes off to meet his latest girlfriend.





The Skaven use Unseen Lurker to charge a Chaos Chariot with a unit of Clanrats.

Examining in more detail what is likely to happen if a Miscast occurs, you should really ignore the highly amusing result where the caster gets lobbed through the air or the one where a Daemon sucks all his magic ability directly out of his brain. The most probable results are that the caster will not be able to cast any more spells that turn or that the Magic phase ends. One of these two will happen two thirds of the time. Do not be overly afraid of a Miscast. Your Wizard will be unscathed most of the time. Don't let the fear of one occurring prevent you from casting a useful spell.

## A PEEK IN THE SPELLBOOK

What makes a good Lore? Good spells.

Of vital importance is that first listed spell. This is the one that can be swapped when you roll a spell that is too difficult to cast, too difficult to use or too difficult to pronounce (is that 'h' in 'Rhuin' silent?).

Of the Lore's remaining five spells, I'm looking for spells that can be cast in most Magic phases, spells that cost 9 or less (so you stand a good chance of casting them with three dice) and spells that will significantly influence the course of the battle.

Let's take a quick look at three of our gaming group's favourite spells:

*Drain Life* (Range 12", each enemy unit suffers D6 Strength 3 hits, no armour saving throw) is lethal in the hands of a mobile caster. Although the short range is a bit of a challenge, the fact that you do not need to be able to see those you destroy makes it much more potent. Especially good for Wizards that like to get into melee, and best of all the spell description contains those wonderful three little words: 'no saving throw'.

*Unseen Lurker*<sup>4</sup> (A friendly unit can make a magical move of 8") is probably my favourite spell. In a game where manoeuvring is vital, anything that assists in that is very influential. A top spell!

*The Second Sign of Amul* is a massively useful spell (D3 dice re-rolls). Warhammer features the rolling of a wrist-taxingly huge amount of dice. The number of times the re-roll of a General's unfortunate Ward save, an unlucky To Hit roll or a nasty Miscast result has significantly altered the course of a game, is very large. Joe loves this spell and will often swap whatever other Lore of the Heavens spell he gets.

Some almost excellent spells:

*Dazzling Brightness* (Enemy unit within 18" has its Weapon Skill reduced to 1) is rather good. A mighty Vampire Lord suddenly displays all the

combat prowess of a Zombie whose arms have been severed and eyeballs knocked out in a freak Black Coach accident. A top spell just the wrong side of game-winning due to the fact it only lasts a single turn.

*Bane of Forged Steel* (Enemy unit within 12" restricted to using hand weapons only) is another of those spells that can have a massive affect. A Handgunner, instead of being a purveyor of flesh-ripping lead balls, becomes just a bloke yelling 'bang!' The Greatsword's mighty slash with his huge blade is reduced to just a prick with his tiny dirk. But for a casting value of 11 it does nothing to deter that charging Dragon.

How often do you get the chance to smash a comet into the battlefield? *The Comet of Casandora* (Caster places a marker on the tabletop, a half chance of the comet arriving at the start of each player's turn. When it arrives it does 2D6 Strength 5 hits to each unit within D6 inches times the number of markers. Add a marker each time it does not arrive) allows you to do just that. This is a really powerful spell, but if it does not go off almost immediately, large amounts of dispelling effort will usually get rid of it. A word of warning; cast it to land well away from your own troops – all too often we have been treated late on in a game to the sight of both

<sup>4</sup>Sud's Law of arcane appellation artifice – The more innocuous the name of a spell, the more appallingly dangerous it actually is.



players desperately attempting to dispel the same overdue Comet spell.

There are three spells that boost the combat ability of the casting Wizard. In principle these seem perfectly reasonable, but most of our players don't use them. Except for Stuart. His Vampires love the things. Indeed they really boost the combat abilities of his neck nibblers.

For lesser, more soft and squishy magic users, these spells can be a deathtrap.

Casting or keeping it in play whilst your Wizard is actually fighting is a real problem. All too often it's the guy in the pointy hat with the fighting prowess of a suet pudding that ends up saying hello to Mr Axe and becoming available in kit form. These spells get a massive thumbs up from Stuart and a distinct whimper of indifference from me.

## SO WHICH IS THE BEST LORE?

Those of us with a choice of all eight Lore to use seem to favour five of them.

The Lore of the Heavens, probably comes out top. With so many of its spells able to affect anywhere on the table, it's easy to spot the Heavenly Wizards – they are the ones picnicking in a lonely wood well away from the enemy, but still able to greatly influence the battle.

Death, Fire, Light and Shadows appear equally popular, as all have a good selection of powerful spells.

There are times when spells from the other three Lore can easily dominate the battlefield. Metal is excellent against technologically reliant armies, Beasts works against cavalry and, if you get in the wrong terrain, the Lore of Life can make things very messy.

Okay, so how do you use spells to the best effect? Sometimes your army dictates the way you use your spells. For instance a Magic phase against Stuart always goes something like this.

He opens up his Magic phase by making a single dice attempt at casting Vanhel's Danse Macabre. His second action is exactly the same. As is the third. You think for just a moment that Stuart's fourth spell

attempt may introduce some originality into the proceedings. It doesn't.

By the sixth Vanhel's Danse Macabre attempt you are probably running short of Dispel dice. The only thing that stops attempts seven and eight are a lack of friendly units to cast the spell at. The only thing that stops attempt number nine is the fact that Stuart has finally run out of Power dice. Only the fact that Stuart has yet to find a magic item to increase his chances of casting them keeps the volume of successfully cast Danse Macabre tolerable.

With spell selection completely open, it is impossible to surprise an opponent. Both of you will know exactly which spell is going to be most influential, usually the only way to get it into play is to use as many dice as possible and hope for an Irresistible Force result (preventing the Dispel attempt). Two things really help here – being able to throw more than three dice and real gob-smacking jamminess. Always cast these critical spells last. For one thing, lots of dice are more likely to cause a Miscast and stop the Magic phase. Also, knowing that the big spell is still to come may encourage your opponent to cling onto their Dispel dice, enabling you to get off a few minor spells earlier in the round.

When dispelling, always use the dice when a significant effect is about to happen. Try not to save the dice for that last important spell (this is not easy to do) as there's always a chance of a Miscast or your opponent rolling below the casting value.

Before moving on, let me mention the simplest way of overpowering your opponent magically. Kill his magic users and protect your own. Never miss an opportunity to send a volley into an exposed sorcerer. Keep yours hidden in woods, in hard units or by painting them the same colour as the terrain<sup>3</sup>. My Empire army features a Pegasus borne Captain whose sole mission is to bring his *Sword of Might* into contact with spellcaster bone.

In general, magic on its own will not win you battles. It must be used with subtlety and intelligence. Make sure you influence those key fights in your favour, distress your opponent's

important units whenever possible and protect your own battle winning troops when they are threatened.

Magic is a powerful ally in winning battles. However, you will not be able to bludgeon your way to victory with it – it is not dependable enough. Do not bother with powerful spells that you will struggle to get into play. Rather go for magic which is flexible to use, cheap to cast and works well with your army.

Well, I hope some of that lot has helped or at least entertained you.

I like the variety of magic. I have armies commanded by lords of magic, who strut across the battlefield with arcane effects blazing from their fingertips, and others with almost no spellcasting ability, trying to make a lucky casting whilst attempting to frustrate the arcane endeavours of the opposition.

I like the unpredictability of magic. Miscasts, Dispel rolls and the occasional magic item (power stones are really good at powering up high cost spells) all make the Magic phase hugely entertaining. It's fun to watch those who have an over-reliance on their arcane powers become hugely frustrated.

I really like the speed of the Magic phase. With all spells known and a simple dice roll deciding things, it takes only a few minutes to... just a moment. Stuart has arrived, apparently with an extra spell caster in his army. Ten casting dice, per turn... hmm, maybe it could take a while.

Right, I'm off to get my Orcs threatened by a multitudinous horde of mouldy, rotting, shambling and often dancing Zombies.

See you next time.

<sup>3</sup>Little Dave once claimed that the green and brown camouflage scheme he had used on his Dwarfs meant that they could not be seen and he did not need to place them on the table. The matter was decided by coffee deprivation. Little Dave's caffeine craving ensured that both reason and the Dwarfs were restored to the tabletop within the hour.



# CITIZENS BEWARE!



**IMPERIAL ORDER 5.393/UE/73947U. CITIZEN INFORMATION DOCUMENT.  
IN CASE OF ALIEN SPORE ATTACK FOLLOW THESE RULES:**

- 1] DO NOT PANIC. UPON HEARING THE WARNING SIREN PROCEED IN A CALM AND ORDERLY FASHION TO THE NEAREST SHELTERS AND REMAIN THERE UNTIL THE ALL-CLEAR IS SOUNDED.**
- 2] DO NOT ATTEMPT TO RESCUE FRIENDS, PETS OR LOVED ONES; YOU WILL ONLY ENDANGER THEM AND YOURSELF.**
- 3] ONCE WITHIN A SHELTER YOU ARE SAFE. DO NOT LEAVE THE SHELTER UNTIL THE ALL-CLEAR IS SOUNDED.**
- 4] IF YOU SEE AN ALIEN SPORE AND NO WARNING SIREN IS OPERATING OR THE ALL-CLEAR HAS ALREADY SOUNDED CONTACT YOUR DISTRICT SUPERVISOR IMMEDIATELY.**

**IF YOU ARE TOO FAR FROM A SHELTER TO REACH ONE EASILY DO NOT PANIC. SPORES ARE ATTRACTED PRIMARILY BY MOVEMENT AND DETONATED BY EITHER PHYSICAL CONTACT OR SONIC, HEAT AND PRESSURE CHANGES WHICH INDICATE A LIVING CREATURE IS NEARBY. AS SUCH THEY ARE EASILY AVOIDED BY THE FOLLOWING MEANS:**

- 1] REMAIN INDOORS. SEAL ALL DOORS AND WINDOWS. IF THERE IS A CELLAR, BASEMENT OR UNDERGROUND REFUGE OF ANY KIND PROCEED THERE AND WAIT FOR THE ALL-CLEAR.**
- 2] DO NOT ATTEMPT TO USE VEHICULAR TRANSPORT, TRANSPORT TUBES OR GRAV RISERS TO LEAVE THE AREA, THIS WILL ONLY ATTRACT MORE SPORES.**
- 3] IF SPORES ARE IN SIGHT DO NOT MOVE. MAKE NO SOUND. IF SPORES ARE GOING TO MAKE PHYSICAL CONTACT MOVE SLOWLY AND CALMLY AWAY.**
- 4] THE MINISTORUM RECOMMEND HYMNAL XXIV 'IMPERATOR WE ABJURE THEE' AS INSPIRATIONAL LITERATURE UNDER THESE CONDITIONS.**

**REMEMBER CONTACT WITH ALIENS IS A CRIME  
AS AN IMPERIAL CITIZEN IT IS YOUR DUTY TO OBEY THESE RULES.**

**FAILURE TO COMPLY IS PUNISHABLE BY SUMMARY EXECUTION (AD.ORDER 432./OW.5568).**





*Imperial Scribe Andy Chambers has long been the twisted genius behind many of the*

*Warhammer 40,000 races and concepts. His recent credits include Codex: Orks, Codex: Armageddon, and lately he has been slaving over a hot spawning pool to produce the forthcoming Codex: Tyranids.*

# CHAPTER APPROVED

**BY ANDY CHAMBERS**

**Greetings citizens and welcome to Chapter Approved. We have a rare treat for treadheads everywhere this month in the shape of Jervis Johnson's notorious (and insane) Armoured Company army list. This Chapter Approved army list allows Imperial Guard players to field an entire army of tanks (much to the horror of their opponents) but with plenty of balancing features to ensure that Armoured Company games are exciting and fun for both sides. At least that's what Jervis told me.**

## IMPERIAL GUARD ARMOURED COMPANY PREVIEW ARMY LIST



*Jervis Johnson now heads up the Fanatic team, but before that he was one of our illustrious Warhammer*

*40,000 Games Developers. Just two of Jervis' many projects while working there were Codex: Imperial Guard and Codex: Catachans.*

Company is far and away the most common Company sized unit used by the Guard equally as important, though considerably less common, are Imperial Guard Armoured Companies.

An Armoured Company consists almost exclusively of armoured vehicles, with the only infantry contingent coming in the form of Armoured Fist squads whose Chimeras can keep up with the other vehicles in the formation. A typical Armoured Company can have anywhere from 12 to 24 vehicles, most of which will be Lemman Russ battle tanks of one form or another. Attacking as a single force, this many tanks can batter their way through most opposition.

Armoured Companies are very specialised, and this combined with the difficulty of raising and maintaining an Armoured Company means that they are only used for the most important duties. They are used to spearhead attacks, to exploit a breakthrough, or to act as a mobile reserve that can be used to counter-attack and blunt an enemy offensive. If the infantry of the Imperial Guard are the anvil against which the enemies of the Imperium are crushed, then the Armoured Companies are the hammer which is used to deliver crushing blows that batter the enemy into submission. Imperial Guard Armoured Companies are thus a vital part of any Imperial Guard army group.

**T**he Imperial Guard is a huge and widely diverse organisation that includes a large number of very specialised formations. Although the ubiquitous Imperial Guard Infantry



An Armoured Company smashes through an Ork held line.



## ARMoured SPEARHEAD

Armoured Companies are used to spearhead attacks and undertake important missions. When not on such missions they will be kept in reserve behind the main line. It is extremely rare for them to be used to hold sectors of the front line or undertake Standard missions, and they are completely unsuited to Raid missions. Therefore, the normal rules for picking missions and deciding who is the attacker do not normally apply to games that include an Armoured Company on either side.

In games that include an Armoured Company both sides always use the standard force organisation, and the actual mission to be played is determined by rolling on the Armoured Company Mission table below. Players preferring to make things simpler can simply choose the mission instead of rolling randomly.

The Armoured Company will always be the attacker, even against Dark Eldar, unless the mission table says otherwise. **IMPORTANT:** If both sides are fielding Armoured Companies then the new 'Tank Armageddon' mission included with this list must be used; there is no need to roll on the Mission table.

## ARMoured COMPANY MISSION TABLE

- 1 Roll again:
  - 1 Sabotage (Armoured Co. must defend)
  - 2 Ambush (Armoured Co. must defend)
  - 3 Strongpoint Attack (Armoured Co. must defend)
  - 4 Cleanse
  - 5 Night Fight
  - 6 Recon
- 2 Take And Hold
- 3 Bunker Assault
- 4 Rearguard
- 5 Breakout
- 6 Blitz or Armoured Thrust (roll off to see who decides)

**Designer's Note:** If you are playing large games with multiple detachments, as described on page 131 of the Warhammer 40,000 rules, then you can choose to either use the normal rules for picking missions, or treat the game as an armoured engagement. If you decide to fight a normal battle then the normal rules for picking missions and choosing forces apply, while if you go for an armoured engagement then you use the new rules presented here. As a rule of thumb, if 50% or more of the force for either side is made up of Armoured Companies then the battle should be fought as an armoured engagement.

## NEW SCENARIOS

The following two new scenarios can only be used if an Armoured Company is fielded by one or both sides. For details of when to use the scenarios see above.

**Tank Armageddon:** Tank vs tank battle. Set up as for Patrol. Game lasts until one side is reduced to half or less its starting number of vehicles at the end of a turn. If both sides are broken in same turn then the game is a draw.

**Armoured Thrust:** The Armoured Company has broken through enemy lines and is rampaging about. Use the rules for the Blitz mission, except the attacker enters on his table edge on the first turn, and the Fortifications, Infiltrators, and Preliminary Bombardment rules are not used.

## USING THE ARMY LISTS

The Armoured Company army list is structured in a rather different way to the army lists included in the Warhammer 40,000 rules and Codexes. It is split into two sections: the army list, and the vehicle inventory. You use the army list to pick the units that will make up your army, and the vehicle inventory to decide exactly what type of vehicle the unit is equipped with. The reason for using this seemingly arcane system is simply that many of the units in the army list can pick from a number of different types of vehicle, and if we included the vehicle details each time they appeared in the list (ie, we showed the details of the Lemman Russ for each and every unit allowed to use it) then the army list would be two or three times as long – and rather repetitive to boot!

The army lists are used in conjunction with the standard force organisation chart. The chart is split into five categories (HQ, Elites, Troops, Fast Attack and Heavy Support), which correspond to sections in the army list. To choose units you need to look in the relevant section of the list and decide which unit you want and how many models will be in the unit. The entry will also tell you what types of vehicle can be chosen for the unit from the vehicle inventory. Refer to the inventory to find the points cost of the vehicle and any upgrades you may want for it. Remember you can't field models equipped with weapons or upgrades not shown on the model.

The total points cost for the unit is equal to the points noted for the unit in the army list, plus the points noted for the vehicle and any upgrades you've taken in the inventory. Subtract this total from your army's total points, and then go back and make another choice. Continue to do this until you have spent

all of your points. Then get ready to rumble!

**VERY IMPORTANT NOTE:** Most of the entries in the army list section include profiles and weapons for a vehicle's crew. From these the only really important elements for 99.9% of the time will be the points cost and the Ballistic Skill (BS). The points cost (if any) is added to the cost of the vehicle the crew are manning, while the BS is used to fire any of the vehicle's weapons. We've included the rest of the details in case the crew manage to escape from a vehicle with the 'crew escape mechanism' upgrade (see the vehicle upgrades rule in the Armoury). Note that vehicle crew may not use any weapons or wargear while they are in their vehicle!

## ARMY LIST ENTRIES

Each army list entry consists of the following:

**Unit Name:** The type of unit and limitations (if any) on the maximum number you can take (eg, 0-1).

**Profile:** These are the characteristics of the unit type, including its points cost. Where the unit has different warriors, there may be more than one profile. As most of the units in the game are vehicle crew, the only important elements of the profile will be the points cost and the Ballistic Skill, as noted above.

**Weapons:** The unit's standard weapons. Like the profile, these will only be used by the crew of a vehicle if they are forced to dismount.

**Unit Size:** The number of models allowed in the unit, all of which count as a single choice on the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

**Options:** Lists the different equipment and vehicles the unit may have. It may also include the option to upgrade one or more models in the unit to a special status.

**Special Rules:** This is where you'll find any special rules that apply to that unit.

## VEHICLE INVENTORY ENTRIES

These are very similar to the army list entries and consist of the following:

**Unit Name:** The name of the unit and limitations (if any) on the maximum number you can take (eg, 0-1).

**Profile:** The front, side and rear armour values of the vehicle, and its points cost.

**Type:** What type of vehicle it counts as under the Warhammer 40,000 rules (eg, skimmer, tank, etc).



**Weapons:** The vehicle's standard weapons.

**Upgrades:** Lists the optional weapons and vehicle upgrades which the vehicle may have.

**Special Rules:** This is where you'll find any special rules that apply to that vehicle.

### FORGE WORLD RESIN MODELS

I've allowed the option in the army lists of using some of the resin models presently produced by Forge World. All references to Forge World's Imperial Armour vehicles are in italics to help you spot them easily. The vehicles included in this list are the Salamander Scout Vehicle, Lemman Russ Conqueror, and Destroyer Tank Hunter. Any Forge World vehicles not included in this list can be added by using the guidelines in the Vehicle Design Rules article from White Dwarf 252 or in the Imperial Armour book.

### SPECIAL RULES

**Designer's Note:** In games where the following Lucky Glancing Hits and Infantry Support rules are used, they apply to both sides, so make sure that your opponent is aware of it at the start of the game. If you don't let your opponent know before he sets up, then the rules apply to you but not to him!

**Lucky Glancing Hits:** Even the most heavily armoured vehicle has certain locations which are especially vulnerable. For example, most vehicles have vision slits through which a shot could pass, and often crewmen will open a hatch to look out, which will leave them exposed to enemy fire. Turreted tanks are at risk to shots which hit the 'turret ring' where the turret is joined to the hull, and which can leave the turret jammed in place and unable to move. And of course most vehicles are vulnerable to a lucky shot that strikes their fragile tracks, wheels or thrusters and leaves the vehicle immobilised.

The chance of a shot striking such a location is very remote, and so in the normal Warhammer 40,000 rules such things are ignored. However, when a large number of vehicles are being used in a game, and, in particular in situations where a large number of models are armed with weapons which simply can't do any damage to a vehicle (Imperial Guard armed with lasguns, for example), then it's important that such things as 'lucky hits' are covered.

Because of this, in games where an Armoured Company army is used, the following Lucky Glancing Hits rule must be used. Lucky hits are only used for weapons that don't have any chance of

scoring even a glancing hit on the vehicle's available facing (a lasgun shooting at a Rhino, for example). They can't be scored by weapons that roll more than one D6 for Armour Penetration, or by weapons that re-roll the Armour Penetration dice (which don't really need the help anyway!).

Roll to hit for the weapon anyway; a lucky hit occurs on a to hit roll of 6. When a lucky hit occurs, roll the D6 again. If the second roll is also a 6 then a Glancing Hit is scored – the shot has struck a vulnerable point on the vehicle. On any other roll the shot glances off and has no effect.

If a lucky glancing hit is scored, roll on the glancing hit table as normal. However, if the roll is higher than the weapon's Strength, count the hit as causing a 'Crew Shaken' result instead of what is rolled.

**Example:** A Chimera is heading towards a group of four Space Marines armed with bolters. Normally the S4 bolters of the Space Marines couldn't penetrate the Chimera's front armour of 12, but with the Lucky Hit rule there is a chance of inflicting some damage, so the Space Marines blaze away at the vehicle. The Space Marines roll to hit, and get 2, 4, 6 and 6. The 2 and the 4 are ignored, but the 6s have a chance of scoring a lucky glancing hit. The Space Marine player rolls the D6 again, and gets a 3 and a 6! The 3 does no damage, but the 6 causes as a lucky glancing hit. The Space Marine player rolls on the glancing hit table, and scores yet another 6. However, the maximum score allowed is equal to the bolter's Strength of 4, so the roll inflicts a 'Crew Shaken' result rather than destroying the vehicle.

Lucky glancing hits do apply to hits inflicted in close combat. However, hand-to-hand attacks that get a lucky glancing hit use whatever result is rolled on the dice, and don't count rolls higher than the attacker's Strength as a crew shaken result. This represents the vulnerability of a vehicle to a well-placed hand-to-hand attack.

**Armoured Company Morale:** In the standard Warhammer 40,000 rules vehicles are immune to the Morale rules that affect infantry. This reflects the added confidence that being in a vehicle bestows on a vehicle crew. This said, the crew of a vehicle are not completely immune to the effects of morale, especially if the formation they are fighting as a part of is suffering heavy casualties and the comm-net is echoing to the cries of dead and dying comrades. To reflect this, and to stop Armoured Companies from having too much of an advantage over armies that are subject

to morale, the following special rules apply to Armoured Company armies.

Once 50% of the vehicles in an Armoured Company have been destroyed and/or immobilised, then vehicles from the company may only move if the move they make is directly towards the player's table edge, or to the base line where the unit deployed/entered the table if it came on at a different place. If there is no such table edge then decide randomly which table edge must be used for the army. Note that, unlike troops that have been forced to fall back, the vehicles don't have to move, but if they do they must move towards their own side's table edge.

**Note:** These rules only apply to vehicles in the army. Thus any infantry that are lost are not counted for the purposes of calculating 50% destroyed (though their transport vehicles would be), and by the same token any disembarked infantry may continue to advance on the enemy even if the vehicles in the army have stopped doing so. On the other hand the infantry will be affected by the normal Morale rules.

**Infantry Support:** Although tank commanders would like to think otherwise, tanks require the support of infantry if they are to operate effectively. This is especially true in areas that have plenty of terrain for infantry to hide in. While as a player you can see those enemy infantry that are hiding amongst the trees don't have any effective weapons to use against your tanks, this is not true of a tank commander; enclosed within his steel shell, only able to see out through vision slits and periscopes, and surrounded by a cacophony of noise from the vehicle's engine and weapons, he has very little idea of just what is lurking nearby. Because of this vehicle crew are very wary of approaching close to enemy infantry that are in cover unless they have the support of some of their own infantry to act as their 'eyes and ears'.

To reflect this, vehicles will only approach within 12" of enemy infantry that are in cover if there are disembarked infantry from their own side within 6" of the vehicle when it starts its move. What's more, a vehicle that starts a move within 12" of enemy infantry in cover may not finish a move any closer to them unless it has friendly disembarked infantry within 6". Note that the restrictions apply at the end of the vehicle's move, so it is possible to make a 'high speed dash' past blocking groups of enemy infantry, as long as the restrictions noted above are met at the end of the move. These rules do not apply to open-topped vehicles.





# IMPERIAL GUARD ARMOURY



A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model. Full rules for wargear can be found on pages 8-9 of the Codex:Imperial Guard.

## SINGLE-HANDED WEAPONS

Bolt pistol	3 pts
Close combat weapon	1 pt
Hellpistol	2 pts
Laspistol	1 pt
Plasma pistol	10 pts
Power fist*	15 pts
Power weapon*	10 pts

## TWO-HANDED WEAPONS

Bolter	2 pts
Combi-weapons*	
Bolter-flamer	10 pts
Bolter-grenade launcher	10 pts
Bolter-meltagun	15 pts
Bolter-plasma gun	15 pts
Lasgun	1 pt
Shotgun	1 pt
Storm bolter*	5 pts

## WARGEAR

Bionics	5 pts
Carapace armour	5 pts
Frag grenades	1 pt
Holy relic (Commissars only, no more than one per army)	30 pts
Krak grenades	2 pts
Master-crafted weapon*	15 pts
Melta bombs	5 pts
Refractor field*	15 pts
Scanner	2 pts
Targeter	1 pt
Trademark item	5 pts

\*Officers & Commissars only.

## VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle.

Armoured crew compartment	20 pts
Camo netting	1 pt
Crew escape mechanism	10 pts
Extra armour	5 pts
Hunter-killer missile	10 pts
Improved comms (One vehicle only)	20 pts
Mine sweeper	5 pts
Pintle-mounted storm bolter	10 pts
Rough terrain modification	5 pts
Searchlight	1 pt
Smoke launchers	3 pts
Track guards	10 pts

## IMPERIAL GUARD ARMoured COMPANY SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	4	4	3	3	2	4	2	8	5+
Commissar	4	4	3	3	2	4	3	10	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Lieutenant	3	3	3	3	1	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	3	3	3	3	3	3	2	8	5+
Vet. Storm Trooper Sgt	3	4	3	3	1	3	2	8	4+

	Armour: Front	Side	Rear	BS	
Basilisk		12	10	10	3
Chimera		12	10	10	3
Destroyer Tank Hunter		14	12	10	3
Griffon		12	10	10	3
Hellhound		12	10	10	3
Leman Russ		14	12	10	3
Leman Russ Demolisher		14	13	11	3
Leman Russ Conqueror		14	12	11	3
Leman Russ Exterminator		14	12	10	3
Leman Russ Vanquisher		14	12	10	3
Salamander Scout Vehicle		12	10	10	3

ORDNANCE	Range	Str.	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Conqueror cannon*	48"	7	4	Heavy 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker*	120"	9	3	Ordnance 1/Blast
Griffon mortar*	G12-48"	6	4	Ordnance 1/Blast
Laser Destroyer	72"	9	2	Heavy 1/Blast

\*These weapons have additional special rules. See the vehicle entry in the Vehicle Inventory for more details.

RANGED WEAPONS	Range	Str.	AP	Type
Autocannon	48"	7	4	Heavy 2
Boltgun	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Grenade launcher (frag)	24"	3	6	Assault 1 Blast*
Grenade launcher (krak)	24"	6	4	Assault 1*
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellpistol	12"	3	5	Pistol
Hellgun	24"	3	5	Rapid fire
Inferno cannon	Template	6	4	Heavy 1*
Lasgun / Autogun	24"	3	-	Rapid fire
Laspistol / Autopistol	12"	3	-	Pistol
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1*
Missile launcher (frag)	48"	4	6	Heavy 1 Blast*
Missile launcher (krak)	48"	8	3	Heavy 1*
Mortar	G48"	4	6	Heavy 1 Blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1*
Plasma cannon	36"	7	2	Heavy 1 Blast*
Plasma gun	24"	7	2	Rapid fire*
Plasma pistol	12"	7	2	Pistol*
Shotgun	12"	3	-	Assault 2
Storm bolter	24"	4	5	Assault 2

\*These weapons have additional special rules. See the Weapons section in the Warhammer 40,000 rulebook for more details.



# ARMoured COMPANY ARMY LIST

## HEADQUARTERS

### Company Commander . . . . . 50 points + vehicle

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Commander	50	4	4	3	3	2	4	2	8	5+

**Unit Size:** One vehicle.

**Weapons:** Laspistol.

**Options:** The Company Commander must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Vanquisher*, *Leman Russ Exterminator*, *Leman Russ Conqueror*, *Salamander Scout Vehicle*.

The Company Commander may be given additional equipment from the Imperial Guard Armoured Company Armoury if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

### SPECIAL RULES

**Comm-Link:** The Company Commander's vehicle always comes with the 'improved comms' upgrade at no additional points cost. In addition another vehicle in the company may be given a comm-link as a vehicle upgrade.

### 0 - 1 Commissar Tank . . . . . 40 points + vehicle

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	40	4	4	3	3	2	4	3	10	5+

**Unit Size:** One vehicle.

**Weapons:** Laspistol and close combat weapon.

**Options:** The Commissar must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Exterminator*, *Leman Russ Vanquisher*, *Leman Russ Conqueror*, *Salamander Scout Vehicle*.

The Commissar may be given additional equipment from the Imperial Guard Armoured Company Armoury if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.



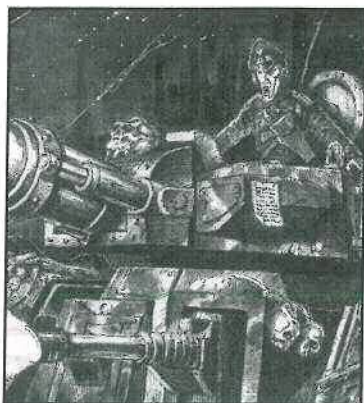
### SPECIAL RULES

**No Retreat, No Surrender:** As long as the Commissar's vehicle has not been destroyed then the Company can ignore the effects of losing 50% of its vehicles as described in the Morale rules in the special rules section. This rule only applies if the Commissar can see at least five enemy models or one enemy vehicle at the time that the Company is reduced to 50% of its vehicles (this restriction is included to discourage players from hiding their Commissar at the back of the battlefield in a cowardly and most un-Commissar-like fashion!).





## ELITES



### Tank Ace ..... 25 points + vehicle

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Ace	25	3	4	3	3	1	3	1	8	5+

**Unit Size:** One vehicle.

**Weapons:** Laspistol or lasgun.

**Options:** The Tank Ace must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Exterminator*, *Leman Russ Vanquisher*, *Leman Russ Conqueror*, *Destroyer Tank Hunter*.

The Tank Ace may be given additional equipment from the Imperial Guard Armoured Company Armoury if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

#### SPECIAL RULES

**Veterans:** Roll once on the *Vehicle Battle Honours* table, p163 of the *Warhammer 40,000* rulebook.



### Storm Troopers ..... 12 points each

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	12	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	22	3	4	3	3	1	3	2	8	4+

**Unit Size:** The squad consists of one Veteran Sergeant and nine Storm Troopers.

**Weapons:** Hellgun and frag grenades. Any model may exchange his hellgun for a hellpistol and close combat weapon at no extra cost. All models have carapace armour and targeters (see the *Wargear* section in *Codex:Imperial Guard* for details).

**Options:** Up to two models may each be armed with one of the following: flamer at +5 pts; meltagun at +10 pts; plasma gun at +10 pts; grenade launcher at +10 pts. The squad may be equipped with krak grenades for an additional +20 pts. One model may carry a comm-link at +5 pts.

**Character:** The Veteran Sergeant may take additional equipment from the Armoured Company Armoury.

**Transport:** Unless using one of the special rules below the squad must be mounted in a *Chimera* bought at an additional points cost from the vehicle inventory.

#### SPECIAL RULES

**Infiltrators:** Storm Troopers are trained to work their way into a forward position on the battlefield. This means that they may set up using the *Infiltrators* rule, but only if the mission allows for *Infiltrators* to be used. If not then they must set up as normal. Storm Troopers that have a *Chimera* may not infiltrate.

**Deep Strike:** Storm Troopers are sometimes deployed using para-gliders or grav-chutes. To represent this, up to one Storm Trooper unit may deploy using the *Deep Strike* rules if the mission allows for them to be used. Storm Troopers that have a *Chimera* may not *Deep Strike*.





# TROOPS

## Tank Squadron . . . . . Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Crew	–	3	3	3	3	1	3	1	8	5+

**Unit Size:** One to three vehicles.

**Weapons:** Laspistol or Lasgun.

**Options:** The Tank Squadron must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher. All of the vehicles in the squadron must be of the same type, but may have different upgrades.

### SPECIAL RULES

**Squadron Formation:** Tank squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.

## 0 - 2 Armoured Fist Platoon

. . . . . 1 Command Section at 35 points

. . . . . 1-3 Armoured Fist squads at 60 points

. . . . . 0-2 Heavy Weapon squads at 35 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	–	3	3	3	3	1	3	1	8	5+
Guardsman	–	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	–	3	3	3	3	1	3	2	8	5+
Commissar	–	4	4	3	3	2	4	3	10	5+

**Unit Size:** The Command Section consists of 1 Lieutenant and 4 Imperial Guardsmen, plus a Chimera bought at additional cost from the vehicle inventory.

**Weapons:** The Lieutenant is armed with a lasgun and sword. The Guardsmen are armed with lasguns.

**Options:** Up to two models may be armed with one of the following: a flamer at +3pts; a plasma gun at +5 pts; a meltagun at +8 pts; a grenade launcher at +12 pts.

Two of the Guardsmen may be formed into a weapons team, armed with one of the following heavy weapons: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; autocannon at +10 pts; mortar at +10 pts.

One model may be given a comm-link at +5 pts.

The command section may be equipped with frag grenades for an additional 1 point per model.

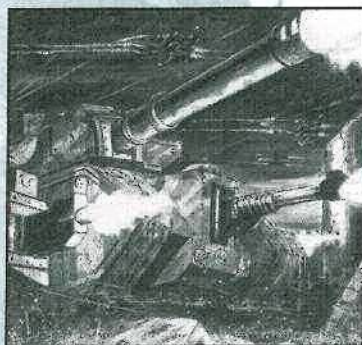
**Character:** The Lieutenant may be given additional equipment from the Imperial Guard Armoured Company Armoury.

**Commissar:** The Command Section may include a Commissar armed with a laspistol and sword at +40 points. The special rules for Commissars in the Codex:Imperial Guard apply to him. He may be given additional equipment from the Imperial Guard Armoured Company Armoury.

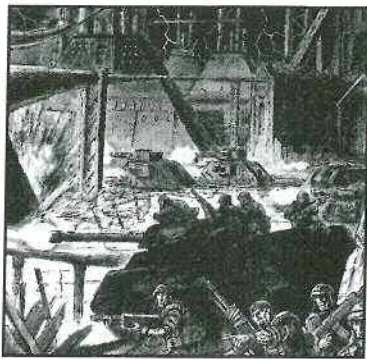
**Veteran Sergeant:** One Guardsman may be upgraded to a Veteran Sergeant at +10 pts. He may be given additional equipment from the Imperial Guard Armoured Company Armoury.

### SPECIAL RULES

**Leadership:** Any Armoured Fist squad within 12" of a Command Section may use the Lieutenant's Leadership characteristic for all Leadership tests.







## Armoured Fist Squad ..... 60 points each

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	-	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	-	3	3	3	3	1	3	2	8	5+

**Unit Size:** The squad consists of 1 Sergeant and 9 Imperial Guardsmen mounted in a Chimera bought at an additional cost from the vehicle inventory.

**Weapons:** Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

**Options:** Up to one model may be armed with one of the following: a flamer +3 pts; a plasma gun at +5 pts; a meltagun at +8 pts; a grenade launcher at +12 pts.

Two of the Guardsmen may be formed into a weapon team armed with one of the following heavy weapons: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; autocannon at +10pts; mortar at +10 pts.

The entire squad may be equipped with frag grenades for an additional +10 pts.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armoured Company Armoury.



## Heavy Weapon Squad ..... 35 points each

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	-	3	3	3	3	1	3	1	7	5+

**Unit Size:** The squad consists of six Imperial Guardsmen organised into three weapon teams, mounted in a Chimera bought at an additional cost from the vehicle inventory.

**Weapons:** Each of the weapon teams must be armed with one of the following heavy weapons each: autocannon at +25 pts; missile launcher at +20 pts; lascannon at +30 pts; heavy bolter at +15 pts. All six Guardsmen carry lasguns.

## FAST ATTACK

### SPECIAL RULES

#### Squadron Formation:

Reconnaissance squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However they only need to be within 12" of each other after they have moved, rather than 2" as is normally the case.

## Reconnaissance Squadron ..... Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Recon Crew	-	3	3	3	3	1	3	1	8	5+

**Unit Size:** One to three vehicles.

**Weapons:** Laspistol & close combat weapon or lasgun.

**Options:** The Reconnaissance Squadron must be mounted be in one of the following vehicles bought at an additional cost from the vehicle inventory: Chimera, Hellhound, Salamander Scout Vehicle. Different vehicles may be mixed in the same squadron, and vehicles may have different upgrades.

## Armoured Fist Reconnaissance Patrol ..... 6 points each

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	6	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	+10	3	3	3	3	1	3	2	8	5+

**Unit Size:** The squad consists of 1 Sergeant and 4-9 Imperial Guardsmen mounted in a Chimera bought at an additional cost from the vehicle inventory.

**Weapons:** Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

**Options:** Up to one model may be armed with one of the following: a flamer +3 pts; a plasma gun at +5 pts; a meltagun at +8 pts; a grenade launcher at +12 pts.

The entire squad may be equipped with frag grenades for an additional +10 pts.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armoured Company Armoury.





## HEAVY SUPPORT

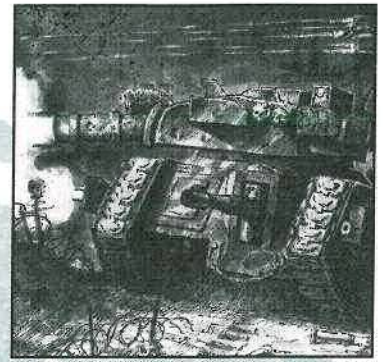
### Support Tank Squadron . . . . . Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Crew	-	3	3	3	3	1	3	1	8	5+

**Unit Size:** One to three vehicles.

**Weapons:** Laspistol or lasgun.

**Options:** The Support Tank Squadron must be mounted be in one of the following vehicles bought at additional cost from the vehicle inventory: *Leman Russ Demolisher*, *Leman Russ Conqueror*, *Destroyer Tank Hunter*. All of the vehicles in the squadron must be of the same type, but may have different upgrades.



#### SPECIAL RULES

**Squadron Formation:** Support tank squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.

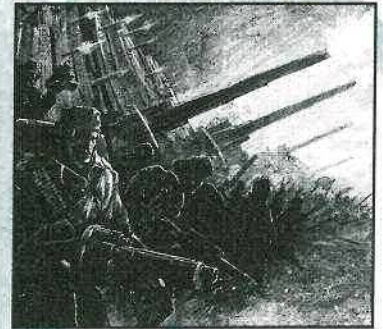
### Artillery Battery . . . . . Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Artillery Crew	-	3	3	3	3	1	3	1	8	5+

**Unit Size:** One to three vehicles.

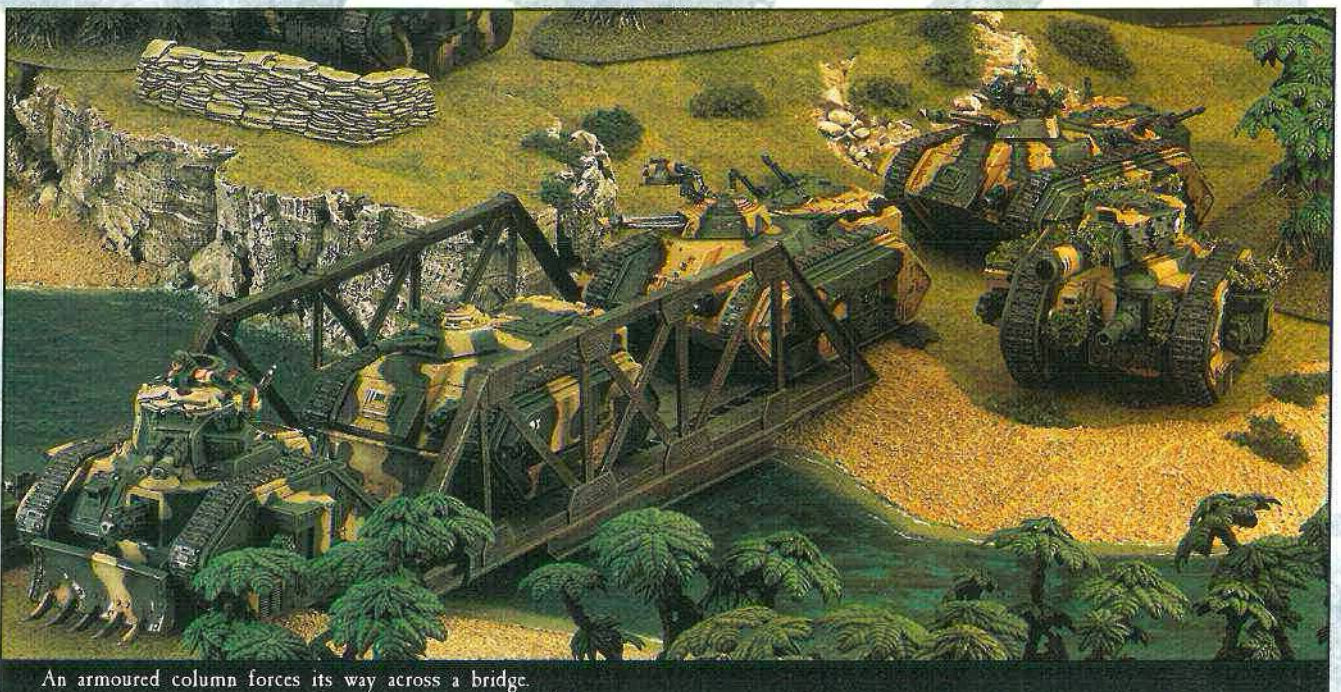
**Weapons:** Laspistol or lasgun.

**Options:** The Artillery Battery must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Basilisk*, *Griffon*. All of the vehicles in the squadron must be of the same type, but may have different upgrades.



#### SPECIAL RULES

**Battery Formation:** Artillery Batteries operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.



An armoured column forces its way across a bridge.



## IMPERIAL GUARD ARMoured VEHICLE INVENTORY

The Imperial Guard army is not noted for its subtlety, preferring to smash a nut with a sledgehammer if possible. This approach is reflected in the design of their vehicles as well. Tanks of the Imperial Guard are rough, rugged and very adaptable. Below is the list of vehicles available to an Armoured Company Commander.

### BASILISK

	Points	Front Armour	Side Armour	Rear Armour	BS
Basilisk	100	12	10	10	3



**Type:** Tank, open topped. **Crew:** Imperial Guard.

**Weapons:** The Basilisk has an earthshaker artillery gun and hull-mounted heavy bolter.

It may also be equipped with any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

The Basilisk may be modified to allow it to fire indirectly as described in the special rules below, at a cost of +25 pts.

#### SPECIAL RULES

**Indirect Fire:** The earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal earthshaker cannon rules, except that they become Barrage (ie, Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum 'guess' for indirect fire is 36".

### CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	70	12	10	10	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The Chimera must have one of the following turret weapons: multi-laser at +10 pts; heavy flamer at +10 pts; heavy bolter at +10 pts. It may also have a heavy bolter or heavy flamer mounted in its hull at +5 pts.

**Options:** A Chimera may have any of the following: camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Transport Vehicle:** A Chimera can carry up to twelve models (count Ogryns or models in Terminator armour as two models). Independent characters that join a unit with a Chimera may also travel in it.



### GRIFFON

	Points	Front Armour	Side Armour	Rear Armour	BS
Griffon	75	12	10	10	3

**Type:** Tank, open topped. **Crew:** Imperial Guard.

**Weapons:** The Griffon is armed with a heavy mortar and hull-mounted heavy bolter.

A Griffon may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be armed with siege shells at +5 pts.

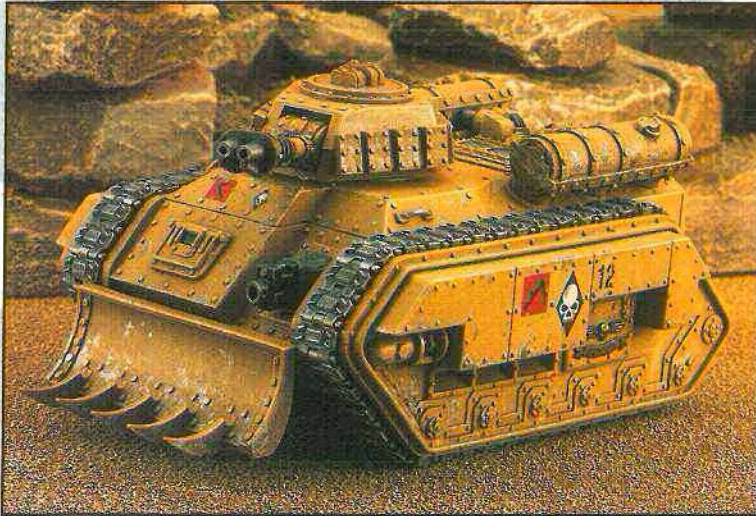
#### SPECIAL RULES

**Siege Shells:** A Griffon may fire a siege shell instead of a normal round. Siege shells use the smaller Blast template instead of the Ordnance template but are ordnance in all other respects. Roll 2D6+5 when rolling for Armour Penetration for siege shells against bunkers, instead of two D6 and picking the highest. If you're using the rules for buildings from the back of the Warhammer 40,000 rulebook, siege shells affect models inside a building on a 4+ instead of a 6.



## HELLHOUND

	Points	Front Armour	Side Armour	Rear Armour	BS
Hellhound	70	12	10	10	3



**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** Turret-mounted Inferno Cannon and hull-mounted heavy bolter.

**Options:** It may have any of the following: camo netting, extra armour, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

### SPECIAL RULES

**Inferno Cannon:** Such is the ferocity of the inferno cannon that any squads who suffer casualties because of it must make an immediate fall back move as if they had failed a Morale test. The unit is not actually broken and does not have to regroup at the start of its next turn.

**Move 'n' Shoot:** A Hellhound that moves over 6" can shoot in the Shooting phase but only with its Inferno Cannon. If it moves over 6" it can only fire the cannon via a side or rear facing.

**Fuel Tanks:** The Hellhound's large fuel tanks make it very vulnerable to enemy attacks. All glancing hits are treated as penetrating hits instead.

**Type:** Tank, open topped, fast. **Crew:** Imperial Guard.

**Weapons:** The Salamander is armed with an autocannon and a hull mounted heavy bolter.

**Options:** A Salamander may have any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

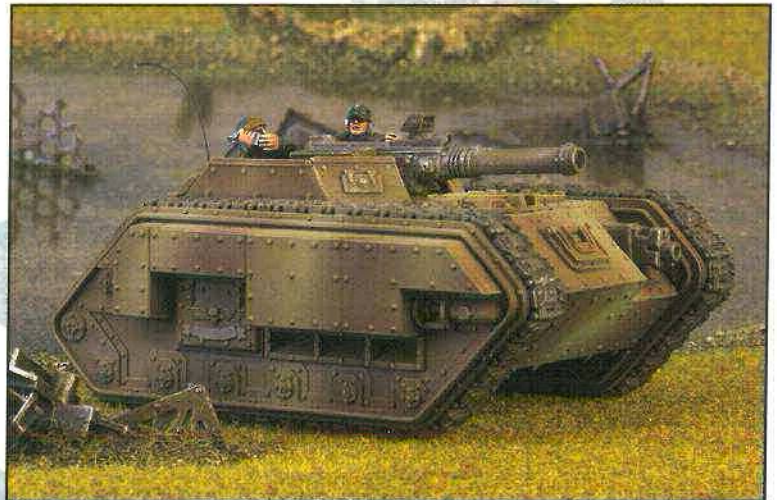
### SPECIAL RULES

**Souped-Up Engines:** Because they operate so far in front of the main units, the crews of Salamander Scout Vehicles often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong enemy forces. Imperial commanders tend to overlook such breaches of regulations given the dangerous missions lightly equipped scout units often have to perform.

A Salamander Scout Vehicle's souped-up engines make it a fast vehicle.

## SALAMANDER SCOUT VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	BS
Salamander	100	12	10	10	3



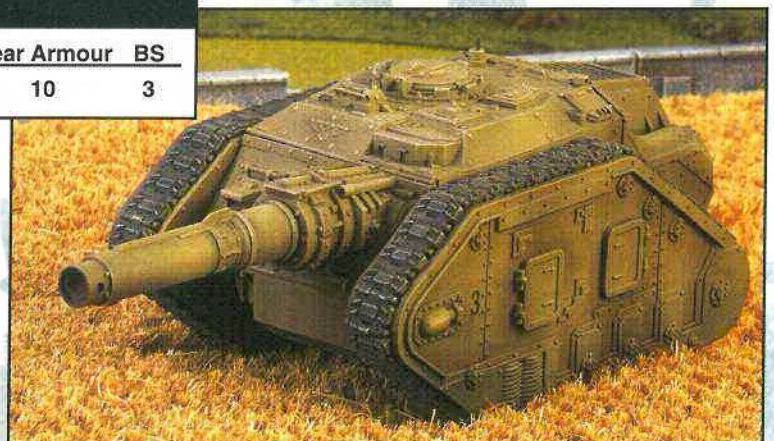
## DESTROYER TANK HUNTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Destroyer	160	14	12	10	3

**Type:** Tank **Crew:** Imperial Guard.

**Weapons:** The Destroyer is armed with a hull-mounted laser destroyer (see the Armoured Company Summary at the start of this army list for statistics).

**Options:** A Salamander may have any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.





## LEMAN RUSS BATTLE TANK

	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Tank	140	14	12	10	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The tank is armed with a turret-mounted battle cannon and must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Leman Russ may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The Leman Russ may be equipped with any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



## LEMAN RUSS VANQUISHER

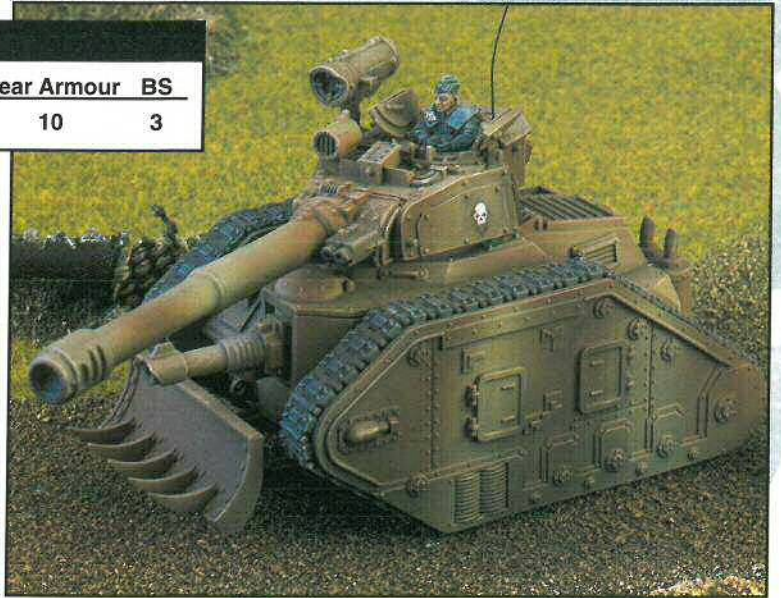
	Points	Front Armour	Side Armour	Rear Armour	BS
Vanquisher	175	14	12	10	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The Leman Russ Vanquisher is armed with a turret-mounted battle cannon and a coaxial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The tank may be given any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.



### SPECIAL RULES

**Vanquisher Battle Cannon:** This cannon can fire special anti-tank (AT) shells. Declare that you will fire an AT shell before you fire the cannon. AT shells have a range of 72" and a Strength of 8. Don't use the Ordnance blast template. Instead, roll to hit using the crew's BS. If a hit is scored roll 2D6 for Armour Penetration and add the scores together.

## LEMAN RUSS EXTERMINATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Exterminator	120	14	12	10	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The Leman Russ Exterminator is armed with a turret-mounted twin-linked autocannon. It must also have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Leman Russ Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts.

It may be given the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.





## LEMAN RUSS DEMOLISHER

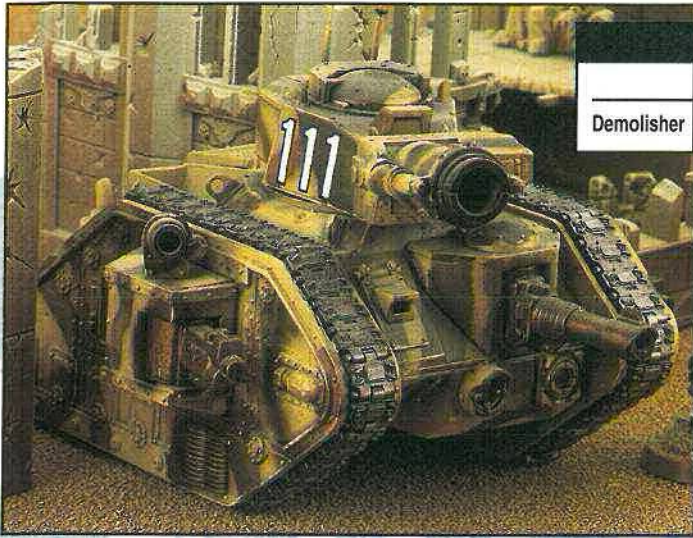
	Points	Front Armour	Side Armour	Rear Armour	BS
Demolisher	140	14	13	11	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The tank is armed with a turret-mounted demolisher cannon and one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The tank may have two side sponsons armed with a pair of: heavy bolters at +10 pts, multi-meltas at +30 pts, plasma cannons at +20 pts or heavy flamers at +10 pts.

It may be given the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



## LEMAN RUSS CONQUEROR

	Points	Front Armour	Side Armour	Rear Armour	BS
Conqueror	145	14	13	11	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The tank is armed with a turret-mounted conqueror cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Conqueror may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

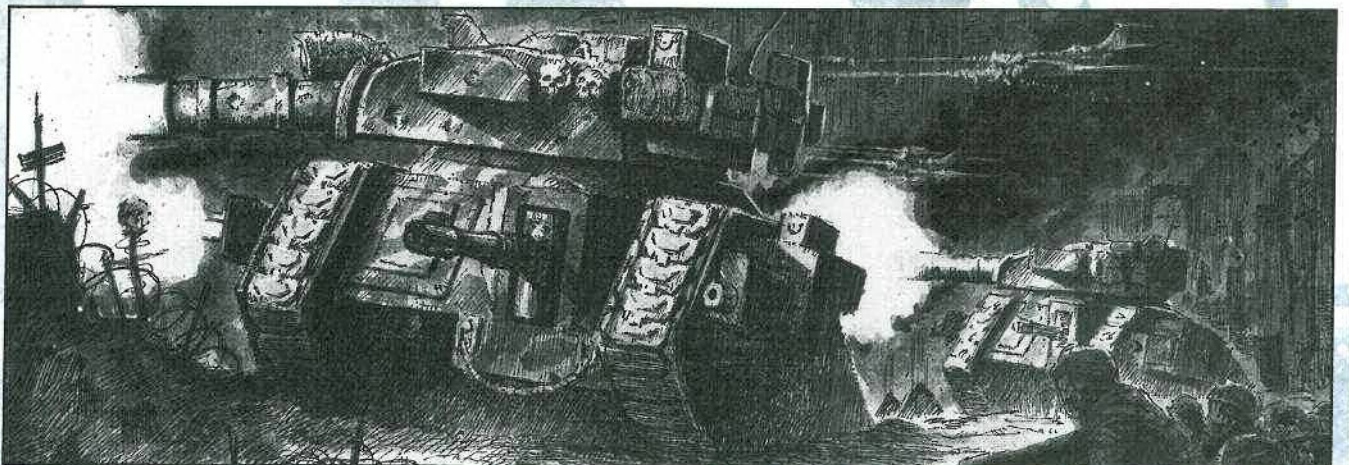
The tank may be given any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.



### SPECIAL RULES

**Conqueror Cannon:** The Conqueror replaces the standard turret weapon with a shorter barrelled version of the battle cannon, firing a smaller, less destructive shell. The reduced recoil allows the the vehicle to fire whilst on the move, making this Leman Russ variant more mobile when leading an assault.

	Range	Strength	Penetration	Shots
Conqueror Cannon	48"	7	4	Heavy 1/Blast





Greetings citizens and welcome to Chapter Approved Part Two. This month I have the great pleasure of introducing a new Scrivener, Brother Haines. Bringing a vast wealth of experience in roundly defeating my own forces, 'Big Pete' Haines has first turned his attentions to creating super-detailed rules for transport vehicles in Warhammer 40,000. So, over to Pete!

## TRANSPORT VEHICLES IN WARHAMMER 40,000



*Imperial Scribe Pete Haines is the latest addition to the Warhammer 40,000 Games Development team, and has the dubious*

*honour of being one of the twisted minds behind Codex Tyranids.*

Imperial Guard players have doubtless been inspired by Codex: Armageddon to try out the rules for Steel Legion mechanised infantry. Unlike the more conventional infantry forces found in Codex Imperial Guard, Steel Legion infantry platoons are all mounted in Chimera transport vehicles. The lure of the extra mobility and scary additional firepower, not to mention the rather splendid Steel Legion figures, has doubtless seduced many former footsloggers into transferring over to the mechanised infantry.

But this wasn't enough, oh no! As the Chimera was at the very heart of the Steel Legion idea, we decided that it was time for a bit more realism. The way vehicles are handled in the main Warhammer 40,000 rules was by necessity kept simple, but now that the Codexes are out we have a far clearer idea of precisely which vehicles we are dealing with and what

they ought to be able to do. The result of this was the detailed rules for the Chimera.

The effect was a set of rules that forced passengers to use the rear ramp to get in and out rather than squeezing through vision slits, that made use of the hull lasguns on the Chimera model and demonstrated the dangers of going into action with the top hatch open in order to squeeze in an extra heavy weapon shot. Add on to this a special rule to capture the Chimera's amphibious qualities and voila – a more characterful Chimera emerged.

The rules were left optional, though, because it didn't seem sporting to make the Chimera the only transport vehicle to be affected in this way. Well, the time has come to extend this approach to the other enclosed transport vehicles. The rules detailed in this article cover all transport vehicles in the game and should be used in games where all the players involved are aware of them. It is generally good practice to take some time before starting a game to agree what the terrain effects will be and sort out any rules interpretations. The vehicle rules, along with any other Chapter Approved topics, can be sorted out then so there are no nasty surprises for anyone.

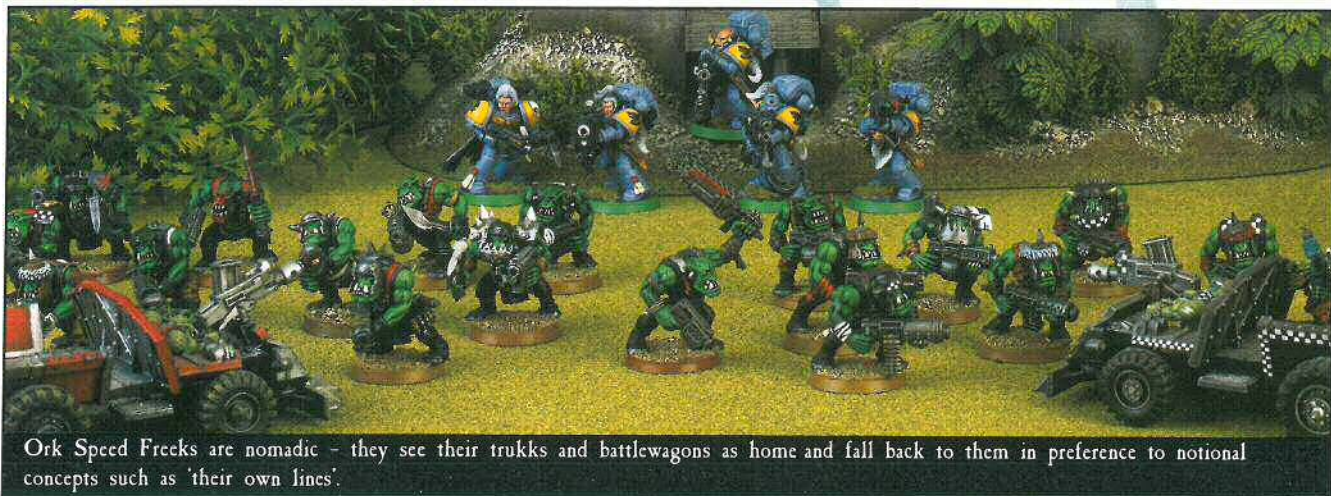
Now the question you are probably asking is "why amend the way

transports work?" Well, as mentioned earlier, with these rules you will find that the individual characteristics of different transport vehicles start to come through. Have a look at these examples:

1) The ramp in the Land Raider is perfectly placed to allow it to drive right up to an objective and disgorge its passengers directly onto an enemy position. Even if the crew are shaken or stunned the Machine Spirit will keep the tank on target. By contrast the passengers aboard a Rhino must first disperse to the sides and/or rear of the vehicle before moving up. Also it can be readily stopped by enemy fire prior to attaining its objective.

2) Eldar vehicles are encouraged to speed to a drop zone, touch down momentarily while their fleet-footed charges disembark, and then resume speed and altitude immediately after.

3) The Chimera provides valuable protection for its vulnerable human cargo, allowing most of the squad to fight effectively from within the vehicle while boosting their firepower and survivability considerably. This serves to further differentiate the Chimera from the Rhino where the emphasis is placed far more on getting the embarked Space Marines or Sisters of Battle into action rather than cooping them up in the vehicle.



Ork Speed Frecks are nomadic – they see their trukks and battlewagons as home and fall back to them in preference to notional concepts such as 'their own lines'.



# WARHAMMER

# MAGIC

## MAGIC SEQUENCE

1. Generate Power and Dispel dice
2. Cast spells
3. Attempt to dispel
4. Spell succeeds or fails
5. Cast again. Repeat steps 2-4
6. Dispel any spells in play

### 1. Generate Power and Dispel dice

#### Power Dice

This is summarised as follows:

Basic number of dice:	2 dice
For each Level 1 Wizard:	+1 dice
For each Level 2 Wizard:	+2 dice
For each Level 3 Wizard:	+3 dice
For each Level 4 Wizard:	+4 dice

Fleeing or dead Wizards do not generate Power dice.

Add any bonus dice provided by magic items, spells, etc.

#### Dispel dice

The opposing player generates two Dispel dice (four in the case of a Dwarf army) plus a number of extra dice depending on the number and level of Wizards, Runesmiths or Runelords in his army. This is summarised as follows:

Each Runesmith or Runelord:	+1 dice
For each Level 1 Wizard:	+1 dice
For each Level 2 Wizard:	+1 dice
For each Level 3 Wizard:	+2 dice
For each Level 4 Wizard:	+2 dice

Fleeing or dead Wizards do not generate Dispel dice.

Add any bonus dice provided by magic items, spells, etc.

### 2. Cast spells

A Wizard may attempt to cast each of his spells once. Nominate which spell is to be cast and the target of the spell. Roll as many Power dice as you wish up to the maximum allowed by the Wizard's level. If you roll equal to or better than the spell's casting value the spell is cast. Expended dice are removed from the casting player's pile whether the spell was cast or not. A total score of 1 or 2 is always a failure, regardless of modifiers.

#### Maximum Power dice rolled for a single spell

Level 1 Wizard:	2 dice
Level 2 Wizard:	3 dice
Level 3 Wizard:	4 dice
Level 4 Wizard:	5 dice

#### Miscasts

Rolling two or more 1s means the spell has been Miscast. The Wizard must roll 2D6 on the Miscast table.

#### Irresistible Force

Rolling two or more 6s means the spell has been cast with Irresistible Force. It is cast successfully and cannot be dispelled by the opposing player. If two or more 6s and two or more 1s are rolled, the spell fails and the Wizard must roll 2D6 on the Miscast table.

### 3. Attempt to dispel

The opposing player may make one attempt to dispel the enemy's spell irrespective of which unit it was cast on. Roll as

many Dispel dice as you wish up to the maximum number you have. If you wish to use any magic items to boost the dispel you must declare this before rolling the dice. If the number rolled is equal to or greater than the score rolled by the casting player, then the spell is dispelled. If two or more 1s are rolled then the dispel fails automatically regardless of the actual score rolled.

### 4. Spell succeeds or fails

Apply the effects of the spell as described in the Magic section.

### 5. Cast again

If you have more spells to cast and any Power dice left, you may cast again.

### 6. Dispel spells in play

Once all spells have been cast, both players may attempt to dispel any spell cast in a previous turn. The opposing player may attempt to do so first. To dispel a spell already in play the dice only have to equal or beat the casting value of the spell. The casting player may then attempt to dispel spells in play counting any remaining Power dice as Dispel dice and following the above procedure. Spells originally cast with Irresistible Force can be dispelled as normal.

## MISCAST TABLE

Roll 2D6 as your opponent cackles maniacally

#### 2D6 Result

- 2 Models in base contact, friend or foe, suffer one Strength 10 hit, as does the casting Wizard.
- 3 The caster is blasted D6" in a random direction (use the Artillery dice to determine the direction) and cannot cast further spells until he rolls a 6 on a D6 at the start of his Magic phase. If blasted into another model he stops and both take one Strength 10 hit. If blasted into a wall, wood, or solid object, the caster takes one Strength 10 hit.
- 4 The opposing player may immediately cast any one of his own spells of the same casting difficulty rating or less. No casting roll is required - the spell is automatically cast - but it can be dispelled by the player whose turn it is by using Power dice in the same way as Dispel dice. A player needs to beat the basic casting value of the spell to dispel it.
- 5 The caster cannot shoot or attack this turn, is hit automatically in close combat and cannot cast any magic this turn or in his next turn, but is otherwise unaffected.
- 6-7 The caster cannot cast any more spells in this Magic phase.
- 8-9 Any remaining Power dice held by the player are removed and the Magic phase ends.
- 10 The caster is racked by sorcerous power and suffers 1 wound with no saves allowed.
- 11 The caster's Magic Level is reduced by -1 and he cannot attempt to cast the spell that he has Miscast for the rest of the battle. If the caster's Magic Level is reduced to 0 he can cast no further spells for the rest of the battle, but he still counts as a First Level Wizard for the purposes of calculating the number of Dispel dice only.
- 12 The spell he attempted to cast is successful and counts as having been cast with Irresistible Force, but the caster cannot cast any more spells for the duration of the battle, and generates no Dispel or Power dice.



# THE EIGHT LORES OF MAGIC

## THE LORE OF FIRE

Note: All these spells are fire attacks.

Spell name	Cast on	Range	Notes
1. Fire Ball	5+	24"	D6 Strength 4 magic missile hits.
2. Flaming Sword of Rhin	6+	-	Wizard gains +1 A, +3 S, all attacks hit on a 2+ and count as a magic weapon. Remains in play.
3. Fiery Blast	8+	24"	2D6 Strength 4 magic missile hits.
4. Burning Head	9+	18"	Draw a line from caster, all models in direct path suffer a Strength 4 hit.
5. Conflagration of Doon	11+	-	Can be cast anywhere on table. D6 Strength 4 hits. In addition both players roll D6. If caster rolls highest add his roll to the number of hits suffered. Repeat until opponent rolls equal or highest.
6. Wall of Fire	12+	24"	Can be cast on any visible unit. Each model in the front rank suffers an automatic Strength 4 hit. Remains in play. Any model attempting to move through it suffers a further Strength 4 hit. Does not affect line of sight or movement. Remains in play.

## THE LORE OF THE HEAVENS

Spell name	Cast on	Range	Notes
1. Second Sign of Antal	5+	-	Gives player D3 re-rolls for the duration of turn.
2. Power of Far	6+	12"	Cast on friendly unit. All 1's rolled to hit or to wound may be re-rolled that turn.
3. Fokked Lightning	7+	-	Cast on any enemy unit on table. Inflicts D6 Strength 4 hits.
4. Uranos's Thunder Bolt	9+	-	Cast on any enemy unit on table. Inflicts D6 Strength 4 hits with no armour saves.
5. Storm of Gromos	9+	12"	All enemy in range and line of sight are affected. Each unit takes D6 Strength 4 hits.
6. The Comet of Gasandora	10+	-	Place a marker on any fixed point on tabletop. Roll D6 at start of each player's turn, 1-5 nothing happens but place another marker. On a 4-6 all units within D6" multiplied by number of markers suffer 2D6 Strength 5 hits. See page 148 of the Warhammer rulebook for full rules.

## THE LORE OF METAL

Spell name	Cast on	Range	Notes
1. Rule of Burning Iron	3+	24"	Affects single model. If armour save is 6+ or if no armour save, suffer 1 S3 hit, 5+ armour save, 1 S4 hit or 4+ armour save or better, 1 S5 hit. This is a Fire attack.
2. Commandment of Brass	6+	24"	Cast on war machine or chariot. Target cannot move or shoot until end of its own following turn. Unit can still flee.
3. Transmutation of Lead	8+	24"	Cast on unit in close combat. Unit suffers a -1 to hit penalty and -1 to its armour save for the duration of that Close Combat phase.
4. Distillation of Molten Silver	8+	24"	2D6 Strength 4 magic missile hits. Counts as Fire attack.
5. Law of Gold	9+	24"	Affects a single magic item chosen by opponent. Roll D6: 1-4 item cannot be used until the end of enemy's next turn, 5-6 item is useless for the game.
6. Bane of Forged Metal	11+	12"	Target unit gets no weapon bonuses or penalties. Missile weapons are useless for entire game. Cannot effect war machines.

## THE LORE OF LIGHT

Spell name	Cast on	Range	Notes
1. Pha's Illumination	5+	-	Cast on Wizard. Wizard get 3 Attacks and Strength 5. Cannot use weapons. Remains in play (see page 149 of the Warhammer rulebook).
2. Shem's Burning Gate	5+	24"	D6 Strength 4 magic missile hits. Counts as Fire attack.
3. Uru's Dazzling Brightness	6+	18"	Cast on enemy unit in Close Combat. WS of target unit characteristic reduced to 1 for that turn's Close Combat phase.
4. Ulzaf's Healing Hand	7+	-	Heals all Wounds on one friendly model.
5. Karu's Guardian Light	8+	12"	All units with distance are Immune to Psychology and any fleeing units rally. Remains in play.
6. Amzu's Blinding Light	9+	24"	Enemy unit reduces Movement characteristic by half and WS and BS are reduced to 1. Lasts one turn.

## THE LORE OF SHADOW

Spell name	Cast on	Range	Notes
1. Steed of Shadows	4+	12"	Cast on single model. May make 20" flying move.
2. Creeping Death	6+	24"	D6 Strength 5 magic missile hits. No armour save.
3. Belt of Midnight	7+	24"	Cast on friendly unit. Shooting directed at unit requires 6 to hit. Weapons that use Scatter dice automatically scatter. Remains in play.
4. Shades of Death	8+	6"	Cast on friendly unit which is not in close combat. Unit causes fear. Remains in play.
5. Unseen Lurker	10+	24"	Cast on friendly unit which is not in close combat. Unit can make an 8" move. Can be used to change in which case enemy can only hold their ground.
6. Pit of Shades	11+	-	Can be cast anywhere. Place 3" template over a single target enemy unit. All models in the unit completely under the template are automatically hit, those touched by it are hit on a 4+. Models hit suffer 1 Strength 3 hit. Rolls a D6: 1-3 the unit causes as moving but only moves at half speed next turn, on a score of 4-6 the unit is scattered.

## THE LORE OF LIFE

Spell name	Cast on	Range	Notes
1. Mistress of the Marsh	6+	-	Cast on enemy unit within 12" of a water feature or within 6" of the caster. Unit moves at half speed. Lasts for one turn.
2. Father of the Thorn	7+	24"	Unit that is visible and not in combat suffers 2D6 Strength 3 hits.
3. The Howling Wind	7+	-	Cast on Wizard. No shooting with Strength 4 or less can be targeted at units within 12" of caster. All enemy unit within 12" move at half rate. Remains in play.
4. Master of the Wood	7+	-	Cast on enemy unit within 12" of a wooded feature, feature or within 6" of the caster. Unit suffers D6 Strength 4 hits, plus a further D6 Strength 4 hits if it is partially or wholly within a wood.
5. Master of Stone	8+	-	Cast on enemy unit within 12" of a rocky feature or within 6" of the caster. Unit suffers D6 Strength 5 hits, plus a further D6 Strength 5 hits if it is partially or wholly within the feature.
6. The Rain Lord	9+	24"	Missile troops must roll 4,5 or 6 to shoot. Black powder weapons need a 6. Lasts for entire game.

## THE LORE OF BEASTS

Spell name	Cast on	Range	Notes
1. The Oxen Stands	5+	-	Fleeing friendly unit rallies immediately.
2. The Eagle's Cry	6+	24"	Cast on enemy cavalry, swarm, chariot or monster. Affected unit takes Leadership test. If passed, unit suffers -1 Movement penalty, flyers reduced to 12". If failed, unit flees 2D6" directly towards its own table edge.
3. The Bear's Anger	6+	-	Cast on Wizard. Gains +3 A, +2 S and +1 T. Remains for one turn. No other weapon may be used. Remains in play.
4. The Crow's Feast	7+	24"	2D6 Strength 5 magic missile hits.
5. The Bear Cowers	8+	-	Cast on enemy cavalry, swarm, chariot or monster in close combat. Creatures (not riders) require 6 to hit.
6. The Wolf Hunts	9+	24"	Cast on friendly cavalry, swarm, chariot or monster. Target moves 2D6" towards nearest visible enemy unit. Can be used to change in which case enemy can only hold their ground.

## THE LORE OF DEATH

Spell name	Cast on	Range	Notes
1. Dark Hand of Death	5+	24"	D6 Strength 4 magic missile hits.
2. Death Dealer	5+	24"	Cast on friendly unit which is engaged in close combat. For duration of that turn casualties may make one further Attack with their basic strength before being removed.
3. Steal Soul	8+	12"	Single model loses 1 Wound. No armour saves. In addition casting Wizard gains 1 Wound.
4. Wind of Death	8+	24"	2D6 Strength 4 magic missile hits.
5. Drain Life	10+	12"	Each unit within range takes D6 Strength 3 hits. No armour saves. Does not affect Undead or Chaos Daemons.
6. Doom and Darkness!	12+	24"	Target suffers -3 penalty to Leadership tests. Unit must pass Leadership test at the start of following turn, otherwise it remains affected. Does not affect Undead or Chaos Daemons. (see page 151 of the Warhammer rulebook for special rules).



## GENERAL RULES CLARIFICATION

Before getting stuck into a vehicle-by-vehicle analysis, there are a few things to clarify about transports in general.

### Partial embarkation:

Units may not be split with some of their number inside a vehicle while others are outside. If an independent character is with the unit he may embark or disembark separately from the unit if desired.

### Embarking after close combat:

A unit consolidating after hand-to-hand combat must use one of the access points specified if they wish to re-embark. As partial embarkation is not allowed the whole unit must be able to embark for any of them to do so.

### Embarking while falling back:

Whilst Ork Speed Freeks can fall back to their vehicles and embark, this is not an ability shared by other transported troops. With the exception of Speed Freeks, units may not embark during a fall back move. If

and when they regroup then they may return to their vehicle.

### Emergency Exit:

When a vehicle suffers a destroyed result and its passengers bail out they must use the access points specified for the vehicle. By way of clarification, when a vehicle explodes no further harm befalls the passengers beyond the normal risk described in the crew and passenger note in the Damage Rolls section on page 87 of the Warhammer 40,000 rulebook.

OK, that's the technical bit over with; now on to the transports. Each transport vehicle is explained in terms of three key features.

### Access Points:

Access points are those parts of the model that a unit has to be within 2" of to embark and can disembark within 2" of. Inevitably conversions and customisations will make a difference on a model-to-model basis. If this is the case then a brief

discussion with your opponent before the game should prevent any problems arising.

### Fire Points:

Fire points are vehicle openings that can be used to fire from without reducing the vehicle's protective qualities. Remember that it is possible to fire heavy weapons from a transport vehicle if the fire point rules for the vehicle permit but NOT if the vehicle moves. Similarly, passengers with rapid fire weapons are considered to be moving if the vehicle is moving. In all cases a fire point can only be used if it is possible to draw a line of sight to the desired target.

### Notes:

Finally, any special features of the transport vehicle are explained. Some of these have a direct effect on the game, others are included to provide some ideas for special scenarios or give a better perspective of the vehicle in question.

### DISSEMBARKING FROM A WRECKED VEHICLE

When a transport vehicle is destroyed and the passengers bail out they must use the specified access points. If any enemy troops are in proximity then the disembarking troops are in great danger as they are almost helpless while clambering out of the wrecked vehicle.

Troops may not move within 1" of an enemy except in the Assault phase, so if a vehicle access point is blocked by an enemy model then it cannot be used. Any troops unable to disembark because of blocking enemy are either trapped in the burning wreckage or finished off as they stumble out. Either way they are killed. This also applies when a vehicle crew uses a crew escape mechanism to form a new unit after their vehicle is destroyed.



Ork Tankbustas assault the rear of the Chimera, blowing it apart...



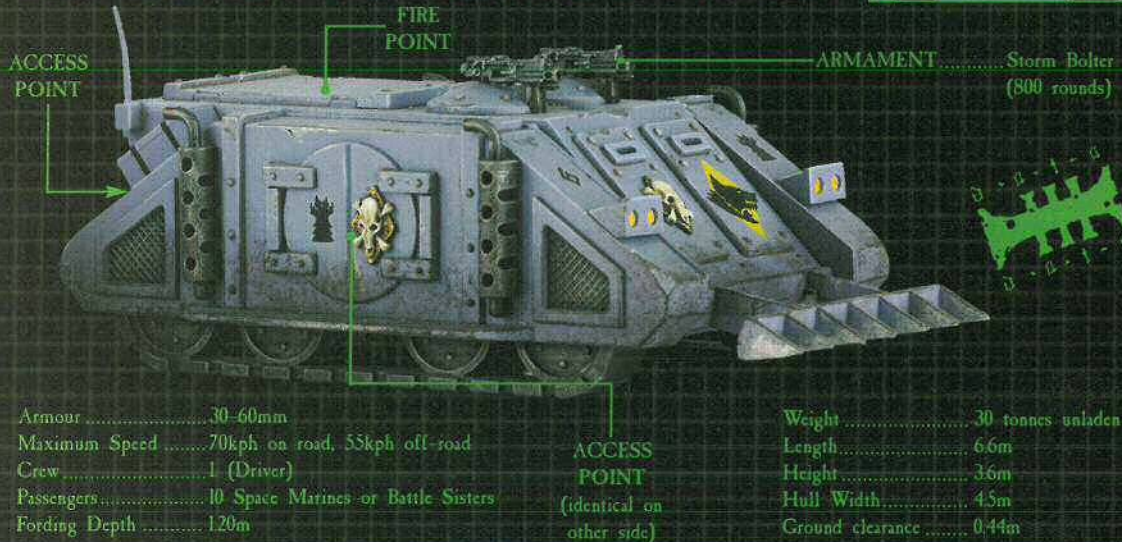
...the Guardsmen passengers have no hope of escape as the Orks block all exits.



# RHINO APC

Models.....Patterns I to VI. Within each pattern type are literally hundreds of regional variations using local materials and engineering techniques.

Forge world of origin...Virtually every industrialised world of the Imperium can produce Rhinos.



Armour .....30-60mm  
 Maximum Speed .....70kph on road, 55kph off-road  
 Crew .....1 (Driver)  
 Passengers.....10 Space Marines or Battle Sisters  
 Fording Depth .....1.20m

ACCESS POINT  
 (identical on other side)

Weight .....30 tonnes unladen  
 Length .....6.6m  
 Height .....3.6m  
 Hull Width .....4.5m  
 Ground clearance .....0.44m

It had once been an occupied position. The gun emplacement had protected thirty of the Eldar's dark kin, but now resembled nothing so much as an abattoir. Shredded Eldar corpses lay strewn around, torn to pieces by an hour long bombardment from the Ultramarines Whirlwinds nearly a thousand metres away. The fortifications were pock-marked with shrapnel hits, but were for all intents and purposes intact. Captain Invictus had vetoed the Imperial Guard Colonel's plan of shelling the position with Earthshaker cannons, realising that when the Dark Eldar counter-attacked, as he knew they would any minute, the Imperial forces would need this position. Four Space Marine Rhinos sped across the snow and ground to a halt beside the emplacement, the ceramite doors sliding smoothly back along oiled runners. Warm air from inside the vehicles condensed as winter's chill rushed to fill the troop compartments. With practised precision the Space Marines disembarked from their vehicles, the Devastators immediately taking up firing positions. When the Dark Eldar attacked, they would find the Space Marines ready and waiting for them.

<b>Fire Points – 1</b>	The Rhino has a large hatch in its hull roof which can be used by up to two passengers as a fire point. Unlike the Chimera this does not leave the Rhino open-topped as its passengers, whether they are Marines or Sisters of Battle, wear power armour.
<b>Access Points – 3</b>	The Rhino has two side hatches and a rear ramp, any of which can be used as access points by the passengers.
<b>Notes</b>	The Rhino is the most ubiquitous military vehicle in the Imperium and is renowned for its reliability and ease of maintenance. If a Rhino is immobilised then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase and on a 6 the vehicle is free to move. It doesn't matter how immobilisation occurs – enemy fire, difficult ground or supercharged engine failure – in all cases the problem may be something easily fixed.  If Orks select the Rhino as a looted vehicle they can utilise it in much the same way as described above. Passengers may not include any mega-armoured Orks though and use of the top hatch as a fire point will qualify the vehicle as open-topped.

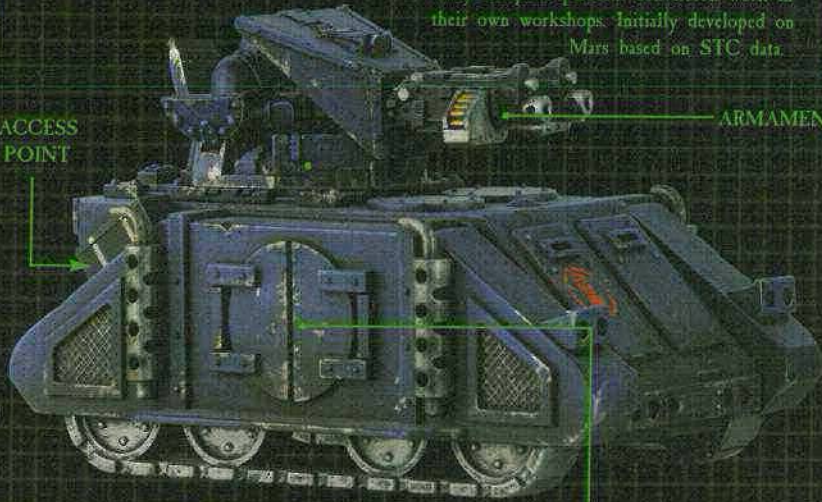


# RAZORBACK

Models ..... IIIrb-VIrb  
 Forge world of origin: Razorbacks are produced everywhere that Rhinos are produced, many Chapters perform conversion work in their own workshops. Initially developed on Mars based on STC data.



ACCESS POINT



ARMAMENT ..... Variable configurations, most common patterns include:  
 - twin-linked heavy bolters,  
 - twin-linked lascannon,  
 - lascannon and twin-linked plasma guns  
 - multi-melta.



Armour ..... 30-60 mm  
 Maximum Speed.... 70kph on road, 55kph off-road  
 Crew ..... 2 Driver, Gunner.  
 Passengers ..... 6 Space Marines  
 Fording Depth..... 120m

ACCESS POINT  
 (identical on other side)

Weight ..... 31.5 tonnes  
 Length ..... 6.6m  
 Hull Width ..... 4.5m  
 Height ..... 4.95m including turret  
 Ground clearance ..... 0.44m

## Fire Points - 0

Most Chapters regard the Razorback as a compromise, accepting some loss of passenger capacity compared to the Rhino in return for greatly improved firepower. The hatch in the hull roof of the Rhino is therefore replaced by the turret housing, leaving no fire points for the passengers. The turret provides superior fire support for the squad and can optionally be augmented with a pintle-mounted storm bolter.

## Access Points - 3

The Razorback has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

## Notes

A Razorback looted by Orks cannot transport Nobs in mega-armor.

The Ork Killer Kan toppled backwards, thick black smoke spewing from its interior and rivulets of molten metal streaming from the plasma impacts. An injured creature struggled to free itself from the wreckage, roaring in anger. Brother Janus of the Imperial Fists swung the turret-mounted plasma guns around, searching for fresh targets as the Razorback sped forwards, crushing the remains of the Ork machine.

A solid wedge of Rhinos was charging forwards across the ash plain, billowing clouds of choking dust blotting out the sun. An entire Company hurtled towards the Ork-held factory complex in Rhino APCs. Every second vehicle was a Razorback, providing the assault with much needed fire support. Lascannons, heavy bolters, plasma guns and multi-meltas laid down wave after wave of punishing firepower, preventing the Orks from picking off the Imperial tanks as they sped toward the complex.

Janus saw a mob of Gretchin dragging some kind of artillery piece forward into cover and cranked the turret around. White-hot bursts of plasma vaporised the first Gretchin, and the rest ducked hurriedly into cover as more searing bolts hissed around them. A lucky shot struck the ammo cart of the gun and blew it high into the air, lethal shrapnel killing everything nearby. Janus smiled as he watched burning Gretchin run screaming. The Rhinos halted and Space Marines began disembarking from their transports. Janus worked the plasma guns left and right, continuing to pour fire on the Ork positions, burning anything he could see as the Space Marines swept into the factory.

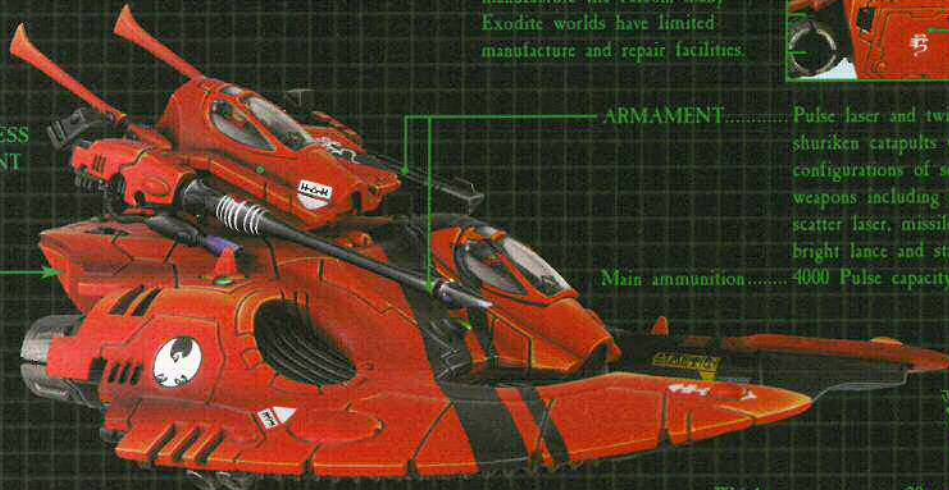


# FALCON

Models..... Multiple configurations reported.  
 Forge world of origin: All Eldar craftworlds manufacture the Falcon; many Exodite worlds have limited manufacture and repair facilities.



ACCESS POINT



ARMAMENT..... Pulse laser and twin-linked shuriken catapults with variable configurations of secondary weapons including shuriken cannon, scatter laser, missile launcher, bright lance and starcannon.  
 Main ammunition..... 4000 Pulse capacity.

Armour..... 35-60mm  
 Maximum Speed..... 180kph at low altitude, 850kph at high altitude  
 Crew..... 2, Pilot, Gunner  
 Passengers..... 6 Eldar  
 Fording Depth..... Skimmer

Weight..... 20 tonnes  
 Length..... 9.63m  
 Hull Width..... 6.92m  
 Height..... 3.61m  
 Ground clearance..... Skimmer

## Fire Points - 0

The Falcon is a far more sophisticated vehicle than anything possessed by the Imperium. It has the ability to operate at high altitude and manoeuvre at dizzying speeds. The Falcon's passenger compartment is a sealed, pressurised environment from which the passengers can observe events outside the hull from a range of monitors. Such a vehicle has no place for crude hatches or firing slits so passengers may not fire while embarked.

## Access Points - 1

Passenger access is limited to the rear ramp.

Lush green fields sped below the two skimming Saim-Hann Falcon grav-tanks as they hugged the contours of the land. Blurs of red and black, they smoothly banked around a rocky outcrop and rose to crest a wooded ridge. Bright sunlight glittered from the barrels of the skimmers' pulse lasers and shuriken cannons. While their kin fought the Mon-Keigh on the eastern plains, the Falcons circled around the flanks to bring death from behind. Each carried a squad of Howling Banshees, Aspect Warriors whose skill in close combat was beyond compare. The Falcon pilots knew that the crude tanks of the Mon-Keigh were manoeuvring in an attempt to intercept them, but their tracked vehicles were far too slow and clumsy. They would not be successful and the Eldar would triumph.



## CHOOSING TARGETS

A vehicle carrying passengers does not have to fire at the same target as the unit it is carrying. This means that, for example, a Chimera can use its multilaser and heavy bolter to engage an Ork Killer Kan while its passengers fire their lasguns at a Boyz mob.



# WAVE SERPENT

Models... Multiple configurations reported.

Forge world of origin:  
Several Eldar craftworlds manufacture the Wave Serpent; some Exodite worlds have limited manufacture and repair facilities.



ACCESS POINT

ARMAMENT ..... Twin-linked shuriken cannons and twin-linked shuriken catapults with numerous alternative configurations.

Main Ammunition ..... 5000 shuriken-cannon salvos

Armour ..... 35-60mm  
Maximum Speed ..... 180kph at low altitude, 850kph at high altitude  
Crew ..... 2 Pilot, Gunner  
Passengers ..... 10 Eldar or 5 Wraithguard and a Warlock  
Fording Depth ..... Skimmer

Weight ..... 23.5 tonnes  
Length ..... 9.85m  
Hull Width ..... 7.1m  
Height ..... 3.61m  
Ground clearance ..... Skimmer

## ASSAULTING A VEHICLE

When moving to assault a vehicle the attackers must still move by the most direct route. This means you can't run past the front of a vehicle and attack to the side.



Although the Orks would like to get to the rear access ramp before planting their tankbusta bombs they have no choice but to attack the front of the Chimera this turn.

Fire Points - 0

Like the Falcon, the Wave Serpent has much in common with an aircraft and no fire points are provided for passengers.

Access Points - 1

Passenger access is limited to the rear ramp.

The canyons of the ruined city trapped the smoke, dust and noise of battle, turning each rubble-choked street into a hell of half-glimpsed shadows and phantoms. Trooper Korkin nervously licked his lips, glancing up the shattered street along the gunsight of his lascannon. There were reports of Eldar movements in this sector and he didn't want to suffer the same fate as 1st Platoon. They'd been found cut to shreds with the safeties still on their guns. He and Frederiks were positioned a hundred metres in front of their platoon, an early warning in case the decadent aliens came this way. The thought didn't comfort him much. Korkin cocked his head as a low humming penetrated the crash of distant artillery and he watched the smoke suddenly part as though brushed by an invisible hand. The sleek prow of an Eldar vehicle emerged seconds later. Korkin squeezed the trigger on the lascannon, watching as the powerful beam rippled as though travelling through water before it struck the fast-moving vehicle. Korkin's jaw fell open as the blast scored the vehicle's side, but did no further damage. A warm, electric sensation enveloped him as the Wave Serpent's energy field washed over him and he never saw the blow from the Striking Scorpion's chainsword that killed him.



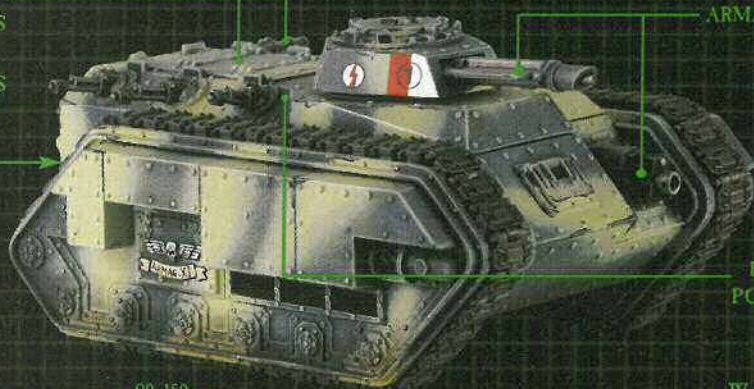
# CHIMERA

Models..... Patterns I-XVII

Forge world of origin: Mars, Cryphonne IV, Stygies VII, Ryza, Voss, M'Khand, Armageddon, Tolkan, Accatran, Triplex Phall, Graia, Metallicus, Vanheim, Phaeton and many other sites.

FIRE POINTS

ACCESS POINT



ARMAMENT.....Hull heavy bolter turret multilaser (1,500 individual laser shots)

FIRE POINTS

REAR ACCESS HATCH



Armour..... 80-150mm  
Maximum Speed..... 70 kph on road, 35 kph off-road  
Crew..... 3-2 Drivers, 1 Gunner  
Passengers..... 12 Imperial Guardsmen or 6 Ogryns  
Fording Depth..... Amphibious

Weight..... 38 tonnes  
Length..... 6.90m  
Hull Width..... 5.70m  
Height..... 3.72m  
Ground clearance..... 0.45m



Corporal Deakins gripped the stock of his lasgun and tried in vain to stop himself from being jolted against the interior of the Chimera armored troop carrier. The transport bounced over another ridge of frozen ground, sending his helmeted head slamming into a metal stanchion. He swore and cursed the driver of the transport. Rivers of melted snow pooled around his combat boots, sloshing about as the squad was carried across the hard packed ground. He looked around the compartment at the excited faces of 2nd squad as they fired the hull lasguns. Sergeant Kobal was sitting at the back of the Chimera, seemingly untroubled by the jarring ride. His eyes were half shut, headphones pressed to his ear as he concentrated on hearing the vox-chatter over the deafening howl of the Chimera's powerful engine.

"Right lads!" bellowed Kobal, his voice easily cutting through the engine noise. "On your feet and get ready for disembarkation!"

Deakins could hear the engine noise deepen and the storm bolter open fire as the Chimera slowed to a speed that would allow them to safely dismount. With a squeal of hydraulics, the Chimera's back ramp began to drop. By the Emperor he was looking forward to this! He could feel his heart rate thud like a trip-hammer, his earlier discomfort and annoyance fading as he saw dozens of Chimera behind theirs slowing and deploying from column into line.

"Go! Go! Go!" shouted Kobal even before the ramp was fully lowered. As one, the ten man squad pounded down the ramp, jumping to the muddy snow that formed their wake. Quickly looking around he could see thousands of other troops pouring from their transports and a fierce pride swelled in his breast.

**Fire Points - 2**

The Chimera is fitted with six hull lasguns for the express use of the passengers. Up to six passengers can use the hull lasguns provided. Additionally one model may fire a weapon from the top hatch. The weapon used may be heavy although not if the Chimera moves. Models firing from the top hatch must engage the same target as those firing the lasguns. If the hatch is used to fire from then the Chimera counts as being an open-topped vehicle for the rest of that turn and all of the opponent's subsequent turn.

**Access Points - 1**

Units being transported enter and exit via the access ramp at the back of the hull.

**Notes**

Chimeras are amphibious vehicles and treat water features such as rivers, streams, lakes or seas as clear terrain when they move.

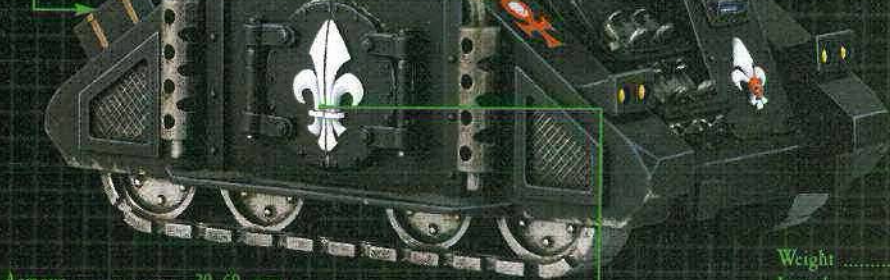


# IMMOLATOR

Models III-VIII

Forge world of origin: The Immolator is a conversion based on a standard Rhino, that can be produced in virtually any Sororitas workshop.

ACCESS POINT



REAR ACCESS HATCH



ARMAMENT..... Inferno Cannon  
(20 shots)

Armour ..... 30-60 mm  
Maximum Speed ..... 70kph on road, 55kph off-road  
Crew ..... 2, Driver, Gunner  
Passengers ..... 6 Battle Sisters  
Fording Depth ..... 120m

ACCESS POINT  
(identical on other side)

Weight ..... 32 tonnes unladen  
Length ..... 6.6m  
Hull Width ..... 4.5m  
Height ..... 4.7m (including Inferno cannon)  
Ground clearance ..... 0.45m

## Fire Points - 1

The Immolator is similar in principle to the Razorback except that its roof hatch is not compromised by the fittings for the Inferno Cannon. Up to two passengers can stand up in the top hatch and fire while embarked. The weapons fired may not draw a line of sight through the Inferno cannon, however.

## Access Points - 3

The Immolator has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

## Notes

Like the Imperial Guard Hellhound, the Immolator contains inflammable materials. Unlike the Hellhound these are entirely stowed within the hull. If, however, the top hatch is being used as a firing position then it exposes the interior of the vehicle and risks the fuel ammo being ignited. The vehicle counts as being open-topped for the remainder of the current turn and the whole of the following enemy turn even though the passengers are wearing power armour.

Sister Alisha sang lustily along with the devotional hymns reverberating from the loudspeakers attached to the hull of the Immolator tank as it neared the mob of men in the marble flagged square. Thinking they had the holy shrine surrounded, the rebel planetary defence troopers swarmed around the shrine of Our Lady of the Perpetual Martyr. Their raucous cries were drowned out by the singing of the charging Battle Sisters. Squads of Seraphim descended from the armoured buttresses of the vast cathedral, bolt pistols chattering a litany of death as the explosive bolts impacted deep into unarmoured flesh.

One of the rebel troopers recognised the armament of the Immolator as it rumbled steadily towards enemy lines. Shorn of the long-range firepower of the Adeptus Astartes tanks, the flamethrower tank required proximity to fulfil its role as purifier of the heretics. Autogun fire ricocheted from the front of the tank, and Alisha heard a clank as the top hatch of the Immolator was thrown open. Sister Bacharia swung her heavy bolter out of the passenger compartment, sending a continual stream of large calibre explosive bolts into the heretics assailing the sides of the tank. They were close to surrounding her now. At Alisha's signal, Sister Bacharia ducked back inside and closed the top hatch. Alisha thumbed the button that fired up the ignition flame of the Inferno cannon and flexed her gauntleted fingers on the trigger mechanism. The holy fire of her weapon, blessed this very morning by the Canoness, would soon show these blasphemous fools the error of their ways.



# LAND RAIDER

**ACCESS POINT**  
(identical on other side)

## ARMAMENT

Armour ..... 91-95mm

(note that the composite construction consisting of 2 ceramic layers, 1 titanium/plasteel layer, 1 adamantium layer and 1 thermoplas layer is equal to 365mm of conventional steel armour)

Max Speed ..... 51kph on road, 48kph off road.

Crew ..... 2: Commander, Crewman

Passengers ..... 5 Terminators or 10 Space Marines.

Crusader variant can carry 8 Terminators or 15 Space Marines.

Models ..... Patterns I-VII

Forge world of origin: Anvilus-9 was the source of many of the oldest Land Raiders but now they are produced in very small numbers on many forge worlds.



**ACCESS POINT**

Sponson-mounted twin-linked lascannons.  
Hull-mounted, twin-linked heavy bolters. (Godhammer Kz976 lascannon requires barrel replacement after 2000 firings).  
Crusader variant: Two hurricane pattern bolters, twin-linked assault cannon and multi-melta.

Weight ..... 72 tonnes (unladen)  
81 tonnes (fully laden)

Length ..... 10.36m

Hull Width ..... 6.10m

Height ..... 4.11m

Ground clearance ..... 0.45m

<p><b>Fire Points - 0</b></p>	<p>The Land Raider represents the pinnacle of armoured vehicle technology in the Imperium. As such the measure of protection provided by its massively armoured hull cannot be compromised by extraneous hatches and firing ports. The top hatches are for the use of the Land Raider's crew and cannot be used by passengers as firing ports.</p>	<p><b>Fire Control</b> – The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire (if, of course, it is not already firing all of them!). This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS 2. If the crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.</p> <p><b>Deus Ex Machina</b> – If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means in a straight line) up to its maximum move.</p>	<p>The Land Raider is fully submersible to 36.57m. This does not mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.</p> <p>Occasionally a Land Raider is fielded by the Orks as a looted vehicle. Generally the same rules apply. However, the Land Raider's transport capacity is limited to 5 mega-armoured Orks or 10 others. The Machine Spirit rules are not used for looted Land Raiders as the Orks cannot safely approach the Land Raider until the Machine Spirit has been disabled.</p> <p>Chaos Land Raiders use the Machine Spirit rules, although they replace the Machine Spirit with something altogether more malign...</p>
<p><b>Access Points - 3</b></p>	<p>The Land Raider has a large frontal access ramp and a hatch on each side of the hull, any of which may be used to embark or disembark.</p>		
<p><b>Notes</b></p>	<p>There are two special features of the Land Raider (including the Land Raider Crusader) that are made possible by the resolute and implacable Machine Spirit.</p>		



The Worldeaters Land Raider rumbled across the debris-strewn ground in the armoury's outer courtyard, crushing steel and stone beneath its armoured treads as small arms fire pattered harmlessly against its adamantium skin. Its hull-mounted heavy bolters raked the loyalist position, the mass-reactive shells cutting down Imperial Guardsmen by the dozen. A missile speared out from the barricades, smashing into the vehicle's side. The explosion rocked the Raider and slewed it sideways, but the tank rolled onwards, its thick, multi-layered armour absorbing the impact. The Traitor Marine driver gunned the engine and drove the Raider straight over the top of the Imperial position,

scattering Guardsmen and crushing those not quick enough to dodge the armoured leviathan. The tracks spun in the air, throwing up clouds of dust before the tank crashed down again. Its twin-linked laser cannons fired powerful lances of energy at the bronze doors of the armoury, blasting them from the building in a blossom of red flame. The Raider squealed to a halt, its front ramp dropping and a hail of combi-bolter fire spewing from within. The few defenders that had survived the explosion were scythed down in a heartbeat. Terminators in blood red armour poured from the vehicle, through the shattered gateway and into the garrison's armoury. Resistance was futile.

As you can see, these amendments flesh out the capabilities of each type of transport vehicle and make using them not only a little bit more challenging but also considerably more rewarding. Have fun!

*Pety*

Open-topped transports such as Dark Eldar Raiders, Ork Battlewagons and Ork Trukks are not affected by the

type of rules being introduced here but have been included for completeness and comparison.

#### OPEN-TOPPED TRANSPORTS

<b>Fire Points</b>	Troops carried in an open-topped vehicle may fire any weapons if it is stationary and any non-heavy weapons if it is moving 12" or less. This is exactly as stated on page 82 of the Warhammer 40,000 rulebook.
<b>Access Points</b>	As the passengers can leap over the side of the vehicle, any part of it may be used as an access point.
<b>Notes</b>	Open-topped vehicles are extremely vulnerable to attack, this is compensated for by the ease with which passengers can fight from them.

#### WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new 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 reviewed and arbitrated by that well-known model of fairness and balance — me). If you've got something good for Chapter Approved then write to me at the address given here.

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

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



The Orks disembark from the front of their open-topped battlewagon, plunging straight into the thick of the fighting



# SPOTLIGHT ON COLIN DIXON



Longbeard



Miner



Thunderer Veteran



Thane



Mordheim Troll Slayer



Longbeard Standard Bearer

Welcome again to this new series where we look at Games Workshop personalities. This month our intrepid interviewer Pete Grady has been having a good old chinwag with the man behind most of our excellent new Dwarfs, Colin Dixon.

Colin was originally born in Zimbabwe, but now lives in Nottingham. In his youth, he was a great fan of military history, and that was how he first got into tabletop miniature wargaming.

To begin with, Colin was a miniatures painter, winning an award at a Citadel open day for his regiment work. He was then approached by none other than John Blanche to become the first ever 'Eavy Metal painter!

He began sculpting in the very early 90s and, as you can see, he has been very productive since then. So, that's Colin's background – on with the interview...

Colin, you're currently in the spotlight for your hearty contribution to the superb new Dwarf range. Dwarfs are one of the oldest ranges of models in the Warhammer system. It must be hard not to be heavily influenced by what has come before.

Yes, you're right. I mean, the biggest influences for these Dwarfs were, ironically, some of the first Dwarfs we ever made (by those talented Perry twins!).

Was there anything in particular about the Perry's Dwarfs that fired your imagination? Did you have a definite theme in mind?

One of the things I liked about the Dwarfs was that 'old Viking warrior' feel they had, so I tried to bring that through with my models.

We were talking to Brian Nelson last month and he said that he rarely worked from concept sketches. Is this the same for yourself?

No. Quite the opposite, in fact. I'm one of the few sculptors who always works from sketches.

You work from your own sketches?

Not always. Take the Dwarfs, for instance; that was a collaborative effort where I worked from both my own sketches and those of the artists.

Any artists in particular?

You'll find yourself working with all the artists at one time or another.

How does it work when you're building a model with another designer, for instance the new Gyrocopter with Tim Adcock?

Generally, as far as vehicles go, I will be presented with the vehicle, then sculpt the crew and any little extra touches.

You used to work as a painter for our own 'Eavy Metal team. Do you still indulge the artistic urge?

I still draw and paint, but that is more a hobby, and nothing to do with Games Workshop. Although I did do the cover for the second edition of Blood Bowl (another classic GW game!).

You have a history (no pun intended) of historical wargaming. Brian Nelson was also big on military history. Is this a common interest among the sculptors?

You'll probably find that most of the sculptors who work here have an interest in military history, to varying degrees. As for myself, my own particular interest is in 19th Century ('Colonial') history.

Finally, what's your next project? Any interesting things to look out for in the future?

Look out for the new Grave Guard that I'm doing for the Vampire Counts range.

Thanks very much, Colin!

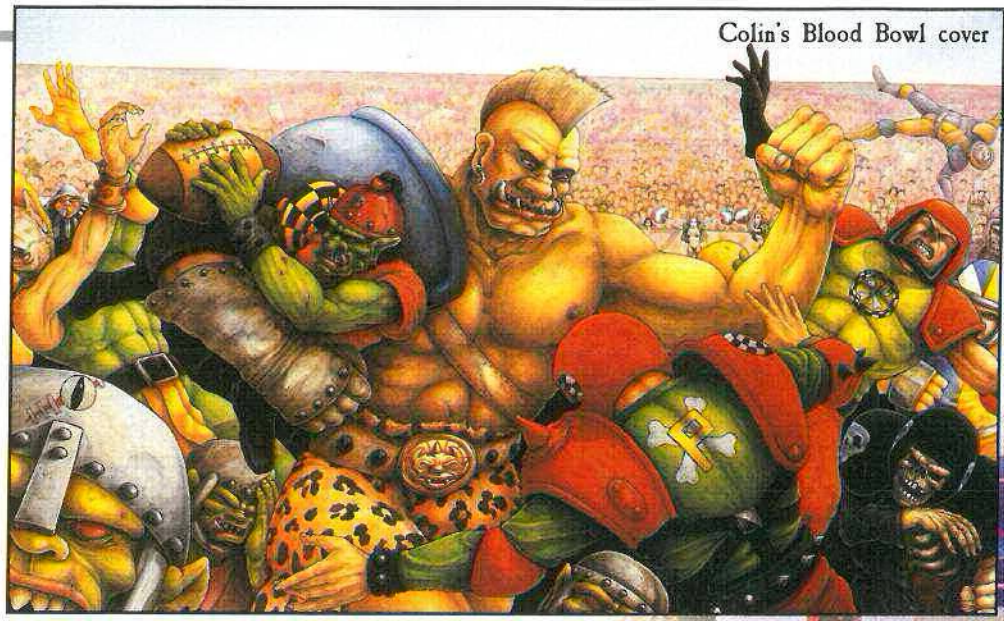


A regiment of Dwarf Ironbreakers





Plaguebearer Standard Bearer



Skaven Warfire Thrower



A Necromunda Plague Zombie



A Necromunda Scavvy Mutant

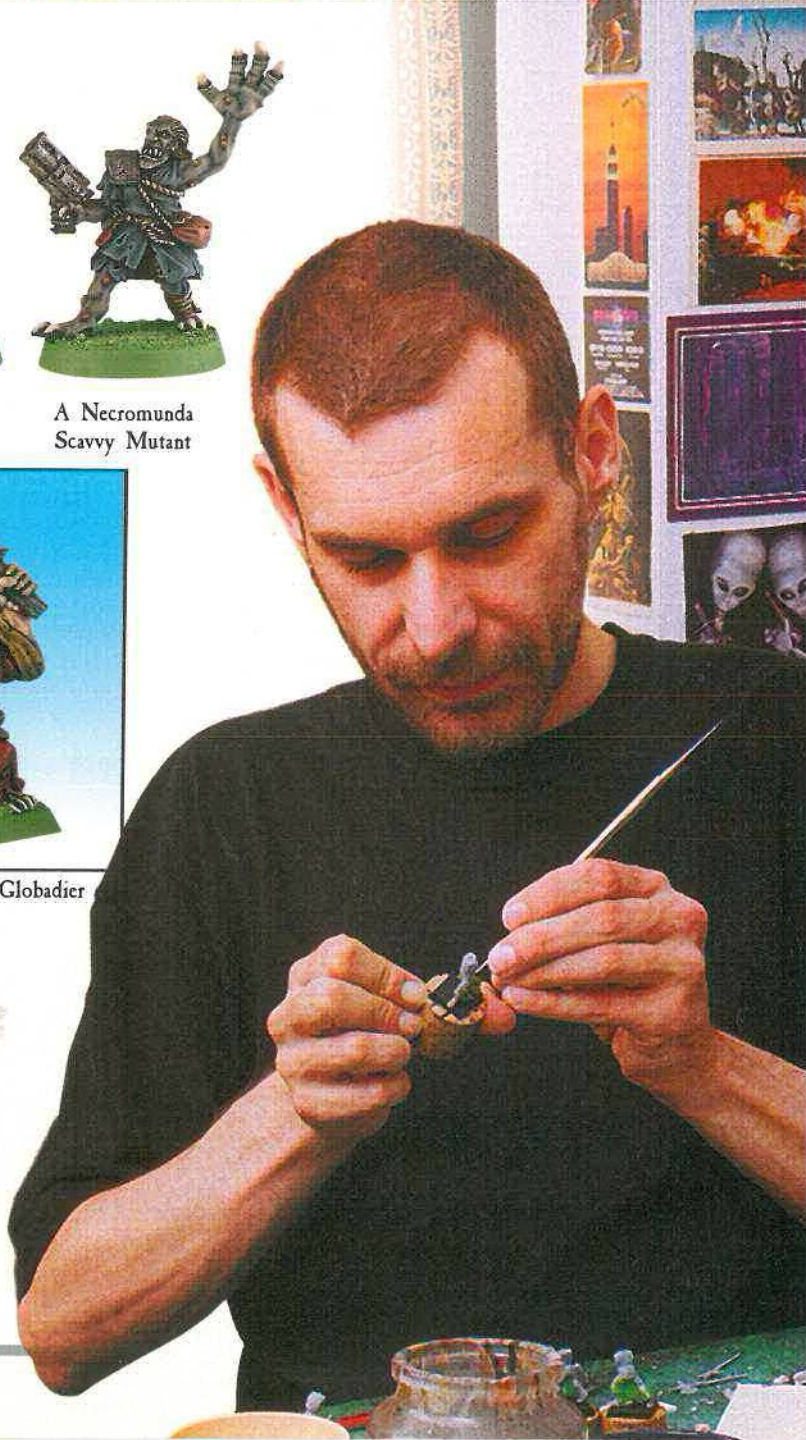


Skaven Plague Censer Bearer



Skaven Poison Wind Globadier

From the laboratories of the Skaven Clan Moulder, a terrifying Rat Ogre







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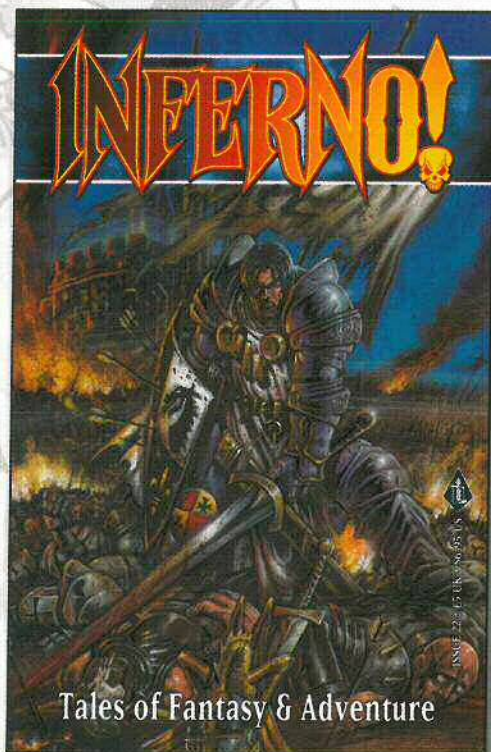
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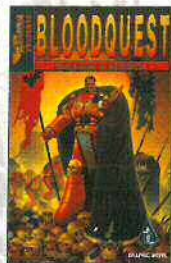
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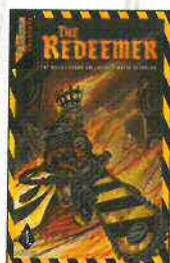
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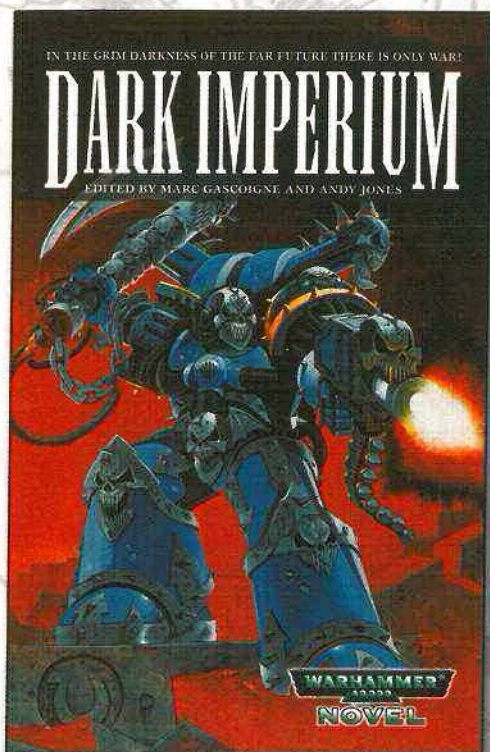


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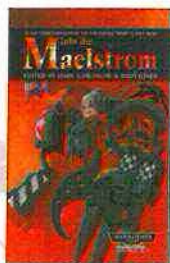


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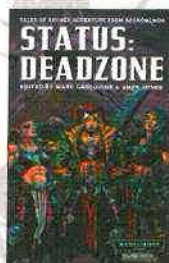
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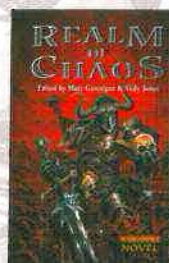
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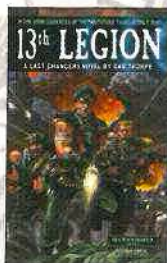


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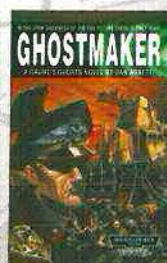
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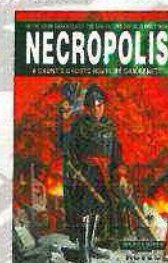
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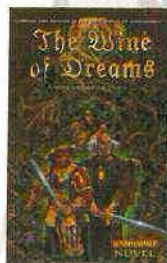
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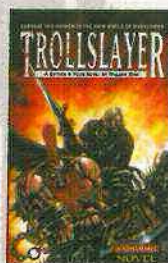
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THE BLACK LIBRARY PRESENTS





# WARHAMMER

## WURRZAG UD URA ZAHUBU

Ever since he was a young pup, Wurrzag had been in trouble. The Bone Nose tribe's shaman, Old Wizzbang, was a jealous and cantankerous Orc who didn't want any young 'uns stealing his thunder. So the day Wurrzag was found in a trance, with his eyes glowing green, floating in mid air with crackles of green lightning arcing from him to the ground he was unceremoniously kicked out of the tribe into the impossibly overgrown maze of the jungle. This was not a good thing for Wurrzag, as the general idea was that he get himself eaten as soon as possible by one of the slaving monsters that lurked there.

But Gork and Mork had other plans.

Wurrzag didn't know about these plans and expected to be something's meal at any moment. However, panic can only last so long, and after several hours of not being eaten he decided that he was hungry himself and went to look for his

own lunch. Perhaps it was his crackling green lightning, perhaps it was the odd smell of ozone that hung about him, but all the slaving monsters decided they had urgent appointments elsewhere and avoided him.

The days went by, then months and years, and Wurrzag grew into a large and imposing Orc. He was never bothered by the many dangerous beasts that threatened others who ventured into the green maze of the jungle alone. In fact, he rather liked them being there as they were excellent guards for him when the vision trances overtook him and he lay mewling, helpless and unseeing, or wandering like a sleepwalker through the trees. The visions which had plagued him since he was a pup had grown stronger over the years even though the Waaagh! energy from the constant fighting and squabbling of the Boyz no longer coursed all about. These visions led him all over the jungle, always seeking something, but never finding it until the fateful night when both moons were full at once.

He snapped out of his trance in a clearing, staring up at the moons. He was lying in the ruined square of what had once been a huge Orc fort, or castle, or something. He'd never seen anything like it. Curious, he started to explore, finding tumbled parapets and halls, many bedecked with strange and crumbling wall paintings. There was a ring of familiarity about the place, though he'd never been there before, and this soon led him to a sturdy building in one corner of the compound. It was as ruined and overgrown as the rest, though Wurrzag could feel it was somehow important. He pondered this, scuffing at the debris with his foot, but finding nothing. At last, when he had given up on finding anything, he fell through the floor.

When he woke again his head hurt, but the pain was forgotten the moment he laid eyes on the mask. The skeleton that wore it was well past its best and didn't resist when Wurrzag relieved it of its burden. Odd, that. The skeleton was almost dust, but the wooden mask was fine. Dusty, but fine. He tried it on and almost fell over a third time. Instead of a dimly lit, rubble choked hole he stood in a brightly lit throne room with torches blazing and furs strewn over an elaborately carved throne. Wurrzag wrenched the mask from his face to look again, or at least he would have done if he could have removed it, but it was stuck fast! Then, before he could struggle further, a glowing green figure appeared and he stopped in his tracks.

In front of him stood his mirror image: a young Savage Orc shaman wearing a strange wooden mask. However, this one had a skull topped staff too and seemed to be made of a translucent green mist. Wurrzag stood with his mouth open and stared, then the figure began to speak. "Wurrzag," he said. "Gork and Mork have chosen you for a great mission – you must seek out the Once And Future Git and bring him here." Wurrzag stared some more. Everyone had heard of this mythical Greenskin that once led them all, and would someday return to lead them to victory against their many enemies before falling in battle at the end of the world itself.





"Here?" Wurrzag finally managed.

"Yes," said the apparition. "The true Git will prove himself by drawing his axe once more from the Gaffastone." The ghost gestured in the direction of a large stone in the corner, crudely shaped in the image of a stout, bearded figure. Buried in its head was a large and ornately wrought axe, glittering in the torchlight. "Only the Git can do this," continued the green shaman, "and it is your task to seek him out and bring him here. Take this, it will help you." he concluded, handing the staff to Wurrzag. And with that the vision faded.

And so Wurrzag's quest began. He started by returning to the Bone Noses – the tribe that had thrown him out. Old Wizzbang was still there and still crotchety as ever, but Wurrzag was rather different. The confrontation lasted mere seconds and when the dust settled Old Wizzbang had disappeared. In his place was an unusual looking Squig which Wurrzag took for himself and which now rides atop the Bonewood staff.

"I'm off to find Da Git," bellowed Wurrzag to the crowd. "Anyone comin'?" And with that he strode over to the Boar pens, stared down the biggest and most surly of the lot, and rode off north. Naturally the rest of the tribe followed...

## WURRZAG UD URA ZAHUBU

	M	WS	BS	S	T	W	I	A	Ld
Wurrzag	4	3	3	4	5	3	2	1	8
Spleenrippa	7	3	0	4	4	1	2	1	3

*Wurrzag is the chosen emissary of Mork (and perhaps even Gork) and is seeking the Once And Future Git. He travels the Badlands mostly, joining the larger Waaaghs in search of the future leader of all the Orcs. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Wurrzag counts as taking a Lord and a Hero. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost.*

**Points:** 500. **Armour:** None.

**Weapons:** Bonewood Staff (treat as a magical hand weapon).

**Mount:** Spleenrippa the boar.

### SPECIAL RULES

#### Frenzy.

**Mork's Favourite:** Wurrzag is a Level 4 Wizard and may generate his spells from either or both the Little Waaagh! and the Big Waaagh!, just like any other Level 4 Shaman. Being Mork's current favourite, Wurrzag adds +1 to the casting total of each spell he attempts. Also he cannot Miscast. If he rolls a double 1 the spell fails and he loses any dice stored in his Squig, but is otherwise unharmed.

**Warpaint:** As he is on a sacred quest, Gork and Mork take particular care of Wurrzag and he gains extra protection from his warpaint and tattoos. Instead of being a 6+ Ward save, Wurrzag's warpaint gives him a 5+ Ward save.

**Tastes Bad:** Creatures that would normally attack Orcs on sight usually give Wurrzag a wide berth. An enemy mount or monster may only make half its normal number of Attacks (rounded down) when in base contact with Wurrzag – even if its Attacks are not directed at him.

**Bring out the Git:** Some say that the Git's asleep under the hills, but Wurrzag's still looking anyway. Because of this he won't act as General for your army unless he is the only character. How can he judge their qualities of leadership if he doesn't let them lead?

## MAGIC ITEMS

### BALEFUL MASK

#### BOUND SPELL

#### POWER LEVEL 3

Through the Baleful Mask Wurrzag can see things as they will be in the future, or possibly as they were in the past. But it is a glorious age, whenever it is, and this is the promise that the Once And Future Git brings – a return to this great time when Orcs rule the world and there is

always a good fight in the offing. The mask also has the useful ability to launch lethal green bolts of energy at people who annoy him.

The Mask contains a Gaze of Mork spell which works exactly as described in the Waaagh! magic section. This may be cast once per Magic phase like an ordinary spell. The spell requires no Power dice to cast, all the power required is provided by the Mask itself.

### BONEWOOD STAFF

#### BOUND SPELL

#### POWER LEVEL 4

This was carved many centuries ago from rare and precious bonewood. Bonewood is a potent focus for Waaagh! energy and is often used for Orc magic items.

The staff contains a spell which turns Wurrzag's foes into Squigs. This may be cast once per Magic phase like an ordinary spell. The spell requires no Power dice to cast, all the power required is provided by the Staff itself.

A whirling green mist surrounds one enemy model who is in base contact (obviously this means Wurrzag can use it on models in close combat). The victim, his mount (unless a monster) and all his equipment are immediately turned into Squigs. Replace the enemy model with a loose Squig and immediately bounce him away as per the normal rules (see pages 18-19 of the Orc Warhammer Armies book). If the enemy model was mounted on a steed that only has 1 Wound then replace it with two Squigs and bounce them off separately. As usual, the Squigs don't attack units when they start bouncing, just where they land.

Wurrzag spent far too much time alone in the jungle to be very tolerant of others, especially other Shamans. Before the armies are deployed, roll 1D6 for each Shaman in the army apart from Wurrzag. On the roll of a 2-6 they are fine and take part as normal. On the roll of a 1 that Shaman has annoyed Wurrzag and been turned into a Squig. The Shaman is lost along with any magic items he was carrying. However, if you have a Night Goblin Squig Herd in your army you may add +1 extra free Cave Squig to the unit for each Shaman that gets on the wrong end of Wurrzag's temper.

### WIZZBANG THE POWER SQUIG

A Squig sits on the top of the Bonewood Staff, glaring hatefully at everyone. It is small and furry with long hair that stands on end when it's full of Waaagh! energy, which is most of the time.

At the end of either player's Magic phase, Wurrzag may store up to two unused dice from his pool in the Power Squig. In the next Magic phase these are released and added to the pool in addition to those he would normally have.



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# WARHAMMER

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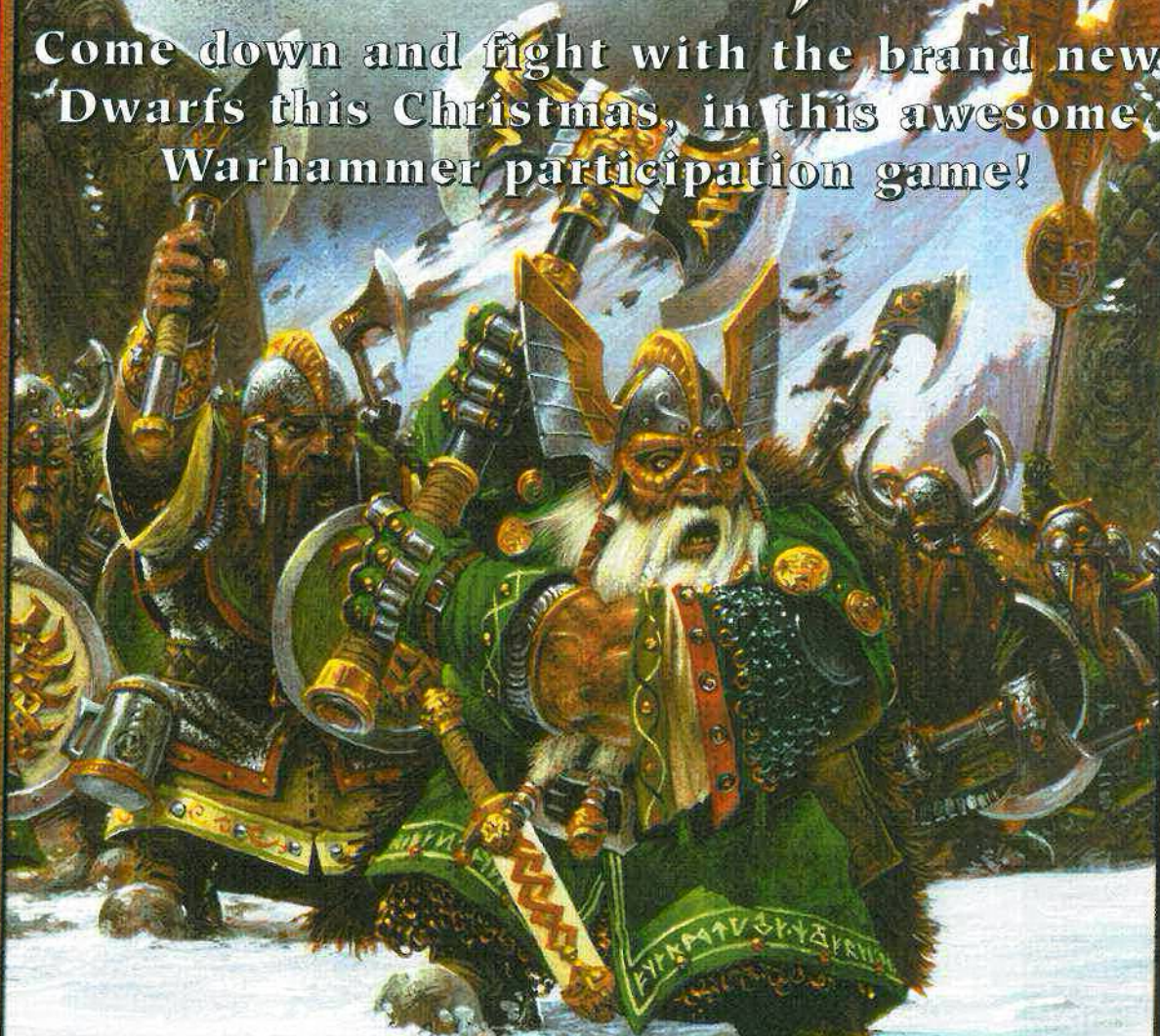




**WARHAMMER**

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**Saturday 30th December**

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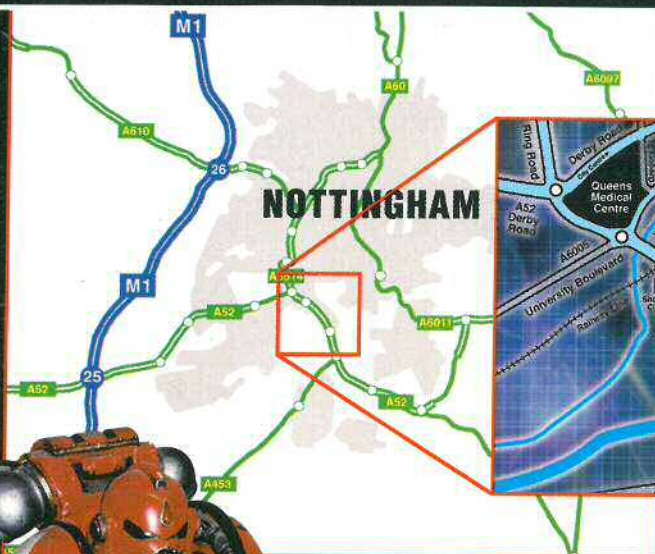


# WARHAMMER WORLD

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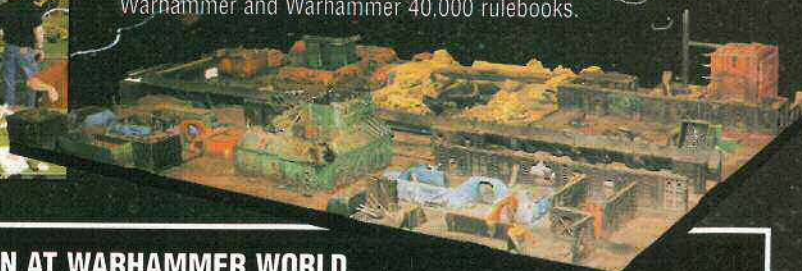
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Over the weekend of 29th-30th July 2000, more than two hundred of the most ardent Warhammer players descended on Warhammer World in Nottingham to battle for the coveted prize of Warhammer Grand Champion. Here is a look at how it all went...

# WARHAMMER GRAND TOURNAMENT

It began quietly, almost unnoticeably, as even stranger-than-usual looking people began appearing around Games Workshop HQ on an otherwise unremarkable Friday afternoon. Protectively clutching figure cases and dragging bags bulging with rulebooks, dice and army lists, their presence sent a ripple of excitement and apprehension throughout the building. The Warhammer Grand Tournament 2000 was here!

For those of you who have never attended a Warhammer Grand Tournament, they are huge events – at this tournament alone there were 217 entrants – and can attract players from all over the world. In addition to all of the British teams and solo players there, this year we were happy to welcome Team New World from the US & Canada, Team Italy, several German players and two players from Hong Kong who had all travelled to Nottingham to take part and stake

their claim on the crown of the Warhammer Grand Tournament Champion 2000.

Each competitor plays five 2,000 point games over the course of the weekend, with a random draw for their opponent in the first round. Who their opponent will be in further rounds is determined using the 'Swiss' system and this is where it gets really interesting – once the first round results are worked out, each player is paired off against the next best player for round two. This is repeated in each round all the way through to the final fifth round. What this means is that by the time the fifth round comes, you can guarantee that the winner will have faced some exceedingly stiff competition along the way and beaten some very tough opponents indeed! Equally it means that wherever a player lies in the tournament they will get a very evenly matched opponent and therefore have

very good but hard games no matter the final position they end up in.

The final position of each player does not just rely upon the results of these five games though... Oh no, that would be far too simple! In addition to these results there are points for army selection, painting, sportsmanship AND a Warhammer knowledge quiz to be added at the end of the weekend. All this means that until the final result is announced no one can be entirely sure who has won, especially as the sportsmanship points are allotted by your opponents at the end of the weekend and the judges jealously guard the results of the army selection and painting until the final points go up on the board. This year the quiz proved to be devilishly hard for many of the players, with the highest mark being 14 out of 15 and only four players achieving this. Strangely, three out of four of these were Dwarf players...



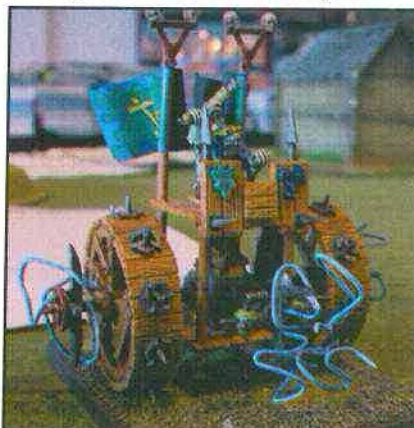
The Warhammer World gaming ball. So many games, it was difficult to know where to look first!



"Hmm, you'd better roll a D6 for it."



A suitably mutated Chaos Spawn conversion



A spectacular Doomwheel conversion



Warhammer frenzy! The games go on...



You can have a go at the quiz yourself; it is printed below and the answers are printed over the page. To put the same kind of pressure on yourself that the tournament players had to endure, time yourself for five minutes – when the time is up you can answer no further questions. This is just for fun so please do not write in with your answers!

**TIME: Sat 0800hrs**  
**Location: GW HQ**

The earliest (or the maddest) players arrived to stock up on breakfast and ready themselves for a gruelling day of fighting. As the 10:30am start approached, the hall gradually filled up until a seething, roiling mass of boisterously enthusiastic gamers engulfed the floor, waiting in eager anticipation as Che Webster, the master of ceremonies, posted up the draw for the first round and announced the Warhammer Grand Tournament 2000 open!

Whilst everyone was preoccupied with dealing out death and destruction on a massive scale, the Dwarfers took this golden opportunity to sneak around and check out the combatants and their armies. The quality and imagination of the armies this year

was utterly fantastic; from small, elite, highly-converted Chaos armies to huge hordes of shambling Zombies and chittering Clanrats, from the fairest displays of Bretonnian chivalry, as evinced by the spectacular army of Alberto Ruffini, to the farcically hilarious such as the Giant family of Geoff Ball. Some teams had even themed all their entrants' armies, like the Northern Wasters who all brought along themed Chaos armies. These were the terror of the tables and included a Chaos Hound army, a Minotaur army and the sadly missing-on-the-day Nurgling horde (they dropped this one because it never won a single game in the pre-tournament trials – so what's wrong with losing in style??). In next month's White Dwarf we will be featuring some of the best armies from the Grand Tournament so be sure not to miss it!

The first round went quickly and everyone went off to grab a bite to eat while Che went into overdrive entering the results into the tournament computer. Whilst everyone was eating, the judges made their way around the hall inspecting the armies and awarding them marks for their army selection and the standard of painting. As you can see from the final results chart, the overall standard of the armies was great and the majority of the players scored

between 50 and the maximum 60 points in this category.

Talking to the players in Bugmans Bar as their armies were being judged, the usual mix of tales of heroism, glory and sheer, downright incompetence were being bandied about and everybody had a story to tell about their first games, whether it be to boast their good fortunes or to decry a miserable fate.

Soon enough the wait was over and everyone got back to the serious business of having fun. The afternoon games passed very quickly indeed with the main upset of the day occurring in the second round when two-times Grand Tournament Champion, winner of a whole host of other tournaments and member of Team New World, Bill Edwards, lost his match to Max Horseman's Daemon army.

I should just point out that, despite losing his game in round two, Bill still finished third overall, just 4.5 points behind tournament winner Andrea Rocchi.

At the close of play on the Saturday, the top tables were beginning to look increasingly tough with Team New World and Team Italy firmly entrenched around the top spot. After the selection process of the first three games, only the best or the luckiest of contenders had worked their way up

## Grand Tournament Warhammer Knowledge Quiz

- Which Greenskin Warlord keeps the Dwarfs of Karak Eight Peaks bottled up in their fortress?
  - Skarsnik
  - Grom the Paunch
  - Morglum Necksnapper
- What is rumoured to be the true identity of the Bretonnian Green Knight?
  - Louen Leoncour
  - Malfleur
  - Giles de Breton
- Who led the forces of the Empire to victory in the Great War against Chaos.
  - Sigmar Heldenhammer
  - Magnus the Pious
  - Emperor Karl Franz
- What is the name of the Dark Elf city of Executioners?
  - Naggarond
  - Har Ganeth
  - Hag Graef
- When can units make an overrun move?
  - When they break an enemy unit in combat and their pursuit distance exceeds their foe's fleeing distance.
  - When they completely wipe out their opponents in the first round of combat.
  - When there are no enemy models within 8".
- In Warhammer third edition, what was the maximum number of Simple Manoeuvres a regiment could make?
  - 3
  - 2
  - 4
- In Warhammer First Edition what did the Characteristics WP, Int and Cl stand for?
  - Weapon Penetration, Intuition, Clout
  - Warrior Power, Initiative, Class
  - Will Power, Intelligence, Cool
- Which Norse adventurer was the first explorer to wander the shores of Lustria?
  - Losteriksson
  - Snorri Lustybodkin
  - Sven Hasselhoff
- Which race of creatures are said to haunt the bogs, fens and desolate moorlands throughout the northern and western coasts of the Old World?
  - Fimir
  - Zoats
  - Troglydites
- What event caused the Fall of the Slann?
  - A comet destroying the Pyramid that controlled the orbit of the Warhammer world.
  - The collapse of the polar warp gates.
  - An invasion by the Chaos Lord Arbaal the Undefeated.
- Which race of humans settled the land of Kislev?
  - The Gospodars
  - The Berbers
  - The Kisvars
- What type of creature is a Coat?
  - A half Orc/half Elf beast created by the Chaos Dwarfs.
  - An intelligent flying reptile native to Lustria.
  - A Chaos creature native to the Troll Country on the edge of the Chaos Wastes.
- Which one of the following is not a Lizardman special character?
  - Itzy Bitzy
  - Lord Kroak
  - Teenibikini
- In Warhammer Third Edition, how many points did a Mammoth cost?
  - 200 points
  - 250 points
  - 300 points
- Which one of the following is a genuine Book of the Dead, according to Warhammer Armies, Vampire Counts?
  - Grimoire Necronium
  - The Necronomicon
  - Unausprechlichen Kulten

Answers over the page.

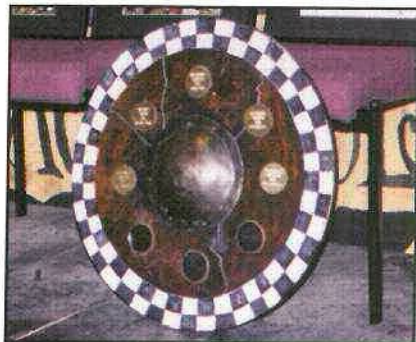




*Team Italy pile on as Andrea is announced winner!*



*Team UK take the prize for best team effort.*



*The Warhammer Grand Tournament Shield*



*Kev Stace's Slann Mage-Priest is a simple but highly effective conversion.*



*From left: Gav Thorpe, Alessio Cavatore, winners Andrea Rocchi, Adam Clark, Bill Edwards, Steven Ralph and Sunny Lee, plus Cbe Webster.*



*Players deliberate over the Best Army entries.*



*Voting for one army from 20 was incredibly hard.*



*Brian McGonigle's Gyrocopter was one of the wackier conversions of the tournament. Tally-Ho!*



*Team Italy*



*A heavily converted Chaos Lord of Tzeentch*



*Team New World*



*This Black Coach has added roiling fog.*

into this position. With the final two games to go they could be sure that their luck and skill would now be tested to the max and that any mistakes would cost them dearly indeed.

With the last game on Saturday finished, everyone retired to the bar for a wind-down drink and to mull

over the day's events. After three hard-fought rounds, all the players had tales to tell, victories to celebrate and losses to mourn together over a pint or four. After several hours of 'mutual commiseration' everyone made a move back to their hotels to get some rest before the final two games of the tournament.



**TIME: Sun 0900hrs**

**Location: GW HQ**

Sunday morning began with one of the quietest games ever; little or no arbitration was needed, indeed many of the players looked slightly the worse for wear after the fun of the night before. However the battles were no less ferocious for all that and several players (obviously made of sterner stuff) even managed to achieve a maximum score of 24 points in the fourth game.

After the fourth game was finished everyone took a break for lunch and the Best Army competition. The Best Army competition is decided by the players themselves, although judges pick which armies may enter. Within minutes of being set up, the competition was swamped by players all trying to get a good look at those armies that they had only seen across the field of battle or in passing whilst going about the important business of grinding their foes into the dirt. After inspecting all the nominated armies the players then voted for their own favourites. This year the competition was tight, with three definite runners vying for the coveted position right up until the last vote was counted, but Adam Clark just managed to clinch it with his impressive Kaldour's Knights of Tzentch army which will be shown in next month's issue of White Dwarf.

The fifth and final round was a bloody affair on the top tables with few

prisoners taken as everything came down to the wire and players gave their all to scrape a last minute win. After some very tightly fought games it was time for the players to retire to the bar to await the final results of the tournament.

After a nail-biting wait (with the aid of Bugman's finest) as Che frantically typed in the results and added on points for the quiz, the army selection & painting and for sportsmanship, it was finally time for the results to be announced to the assembled throng. With anticipation running high, good natured ribbing arose between the players.

Warhammer's original designer, Rick Priestley, was on hand to present the awards, with each category winner receiving a trophy and a framed print of one of the new pieces of artwork from the Warhammer Regiment Sets drawn by artists Karl Kopinski and Adrian Smith. The overall winner also received the coveted Warhammer Grand Tournament shield.

With the top twenty separated by just 15 points at the end of the day it just goes to show how close it really was and just how important the points for army selection, the quiz and for sportsmanship are. If some of the players in the top twenty were to have achieved maximum quiz points as well as maximum army painting & selection points and getting a couple of sportsmanship points, they could have catapulted themselves straight into 2nd or even 1st place.



Andrea Rocchi takes 1st Prize.

The final winners, after all the points had been added in, were as follows:

### 3rd Overall

*Bill Edwards (Team New World)*

### 2nd Overall

*Adam Clark (Team New World)*

### 1st Overall

*Andrea Rocchi (Team Italy)*

### Best Army

*Adam Clark (Team New World)*

### Best General

*Sunny Lee (Hong Kong)*

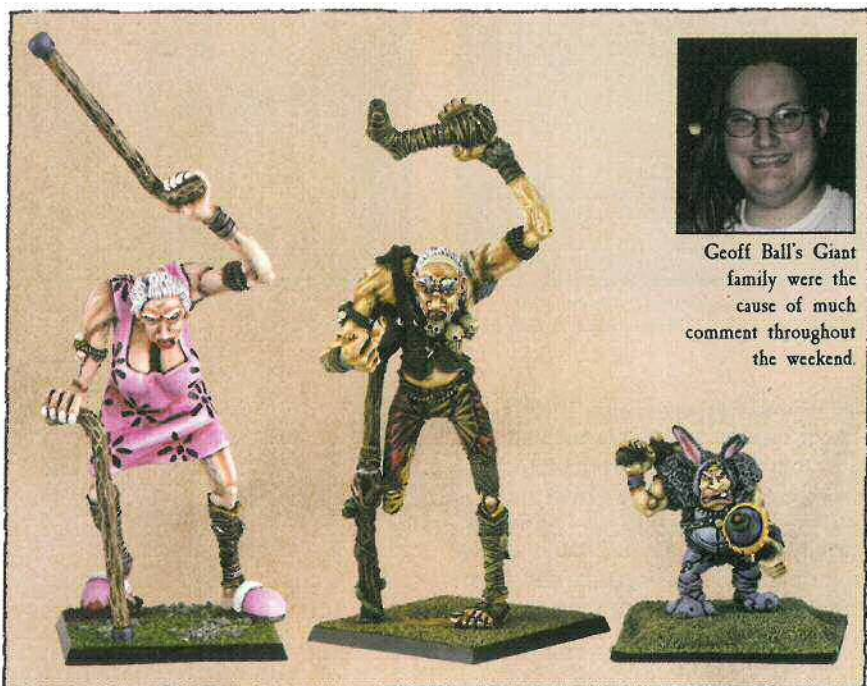
### Best Sportsman

*Stephen Ralph (UK)*

### Best Team Effort

*Team UK*

So the Warhammer Grand Tournament Shield for 2000 goes to Italy, with our congratulations to Andrea Rocchi who I am sure will be back to defend his title next year (after he has recovered from the crush injuries sustained during the Team Italy pile-on). See you next year!



Geoff Ball's Giant family were the cause of much comment throughout the weekend.

## Grand Tournament Warhammer Knowledge Quiz - Answers

- 15: A) Grimoth Necronium
- 14: C) 300 points
- 13: A) Teenthim Lustria
- 12: B) An intelligent flying reptile native to
- 11: A) The Gospodars
- 10: B) The collapse of the polar warp gates.
- 9: A) Finst
- 8: A) Loslerksson
- 7: C) Will Power, Intelligence, Cool
- 6: A) 3
- 5: B) When they completely wipe out their opponents in the first round of combat.
- 4: B) Har Ganeth
- 3: B) Magnus the Pious
- 2: C) Gilles de Breton
- 1: A) Skarsnik



# WARHAMMER GRAND TOURNAMENT 2000 RESULTS

Rank	Name	Army	First Round	Second Round	Third Round	Fourth Round	Fifth Round	Army Painting & Selection	Knowledge Quiz	Most Sporting opponent	Grand Total
1	Rocchi Andrea	Wood Elves	21.75	23.75	23	24	22.75	55	10	0	180.25
2	Adam Clark	Chaos Warriors	22.5	19	22.5	16.5	24	60	11	2	178
3	Bill Edwards	Bretonnians	22.5	15	22.25	24	20	60	11	1	175.75
4	Ruffini Alberto	Bretonnians	23	18	17	22.5	22	60	11	1	174.5
5	Geoff Porritt	Slaanesh Daemons	23.75	12	24	21	21.5	60	12	0	174.25
6	Rob Lane	High Elves	22.25	20.25	17	19	22	60	9	1	170.5
7	Ronald Spitzer	Khorne Daemons	11.75	22.75	22	20.75	21.75	60	10	1	170
8	Andrea Vitroni	Vampire Counts	24	20.5	18.5	19	21	55	11	1	170
9	Tom van Dyke	Chaos Marauders	21.75	17	19	21	17	60	12	1	168.75
10	Brendan Spencelayh	Nurgle Daemons	23	24	15	17	16	60	12	1	168

Rank	Name	Army	Grand Total	Rank	Name	Army	Grand Total	Rank	Name	Army	Grand Total
11	Heath Barnes	Lizardmen	167.5	79	Damian O'Byrne	Vampire Counts	148.25	147	Andrew Gilchrist	High Elves	135.25
12	Roberto Savino	Vampire Counts	167.25	80	Michael Grumbine	High Elves	148	148	Mark Havener	Wood Elves	135
13	Alan Thomson	Lizardmen	167	81	Stu Gilpin	Daemons	148	149	Mark Thomas	Lizardmen	134.5
14	Marc Robson	Dark Elves	166.5	82	Mike Eagles	Daemons	147.75	150	Nick Cridland	Chaos Warriors	134.5
15	Pete Renn	Chaos Daemons	166.25	83	Mark Gibbon	Wood Elves	147.5	151	Bryan Lyngth	Empire	133.75
16	Tristan Grant	Wood Elves	166	84	Gareth Hamilton	Dwarfs	147.5	152	Alex Holland	Orcs & Goblins	133.75
17	Ivan Djokic	Orcs & Goblins	165.75	85	Chris Stone	Wood Elves	147.5	153	Neil Butcher	Skaven	133.25
18	Herbert Wong	Skaven	165.25	86	Jim Moore	Lizardmen	147.25	154	Greg Richardson	Orcs & Goblins	133
19	Adrian McWalter	Vampire Counts	165	87	Phil Manwaring	Vampire Counts	147	155	Chris Singh	Dwarfs	132.5
20	Jeremy Marshall	Orcs & Goblins	165	88	Adam Turner	Vampire Counts	146.25	156	Geoff Ball	Dogs of War	132
21	Jason Annett	Lizardmen	164.5	89	Bruce Fox	Vampire Counts	146.25	157	Gavin J. Poffley	Dwarfs	131.75
22	Ian Whittaker	Khorne Daemons	164	90	Lee Dewhurst	Dark Elves	146	158	Greg Benter	Vampire Counts	131.75
23	Piccoli Matteo	Dark Elves	163.5	91	Johnathan Davies	Orcs & Goblins	146	159	David Smith	Orcs & Goblins	131.25
24	Darren Dabell	Chaos Warriors	162.5	92	Al Pidwell	Skaven	146	160	Avean Magow	Chaos Dwarfs	131
25	Keith Wilkinson	Skaven	162.25	93	Fratini Stefao	Vampire Counts	145.75	161	Toby McLeod	Goblins	130.5
26	Così Marco	Skaven	161.75	94	David Howes	Bretonnians	145.75	162	M. Gedney	Bretonnians	130.25
27	Rob Broom	Orcs & Goblins	161	95	Norman Maclean	Empire	145.5	163	Matthew Otter	Chaos Dwarfs	130.25
28	Bruce Richards	Skaven	161	96	Kev Stace	Lizardmen	145.5	164	James Balle	Orcs & Goblins	130
29	Darren Burnett	Chaos Warriors	161	97	Fabio Panicucci	Dogs of War	145.5	165	Heath Hathaway	Skaven	130
30	Steve Thornton	Skaven	160.25	98	Ben Stradwick	Dogs of War	145.5	166	Waleed Khalid	Empire	130
31	Jonathan Kay	Daemon	159.75	99	Garth Thomas	Vampire Counts	144.75	167	Paul Wickens	Skaven	129.75
32	John Dale	Goblins	159.75	100	Matthew Sewell	Empire	144.75	168	Robert Mitchell	Vampire Counts	129.25
33	Paul Lucey	Daemon	159.5	101	Tuomas Lhdeoja	Bretonnians	144.75	169	Adrian Arnold	Vampire Counts	128.25
34	Paul Whittaker	Chaos Warriors	159.5	102	Adrian McGroggan	Daemons	144.5	170	Steve Sothorn	Orcs & Goblins	128
35	Brian McGonigle	Dwarfs	159	103	Wayne Kemp	Skaven	144.5	171	R. Gedney	Orcs & Goblins	127.75
36	Max Horseman	Chaos Daemons	159	104	Martin Turner	Dogs of War	144.5	172	Andy Pennington	Lizardmen	127.5
37	Gianluca Nassi	High Elves	158.5	105	Nick Roberts	Dwarfs	144.5	173	Glyn Ellis	Bretonnians	127.25
38	Antti Vierikko	High Elves	158.5	106	Paul Murdoch	Beastmen	144.5	174	Andrew Lewis	Vampire Counts	127
39	Ken Chambers	Daemons	157.75	107	Martin Bunting	Wood Elves	144	175	Kelvin Harvey	Vampire Counts	127
40	Ralph Jackson	Chaos Daemons	157.75	108	Greg Chambers	Lizardmen	143.75	176	Davinia Turner	Beastmen	126.75
41	Neil Samuels	Chaos	156.75	109	Kevin Bryant	Daemons	143.75	177	Mark Unit	Dogs of War	125.5
42	Andy Potter	Vampire Counts	156.5	110	John Kitchen	Beastmen	143.75	178	Lee Hanson	Dark Elves	124.5
43	Andy Stevenson	Orcs & Goblins	156.25	111	Alan Rennox	Vampire Counts	143.5	179	David Fairhurst	Dwarfs	124.5
44	Fabio Lecci	Orcs & Goblins	156	112	Robert Aspland	Daemons	143	180	James Crutchley	Vampire Counts	124.25
45	Tony Ordone	Chaos	156	113	David McCurdy	Chaos Warriors	142.75	181	John Apperley	Chaos Dwarfs	124
46	Paul Scrivens-Smith	Chaos Beastmen	155.5	114	Richard Bamford	Orcs & Goblins	142.75	182	John Pitcher	Dwarfs	123.5
47	Mark Caple	Skaven	155.25	115	Miles Horry	Empire	142.75	183	Stephen Daniels	Night Goblins	123.25
48	Aloisi Gianni	Bretonnians	155.25	116	Guidi Francesco	Skaven	142.5	184	Martin Edwards	Beastmen	123.25
49	Shan Carlyon	Beastmen	155	117	Neil Dee	Orcs & Goblins	142.25	185	Andrew Blackaby	Beastmen	123
50	Brian Orlovski	Lizardmen	154.75	118	Ben Broughton	Wood Elves	142.25	186	Duncan Raiton	High Elves	122.25
51	Lee McLean	Skaven	153.75	119	Richard Duff	Dark Elves	141.75	187	Martin Smith	Lizardmen	122.25
52	Nicolas Heffinck	Dark Elves	153.75	120	Ryan Scales	Skaven	141.75	188	Matt Evans	Bretonnians	122.25
53	Andy Barnes	Lizardmen	153.5	121	Crispin Bartram	High Elves	141.25	189	Aron McLaughlin	Daemons	122
54	Jim Parker	Chaos Daemons	152.75	122	Paul Newman	Dwarfs	141.25	190	Jason Brudenell	Chaos Warriors	121.75
55	Paul Hartsborne	Bretonnian	152.25	123	James Goodchild	Orcs & Goblins	141	191	Steve Barclay	Dwarfs	121.5
56	Iain Miller	Chaos Warriors	152.25	124	Greg Wiltshire	Beastmen	140.75	192	Nick Rodriguez	Dogs of War	120.5
57	Phil Rosenberg	Orcs & Goblins	152	125	Joe Byers	Dwarfs	140.75	193	Nick Kuyten	Beastmen	120
58	Pete Scholey	Vampire Counts	152	126	Brian McLean	Chaos Warriors	140.25	194	Shane Bradshaw	Dwarfs	119.75
59	John Sattor	High Elves	151.75	127	Aaron Scott	Dwarfs	140	195	Piers Horry	Wood Elves	119.5
60	Andy Thompson	Chaos Warriors	151.75	128	Sunny Lee	Chaos Warriors	139.5	196	George Jonkhout	Bretonnians	119.5
61	Mike Wilkinson	Lizardmen	151.75	129	Aly Muir	Daemons	139.25	197	Richard Eden	Dogs of War	119.5
62	Andy Smith	Orcs & Goblins	151.75	130	Oliver Bevan	Lizardmen	139	198	Paul Andrew	Dwarfs	119
63	Rob West	Beastmen	151.75	131	Lars Frencken	Dwarfs	138.5	199	Peter Jones	Wood Elves	118.5
64	Matt Fields	Chaos Warriors	151.25	132	Ian J Davies	Wood Elves	138.5	200	Kenny McLachlan	Skaven	118.25
65	Mark Lees	Wood Elves	151.25	133	David Blake	High Elves	138.5	201	James Foster	Skaven	118
66	Steven Rees	Vampire Counts	151.25	134	Robert Parsonson	Dark Elves	138.5	202	Dan Miller	Wood Elves	117.5
67	Daniel Tunbridge	Vampire Counts	151	135	Spike Allen	Chaos Warriors	138.25	203	Sam Burgess	High Elves	117
68	James Meikle	Vampire Counts	151	136	Dan Wright	Chaos Warriors	138	204	Joseph Churcher	Vampire Counts	116.25
69	Andrew Chesney	Skaven	151	137	Guy Palmer	Wood Elves	137.5	205	Jonathan Field-Jones	High Elves	112.25
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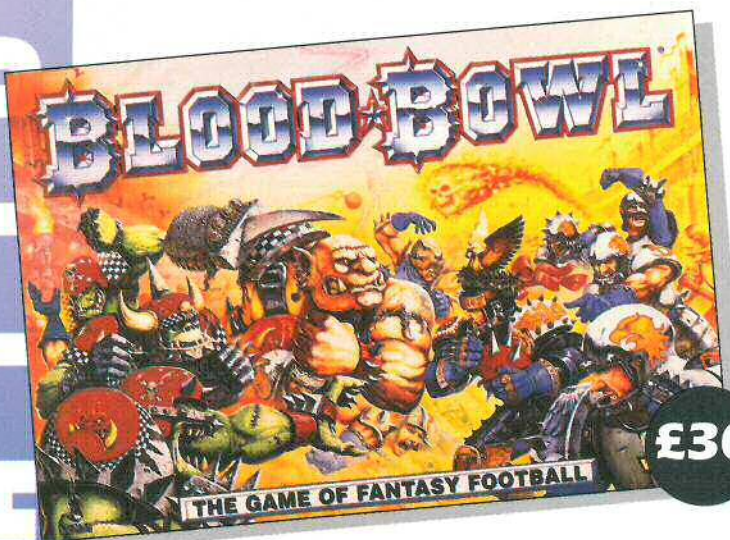
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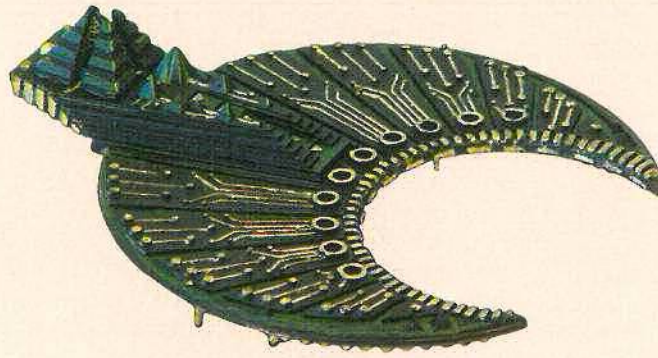


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# THE ASSAULT ON KARAK EIGHT PEAKS

*A Warhammer Battle Report by  
Phil Kelly, Space McQuirk, Paul Sawyer and Gav Thorpe*

Welcome to this month's battle report, a bloodthirsty clash between those most ancient of foes, the Dwarfs and the Goblins. The Goblin forces have mustered in such numbers that they can make a direct assault on the gates of Karak Eight Peaks in an attempt to wrest it from

the Dwarfs. Due to the fact that the mountain fortress is so well-defended, with Dwarf artillery ranged upon its many miles of buttresses, the taking of the ancient Dwarf hold will be nigh on impossible regardless of the assailants' numbers. However, the Goblins have allied with the Skaven, and when two such enemies scheme together, great evils indeed can be achieved.

Although the majority of the fighting is focussed at the East Gate, where Warlord Skarsnik himself leads the assault, this battle report focuses on the diversionary attack on the massive Grimni's Gate. Throughout the lower levels of the fortress, the Skaven have pumped fast-spreading and poisonous warpstone gas from their burrows in the disused mines under the mountains. This gas has filtered up

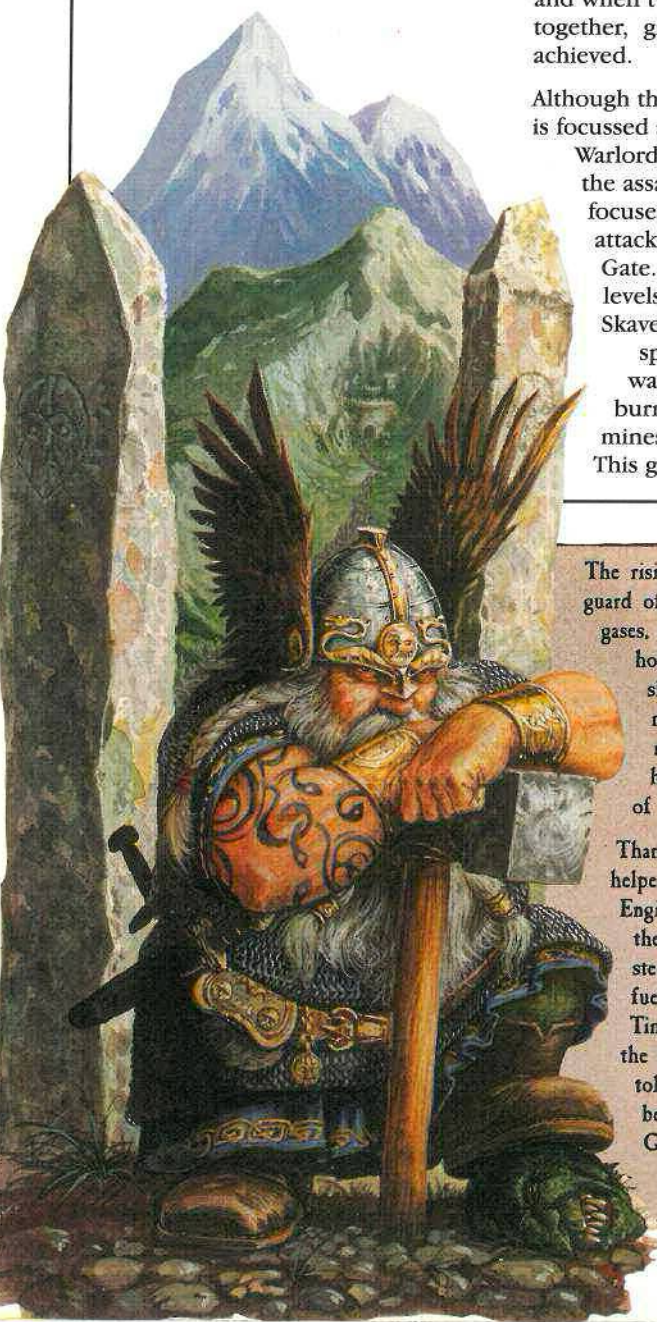
through the Dwarf halls, forcing the Dwarfs to open the gates and fight in the open rather than bombard the enemy from the safety of their ancestral home. As a result, the thousands of Goblins gathered in the valleys can bring the crushing weight of their numbers to bear, and for the first time in centuries, the walls of Karak Eight Peaks stand a good chance of being breached by the Dwarfs' most ancient and hated foe.

So, to re-enact this clash of ancient foes, Fat Bloke mustered the most stout and stalwart Dwarf players he could find (Fat Bloke himself and Gav Thorpe) to repel the two maddest and sneakiest Goblin and Skaven players in the Studio (Space McQuirk and Phil Kelly). We chose Flank Attack (which we've reprinted overleaf) as the scenario, as it was the most appropriate, and girded our loins for two days of bitter, close-quarter fighting...

The rising sun glistened off the finest armour in the Old World as the Dwarf guard of Karak Eight Peaks were driven from their ancestral home. Poisonous gases, released by the Skaven to drive the Dwarfs from the safety of their hold, had permeated throughout the fortress. The vast machineries of the shining Grimni's Gate ground loudly as the doors to the hold closed once more, shutting with a heavy thud that reverberated through the very mountainside. What had been a doomed siege of an impenetrable fortress had turned into a fight to the death, a last stand against the vile hordes of Goblins besieging the ancient Dwarf hold.

Thannock Oakenhaft couldn't be more glad. The Flame Cannon he had helped build was a true masterpiece, a hulking bronze testament to the Dwarf Engineer's prowess. He remembered fondly when he had first seen one of these beautiful machines in action through the green glass vision-slit of his steel mask, felt the backwash of intense heat as gallons of highly volatile fuel streamed burning from the dragon-mouthed nozzle of the war engine. Time to test it in the field of battle, thought Thannock as he helped wheel the heavy war machine into place behind the ramparts. Uncle Gnargrim had told him the flames worked wonderfully against Trolls. He would do his best to prove this theory. He already knew that those black robes the Goblins wore were nice and flammable...

This should be over by lunch-time, thought Thannock.





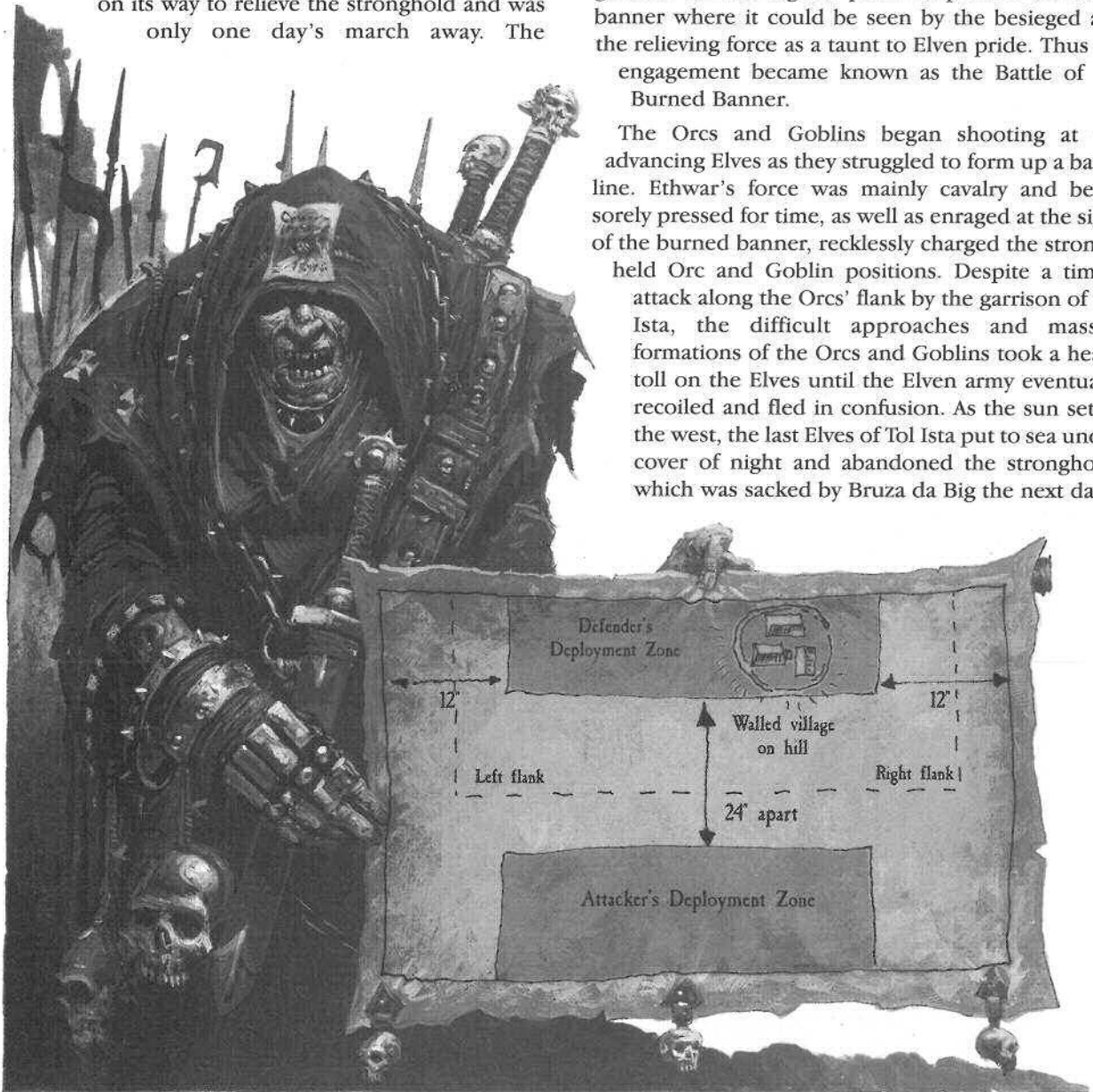
# SCENARIO 4 – THE BATTLE OF THE BURNED BANNER, Imperial Year 1214

The High Elf stronghold of Tol Ista, a treaty port on the west coast of Estalia was besieged by a large warband of marauding Orcs and Goblins. These were the remnants of tribes driven out of Bretonnia and which had taken refuge in the rugged mountains of Estalia, led by Bruza da Big. A desperate attempt to sally out was repulsed and the Orcs captured the Elven banner. The surviving Elves fled back within the walls and were so greatly outnumbered that they prepared to abandon the port and sail away across the sea where the Orcs could not follow. At that moment a message was received from a carrier hawk. This said that an Elven force, led by Prince Ethwar was on its way to relieve the stronghold and was only one day's march away. The

besieged Elves sent back the hawk with another message telling Ethwar that they would hold out for one more day and then abandon the stronghold.

Ethwar pressed on to reach the stronghold, knowing that if he failed to break through the Orcs and Goblins, the garrison would have no option but to abandon it and save the ships and whatever else they could. Carrying aloft the Elf banner, which he had set alight as a burning beacon for his troops to follow, Bruza deployed his army on rising ground behind a stream so as to block the Elven advance, the flanks of the Greenskins' position being protected by boggy ground. On the highest point he planted the Elven banner where it could be seen by the besieged and the relieving force as a taunt to Elven pride. Thus the engagement became known as the Battle of the Burned Banner.

The Orcs and Goblins began shooting at the advancing Elves as they struggled to form up a battle line. Ethwar's force was mainly cavalry and being sorely pressed for time, as well as enraged at the sight of the burned banner, recklessly charged the strongly held Orc and Goblin positions. Despite a timely attack along the Orcs' flank by the garrison of Tol Ista, the difficult approaches and massed formations of the Orcs and Goblins took a heavy toll on the Elves until the Elven army eventually recoiled and fled in confusion. As the sun set in the west, the last Elves of Tol Ista put to sea under cover of night and abandoned the stronghold, which was sacked by Bruza da Big the next day.





## FLANK ATTACK

**Overview:** In this scenario the attacking force is divided between two armies, each attacking from a different direction. If they coordinate their attack well the defender will be overwhelmed, if they attack piecemeal they will be destroyed one army at a time.

**Armies:** Both armies are chosen using the Warhammer Army lists to an agreed points value. The players need to decide who is attacking and who is defending.

**Battlefield:** The defender's deployment zone is centred on an important defensible feature such as a hill or village. Other than this the players should set up the terrain in any mutually agreeable fashion.

### DEPLOYMENT

1. Before any deployment, the attacker assigns up to one third of their army (in points) to be the flanking force. Units cannot be split between the two forces. The attacker must also write down whether these are flanking to the left or the right.
2. The players roll a dice each, highest scorer is allowed to choose a table edge.
3. Each player rolls a dice and the highest scorer may decide whether to begin deploying first or second.
4. Taking it in turns, each player deploys one unit at a time, no closer than 24" to the enemy deployment

zone. Units can be no closer than 12" to the neutral table edges.

5. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battlefield.

6. Champions are deployed with their unit, all other characters are deployed after all other units in a player's army, all at the same time.

7. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

**Who goes first?** Both players roll a dice, the player who finished their deployment first may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

**Length of game:** The game lasts six turns.

**Special rules:** At the start of the attacker's third turn, they start to roll to see if the flanking force has arrived. On a roll of a 4+ the flanking force turns up. If it does not turn up, roll again at the start of subsequent turns, adding +1 to the dice roll for each roll after the first (they turn up on a 3+ on the fourth turn, and so on).

The units in the flanking force move on from the table edge nominated before the battle, in the opponent's half of the table. Units may not charge on the same turn that they move onto the table, but do not count

as starting their move within 8" of the enemy and so may march. You do not have to move all units on at the same time, units that are left off the table can move on in subsequent Movement phases.

**Victory Conditions:** The standard Victory points are used to determine the winner.

### HISTORICAL RE-FIGHT

The Battle of the Burned Banner took place between a High Elf host and an Orc and Goblin horde. A burned banner is placed in the middle of the defender's deployment zone, on a hill. Any attacking unit that is within 18" of the banner *bates* the enemy. At least half the units in the High Elf force must be cavalry and the General must stay with the main force.





## GOING FOR A THRONG



Gav Thorpe

**Gav:** Having collected Dwarfs myself for several years, and just finishing co-writing the army book with Alessio, I was keen to show off their particular qualities in a

battle report. These qualities are their sturdy infantry and powerful war machines. To this end, when Paul and I sat down and decided on our army, I advocated getting as many regiments of Dwarfs as possible. Facing off against Skaven and Goblins, I knew that some firepower would be handy but against such cheap troops cannons and crossbows wouldn't prevent their large blocks of infantry getting into combat sooner or later. The key to victory would be having some nasty close combat units waiting for them once they got there.

**Paul:** With the release of the new Warhammer I wanted to start a new army and for me the new Dwarfs are some of the best Citadel miniatures ever. I have had quite a lot of success with the Dwarfs in our Studio campaign as I tend to favour whittling the enemy down with a hail of missile fire before taking them apart in hand-to-hand. I could see what Gav was getting at regarding sturdy troops but I wanted firepower and by Grugni I was going to have it! So, with compromise in mind we set about putting together a solid wall of beards and armour...

**Gav:** In particular we had a choice of all three of the elite regiments – Ironbreakers, Hammerers and Longbeards, and it was a tough choice to make. In the end we decided that the Ironbreakers were the best choice. Their survivability is

unquestionable (2+ save in close combat and Toughness 4!) and against Gobbos and ratties their offensive capability is more than enough.

It would be a rare Goblin army that didn't have some Trolls or a Giant, and so a unit of Troll Slayers seemed the best choice to counter this threat should such creatures survive a barrage of cannon fire. Also, the Troll Slayers' vulnerability to missile fire wouldn't be particularly evident against the horde armies we were facing. To add a bit of mobile hack-and-smash we used one of our Lord choices on a Daemonslayer with two Runes of Fury (for a total of 6 attacks!) and a Master Rune of Swift Slaying to allow him to always go first, hopefully killing anything in contact before they get to attack him.

**Paul:** I have a large unit of Troll Slayers in my army but against some armies they are pretty fragile (not something you readily associate with Dwarfs!). Anyone with a bow, handgun or artillery will inevitably cause Slayers problems as they have no armour and cannot be given a magic banner, thus depriving them of any form of saving throw. On their plus side, though, once in the thick of things they will tie up your opponent's best units for a few turns, and in most cases run rampant through the enemy lines. It simply wouldn't be cricket if we didn't include them, as we would doubtless be facing Trolls or a Giant and this would set the scene for a very characterful contest!

In addition to our Ironbreakers and Troll Slayers we added a flame cannon (deadly against

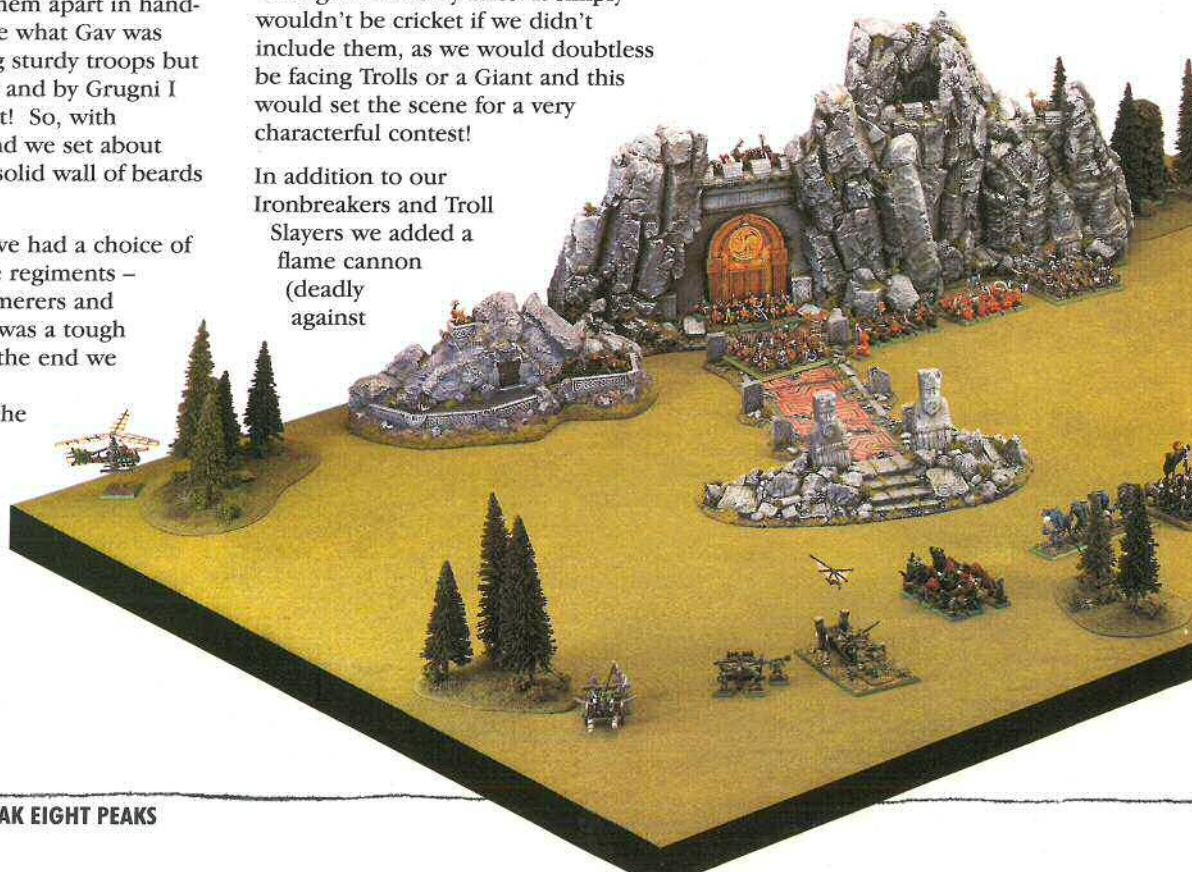
large units with low leadership, as any wound suffered means a panic test), a pair of cannons, a bolt thrower, and a unit each of Thunderers and Crossbowmen. Ideally I'd like to have seen

more crossbows, but Gav had a plan...

**Gav:** As we had decided to defend against a flank attack, this presented its own challenges and opportunities. Dwarfs are not very manoeuvrable as an army, and knowing that 1,000 points of Skaven were waiting on the wings to charge into one, or both, flanks was definitely a worry. However, we had several turns grace before they arrived, and this would give us the chance to really do some damage to the Greenskins. The plan was to take the fight to the Gobbos, hopefully smashing them and then being able to turn our attention to the arriving Skaven, destroying each element of the army in turn. However, if the Gobbos waited for their furry allies to arrive before attacking in force, this plan could prove almost impossible to implement.



Paul Sawyer





## IT'S A HORDE JOB...



Space McQuirk

**Space:** The Gobbos stood little chance against the Dwarfs in combat, and they would certainly be outgunned by the legendary Dwarf

artillery, so there was but one devious option open to us. We would blast those Stunties with magic. Having played with an Orc & Goblin army led by a Great Shaman in the Studio campaign, I was well aware of the potential mayhem the spells of the Big and Little Waaagh! can cause. Greenskin magic is best summed up by one word: destructive. We would need to rely on this if we stood any chance of victory.

As we were fielding 3,000 points we were allowed to take two Lord choices. These would come in the form of a Goblin Great Shaman and a Night Goblin Great Shaman, both upgraded to level four. I would tool them up with magic items all designed to enhance my spellcasting abilities. Amongst these the *Staff of Sneaky Stealing* would take a Dispel dice from the Dwarfs' pile and add it to my own. *Ditto's Double Doin' Doo-Dabs* would allow me to cast the same spell twice in the Magic phase, hopefully getting rid of the Dwarfs' Spellbreaking Runes

Spellbreaking Runes

early in the battle. If the Gobbos could hold out long enough for the flanking force to arrive, and cause some damage to the Dwarfs' Cannons with the help of magic, then at least we stood some chance of pulling off a victory.

**Phil:** Well, 1,000 points wasn't that much to play around with, and I'd be hard pressed to make the troops I took pay for themselves in the few turns I'd be on the board. The good news was that I'd be attacking in the flank or in the rear of the Dwarfs, so when the Skaven did hit they'd hit hard.

To tell the truth I really wanted to take down a couple of units of Dwarfs; this is because I hate them. I recently got my proverbial tail cut off by Fat Bloke's Dwarfs, and I was out for revenge.

Something you can always rely on in the Skaven army is dirty tricks, and I intended to throw in as many as I could. One sure-fire way to break Dwarfs, regardless of their incredible Leadership, is to beat them with a *fear*-causing enemy and run them down. Unfurl the *Sacred Banner of the Horned Rat!* Stick it at the front of a nice big unit of Clanrats! The next part of the trick was to add in a character that could take a good few Dwarfs down, ideally the rune-encrusted ones. Bring on the Skaven Assassin with the *Weeping Blade!* This little beauty should pop unexpectedly from the unit, assassinating any likely-looking Dwarf heroes before they could strike back. In conjunction with the

Skaven Chieftain carrying the Battle Banner, outnumbering and maximum rank bonus, I hoped I could count on this unit to run down any opponent it came up against.

The real punch, however, was packed by the large unit of Stormvermin I was taking. The halberds I equipped them with strike with a Strength of 5, enough to worry even the most heavily-armoured Dwarf. Led by a frenzied Plague Priest with a great weapon, all the models in this unit have a very high Strength. The last dirty trick was to give the Plague Priest *Skavenbrew*, a magic item that can give the character and his unit *frenzy*, *hatred* or even both. This should make the Stormvermin revoltingly good in close combat, and I was confident they could even take down Dwarf elites. Include a unit of Gutter Runners, excellent for harassing the inevitable artillery, and a team of four Globadiers whose poisoned gases ignore armour, and the Skaven force looked like it would cause some nasty problems. Although beating your boss is generally a bit risky, I was looking forward to this...



Phil Kelly



**Right:** Paul and Gav tucked their artillery onto the battlements of the Dwarf hold.





# GARBAG'S CUNNIN' ALLIANCE

## CHARACTERS

**LORD: Night Goblin Great Shaman Nagrat** (160)  
Extra Level (35), *Dangly Wotnots* (25), *Ditto's Double Doin' Doo-Dabs* (25), *Nibbla's Itty Ring* (25) **270 pts**

**LORD: Goblin Great Shaman Garbag** (155)  
Extra Level (35), *Staff of Sneaky Stealin'* (25), *Guzzla's Backbone Brew* (35) **250 pts**

**HERO: Night Goblin Shaman Rotbelly** (60)  
Extra level (35), *Madcap Mushrooms* (30), **125 pts**

**HERO: Skaven Plague Priest Vasilis Pusclaw** (85)  
heavy armour (4), great weapon (4), *Skavenbrew* (50) **143 pts**

**HERO: Skaven Chieftain Spite** (50)  
Battle Standard Bearer (25), *Sacred Banner of the Horned Rat* (75), heavy armour (4) **154 pts**

**HERO: Skaven Assassin Slikkenstab** (125)  
*Weeping Blade* (50), additional hand weapon (4) **179 pts**

## CORE

**20 Night Goblins**, bows (+1), Boss (8)  
Standard Bearer (8), Musician (4),  
3 Goblin Fanatics (75) **155 pts**

**20 Goblins**, bows (+1), Boss (8),  
Standard bearer (8), Musician (4) **80 pts**

**32 Night Goblins**, spears (+1)  
Boss (8), Standard Bearer (8), Musician (4),  
3 Fanatics (75) **191 pts**

**25 Skaven Clanrats**, hand weapons, shields (+1),  
Champion (10) Standard Bearer (10),  
Musician (10) **180 pts**

**25 Skaven Stormvermin**, halberds (+2),  
Champion (10) Standard Bearer (10),  
Musician (10) **255 pts**

## SPECIAL

**1 Night Goblin Squig Herd**, comprising of 10  
Squigs (140), 3 Squig Hoppers (54) and 5 Goblin  
Herders (10) **204 pts**

**2 Goblin Wolf Chariots**,  
extra Goblin, spears **132 pts**

**2 Goblin Spear Chukkas** **70 pts**

**4 Skaven Poison Wind Globadiers** **100 pts**

**10 Skaven Gutter Runners**,  
additional hand weapons(+2),  
light armour (+1) **170 pts**

## RARE

**1 Snotling Pump Wagon** **40 pts**

**1 Goblin Doom Diver Catapult** **80 pts**

**4 Stone Trolls** **220 pts**

**TOTAL** **2,998 pts**





# LORD ULTHAR HAMMERFIST'S DEFENCE FORCE

## CHARACTERS

**LORD: Dwarf Lord Ulthar Hammerfist** (135)  
Light armour (3), *Master Rune of Gromril* (25),  
*Rune of Resistance* (25),  
3 *Runes of Fury* (75) **263 pts**

**LORD: Daemon Slayer Deathfist** (130)  
*Master Rune of Swiftess* (25),  
2 *Runes of Fury* (50) **205 pts**

**HERO: Runesmith Bhatran Finsson** (70)  
Gromril armour (8),  
3 *Runes of Spellbreaking* (75) **153 pts**

**HERO: Runesmith Lothor Smelthammer** (70)  
Gromril armour (8), *Rune of Warding* (20),  
2 *Runes of Spellbreaking* (50) **148 pts**

**HERO: Thane Birgit Grogrildottir** (55)  
Gromril armour (8), Shield (2),  
*Rune of the Furnace* (5),  
*Master Rune of Dismay* (40) **110 pts**

**HERO: Battle Standard Bearer Othos**  
Gimlisbeard (55), Battle Standard (25),  
Gromril armour (8),  
*Master Rune of Fear* (75) **163 pts**

## CORE

20 **Warriors**, Heavy armour (+1), hand weapon,  
shield (+1), Standard Bearer (10),  
Veteran (10), Musician (5) **205 pts**

12 **Dwarf Crossbowmen** **144 pts**

12 **Thunderers**, Standard Bearer (10),  
Veteran with brace of pistols (12), Musician (5)  
**195 pts**

20 **Miners**, Prospector (12), Musician (12),  
Standard bearer (6) **270 pts**

## SPECIAL

20 **Ironbreakers**, Gromril armour, hand weapon,  
shield, Standard Bearer (12), Ironbeard (12),  
Musician (6), *Rune of Battle* (25),  
*Rune of Sanctuary* (20) **335 pts**

15 **Slayers**, Standard Bearer (12),  
Musician (6) **183 pts**

1 **Cannon**, *Rune of Forging* (35) **135 pts**

1 **Cannon**, *Rune of Forging* (35),  
*Rune of Burning* (5) **140 pts**

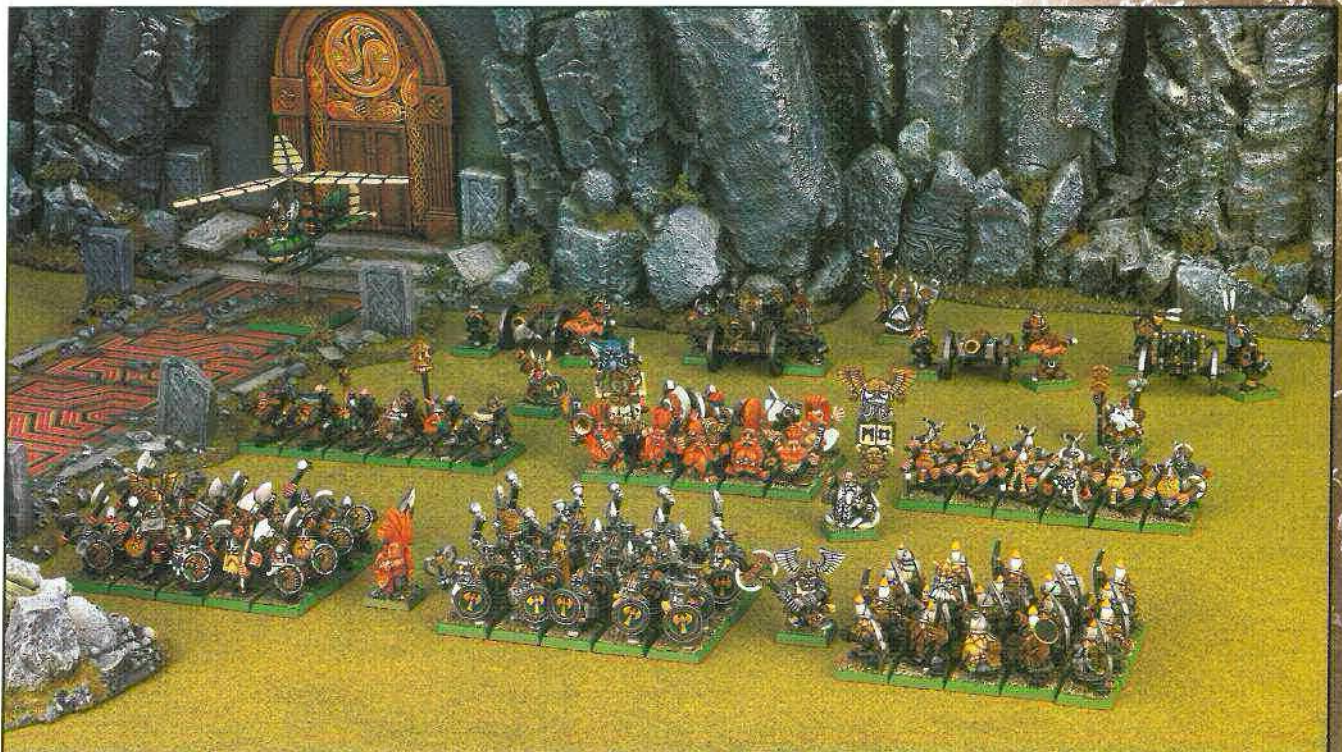
1 **Bolt Thrower**  
*Master Rune of Skewering* (25) **70 pts**

## RARE

1 **Flame Cannon** **140 pts**

1 **Gyrocopter** **140 pts**

**TOTAL** **2,999 pts**





## TURN ONE

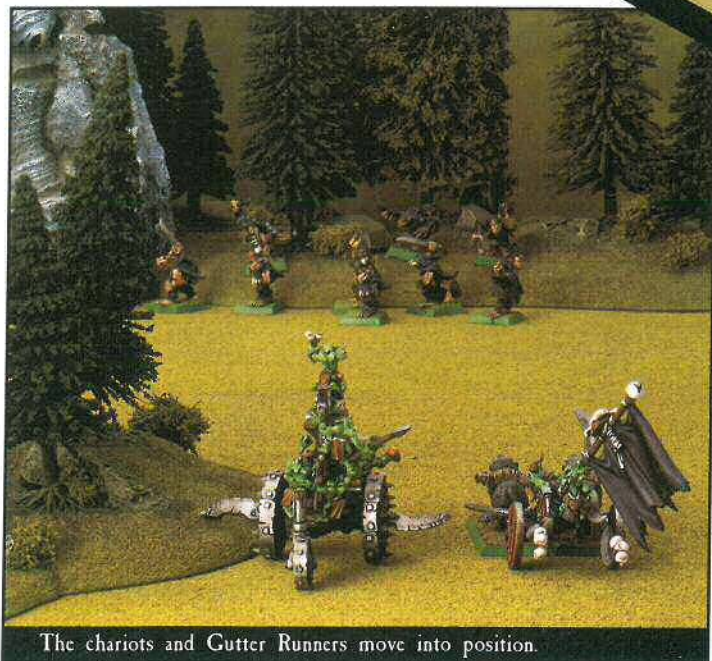
The seething wall of Goblins to the east had started to move after hours of squabbling, a couple of tribes moving into range of the Dwarf crossbowmen barring the doors of the hold. Over the distant racket of bickering Greenskins, a series of bleating horns were sounded across the enemy battle line, sounding like the howls of sick dogs. Thannock chuckled to himself as the Goblins opened fire with their appallingly constructed artillery. The contraption to his right, a so-called Doom Diver, launched a suicidal Goblin with bat-like wings far into the sky, soaring hundreds of feet in the air over the parapets of the hold. His brother and fellow crew member Bjarl gave a low whistle as the green figure impacted into the side of the mountain behind the fortress, leaving a messy stain like a squashed mosquito before the remains tumbled down the sheer mountainside. If that was their best shot, the threat that lunatic machine posed was paltry indeed. Pulling a telescope from his belt, Thannock watched the Goblin bolt throwers winch the Trollgut taut. They've completely overstretched that for a start, thought Thannock, and a moment later the bolt flew sideways from the machine, flailing in the air before landing harmlessly in the middle of the battlefield. It certainly looked like holding the Gyrocopter in reserve was an unnecessary precaution.

Another chuckle died in Thannock's throat as the hairs on the back of his thickly muscled neck stood on end. Come to think of it, his

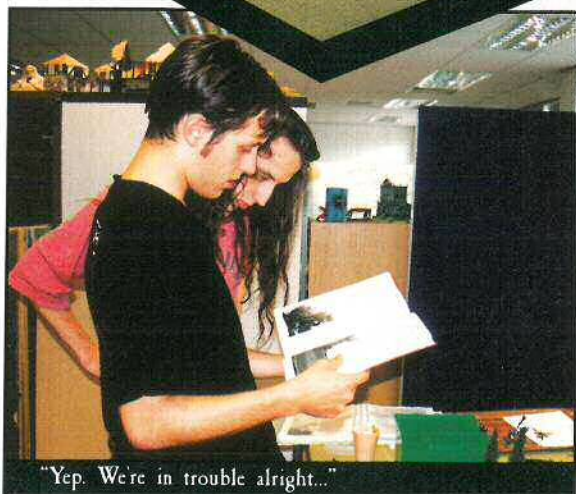
whole beard was bristling with static. A crow dropped from the sky, bouncing from the barrel of the cannon and landing, quite dead, in front of Bjarl. Frowning, Thannock had an unexplained urge to look up, and to his horror he saw the sky buckle and split above him. The air was thick with the most noisome stink Thannock had ever smelt, and the unmistakable crackle of magic. Suddenly a massive clawed green foot took form, hovering for a second before crashing onto the cannon with a sickening crunch. Thannock blacked out for a second, his helmeted head clanging on the metal platform of the Flame Cannon. When he came to, blood seeping from his nose and eardrums, his fellow crewmen were dead.

His mouth set in a stern line and his brow furrowed behind his metal mask, Thannock resolved to set about avenging the death of his brother crewmen. Scanning the battlefield for a target in range, Thannock growled under his breath. Four stinking, lumbering Trolls hove into view behind a statue of his

ancestors, and he he wasted no time in spinning the valves completely open for a shot at maximum range. That should do it, he thought, tapping a dial, and pulled hard on the release trigger. A high-pitched whine grew painful in its intensity before culminating in a sharp crack, the Flame Cannon discharging a burning fireball that hit the ground just short of the Trolls, bursting into a rolling inferno that set light to one of them and even caught a Goblin behind it in fiercely burning fuel. Screaming, the Greenskin ran through its own ranks, sowing the seeds of panic throughout his unit. A good start, mused Thannock. We'll see what happens when they get a little closer.

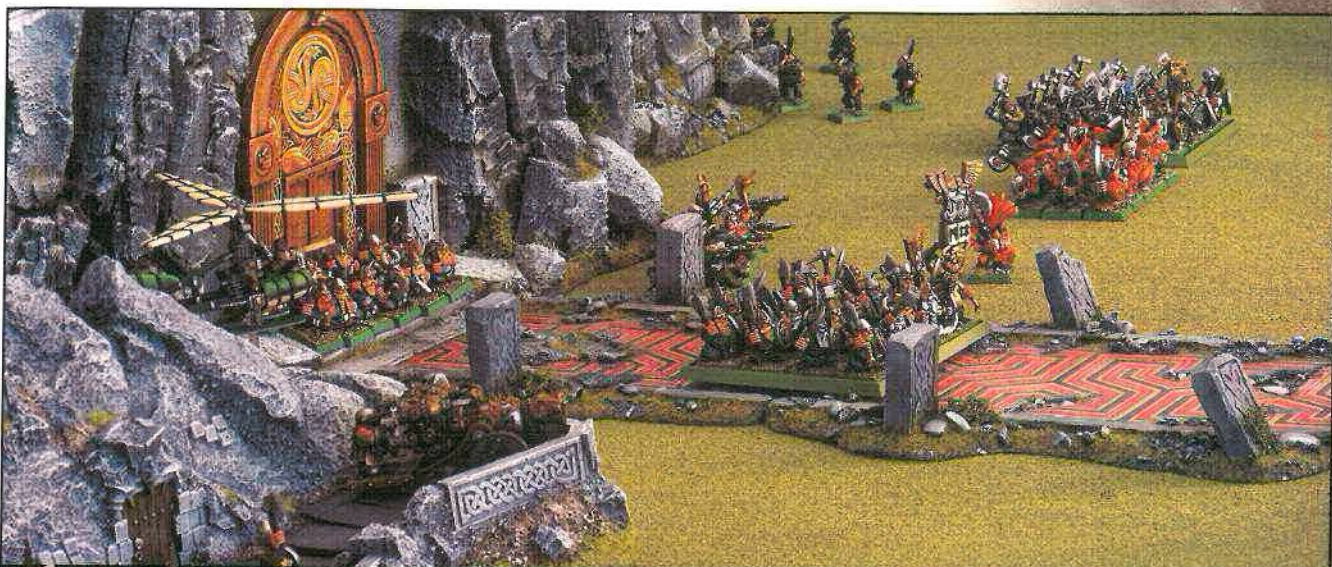


The chariots and Gutter Runners move into position.

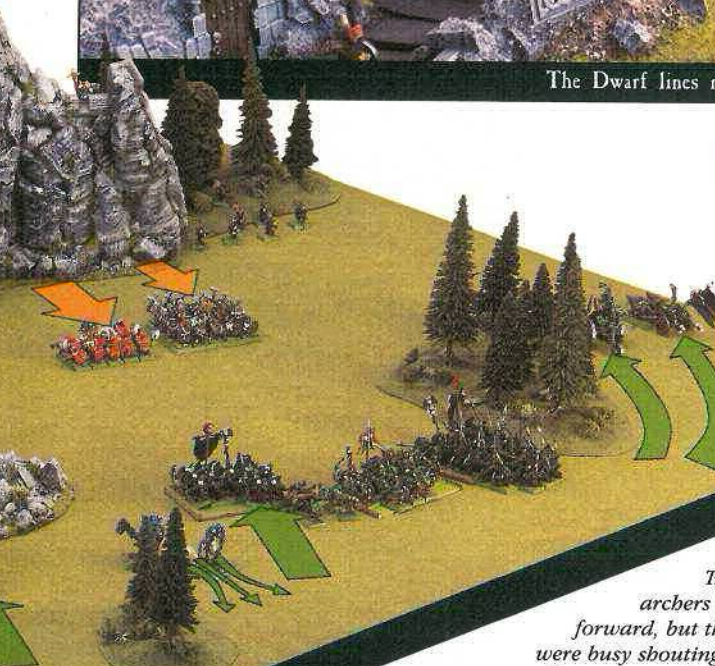


"Yep. We're in trouble alright..."





The Dwarf lines march forward, eager to get to close quarters with their ancestral enemy.



### Space's cunning ploy...

Waaagh! magic, usable only by the Greenskins, can be very powerful if used correctly. Early on in the battle, Space started using a tactic that would cause havoc right the way through the game. With the first few of his Magic dice, Space cast the inoffensive spell Mork Save Uz!, allowing him D3 re-rolls for the rest of that turn. He then went on to cast a more powerful spell, Gork's Warpath, with a mighty five Power dice (the usual maximum). Using his re-rolls from Mork Save Uz!, he avoided any miscasts by re-rolling the 1s, occasionally causing the spell to be cast with Irresistible Force!

"AAAARGH! Cut that out or I'll feed you to the wolves!" shouted Garbag irritably as the Goblins around him prodded each other with their spears. This wasn't that unusual, but when blood was drawn he invariably had to step in. Stepping into the ranks, the Great Shaman delivered a ringing slap to the main protagonist. He could feel bile rising in his throat – he hadn't come here to fight Goblins. One of them was still laughing raucously behind him. Spinning around to confront him, Garbag shoved his gnarled hand into the bald fool's open mouth, yanking out his black tongue in a spray of blood. The Goblins got the message and shut up immediately. That was a bit more like it, thought Garbag, tucking the severed tongue into the recesses of his robes whilst he took stock of the situation.

To his right, a Wolf Chariot and the wickedly bladed Pump Wagon took up position on the flank, waiting for the correct moment to catch the Dwarfs

unaware. The Trolls, Squigs and archers had all started

forward, but the Goblins to his right were busy shouting obscenities at each other, apparently because one had thrown his companion's boot far out into the battlefield. Nagrat was restoring order, smashing heads together in an attempt to restore some kind of discipline. This was already looking pretty shaky. The only semblance of efficiency was being displayed by Rotbelly, his protégé, leading the archers to his left. The younger Shaman was stamping and hollering, summoning the aid of the Greenskin gods against their ancient, hated foe. Across the open plain he could see a massive imbalance in the Winds of Magic open in the skies as the almighty Foot of Gork stomped on a Dwarf war engine. That's my boy, thought Garbag.

Suddenly, with a hideous shriek, the Trolls to the right of Garbag were consumed in flame as the Flame Cannon scored a direct hit. He was just about making himself heard over the ensuing chaos when a burning cannonball rocketed from the ramparts, smashing a Troll clean apart in a spray of burning flesh. A cloud of crossbow bolts appeared in the face and chest of

another Troll. The wounds started to heal over, but then the monster toppled slowly like a felled pine. As another cannonball smashed into Rotbelly's boys, sending black-robed bodies flying out of the back of the unit, the Thunderers to the right of the main gates also opened fire with a loud crack, and the two surviving Trolls turned and loped off howling. Trolls were stupid, but to face down that awesome display of firepower would have been suicidal. Something needed to be done about that cursed artillery before the entire battle line was smashed apart. Mumbling incantations and spitting words of power, Garbag felt the surge of Waaagh! energy building. A moment later, he spat blood as the words were torn from his lips by some runic trickery. Up on the ramparts of the fortress, a Runesmith glared down at the Great Shaman. More worryingly, at the walls of the keep, the Dwarfs had started moving towards them!

This could be bad, Garbag mused. If the rat-things turned up too late, his Goblins would be in for a real kicking. Still, they could always run away. Cheered by this thought, he returned the Runesmith's gaze with an obscene gesture and kicked his boys onward.



## TURN TWO

Thannock was momentarily eclipsed by a shadow, shuddering before he realised it was the Gyrocopter passing overhead. He looked up to see the gravity-defying machine manoeuvre in a circle about the redoubt he was stationed in. To his left, the female Thane Birgit Grogrilsdottir approached him, closing the eyes of his dead comrades' mangled bodies before she came to check whether he was alright. He couldn't hear her words of solace as his ears still rang, but answered her nonetheless with a grim nod. He would stay with the machine until the bitter end, and make the evil runts pay tenfold for the blood of his kinsmen. The Trolls had gathered their courage out of range of his war machine, but it was only a matter of time before they met

their doom. Deathfist, the Daemon Slayer whose name was now legendary amongst the Dwarves of Karak Eight Peaks, was walking resolutely toward them.

Thannock muttered a prayer to Grungni as a cold realisation crept over him: the Goblins were ignoring this flank as they expected, and intended to deal with the well dug-in war machines with magic. Tracing the rune of Valaya in the air, he gripped the controls of the Flame Cannon, blood clotting inside his metal helmet.

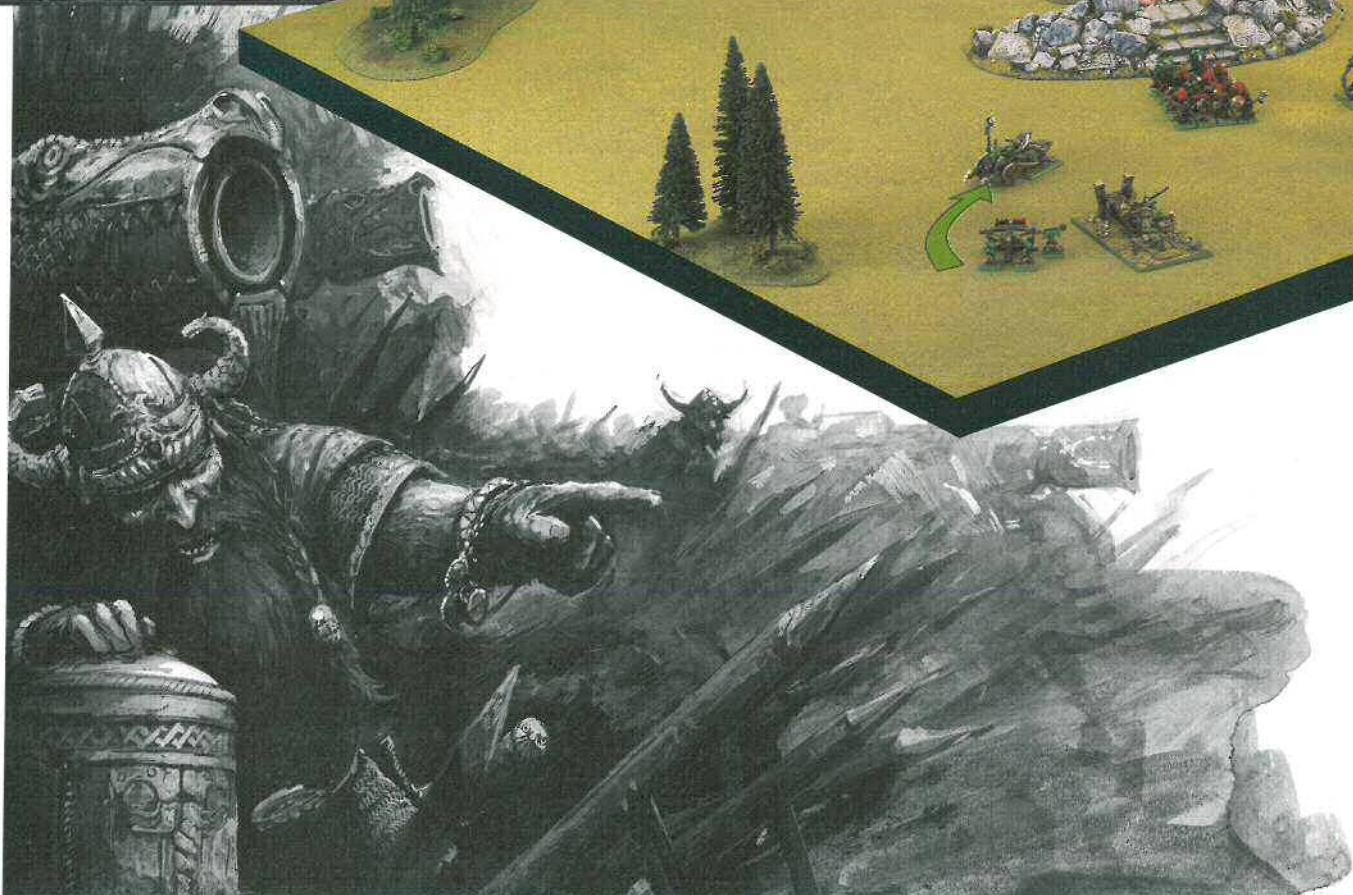
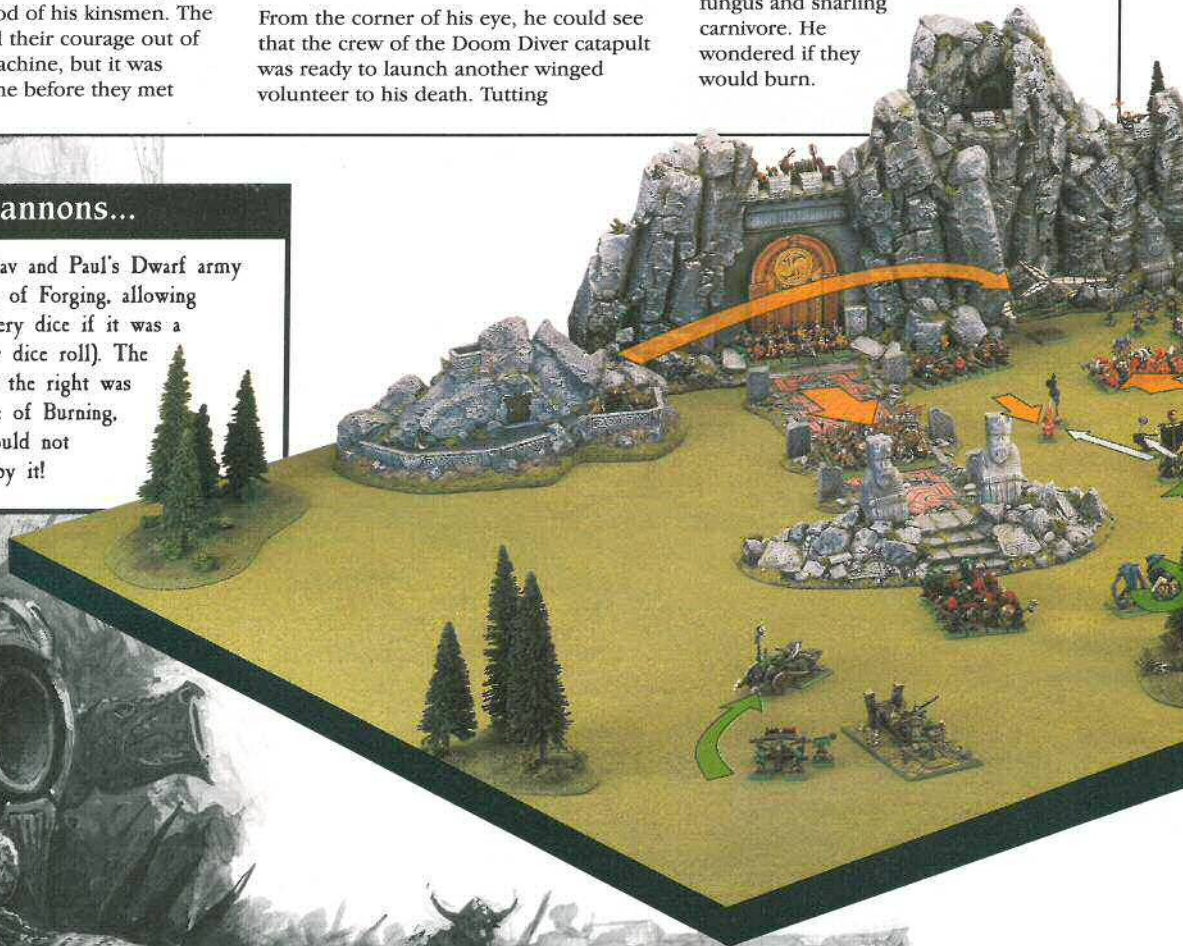
From the corner of his eye, he could see that the crew of the Doom Diver catapult was ready to launch another winged volunteer to his death. Tutting

contemptuously under his breath, he watched as the screaming Goblin disappeared into the clouds above.

To the left, the warrior clansmen were marching deliberately toward the end of the ruined causeway, a relic of Karak Eight Peak's former majesty when every race paid court to their King. Now it was to be stained with blood once more. Thannock could see flashes of red at the far end, a pack of strange creatures clambering up the steps toward them. Goblin cave-beasts, he presumed, hideous hybrids of fungus and snarling carnivore. He wondered if they would burn.

### Runic Cannons...

Both of the cannons in Gav and Paul's Dwarf army were inscribed with Runes of Forging, allowing them to re-roll the Artillery dice if it was a misfire (but only once per dice roll). The cannon in the ramparts on the right was also inscribed with a Rune of Burning, meaning that the Trolls could not regenerate wounds caused by it!







The drooling Fanatics arc towards the Dwarf lines.

Garbag barked his commands at the Night Goblin units flanking him and the Fanatics were brought to the front of the ranks as the distance between the two battle lines closed. He saw Nagrat, his rival and fellow Great Shaman, delve into his scalp-pouch. He was pulling forth several pieces of gold-flecked mushrooms, holding his breath in case he should inhale some of the spores. Garbag bated this bit. Nagrat never stopped boasting about the destruction his mad cap mushrooms could cause when fed to one of his Night Goblin Fanatics. Those things would fell a bear, and their effect on the Goblin metabolism had to be seen to be believed. After gingerly feeding the dribbling Fanatics pieces of the fungus with a pronged stick, the Great Shaman stepped well clear. With a heave, the Goblin ranks disgorged three spinning, ball-and-chain wielding maniacs toward the Dwarfs. Too soon, thought Garbag, as the Fanatics began to lose

momentum. On his left, the same thing was happening, the initial push not being enough to reach the Dwarf lines. The jeers of his ancestral enemies rang in his ears as the Fanatics failed to connect. Where they went now was anybody's guess.

In frustration, he ordered his Goblins to open fire with their bows. Five of them actually managed to fire the arrows the right way round, and one Troll Slayer died with a black-feathered shaft through his throat. That was no warrior's death, thought Garbag. He sniggered and prepared to summon the aid of his gods.

He could just make out dark shadows scuttling from the trees in the distance. They weren't Dwarves, and they certainly weren't his Boyz. A Skaven scouting party, guttercrawlers or something. That was a good sign. He half wished the rest of them were here already. Incanting a prayer his mentor taught him when he was no bigger than a Snotling, Garbag ensured the watchful eye of Mork would prevent the tumultuous magical energies flying around the battlefield from overloading his Shamans' minds.

As the magic flowed through his frail body, he attempted to summon Gork to the battlefield, but once again the energies he had marshalled were dissipated by Dwarf runes.

Rotbelly's boys were getting quite close to the Dwarf lines now, and Garbag winced as he saw a mirror flashing on the ramparts, a dancing spot of light landing in front of Rotbelly himself. The Great Shaman knew this Stunty tactic well; the entirety of the Dwarf artillery would focus their fire on this point. His suspicions were confirmed as the front ranks were blown apart in a shower of bloody green limbs. A heavy oaken shaft, tipped with steel, thudded into the turf between Rotbelly's legs, burying itself deep into the rocky ground. Garbag felt reassured that Mork was certainly watching over that one. Goblins were dying all around Rotbelly, however. The massed fire of the Dwarf Thunderers smashing into three of the Boyz next to him as yet another rank collapsed, crossbow bolts protruding from their corpses. There was no way they could hold under such heavy fire. The few surviving Goblins fled, their panicked wails rising above the echoing rumble of the Dwarf guns.



## TURN THREE

The Squigs were being bullied and herded up the ruined stairs of Karak Eight Peaks' main causeway, hopping, squealing and roaring as they neared the Dwarf Clansmen blocking the ancient path. Behind the pack of beasts, a Goblin Wolf Chariot sped past the Gateway of Kings. Thannock felt a sudden surge of anger. How dare these stunted, ugly creatures desecrate his ancestor's work with their ridiculous, flatulent beasts. Lining up the sights of the Flame Cannon, he worked the valves until pressurised, volatile chemicals hissed through the sturdy pipes of the war engine. Thannock squeezed the release shutter and with a sharp retort a sheet of flames seared across the battlefield, consuming the front rank of the Squigs in a raging fire. The Goblins, previously herding the beasts along with crude cymbals and irritating honking noises, turned tail and ran.

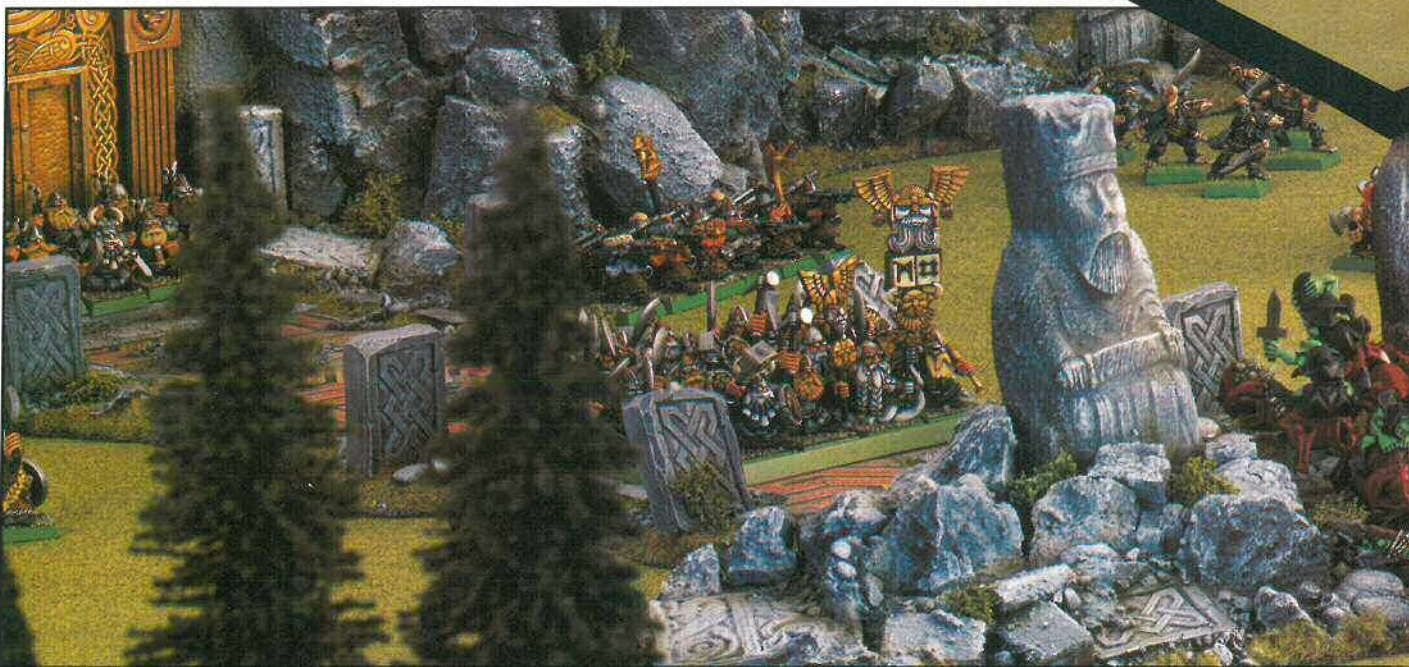
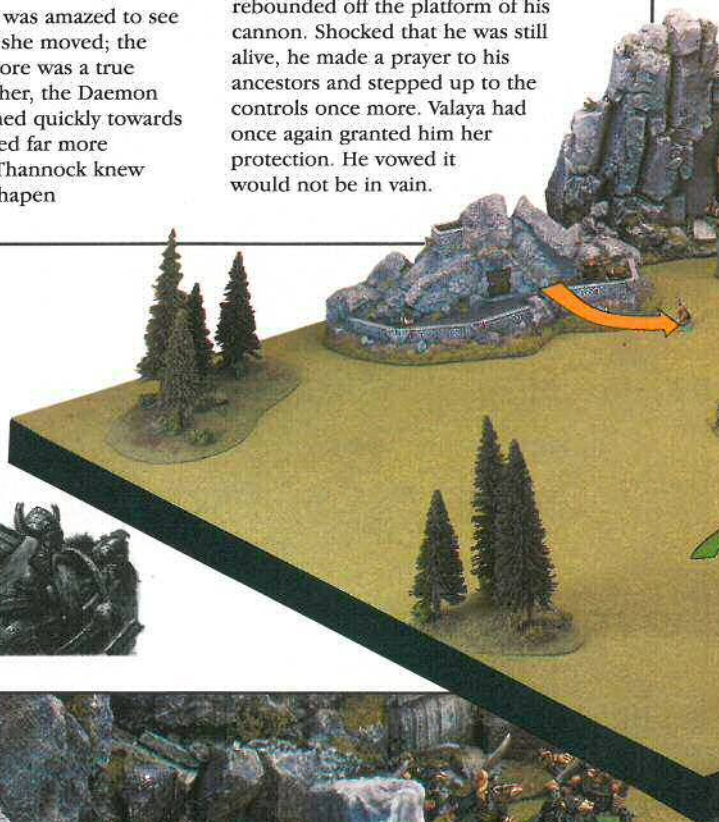
Like a giant, corpulent flea, one Squig bounced clear of the flames. Another followed suit. Suddenly they were all bouncing in random directions as their herders sprinted away from the Dwarf lines. Thannock watched in amazement as the bizarre creatures hopped and leaped, roaring like demented bears as they caused havoc within their own ranks and those of his Clansmen.

To his left, he could see Birgit, the Thane of his mighty clan, running towards the front lines. She was an inspiring leader and commanded the respect of all his kinsmen, despite the fact she was a beardless maiden. He was amazed to see the speed with which she moved; the gromril armour she wore was a true work of art. Ahead of her, the Daemon Slayer Deathfist marched quickly towards the Trolls. He had felled far more formidable foes, and Thannock knew that the swollen, misshapen

monstrosities would prove no challenge for the ancient warrior.

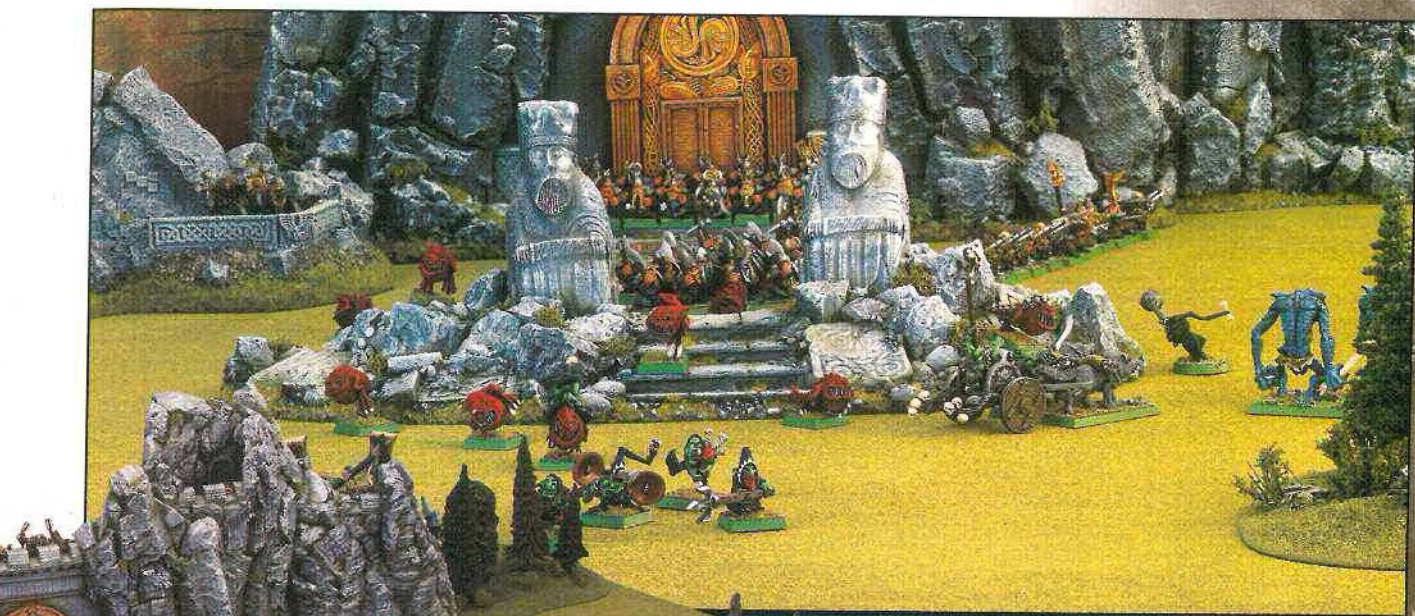
Gradually, as he was refuelling the Flame Cannon, Thannock felt the hair of his beard stand on end once again, the air growing heavy and oppressive around him. Static crackled around the Flame Cannon and the sounds of battle seemed muffled and distant. Heart pounding, he stood stock still, chanting the names of his gods as the pressure above him intensified to an incredible degree.

Thannock was brought to his senses by a loud clang as a badly-made spear rebounded off the platform of his cannon. Shocked that he was still alive, he made a prayer to his ancestors and stepped up to the controls once more. Valaya had once again granted him her protection. He vowed it would not be in vain.

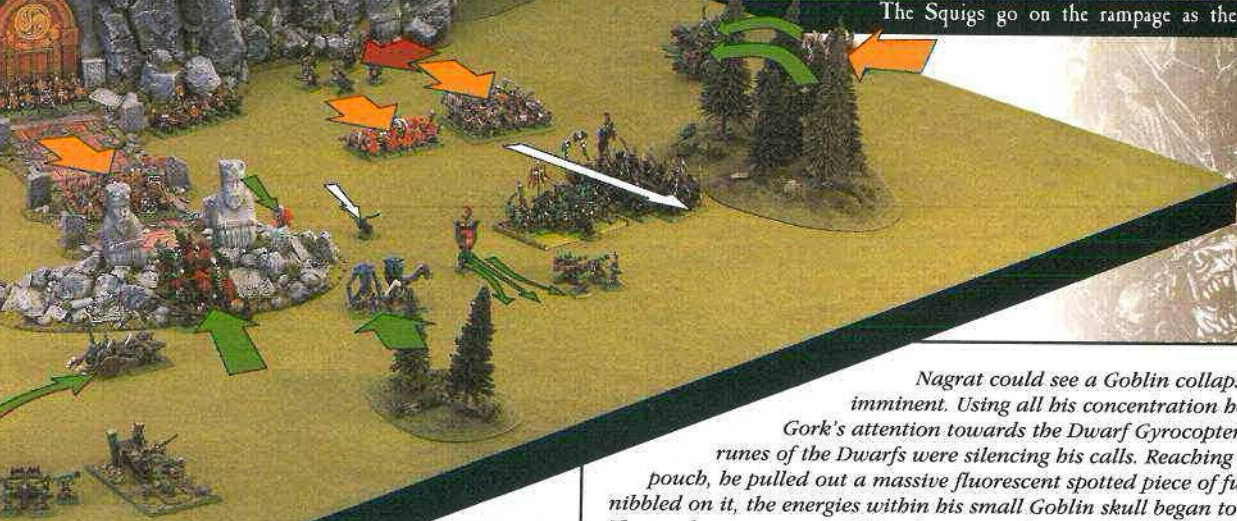


The Squigs clamber noisily up the stairs of Karak Eight Peaks as the Dwarf battle lines march onward.





The Squigs go on the rampage as their masters flee.

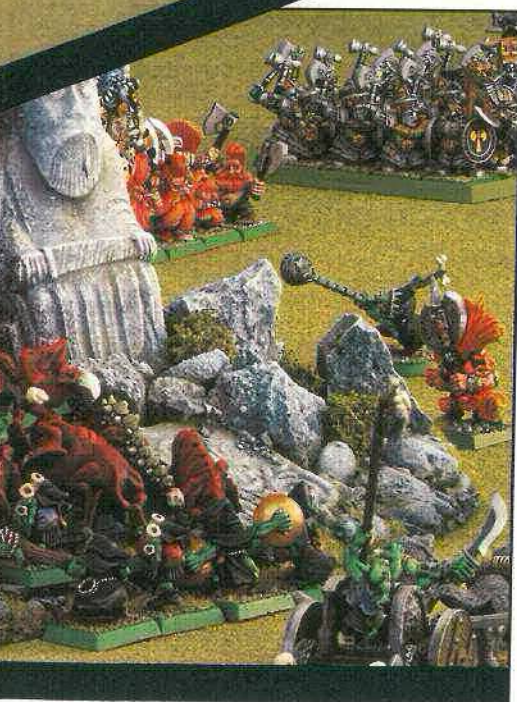


Nagratt could see a Goblin collapse was imminent. Using all his concentration he directed Gork's attention towards the Dwarf Gyrocopter, but still the runes of the Dwarfs were silencing his calls. Reaching into his pouch, he pulled out a massive fluorescent spotted piece of fungus. As he nibbled on it, the energies within his small Goblin skull began to reverberate. The mushroom was amplifying his powers beyond even his own control. Upon hearing Nagratt's command, Gork brought his foot down squarely upon the flying machine. Unfortunately Gork had also noticed the Gutter Runners scurrying into position behind the Dwarf lines and stepped on the vermin, crushing their wiry bodies into the ground. Nagratt shrugged his shoulders – who cared if a few rats died? Checking to see that the giant foot wasn't about to stomp on his own Boyz, he noticed another speck descending from the heavens. The Goblin Doom Diver who had been shot up into the clouds earlier was now falling back to earth at an alarming rate.

With pinpoint accuracy it smashed into the crew of one of the cannons on the parapet, splattering Goblin and Dwarf alike across the battlements in an explosion of bones and blood. The cannon rocked on its wheels but held fast, and miraculously one of the Dwarfs survived the impact, wiping pieces of Goblin from his astonished face.

Things seemed to be going well, all internal differences had evaporated from the Goblin ranks. Even the Trolls shambled forward, although they were confused by the loud noises erupting all around them. For a brief second, Nagratt could see the Goblin plan coming to fruition. The chariot and Pump Wagon had come into place on the flank, and the Trolls were gaining momentum as their prey came into view. Unnoticed by the Dwarfs, Nagratt made out the Gutter Runners clinging to the shadows of the mountain walls ready to make a charge to the rear. They had the Dwarfs surrounded.

A movement in front of him snapped his attention back to more immediate problems as Rotbelly sprinted into the front ranks of his unit, burrowing his way into the ranks. Nagratt's eyes narrowed as he detected the slightest change in the crisp morning air. With a sickening slowness, the Goblin Fanatics had started to whirl in vicious arcs back toward their own lines.





## TURN FOUR

Ulthar Hammerfist stood at the fore of the armour-clad unit of Ironbreakers. The advance of the Goblins was of little importance to him. He knew that his Dwarfs would soon cut a swathe through the foul Greenskins. More worrying than the Goblin horde that stood before him was the presence of half a dozen ball-and-chain wielding maniacs spinning towards them. As if to demonstrate the threat that these crazed Fanatics possessed, a couple swept back into the dense ranks of Night Goblins, killing almost a dozen of their own foul kind. Ulthar's prayer to Grungni was answered immediately as the two of the remaining Fanatics collided into each other. A messy, bloody pulp was all that remained from the accidental collision. Ulthar gave thanks to his gods as the remaining loon that stood before him wrapped the chain around his thin scrawny neck, snapping it instantly. The immediate threat had disappeared, but the Goblin advance was gaining speed.

Ulthar raised his rune-encrusted axe, signaling for the Dwarf advance to cease. "Ironbreakers, brace your shields and hold fast!" He motioned to his left flank where a Goblin chariot, pulled by two snarling wolves, was charging into the

Dwarf formation. Beside the chariot a strange contraption powered by the frenetic pumping of its Snotling crew was somehow keeping pace. He turned his attention back to in front of him in time to see another cloud of Goblin arrows fall into the midst of the Troll Slayers. The cries of those wounded stung the Dwarf Lord – without the Gromril armour that his Ironbreakers wore to protect them, the oathbound Dwarfs stood little chance against missile fire. Vowing to avenge their deaths, he raised his shield to meet the charge of the Night Goblin Spearmen.

From behind he heard the clamour of yet more fighting. What foul trick was this? Ulthar had no time to turn, the Goblins drove into the Dwarfs in tightly formed ranks. Spears, scythes and spikes rebounded off the solid wall of gromril. Impervious to the combined assault of the Goblins, Ulthar felt his blood boil in a rage of anger. With a wrath fuelled by the wrongs that his ancestors had suffered, Ulthar brought his axe

down upon his most hated foe. Goblin after Goblin was hewn apart in his fury, it was as though his axe thirsted for more blood. He would grant its request.

Beside him he could see Runesmith Hargrim's hammer crushing a similar number of the vile Greenskins' skulls. Unable to withstand the savage slaughter of their number, the Goblins broke and fled screaming in fear. As his senses returned, he surveyed the carnage around him. A few of his warriors were still hacking down the remaining Snotlings, but all around him were littered the bodies of the enemy. Ulthar turned to aid his fellow warriors in smashing apart the Pump Wagon.



The Night Goblins attack the Ironbreakers as the Pump Wagon, Wolf Chariot and Gutter Runners charge their flank and rear.

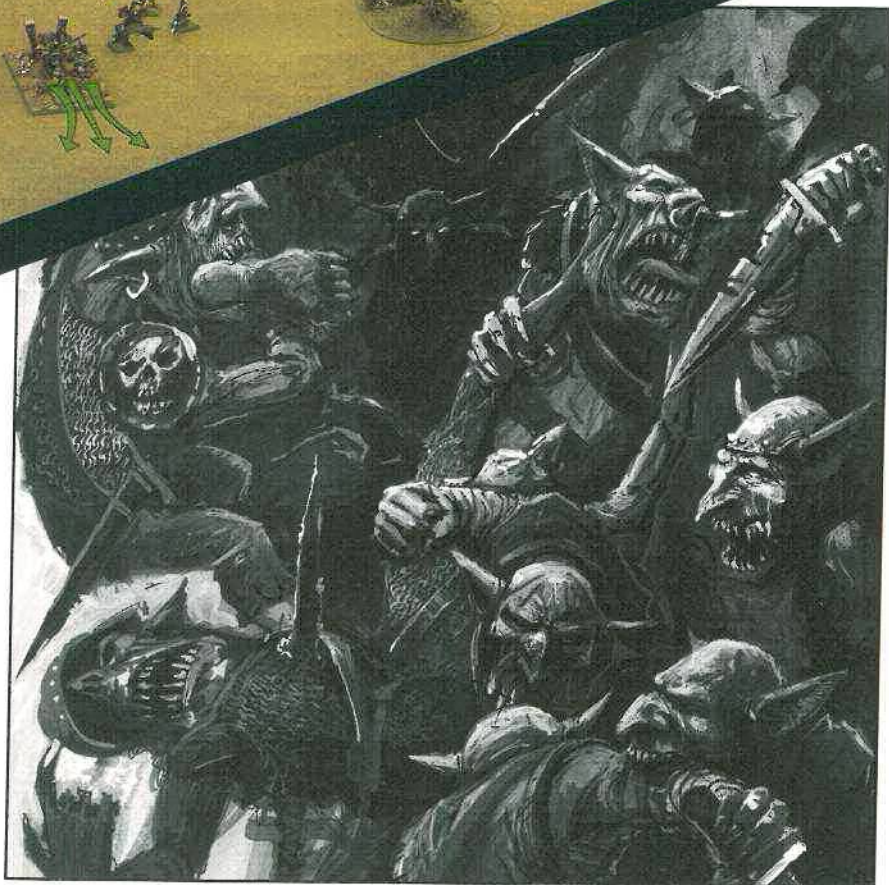


Grendel breathed in a lungful of the crisp morning air as his fellow Miners assembled into ranks behind him, brushing the dust and mud from their armour. He rested his heavy pick against the stump of a tree he had felled only months before, and shook the loose earth from his boot. High time to join the battle and, judging by the Goblin chariots skirting the edge of the woods, not a moment too soon.

He could see shadows moving in the dark of the forest. They weren't moving like Goblins, that much was certain. A shaft of the new day's sun penetrated the thick canopy of the pines, falling across a shrivelled, snarling face. Red eyes gleamed from the darkness between the trees. Skaven.

He hefted his pick and shouted the alert to his men, Hrundalf hoisting the banner high as the other Miners ranked around him. The figures in the woods were growing more numerous. He turned to Brindir next to him, about to ask an estimate of their number. The flame of Brindir's helmet-candle was flickering a sickly green.

"COVER YOUR MOUTHS! NOW!" he shouted, feeling his lungs burn as something crashed into the ground behind him. Turning, he saw tendrils of a thin green vapour curling up from a mound of broken glass. Masked, black figures were creeping towards them, crouched over like hunchbacks under the weight of their metal backpacks, lobbing globes of deadly warpstone gas into the ranks of his kinsmen. Skialfi was choking, his face drained of all colour. Next to him, Brindir was on the floor, vomit clotting his beard as he gasped his last. Through the poisonous green mists, Grendel could see many more dark, hissing shapes scuttling towards him. Holding his breath and gripping his pick tightly, the prospector peered into the distance. The Skaven held something aloft, something vile. One by one, the candles he and his men wore atop their mining helmets flickered and went out.



The large bulbous head of a Troll appeared from behind one of the pillars upon which the image of Grimni rested. Deathfist sighed with discontent. Trolls were no longer even worthy of his attentions. He remembered the days when the knots in his beard signified the number of Trolls he had killed. He had lost count... he barely even worked up a sweat these days. He had felled the tallest Giants, leaving their oversized bones to rot where they lay. He had fought ancient Dragons, leaving their treasured hordes for any who stumbled across the dead beast's lair. He had slain Daemons, sending their cursed souls back to the hells that spawned them. Deathfist howled in anguish. "Is there no one who can grant me my destiny, no one who can match my prowess in mortal combat?"

There was an ominous silence as the air thickened around him, and his dyed-orange beard bristled with static. A dark shadow grew around the Slayer, expanding quickly in size. Deathfist raised his bemused eyes in time to see a gigantic green heel blot out the sky above him as his eardrums burst. It was Gork.

"That'll be a 'yes' then..."



## TURN FIVE

Mjolni's blood pumped fast through his veins. The Ironbreakers had slaughtered everything the Greenskins could throw at them. Lord Ulthar himself, a mere two hundred years old, had set about the Goblins with a fury that would have made his grandfather proud. Mjolni had chanted with his kinsmen as Ulthar's axe had cut apart the pair of scythed chariots on the flank as though they were feeble saplings. The bodies of Thulgar and Hemlock were impaled upon the blades of one of the contraptions, only serving to stoke the furnace of Ulthar's anger. Mjolni felt the fierce pride and burning wrath of his brothers in the front rank as

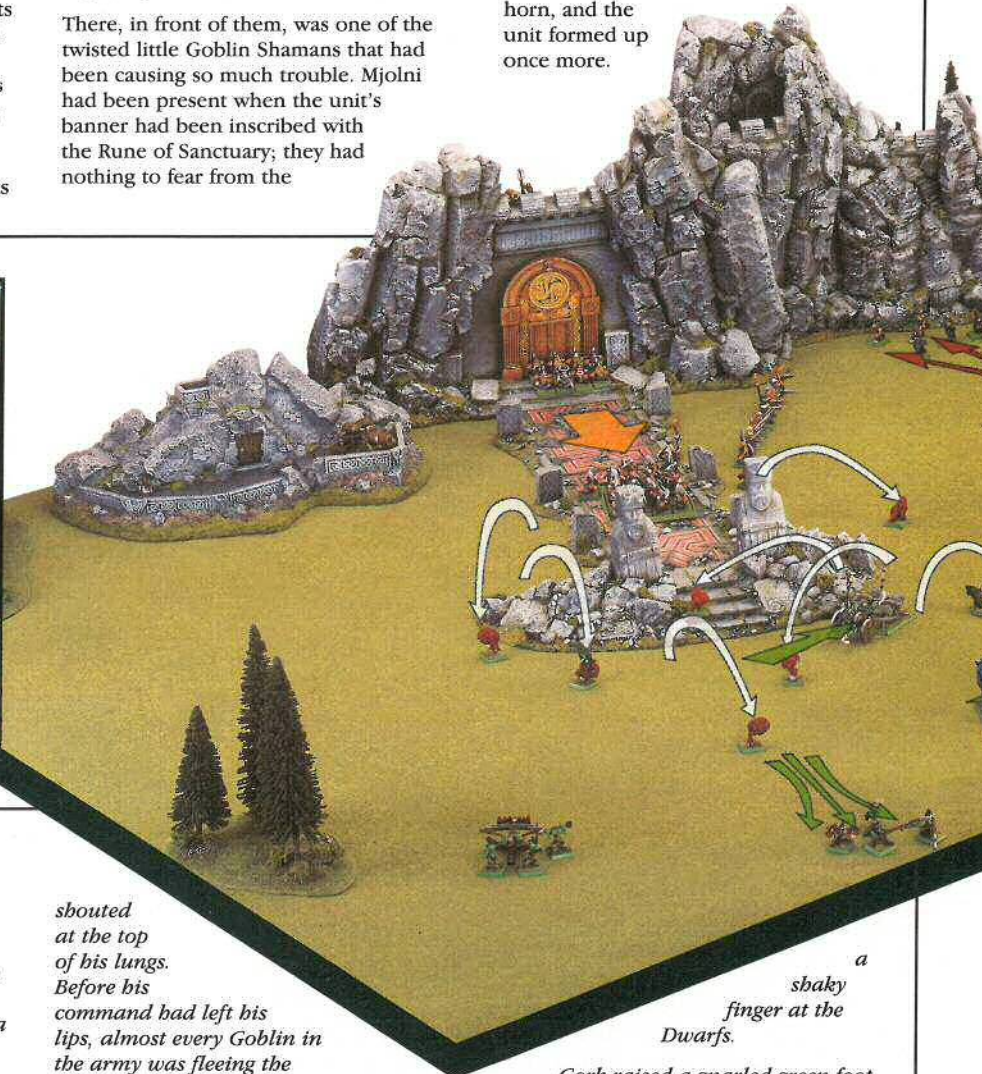
they cut down the hated enemy, wading deep into the Goblin lines, their gromril armour impervious to the Greenskins' spears. He himself was covered in gore, the ground below piled with dead green bodies. No shortage of necks, Mjolni thought to himself. This had been a good day to fight.

There, in front of them, was one of the twisted little Goblin Shamans that had been causing so much trouble. Mjolni had been present when the unit's banner had been inscribed with the Rune of Sanctuary; they had nothing to fear from the

shamanistic powers of the gaudily-painted runt. A surge of hate-fuelled energy drove him forward, the Ironbreakers around him gathering momentum as they started toward the wretched thing. It blanched within its black robes, and fled into the woods. Ulthar sounded the horn, and the unit formed up once more.



Power dice anyone?



Garbag witnessed the wholesale slaughter of the Night Goblin Spearmen scant feet ahead of him. The Dwarf in the fancy armour was attacking so fast he could hardly see the separate movements, and limbs were flying from the unit in a storm of blood. The Night Goblins turned and fled, running with a speed borne of fear for their lives. He might have known that Nagrat would run and cower from the first sign of danger. Things looked pretty bad for his Gobbos, and, as if to add further insult to injury, he could spy the Skaven banners approaching on the far right flank. He spat out curses at the rat things. They had spoiled his plans, turning up just when all was lost. This wasn't how it was supposed to happen. Garbag pulled a face that could sour milk.

By now the Troll Slayers had gotten within close range of his Boyz and, as they charged, Garbag decided enough was enough. A dismal note of pure despair rang out from a Dwarf clarion, and his Boyz sbrank back. "Leggit, get outta here, we're done for!" Garbag

shouted at the top of his lungs. Before his command had left his lips, almost every Goblin in the army was fleeing the battlefield. It was as good as over. Only a miracle could save them now, he thought to himself.

The temperature around him rose for a second, and a foul stench seemed to fill the air from the north. Then a sight so awesome crossed Garbag's vision that his prized staff dropped to the floor and his jaw fell open. His prayers had been answered, he thought, choking on a fly.

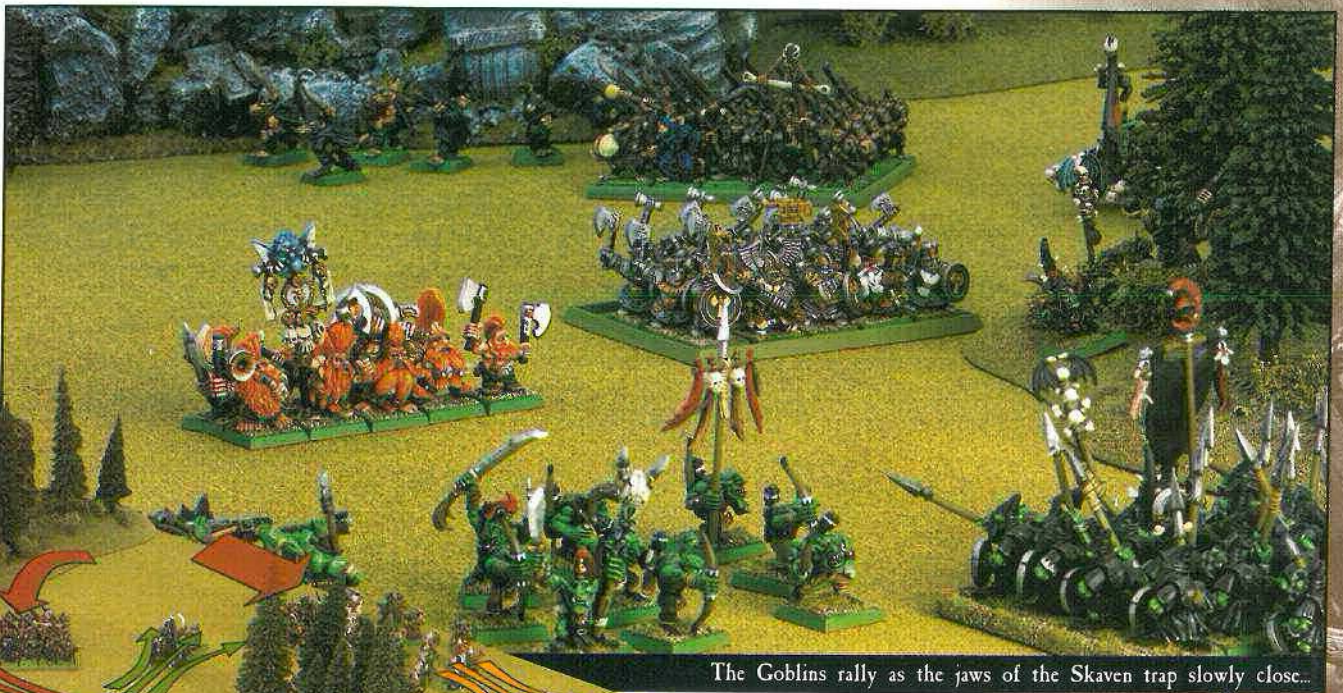
Gork himself was taking form, towering unimaginably vast above the battle lines, blotting out the sun with his gargantuan size. Garbag was shaking violently with fear as the shadow passed over him, and all he could do was point

a shaky finger at the Dwarfs.

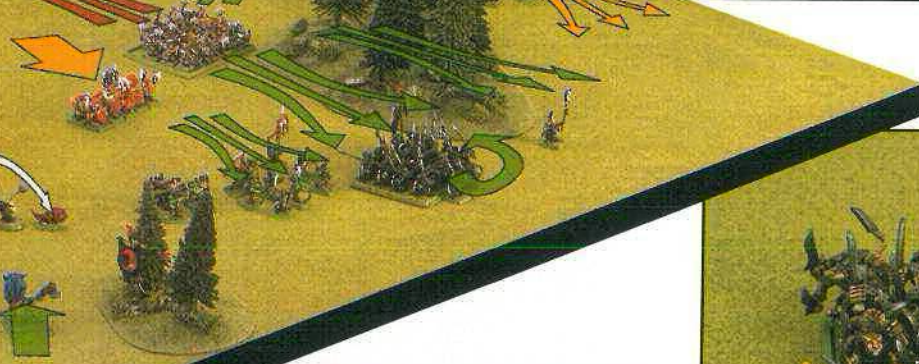
Gork raised a gnarled green foot and brought it down on the Dwarf crossbowmen at the gate, smearing four of them across the steps of their sacred home. An enormous heel kicked at the battlements, crushing a Dwarf cannon like a tin toy. The scabrous, long-nailed toes ferreted around in another parapet, killing a Runesmith as he frantically shouted the names of his gods. Two of the Slayers died instantly, hollering defiant and obscene curses as the Orc god raged around the battlefield.

Unit after unit was trapped under the foot of the marauding deity, and slowly Garbag's Goblins began to cheer until the entire army was shouting at the top of their lungs. Garbag leered. He was so happy, he almost came out of biding.





The Goblins rally as the jaws of the Skaven trap slowly close...



### Gork's Warpath

The spell Gork's Warpath is unusual in that it can affect more than one unit in the same magic phase. When it is successfully cast, the spell does D6 Strength 6 hits on a unit, bad enough in itself, but after the effects have been resolved, the caster rolls another dice. On a 4+, Gork stomps on another unit, causing a further D6 hits. If a 2 or a 3 is rolled, Gork wanders off and the spell ends. On a 1 Gork gets annoyed and stomps on one of the caster's own units! With incredible luck, Space managed to stomp on every unit in Paul and Gav's army bar one!



The Miners rout from the charge of the fear-causing Clanrats.

The rat-things were worryingly close when they had marched clear of the nauseous green mists, thinking to take the battle to their foe rather than stand helpless as their breath was taken from them. Grendel's vision was clearing, he was sure the noxious gases of the Globadiers had dissipated. A phalanx of Skaven, clad in heavy armour, marched towards the Ironbreakers as the Goblin ranks converged. He turned quickly to survey his men. Many were coughing, but few had been claimed by the

poisonous wind that had driven his kinsmen from their ancestral home. Turning back, he was confronted with a living nightmare.

A solid wall of vermin was racing toward them, a pulsing, heaving mass of sharp teeth and evil, squinting eyes that held nothing but hate. Shaking his head, he tried to clear the vision from his mind: these were mere Skaven warriors, wielding nothing more fearsome than rusty swords and badly made shields. But at their head was a banner of such

raw, unadulterated evil, encrusted with blood and litanies of hate, that he could only stare as his troops broke around him. The filthy tide of teeth and fur was almost upon him, the sigils bled into the banner burning into his mind, every instinct screaming at him to run. But he would do no such thing. Gritting his teeth, pain wracking his lungs, he raised his pick as the howling, chattering mass of Skaven fell upon him, and the last thing he felt was a jagged sword bursting through his armour into his gut.



## TURN SIX

Something arced towards the Ironbreakers from the trees to the right, a glittering black sphere that was quickly followed by three more. The Dwarfs to Mjolni's left instinctively raised their shields, and the thin glass of the poison wind globes smashed apart upon ancient Dwarf heraldry, clouds of pungent, lethal green gas bursting around the flank of the Ironbreakers. Mjolni had seen this account for too many comrades throughout the years, but could not shout a warning to his fellows without drawing breath. But these were Ironbreakers, they had fought Skaven before, and they could hold their breath if necessary.

Suddenly there was a burst of noise as something crashed into the back of them. A unit of Stormvermin had assaulted the Ironbreakers in the rear, the heavy blades of their halberds

crashing down in concert upon the gromril of the Dwarfs. To Mjolni's horror, one of the blades pierced the neck of Bilgrim behind him in a spray of blood. He turned fully to see a hideously scarred, plague-ridden rat-thing swing at his head with a massive oaken staff. For a moment, he thought it had missed, until the heavy beam smashed his clansman Ghatrik's head clean from his shoulders. The thing was screaming, going berserk, blood dribbling from its gaping maw. The oak beam, far too heavy for a normal warrior to hold, smashed Old Tharl's hammer from his hand and ripped his arm from his body. Mjolni took his chance, smashing his axe down deep into the shoulder of the screaming Skaven. Simultaneously, Brock Fireforge swung his hammer into the thing's ribs, and Mjolni swore he heard them splinter. Gushing blood, it fought on regardless,

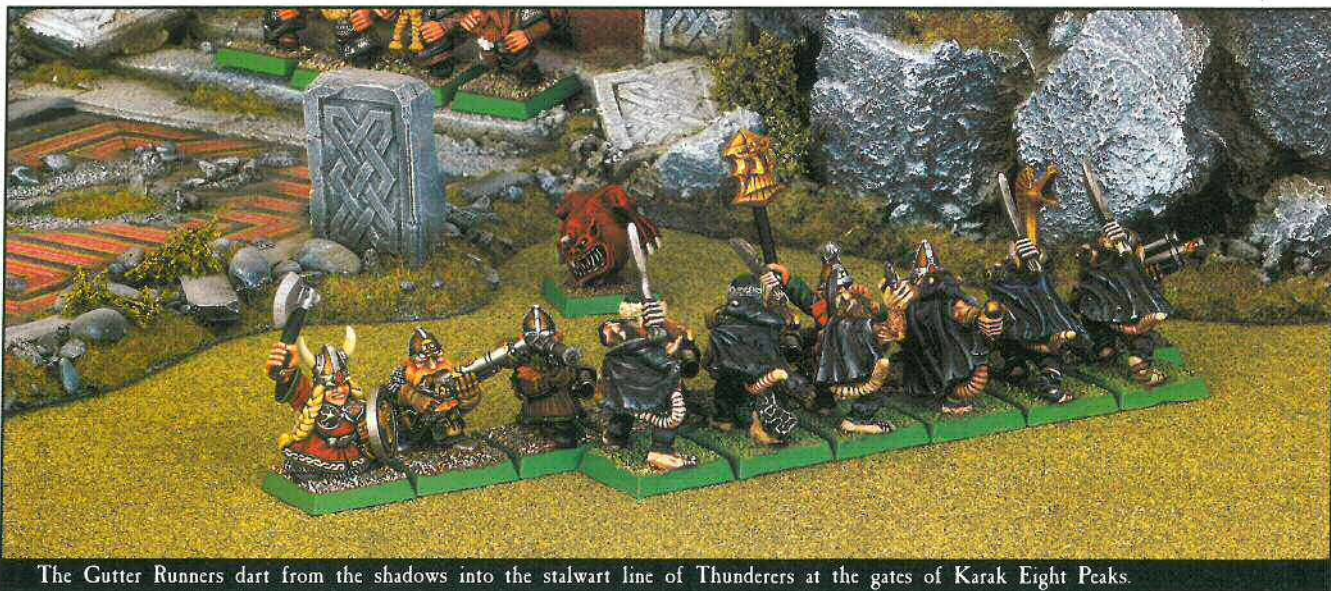
smashing Brock's helmet askew and plunging its rotting, diseased teeth into his exposed neck. Worse still, the stinking green gasses around his feet were rising, and in the heat of the battle, he had neglected to hold his breath.

One by one, Dwarfs he had fought with for decades collapsed, clutching at their armoured throats. Eyes stinging, he cursed their improvidence, cursed himself for not shouting a warning. A full half of his warrior brothers lay dead or dying, and the Stormvermin were pushing forward with considerable force.

Threnn Finsson was the first to flee. The retreat was sounded, ringing clear in the cold air. For the first time in their long and illustrious history, the Ironbreakers broke and ran.



The Stormvermin and Plague Priest crash into the Ironbreakers as the Poison Wind Globadiers do their evil work.



The Gutter Runners dart from the shadows into the stalwart line of Thunderers at the gates of Karak Eight Peaks.





The Ironbreakers flee.

Garbag watched in astonishment as the Skaven attack managed to break the heavily armoured Dwarfs that had slaughtered Nagrat's boys. He knew the rat-things would come through, he had never doubted them for a moment. To his consternation, the Dwarfs seemed to be running his way. His Gobbos were already backing away, an excellent idea in Garbag's opinion.

On his left the second Wolf Chariot had chosen to make its presence felt, charging headlong into the flank of the Troll Slayers, chopping three apart as the wicked, rusty scythes and barbed spears cleaved through unarmoured flesh. Once again the Shaman was reminded of the tenacity of his ancient enemy; the Dwarfs held their line without faltering for even a second.

In the distance, he watched a series of dark figures detach from the shadows of

the mountain and leap toward the Dwarf Thunderers at the gate. Blades flashed in the morning light. These were the Gutter Runners that had been beaten off by the heavily-armoured Dwarfs. Apparently they were back for another go. He watched as one of the Thunderers levelled his gun at the leaping figure before him and blew its head open, the sprawling body bearing the firer to the floor. Five more of the Skaven reached the line of Dwarf gunmen, and blades snickered from the black-clad rat-things, slicing deep into Dwarf flesh. Garbag realised he was making cutting motions and stopped abruptly. A split second later the smile dropped from his face as the Dwarfs, their handguns turned around at a barked command from their female leader, smashed two of the Gutter Runners' heads open. The Skaven were hesitant, their momentum gone, and the female Dwarf led the countercharge that cut them down to a rat.

To his right, Nagrat was attempting once more to summon Gork, drool hanging from his protuberant lips and his robes billowing as the energies of the Waaagh!

coursed through him. This was going to be a powerful spell indeed.

Garbag's black heart was warmed by the fact that his rival seemed to be gathering more power than he could harness. Suddenly bright green light poured from Nagrat's mouth, eyes, and ears and he started shaking violently. His scream rose to a painful crescendo and with an audible crack the Shaman fell over, steam rising from his robes. However, Gork was again doing his work over at the gates, and, as he watched, the Shaman got to his feet, shaking his head. Show-off, thought the Great Shaman.

To Garbag's dismay, the Dwarf Lord had marshalled his Ironbreakers once more, forming up in tightly-packed ranks. They had started marching resolutely toward the Stormvermin, singing an ancient war chant. The Troll Slayers fought on regardless of casualties and even the direct intervention of his god had failed to break the enemy lines. Despite all they had done, the Dwarfs seemed no closer to giving up their ancient fortress.

Garbag sighed. This could go on all day.





Paul Sawyer

**Paul:** What a great battle! This contest had it all – magic by the bucketload, desperate close

combat and a great deal of cut and thrust. All this led to a very close and exciting battle report, and I'm not surprised it was a draw.

Space gambled heavily on magic and it paid off for him. The Goblin magic was very effective in that the Greenskins never miscast and also seemed to cast with Irresistible Force far too regularly! *Gork's Warpath* was absolutely devastating on two occasions as it

## HARD AS ROCK

rampaged through our ranks dealing us some very hard blows at a time when we needed it the least. Although we'd tooled up two Runesmiths with *Runes of Spellbreaking*, even they don't help when you see that dreadful double 6 come up.

Our missile fire was quite effective but I still would have liked to have seen more crossbows, as their extra range over Thunderers can be key against a low Toughness army if it's hit with sufficient numbers.

I don't think I'd change much about the army (apart from more crossbows!) and certainly not the tactics. In fact I'd love to play the game again to see if the Goblin luck would hold up in the magic phase once more.

Our plan was to incapacitate the Goblins before the Skaven arrived so we didn't have to fight on two fronts. We figured that the Gobbo war machines wouldn't be all that effective and that we just needed to close with them and take them apart at our leisure.

We'd have gotten away with it too if it hadn't been for those Goblin Shamans and that pesky Gork...

**Gav:** Four things for opponents to remember about Dwarfs:

1. Never think their war engine crews are an easy target...
2. Never forget the importance of Leadership 9...
3. Never think you can have too many Power dice in the magic phase...
4. Never get stuck in a fight with Ironbreakers led by a Lord with three *Runes of Fury*...

All in all, the battle went as I expected. I was glad the Fanatics didn't get a chance to flatten the Ironbreakers, though the Poison Wind Globadiers did send a shiver of fear



Gav Thorpe

down my spine at one point. The war engines were reliable as always, taking a hell of a lot

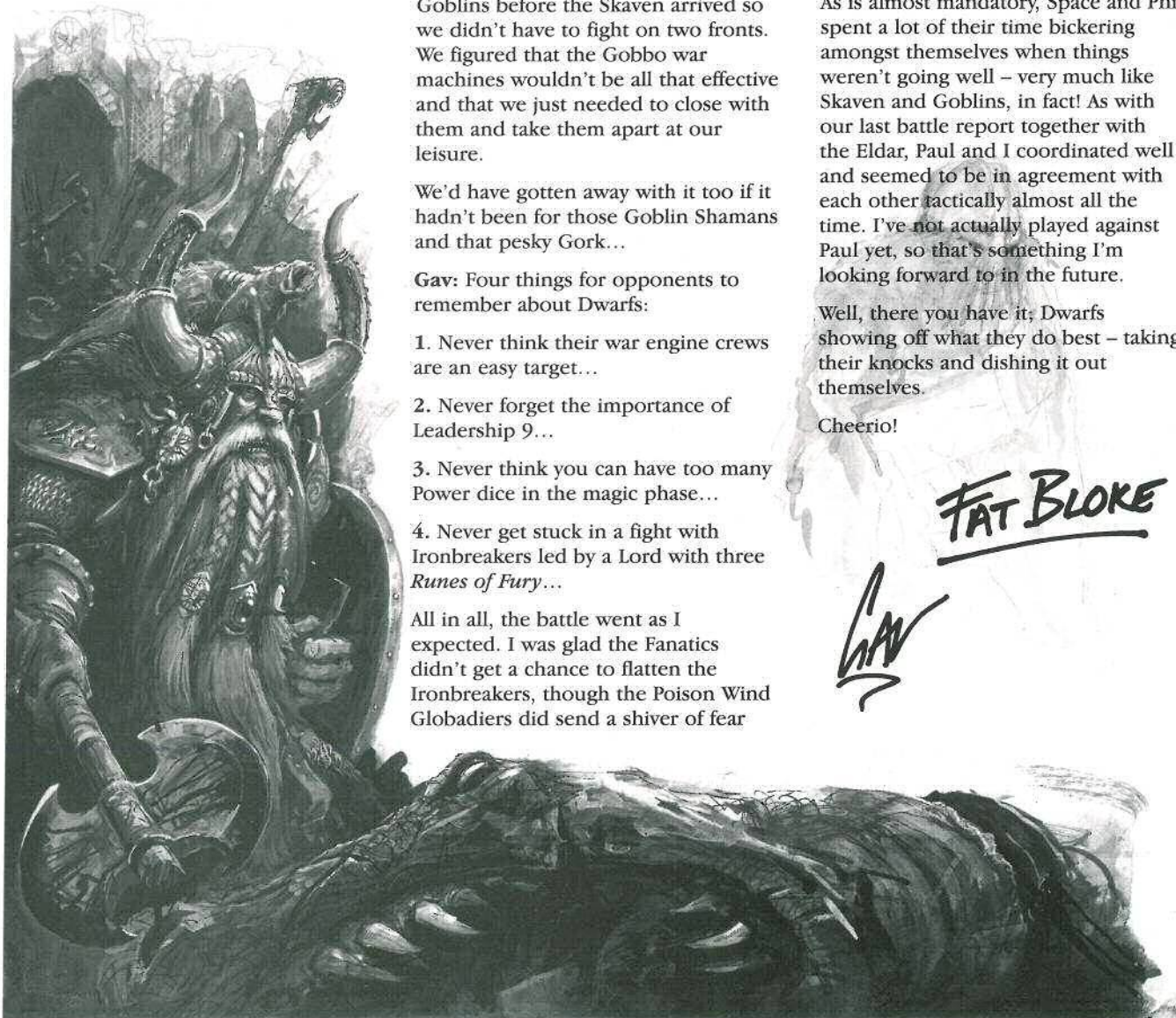
of effort to silence them in the end. The Gobbo magic was mixed. With thirteen dice a turn, Space had put a lot into dominating with magic, and a bit of luck helped him on his way. Magical highlights were Space's ability to get Irresistible Force with his Mork Save Us re-rolls, not forgetting those amazing eight attacks from one casting of *Gork's* (or is it Mork's? I always get these Greenskin gods mixed up) *Warpath*.

As is almost mandatory, Space and Phil spent a lot of their time bickering amongst themselves when things weren't going well – very much like Skaven and Goblins, in fact! As with our last battle report together with the Eldar, Paul and I coordinated well and seemed to be in agreement with each other tactically almost all the time. I've not actually played against Paul yet, so that's something I'm looking forward to in the future.

Well, there you have it; Dwarfs showing off what they do best – taking their knocks and dishing it out themselves.

Cheerio!

**FAT BLOKE**





## A RAT'S WHISKER AWAY



Space McQuirk

**Space:** Well, without a doubt we owe the result of this battle to the Great Green Gods, Mork and Gork. It goes

to show that you should never give up on a battle. Just as it looked as though everything was going wrong with every single one of my units fleeing the battlefield, I pulled off some spectacular rolls to rally my troops and followed them up with one of the most awesome displays of magic that I have ever witnessed.

Gav and Paul stood helpless, unable to do anything but watch with growing dismay after each succession of spells cast with Irresistible Force quite literally stomped on their entire army. I admit that running away at the end wasn't exactly the most inspiring tactic on the battlefield, but part of being a good general is knowing when you're beaten by another unit. Had I stood and fought the Ironbreakers, my weedy Gobbos would have been slaughtered and after the following pursuit Phil's Skaven would not have been able to charge them in the rear. The overall gamble of magicking the Dwarfs to death certainly worked well and, combined with Phil's cunning flanking plan, we managed to pull

round what looked like a grim defeat into a moral victory.

**Phil:** That was without doubt one of the best and most amusing games of Warhammer I have played since I started working for Games Workshop. I must say I'm tempted to start collecting Goblins just for the comedy potential! Also I can't think of anyone more suited to their playing style than Great Shaman Space, who delighted in singing 'Jump Around' and doing wardances as Gork squished unit after unit. I think we all had a tremendous time as by the end there was no real trace of competitiveness, and we knew it would make for a great story (*enough gushing already* – *Fat Bloke*).

On a gaming note, we were so close to giving them a hiding, and it all came down to one dice roll (as usual). From bitter experience I know that the Ironbreakers, accompanied by a couple of tooled-up characters, absolutely will not budge and will withstand virtually anything that takes them on head-to-head. Luckily, being a sneaky, dirty rat, unfettered by the constraints of honour or decency, I took the first opportunity to charge them in the rear with the Stormvermin after they had chased off the Goblin Great Shaman. And what do you know, I actually managed to break them! If I had just rolled enough to run them

down, I would have scored over 750 more Victory points.

Out on the far right flank, however, things were childishly simple. The Miners actually failed their Leadership test (gasp) due to being charged by a fear-causing enemy that outnumbered them, and ran. Luckily for us their little legs could not carry them out of my charge range, and they were cut down to a man (all hail the *Sacred Banner of the Horned Rat*) without my Assassin having to lift a finger. The Globadiers never fail to give high Toughness, well-armoured units the willies as they ignore both these factors, and frankly I'm hard pressed to think of a better way of dealing with Ironbreakers.

So it all came together in the end, although even when everything eventually went to plan, we still only managed a pull a draw. My opinions have not changed one bit; I hate fighting Dwarfs. Not only are they tough as old boots, but they stick in the teeth.

Space

Phil



Phil Kelly

### VICTORY POINTS

Dwarfs: 1,123  
Goblin Alliance: 1,403



The Goblin & Skaven alliance finish ahead by 280 VPs.

Result:  
**DRAW**



Mixed reactions to the suggestion that we play through lunch.



## Deity ~~MAN~~ OF THE MATCH

In the course of the battle, Space's repeated castings of the spells *Foot of Gork* and *Gork's Warpath* resulted in an unprecedented number of kills. We thought it was only fair to give the big green bully his due and point out just what he had managed to grind under his almighty heel. Not all of the casualties were from the enemy ranks, though...

1 Cannon	135pts	2 Troll Slayers	22pts
1 Bolt Thrower	70pts	6 Dwarf Warriors	54pts
8 Dwarf Crossbowmen	96pts	2 Thunderers	28pts
1 Gyrocopter	140pts	3 Gutter Runners	51pts
2 Flame Cannon Crew	0pts	1 Runesmith	153pts
1 Ironbreaker	13pts	1 Daemon Slayer	205pts

*The combined points value of all of Gork's kills was a tremendous* **967** *points*



*Sadly, Gork was unable to take time out from his hectic schedule, and so we couldn't take a photograph of him. His place is taken by the Goblin Great Shaman who did his bidding.*

**T**hannock watched the vivid colours of the sunset from his watchpost on top of the redoubt. His face was as grim and stony as the statues of his ancestors silhouetted against the evening sun, and the last few rays could not warm him. He had been silent for many hours, waiting, thinking over the day's events. Although Grimni's gate was still unbreached, the day's battle eventually seeing off the combined assaults of their enemies, Karak Eight Peaks had fallen. The thousands of Greenskins attacking the East Gate, in conjunction with the poisonous gases of the Skaven, had driven his kinsmen to their doom. Now the vast mountain fortress was riddled with vermin and grobi.

Below him, amongst the shattered brickwork of the fortified position he had utilised in the battle, glowed the battered bronze of his beloved flame cannon. It had come under such punishment that day that it was a miracle the thing was still

in one piece. Thannock knew that the damage it had sustained was irreparable without access to the finest tools and a good few weeks in a Dwarf workshop, impossible now the hold had been taken by the Goblins. The mountains had rung with his curses as he had tried to fix it for hours on end, but his efforts were in vain. Not only that, but his brother Bjarl had died along with his fellow crewman Thorgin. He alone was left, the only survivor of the lethal attentions of the evil green god Gork and the spears of the Goblin war machines.

He saw a shadow flicker out of the corner of his eye, and saw a gnarled green limb hook over the wall of the redoubt. He knew it. Rather than build more spears for their crude, shoddy war machines, the Goblin crew had decided to reclaim the originals from the ruins of their targets. Thannock waited until the two Goblins had climbed onto the stonework, and jumped down from his

vantage point with a bloodcurdling war cry. The Goblins froze in fear, the first feebly raising its scrawny arm to ward off Thannock's axe as it whistled down in an arc that nearly sliced the Goblin in two. The other had recovered its senses and had turned to run. Yanking his blood covered axe out of the first Goblin's corpse, Thannock threw it as hard as he could at the fleeing enemy with a roar of pure hate. The axe embedded itself deep into the cowardly Greenskin's back, splitting it open and flinging the creature to the ground. Its pitiful wails stopped abruptly as Thannock snapped its neck under his boot.

It was not enough. His comrades were dead, his machine and heirloom damaged beyond repair. His home had fallen to the Goblins. With fire in his eyes, Thannock took up a Goblin's crude knife. Incanting oaths as old as the hold itself, he started cutting away his long, thick hair...



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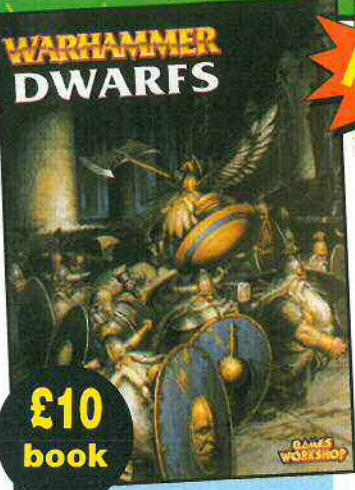
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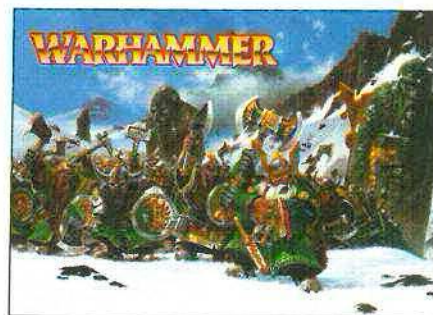
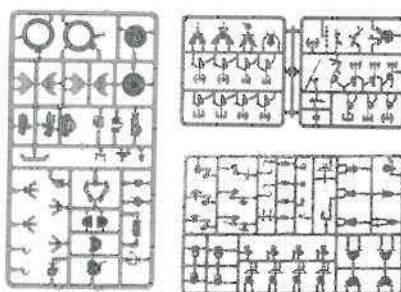
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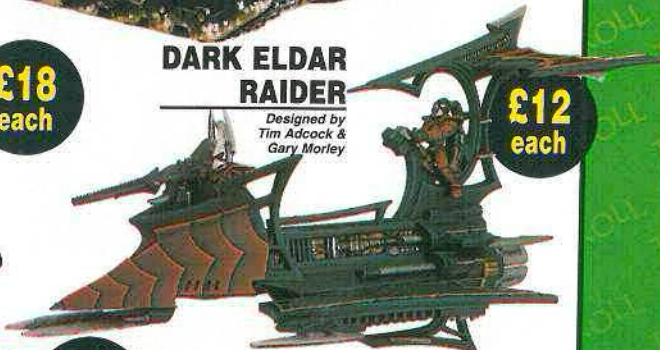
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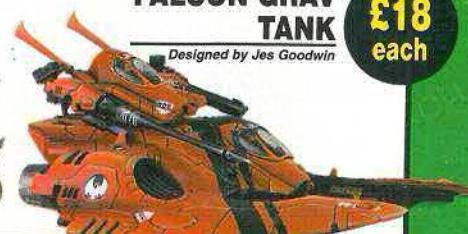
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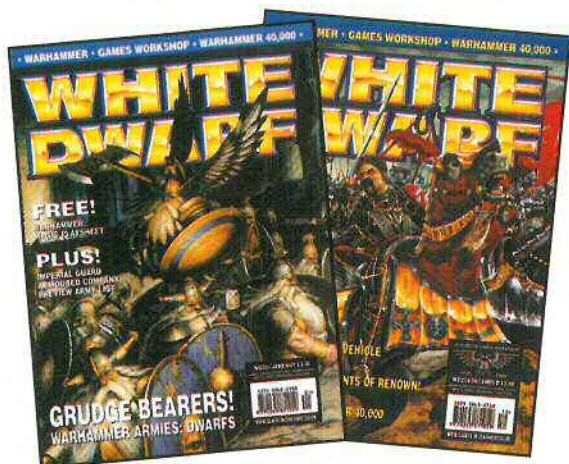
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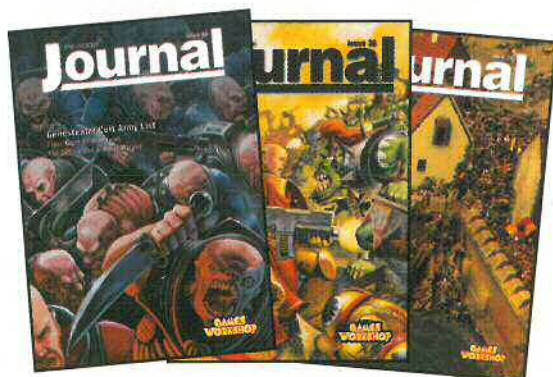
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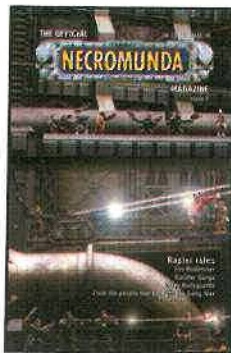
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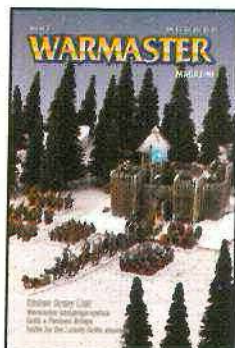
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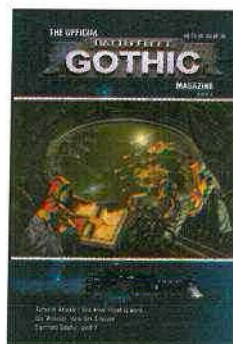
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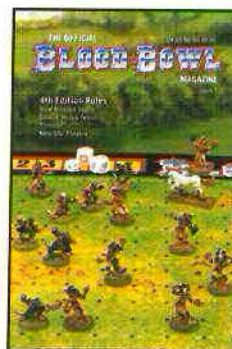
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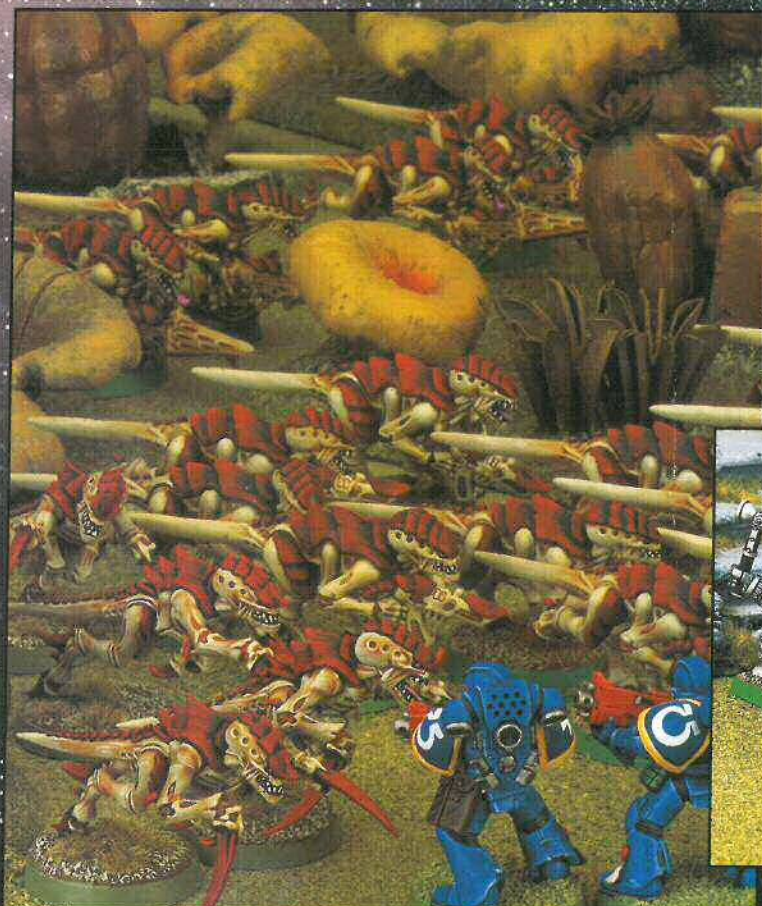
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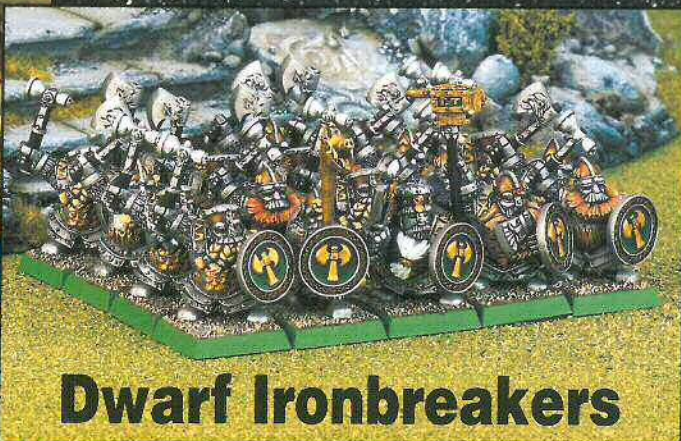
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