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THE RETURN
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WD290 FEBRUARY £4.00

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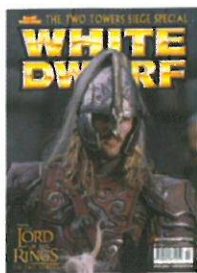
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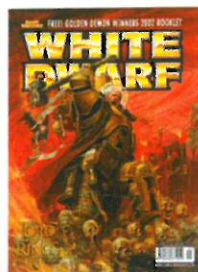
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White Dwarf Magazine – What did you miss last month?



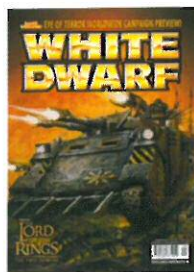
WD278:

- Battle Report: Bretonnians vs Tomb Kings
- Scenery Workshop: Tomb Kings scenery
- Tactica: Tomb Kings
- Heroes & Villains: Fabius Bile
- Painting Masterclass: Treebeard



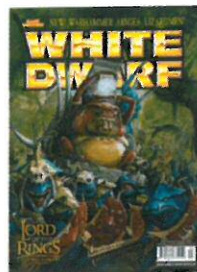
WD279:

- **Free Golden Demon Booklet**
- Battle Report: Orks vs Crimson Fists
- Chapter Approved: Daemonhunters
- Codicum Imperialis: The First War for Armageddon
- Painting Masterclass: Captured by Gondor



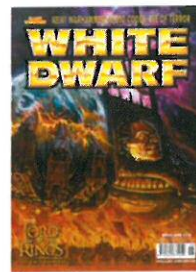
WD280:

- Battle Report: Eldar vs Daemonhunters
- Tactica: Fast Cavalry
- Scenery Workshop: Rohan house
- Painting Masterclass: Rangers of Gondor
- Heroes & Villains: Logan Grimnar



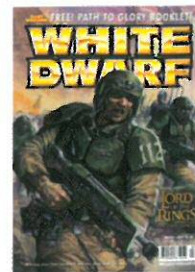
WD281:

- Battle Report: Skaven vs Lizardmen
- The Voyage of Yin-Tuan
- Daemonhunter Adversary armies
- Chronicles: Valten
- Painting Masterclass: Grey Knights Dreadnought
- Heroes & Villains: Cypher



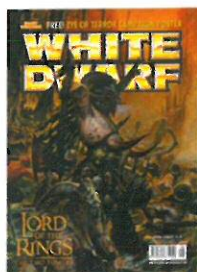
WD282:

- **Free Black Library Novella**
- Two Battle Reports: Cadians vs Death Guard
- The Watcher in the Water
- Tactica: Ulthwé Strike Force
- Slann Mage-Priest colour schemes
- Designer's notes: Eye of Terror



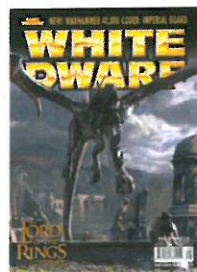
WD283:

- **Free Path to Glory Booklet**
- Two Battle Reports: Battle for the Basilica
- Shadow and Flame
- Preview: Beasts of Chaos
- Index Astartes: Space Wolves
- Scenery Workshop: Saurus Spawning Pools



WD284:

- **Free Eye of Terror Campaign Poster**
- Two Battle Reports: Battle for the Basilica
- The Seven Sigmarites
- Bloodlands Campaign: Part One
- Designer's notes: Beasts of Chaos
- Scenery Workshop: Moria terrain



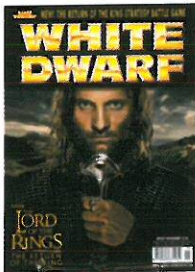
WD285:

- Battle Report: Beasts of Chaos vs Wood Elves
- Index Malleus: The Lost and the Damned
- Painting Workshop: Beast Herd
- Painting Masterclass: Dragon Ogre Shaggoth
- Scenery Workshop: Building a Barrow



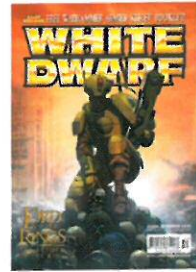
WD286:

- **Free Warhammer Card Reference Sheet**
- Battle Report: Orks vs Imperial Guard
- Preview: Fire Warrior
- Bloodlands Campaign: Part Three
- Tactica: Wood Elves
- Scenery Workshop: Building a Chaos Tree



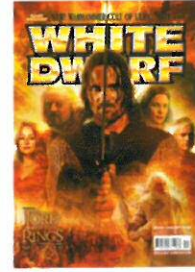
WD287:

- Two Battle Reports: High Elves vs Dark Elves
- Minas Tirith
- Horus Heresy CCG
- Dark Elves revisions
- Regiments of the Imperium
- Designer's notes: The Return of The King
- Painting Masterclass: Heroes of the West



WD288:

- **Free Warhammer Armies: Kislev Booklet**
- Three Battle Reports: A four-player Warhammer battle
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- A Fire Warrior based mini-battle
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WD289:

- Battle Report: Space Wolves vs Iron Warriors
- Mike Walker: Dice rolling!
- Heroes & Villains: O'Shavah
- Chapter Approved: Tyranid Bio-weapons
- Chronicles: Cult of Ulric army list

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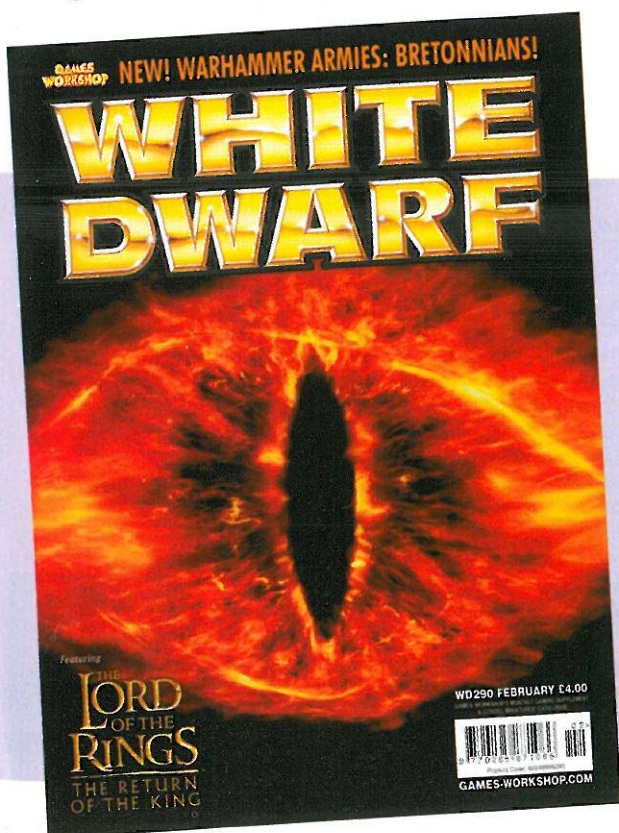
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WD290

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SABERTOOTH ARTWORK (p3, p67 and p89)

Adrian Smith

EDITORIAL



With the aftermath of last year's hugely successful Eye of Terror worldwide campaign still in the minds of Warhammer 40,000 players, it's time to turn our attention towards this year's global event: Storm of Chaos.

This summer, the Old World will witness an apocalypse. Archaon, the Lord of the End Times himself, is marshalling a horde of Chaos to rival even those of the First Great War. In a matter of months, he will unleash his Storm of Chaos upon the Empire, and things will never be the same again...

The sheer scale of this incursion means that it will affect every race in the Warhammer game. The chaps in the Studio have invested so much time on this project that the book

accompanying this summer's campaign contains no less than ten new army lists!

Our regular readers will have been monitoring the opening plays of this momentous event; the Dark Coronation of Archaon, the coming of Valten – the Chosen of Sigmar, the Conclave of Light, Crom the Conqueror's rise to power and the pacts forged between the evil races of the Warhammer world. Over the next few months, these events will come to a head, and there can only be one outcome: month upon month of good old-fashioned carnage! To make sure you're involved, watch this space...

New Release Date

For as many years as I can remember White Dwarf has been released to the unsuspecting

public around the middle of the month. The actual equation is the third Wednesday of the month as long as it's after the 19th (and if Jupiter and Saturn are correctly aligned...).

From next issue this is going to change to a time that is much easier to remember. White Dwarf will now be on sale on the last Friday of each month. There, everyone can remember that, can't they!

Of course, subscribers will still get their copies delivered to their door around a week early...

Until next month,

Paul Sawyer
Editor



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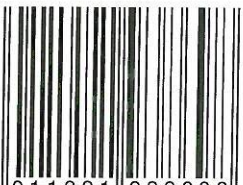
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WARHAMMER ONLINE EXCLUSIVE COMPETITION

Be the envy of all your friends and try your luck at this latest competition to celebrate the continued development of Warhammer Online! Warhammer Online is a new massively multi-player online computer game that allows players to take on the role of outlaws and mercenary adventurers within a grim and gritty realisation of Games Workshop's dark, gothic fantasy world. Thanks to the team at Warhammer Online, who have kindly offered to run this exclusive competition just for you lucky readers of

White Dwarf, the winner will receive an exclusive Warhammer Online framed picture which has been signed by the whole development team at Climax – a real collector's piece – as well as a selection of Warhammer Online merchandise only available at:

www.warhammeronline.com

Five runners-up will each receive a Warhammer Online T-shirt, a poster, a full set of official game postcards and a Warhammer Online pin badge.



THE COMPETITION

For a chance to win this super prize, take a look at the in-game screenshot above and come up with the best caption to fit the scene. Once you have decided on your caption, e-mail your entry to:

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Or post your entry to the following address:

**The Caption Competition,
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Remember to include your name and address details in the entry. The winning caption will be shown in White Dwarf as well as on the official Warhammer Online newsletter which you can sign up for at:

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So keep your eyes peeled in the coming weeks for more news.

Entries are limited to either one per e-mail address or to one per household and the judge's decision is final.

The closing date for all entries is February 28th.

1. Only residents of the UK and Eire are eligible for prizes, excluding employees of the Promoter, their families, agents or any other person connected with the administration of this competition.
2. Entries are limited to one per email address or, if submitted by post, one per household.
3. Eligible entries must be received not later than 28 February, 2004. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. The winner will be chosen on the basis of, in the judges' sole discretion, the skill of the entrant in providing the best captions to the competition screenshot.
5. The prize consists of one autographed Warhammer Online picture. No cash alternatives will be offered.
6. The Winner will be notified by post or e-mail on or before 31 March, 2004. The Winner must confirm receipt of the prize notification and provide all details requested by the Promoter within two weeks of the date above, failing which the Promoter reserves the right to select an alternative winner.
7. By accepting the prize, winners agree that the Promoter can use their name and likeness for advertising and promotional purposes.
8. The judges' decision is final and no correspondence will be entered into.

Entry indicates acceptance of the rules as final and legally binding.

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In return, we can offer competitive rates of pay and a comprehensive benefits package. Check out our current vacancies on our website at:

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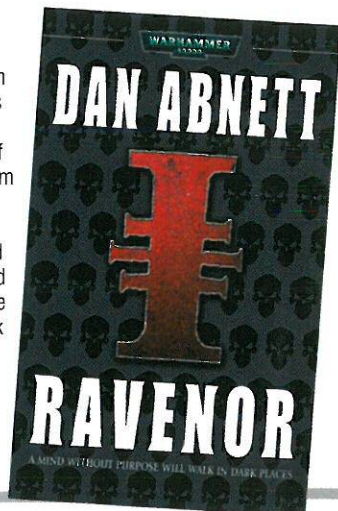
A small example of the vacancies currently available are:

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- Hobby Specialists

RAVENOR

The avenging flame of the Inquisition is back this month when Eisenhorn's most promising student, Gideon Ravenor, returns in his own series of adventures. Completely removed from the physical universe after a Chaos atrocity wrecked his body, genius psyker Ravenor plans, organises and even possesses his ruthless warband so he can bring the Emperor's justice to bear! Dan Abnett's latest hardback novel will be as equally rich in detail as his other novels and just as action-packed! For more information visit:

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IN THE DISTANT FUTURE THERE IS ONLY WAR

Due to the ever-increasing number of hobbyists coming into our UK Hobby Centres, we are changing the way we run our in-store gaming evenings. Here's a brief outline of the key points to remember. Of course, if you want more information, contact your local Hobby Centre directly.

VETERAN CLUBS

Tuesday and Thursday evenings are Veterans Club nights for hobbyists aged 16 years and over. These sessions are not structured like any of our other sessions, taking a more free form approach where you can choose what to play, book a table and choose an opponent. These nights are also ideal times to play any of the Specialist Games, or to try out something new with people you may not have met before.

SUNDAY BEGINNERS

On Sundays, during the usual daytime hours, the Hobby Centres run specially structured introductory sessions for beginners. To get involved, simply contact your local Hobby Centre to arrange for time with one of our expert staff.



BEGINNERS' CLUB

On Sunday evenings the Hobby Centres invite those customers who have learned the basics and want to learn new hobby skills, to come and join our structured Beginners' Club. These sessions are designed specifically to cater for customers aged 12-15 years of age, giving a bit of time to those who are not quite ready to join the Veterans' Club. For more information, talk to your Hobby Centre staff.



The Betrayal Continues at Seditio's Gate

The wars on Istvaan III and Prospero continue as the Traitors continue their bloody Heresy against the Emperor of Mankind. In this first expansion for the Horus Heresy CCG we get another look at the forces of the Space Wolves, Thousand Sons, and Sons of Horus legions. The Emperor's Children, World Eaters and Death Guard are also involved in the carnage, brother fighting brother, split between Loyalist and Traitors. With more art from John Blanche, Dave Gallagher, and Adrian Smith – and more units, ships and assets – this 120-card expansion is sure to add more firepower to any deck. Expand your forces and fight for your chosen side.

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WARPAARTEFACTS

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Safety notice: The Slayer of Kings is an adult collector's item and not a toy. All Warhammer Armoury items are not sharpened and are for display purposes only. You must be 18 or older to buy this product.

GAMES WORKSHOP ONLINE

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- New releases
- New hobby articles
- Rumours
- Reviews
- Event information
- Poll of the week
- Sneak peeks of upcoming miniatures
- White Dwarf contents preview and much more...

Games Workshop Online also brings you all the news from other exciting areas, such as Forge World, Specialist Games, Black Library etc.

Don't miss out on the latest news each week, visit:

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ONLINE STORE

The Hobby Specialists running the UK Online Store have finally finished adding all the products they can to the store.

From now on the store will be completely up to date with the entire product range available online. All the books, blisters, boxed sets, components, classic and collectors' models that we

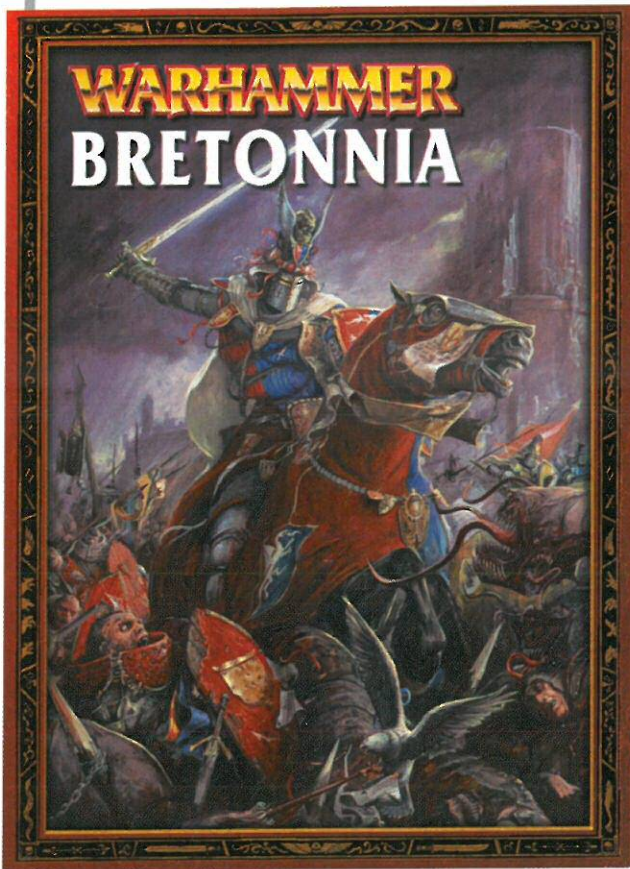
make are now available, so if you can't find it on the Online Store, it means we don't sell it!

Check out the store to see the fruit of their labours:

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Having completed that mammoth task, the hard working team are now starting work on improving the search engine to make it easier to find exactly what you are looking for.

FOR HONOUR AND JUSTICE



BRETONNIA ARMIES BOOK

Bretonnia is a land of honour and martial tradition. Its Knights, the epitome of chivalry, are brave and resolute, resplendent in their shining armour, prepared to mete out justice to evil-doers with lance and sword. They worship the Lady of the Lake, noble goddess of these fair lands who would grant her blessing to her beloved champions. As the Bretonnian army marches to war it is accompanied by hordes of low-born peasants wielding spear, sword and bow. The Knights' prowess at arms is without question for few would dare the strength of their arm and the irresistible power of their charge.

This army book contains background, painting and modelling guides, and full rules for fielding a Bretonnian army.

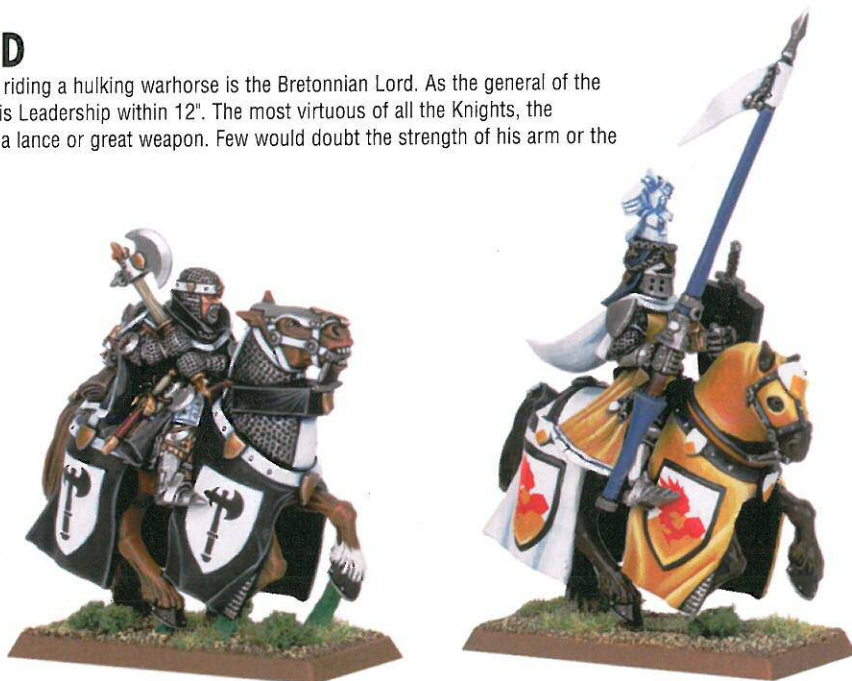
The Bretonnian army is a highly mobile force with a predominance of Knights, from the youthful and impetuous Knights Errant to the god-like and fearsome Grail Knights. As well as this varied cadre of warriors, the Bretonnians also have a large reserve of peasants to draw upon, including Bowmen, Men-at-arms and even a mighty stone throwing Trebuchet. And to lead this noble force are pious Dukes and Paladins with Damsels blasting the foe from distance with a barrage of powerful spells. The Bretonnians attack head on without fear, for their trust in the Lady is absolute and unswerving.

BRETONNIAN LORD

At the head of the Bretonnian army, riding a hulking warhorse is the Bretonnian Lord. As the general of the army, all of his followers may use his Leadership within 12". The most virtuous of all the Knights, the Bretonnian Lord can be armed with a lance or great weapon. Few would doubt the strength of his arm or the limits of his courage.

This blister pack contains 1 Bretonnian Lord mounted on a Bretonnian warhorse armed with either a great axe or lance, designed by Dave Thomas.

These models require assembly.



LOUEN LEONCOEUR KING OF BRETONNIA

King of Bretonnia, Louen Leoncoeur is a mighty hero and revered leader of his people. The epitome of knightly perfection and honour it is said that the power of the Grail flows through the warrior-king's veins. He sits astride his loyal Hippogryph, Beaquis, in battle, sowing terror in the enemies around him. Upon his head he wears the Crown of Bretonnia which allows friendly models to use Louen's Leadership within 18" and renders them immune to panic. Truly favoured by the Lady of the Lake, Louen receives her blessing automatically and in addition is able to regenerate. In battle he wields the fabled Sword of Couronne, an enchanted blade which adds +1 to Louen's Strength and blinds his enemies, such is its radiance.

This boxed set contains enough metal parts to make 1 Louen Leoncoeur mounted on Hippogryph, designed by Dave Thomas. Also comes complete with two helmet options. This model requires assembly.

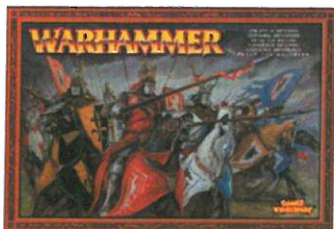


BRETONNIAN KNIGHTS OF THE REALM

Drawn from the noble houses across the fair lands of Bretonnia the Knights of the Realm are pledged to defend their kingdom from the would-be ravages of any foe. The staunch backbone of the Bretonnian knightly forces, they are skilled and deadly with stout lances setting their enemies to flight with a single, determined charge.

Designed by Colin Grayson, Adam Clarke, Martin Footitt, Gary Morley, Michael Perry and Dave Andrews this multi-part boxed set contains enough parts to make 8 plastic Bretonnian Knights of the Realm mounted on Bretonnian warhorses. The boxed also contains enough parts to make a Champion, Standard Bearer and Musician.

These models require assembly.



NEW RELEASES



THE GREEN KNIGHT

Fell apparition, the Green Knight fills his enemies and the would-be ravagers of Bretonnia with bone-chilling *terror*. Resplendent upon his Shadow Steed, the Green Knight is not of this world, apparently appearing from within the land itself, his very spirit-essence entwined with the very earth of Bretonnia. He is an *ethereal* being and wields the mighty Dolorous Blade in combat which can be wielded to add +D6 to his Attacks or +2 to his Strength. Once called to arms the Green Knight is stalwart in his duties to protect Bretonnia, and if slain in battle, can be miraculously resurrected to continue the fight emerging once again from the very earth itself.

This boxed set contains enough metal parts to make 1 Green Knight mounted on Shadow Steed, designed by Michael Perry.

This model requires assembly.

BRETONNIAN MEN-AT-ARMS

The peasantry are loyal to their noble lords and in times of war will march out to battle alongside them. The mainstay of these forces are the Men-at-arms. Armed with spears or swords they are emboldened by the presence of a Knight and are able to use his Leadership if they are within 6" of him, ensuring they do not take flight and battle to the last, as is their vow.

Designed by Adam Clarke, Martin Footitt and Gary Morley this multi-part boxed set contains enough parts to make 16 plastic Bretonnian Men-at-arms armed with either spear and shield or hand weapon and shield. The boxed set also includes parts to make a Champion, Standard Bearer and Musician.

These models require assembly.



BRETONNIAN DAMSEL

The Damsels are the magic-users of the Bretonnian army. Wielding potent spells in battle they blast and confound their enemies from distance. The Damsel's possess a true affinity with the Lady of the Lake who favours them above all others. As such the Lady protects her Damsels against the effects of harmful magic, who benefit from an innate magic resistance which gives the Bretonnian player an extra Dispel dice against any enemy spell cast at the Damsels.

This blister pack contains 1 Bretonnian Damsel mounted on a warhorse and 1 Bretonnian Damsel on foot, designed by Adam Clarke.

These models require assembly.



BRETONNIAN BOWMEN

Bretonnian Bowmen are best deployed at the very back of the battle line where they can lend the force of their longbows to the Bretonnian knightly charge, softening up the enemy with a continual volley of deadly arrows. In battle they make use of deadly wooden stakes to defend their position, causing the enemy attack to falter. Faced with the daunting prospect of charging a deadly line of wooden stakes the enemy loses the chance to strike first and weapons lose any bonus they receive on the charge.



Designed by Gary Morley, Adam Clarke and Colin Grayson this multi-part boxed set contains enough parts to make 16 plastic Bretonnian Bowmen and four sets of plastic defensive stakes. The boxed set also includes parts to make a Champion, Standard Bearer and Musician.

These models require assembly.

BRETONNIAN BATTALION

The Bretonnian Battalion boxed set is the ideal way to start collecting a Bretonnian army or to bolster an existing force. Courageous Knights of the Realm are the armoured backbone of the army, charging headlong into the enemy with lances held ready. Peasants flock to the banners of their noble lords; Bowmen fire volley upon volley of steel-fanged death into the ranks of their enemies and spear-armed Men-at-arms form a defensive block to hold the line. In the skies Pegasus Knights surge down upon enemy war machines or support the attacks of their knightly brethren.

The Bretonnian Battalion plastic boxed set contains enough parts to make:
8 Bretonnian Knights of the Realm including Champion, Standard Bearer and Musician,
16 Bretonnian Bowmen including Champion, Standard Bearer and Musician,
16 Bretonnian Men-at-arms including Champion, Standard Bearer and Musician,
3 Bretonnian Pegasus Knights.

These models require assembly.



NEW RELEASES

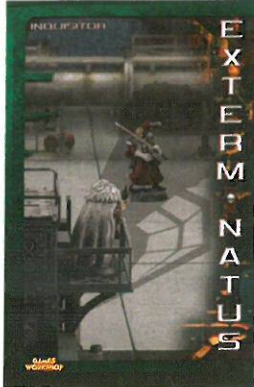
SPECIALIST GAMES RELEASES

This month's Specialist Games releases include miniatures for both Inquisitor and Warmaster. For Inquisitor we have the cruel and calculating Crime Lord. Rules for this character can be found in Exterminatus issue 10 which is also out this month. For Warmaster there's the great Emperor Dragon which comes complete with a Bretonnian Damsel tied to a stake and, charging to her rescue, the Knights Errant for your Bretonnian army. Rules for these great models can be found in Warmag issue 21, which is released alongside the models.

These models are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.gamesworkshop.com/storefront

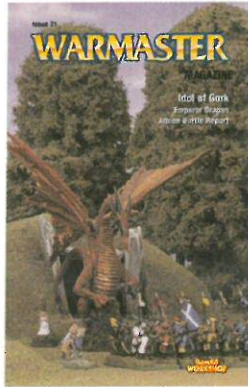
All our Specialist Games have great websites full of free downloads, resources and up-to-date news! Check them out at: www.specialist-games.com

Veteran Citadel Miniatures designer Bob Naismith designed the new Crime Lord for Inquisitor. Rules, background and painting information can be found in Exterminatus magazine 10. This model requires assembly.



Exterminatus 10

Inquisitor's bi-monthly magazine contains rules and background for the new Crime Lord, a system for incorporating 'bullet time' in your games and a discussion on the pros and cons of character generation.



Warmaster Magazine 21

This issue Warmaster's bi-monthly magazine presents rules and a scenario for the awesome Emperor Dragon, an article based upon the old Warhammer campaign Idol of Gork, and an Albion battle report.



This Emperor Dragon, was designed by Bob Naismith. The model comes complete with a Bretonnian Damsel tied to a stake! Rules, background and painting information can be found in Warmaster magazine 21. This model requires assembly.



The Knights Errant are a companion piece to the Emperor Dragon, also released this month. Designed by Colin Grayson, this blister pack contains 3 bases of Knights Errant. The rules, background and painting information for these models can be found in Warmaster magazine 21.

PRICE LIST

EXTERMINATUS 10	£3.50
Denmark kr 50.00	Sweden kr 60.00
Euro € 6.50	
WARMASTER MAGAZINE 21	£3.50
Denmark kr 50.00	Sweden kr 60.00
Euro € 6.50	
INQUISITOR CRIME LORD	£12.00
WARMASTER KNIGHTS ERRANT	£6.00
WARMASTER EMPEROR DRAGON	£18.00

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

IRON HANDS TACTICAL SQUAD

The Space Marines of the Iron Hands Chapter are often augmented with mechanical body parts resembling more machine than man. Armed with an awesome Thunder Hammer the Veteran Sergeant of the Iron Hands Tactical squad is the epitome of mechanisation, boasting an array of bionics that enable him to get up on a D6 roll of a 6 if he is killed in battle.



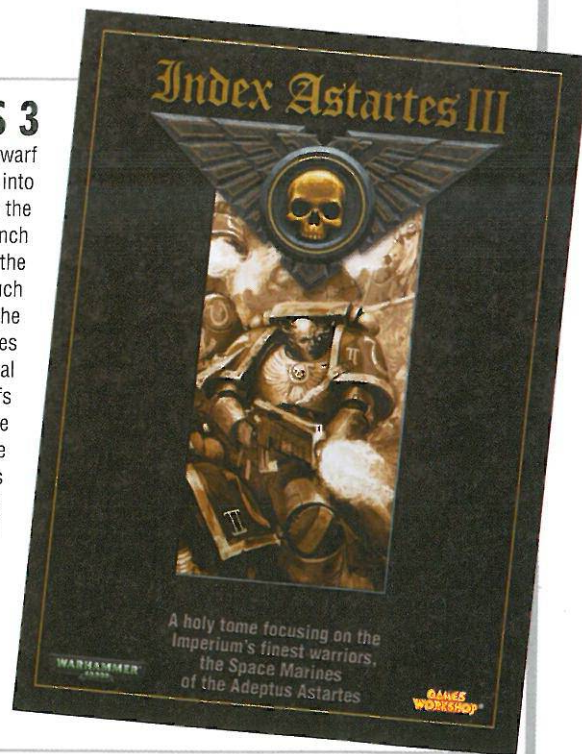
This boxed set contains enough metal and plastic parts to make 10 Iron Hands Space Marines, including a Sergeant, flamer and missile launcher, designed by Aly Morrison.

These models require assembly.



INDEX ASTARTES 3

A compilation of White Dwarf articles, Index Astartes delves into the hallowed vaults of the background of the most staunch defenders of the Imperium – the Space Marines! Going into much more detail than is possible in the Codex books, Index Astartes examines the organisational dogma, combat doctrine, beliefs and much more of these venerable warriors. This, the third book in the series, details the background of such loyalist chapters as the Iron Hands and Ultramarines, as well as providing background for Chaos Chapters, including the Death Guard, Thousand Sons and World Eaters.



PRICE LIST

WARHAMMER ARMIES: BRETONNIA.....£12.00			
Denmark	kr 150.00	Sweden	kr 180.00
Euro	€ 20.00		
BRETONNIAN LORD.....£7.00			
Denmark	kr 80.00	Sweden	kr 11.00
Euro	€ 90.00		
LOUEN LEONCOEUR KING OF BRETONNIA...£20.00			
Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00		
BRETONNIAN KNIGHTS OF THE REALM.....£15.00			
Denmark	kr 200.00	Sweden	kr 250.00
Euro	€ 25.00		
THE GREEN KNIGHT.....£12.00			
Denmark	kr 150.00	Sweden	kr 180.00
Euro	€ 20.00		
BRETONNIAN MEN-AT-ARMS.....£15.00			
Denmark	kr 200.00	Sweden	kr 250.00
Euro	€ 25.00		
BRETONNIAN DAMSEL.....£8.00			
Denmark	kr 100.00	Sweden	kr 120.00
Euro	€ 13.00		
BRETONNIAN BOWMEN.....£15.00			
Denmark	kr 200.00	Sweden	kr 250.00
Euro	€ 25.00		
BRETONNIAN BATTALION.....£50.00			
Denmark	kr 650.00	Sweden	kr 750.00
Euro	€ 80.00		
IRON HANDS TACTICAL SQUAD.....£18.00			
Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00		
INDEX ASTARTES 3.....£10.00			
Denmark	kr 115.00	Sweden	kr 140.00
Euro	€ 15.00		

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

NEW RELEASES

EPIC NEW RELEASES BATCH 1

The Epic models released this month include all of the most important units found in the Ork, Imperial Guard and Space Marine armies included in the Epic: Armageddon rulebook. More models will be released for the armies over the next few months, so that by May all of the units found in the army lists will be available. Each pack of models includes enough units to field at least one whole Epic formation.



SPACE MARINE LAND RAIDERS £12.00

This box set contains 4 Space Marine Land Raiders, designed by Martin Footitt.



SPACE MARINE PREDATORS £9.00

This blister pack contains 2 Predator Destroyers (left) and 2 Predator Annihilators (right), designed by Martin Footitt.



SPACE MARINE WHIRLWINDS £9.00

This blister pack contains 3 Space Marine Whirlwinds (left) and 1 Whirlwind Hunter (right), designed by Martin Footitt.



SPACE MARINE RHINOS £10.00

This blister pack contains 6 Space Marine Rhinos, designed by Martin Footitt.



LEMAN RUSS TANK COMPANY £20.00

This boxed set contains 9 Imperial Guard Leman Russ Tanks (right) and 1 Leman Russ Vanquisher Tank (left), designed by Mark Bedford and Tim Adcock.



IMPERIAL GUARD ARTILLERY COMPANY £20.00

This boxed set contains 6 Basilisks (left) and 3 Manticores (right), designed by Mark Bedford and Tim Adcock.



IMPERIAL GUARD HYDRAS £8.00

This blister pack contains 3 Imperial Guard Hydras, designed by Mark Bedford and Tim Adcock.



IMPERIAL GUARD DEMOLISHERS £8.00

This blister pack contains 3 Imperial Guard Demolishers, designed by Mark Bedford and Tim Adcock.

These models are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.gamesworkshop.com/storefront

All our Specialist Games have great websites full of free downloads, resources and up-to-date news! Check them out at: www.specialist-games.com

CODEX ASTARTES BATTLE COMPANY £12.00

This boxed set contains enough individual models to make 32 stands, such as the following: 24 Tactical Marine stands and 8 Assault Marine stands, designed by Bob Naismith and Aly Morrison. If the players wish, the models in this box can also be used to make Devastator stands.



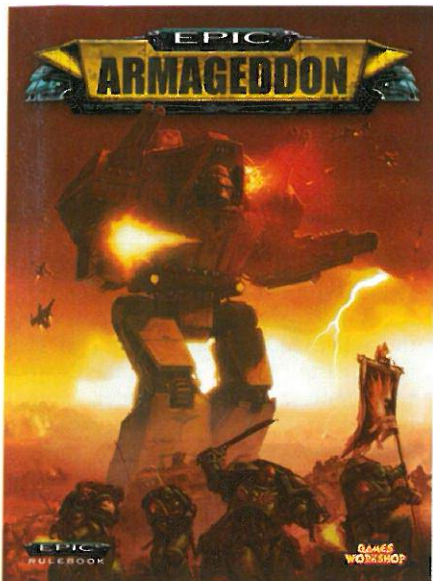
IMPERIAL GUARD INFANTRY COMPANY £12.00

This boxed set contains enough individual models to make 36 stands such as the following: 24 Imperial Guardsmen stands, 4 Ogryn stands, 4 Imperial Guard Sniper stands and 4 Officer stands (can be any combination of Supreme Commander, Commander or Commissar), designed by Bob Naismith and Aly Morrison.



IMPERIAL GUARD CHIMERAS £12.00

This blister pack contains 7 Imperial Guard Chimeras, designed by Mark Bedford and Tim Adcock.



EPIC: ARMAGEDDON RULE BOOK

The Epic: Armageddon rulebook by Jervis Johnson is released this month. The 192-page book is in full-colour, and contains the full rules for the Epic game system, and army lists for Space Marine, Ork and Imperial Guard armies. See Jervis' article later on in this issue of White Dwarf to find out more about the game.

EPIC: ARMAGEDDON RULEBOOK £25.00

Denmark kr 250.00 Sweden kr 300.00
Euro € 35.000

ORK WARBAND £12.00

This boxed set contains enough individual models to make 44 stands such as the following: 24 Ork Boyz stands, 8 Gretchin stands, 4 Stormboyz stands, 4 Kommandos stands and 4 Ork Nobz or Ork Warboss/Boss stands, designed by Bob Naismith and Aly Morrison.



EPIC OBJECTIVES £7.00

This blister pack contains 3 Epic objectives, designed by Dave Andrews.



ORK FIGHTA BOMMERZ £8.00

This blister pack contains 3 Ork Fighta Bommerz, designed by Dave Andrews.



ORK BATTLEWAGONS £8.00

This blister pack contains 5 Ork Battlewagons, designed by Mark Bedford.



ORK GUNWAGONS £8.00

This blister pack contains 4 Ork Gunwagons.



ORK BUGGIES AND SCORCHAS £8.00

This blister pack contains 6 Ork Buggies and 2 Ork Scorchas, designed by Norman Swales.



IMPERIAL REAVER TITAN - MARS PATTERN... £15.00

This box set contains 1 Imperial Reaver Titan, designed by Jes Goodwin.

This model requires assembly.



ORK GARGANT £15.00

This box set contains 1 Ork Gargant, designed by Dave Andrews.

This model requires assembly.

PRICE LIST

Epic Battle Markers, Order Dice and Bases are also available (not pictured). See below for prices.

EPIC BATTLE MARKERS £6.00

EPIC ORDER DICE £6.00

EPIC BASES £6.00

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

This month, Ant Reynolds and Phil Kelly combine to explain what the mad Skaven scientist Throt the Unclean is up to as the dread Archaon makes a deal with the foul Clan Moulder...

CHAOS BELOW

The Storm of Chaos approaches...

The aura around the looming warrior was palpable, a crackling halo of pure power that made Thegan's blood-matted beard and long braided locks bristle with static. The Lord of the End Times stalked toward him, each footstep like the blow of a hammer. The frosted tundra under his feet cracked and writhed as if in pain at his touch, and groaning spirits howled and shrieked in the breath hissing from his helm. Thegan, a chieftain of the north who had killed a troll with his bare hands and razed countless Empire settlements to the ground, found himself shuddering in fear like a newbornling.

His master's gaze fell upon him. Thegan fell to his knees.

"You have displeased me for the last time. I have a new destiny for you, Thegan Jageresson."

Archaon leaned in close, the single, unblinking eye on his helm boring into Thegan's own, and the darkness took him.

expire. The masters of this foul art however are skilled in balancing the use of warpstone and physical alterations, and are able to make hideous living killing-machines that are much sought after by wealthy Skaven warlords.

The most famous of all the Master Mutators of Clan Moulder is Throt the Unclean, a corpulent and utterly insane genius.

The lands around Hell Pit have been very active of late, much to the irritation of Throt. Nothing incenses Throt as much as having his experiments interrupted, and his work has been interrupted frequently of late. Never the most stable individual even at the best of times, Throt's helpers live in terror of his anger (which often ends in one or more of them being consumed by the bloated Skaven, or one of his latest creations).

First there was the interruption from the Orc Warlord Grimgor Ironhide. The Black Orc led his 'Ard Boyz deep into Clan Moulder tunnels, slaughtering thousands upon thousands of Skaven who hurled themselves in front of the advancing Orcs. Deep underground, Grimgor cut his way through the tide of Skaven, and drew nearer and nearer to Hell Pit itself. Throt was forced to put aside his experiments (he had been delving further into his studies of swapping the brains of unfortunate and unlikely creatures, as well as amusing himself by attaching all manner of off-cut appendages and limbs to small, furry animals). He certainly didn't want Grimgor and his brutish minions to stumble upon his laboratory, and the Orc was drawing perilously close. In a rage, Throt unleashed his most fearsome mutated Rat Ogres against Grimgor, massively muscled creatures with countless rusted metal 'improvements' roughly grafted into their flesh and bone.

Not long after the threat of Grimgor had passed, and Throt had settled back into his experimentation regime, than another interruption fractured his concentration. Attacks from the Chaos worshipping denizens of the north had always occurred, particularly from the reckless and brutal Baersonling Norse tribes. However, the attacks had started to become alarmingly common, and attacks from other tribes less known to

the Skaven also began. As the months passed by, it became apparent that the tribes of Chaos were massing, preparing themselves for something. The High Pass to the east was overrun with the Chaos worshippers, and Clan Moulder barricaded the tunnels leading into their strongholds, readying themselves for attack.

As the sun fell each night, the Skaven would erupt from their tunnel depths, and fall upon the marauders encamped nearby in an effort to drive them away. Not ones to back away from a fray, the brutal northern warriors responded with violent attacks of their own, after they discovered several of the Skaven's hidden entrances to their tunnel complexes. Not one who particularly cares for his minions, but adamant that he was the only one allowed to kill them, Throt readied himself to attack.

Throt drafted in a number of Skaven Warlords to fight with him, intimidating them into subservience. Gathering legions of his mutated experiments, both successful and not, Throt marched to the surface.

These monstrosities fell upon the Baersonlings and their darker allies, ripping and rending a bloody swathe through the northern warriors. Following close behind were rank upon rank of Throt's own Rat Ogres, the most ferocious and vicious of their kind. Alongside them were hordes of Moulder Clanrats, scuttling swiftly down upon the bloodied Chaos forces. The Chaos worshippers pulled back to regroup, even as the Skaven descended once more into their cavernous realm.

Both sides were bloodied, and a standoff of sorts occurred. On one dark night, a pair of heavily armoured and powerfully built sorcerers of the Dark Gods sought to speak to Throt the Unclean. He allowed them safe passage to his underground lair, though thousands of malicious red eyes tracked their progress.

The sorcerers appeared unaffected by the horrors of Throt's lair. They strode past creeping, tentacled creatures and spider-legged human heads that screamed obscenities without balking, and calmly brushed oily black slug-rats off their gleaming black armour. They claimed to be emissaries of the Lord of

Far to the north of the Empire, beyond the lands of Kislev, lies the dreaded Troll Country. This land is filled with all manner of twisted beasts and hideous monsters, for it is close to the shifting border of the Chaos Wastes, and mutation is rife. Deep below the mountains on the northern edge of the Troll Country lies Hell Pit, the lair of one of the Skaven Greater clans -- Clan Moulder.

Clan Moulder are particularly wealthy, for they are the masters of mutation who sell their living creations to the other clans at great profit. The mountains and plains around Hell Pit are saturated with warpstone, and it is this glowing, green substance that is the key to Clan Moulder's success. In recent months, the warpstone around Hell Pit has been found to have become particularly potent, glowing brighter as if the entire area was being filled with increasing waves of power.

Clan Moulder uses warpstone to create the horrific abominations for which they are famous, though it still takes a Skaven of particular genius to create a creature that is not just a mewling heap of flesh. Most creations end up living for only brief hours, screaming incoherently in pain and anger before their pitiful lives

the End Times, the dread Archaon. Throt listened suspiciously, muttering to himself the entire time, his cunning mind working out what could be gained from them before he slew them. He was roused from his diabolical thoughts however, when one of the sorcerers mentioned a pact – as a symbol of sealing this pact, Archaon would gift Throt with one of the Marauder tribes who had failed him in some way. The sorcerers said that Throt would be allowed to do what he pleased with the tribesmen, and their bestial followers, and at this he was overcome with sudden glee.

The chance to experiment on new subjects appealed to Throt's greed, and he gladly entered into a bargain with the sorcerers. And so it came to be that the Skaven of Clan Moulder and the forces of Archaon became allies, and the attacks ceased. Since that time, Throt has been thoroughly engrossed in new experiments. He has created a number of new creatures and hundreds upon hundreds of failed ones, which are added to his Abomination shock troops.

Throt has found the tribesmen to be very good subjects, for they are of Kurgan stock, and particularly hardy warriors. More resistant to the mutating effects of Chaos (and as such, warpstone) than other humans, Throt has discovered that he can use higher quantities of the glowing substance on them without them expiring, and as such he has managed to conduct ever more extreme mutations. Some believe that he has even begun working on twisted man-things with long, blackened metal claws allowing them to scale cliff faces, and grotesquely distorted beings that are a mix of human and rat-ogre, metal blade and bubbling flesh. He has moulded the vicious warhounds of the tribe with Giant Rats, to create massive rat-hounds. Easily capable of running down large prey, the rat-hounds have proven to be more intelligent than either of its parent stock, and easily trained to fight.

Archaon also saw to it that several cages of hideous beasts of the far Northern Wastes were gifted to Throt, and with these he has finally completed a major

project that he had been working on for years – a giant, tunnelling creature of hideous proportions and temperament. Though he was at first upset to be parted with this creature, for he had developed a particular fondness for it, with some encouragement he has since sold it to the adepts of Clan Eshin. What that clan has planned for this burrowing beast, Throt neither knows nor cares.

Even more disturbing, one of Archaon's sorcerers has stayed with Throt, and together they have succeeded in blending dark magic and warpstone mutation. By binding the essence of a daemon within the frame of a Rat Ogre, a new batch of possessed creatures has been birthed. With the brute strength, speed and cunning of the Rat Ogre and the daemon's intelligence, infernal power and hatred, this is a truly dangerous foe for the enemies of Archaon and Clan Moulder. It will not be long before these foul creations find their way into the armies of Clan Moulder, and possibly even into the forces of Archaon...



Throt the Unclean meets the two emissaries of the Lord of the End Times

Thegan groaned and forced his eyelids open. The pain where the chains bit into his wrists had become an ever-present, dull throb, and blood, both dried and fresh, coated his arms. The muscles of his shoulders were torn and ripped, and his shoulders had long been wrenched from their sockets, for he had been hanging here in the darkness, deep underground, for what felt like an eternity.

He desperately tried to focus through blood-crusted eyes at the demented scene before him. Rank upon rank of his comrades hung in the shadows with their arms chained to the stalactites forming the ceiling of the dank cavern. Many of them had their heads tilted back to catch cold drips of condensation, the closest any of them had to nourishment barring the occasional vermin that crawled into their mouths at the promise of a warm lair.

As his eyes adjusted to the light, Thegan could see past the fly-covered body of his trusted lieutenant Gorga. The cavern flickered with a grey-green light. In the shadows, two armoured silhouettes guarded the entrance to the noisome cavern. But close at hand...Thegan's aching eyes widened involuntarily as he took in the gruesome scene arrayed before him.

A misshapen, grossly overweight figure was labouring hard over two of his men. He could tell it was his blood-brothers, Janse and Bjaerse, by the tattoos of brotherhood on their shackled arms. His own had long since been obscured by dried blood. What the cackling figure was doing Thegan had no idea, but by the gristly

cracks and snaps he knew it could not be good. A fat, bristled tail with misshapen bulges smacked the floor repeatedly as the creature worked. Surely it was too large to be a Skaven, thought Thegan, an instant before it turned away from the blood-slicked slabs.

There lay the bodies of his brethren, with the insides of their skulls open and exposed to the putrid air. The revolting Skaven-thing that held their brains in two of its three hands chattered with a feverish intensity, thick strings of grey drool lacing from its pointed tongue as it tasted their juices. A third hand snaked out and blindly but deftly opened a pair of jars, the corpulent rat-thing turning and plunging its grisly trophies into the dirty water inside with a splash. Within seconds, it had retrieved two walnut-sized lumps like dried fruit from the slab that it pushed roughly into his warrior's red-black craniums. The victims vanished behind the thing's bulk once more, and the bloated beast's arms twitched as it busied itself, a blunt needle rising and diving. Thegan could just about make out its manic ramblings.

"One-two, stitch and snatch, new-minds for all, snatch and stitch and set and soon."

The grotesque creature grabbed the jars and scurried out of Thegan's field of vision, and Thegan could see that his comrades had the tops of their heads reattached. Bright red blood mingled with faintly-glowing green fluid, dripping from the filthy slabs they lay upon into the insect-infested matting that covered the floor of the cavern. Out of sight, he could hear splashes and the shrieking of a bone-saw as the rat-thing started work once more.

Two armoured figures pushed their way from the shadows into the light, one kicking out at something that was all mouths and flabby skin as it chanced a bite.

Thegan's heart leapt to see they were clad in baroque, twisting Chaos armour, each holding a massive helm rendered in the likeness of a beast. They both bore the mark of the Sorcerer upon their faces. The pain ebbed for a second as Thegan realised his ordeal was at an end. Now the rat-thing would see true power.

"We have no time for these indulgences, Moulder," growled the taller of the two, "our master would see your so-called 'shock troops' in practice before the month is out."

"Patience, patience, Throt's pets need time, need loving care, hmm?" crooned the rat-thing. The Skaven nibbled upon a severed hand retrieved from the recesses of its filthy rags and threw the remainder to a caged mutant the size of a barn, giggling as the thing's maw snapped and drooled.

As the implications of the exchange slowly sank into

Thegan's addled mind, his hopes sank and darkness gripped his heart once more.

"Soon you'll see, saw and snatch and swap and sew and set, it works, it works, my pretties! It does...hmm..." the mutant sidled up to the sorcerer, a good two feet shorter but more than making up for it in girth. Throt's third arm absentmindedly produced a pair of dented callipers, the warpstone that replaced his lost eye glinting, and raised it towards the sorcerer's bald head. The bullish figure swatted the taloned hand away and loomed over the Skaven mutant.

"Prove this now and I will not punish you for your impudence."

"Hee hee, threats, threats!" gibbered the Skaven, stepping heavily from foot to foot. "Here, in my lair, a threat! Throt likes you, yes-yes. Perhaps my pets like to play with you too, hmm? Now, you watch."

Thegan watched the master moulder retreat to the shadows once more, his head aching at the thought that Janse and Bjaerse were undergoing some terrible torture.

From the shadows, the vile Skaven pulled a rusted lever, and the laboratory erupted into bedlam. Sparks flew and mutants bellowed, screamed and bawled as the floor came alive with vermin and scurrying things that had no right to be alive.

The slabs, now electrified, brought their slumbering occupants to life with a strangled yelp. Janse and Bjaerse spasmed and fell from the slabs heavily before rearing up, teeth bared in an expression of pure animalistic fear. They yelped and growled like dogs, ripping long strips from each other's flesh with hands formed into bloody talons. Throt lashed out with a cruelly barbed whip, herding them into an open tunnel. "Go now, play with the other pets... find the surface if you can, and feed, yes..." crooned Throt as he closed the iron door to his laboratory once more.

"And for this, we supply you with our best?" said the taller sorcerer, his mailed fists clenching.

"No, no-no-no," said the Master Moulder, shaking his scarred snout, "for this, yes-yes, for this..."

Throt pulled heavily on a chain, and a pair of looming, monstrous rat-beasts, their wrinkled hides covered in gnarled sores and matted hair, staggered into the light. Long, bony protrusions jutted from their forearms and shins, to which crude metal blades and barbs had been bolted. A thin gruel of blood leaked from a thick red line running from temple to temple, interrupted by rough stitching. As they came forward, the beasts examined their massively muscled forms with dim expressions of confusion etched on their long, jagged snouts.

"Rrr...rrraaagh...rrrot...rot hafff...rot haff ou don to usss?" hissed one of the foul apparitions. Thegan cried out as realisation of what had become of his friends' minds dawned, but his voice was drowned out by the demented cackling of his captor.

It was his brother. It was Bjaerse.



THROT THE UNCLEAN

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

Throt is one of the most powerful Master Mutators within Clan Moulder. He can be taken as one of your Lord choices. In addition, he also uses up a Hero choice. He must be used exactly as presented here and may not be given any additional equipment or magic items.

Cost: 285 points.

Weapons: Throt wields his Creature-killer, a whip and a hand weapon.

MAGIC ITEMS

Creature-killer

The Creature-killer is a special implement designed by Throt himself which he uses to capture and kill all manner of foul creatures to be used in his twisted experiments.

The Creature-killer gives Throt the Killing Blow special ability, as detailed on page 112 of the Warhammer rulebook. However, this magical weapon may also be used to deliver a Killing Blow to creatures the size of an Ogre, such as Minotaurs, Trolls and Kroxigors. It may not be used on monsters larger than Ogres, such as Dragons, or against Swarms. The Creature-killer requires two hands to use, but as Throt has three hands, he may still use the weapon and his hand weapon or whip to gain one extra Attack. This gives him four Attacks with the Creature-killer and one normal Attack which does not have the Killing Blow ability.

Warpstone Charm

This item allows Throt to re-roll any single dice roll once during the game.

SPECIAL RULES

Master Controller

Throt holds his position of authority within Clan Moulder through a mixture of fear, respect and brute strength. Skaven cringe under his crazed gaze, and fear the touch of his accursed whip.

Any Clan Moulder unit within 6" of Throt may re-roll any failed Psychology test. In addition to this, if Throt is not your army's General, any Clan Moulder unit

(Rat Ogres and Giant Rats) within 6" of him may use his Leadership for any Leadership test they take.

Dominator

The whip of Throt the Unclean is rightly feared amongst his clan, and his skill with it is unparalleled.

When Throt is in the rear ranks of a unit of Giant Rats or Rat Ogres, he can make four Strength 4 Attacks with his whip instead of the one normal Strength 5 Attack. Note that attacks with the whip do NOT benefit from the Killing Blow ability.

Ravenging Hunger

Throt is consumed with constant hunger and if he does not feed

frequently, his system will run rampant through him, eating him away from within.

Throt and any unit he has joined may never pursue a fleeing enemy they have broken in combat, as Throt stops to feed on the corpses of the fallen.

Warpstone-Fuelled Constitution

Throt has conducted a number of experiments on his own body, resulting in his heightened strength and recuperative abilities.

Throt can Regenerate, as described on page 113 of the Warhammer rulebook.



Creating an army is a fun and intrinsic aspect of the Games Workshop hobby. Paul Gayner presents a host of ideas for creating themed armies and describes how he created his own Night Goblin merchant's force.

THE NARRATIVE APPROACH

Building themed armies in Warhammer

For me, a good game of Warhammer has two crucial ingredients – some interesting tactical challenges and a sense of story – and what really makes a battle enjoyable is when two armies take on a bit of personality, a bit of a life of their own. We've all played games when the armies stop being just a series of entries in an army list and start to become real, with their own background and their own reasons for fighting and winning. With the new scenarios in the 6th edition Warhammer, such as Last Stand or Flank Attack, and a couple of bits of interesting terrain, it is far easier to imagine armies clashing for a purpose, and a simple game suddenly becomes an exciting and evocative story – perhaps it's a last ditch attempt by the heroic Imperial defenders to stop Beastmen marauders overrunning a valley full of vital supplies.

What I want to look at here, though, is not the terrain or the scenario, which cannot always be changed, but how the armies themselves can be shaped to suggest stories which can turn even a very ordinary Pitched Battle into a memorable clash between characterful forces.

Themed or narrative armies are on the increase, and with good reason. Have a good look in the pages of White Dwarf at any of the recent featured tournament armies and you'll usually find that the models suggest a clear theme or idea. It

could be something as simple as having each unit share the livery or markings of a particular count or noble, making the army his personal bodyguard, or it might involve complicated conversions and major changes to the army to suggest something a bit more radical.

The idea of a theme is to add a unique flavour to the army you are collecting; to personalise it and make it stand out from the crowd, to make it come alive with a bit of its own personality, and to pass this on to the games in which you play with them. This army is not just any run-of-the-mill Dwarf army, it's Blacktooth Burnison's ultra-traditionalist, gunpowder-free, no-nonsense Second Longbeard Division. The horde of green smelly death noisily drawing up battle lines on the other side of the battlefield isn't just a typical Orc rabble, it's the hated tribe of the Knee-Splitterz; a hundred screaming Savage Orcs, cheering on their prized Savage Orc chariots. When these two armies clash it will be a lot more interesting for the players, and as the battle unfolds the armies will start to tell their own story. Some units will get a reputation for bravery and success against the odds, while others will become infamous as the first to turn tail and leg it off the battlefield in any circumstances (more on this in my Night Goblin army later!)

Playing with a detailed, themed army requires some extra effort on your part

to invent a background or theme to fit your army, and to try to reflect it in the models, but the extra rewards make it well worthwhile. It forces you to think creatively about your background and your army choices and it gives you inspiration for modelling your characters and units. Most importantly of all, when two detailed, characterful armies take to the battlefield you're guaranteed a memorable game. Over time, fate and the dice gods usually have their own say in the reputations of your beautifully-detailed characters, and your army will accrue a personality of its own which makes games more fun, and provides ample reward for the extra hours spent modelling or inventing background.

IDEA

The alternative army lists in the back of the Warhammer Armies books are good examples of themed armies, although you don't need to deviate from the official army list to create your army. The place to start is to get an idea.

Ideas come from just about anywhere. Reading the background section of the most recent army book for your army is a logical place to start, but don't stop there; plunder everything you can. At this stage, you're not looking to lift complete, complicated ideas so don't worry about taking the best bits from all your favourite sources. What you're looking for is to capture the feel of an idea that interests you.

The mighty horde of Ma the Grub wages war against the Dwarfs of the Kazag Bolg Expeditionary Force intent on ransacking his merchant caravan.



For example, I got the idea for my Night Goblin army while re-reading the 5th edition Orcs & Goblins army book. I had already played a few games with the Goblinoids, and I knew they were going to be great fun, but I didn't know what sort of army interested me – Orcs, Goblins, or a mixture of the two – and I hadn't painted anything yet. I found a passage in the book which appealed immediately. The entry for common Goblins described a grinning horde of greedy, bickering Goblins, herding all sorts of bizarre captive monsters ahead of them, accompanied by ramshackle, lumbering carts piled high with junk and scrap. This was the image that gave me the idea for a travelling all-Goblin army, trading the sorts of things only Goblins would want with the other tribes in the mountains. Jim Henson's brilliant and hilarious Goblin creatures from the film *Labyrinth* gave me further inspiration, especially when it came to thinking about characters and what the Goblins would be like together. A preview photo of the new plastic Night Goblin miniatures had just appeared in White Dwarf and I thought they looked like everything a Goblin should be – small, funny and cunning – and they reminded me of the pint-sized scrap merchants from *Star Wars*, the Jawas. It followed that a particularly tyrannical, greedy merchant would lead the army. All that remained was to add a name from one of my favourite books, and Ma the Grub's scrap caravan was born.

THE ARMY LIST

Now you know where the army is going, the next step is to think about what units are going to be in it. Dig out the army book and have a look at it from the point of view of your newly decided theme. If you're already used to using an army drawn from the same list, it's probably time to change a few things,

This Giant Spider is one of Paul's 'chariots'. Using a monster to represent a war machine is a great example of a narrative twist players can employ in their own armies.



and if you don't like that sort of thing, then be brave. The main part of your army is made up of units, so we'll look at those first.

First off, decide which units you really need to include in order to maintain the theme. Think of your army in different tactical situations – on the march, guarding a ridgeline, being ambushed by rampaging hungry Squigs – and try to think as the imaginary army commander, not as a player with an army list. Which troops would they not be without under any circumstances? Your Savage Orc horde isn't much of one unless it's got a couple of big units of Savage Orcs in it, and besides, how would you persuade them to stay away from a good fight? These choices should be at the heart of your army list.

Once you've settled on the main units, think about what you think the troops would bring along with them, as well what you like to field in games to support them. A couple of Boar Chariots for the biggest Orcs to ride in and for

the foot-sloggers to scream at and cheer on, of course, and maybe a unit of Boar Boyz. Keep your additions in character with the rest of the army you've got in mind, and you should now see your force taking shape nicely. You've just made your secondary choices.

Lastly, be ruthless in pruning away those units you don't need or that don't seem to fit into your chosen theme. The no-gunpowder, super-traditionalist Dwarf army is not going to be enhanced by a game-winning, panic-causing Flame Cannon – put it away. A Savage Orc horde will probably look better without the killer Black Orc that looks so tempting in the army list, so try it. Think about these changes from the troops' point of view – when faced with some young whelp engineer with his latest crazy invention, a Dwarf clan from a traditionalist hold, still wearing their centuries-old ancestral armoured trousers, might at best refuse to give it any room in the battle line-up, or at worst take a hammer to the wheels. Orcs are noticeably less polite and get on



I'M STILL STUCK FOR AN IDEA...

Films and books often provide more than enough inspiration to get you started. Other good starting places are past White Dwarfs (especially ones with tournament or Golden Demon coverage), old army books, unpainted models you may have lying around... but what happens when they just don't work? Here's some other good starting places to get your brain moving...

WHAT IF?

Think of an inherent feature of the army that you're considering. Now imagine what the army would be like if you took it away or reversed it. This can help come up with some interesting ideas – what if your Goblin crowd was not a noisy rabble but a disciplined, well-drilled mob which kept Orc slaves to do its dirty work? What if your Dark Elves weren't actually that evil at all, simply Elves exiled from their home and living as reavers and pirates to survive? What would happen to a Dwarf force if they were denied the refuge and base of their hold, and were forced to be constantly on the move and living (gasp) above ground and out of tents? Changing one of the central tenets of a force can sometimes put things in a fresh perspective.

I'VE GOT TO HAVE THEM...

Sometimes seeing a new set of models is enough to set the cogs turning. If you're head over heels with, say, the Ironbreakers but you're not really bothered about the rest of the Dwarf range, then why not think about a small Dwarf tunnel-running team composed almost entirely of Ironbreakers, with only a couple of other units in support? Sometimes trying to avoid models that you don't like can be just as interesting – why not convert some of the basic Dwarf Warriors into Ironbreakers yourself?

IT'S JUST NOT LOGICAL, CAPTAIN

Occasionally you might find something in the background of an army that you're just not happy about, or that you don't think makes sense. You could whinge about it, or you could apply the golden rule: change it. Not happy that all Dark Elf mages are supposed to be Sorceresses? Start your army with a cabal of male sorcerers, and their bodyguards. Or perhaps you just can't understand why Black Orcs don't rule every Orc tribe... try it out, with a frustrated Black Orc Warboss and his elite dark-skinned Boyz forever holding detailed battle-planning

sessions, only to see it all go up in smoke as the first 'normal' Orcs start singing rude songs about each other and forgetting 'da plan' at the worst possible moment...

A CHANGE IS AS GOOD AS A REST

It's possible to get sick of playing in the same style again and again. Examine the army that you play with the most, and then think about what would contrast most strikingly with it in terms of tactics, models, atmosphere, etc. Fed up of tight-lipped High Elves? Go for the lowdown treacherous Skaven hordes. Always on the wrong end of psychology tests? Have a go with the brain-dead, crumbly Undead and watch your enemies do the running for a change. It's possible to get a completely different army out of the same army book, of course... For a break from the huge, slow blocks of infantry that make up my Night Goblin horde, I'm currently building an all-Wolf Rider army, backed up by half-a-dozen Wolf Chariots. They're still Goblins, they're still green, but there's not a Fanatic or a pointy hood in sight and they're a totally different tactical proposition entirely. Plus when they're finished I'll be able to field an absolutely huge Goblin army...



From White Dwarf 264, Darren Ivey's Vampire Counts army is based upon a Norsca Strigoi Vampire with a heavy Norscan theme. The Necromancer maintains the feral aspect of this horde and even the Ghouls are parodies of the Strigoi Vampire at the head of the army.



From White Dwarf 265, Jeppe Danning's Lizardmen force. This fully-converted army is themed around Lizardmen that have succumbed to the deadly plagues of the Skaven and have been mutated and warped by the experience!



Roger Smith's Empire army from White Dwarf 278 is based upon an Engineer force. A proliferation of black powder weapons combined with a strong colour scheme helps compound the theme of the army.

badly in 'mixed' company – somehow the image of a well-ordered troop of Black Orcs sitting in rows buffing their armour while their Savage Orc cousins do bone-dances around the fire behind them just doesn't seem right...

It can seem at first that a 'themed' army is too restricted to be as effective as an army chosen freely from the list, but there are two reasons why this needn't be the case. Firstly, if you choose to focus on a particular type of unit you will quickly learn how to use it well, and you may find that other armies find it

surprisingly difficult to cope when faced with a strongly themed army. Imagine the look of terror on your opponent's face when he sees not one but six Goblin Wolf Chariots tearing towards his previously very confident missile troops... Secondly, with a bit of imagination it is often possible to convert a unit from the main list into something which fits in fine with your new theme. An all-Zombie Undead army, lacking in any serious infantry power, seems a bit stranded. A unit of rock-hard Wight Grave Guard would stand out, but

a unit of converted rotting Zombie Guard would fit the theme perfectly, as well as providing the inspiration for a centrepiece unit, and a great test of your modelling skills. A unit which has been 'adapted' to suit the overall look of the army can be the visual focus of the whole force, and can be great fun to model. Themed armies can be a challenge to play with at first, but with practice they can be just as effective as their mainstream counterparts, as well as looking stunning on the tabletop. What more can you want?

MA THE GRUB'S MERCHANT CARAVAN ARMY

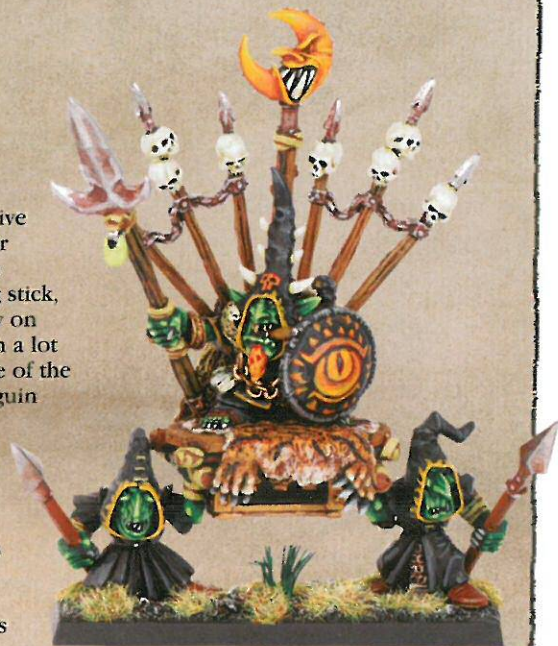
Paul: Once I had decided that Night Goblins were going to be the focus of the army, it certainly narrowed down my choices! The Orcs & Goblins Armies book has one of the biggest selections of troops around, though, so I still had plenty to choose from. Goblins get more courageous (!) when they outnumber their enemies, and I knew this lot would need all the extra courage they could get, so I painted a hundred of them pretty much all in one go (I never want to paint another rank-and-file Night Goblin in my life again. Ever). These tend to get split up into a vast unit of 60 (Ma feels nice and important leading this mob), and two units of 20. One of the smaller units has bows, just for a bit of variety, and all three usually have Fanatics, as these loonies are far too much fun to leave at home.

As Night Goblins were supposed to be running the show, I didn't want any Orcs in the army – I just can't see them taking orders from Gobbos. Goblins love to have someone even smaller than they

are to boss about though, so a unit of Snotling slaves seemed like a perfect choice – these little critters could also represent the supply train that the Goblins were protecting until I got

MA THE GRUB

Purveyor of Rare and Unusual Goods; Scrap Merchant Extraordinaire; Winner of the Fat Eye All-Goblin Drinking Contest five years running; Chief Arsonist of the Cripple Peak Alliance. Evil, greedy, malicious, inventive – what more could you ask for from a Goblin? Rules over the caravan with cruelty and a big stick, with one beady eye constantly on turning a profit. I think of him a lot like Jabba the Hutt, with some of the absurd splendour of The Penguin thrown in. I've used bits of countless other models to make him stand out, and his rather rotund look comes from the body and legs of an old plastic Dwarf (Goblin toes though). Important Goblins don't get bigger, like Orcs do, they just get fat, and Ma, in his own mind at least, is very important.



around to building any specific extra models. To add to the look of large, ponderous blocks of foot troops and to look important next to the huge unit of Gobbos, I made this a real horde of nine bases.

Ma and his boys never go anywhere without war machines and monsters – when you're one of the weediest creatures the

Old World has to offer, it's a lot easier to feel enthusiastic about getting within poking distance of the enemy if they've already been shot to bits and scared witless by something huge and terrifying. In came a trio of Hag Trolls, painted in suitable midnight tones, with fur and tails to emphasise the fact that they are treated by the Goblins almost like animals, herded forward to cause as much trouble as possible, usually to the enemy. I also picked a Giant as I knew it would be a focal point for the army, towering above the tiny greenies, it would give me loads of opportunities to convert something interesting, and Giants are great fun to have on the battlefield! Plus, the Gobbos could assign any really nasty jobs to him and feel happy in the knowledge that they had someone enormous, and very stupid, to do their dirty work.

The final choices were the war machines – two Spear Chukkas and a Rock Lobber, perfect for showing a bit of Gobbo 'technology' at its finest. Even though both are crewed by common Goblins, I didn't feel this made any difference to the feel of the army – either Ma is happy to employ a few of his overground cousins to operate the machines, or no one's noticed. The Rock Lobber eventually finished up as a 'Squig Lobber', mainly because after I started to convert the model I didn't want to stop.

Paul's awesome two-headed Giant and bizarrely ferocious-looking Squig Hoppers are very characterful units in his army and fit in with the theme of the Night Goblins herding a vast array of monsters into battle.



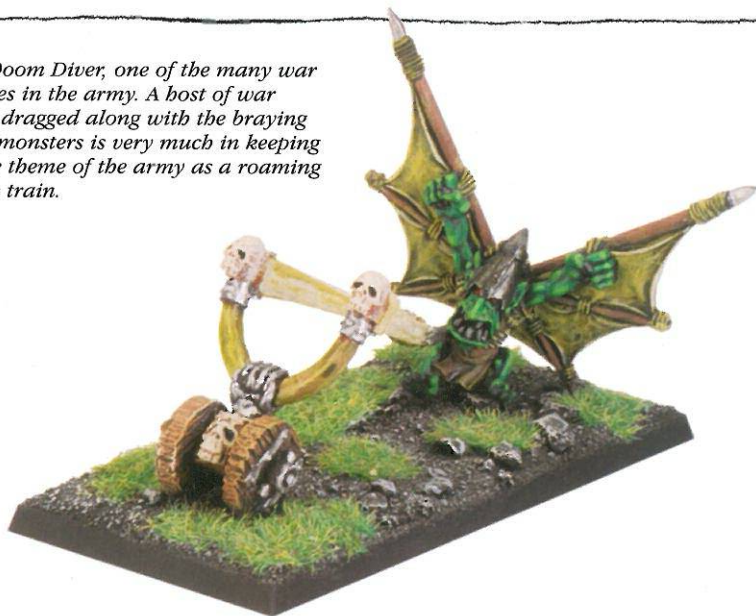
This is the usual composition of my Night Goblin army. Since finishing it I've added several other things, to give a bit of flexibility and to try out new options, but I've always kept to the theme of the scrap caravan. Current and future additions include a couple of mobile Doom Divers, a very dangerous-looking Squig Herd (more monsters!), a couple of Squig Chariots and some Scrap Riders – Goblins riding junk-laden Cold Ones. It's hard to stop adding to an army once it's done!

CHARACTERS

From the point of view of the story behind the army, characters are one of the most important things that your army needs. All good armies need an impressive leader, and they provide superb opportunities for conversions and your best paint jobs. First things first, you've got to come up with some interesting ideas for characters.

If you haven't already got a good idea of a character, spend a while thinking about who might logically lead the force that you've created. The artillery-heavy Empire army might have a powder-scarred eccentric genius at its helm, or else perhaps a weary Elector Count who just can't stand the constant noise of his own cannons... A Skaven raiding force with plenty of slave-tails to throw at the enemy might be led by a refined Clan Eshin diplomat from far Cathay who uses them to avoid getting blood on his robes, or it might have been assigned to a veteran Stormvermin Fangleader who

Paul's Doom Diver, one of the many war machines in the army. A host of war engines dragged along with the braying mob of monsters is very much in keeping with the theme of the army as a roaming baggage train.



This Giant Scorpion is another of Paul's 'chariots'. Using a monster maintains the strong narrative theme of the army.



Paul's monstrous Hag Trolls are based upon River Troll models but have been given green fur and tails to emphasise their animalistic nature.



IT ALL LOOKS VERY GOOD ON PAPER BUT....

Now that you've done the brainwork, it's time to let some of your bright ideas show themselves on your models. One of the best reasons to come up with a theme for your army is because of the ideas it gives you for modelling projects, and you don't need to be the next Slayer Sword winner to make a few eye-catching changes to your army. Personalising your models can range from spending hours painstakingly converting a new figure and sculpting on extra details, to simply using a model to represent something that it doesn't normally.

To do your characters justice they need a name and a personality. Thinking up titles for them can be fun, too, and sometimes helps to convey the esteem in which they are held (if only by themselves):

Hooligan Tuesday: Philanderer Supreme, Chief Warlock of the TallowGoblin Three. Sold to the caravan by a Goblin Warlord fed up with his 'indiscretions' in the tribe harem, Hooligan likes to think of himself as Ma's right-hand Goblin. He doesn't have any influence with the fat old toad, but he tries hard. Thinks of himself as suave and sophisticated,

and accompanying all his spells with puffs of unnecessary green smoke to impress the ladies. Short, bald, and reminds me a bit of Paul Daniels. The model is unconverted, but I went to extra trouble to paint on Hooligan's Spangly Hat, a neat magic item that counts as the Dangly Wotnotz.



Innigo, the Spider-born: I wanted to make a model without the comedy look of the rest of the Goblins. A weak, albino Goblin who manifested strong links to the power of the Waaagh! from birth, Innigo was abandoned in a cave system when he caused his tribe's Shaman's head to explode. He was found by a brood of

giant cave spiders who nurtured him, and took him in as their own. To get a sinister feel to the model I used fuse wire for the spidery hair, and hands from the Zombie sprues. He stands out from the rest of the army, which is why I like him. No one really knows how he came to join the caravan, except Ma, and he's not telling...



Merv the Rancid: Merv lacks all ambition, making him Hooligan's ideal apprentice. In complete contrast to Innigo, Merv is a grinning comedy idiot who eats too many of the mushrooms that he's in charge of. Peaceful and happy-go-lucky, and quite pleasant really. For a Goblin.



shows contempt for his charges and, much to the dismay of his superiors, leads from the front!

Whatever you decide should influence the way that your army develops over time. These are the individuals who hold the army together, and it's important to know what they are like so that you can understand what tactical decisions they would make and why the army exists. In some cases you really have to think...

Grobnit the Red, warboss of Ma's Wolfriider allies.



When I was considering my characters, the idea of a Night Goblin Warlord didn't seem right. Cowardly, useless in a fight, needing to be herded forward by their bigger cousins – the idea of a Night Goblin making it to the status of warlord puzzled me. I needed to find a credible reason why some of the weediest creatures in the Old World would band together, ready to fight. The idea of the trading caravan was a turning point – whereas I couldn't see Night Goblins fighting for the fun of it, I could see them doing it for profit, so the idea of a merchant defending his caravan was born. The huge train of clanking carts and scrap wagons would be fairly vulnerable as it travelled through the winding mountain paths and valleys, so the squeaking green hordes would occasionally be forced to stand and fight to protect their precious junk. Meanwhile, Ma the Grub leads the caravan from tribe to tribe, peddling junk at extortionate prices to various Greenskin tribes, making a reputation for himself – and fighting when he can't avoid it.

Once you have decided on the characters you want, by all means go shopping for a few magic items for them that fit the theme and the character that

you've come up with. Try not to go overboard! Does your General really need to carry *Kleeva's Cleaver of Cleavage* and *Warboss Imbad's Iron Gnashas*? Where did he get them? Where is the printing press that your mage used to print off that ringbinder full of *Dispel Scrolls*? Try to pick items that reflect the character you've chosen for your heroes, or vice versa. They're far more likely to have got their grubby maulers on one or two useful trinkets over the years than to be carrying around the most potent combination of magic items to be found in the Old World. Bear in mind that even the most basic magic item is supposed to be rare, and that the more potent ones often have a powerful will of their own – magic items ought to influence the way you think of the character who bears them. Keep this in mind and the selection of magic items can be a lot more rewarding.

When you have been through this process you should find yourself with an army that means something specifically to you. Not only do you know how it is intended to play on the battlefield, but you also know the details of its background, who the characters are, and what the army is about. You probably

won't win any more games with it than you did before, and that isn't the intention – but you should find that playing games with it, win or lose, becomes more fun. In the first games I played with the Night Goblins they got massacred, but it didn't bother me; if anything, losing battles and running away a lot felt like the right thing to be doing with the little pointy-hooded Gobbsos. After a while though, Ma realised things were getting bad for 'business' and started to develop some sneaky tricks – to protect his profit margin of course...

WHAT ELSE...?

Once you've got your army list together and painted your troops, it might seem like there's nothing else to do. Here are a few ideas for other ways to add character to your army.

The Baggage Train: If you like modelling, you might feel inspired to make a few extra non-combatant models, to demonstrate something unique about the army. Some tournament scenarios require the use of a baggage train – a couple of carts laden with supplies, armour, weapons, or civilian hangers-on, to accompany the army on the march. Half the fun is thinking up what sort of supplies, and what sort of cart, would be appropriate for the army – a ragtag collection of stolen 'improved' farm carts for Orcs & Goblins, a regal and impressive carriage for an important Bretonnian emissary, an Undead bone-cart piled with Zombie 'spare parts', or a decommissioned horse-drawn Steam Tank for the ultimate Imperial Gunnery School Engineer. As well as looking great, it can be fun to use these models as objectives in Capture/Ambush the Supply Train scenarios, and you can really use your imagination to come up with something fun and interesting to build. As there aren't really that many civilian models around, this is a good chance to practice your conversion skills. It doesn't really matter what you choose to make, the idea is simply to make something as interesting, characterful and entertaining as possible!

Get Writing: In the UK's Grand Tournaments over the last few years, extra tournament points have been awarded to those players who accompany their armies with a short piece of fiction or background that helps to set the scene for the army. A piece of background fiction can be fun to write and will give you extra reason to flesh out the army's characters with names, histories and personalities.

The Squig Lobber. Converted from a Rock Lobber, this characterful unit is a great centrepiece and source of narrative inspiration.



Scenery: A bit like the baggage train, you can reflect the personality of your army with a few bits of themed terrain to go with it. These can range from simple little additions – add a signpost to an existing stand of trees or terrain piece pointing the way back to the army's home town – to fully designed set pieces, like a Goblin encampment (difficult terrain, soft cover), totem pole (obstacle) and giant mushroom patch (wood, marsh, difficult terrain or pretty

much anything else you like!) Some terrain might even suggest special rules for certain scenarios. For my Night Goblins, I have covered a round flying base in lurid purple mushrooms from the Night Goblin sprue, which I use as an objective marker in Capture the Flag scenarios or any other scenario where a particular location must be taken or held. Ma wants those mushrooms, and he won't stop until he's got them...



The Goblin-drawn baggage train is ideal for an army themed around a merchant caravan.

Here is a list of Games Workshop stores in Belgium, The Netherlands, Poland and Eastern Europe. Each of the independent stockists has a large range of Citadel Miniatures boxed sets and blister packs, as well as boxed games, rulebooks and supplements for Warhammer, Warhammer 40,000 and The Lord of The Rings Strategy Battlegame.

Stores in **red** are Games Workshop stores, while stores marked in blue are Elite stores who stock the full Games Workshop range and offer hobby events and demonstration games.

Stores marked in green are Partnership stores who stock a wide range of Games Workshop products.

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With this month's release of Warhammer Armies: Bretonnia, we thought we would ask the author Anthony Reynolds to give us an insight into its development. He's been rambling on for months about knights, virtues and blessings from ladies to anyone who would listen, so we thought it was best to let him get it out of his system once and for all...

I think one of the main strengths of the Bretonnians is that they appeal to so many people. I'd go out on a limb to say that pretty much everyone who likes Warhammer probably thinks that knights, castles and medieval battles are pretty cool. Even a lot of people who don't know about Warhammer (gasp!) think that castles and knights are pretty cool. Girlfriends and non-hobbyists can appreciate ranks of knights (rather than giggling at funny little green men or asking why that guy has such a long neck – "that's a banner on his back with a skull on top, dear" – this is a true story). Just

Warhammer chronicles

Bretonnian Designers Notes

like the Lizardmen appealed to me because I liked playing with toy dinosaurs when I was little, the Bretonnians appeal to me because I used to like playing with toy knights, and I reckon lots of people would agree with me. Simple as that really. Knights are cool.

Right, now that I have established that fact, on to the latest version of the army book itself. Long before any work was done on the book, lots of decisions about the Bretonnians were made. The things answered at this point included such things as: how did we want to portray the Bretonnians in this

incarnation? What will the miniatures range consist of? Did they need some new troops? What troops needed to be 'reinvented'? Who ate the last pie? Quite a lot of work has gone into this, which is now called the 'Key Design Process'. Sounds impressive, huh?

A DARKER STRAIN OF KNIGHT...

Just flicking through the Bretonnian book, you may notice that Bretonnia seems to be a slightly darker place than it had been in recent years. The peasants look that little bit more hunched, that little bit more, well, ugly



and downtrodden (insert joke about the 'closeness' of peasant families here if you must). The knights are still shining paragons of virtue fighting against the horror of the world, but they are a bit more hardened and gritty than before. The castles look a little more Ghormenghast or Jabberwocky than Disney. This was a conscious decision made early on in the project, for we felt that this fits better with the Warhammer world. Now, no one wanted the pendulum to swing so far that Bretonnian knights were depraved, arrogant and corrupt, but darkening up their lives a little would make them more interesting and able to gel better with the rest of the Warhammer world. I thought that emphasising the contrasts of Bretonnia would really work to carry across the character of the place. The knights make the peasants look even more destitute than before, and the peasants make the knights look even more saintly and heroic. This is beautifully shown in the artwork in the book – the artists really have outdone themselves once again.

WHO ARE THE BRETONNIANS ?

Bretonnia is a land of knights and peasants, with the focus of the army being the devastating charge of the knights, supported by units of peasant men-at-arms infantry. The knights of Bretonnia live by a series of vows – these vows uphold the virtues of honour and chivalry. To lose honour is just about the worst thing imaginable to a knight of Bretonnia, and they would rather die with honour than live without it. The entire society of the Bretonnian nobility is based around upholding the honour of the self, the king and the Lady of the Lake (the goddess of the Bretonnians). Individual heroism is very important to the Bretonnian knight, and tales of paladins fighting dragons and heroes facing off against countless foes are the kind of things they dream of.

Bretonnia is a feudal society. The peasants serve the knights in return for protection, while the knights are obligated to provide military assistance to their lords in return for certain rights

(to own land, raise their own taxes, receive aid and military forces in times of war). At the top of this hierarchy is the king. Beneath the king are the dukes. Beneath them is another layer of nobility – earls and barons. The king, dukes, earls and barons are also each the lord of a number of knights, who are the lesser nobles. Each knight (including the higher nobles) has a force of men-at-arms. These men-at-arms are chosen from the most physically able of the peasantry, and, in return for being a standing fighting force for the knight, they may be given a small tract of land for their family. In theory, all commoners can be called upon by a knight to serve him in battle, but since many who are not already men-at-arms are either simple-minded or impaired in some other fashion, this is usually only in the form of a levy of bowmen. However, as well as the temporal hierarchy, the lands of Bretonnia are also ruled over by spiritual and mystical powers – the Fay Enchantress, her Damsels, and the Grail Knights, who are all devoted to the Lady of the Lake.



The Fay Enchantress bestows the Blessing of the Lady on an army departing for war.

SO, WHERE DOES A PROJECT BEGIN?

Long before any words are written for an army book, before any artwork is begun or miniatures sculpted comes what we call 'Key Design'. This is the stage where the key decisions about the army book (or game, miniature, picture etc) are decided and recorded. This includes answering fundamental questions, such as: What do they look like? What do they do? This is the place where the broad images are created. The process involves people from all manner of backgrounds (including Games Developers, Miniatures Designers and Concept Artists) to create the core images for each project

– a special mention must go to Dave Gallagher for his fantastic concept work. For example, it was in the Key Design process that we decided what Bretonnia would look like, what new units would be added to the army, what the people were like, and detailed maps and timelines were created to flesh out the geography and history. In effect, at the end of this process a source book is created which includes everything in it that defines what it is to be Bretonnian. This information is then used as the framework to make the army book, but it is also utilised by others including Black Library, Fanatic and Sabertooth, to ensure that everyone's Bretonnia is based on the same core visuals and ideas.

THE BLESSING OF THE LADY

The Blessing of the Lady in the past gave protection against shooting aimed at your precious knights. The Bretonnians now have a war machine of their own, and more things capable of taking out enemy missile troops and war machines (namely Pegasus Knights). One thing I never particularly liked about this Blessing was that Bretonnian armies would only ever pray to their goddess if they were facing a missile-heavy opponent. If they were facing an army with little or no missile fire (and that is quite a few armies, including Chaos in its various guises and Vampire Counts), then the Bretonnians wouldn't pray (why would they bother? Their goddess only helps them out against shooty

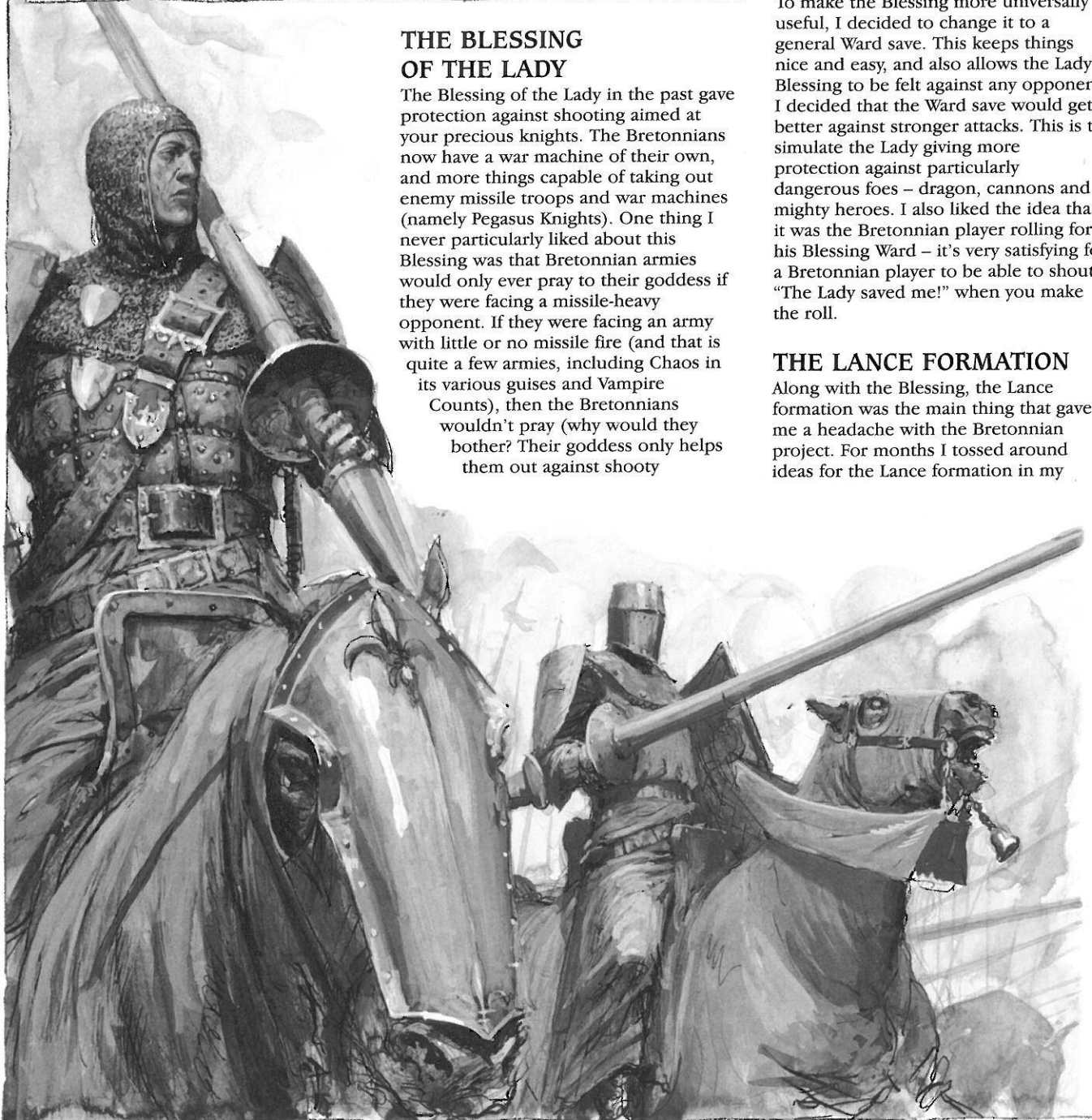
enemies). This didn't really ring true to me – the knights would want the Lady's Blessing whenever they fought a battle, surely.

Therefore, I wanted the Blessing to be useful against any enemy. The Blessing turned out to be the part of the Bretonnians that underwent the most change from my early drafts. One early mechanic involved units generating 'Blessing dice', with some units generating more than others, and with various levels of effect. While I quite liked this mechanic, it did turn out to be a bit of a pain to keep track of, and was encouraging armies that always tended to include the same units. In the end, I opted for a fairly simple system, which I still believe creates the right feel.

To make the Blessing more universally useful, I decided to change it to a general Ward save. This keeps things nice and easy, and also allows the Lady's Blessing to be felt against any opponent. I decided that the Ward save would get better against stronger attacks. This is to simulate the Lady giving more protection against particularly dangerous foes – dragon, cannons and mighty heroes. I also liked the idea that it was the Bretonnian player rolling for his Blessing Ward – it's very satisfying for a Bretonnian player to be able to shout "The Lady saved me!" when you make the roll.

THE LANCE FORMATION

Along with the Blessing, the Lance formation was the main thing that gave me a headache with the Bretonnian project. For months I tossed around ideas for the Lance formation in my





The crew of a Trebuchet ready themselves to launch a massive block of granite deep into the heart of the enemy ranks.

head, trying to figure out ways for it to work more simply, and more in line with the main rules. The problem was that the old triangular Lance formation, while looking lovely on the battlefield, was irritating rules-wise. I pulled my hair out trying to keep the look of the old Lance formation, but came to the conclusion that it was just too problematic. In a game of squares and rectangles, triangles just do not work – and to make it work involved just too many rules (several pages that could be better spent in the book on cool stuff rather than dense rules text). A nice, simple rule would not only be easier and quicker to manoeuvre, but would also have a lot less room for confusion and misinterpretation. I also found in the past that the Lance formation really had no drawbacks – strangely, it was a very solid defensive formation as well as devastating on the charge. I much prefer the idea of the lance being devastating on the charge, but if the Bretonnian player is caught out of position or is out-maneuvred, then they should be in trouble.

The formation that I ended up with is pretty much a mix of the old rules and a normal formation of troops. Basically, the knights are arranged into ranks of three. In most respects, this is treated as a normal unit, albeit a longer, thinner unit than normal. As such, it follows most of the rules for a normal unit (including moving and flanks), with a

few exceptions – mainly that when it charges, not only does the front rank fight, but everyone up the sides does as well. In play-testing, everyone found this new lance to their liking, being just so much easier than the old one, with pretty much the same result. Playing with the unit suddenly became more tactical as well, for you have (large) flanks to protect, and you really don't want to get bogged down in combat.

MAGIC ITEMS AND THE VIRTUES OF THE CHIVALRIC KNIGHT

For the magic items, the main focus is on weapons (notably lances), funky armour and items that help protect your army and individuals. The items that gave a Ward save I generally tied into the Blessing – so you will get an improved Ward save, but only if you do not lose the Blessing! As a result, I made these items a bit cheaper than they would normally be.

The Virtues are back. There are 14 Virtues – one for each of the first dukes (Gilles and his famous Grail Companions). I see these Virtues as being fighting styles – for instance, Duke Folgar was famous for his jousting skills. A knight who follows his path (and so has the Virtue of the Joust) gets to re-roll his misses when charging and using a lance.

THE ARMY LIST

The army list has had a few more choices added to it, to make the Bretonnian force a bit varied. With the new units, and the little changes done to existing ones, I think that Bretonnian armies will look quite different from one another on the battlefield, rather than pretty much always looking the same. Some generals may favour a more Peasant-themed army, others all mounted. Some might go missile heavy, with lots of Bowmen and Trebuchets, others will look down their Bretonnian noses upon missile fire.

I've introduced some new rules to make the army a bit more characterful. One of these is the Peasant's Duty rule. This applies to all your Peasant units (basically, any unit that is not a knight or character). These units generally have poor fighting skills and low Leadership (due to years of malnutrition, etc). However, they have feudal obligations to their knightly lord and hold Knights in the highest admiration – basically, if a knight says jump, a Peasant will ask into what mud. So, although Peasants have a lower Leadership than other humans, if they are near a unit of Knights they can use that unit's Leadership rather than their own. Of course, once they are out of view of the knights, they will scarp at the first loud bang.

Some other rules I've introduced for character and variation include the



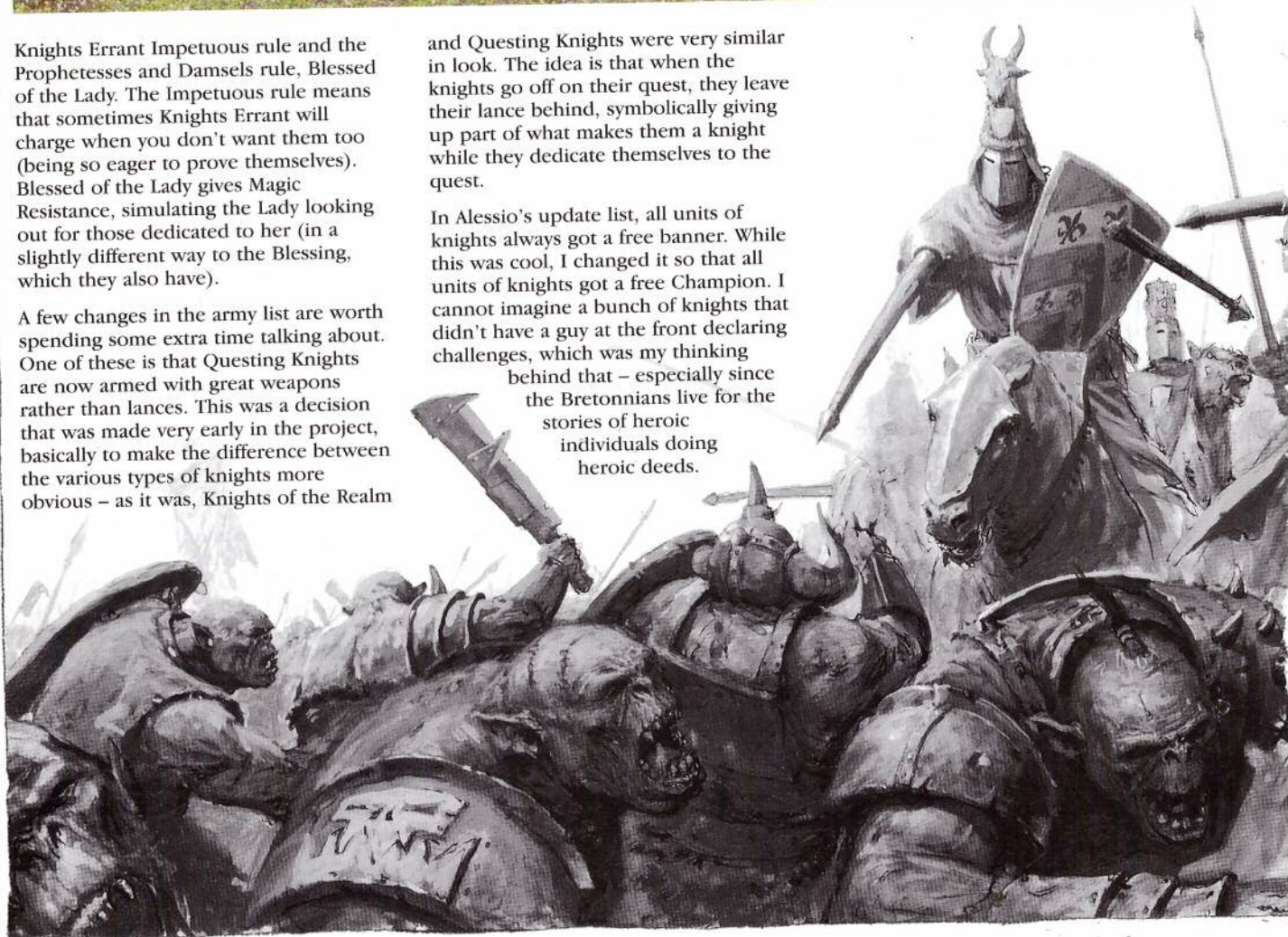
Duke Theodoric of Brionne inspects his men as they join the ranks of the king's army.

Knights Errant Impetuous rule and the Prophetesses and Damsels rule, Blessed of the Lady. The Impetuous rule means that sometimes Knights Errant will charge when you don't want them too (being so eager to prove themselves). Blessed of the Lady gives Magic Resistance, simulating the Lady looking out for those dedicated to her (in a slightly different way to the Blessing, which they also have).

A few changes in the army list are worth spending some extra time talking about. One of these is that Questing Knights are now armed with great weapons rather than lances. This was a decision that was made very early in the project, basically to make the difference between the various types of knights more obvious – as it was, Knights of the Realm

and Questing Knights were very similar in look. The idea is that when the knights go off on their quest, they leave their lance behind, symbolically giving up part of what makes them a knight while they dedicate themselves to the quest.

In Alessio's update list, all units of knights always got a free banner. While this was cool, I changed it so that all units of knights got a free Champion. I cannot imagine a bunch of knights that didn't have a guy at the front declaring challenges, which was my thinking behind that – especially since the Bretonnians live for the stories of heroic individuals doing heroic deeds.



Grail Knights have taken a bit of a boost, as I've made each model in the unit basically a Champion. Therefore, every model in the Grail Knight unit has 2 Attacks and can issue and accept challenges. They are minor characters in their own right after all! These guys are truly frightening; having drunk from the Grail of the Lady, they are filled with supernatural power (glowing eyes, halos of light around them – the whole shebang), and they truly can kick butt.

Units of Pegasus Knights! I love these guys, they are some of my favourite models in this fantastic new range. They are very useful in battle (being probably the best flying unit in the game), but are not game winners on their own. However, when used in conjunction with other units in the army, they are very effective.

While some Bretonnian players might frown upon the Bretonnians getting a war machine, I think it rounds the army out a bit more – and the way I see it, some more variation has got to be a good thing. While the Bretonnians used to get war machines, such as cannons in the distant

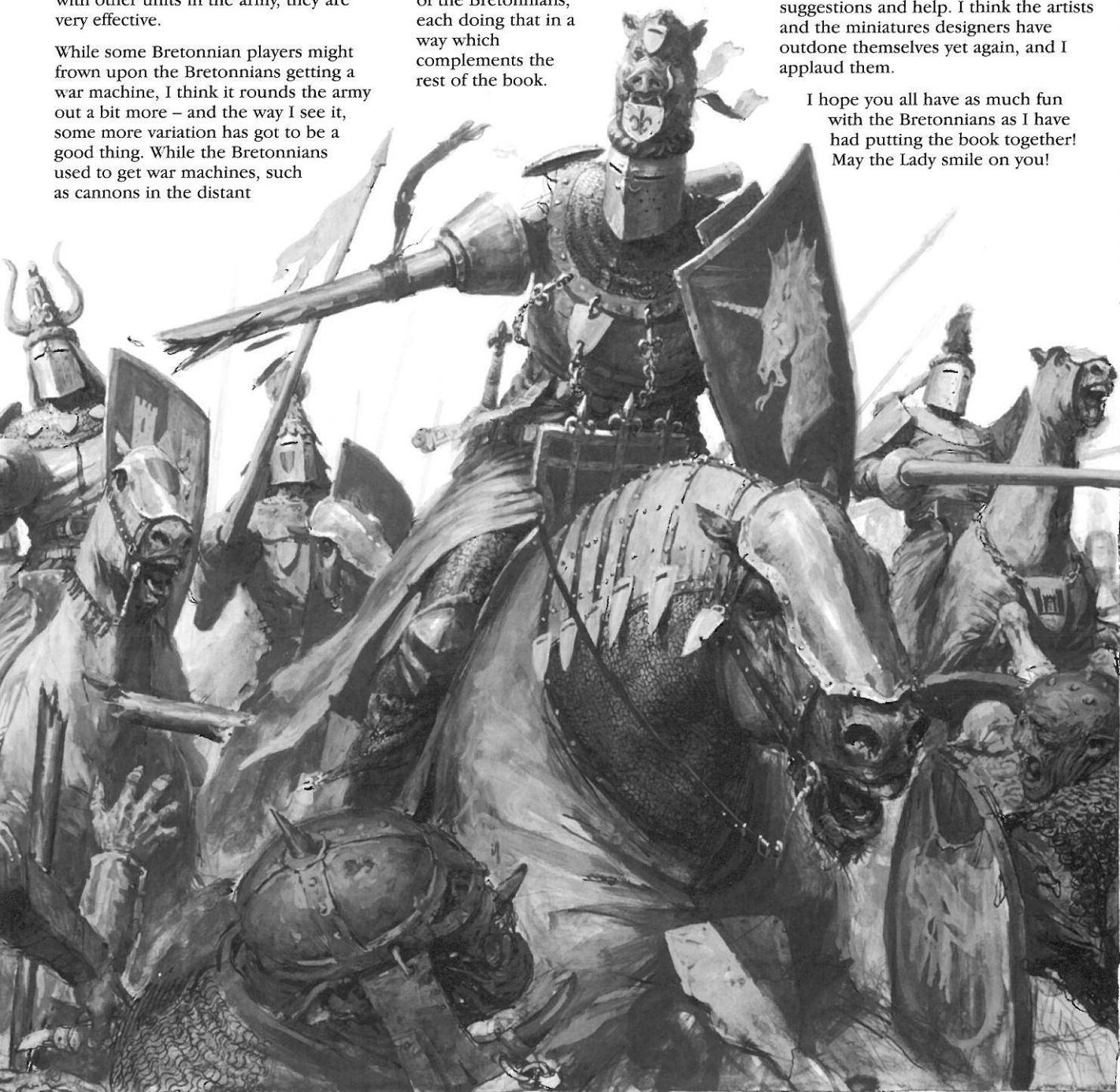
past, we wanted them to have a more traditional, medieval machine – hence a Trebuchet. Some people might claim this goes against Bretonnian ideals, but I don't really see it that way. Sure, knights do not like missile fire at all, for it goes against their own ideas of honour – but that is not to say that they cannot see their value and be happy for a peasant (with no concept of honour themselves) to use them.

THAT'S A WRAP

Probably the thing that I'm happiest about with the book is its overall look and feel. I think a great job has been done by all – artists, miniatures designers and painters, writers, production et al – to capture the spirit of the Bretonnians, each doing that in a way which complements the rest of the book.

By that I mean that the artwork, the writing, the models and the way the book has been put together all work together to enhance the overall picture of who the Bretonnians are and what they are all about – each adds a little bit more, which I think is the way it should be. For example – artwork can convey some ideas much better than writing can, so there is no need to try to write things that would be better communicated by pictures. So long as there is a strong overall vision, which I think is definitely the case with the Bretonnians, then each part of the book works really well alone, while also adding to the whole to make a successful book. Thanks to everyone I worked with on this project, especially to all the people who gave invaluable suggestions and help. I think the artists and the miniatures designers have outdone themselves yet again, and I applaud them.

I hope you all have as much fun with the Bretonnians as I have had putting the book together! May the Lady smile on you!



No longer will the quills of Dwarfs run dry as they scribe away in their Book of Grudges. Jay Browning presents a Dwarven tome of tactics to unleash upon your opponents. In the name of Karaz-a-Karak; victory to the Dwarfs!

'Slow and steady!' What better words could be used to describe a Dwarf army? Well 'beards and bellies' comes to mind, but I am referring to tactical qualities here, thank you very much! You see, staunch Dwarf players spend a great deal of time thinking about tactics. The reason behind all that skull work is that, although Dwarfs are an easy army to play, they can be a difficult army to win with convincingly. Why is this the case? Well for Dwarfs it all comes down to one thing really: speed.

Dwarf armies just do not have the sheer speed and hitting power of the typical Khorne army and the like. There is a combination of speed and hitting power found in certain armies that is favoured by many top level Warhammer generals because it allows them to easily match the strength of their army against the weakness of their enemy's army, and helps to prevent the enemy from doing the same to them. Players fielding these steamroller armies execute a battle plan that sends their fast shock units,

THE HAMMER AND THE ANVIL

A discussion of Dwarf tactics

typically chariots and cavalry, punching through the weak units of their enemy's battle line. Once they regroup, any strong enemy units left over are overwhelmed by being hit from the front, side and rear. When that aforementioned enemy is your very own 'slow and steady' Dwarf army you may well be in for a hard time of it, unless you have learned well the lessons of the Longbeards.

So what were those white-bearded oldsters trying to tell you in their slurred speech when they paused to refill their tankards with foaming brew? Well, to sum it up, a solid Dwarf battle plan requires that a Dwarf general fulfil two objectives. First, he must find a viable substitute for speed for his own troops, and second, he must find ways to negate the speed advantage of his opponent's forces. By overcoming or negating the speed advantage that most opponents have over your Dwarfs you can be the one celebrating victory after the battle as often as not. Fail to fulfil one of them, however, and you will spend a great deal of time filling the pages of your Book of Grudges and cursing your enemies.

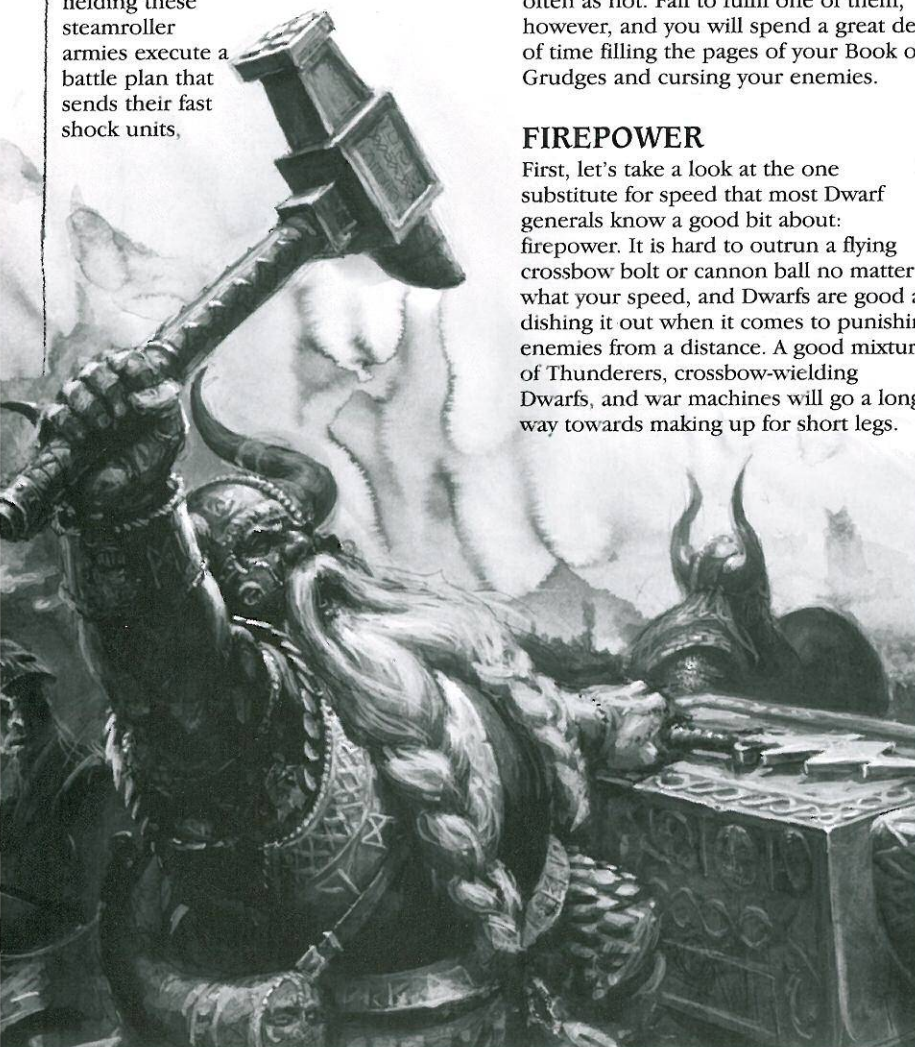
FIREPOWER

First, let's take a look at the one substitute for speed that most Dwarf generals know a good bit about: firepower. It is hard to outrun a flying crossbow bolt or cannon ball no matter what your speed, and Dwarfs are good at dishing it out when it comes to punishing enemies from a distance. A good mixture of Thunderers, crossbow-wielding Dwarfs, and war machines will go a long way towards making up for short legs.

The move-and-fire ability of the Thunderers, when combined with the +1 to hit at short range advantage and the -2 Armour save modifier, makes them the missile regiment of choice in all situations except those where the extra range of the crossbow is a must have. As to war machines, not all are created equal. Each has a different role in the Dwarf army. Rather than recite a litany of which war machines should be used against what and why, let me just mention one effective combination of war machines that I favour as being effective in a wide variety of situations, that being the Cannon and the Stone Thrower. The Cannon is great for taking out chariots and monsters while the template of the Stone Thrower works well on massed troops. Add a Rune of Forging to the Cannon and a Rune of Accuracy to the Stone Thrower and you have as deadly a pair of war machines as you could want. Just don't make the mistake of taking too many war machines or missile regiments because, like anything else, firepower has its downside.

So what is the downside to firepower you ask? I am sure one of them has already sprung to mind. Isn't it ironic that just when you need a spot-on shot the most, your finely wrought, time-tested war machine can misfire? Of course, misfires are an inherent risk when using war machines, and it is one that Dwarf players expect to happen, hoping that they occur later rather than sooner. Yes, you could only take Bolt Throwers but that just smacks of something a bald-faced Elf would do. You could add runes to reduce the chance of a misfire or its severity on some war machines, but those points may be better spent elsewhere. Even so, there are other problems with relying too much on firepower.

To put it simply, those who rely on firepower alone must factor in to their plans the fact that the targeted enemy units are not guaranteed to panic. Even if you do inflict the required 25% casualties on your target in the Shooting phase, they have a good chance of passing their Panic test. Then again, your target may just be immune to panic, such as the Undead or frenzied units. Shooting at units that won't panic means that you have to mass more firepower on fewer targets to reduce their combat effectiveness, and you will





A Dwarf army, bristling with war machines, battles against foul Goblins.

find that you have precious few turns of shooting available.

Take a look at the Volley table below, which shows the number of volleys your shooters can get off in the Shooting phase for a given initial range between the target and the shooter, for a given movement rate across clear terrain, and assuming that the enemy moves first. If you move first, and your firing unit's range extends beyond the initial distance, then increase the number of shots by 1. Confused? Let's look at an example to get an idea of how to use the table.

VOLLEY TABLE

Enemy's M Value	Initial Distance	Number of Shots
3	25"	4
4	33"	4
5	31"	3
6	25"	2
7	29"	2
8	33"	2

Example: Against a cavalry unit with a normal move of 6", which will be marching and charging 12", your unit of Thunderers (24" range) can get off two shots if your shooters deploy at least 25" from the cavalry. If you got the first move, and were using crossbow-wielding Dwarfs (30" range) to shoot at the cavalry, you would get three shots.

From the example we can see that when facing fast, tough, and well-armoured enemy units, not only must you make every shot count but you must also have something to stand up to the enemy once they charge because two volleys does not give you much of a chance of causing the unit to panic, let alone destroy it, even with massed firepower. Thunderers or crossbow-wielding Dwarfs that are caught while deployed in a firing line, and any war machines, can be easily defeated in hand-to-hand combat by a chariot or a cavalry unit most of the time. If you take time to reform Thunderers and crossbow-wielding Dwarfs into a ranked formation and they are equipped with shields, then they can stand up to most enemy infantry but they will still have a hard time of it if they are charged by a unit of Knights, Giant, or a character mounted on a chariot. If you want a strong battle line then you need fully-ranked units with heavy armour and shields, and maybe a character too, with a Battle Standard nearby, ready to take the chargers head on.

My final point about relying too heavily on firepower involves the way the Victory Points are scored. Destroying many units by shooting is not only hard to do, it does not gain you the bonus Victory Points that can be realised from characters, captured banners and taking enemy table quarters. These points add up over the course of a game and often become the margin of victory or defeat in a battle. Firepower has its uses, but relying on firepower alone to solve your

tactical problems will often lead to your defeat. In a typical 2,000-point army if you have more than two units of missile troops and one or two war machines then your battle line will be too weak to stand up to the enemy charge when it eventually arrives.

Alright then, having warned you about the follies of firepower it is time to look into how you can go about negating the speed advantage of the enemy and, dare I say it, not come up short? As the best defenders in football have discovered, when trying to keep up with a speedy forward, if you can't match his speed then you have to stand him up until help arrives. Let's take a look in the Dwarf Lord's bag of tactical tricks to see what can be done with terrain, magic, trapping, and luring to even up the score.

TERRAIN

Taking advantage of the position of the terrain can be a useful way of negating some of the speed advantage of your opponent. Terrain that blocks movement or line of sight, which includes the table edge, must be taken advantage of to shield the flank of your battle line and force the enemy into a head-on clash of arms, which plays to the strengths of a Dwarf army. You may need to deploy diagonally across the corner of the battlefield to make sure your flanks are protected if other terrain is not available. If you can, place your war machines deep in your own deployment zone in woods so that they can shoot out but get the advantage of soft cover. Doing so not



Runesmiths can harness the power of magic to fashion awesome rune artefacts.

only makes it harder to kill them with missile fire, but also prevents flyers from attacking them.

If the placement of terrain features creates bottlenecks then take advantage of the situation by concentrating your firepower on some of the bottlenecks and forcing any enemy unit coming through the others to have to face two of your hand-to-hand units at once instead.

Always try to picture how your opponent's forces are likely to move a turn or two ahead so you can be prepared to thwart his manoeuvres.

MAGIC

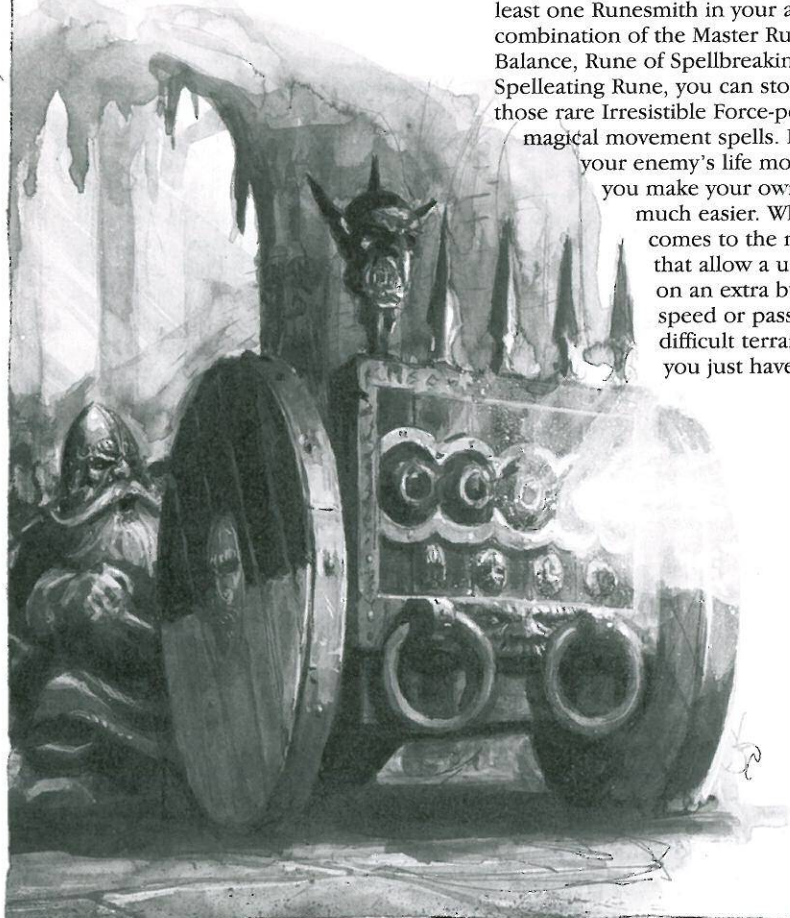
Some armies make use of magic spells that can move units around the battlefield or magic items that allow a unit extra movement. By including at least one Runesmith in your army with a combination of the Master Rune of Balance, Rune of Spellbreaking, or Spelleating Rune, you can stop all but those rare Irresistible Force-powered magical movement spells. By making your enemy's life more difficult you make your own that much easier. When it comes to the magic items that allow a unit to put on an extra burst of speed or pass through difficult terrain though, you just have to pay

careful attention to the units or characters that carry these magic items and take their increased movement abilities into account when positioning your troops, or you can try to kill them. I have found the first method usually leads to the second, eventually.

Dwarfs also have a limited ability to negate the advantage of speed of an enemy by using runic magic. The costly and vulnerable Anvil of Doom can use the Rune of Water to slow an enemy unit. Of course, this can be dispelled and it can only affect a single unit in a turn. Because of its cost and limitations, the Anvil of Doom is not recommended, except perhaps in battles where you can have more than one Lord level character.

Some Dwarf Lords like to make use of the Rune of Slowness, which shaves 6" from the charge distance of an enemy attacking the unit. While this rune is useful against enemy infantry, enemy cavalry and chariots charging from 6" or 7" away often easily negate it. There is also the distinct possibility that the unit possessing the Rune of Slowness might never even be charged unless you are able to position it where your opponent just has no other choice. Again, I do not recommend it.

One magic item that does have broader potential than those mentioned above for negating enemy movement is the Master Rune of Dismay. The effect of this rune is to cause enemy units that fail a Leadership test to be unable to charge in their next turn. Although it is often the case that the units that you most want to suffer the effects of dismay have the best chance of passing their Leadership tests or are immune to psychology and are not affected at all,



you may be able to affect a key supporting unit and hold up the entire enemy advance. A turn's delay is an extra turn to shoot or manoeuvre your own forces to better deal with the enemy advance and, if you are lucky, you may even get to charge the enemy instead of them charging you, a novel situation for Dwarfs!

All in all, these magical tricks for slowing down an enemy can be useful when used in conjunction with one another for a cumulative effect, but most players I know would rather spend the points on items and troops that are more likely to give a solid return on their investment which, of course, leads into the next favourite method of hobbling your enemy's forces: trapping.

TRAPPING

Possibly the most effective means of negating an enemy's speed advantage is to trap them in combat. Dwarf rank and file troops, well armoured and fully ranked, are useful trappers as long as the enemy has to come at them head on. Just keep in mind that the trapping unit must withstand the charge of a powerful enemy and hold until a supporting unit can get in a flank charge on the trapped foe. Obviously the larger and the better armoured the trapping unit, the less likely it is to receive casualties and the more likely it is to hold the enemy in place until help can arrive. Including a Thane with a 2+ Armour save (*this can be achieved with gromril armour inscribed with the Rune of Stone and a shield - Ed*) to soak up attacks from enemy characters can be a great help.

As good as Dwarf Warrior units are at trapping, though, you may find that some enemies are so powerful your warriors have little chance of standing up to them; Chosen Chaos Knights come to mind. When you are trying to trap the most powerful of your enemy's units, you want to use stubborn or unbreakable troops, such as Hammerers or Slayers, instead of the rank and file warriors. An experienced opponent will be wary of such tactics of course, but you will find that you can often succeed in trapping the units of such commanders by taking advantage of an enemy's frenzy to force him to charge, or by using terrain to your advantage as previously discussed.

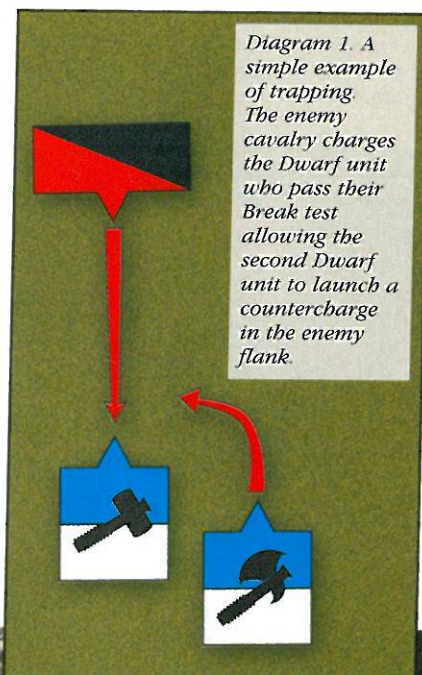
Once the enemy unit is trapped, a charge in the flank is just the ticket to send it packing (see diagram 1). If the flanking unit is armed with great weapons and accompanied by a Champion or well-armed character, the chances of inflicting kills and driving up your combat resolution score is much improved. Not only that, but you also get the advantage of pursuing with two units, making it more likely that you can run down the enemy and capture their banner. Just make sure you are not being lured into an unfavourable position yourself.

LURING

If you can't negate the speed advantage of an enemy, then you may be able to turn his speed against him by luring the unit into a position where it can be destroyed. As you might imagine, luring is especially effective when dealing with frenzied foes and is usually accomplished in one of two ways. The

first way takes advantage of an enemy that charges from near the limit of its charge range. You simply have the target of the charge flee, and have another unit positioned to so that it can hit the enemy in the flank when they stop short. This can be risky because the fleeing unit may fail to rally or flee off the table, or cause *panic* in a nearby unit. Still, if the unit that fled has a low points value compared to the attacker it may be worth the risk, and there are ways of negating the effects of *panic*, as we shall see a bit later.

The second way of luring an enemy unit is by taking advantage of redirection. As you know, when an attacker charges a regiment of non-skirmishers, the attacking unit is aligned with the defender. By carefully positioning the



defender before the attacker charges, you can redirect the attacker along a predetermined path should they win the combat and either pursue or overrun. By placing a unit in reserve behind your main battle line you can position it to hit the enemy that breaks through your battle line with a devastating flank charge. When positioning the reserve unit you have to keep in mind the average distance that the attacker can move during his pursuit/overrun, usually 7" for units with a base move of 6 or less and 11" for a unit with a base move of 7 or more. You may not be able to cover the entire zone the enemy may end its movement in, but you can definitely stack the odds in your favour.

The combination of redirection with a charge by a reserve unit can be an especially effective way of covering a unit of missile troops on a flank that elects to Stand and Shoot at a charging enemy and is broken in the ensuing combat. By carefully positioning the

missile troops before the charge, you can direct the enemy pursuer along a path near the edge of the battlefield and into a position where it can be charged in the flank and forced to flee off the edge right away. Once you have succeeded with this tactic once or twice, your opponent may think again about charging that weak-looking missile regiment (see diagram 2).

LURING INTO TRAPS

Luring and trapping can also be combined. This combination can be especially effective against frenzied troops who must charge if they are within range to do so. One way of combining trapping and luring involves placing a small unit of missile troops, pared down to ten figures with no command section, a short distance directly in front of a fully-ranked block of infantry. When the missile troops are charged they can flee and either lure the chargers into the charge range of the

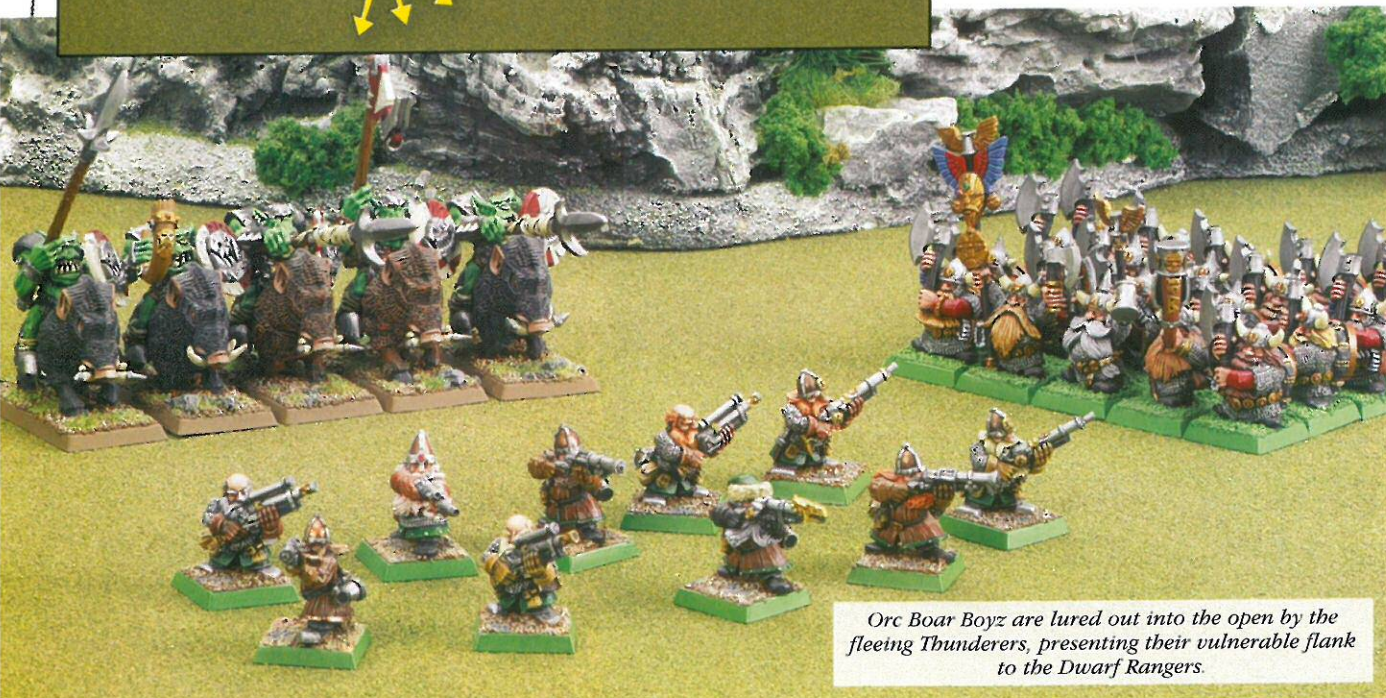
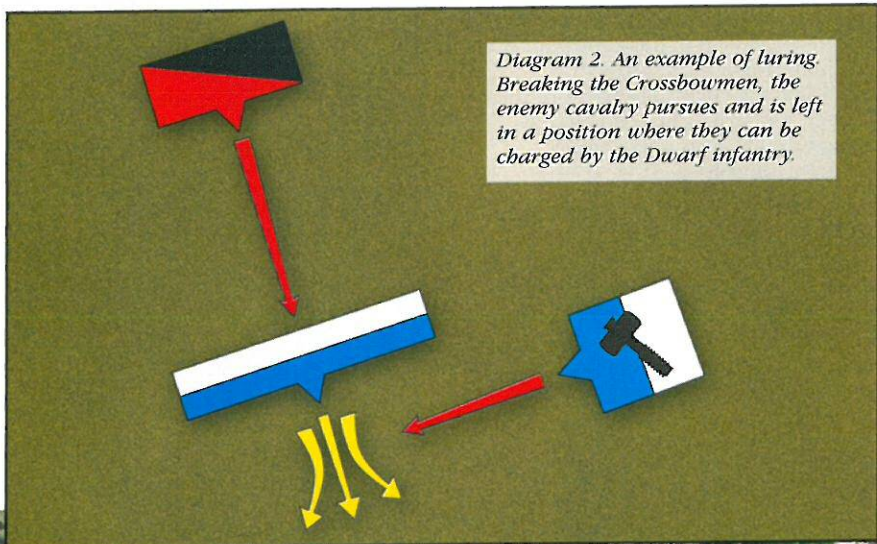
infantry block or see the chargers redirect their charge into the infantry block. Another method is to Stand and Shoot or Hold with the missile troops. This will nearly always see them either broken or perhaps even destroyed, but the charger will then either pursue or overrun into the infantry block (see diagram 3).

When using either method of this trapping and luring combination you have to consider the effects that *panic* will have on the Dwarf units within either 4" or 6". If you are feeling particularly pumped up, you can rely on the steadfast Leadership of your troops and hope they pass the ensuing Panic test. A better way, though, is to have units in place that are *immune to panic*. Longbeards and Slayers come to mind, but a unit of Ironbreakers with the Rune of Courage, or perhaps accompanied by a Dwarf Lord with the Master Rune of Kingship, can serve just as well. An additional consideration with the second method of luring/trapping is that the enemy will count as having charged in the Dwarf player's turn, but if you have a second unit in position to immediately countercharge the enemy in the flank, the flankers can hit first, hopefully with great weapons and a character to boot.

ALL TOGETHER NOW

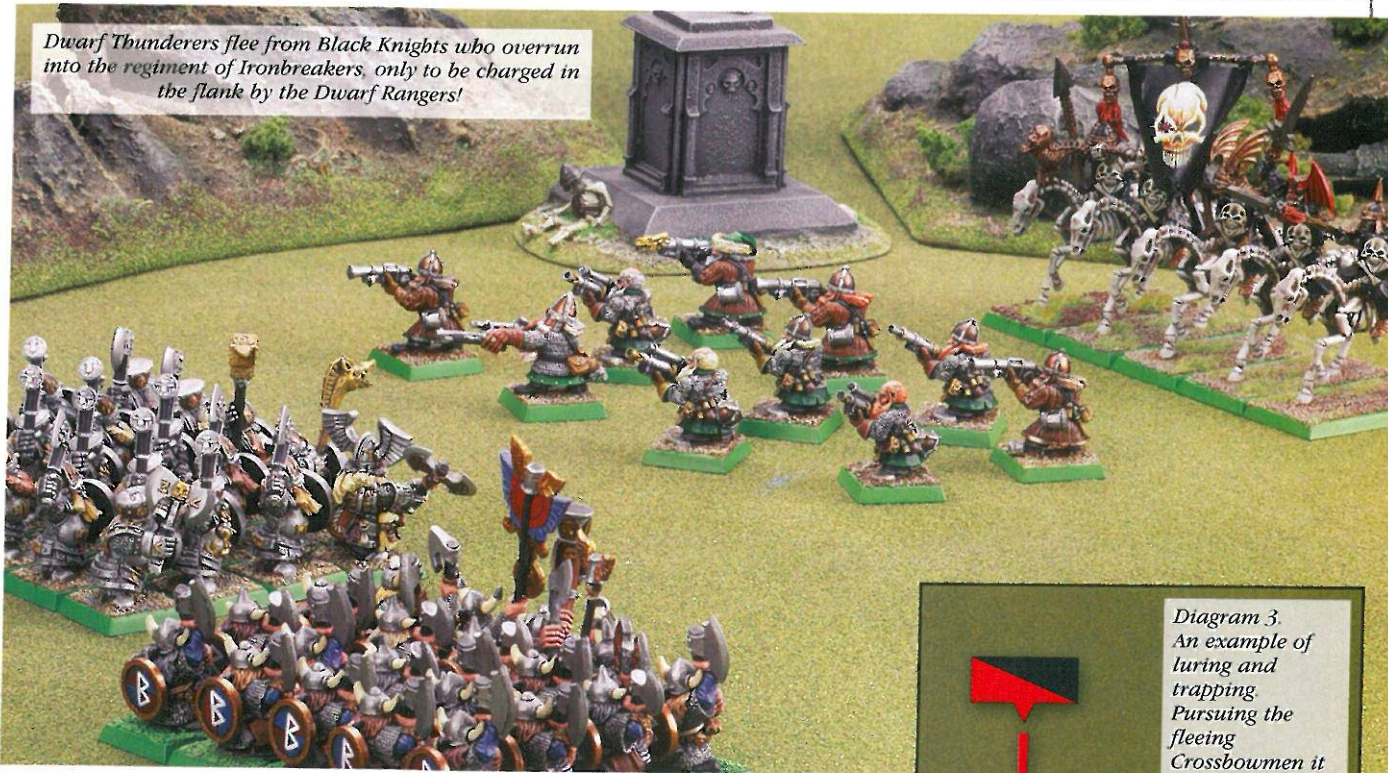
Let's take a moment now to see how all these tactical ploys tie together. First, you want enough firepower so that you can have a chance to panic or destroy some of the fast heavy-hitters the enemy has rushing towards your battle line. You want to thin them out so that it becomes harder for the enemy to concentrate them on any one of your units. The rest of your army should be

Diagram 2. An example of luring Breaking the Crossbowmen, the enemy cavalry pursues and is left in a position where they can be charged by the Dwarf infantry.



Orc Boar Boyz are lured out into the open by the fleeing Thunderers, presenting their vulnerable flank to the Dwarf Rangers.

Dwarf Thunderers flee from Black Knights who overrun into the regiment of Ironbreakers, only to be charged in the flank by the Dwarf Rangers!



regiments of Warriors, twenty or so strong, with heavy armour and shields. You might consider substituting a unit of Miners and either Slayers or an elite infantry regiment for a Warrior regiment or two. The Miners can be used as a reserve or flanking force and the Slayers are great for guarding an open flank as well as acting as a trapping unit.

War machines and missile regiments that are deployed as part of your battle line create weak spots that the enemy will try to punch through. Try to cover your missile units with a reserve unit. Also, try to place your war machines behind your main battle line, in woods if the enemy has flyers or on a hill if he does not. Make sure that a charge on one war machine will not allow the enemy to overrun into another. Take advantage of terrain, including the table edge, so that the flanks of your battle line are protected. You want your opponent to have to come at you head on and unable to concentrate too much on a single unit of yours.

When the enemy forces charge, use your well-armoured characters to make challenges to soak up attacks that your enemy would rather put against your rank and file troops. With your general and Battle Standard nearby, you should have a good chance at holding your line. If your line does hold then countercharge the enemy in the flanks with troops wielding great weapons. If you can manage to do this on even one flank then you

have a chance at rolling up the enemy battle line. Have your reserve positioned to be able to flank charge an enemy unit that is likely to break through your battle line. Don't get tricked into pursuing screening units, though, which will leave your battle line in a shambles. Only commit to pursuit when you can kill your opponent's main regiments unless it is late in the game or you are very sure your pursuing troops will end up where you want them to be.

Well, we have pretty much covered the basic tactics that can be used as the basis of an effective battle plan to use against those pesky high-powered shock armies that you run into all too often. With a bit of luck you can have a good chance at thwarting your enemy's planned victory, or better yet savouring that of your own! Dawi Karak! The Dwarfs Endure!

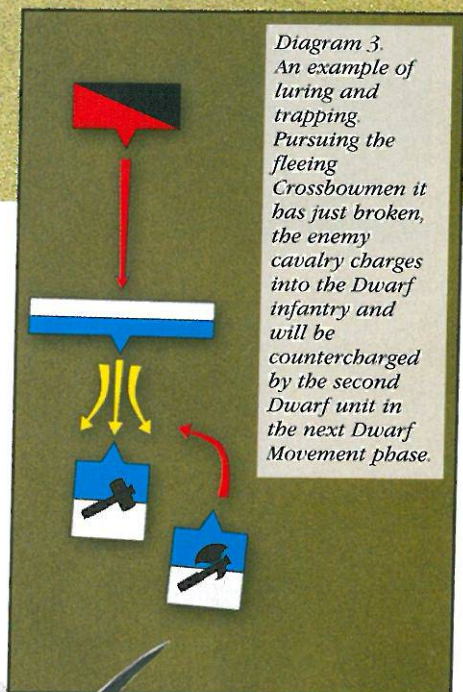


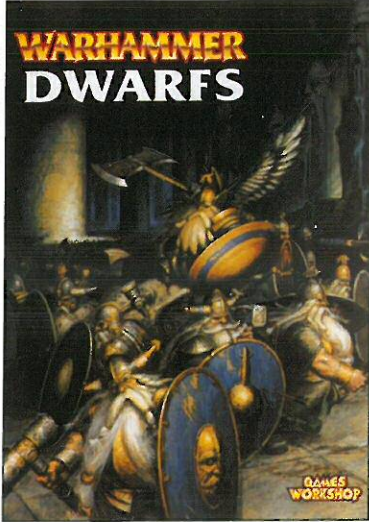
Diagram 3. An example of luring and trapping the fleeing Crossbowmen it has just broken, the enemy cavalry charges into the Dwarf infantry and will be countercharged by the second Dwarf unit in the next Dwarf Movement phase.



Waging war for over 4,000 years the Dwarf empire fights with cold and grim determination, ferociously repelling all who seek to conquer their realm. As this issue has plenty to interest budding Dwarf Lords, we thought we'd show you some of the models you could use for the core of a Dwarf army.

HARD AS THE MOUNTAIN STONE

Build and convert your own Dwarf army



Warhammer Armies: Dwarfs £10

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Models shown at 75% actual size. Models supplied unpainted.

Using the components below you can create stunning conversions to make your Dwarf army totally unique.



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Models shown at 50% actual size. Models supplied unpainted.

BRETONNIAN MEN-AT-ARMS

BATCH PAINTING

Batch painting is a quick and easy way of painting up regiments. Dave McCurdy provides a stage by stage guide on how he batch painted a unit of Men-at-arms.

With the revitalised Bretonnian army poised to charge across gaming tables everywhere, a lot of attention is rightly being paid to the painting of knights. All the same, it would be a shame to forget the collection of peasants and retainers that march beside them. Not only do the peasants make a great contrast with the bright colours of the knights, their appearance makes them perfect subjects for batch painting, which is an easy way to get that army on the table.

Batch painting is the gentle art of painting lots of troops quickly, while still having some variety in the ranks. The technique involves painting the models in small groups of four or five at a time. You use a small selection of colours and vary where you apply the colours on each model. By treating the group like a single model, you can save the time that would normally be spent switching between colours and deciding how to paint the parts of each model individually.

To illustrate the point, we asked veteran Warhammer player Dave McCurdy of the Northern Wasters Club to apply this technique to a unit of Bretonnian Men-at-arms.



The finished unit of Men-at-arms.

STARTING OFF

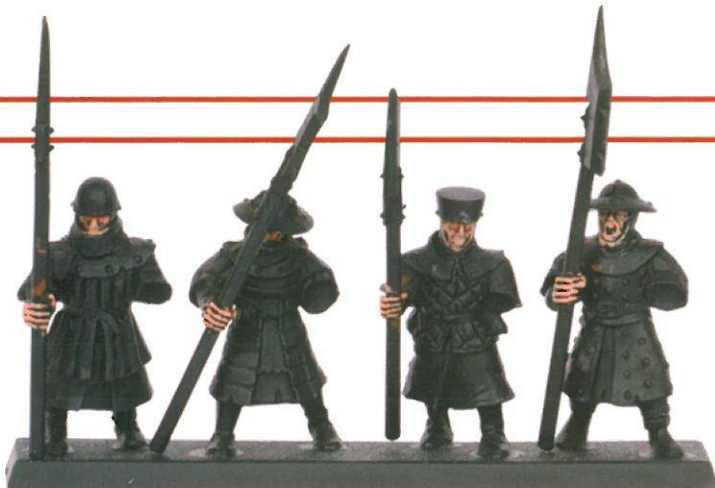


Dave: I decided to start with a black undercoat. Using a black undercoat means that I won't have to spend any time worrying about shading, and also has the added bonus of making any areas that I don't paint look like shadows. As I already knew how I wanted to paint the skin, that's where I decided to start.

THE SKIN



- 1 Begin with a layer of Dark Flesh on the faces and hands.



- 2 Follow the basecoat by drybrushing the skin with Dwarf Flesh.



Leather armour and cloth covers most of a Man-at-arms' body. To make painting these areas faster, I decided to use a single base colour for both. With the basecoat in place, I could then paint two other colours over it in different places on each model to add some variety to their appearance.



- 1 Drybrush all of the leather and cloth parts with Scorched Brown.

BASIC LEATHER & CLOTH



- 2 Complete the basic colour by drybrushing again with Scorched Brown mixed with Graveyard Earth.



DETAILED LEATHER & CLOTH



- 1 Start by painting Catachan Green onto some of the clothing of each model, varying where you use it between models.



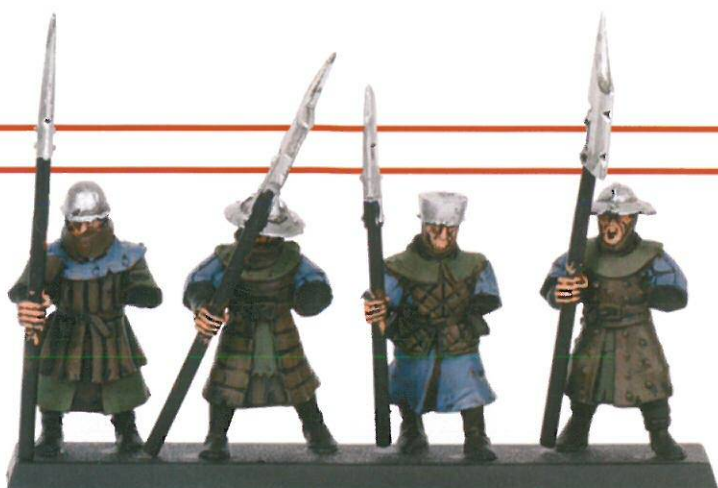
- 2 Go back over each model again, painting Shadow Grey the cloth areas of each model that you avoided with the green.



METAL



1 Paint a layer of Mithril Silver onto the armour and weapon blades.



2 Once the paint is dry, apply a layer of watered-down Black Ink over the metal parts.



SPEARS & FINAL DETAILS



1 Paint the wooden halberd shafts with Vomit Brown.



2 Finish off the body of the Men-at-arms by picking out the small metal details with Chainmail.



SHIELDS

1 Paint the arm on the back of the shield in the same way as you've painted the basic leather colour on the body.



2 Treat the metal rim of the shield in the same way that you did earlier on the heads of the halberds.



3 Use Space Wolves Grey as a basecoat for the face of the shield.

With a lighter colour as a basecoat, I only needed to use a coat to get the blue and red colours to look bright. I used grey rather than Skull White because it covers the black undercoat better.

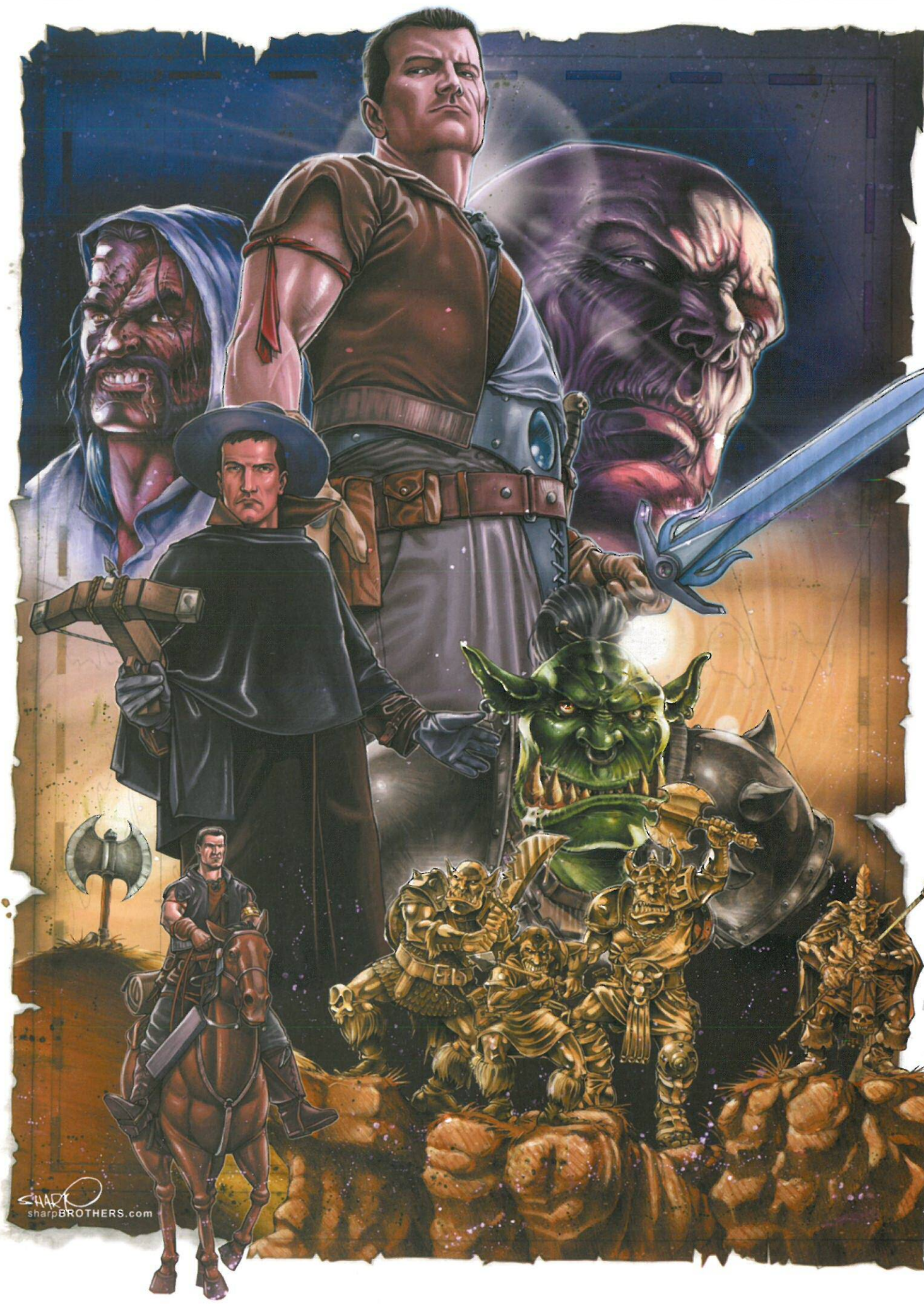


4 I chose to paint the shields of the Men-at-arms half in Regal Blue and half in Blood Red to represent the King's heraldry. I chose not to highlight it so that the colours would be flatter and more graphic once the transfer symbol is added.

Now all that remains is to glue the shields to the models and apply the transfers.

By following this technique with your own Men-at-arms, you'll be able to paint up large numbers of infantry without having them look too uniform in colour. The same methods can be used to paint Peasant Bowmen, Trebuchet crew and maybe even your Grail Pilgrims.





FROM THE BLACK LIBRARY

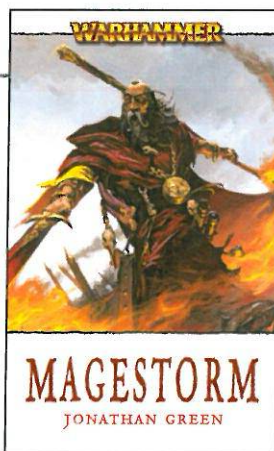
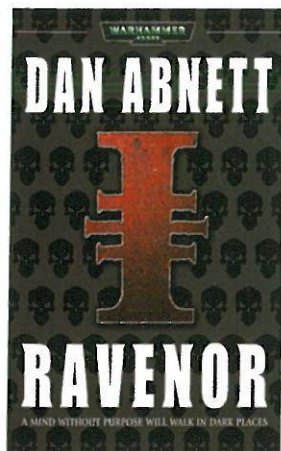
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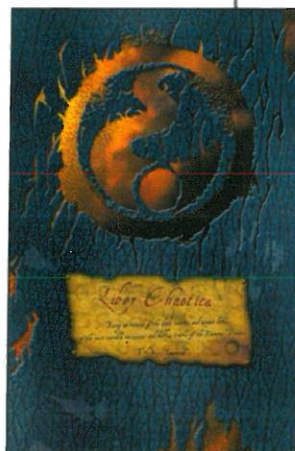
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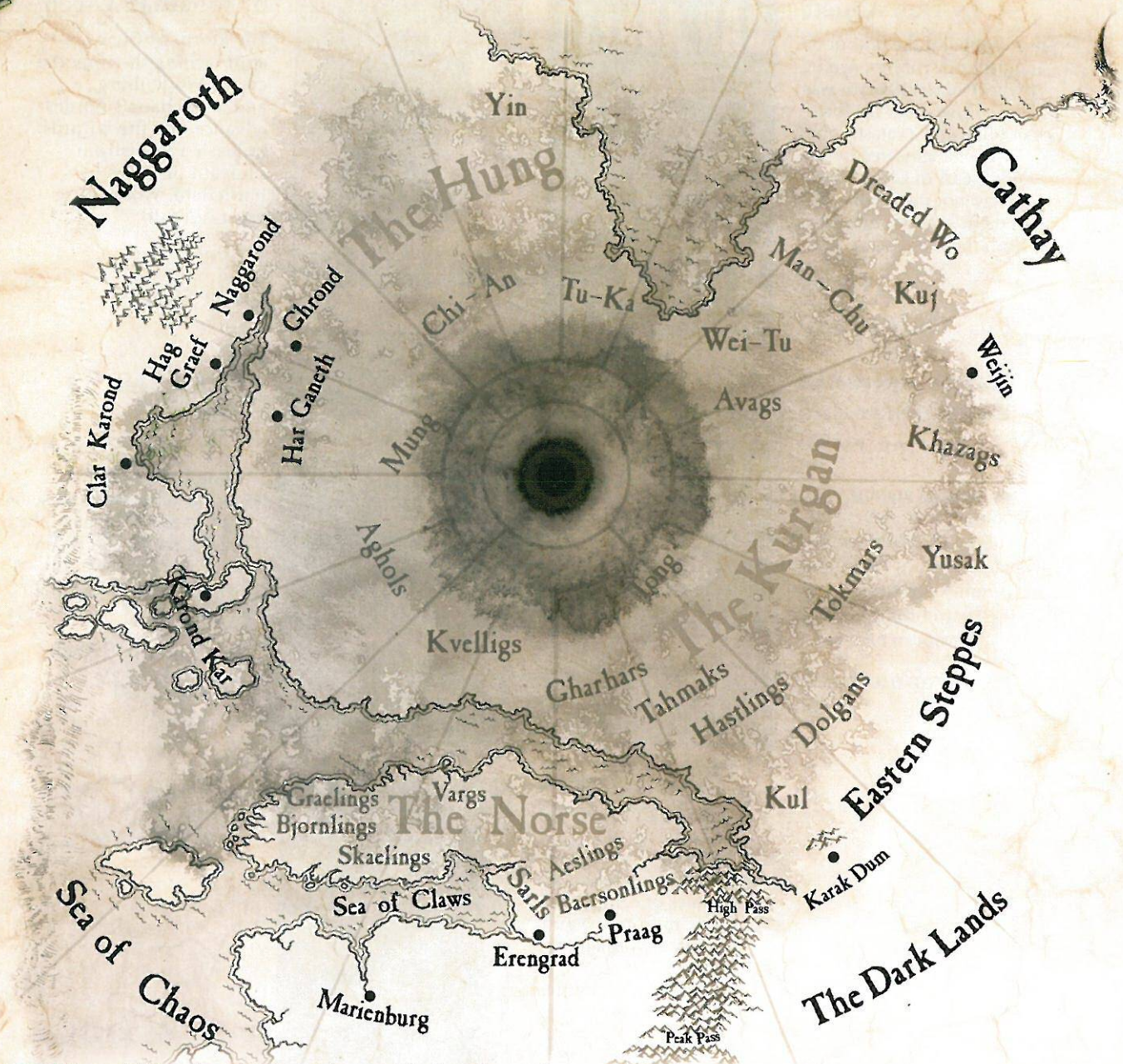
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Olde Weirde's INCUNABULUM

Being a discourse about the warrior tribes of the north-east



This week I have been hearing much about an individual that goes by the name of Crom, and has the egotistical honorific of 'the Conqueror' - though what he has actually conquered, remains to be seen. His name is on the lips of the patrons of the Speckled Wabberthwaite, the Goat and Firkin and the Hanging Crow. It seems one cannot even take a casual stroll through Hangman's Square without hearing his name whispered

on the lips of street beggars and gutter snipes. Apparently he has amassed an army of Kurgans which he has mustered on the eastern side of the Worlds Edge Mountains. If the rumours are to be believed (and I fear they are in this case), an army led by this Crom is positioned to attack our beloved Empire from over the mountains, coinciding with the push that is sure to come from the north. Many believe that the Dwarves will not be able to hold back this

army, and if those hardy folk cannot, I fear for the future of the Empire itself. It sends a cold chill through my body to imagine the armies of the north operating as one coordinated force.

However, stories about the Kurgans and their customs seem to have got a little out of hand of late. If all the rumours and frightened gossip that can be heard were true, then the Kurgans could be summed up by the following (excuse any

contradictions, these are merely different ways I have heard them described): anywhere between seven and twelve feet tall, are cannibalistic, have no noses (how do they smell? Awful, hoho), have acidic blood, eat coal, are really Tileans in disguise, are completely hairless, are covered in long black hair, drink blood, cannot speak but rather bark like dogs, shoot fire from their backsides and are the offspring of daemon and human interbreeding. And these are just a few of the least outrageous rumours that I have heard!

In an effort to portray a more realistic picture of who the Kurgans are, I have conducted some research and presented here are my initial findings. This is merely a summary of the extensive information I have unearthed, including an introduction to the Kurgans as a whole, followed by a brief overview of a handful of Kurgan tribes (there are literally thousands of different tribes that can be loosely categorised as 'Kurgan', it seems).

The Kurgan

The Kurgan are one of the major peoples of the north. They are renowned as great warriors, even amongst the other warlike people of the region. It is said that even their womenfolk are skilled with sword and axe, and eagerly seek out battle. It would seem that thousands of generations of hardship have made them physically larger than people of the Old World. Further accentuating this is the tradition of exposing imperfect and stunted offspring to the elements, thus eliminating weak bloodlines. What a loss the Empire would have if such inhumane practises existed here! Some of our most noted scholars and battle wizards might well have been culled when infants were they born into a Kurgan tribe.

The Kurgan are darker skinned than our people of the Empire, and predominately raven-haired. Equally at home in the saddle as on foot, they are a nomadic people that generally do not build lasting structures, although a notable exception to this are the great obelisks that some tribes erect to honour slain warriors. It is said that of all the warrior-people of the far north (including the Norse, the Hung and the Dorstan), the Kurgan are the most numerous, laying claim as they do to more land than the entire Old World. Though their lands are not densely populated, for they are by nature a nomadic people, the number of Kurgan must still be truly astonishing. I fear what would happen if every Kurgan warrior attacked our Empire (though logistically this would be nigh on impossible).

The Kurgans are followers of the dreaded Chaos gods - names that I shall endeavour not to mention here any more than in passing (Alberic, the drink-addled ex-road warden who was a near permanent fixture of the Speckled Wabberthwaite was taken away by Witch Hunters for being overheard mentioning one of these accursed names - in actuality he merely slurred another word entirely). The Kurgan as a whole do not focus on the worship of any one god in particular - this is up to each individual tribe. Even within specific tribes, it would seem that it is perfectly acceptable to worship whichever deity one wishes. Some tribes are even perfectly willing to accept deities from other parts of the world entirely. It seems strange to me that in some parts of the Empire a man may be persecuted for his religion, yet this would never happen amongst the barbarous savages of the north. I had best move swiftly on, for fear that my words become heretical!

After much research, it would seem that to lump all the Kurgan under such a title is rather misleading; painting them all with one broad brush, so to speak. The vast number of named tribes that I have discovered is truly astonishing, particularly when there must be ten tribes for every named one that I have uncovered. Therefore, I have decided that a better way of answering the question "who are the Kurgan?" is to look at a small number of tribes, and see what links and differentiates them.

For this, I have chosen three particular Kurgan tribes. These are the Kul, led by the now infamous Crom the Conqueror, the Draghars of Bane Khronus and the Iron Wolves of Aelfric Cyenwulf.

The Kul

The Kul are a brutal Kurgan tribe that lay claim to the wild lands north of the Worlds Edge Mountains and to the east of the Sea of Chaos. The name of this tribe is said to be recognised as far away as Cathay (well, a Cathayan merchant that I met recently in Market Place certainly recognised the name, if the torrent of what I can only imagine were curses spilling from his mouth at its mention is anything to go by). They are ruthless raiders and plunderers, even more so than other Kurgan, and they constantly roam the lands, attacking where the spoils are richest and the foes most dangerous. They are known as slave-takers, and most who know of the Kul would rather die in the initial attack than be taken as one of their tortured slaves.

They have no qualms about attacking other Kurgan tribes, for the Kurgan title is more a collective title that we outsiders would tend to apply to them - the Kul are loyal only to the Kul.

The leader of the Kul is the aforementioned Crom the Conqueror. If rumours are to be believed, he is a young and ambitious warlord whose martial prowess is great. The Kul respect personal combat above all else, and they excel at various forms of warfare - they swiftly become experts with any weapon they encounter, and being nomadic, they have encountered many! From sword and axe, to unarmed combat through to more obscure eastern blades, the Kul are undisputed experts.

By tradition, the Kul do not worship any one particular god, but prefer to pay homage to a great conglomeration of fell deities. They see this as having a power of its own, and one has to admire their simple logic in this regard - the Kul believe that if you pray to a hundred gods, then the chances of one of them listening is much greater than if you are praying to only one!

Below: Marauding warrior of the Kul.



The Draghars of Banc Khronus

The Draghars are a bloodthirsty tribe of Kurgan warriors who are the epitome of everything we in the Empire fear and hate about the northern barbarians. They are a truly barbaric people, whose savage and bloody rituals and practices make me grimace even as I put quill to paper. The lands they claim as their own are believed to be somewhere north of where the Kul come from, but more specific than that I am, alas, unable to discover. Going by the rule that the further north, the more bizarre and deranged the warrior, I would have to imagine that these tribesmen come from very far north indeed!

In appearance, the Draghars have the typical Kurgan dark skin and raven hair, though you wouldn't know it from looking at them. Before battle, they engage in bloody rituals that they believe attract their god's attention. They are

worshippers of Arhkar, a god that glories in the spilling of blood and the collecting of heads. I can see many similarities between this god and countless others of different names who also seem to like blood rather a lot, but whether they are all aspects of the same god, or are regarded as individual deities in their own right, is difficult to ascertain.

Blood must be spilled before battle – it may be the warrior's own blood, a slave's or another of the tribe, but each warrior must blood his weapon in honour of their god. With a foul concoction of lime, blood and fat, the warriors of the Draghars draw their hair and beards into spikes and thick braids. When congealed and dry, this makes their appearance truly terrifying! To compound the effects, the warriors are known to pierce their skin and flesh with blades and pins – often, the warrior will leave the sharp tool within

their flesh (perhaps even drawing them out if they are rendered weaponless). Although I have observed many cultures that engage in similar behaviour (the piercing of ears is a common practice within the Old World, for example), the Draghars do seem to be hideously creative when it comes to theirs. Indeed almost all their soldiers are pierced, something which to be frank makes me feel rather queasy.

In great rituals before battle, the Draghars ingest a form of hallucination-inducing root (which I believe is known colloquially as 'blood-heart root'), chewing the noxious substance until their teeth and gums are stained red. Visions assail them, and many claim to see their god watching over them. The crude priests of this tribe stalk around the near-comatose warriors and it is at this point when they begin to apply crude tattoos to the warriors. A good thing that they are



A depiction of one of the savage warriors of the Draghars. Note the blood-matted hair the crude tattoos and the blades piercing the flesh. These tribesmen are also known to be head-hunters, as is evident by the skulls on this warrior's belt.

drugged, too, for the crude method of tattooing must surely hurt a great deal!

The whole point of these painful tattoos, the dyed and fixed hair and the ritual chewing of blood-heart root seems to be to further attract the attentions of the gods; the more tattoos, the brighter their hair etc, then the easier their god picks them out in the confusion of battle. And the more blood-heart root ingested, the more likely that the warrior will see his god.

The Iron Wolves of Aelfric Cyenwulf

The Iron Wolves of Aelfric Cyenwulf are a particularly dangerous enemy that I fear we in the Empire are going to be hearing a lot more of in the coming months. The Iron Wolves are reputed to have originally come from Norse stock, though they have lived amongst the other Kurgan tribes for so many generations that their bloodline is more Kurgan than Norse. Nevertheless, the Norse themselves would regard them as purely Kurgan, and the Kurgan themselves would see them as Norse. How they view themselves is unknown, though I would hazard a guess that they see themselves as a people unto themselves. Their Norse heritage can be seen in the appearance of some of them, for occasionally they will have blue eyes, blonde hair and skin not as dark as most Kurgans. They also tend towards being a little taller and more noble in appearance than other tribesmen.

Those Iron Wolves with blue eyes are regarded as particularly favoured, for they see this as a blessing of their favoured god, who is said to be focused on change. They believe that their god is the one who causes all change in day to day life; be it the changing of the seasons, or the sudden rise of a chieftain. They give praise to this change, and embrace it, even though they know their god is often fickle and unpredictable. This tribe also seems to honour and pay respect to wolves (hence their tribe name). Nevertheless, this honour doesn't stop them from slaying them, for many warriors wear great wolf pelts over their shoulders! Whether there is a wolf god that the Iron Wolves worship in its own right, if it is one of the aspects of their god, or if they just have reverence for what they see as a kindred spirit, I cannot say.

Aelfric Cyenwulf is the current leader of the Iron Wolves, and is a very powerful and ruthless High Zar, as he is

known. He leads a massive army, for his tribe has taken over countless smaller ones and amalgamated them into his own. In battle, if reports from Kislev are to be believed (and I have no reason to doubt them, as many of them come from Kaspar Von Velten, the ambassador to Kislev himself), Cyenwulf tends to wage war by firstly spreading terror before him, making his foes fear to face him at all. He seeks to demoralise the foe, to undermine their determination and destroy their resolve.

It seems that the Iron Wolves have a strange reverence for their weapons. They believe that only once a warrior has proven himself before the tribe and their god is he allowed to wield the bigger and more brutal weapons. As such, the bigger the weapon one wields, the more honour and status he has attained. Some might say that size doesn't count, but for the Iron Wolves this is certainly not true! As such, Cyenwulf, being the most powerful of all the tribe, wields a blade of colossal proportions. It is rumoured that some of their most fanatical warriors (said to have been picked out by their god) enter fits of rage before battle is joined, and run into battle stripped of their armour.

The Iron Wolves are a warrior people born and bred, as are all the Kurgan, and it is their belief that one can only reach their blessed afterlife by dying heroically in battle. With such a belief, it certainly makes the Iron Wolves a fearful and well-motivated force. While we in the Empire might prefer to live quiet lives if at all possible, the Iron Wolves will

continue to seek out battle until the end of their line - this is what makes them such a dangerous foe. To the Iron Wolves, and indeed all the Kurgan, to fight is a religious experience. It is not something they will stop doing until they, or all their enemies, are slain. However, as neither of these things is particularly likely, I would say that we will never have a moment's respite from Kurgan attacks.

I fear for our Empire. Ranged against us are untold hordes of bloodthirsty killers. There seems to me little place in the world for a realm that does not match them in their ferocity. If we were such a bloody, hateful and vicious culture, then we might win this war. But to win completely, we would have to not only weather the storm that draws near, but would have to counter-strike against the foe and wipe them from the face of the world. In doing so, if we truly wanted to be a nation free from future attack, we would need to push deep into the enemies' lands, to burn their homes and slaughter their children. But in doing that, would that not in turn make us into the brutal murderers?

With a heavy heart, I will end my essay here for now. It touches only briefly upon a handful of the Kurgan tribes, but I think gives a small insight into those peoples of the north. The Hanging Crow calls to me. Yes, Frau Weirde may well berate me if she smells the ale upon me, but one must take such small pleasures where they come.

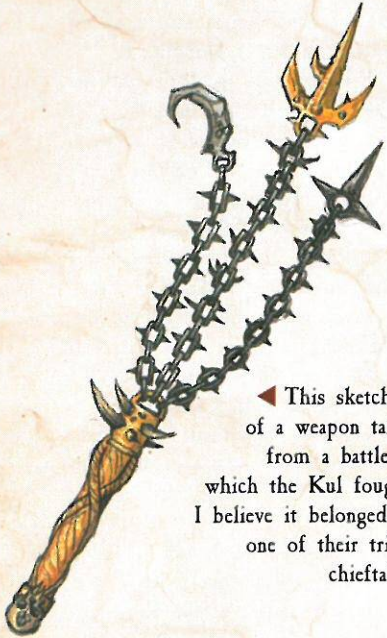
Till next time, may Sigmar and Shallya smile upon us all.



An example of the tattoos favoured by the Draghar.

The Kul

The Kul are experts in all forms of combat. Below are an array of items recovered from their battles against the Dwarfs along the mountain passes. The exotic weapon below is just one of the many weapons the Kul are skilled with.



◀ This sketch is of a weapon taken from a battle in which the Kul fought. I believe it belonged to one of their tribal chieftains.



▲ The favoured icon of the Kul is the eight-pointed star. This could represent the many gods worshipped by the Kul, or the many directions the warrior path may take their champions.

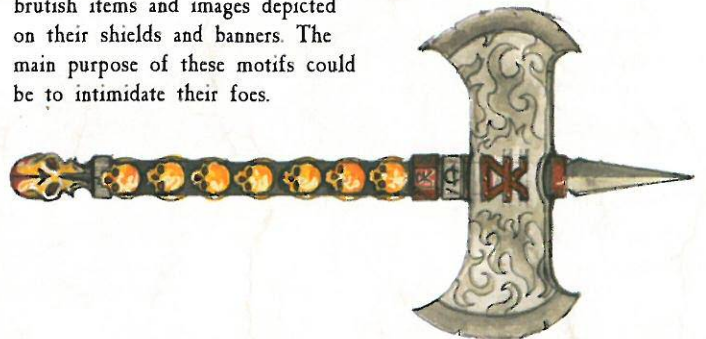


The Draghars

Bloody and savage, the Draghars favour the liberal use of the colour red, and their weapon of choice is the axe.

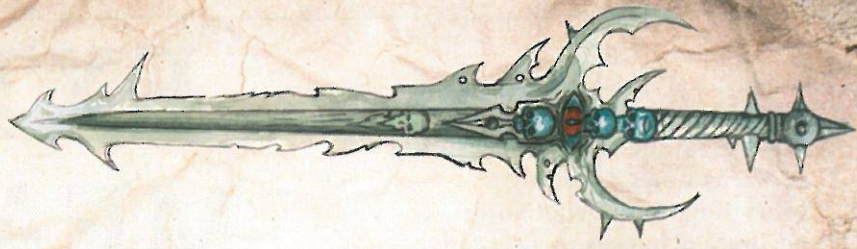


◀ The savage nature of the Draghars is displayed clearly in the brutish items and images depicted on their shields and banners. The main purpose of these motifs could be to intimidate their foes.

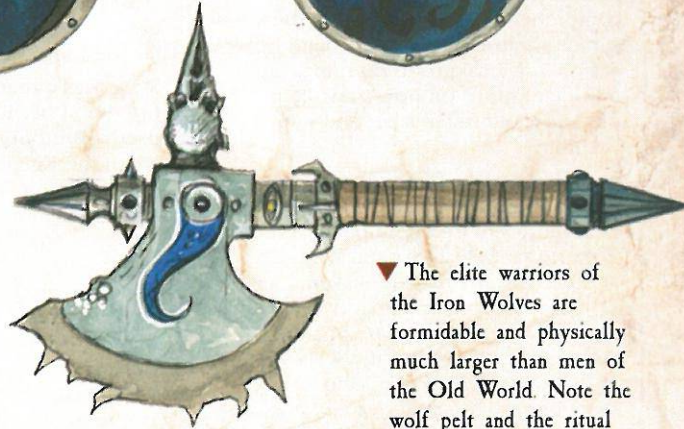


The Iron Wolves

Favouring deep blues and metallics, the Iron Wolves are dedicated to the god of change. This is reflected in their iconography on their shields and banners.



▲ Many of the Iron Wolves' shields have swirling designs painted on them, possibly to hide the grain of the wood, and thus making it harder for an enemy to split the shield with a powerful blow.



▼ The elite warriors of the Iron Wolves are formidable and physically much larger than men of the Old World. Note the wolf pelt and the ritual scars on the cheeks.

▼ The image of an all-seeing eye features strongly in Iron Wolves culture. This could symbolise their belief that their god witnesses all, and judges them accordingly.



In his latest article, Mike Walker offers up some helpful words of wisdom on the topic of measuring in Warhammer. Covering everything from negotiating accurate distances to alternative uses for the humble tape measure, Mike takes a sideways glance at Warhammer.

EXTREME MEASURES

Successful measuring in Warhammer

Join me in a meander amongst the mechanics of movement and measurement. This is not a comprehensive examination of these subjects, rather it is a lightweight browse at how my local group do things and a few suggestions on how to make parts of your game faster, safer and more accurate.

Movement wins Warhammer games. Mighty High Elf wizards may arrive with beautifully embroidered pockets full of Power dice to blast your army to smithereens. Hordes of Skaven may turn up with unstable armaments capable of destroying your troops in a hail of warpstone bullets. But if my Dwarfs¹ get within axe range of fragile spellcasters or nervous Rat-man crewmen, it is the pointed-eared or furry models that will soon be heading back to their army box.

At its simplest, Warhammer is all about getting your troops into combats that they will win, whilst avoiding getting too

badly mauled by missiles or magic as they attempt to do so.

Most players therefore spend a bit of time thinking about their moves. Some far too long:

Steve was a regular Warhammer opponent of mine in the late 1980s. He used a Bretonnian army back in the days when the Knights were blessed only with amusing French sounding names. His was an army that attempted to tear forwards and smash through the enemy. His trouble was that the Movement phase seemed to last aeons. Looking back on it, it is now obvious to me that Steve was in fact a Slann. Steve was not excessively fat, telepathic, or able to levitate, but he was a deep thinker prone to entering a contemplative trance whenever he thought. In excess of ten minutes of utter inactivity punctuated each unit's move as his army was pushed forwards with all the urgency of a glacier. Exaggerated

sighing, increased caffeine intake and soft projectiles were all used on Steve to try and penetrate his meditative state and bring his Movement phase to a conclusion. Surprisingly, the answer turned out to be spare movement trays.

Nowadays every model in a formed-up unit on our tables is deployed on a movement tray. A couple of games against Little Dave's experimental and entirely skirmishing Beasts of Chaos army with its 200 Gors and Ungors to individually move led to the creation of Skirmisher trays. These are simply irregularly shaped pieces of MDF painted to match the tabletop, with Skirmishers balanced on top. We have found that keeping plastic models on top of these trays is a real challenge even for those with reasonably steady hands. Increased Weeble²-like stability was achieved by gluing metal tabs to the underside of each plastic model's tray.



¹ Read WD282 for an account of my obsession with a Vampire army. With the waning of the full moon, my cravings for the Black Art have reduced a little and I am once more able to tolerate full daylight, employing troops that have high levels of body fat, copious facial hair and the ability to grumble a lot.

² A toy popular in the 1980s, a Weeble was a rotund appendage-less humanoid. The accompanying marketing campaign was solely based on the ingenious round bottom design which, coupled with an abnormally low centre of gravity meant that the creature could remain upright regardless of how aggressively it was wobbled.



The Vampire Counts army's ability to march depends on their proximity to their general, something to be kept in mind at every turn.

Back when I was playing Steve we had hand-made cardboard movement trays and there were plenty of spare ones. Steve found that by using an empty movement tray to test out possible moves he was able to reduce his thinking time which, was really good news for his elderly father as we could complete an evening game at the club before the last bus departed and the parental taxi needed to be summoned³.

I have a routine for the Movement phase that keeps my thinking time as long as is needed and no longer.

Firstly, I spend about a minute looking at the position on the tabletop. One good trick is to wander around to your opponent's side of the table and have a look from there. It's a good place to have a little think about how your opponent will react to your moves drawing a mental picture of how my army will manoeuvre this turn.

My own routine is to start by moving those troops that are desperately trying to get into combat with the enemy, avoid them or divert them. These are the most important moves and I always work across the table left to right checking each unit in turn, so that I do not miss any.

Once that is done I have a look at the missile troops to ensure that they can fire effectively. Quite often this can mean a slight adjustment of already moved troops to keep fire lanes and targets available.

Next a check of the spellcasters, to make

sure that they are in range for the spells they are likely to use and can see their intended victims if they have line of sight spells, finishing with a review of those figures that have ranged effects. Is the Battle Standard positioned to generate any Break test re-rolls? Is any *terror*-causing model skulking in the right place to cause as much fleeing as possible?

I find that fewer units fail to make the correct move and I avoid most of the glaring mistakes. I would suggest that this approach is vital for those who, like me, suffer middle-aged moments.

I am absolutely confident that ten years ago I would never have forgotten so regularly to check if my units can march move. At least as confident as someone can be who has an intermittently unreliable memory.

It's really quite simple: Undead units in my Vampire Counts army cannot march move if they are within 8" inches of a non-fleeing enemy unit or if they are more than 12" inches away from my general at the start of the turn.

We make this check after charge declarations and before any unit on the table is moved.

When I make my charge declarations I know that I must do these checks. As I start to move my first unit I know that I should have made the checks. It's just the middle bit that somehow doesn't happen. So many times I find myself having to try and work out where my general was before he charged or where

those Skaven slaves were before they failed their *fear* check and ran off.

Perhaps, as my teachers rarely tired of telling me, all those years ago, if I write it all down I will be able to remember it better.

Estimating distance is one of the major skills in Warhammer. Not knowing the exact distance involved plays a huge part in the enormous tension generated during charge declarations. Your pulse pounds in your ears, your heart rate hammers in your chest and sweat trickles past your eyes. You are barely able to enunciate the charge declaration for all the pounding, hammering and trickling. Or maybe it's just time I got my blood pressure checked again.

Deep in the appendices of the rulebook there is a bit about generosity, it says: "Winning because your opponent has misjudged a charge by a fraction of an inch is no victory at all." Much as I hate to disagree with the 'Great Book' I'm unable to recall even one occasion when Little Dave's victory hand jive was any less vigorous. When I lost a game because my Black Knights crucial charge was a quarter of an inch short of hitting the flank of some Witch Elves I was still treated to two minutes of jerky, rhythmless, rapid hand movements.

My local group insists that if a charge is even a Dwarf whisker short, it fails. In the event of a dispute on a close measurement we invoke arbitration. A tape measure is thrust at a player on the adjacent table and they are asked to

³Steve was in his early twenties at the time and never learned to operate anything automotive. This was probably a good thing as Steve regularly displayed an ability to make instant decisions several minutes after they were required. We always thought that sudden braking might be an issue.



adjudicate. The adjudicator's carefully considered decision is final, and no pleading, sarcasm, or intimidating glaring is permitted.

In fact, all really close measurements are referred to the arbitration process, as soon as players realise that they cannot agree on the distance. We find that this enables our games to proceed at a reasonable pace and no one feels that their victories are devalued if a measurement favours them. Naturally, if the adjudicator really cannot make a decision then a single dice roll determines the truth of the matter.

There are a couple of techniques that you can try at home which are excellent for players that want to avoid accurate measurement of movement.

Extend the tape precisely and carefully, then check and re-check the measurement. Once satisfied, just like a magician, simultaneously snap the tape shut and shove the unit into position. With practice it's almost impossible to get the unit in the right place.

The second technique involves the same precision and care as the first, but this time the tape remains in place and the unit is moved to exactly the right calibration point. Leave it in place for a few seconds. Then realising that there is a better move, imprecisely place the unit back where it started. Repeat this a few times to ensure there is no way the unit gets positioned accurately.

Most offenders will desist from these sort of bad practices if you politely point out what is happening. Persistent offenders are usually beginners, being

less than honest or Old Dave⁴.

With all the model scenery, shifting terrain blocks⁵ and awkward measurements to make, you cannot expect to get all your units' moves perfect. To be honest I reckon the odd eighth of an inch short or long doesn't really matter that much.

For those moves that do matter there are two things you should do. Mark and Agree.

Generally, the guy on the other side of the table sticks around while you are announcing your charges and ploughing your units into theirs. When the Remaining Moves start usually their boredom threshold is reached within seconds. Players around here use it as an opportunity to replenish the hot beverages, visit the lavatory facilities, drift off to offer 'brilliant' tactical advice to the players on the next table or continue with their recreation of the Black Pyramid of Nagash, constructed entirely from dice.

For most of the simpler moves the other player's attention is not crucial. For important moves it is a good idea to spend a little time getting their agreement.

When at the end of last week's game I needed to prevent Scott's Swordmasters sweeping majestically into the flank of a unit of Thunderers, I patiently waited for Scott to return from shortening his lifespan with his little filtered friends. I then agreed with him that my greatly relieved Thunderers could turn, move and turn, shuffling far enough to move out of the Swordmasters' charge arc.

Agreeing this sort of move speeds the game along and reduces disagreements. Next turn, Scott did not have to waste time considering the charge and there were no raised voices from the garage to disturb my wife's enjoyment of Bore-the-Nation Street.

When dealing with awkward or experimental movement, always mark the unit's starting point before even one figure is dislodged. This is a common practice even for moves that look pretty straightforward. Long distance Fast Cavalry moves, multiple wheels or Flying moves are all excellent candidates for being marked whilst moves are checked.

As I mentioned earlier, part of the challenge in Warhammer is estimating distance. Nowhere is this better illustrated than when using a Stone Thrower. How I wish that I had the combination of good guessing and Scatter dice luck that seems to permeate much of Stuart's recent play. He has recently been smashing and panicking his foes with two Screaming Skull Catapults as the Rare selections in his Khemri army. More than a few games have been won with a strategy solely reliant on accurately flinging an enemy's epidermis-free head back towards it in a more incendiary state.

I must confess that my estimating ability, like many players' increases in inaccuracy the more urgently I need to make a shot. But the frustration of all the games when the only thing you made dents in was the grass, just means that the moment when a lump of rock lands exactly where you intended is just so much sweeter.

⁴ Old Dave coached an incredibly white Skeleton army at around the same time as Steve was sending his Knights hurtling across the table. He was something in the explosives industry and was well known for his duff bearing, sbaky hands and when, under any sort of pressure in a game., an inability to measure accurately.

⁵ We use flocked polystyrene terrain block to play our game on. These are very lightweight and somewhat prone to being moved about by players leaning over the tables, especially by those of us with stomachs that are not entirely flat.

Mike's Dwarf army has all the war machines mounted on bases for accurate measurement. Note how Mike has built this army up over many years – veteran players will no doubt be staring misty-eyed at some of these models!



If you use artillery, make sure you are consistent in where you start to measure from. The first time you fire indicate the fixed point you will use, the front of the piece's base, the end of the barrel or the strange knob that fires the weapon. After the guess, get the other player to mark the point of aim with a dice, number one side face up with the dot marking the exact point.

The need to guess ranges raises an interesting point about information concerning measurements. Once Stuart has launched a flaming and screaming skull at one of my units do I have to tell him how far the unit moves so that he can adjust his range guess appropriately? Around here the answer is yes!

The house rule that we play is that if any player wants to know a measurement they can. Polite enquiries are made when needed. Careful observation from the other side of the table can give this sort of information anyway. This rule was also required to stop Little Dave observing measurement whilst lurking right next to players, as this proved to be quite unsettling for some of the club regulars.

I have encountered a few players who, as soon as the game starts, enter a measuring frenzy. During their turn and for quite a bit of mine they seem to be measuring everything. How far away is that wood? How long is that hedge? How tall is your coffee cup? This is just wrong; we have a second house rule that discourages all unnecessary measurements.

For example when I move my Dire Wolves I want them to stay within 12" of my general, so that in the unlikely event I remember to check, they can march move next turn. But, there is no rule requirement that I check this during the Remaining Moves phase. I therefore

cannot make this check until after charge declarations in my following turn.

With the amount of measuring that goes on it's inevitable that there will be clues as to the distance between things that have not been directly checked. We believe that unless a player needs to measure something, they should not.

The Magic phase often requires minimal amounts of measuring. The caster of a spell announces the target of the spell – no measuring. The other player attempts to dispel – no measuring. The spell gets dispelled – no measuring. The spell goes off – measuring, at last, as the caster checks if the target is in range. Whole Magic phases can pass without the need to deploy a tape measure.

You can always tell a veteran Warhammer player just by looking at their hands.

Their thumbs are calloused from the continual pushing against their tape measure's ridged plastic lock switch. Their forefinger may well carry 'nipping' scars. Trapping a tiny piece of finger skin between the main body of a retracting tape measure and the metal end stop creates these scars.

More of my models have had their plastic weapons snapped, smashed and bent by a rapidly descending tape measure than any other cause.

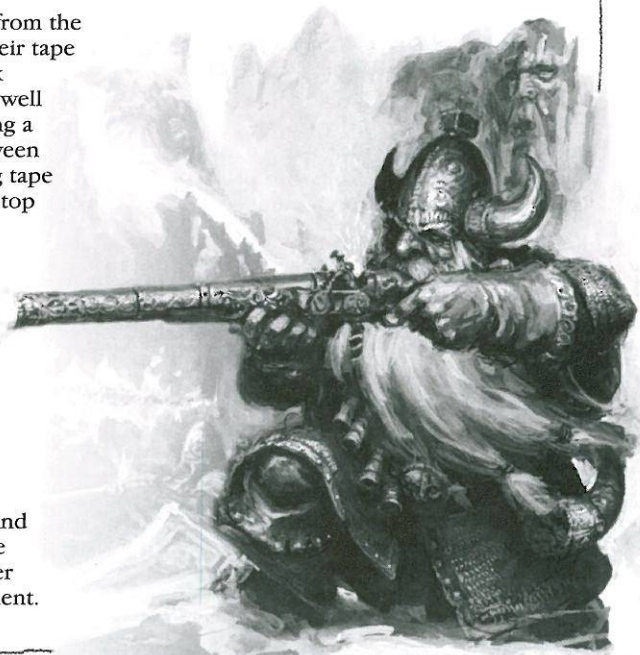
The dangers posed by the extendable tape measure are just something the dedicated Warhammer general has to accept as part of the hobby. And the danger is increased by the many uses an ingenious player finds for this piece of equipment.

You can use it to weigh down your army list if you get to play in the draughty end of a garage on a windy October evening.

Whilst a tape measure makes a rubbish yo-yo, if it is extended and swung between forefinger and thumb it does make an excellent wrecking ball for any unguarded recreations of the Black Pyramid of Nagash.

Right, I've got to go. It's club night tonight and I'm off to secure the brand new yellow tape measure, before the others arrive.

Join me next time when there should be less nostalgia from the 1980s, more rules that I cannot remember, less complaining about being middle-aged and much more on the easiest ways to lose at Warhammer.

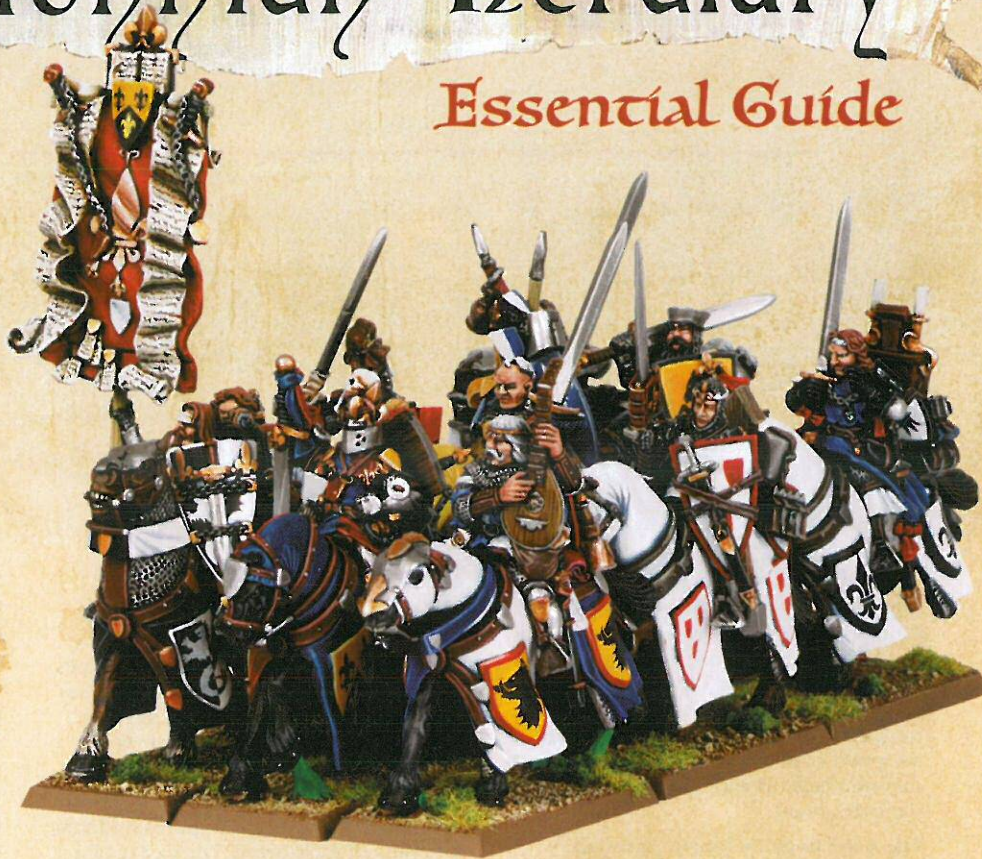




Bretonnian Heraldry

Essential Guide

The heraldry that adorns Bretonnian Knights signifies their allegiances and their experience gained on the field of battle. Tammy Hays looks at the significance of this imagery and how you can use it to create your own unique Bretonnian forces.



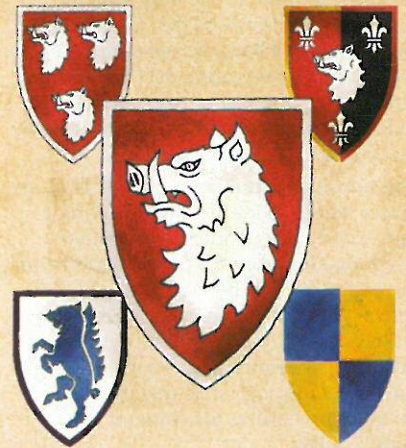
When I think about Bretonnia I see noble knights riding big warhorses, adorned with brightly coloured caparisons bearing evocative heraldic designs on them. I love the Bretonnian army because it offers so much scope in the way of painting the miniatures, and it looks great with all the different units of Knights you can include. The following are a few guidelines that we used to choose the colours and patterns on the Studio army.

What is heraldry?

Heraldry is a way of identifying a knight and what family he's from. It is used so their squires, fellow knights and even

their enemies can recognise them on the battlefield. This is very important, because the various dukedoms and families do not shy away from warring amongst each other. Heraldry is also used as a sign of ownership, displayed on ship sails and castle doors, for instance. Men-at-arms carry into battle the heraldry of the family they serve.

The heraldry designs from Bretonnia consist of two things – a coloured background (called a field) and one or more emblems (called a charge) confined within a shield shape. For example, the heraldry for the family of Artois features a boar (pictured right). Variations of this design appear on the heraldry of other families from the Artois Dukedom.



♥ The heraldry of the family of Artois.





Rising through the ranks

When a knight is granted a place in a higher knightly order, his heraldry does not change, but the way it is represented on his shield will become more elaborate, to fit his new stature. Here you can see the progression in the heraldry of Louen Leoncoeur, from the simple design of the Knight Errant, to the elaborate design of

the kingly shield. The heraldry of the ruling family of the region is seen as the heraldry of the dukedom itself. The main emblem is often used whole, or in part, in the heraldry of the families that are from that specific region. These heraldic designs will have been used for hundreds of years, and it's a great honour and privilege to bear them.

Knight Errant

Here the design is very plainly rendered, using flat colours in the background, and only an outline around the emblem.



Knight of The Realm

A golden ornamental rim has been added, and the emblem is presented in a more natural style.



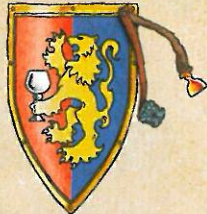
Questing Knight

This shield is identical to the previous one, except that it is scratched and damaged.



Grail Knight

The emblem is rendered in a more elaborate fashion, and a Grail has been added to it. The outer rim has also changed slightly, although it is not part of the heraldry itself.



Duke

The Grail has been replaced by a sword in the emblem, and the background colours have been rendered with a pattern of small fleur-de-lys.



King

A Crown has been incorporated in the design, and the emblem has a much more elaborate sword added. The rim symbolises the fourteen dukedoms, while the detailing of the background and emblem is extremely intricate, fit for a king.





Colours

There are five main colours used in Bretonnian heraldry. These are black, red, blue, white and yellow. White and yellow represent metals; silver and gold respectively. These create the most striking colour combinations, making the knights easily recognisable in battle. These five colours are also used because the pigments are the most expensive to obtain, and what better way to show off your wealth than by using them in your colours and crest.



♥ The above designs show how colours and metals can work in different combinations. Note that the emblems can be painted with metallic paints, as on the third design. However, the poorly contrasting colours on the fourth shield show how not to do it.

However, when you take a closer look at the shield designs you will notice that a 'metal' coloured emblem is never placed onto a 'metal' coloured background, just as a plain coloured emblem should never be placed on top of a plain coloured background. Certain combinations, such as a white emblem on a yellow background, or a red emblem on a blue background, don't create enough contrast. The end result will be an emblem that is not as striking or distinct as two dramatically contrasting colours (see left).

Emblems

Heraldry is defined by the symbols or emblems used, and each dukedom has a symbol that is used in its heraldry. As mentioned before, families will often use the variations of the emblem of the ruling house in their own heraldry. You're not really chained down in the emblems you want to use, since there are some exceptions, where either different symbols are used, or even none at all.

Some symbols are seen throughout, regardless of which dukedom knights are from. These come in the form of small icons that are used in the individual knight's heraldry, as ornamental items worn on the armour, or as pendants etc. Common examples of these are the fleur-de-lys, the cross and the shield. Very often they symbolise acts of bravery or excellence of the knight who wears them.

Background colours

The patterns used in the background of the shield designs can be halved, quartered, chequered and so forth, or left as a single colour. Any geometric division is acceptable, although using more than three colours in the background of the emblem is not recommended.



♥ The colours used on this Knight's tabards (above) and his mount's caparison are not connected to any of the dukedoms that you would see in the provinces of the Empire. You can paint units with a similar colour scheme, or have individual patterns for each Knight. This gives you a huge amount of options for theming your army.





Marks of Excellence

These icons are worn on the armour and equipment of knights to commemorate any marks of excellence. You can easily add these marks to your own Knights by applying the small transfers on the transfer sheets. They can be used on the caparison, and even on the armour, to symbolise battles won or campaigns fought in.



♥ The Green Knight (above) is the exception that proves the rule. He is the only Knight that wears the colour green in both his heraldry and his mount's caparison. His tabard and mount's caparison have been painted with elaborate detail, to amplify his special status even more. The spiral pattern gives the impression of a tangled plant or bush, which shows his connection with the land of Bretonnia itself.





The strength of the design can be lost if you make it too complicated. These kinds of patterns are also used on the tabards of the knights and the caparisons of their mounts.

Even though these combinations will limit you in the colour combinations you'd like to make, there are still many possibilities – just look at all the Knights at the top and bottom of these pages.

Transfers

There are three transfer sheets available for the Bretonnian army – one sheet

with designs for the 14 dukedoms, one with symbols for Grail Knights and one for Men-at-arms (see right). Using these transfers is just about the only way you can apply heraldry emblems on large amounts of Knights without having to paint them all on by hand.

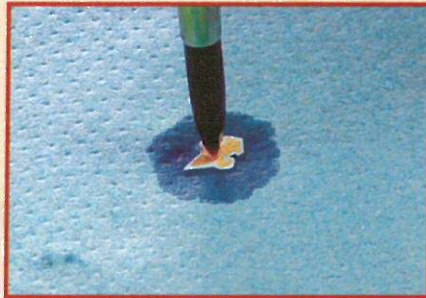
There are quite a lot of different designs on these sheets, but you can use a few tricks to create even more variations. The workshop below shows some simple hints and tips on applying, and changing, transfers.

The heraldry of Bretonnia follows a set of rules that are quite easy to follow. By painting your Knights Errant and Questing Knights in a simpler manner than knights of a higher order, you can make a distinction between them without spending much time or effort. By keeping the colour palette restricted to five colours, your army will look striking and characterful on the gaming table. The following spread shows how to adapt your knight as he is promoted from Knight Errant to Grail Knight.

Applying Transfers



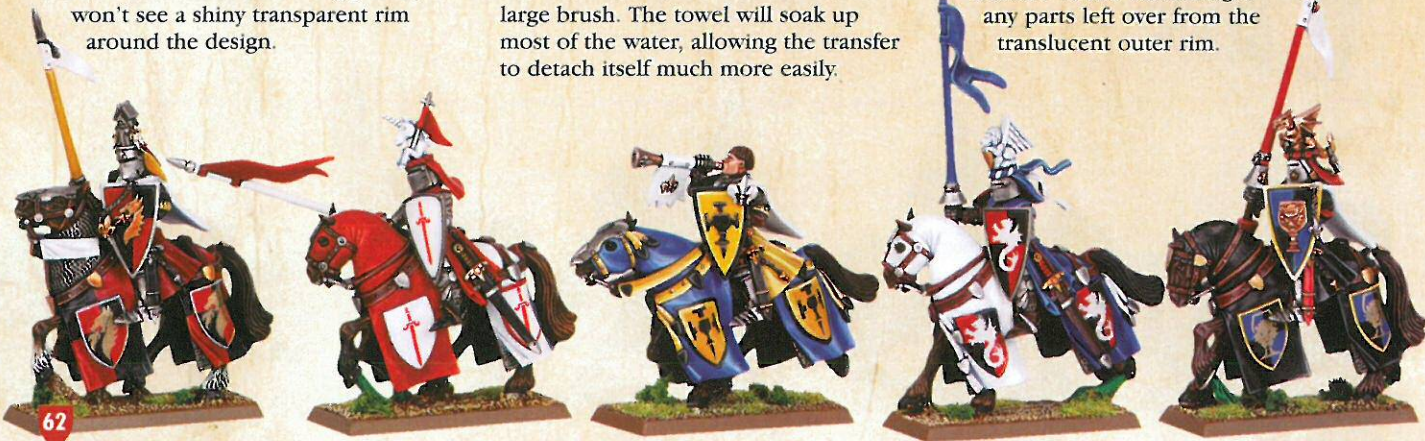
1 When you cut out the transfer, cut as close to the design as possible, removing as much of the outer transparent transfer material as possible – a sharp modelling knife and cutting mat are the best tools for the job. This is so that after the transfer is applied, you won't see a shiny transparent rim around the design.



2 You can soak the transfer in a plate filled with water, but sometimes the transfer can be very tricky to remove from the backing paper without damaging it. Instead, place the transfer on a piece of paper towel or toilet paper, and add water to the transfer with a large brush. The towel will soak up most of the water, allowing the transfer to detach itself much more easily.

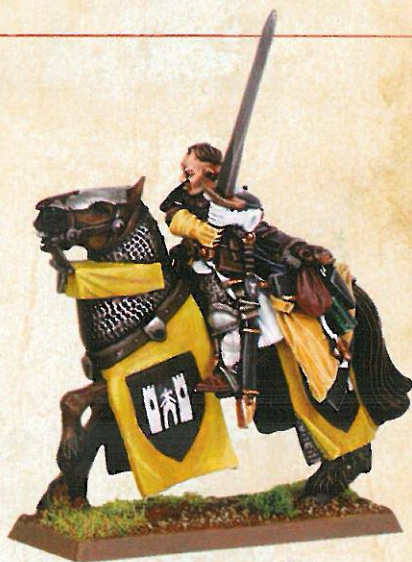


3 After you've applied the transfer and let it dry, paint a thin layer of varnish over the top. This is to give it a protective layer so that the chemicals in any spray varnish you might apply at the end does not deteriorate the transfer. It also camouflages any parts left over from the translucent outer rim.



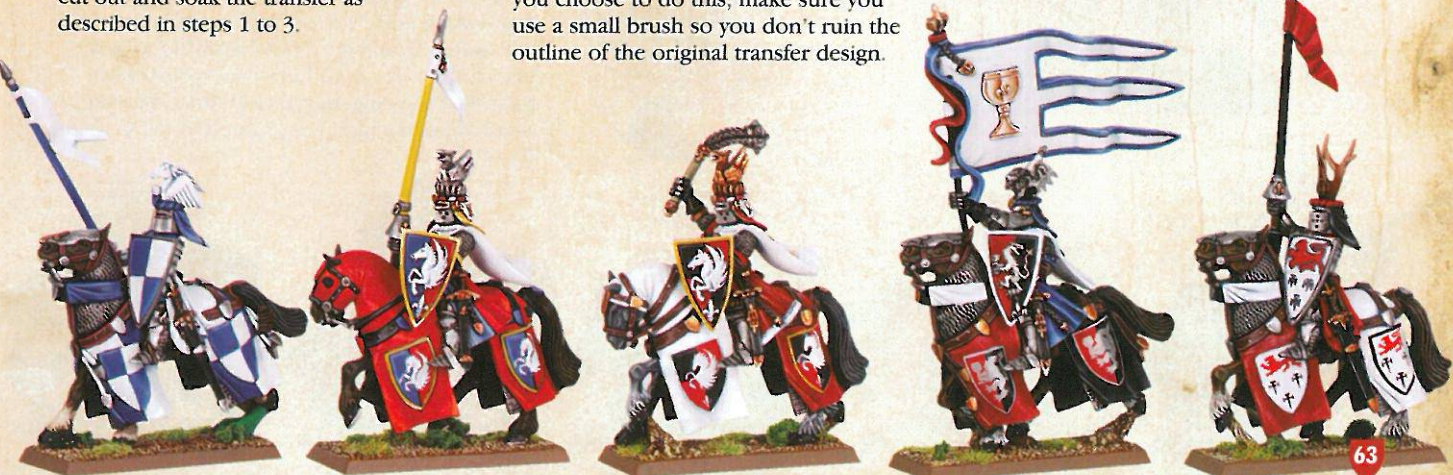


♥ The Bretonnian transfer sheets: one for Grail Knights, one for Men-at-arms and one with the emblems of the 14 dukedoms.



4 If you want to alter transfers by cutting them in half or into quarters, it is best to do this before you cut them off the sheet. Always use a metal ruler to make sure your cut is straight. After this, cut out and soak the transfer as described in steps 1 to 3.

5 You can alter transfers by carefully painting over the design after you've applied and varnished it. This allows you to make your elite units of Knights and their characters stand out even more. If you choose to do this, make sure you use a small brush so you don't ruin the outline of the original transfer design.





Knight Errant

Shield:

The field was painted Chaos Black and the edge of the shield was given a coat of Chainmail. The transfer of the unicorn's head was applied and a thin layer of 'Ard Coat' was applied over that. No additional details were added to the shield, keeping it as simple as possible.



Caparison:

A very simple dual colour scheme was used for the caparison of the horse. The red areas were painted with Blood Red, and the highest edges of the folds were highlighted with Blood Red mixed with equal amounts of Dwarf Flesh. The yellow part was painted with Golden Yellow and highlighted with Golden Yellow mixed with an equal amount of Bleached Bone.



Knight of the Realm

Shield:

The shield edge was painted Skull White, while the unicorn's head was given some shading using Codex Grey, highlighted with Fortress Grey and finally with Skull White, giving the design definition and depth.



Caparison:

The caparison was painted in the same way as for the Knight Errant, except for an ornamental border painted in the opposite colour. The yellow line was painted with Vomit Brown and highlighted with Golden Yellow, while the red line is Red Gore highlighted with Blood Red. The outlines for both lines were painted by following the edge of the cloth first, then the small almond shape was painted in the corners.





Questing Knight

Shield & Caparison:

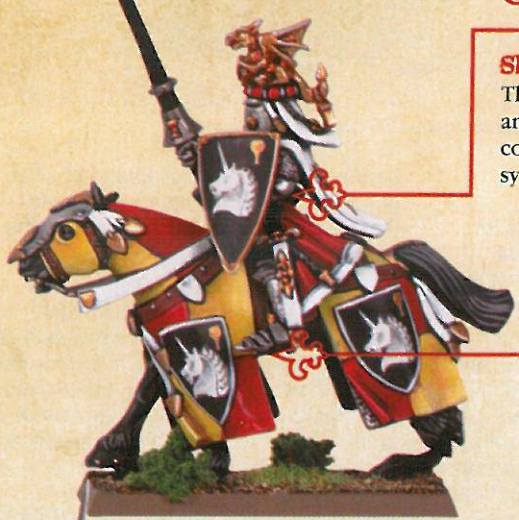
The Questing Knight has been painted in the same manner as the Knight of The Realm and, using weathering techniques, mud, dirt and dust were applied to the model. A thin layer of Bestial Brown was drybrushed onto the edges of the caparison, followed by thin washes of paint. These washes were layered onto the model from dark to light, starting with Graveyard Earth, followed by Desert Yellow and finished off with Bleached Bone.



Grail Knight

Shield:

The edge of the shield has been painted Shining Gold, and a Grail transfer has been added to the top right corner of the shield. Shading has been added to the Grail symbol using Shining Gold. This isn't an addition to the heraldry, but shows the Knight is questing for the Grail.



Caparison:

The caparison of the Grail Knight is more intricate than previous ones. Although the colours are the same, the pattern has been quartered, with small white details added to other areas of the model and around the shield design.



With its release imminent, Jervis Johnson talks about the all-new Epic: Armageddon game and looks at how the system has evolved. Che Webster's Orks and Brian Aderson's Dark Angels then get the opportunity to put the new rules to the test in a battle report.

ARMAGEDDON REVISITED

EPIC SCALE WARFARE IN THE 41ST MILLENIUM



Supported by the Imperial Fists, the Steel Legion hold their ground against the Ork mob.

Jervis: It was back at the start of 2002 that I started work on the new edition of the Epic rules. My aim was to create a set of rules that would revitalise the Epic gaming hobby and introduce a whole new generation of players to the joys of playing games in this unique new scale. But what is Epic? And what's all this stuff about a new scale? Let me explain...

WHAT IS EPIC: ARMAGEDDON?

Unlike the 28mm scale miniatures used to fight battles in Warhammer 40,000, the models used to fight Epic are about 6-7mm in scale. This means that your armies are larger, battles are bigger, and you can field gigantic war engines like Titans and Baneblade super-heavy tanks. An entire Warhammer 40,000 army is represented by a single formation in Epic, and each player will have several of these formations under his command. If you've ever wanted the

chance to collect an entire Space Marine chapter, or field whole companies of Imperial Guard tanks, or stride into battle mounted in a Great Gargant at the head of your Gargant Big Mob, then Epic is the game for you.

As the commander of a mighty army each player must rely on his tactical and strategic skill to outmanoeuvre and outfight his opponent. He must work out the best time to launch an attack, decide whether buildings, high ground or other objectives are worth capturing, and how terrain can be exploited to give troops cover. Needless to say it is vital to choose the right troops to carry out a mission: infantry to support your advance and garrison objectives, battle tanks to provide firepower, fast troops to move round the enemy's flanks and put them in a deadly crossfire, and your near unstoppable war engines to deliver the killing blow! Of course, luck also plays a part, and the best generals will

be prepared to take advantage of what good fortune comes their way just as they guard against any setbacks by the careful positioning of reserves.

In most wargames one player moves and fights with all their models, then their opponent moves and fights, and so on. Epic is rather different in that instead of moving their whole army, the players take it in turn to move small groups of units called formations. For example, a player might have an army that consisted of three Space Marine formations, each with six Space Marine Tactical units. During a turn the player could choose one of his three formations and then move and fight with the six units in the formation. Then his opponent would pick a formation to carry out an action with, and so on back and forth until both players had moved and fought with all of the formations in their army. This integrated sequence of play will test the skill of even the most

experienced general, as not only must you decide where you want your troops to move and who they will attack, but you must also decide the best order in which to carry out these actions.

Epic: Armageddon uses as its backdrop the planet-wide conflict between the human defenders of the hive world Armageddon and the alien invaders commanded by the Ork Warlord Ghazgkhuul Uruk Thraka. This cataclysmic conflict involves millions of troops, armoured vehicles, aircraft, artillery pieces and war engines. As such it offers a perfect example of the kind of battles that Epic is designed to allow players to recreate on their tabletop, so we have used it as a focus for the army lists, scenarios, background material and artwork in this rulebook.

EPIC MINIATURES

Initially, we'll be releasing Space Marine, Imperial Guard and Ork armies, but over the coming months and years these will be supplemented by the other races from the Warhammer 40,000 galaxy, starting with the Eldar, then the Tyranids, Chaos, Necrons and Tau.

One of the exciting things about Epic is that it gives us a chance to try out ideas for models that would either be difficult or impossible to do for Warhammer 40,000. Probably the best examples of this are the gigantic war engines that form such an important part of each Epic army. Space Marine and Imperial Guard players have access to the famed Titans of the Titan Legions, while the Orks are able to field huge Gargants and Great Gargants. Just one of these enormous machines would totally dominate a game of Warhammer 40,000, but in Epic it is perfectly feasible to field whole battle-groups of Titans and Big Mobs of Gargants.

As well as these impressive war engines, Epic armies have access to a whole range of other unique types of vehicle. All Epic armies are well-supported by aircraft, for example, from small and nimble Imperial Thunderbolt Interceptors and Ork Fighta-Bombas through to the Space Marines' heavily-armoured Thunderhawk Gunships and the Orks' large 'Landa' transports. And then, of course, there are huge super-heavy vehicles, like the Imperial Baneblade and Shadowword, or the Orks' Battlefortresses and

Gunfortresses, not to mention the mighty Space Marine Landing Craft (which is capable of transporting four Land Raiders directly to the battlefield!)

We'll keep on adding new models to each army over time. Work is already underway on a new Capital Imperialis model for the Imperial Guard, a Land Raider Crusader for the Space Marines, and Squiggoths for the Orks. In the long run our aim is to return Epic to its rightful place as the game system that introduces new vehicles and troop types into the Warhammer 40,000 background, and to this end we're working on concepts for several brand new units for each army. Keep your eyes open for them early next year...

DESIGN PRINCIPLES & CONCEPTS

As I said right at the start of this article, I've been working away on Epic:

Armageddon for over two years now, and I have to say that I am very proud of the resulting game. My aim at the start of the design process was to create a game that played quickly, constantly presented the players with challenging tactical decisions to make, reflected the important 'suppressive effect' of weapons fire, and that also ensured that each and every unit was unique and different. Here is how I went about achieving those four 'design principles'.

Fast Playing: Epic plays quickly; a game involving hundreds of infantry and dozens of vehicles supported by Titans or Gargants can be played to a conclusion in 3 hours or so. This has been achieved mainly by using 'intuitive' game mechanics that are easy to remember and pick up, and by trying to keep the number of special rules to a minimum. One of the things I learned with earlier editions of Epic is that special rules, while characterful, can slow a game down a lot. With Epic: Armageddon I've tried to keep the number of special rules to a minimum, so that players spend less time flicking through rulebooks and more time moving and shooting! The trick was to do this while still making each unit unique and different.

Challenging: Although I wanted Epic to play fast, I wanted the players to be constantly faced with challenging tactical decisions to make. This was achieved mainly through the 'integrated sequence of play' described earlier, where each

player takes it in turn to pick one formation to carry out an action with, rather than one player moving with all of his troops and then his opponent doing likewise. The actions that can be chosen are carefully designed to give the player a wide range of tactical choices, while at the same time forcing them to make a tough choice as to which action to carry out.

Suppression: As a wargamer I read quite a lot of books about military history and tactics, and one thing I've come across more than anything else when reading about modern-day combat is the importance of the 'suppressive effect of fire'. What this means is that the psychological effect of fire on a target is every bit as important, indeed probably more important, than the number of casualties caused. I wanted this to be represented in Epic, and the way I went about it was to use what are called 'Blast markers'. Every time a formation is fired on it gets a Blast marker, and it gets an extra Blast marker for each casualty it suffers. Blast markers suppress units and stop them shooting, and when a formation has enough of them it will break and run. This simple mechanic reflects that just shooting at someone will make them put their heads down or run away, without the need for complicated Morale rules. Of all the rules in Epic it is probably the one I'm most proud of.

Characterful: My other main design principle was to come up with a set of game mechanics that would allow me to differentiate between the units that players used, so that each one was unique and different. I wanted this to work to a level of detail that would allow me, for example, to pick out the differences between a Predator Annihilator and a Predator Destructor, or between a Razorback with twin heavy bolters in its turret compared to one with twin lascannons. The difficulty was achieving this without over-complicating the game and slowing game play to a crawl. The most important way this was achieved was through the rules for weapons. In Epic each weapon carried by a unit is rated for its range, and its effectiveness against infantry targets (its 'AP' or anti-personnel value), and against armoured vehicles (its 'AT' or anti-tank value). Doing this very quickly allowed us to start to differentiate units just by what they were armed with.

IMPERIAL GUARD CHIMERA (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-laser	30cm	AP5+ AT6+	—	
Heavy bolter	30cm	AP5+	—	

Notes: Transport (may carry one Ogryn unit OR any two of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Storm Troopers, Fire Support, Snipers).



EPIC: ARMAGEDDON BATTLE REPORT

Che Webster and Brian Aderson, very kindly agreed to play through a small scenario in order to illustrate how the new Epic rules work. Both Che and Brian have just started collecting new Epic armies – the models used for the battle, and which feature in the photographs accompanying this article, come from their own collections. Note that Che's army includes a number of (extremely nice) 'scratchbuilt' Gunwagons that he is using instead of the standard Gunwagon models in the Epic range. This is actually highly appropriate for Ork vehicles, each of which is a 'kustom-job' hand made by an Ork Mekaniak!

Che designed the scenario to be played, basing it on the Advanced Training scenario in the Epic rulebook. The original version pits Marines against Marines, but as Che had an Ork army he came up with this variant that pits Orks against Marines instead.

CONFRONTATION AT INFERNUS HIVE

One week after the second Ork invasion of Armageddon had begun, Ork forces punched through the Imperial defence north of Infernus Hive. As Orks streamed through the breach, elements of the Dark Angels 5th Company under the command of Brother-Captain Aderson rushed to secure a vital communication

relay installation. As they approached their objective they spotted a large dustcloud to the north, heralding the imminent arrival of Warlord Chewgrim Klubboss. Both forces rushed forward, and a bloody battle ensued.

Dark Angels 5th Company: Two formations each with six Space Marine Tactical units and three Rhinos, one unit with a Space Marine Captain upgrade, plus one formation of four Space Marine Assault units and one formation of four Land Raiders. The force has a Strategy rating of 5 and all formations have an Initiative value of 1+.

Chewgrim's Boys: One warband consisting of two units of Nobz, six units of Boyz, two Grots and four Battlewagonz. Another warband comprising of four Nobz, twelve Boyz and four Grotz, a Blitz Brigade, made up of eight Gunwagonz and, finally, three Stompas. The force has a Strategy rating of 3 and all formations have an Initiative value of 3+.

Gaming Area: Set up a playing area approximately 90-120cm square. Place any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have a least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an 'objective counter' in the very centre of

the battlefield (a coin will do just fine).

Deployment: If one player sets up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then dice-off to see who gets the choice of edge. The other player sets up on the opposite table edge. You must deploy all of your units within 15cms of your table edge.

Special Rules: All Space Marine units may use the Know No Fear special rule. All Ork units may use the Power Of The Waaargh and Mob Rule special rules.

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the End phase and your opponent does not. To win the game you must capture the objective and hold it for one full game turn.

DEPLOYMENT

Both armies deployed as shown on the accompanying map. Once the armies were deployed we started the first turn of the game. Epic uses the following sequence of play for each game turn:

- 1 - Strategy phase: Both players roll a D6 and add their army's Strategy rating to the score. Whoever scores highest may choose to go first or second in the Action phase.
- 2 - Action phase: The players take it in turn to carry out actions with their units.
- 3 - End phase: Both players rally

CHEWGRIM'S BOYZ



DARK ANGELS 5TH COMPANY



formations with Blast markers or that are broken, and then check the scenario victory conditions to see if either side has won.

TURN ONE STRATEGY PHASE

Che and Brian each rolled a D6 and added their Strategy rating to the roll. Brian had rolled higher and decided to go second.

TURN ONE ACTION PHASE, FIRST ORK ACTIONS

Brian had won the Strategy roll and elected to go second, so Che had to pick one of his Ork formations to take an action with (you must take an action if you can, and can only 'pass' if all of your formations have taken an action that turn). Che wanted to grab the objective before the Space Marines could get there, so he chose to activate the Ork warband mounted in Battlewagons, as they could move the fastest.

Next, Che had to declare what action he wanted the formation to carry out. Each formation can carry out one action in the Action phase, chosen from the following list:

Advance: The formation may make one move and then shoot.

Engage: The formation may make one move, and then fight an assault.

Double: The formation may make two moves, and then shoot with a -1 modifier.

March: The formation may make three moves.

Marshal: The formation may either shoot with a -1 modifier and then regroup, or make one move and then regroup. Regrouping allows the

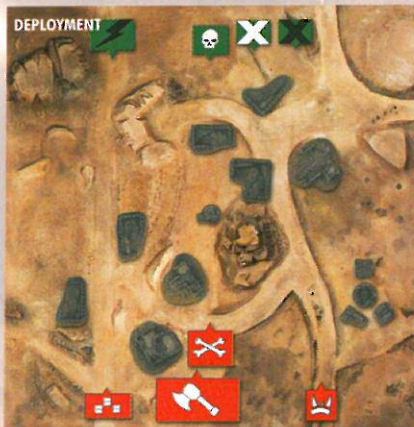
formation to remove some of the Blast markers affecting the formation.

Overwatch: The formation may enter overwatch. Being on overwatch allows the formation to interrupt an enemy formation's action to shoot at it. You may not choose this action if the formation has any units that are out of formation.

Sustained Fire: The formation may not move (not even to turn in place), but can shoot with a +1 modifier. You may not choose this action if the formation has any units that are out of formation.

Hold: This action is the only one allowed to a formation that fails an Action Test (see the rules for Action Tests next). The formation may make one move OR shoot OR regroup.

Che decided to take a Double action. This would allow the Orks to make two moves, and then shoot, all be it with a -1 to hit modifier. However, before he could carry out the action, he had to pass an Action test.



All formations in Epic have an Initiative value that shows how well trained they are. Ork formations have an Initiative value of 3+, while Space Marines have an Initiative value of 1+. In order to pass an Action test you must roll equal to or higher than your Initiative value on a D6. This meant that Che needed to roll 3 or more on one D6. If he rolled a 1 or 2 the formation would get a Blast marker for failing the test, and have to take a hold action instead of the Double action. Fortunately for Che, however, Orks have a special rule that says that they may add +2 to the dice when taking an Engage or Double action (which represents their natural inclination to want to charge the enemy!). As the warband was taking a double action they got the +2 bonus, which meant they passed the Action test automatically, so Che didn't have to bother rolling the dice.

A Double action allows a formation to move twice and then shoot with a -1 To Hit modifier. Ork Battlewagons have a 30cm move, which they could use twice, allowing them to move up the road on their first move (gaining +5cm Road Movement bonus) and then using the second move to go off and surround the objective as shown on the map. At the end of the second move the Boyz being

MAP KEY			
	Land Raider Formation		Tactical Formation A
	Assault Formation		Tactical Formation B
	Big Warband		Motorised Warband
	Gunwagonz		Stompas

ORK REFERENCE SHEET

STRATEGY RATING 3 INITIATIVE 3+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppas	base contact	Assault weapon, MW, +1A	Supreme Commander
Nobz	INF	15cm	4+	3+	5+	Shootas 2 x Big Shootas Big Choppas	15cm base contact	Small Arms 30cm Assault weapon, +1A	Leader AP6+, AT6+
Boyz	INF	15cm	6+	4+	6+	Shootas Choppas Big Shootas	15cm base contact	Small Arms Assault Weapon 30cm	AP6+, AT6+
Grotz	INF	15cm	none	6+	6+	Shootas	15cm	Small Arms	No BM if killed
Battlewagonz	AV	30cm	5+	6+		Big Shootas	30cm	AP6+, AT6+	Transport (2+1 Grot)
Gunwagonz	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+, AT5+	Transport (1)
Stompa	AV	15cm	4+	4+	4+	2-3 Big Gunz 0-1 x Kombat Ammer	45cm 30cm base contact	AP5+, AT5+ AP5+, AT6+, OR Assault weapon, MW, +1A	Reinforced Armour Walker

SPACE MARINE REFERENCE SHEET

STRATEGY RATING 5 INITIATIVE 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Tactical unit	INF	15cm	4+	4+	4+	Bolters Missle Launcher	15cm 45cm	Small Arms AP5+, AT6+	
Assault unit	INF	30cm	4+	3+	5+	Bolt Pistol Chainsword	15cm base contact	Small Arms	Jump Packs Assault Weapon
Land Raider	AV	25cm	4+	6+	5+	2 x Twin Lascannon Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour Thick Rear Armour Transport (1 or 2)
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	15cm	Small Arms	Transport (2)

carried in the Battlewagons dismounted, hoping to shoot at the Space Marine Tactical detachment in front of them. Sadly, the big shootas carried by the Boyz and mounted on their Battlewagonz only have a range of 30cm (see the data reference sheet above), which wasn't quite far enough to hit the Space Marines mounted in their Rhinos, so the Orks didn't get to shoot.

Che now had a choice, he could either allow Brian to take an action, or he could use the 'Retain The Initiative' rule and take a second action in a row with one of his formations. The problem with retaining the initiative is that it confers a -1 modifier to the Action test for the formation taking the action, making it more likely that the formation will fail. Nonetheless, Che decided to retain the initiative and took a Double action with his Blitz Brigade. Note that a formation is not allowed to take more than one action per turn, so Che could not have chosen to activate the warband that had captured the objective a second time.

Because of the -1 modifier, Che need to roll a 2 or more for the Blitz Brigade. He rolled a 4, and so the Ork Gunwagons made a double move along the road (adding the 5cm Road bonus to each move in this case). This placed the



Space Marine Tactical detachment within the 45cm range of the Big Gunz mounted on the Gunwagons, allowing Che to make the first shooting attack of the game.

Ork Gunwagons are armed with one Big Gun each. Big Gunz have a range of 45cm and a firepower of AP5+/AT5+. This meant that one D6 would be rolled for each weapon firing, and would score a hit on either an armoured or infantry target on a roll of 5+. When units have weapons with a split firepower like that belonging to the Big Gunz then the player must declare before he rolls whether he will be shooting at infantry or vehicles with the weapon. In this case the choice was a simple one, as the Space Marines in the Tactical detachment were all mounted inside their Rhinos, so the only target available in the target formation were the Rhinos which were armoured vehicles.

Che rolled eight D6 to hit, one for each Gunwagon in the attacking formation. Sometimes modifiers apply to the To Hit roll (if the target is in cover, for example), but in this case the only modifier that applied was the -1 for taking a Double action. The -1 modifier meant that Che needed 6s to hit. He rolled the dice inflicting two hits.

Next, the hits were allocated to units in the target formation. The first hit had to be allocated to the closest target, the second hit to the second closest, and so on. Once all units in the formation have been allocated one hit each, a second hit can be applied to the closest target, and so on until all hits have been allocated. In this case there were only two hits, which were allocated to the closest two Rhinos.

Units that are hit have a Saving throw recorded on their datasheet. In the case of Rhinos the save is 5+. A D6 is rolled for each hit scored on a unit, and if the

roll is equal to or higher than the Save value, then the hit is negated. Unfortunately for Brian he rolled a 1 and a 4, so neither Rhino made their save and both were destroyed. What's more, the Space Marine Tactical units being transported in the Rhinos at the time had to make a Saving throw or they would be destroyed along with their transport vehicle! Space Marines have a save of 4+, but Brian could only save one unit.

Finally, Che placed his Blast markers on the unfortunate Tactical detachment. Blast markers represent the psychological effect that fire and casualties have, even on such tough troops as Space Marines. A formation receives one Blast marker every time it is fired upon by an enemy formation, and one Blast marker for each casualty it suffers. Che's shooting had inflicted five casualties, which inflicted five Blast markers on the Space Marines, to which was added a sixth Blast marker for 'coming under fire'. Normally, each Blast marker on a formation stops one unit shooting, and once the number of Blast markers equals the number of units in the formation it breaks and must withdraw. However, Space Marines have a special rule (called 'They Shall Know No Fear') that states that it takes two Blast markers to suppress a Space

ASSAULT MODIFIERS (CUMULATIVE)

For each kill you have inflicted during the assault (not including Grots)	+1
You have more units than the opposing formation	+1
You have more than twice as many units as the opposing formation	+1
Your formation has no Blast markers	+1
The opposing formation has more Blast markers	+1



Ork Gunwagonz claim first blood against one of the Dark Angels Tactical formations.

Marine unit, and two Blast markers per unit in the formation to break it. So, although they had suffered heavy casualties, there were still four units left in the Tactical detachment (three Space Marine Tactical units and a Rhino), meaning that the six Blast markers were not quite enough to break them. Nonetheless, it was a heavy blow for the Space Marines, and first blood to the Orks!

TURN ONE ACTION PHASE, FIRST SPACE MARINE ACTIONS

Che was not allowed to Retain The Initiative again (you can only retain it once and then you must hand it over to your opponent), so Brian finally got to take an action. Brian decided to take an action with the unharmed Tactical detachment. He had the formation take an Advance action, and as Space Marines have an Initiative of 1+ and no modifiers applied, they carried out the action automatically.

The Space Marine Rhinos used their single move to move up to the buildings near the Gunwagons, and then the troops inside dismounted, using their 5cm 'dismount move' to take cover in the buildings (units in cover receive a -1 To Hit modifier at fire directed at them). The Space Marines now opened up with their missile launchers. Although they needed 6s to hit (missile launchers have an AT value of 6+ and no modifiers applied) they still managed to destroy one of the Gunwagons and inflict two Blast markers on the Orks (one for the casualties, and one for the Orks 'coming under fire').

Brian decided to retain the initiative and take a Marshal action with the other Space Marine Tactical detachment. This was risky, as the Marines would suffer a -1 modifier to their Action test for having one or more Blast markers, and a second -1 modifier for trying to retain the initiative. Fortunately for Brian he rolled a 4, and the Marines were able to carry out their action.

A Marshal action allows a formation to either move or shoot with a -1 To Hit modifier, and then regroup and remove some Blast markers. Brian decided to move the Space Marines, who quickly moved into the buildings next to the other Space Marine formation. Regrouping allows the player to roll 2D6 and remove a number of Blast markers equal to the higher roll; Brian rolled a 3 and a 6; as the higher roll was a 6 he was able to remove all 6 Blast markers from the formation.

TURN ONE ACTION PHASE, REMAINING ACTIONS

Having retained the initiative once, Brian could not do so a second time, so Che was able to take an action. He decided to take a Double action with his Stompa

Mob. The Stompas passed the Action test automatically thanks to the +2 modifier for Orks taking a Double action, and advanced towards the game's objective. Unfortunately this didn't bring them into range of any Space Marines so they could not shoot. Che decided not to retain the initiative this time, and handed it back to Brian.

Brian decided to take a Double action with his Land Raiders. The Land Raiders passed the Action test automatically thanks to the Space Marines' 1+ Initiative value, and used their two moves to advance along the road to a position where they could shoot at the Ork warband round the objective. Although heavily armed with a total of eight twin lascannon (AT4+) and four twin heavy bolters (AP4+), the -1 To Hit modifier for taking a Double action meant the Land Raiders only managed to destroy one Battlewagon and one Boyz stand, resulting in three Blast markers being placed on the Orks.

Brian decided to retain the initiative and make an Engage action with his Assault detachment. An Engage action allows a formation to directly attack the enemy by making a single 'charge' move and then fighting a special form of combat known as an assault. Before making the move Brian needed to declare which enemy formation was being engaged. He picked the Ork warband around the objective.

The Assault detachment now made its charge, heading towards the Ork warband. A charge move allows the formation to get to grips with the enemy if they can reach them. This is because normally when a unit moves it is not allowed to approach closer than 5cms to an enemy unit. However, when a formation makes a charge move this restriction is waived, allowing the formation to charge forward into base contact with enemy units. Note that a charge move is only a single move, not a double move as in Warhammer. The Assault Marines had jump packs that gave them a 30cm move (compared to 15cms for units on foot), but even this wasn't enough to get them into base contact with the Orks.

Fortunately for Brian, all the Space Marines needed to do to fight the assault was get within 15cms of the Orks, which they did easily. The reason for this rule is simply that an assault in Epic covers everything that happens when a formation is ordered to assault an enemy formation or to capture a piece of ground, including short range firefights as well as hand-to-hand combat. To put this another way, if you think of an assault as covering everything that happens in a typical 4-6 turn game of Warhammer 40,000, then you won't go too far wrong!

After having made their charge move, all four of the Assault Marines were within 15cm of at least one Ork unit, so the assault could be fought. Unlike shooting attacks, where only one side may attack, in an assault both sides fight, with the attacks being assumed to take place simultaneously (ie. all units attack before casualties are removed). Units in Epic are rated for their ability in close combat and at firefights. Assault Marines, for example, have a Close Combat (CC) value of 3+ and a Firefight (FF) value of 5+, while Tactical Marines have a value of 4+ for both CC and FF. The first value is used if the unit is in base contact with the enemy, and the second value is used if the unit is within 15cms of the enemy but not in base contact. As you can see Assault Marines are best if they can get into base contact with the enemy, where they can use their chainswords and other assault weapons to maximum effect. A single D6 is rolled for each unit fighting in the assault, and a hit is scored if the dice roll is equal to or greater than the relevant value. Hits are allocated in a similar manner to shooting attacks, and then Saving throws are made, and any units that fail their saves are removed as casualties.

In Epic it is not just units from the attacking and defending formations that may attack; other friendly units that are within 15cms may lend what is called supporting fire. Crucially for the Space Marines in this combat, the Ork warband that was the objective of the assault was within 15cms of both the Land Raiders and some of the Tactical Space Marines, allowing these units to lend vital supporting fire to the four Assault units that were engaged directly in the assault, while the Orks' Gunwagons were not close enough to lend support to the beleaguered warband.

The Space Marine fire cut down a Grotz unit, two Boyz stands and a Battlewagon, while the Orks return fire proved ineffectual and killed none of the attacking Space Marines. Now the result of the assault had to be worked out. To do this each player rolls 2D6, picks the dice with the highest score, adds any modifiers from the chart below, and the side with the highest score wins the assault.

Unfortunately for Che, he only managed to roll a 1 and a 2. Taking the 2, he added +2 for having more than twice as many units as the Assault Marines, giving a total of only 4. Brian rolled a 4 and 6, took the 6, added three for casualties (not counting the Grotz), one for having no Blast markers, and another one for having less Blast markers than the Orks, giving a grand total of 11, making for a resounding Space Marine win. To make matters worse for the Orks, the winner of an assault scores an extra hit with no save allowed for each point that they won by. As the Marines had won 11 points to 4, this inflicted

another 7 casualties on the warband, leaving it with just one Ork Boyz stand left! Formations that lose an assault are broken and must withdraw by making a double move, and not surprisingly, the single remaining Ork made good his escape and withdrew back towards the Ork lines. Brians daring assault had paid off and the Space Marines superior ability in a firefight had driven the Orks off in confusion!

Che's single remaining Ork warband was the only formation that had not taken an action yet this turn. Che decided to try and march the formation forward quickly into the battle. This would require a roll of 3+. Compounding his tale of woe, Che failed the Action test, even though his Ork Warlord had a special ability which allowed him to re-roll the failed Action test! This meant that the formation received a Blast marker for failing the Action test, and could only make a single move forward. After a promising start things were starting to look grim for the Orks.

TURN ONE END PHASE

Once all units have taken an action, play proceeds to the End phase. In the End phase formations are first allowed to rally, and then the players check the scenario's victory conditions to see if either side has won.

Brian's Space Marines had the higher Strategy rating, and so were allowed to try to rally a formation first, but as none of the Space Marine formations had any Blast markers he didn't need to bother, (the Tactical detachment that had come under heavy fire had removed all of the Blast markers it received when it regrouped). Che was then allowed to try and rally the Ork formations that had Blast markers. In order to rally a

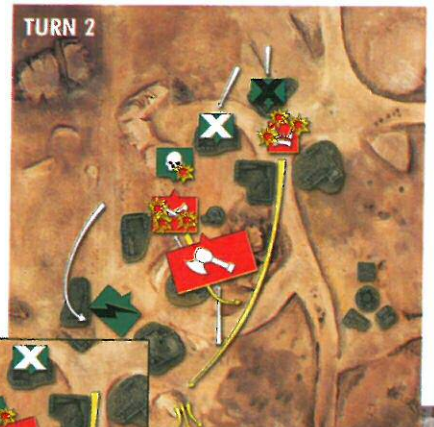
formation it must pass a Rally test by rolling equal to or higher than its initiative value on a D6. There is a -1 modifier if there are enemy units within 30cms of the formation, and a -2 modifier if the formation is broken. However, Ork formations have a special rule called Mob Rule, that means they get a +1 modifier to their Rally rolls when rolling for a formation that has more than five units, and a +2 modifier if the formation has more than ten units. Che made Rally rolls for all of his eligible formations, but although he was able to rally his large warband and remove the single Blast marker it had received for failing its Action test, he failed to rally the Blitz Brigade, leaving it with two Blast markers, or the single remaining Ork that had fled the fight with the Assault Marines.

Finally, the players checked the scenario's victory conditions. Neither side had won, but it was revealed that the Ork Stompas had captured the objective by getting within 15cms of it. As long as there were no Space Marines within 15cms of the objective at the end of the second turn, then the Orks would win!

TURN TWO

Brian once again won the Strategy roll, but this turn he elected to move first. He chose the Space Marine Tactical detachment that had been mauled by the Gunwagons in the last turn, and took a Double action with the formation. The Space Marines passed the Action test automatically, and used their double move to get deeper into the buildings. From this new position they had a line of fire to the Ork Blitz Brigade. Their shooting managed to blow up a Gunwagon, and placed two more Blast markers on the Ork formation, bringing it to four in total.

Brian decided to retain the initiative and took a sustained fire action with the other Tactical detachment. This didn't allow the detachment to move, but gave it a +1 To Hit modifier with all of its attacks. The resulting fire killed another Gunwagon and placed another two Blast markers on the Ork formation. This meant that the Blitz Brigade had received six Blast markers in total, and as it only had five units left it immediately broke. The Blitz Brigade was marked with a broken formation marker to show its sorry state, and was forced to withdraw, and would not be allowed to take an action until it rallied. Formations that withdraw are allowed to take up to two moves; they may move in any direction, and can go towards the enemy if they want, but any units that end the move within 15cms of the enemy are 'destroyed while trying to escape' and removed as casualties. In addition, a broken formation is not allowed to take an action until it has rallied, and loses an extra unit for each Blast marker placed on it after it has been broken (though these actually represent units panicking and running off rather than being killed). These things mean that, all in all, it is not a good thing to be near the enemy when broken, so Che



As the Orks storm over the objective, the Land Raider formation moves into position to catch them in the crossfire.

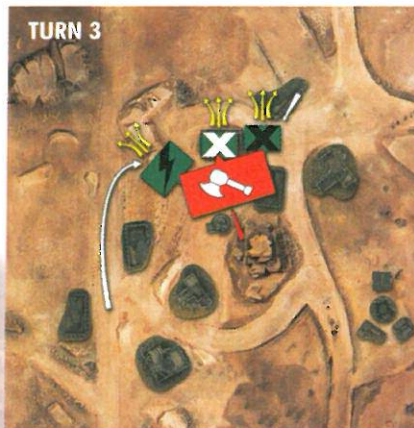
used the withdrawal moves to pull the surviving Gunwagons back as far away from the Space Marines as possible.

It was now Che's turn, and he decided to take a Double action with his Stompas. The Stompas passed the Action test automatically, and moved forward to secure the objective. They then fired on the Assault Marines, killing one unit and placing two Blast markers on the formation. Che decided to retain the initiative, and managed to double his intact warband forward to take up a position just in front of the Stompas and around the objective. The warband fired on one of the Space Marine Tactical detachments, but failed to cause any casualties.

The initiative passed back to Brian, who activated his Land Raiders and used a Double action to get round behind the Stompas. This move caught the Stompas in a crossfire. A crossfire is achieved if an attacking formation can draw a line up to 45cm long from an attacking unit, through the target formation, and then on to another friendly unit. Units caught in a crossfire suffer a -1 penalty to their Saving roll, and their formation receives one extra Blast marker if it suffers any casualties. Even though the Stompas had thick 'reinforced armour' which allowed them to re-roll any failed saves, two still fell to the massed lascannon fire of the Land Raiders. The single remaining Stompa was broken by the four Blast markers it received from the attack (one for coming under fire, two for casualties, plus another one for taking casualties from a crossfire), and it withdrew back towards Ork lines.

Only one formation had not yet taken an action, and this was Brian's Assault Marines. Based on the success of their assault on the previous turn the Assault Marines took another Engage action, bounding forward to attack the large Ork Warband in front of them. This time, however, the Assault Marines had bitten off much more than they could chew, and they were wiped out to a man. However, they did manage to kill an Ork Nob unit and three Boyz stands before they went down. The Orks won the assault because they had wiped out the Assault Marines, but still picked up a Blast marker for each of the units they lost, leaving them with four Blast markers.

In the End phase, all formations apart from the Blitz Brigade managed to rally. The Orks still held the objective, but the Space Marine Land Raiders were (just!) within 15cms of it, so neither side achieved a victory and the game went on for another turn.



Marines, engaging almost all of the Space Marine units in an enormous mêlée. Although the Space Marine Tactical units could look after themselves in a fight, the Land Raiders could not, and when the dust settled it transpired that the Space Marines had lost three Land Raiders, a Rhino and two Space Marine Tactical units, for the loss of only three Grots on the Ork side. This was a disaster for the Space Marines, which was compounded by an awful result roll on Brian's part that resulted in him losing the combat by 12 points to 3! Normally this would have resulted in the Space Marines losing an extra 9 units, but fortunately for the



The Dark Angels retreat from the victorious Orks.

TURN THREE

Brian once again won the Strategy roll, again electing to move first. He selected his Land Raiders', which doubled round to a position beside one of the Space Marine Tactical detachments. However, the Land Raiders fire on the large Ork warband proved very ineffective, inflicting just one casualty. Brian decided to retain the initiative and make an Advance action with the undamaged Tactical detachment on his left flank. Unfortunately, he rolled a 1 for the action test, and as there was a -1 modifier for retaining the initiative this meant that they failed the test and picked up a Blast marker. The formation was allowed to make a Hold action, which allowed them to either move or shoot or regroup. Brian decided to take a move, and advanced the detachment up next to the other Tactical detachment.

It was now Che's turn, who with a mighty Waaargh! charged his Ork warband at the Space Marines in front of him. Normally when a formation takes an Engage action they can only attack a single enemy formation, but in this case all three Space Marine formations were within 5cms of each other. This meant that they counted as an intermingled formation so the Ork warband could charge all three at once! The Orks smashed into the Space

Marines the 'They Shall Know No Fear' special rule that applies to them halves the number of casualties they suffer for losing a combat (rounding fractions down), in order to reflect their greater fortitude in defeat. This meant that they 'only' lost another four units, but it was still a shattering blow. With all three remaining Space Marine formations broken all Brian could do was to withdraw his forces, giving the objective and victory to the Orks!

CONCLUSION

It had been a see-saw battle that could easily have been won by either side. The initial Ork attack with the Blitz Brigade caused heavy casualties that the small Space Marine army could ill afford to lose. From that point on, however, the pendulum swung in favour of the Marines. Brian's daring attack with the Assault Marines paid dividends, but ultimately made Brian a little overconfident. This resulted in the Assault Space Marines being wiped out in an almost suicidal attack on the large Ork warband, and the remaining Marine formations venturing just a bit too close to the Orks on the final turn. Che seized this opportunity with both hands, and showed just how effective a big warband of Orks can be when they charge, winning himself a well-deserved victory.

This month Andy Smith's dour Dwarfs take on current Warhammer Grand Champion, Geoff Porritt's, Vampire horde as they battle desperately to reclaim a pair of evil texts stolen from the vaults of Zhufbar.

RACE AGAINST THE DEAD

A Warhammer battle report

G Geoff: All too often tournament players are accused of being "too serious" or "lacking imagination". So when we were approached to do a battle report with strict instructions to be different we decided to poke a little bit of fun at ourselves.

Part of playing competitively means looking at maximising your army's strengths and minimising their weaknesses. For the Vampire Counts army a big strength is their ability to hit other armies when and where they don't expect it, which they accomplish through the special necromantic spells for moving units magically and raising new units. Their weakness, which should be self evident to all, is the complete and utter lack of fighting prowess of their troops, the army instead relying on combined attacks from multiple units and the destructive capabilities of their characters. Two items exist in their arsenal that lend themselves very well to achieving these goals – the Book of Arkhan (magical movement) and the Cursed Book (increases the difficulty of enemy to hit your units). So often are these two items a feature of tournament Vampire Counts armies that collectively they are referred to as 'The Undead Library'.

With this in mind we decided that a novel twist would be to replay just how one such army acquired this deadly literary duo. It seemed only right then that the current most powerful Vampire Counts army should be involved in this re-enactment; my infamous 'Fighting Necrarchs', the current Warhammer Grand Tournament Champions. But from who, when and where did the forces of darkness obtain these nefarious works? Casting around (no pun intended) for likely suspects it was felt that the Dwarfs should be brought in for questioning on this matter. Renowned as

they are for their kleptomaniac (*this will be Geoff's last ever appearance in White Dwarf for that scurrilous slur - ed*) and hoarding of ancient treasures they made prime candidates as curators of the tomes. With this established, the scenario began to take shape.

Hundreds of years ago, at the Battle of Hel Fenn in 2145, Mannfred von Carstein was finally defeated by an alliance of Empire, Dwarf and High Elf armies. In the aftermath of the battle the Dwarfs found something – something which they kept secret from the alliance and which they stowed back to the stronghold of Zhufbar under heavy guard. Distrustful of the reliability of the Empire of Men, and still harbouring deep bitterness towards the Elves, the Dwarfs hid the tomes of power for the sake of the whole world, arrogantly believing them to be protected from evildoers for evermore. And in the safety of Zhufbar they stayed safe. That is until one day rumours of the ancient artefacts reached the ears of the ancient Necrarch Lord Gehart Koontz. Assembling his army, he marched against Zhufbar...

SCENARIO

The scenario assumes that the infamous Vathek, veteran Necromancer of countless tournament clashes and contender for Most Reviled Warhammer Character, has managed to infiltrate Zhufbar's defences and locate the tomes. However, despite the Necromancer's best efforts to avoid detection, the Dwarfen runes proved too powerful in the end and the alarm was raised as he fled clutching his new acquisitions. Raising a bodyguard around him for protection, the chase is now on for the Dwarfs to get the tomes back...

The scenario itself is based on the classic Flank Attack scenario (page 205-206 Warhammer rulebook). However, we wanted to add more character to the scenario, so we added some of our own special rules. These rules reflect the unique situation and go to show just how easy it is to adapt or change the rules to suit your own game.

Rather than use standard Victory Points, we instead agreed on a set of Scenario Points that we would use to measure the success or otherwise of the two sides, each of which were based on objectives relevant to the task in hand. Some of the Scenario Points would be easy to achieve, others much harder. A maximum of 12 Scenario Points were available for the Vampire Counts player to win, with the Dwarfs able to win 11. The slight difference over the total Scenario Points would not affect the game greatly. Victory in this encounter would be decided by the side with the most SPs at the end of the game.

SCENARIO DEPLOYMENT

Vathek would deploy first, along with his new bodyguard, outside the Northern Gate of Zhufbar. Next would be the Dwarf war machines that stood in constant vigil, plus the two closest units to the evil wizard. Next would be any skirmishing units of Ghouls, followed by the remainder of the Dwarf inhabitants and finally the main Vampire Counts battle line. The Vampire Lord himself, together with his fast moving entourage of Dire Wolves, Fell Bats, Banshees and ever-present Black Knight bodyguards, would enter as the reserve force.

As it seemed unrealistic and overly powerful (in this case) to have the Undead appear on a flank of their choosing, we decided instead to randomise between the three appropriate sides, not including the Dwarf base edge. This meant that neither general could fully plan as to when and where the undying fiend would appear to 'stake' (*oh very droll - ed*) his claim.

With the Vampire not present this meant that the remaining animated corpses would be bereft of their ability to march for the first couple of turns and so the Dwarfs would be in control of the Movement phase. The only question that remained to be answered was whether they could take full advantage of it.

SCENARIO POINTS TABLE

Vampire Counts	Scenario Points	Dwarfs	Scenario Points
Decipher the books	1 per Book	Control the books	2 per Book
Control the books	1 per Book	Wound the Vampire Lord	1
Vampire Lord unscathed	1	Kill the Vampire Lord	3
Wound the Dwarf King	1	Kill the Necromancers	1 per Necromancer
Kill the Dwarf King	3	Dwarf King unscathed	1
Kill the Runesmiths	1 per Runesmith	-	-
Get back over halfway (friendly lines)	1	-	-

SCENARIO SPECIAL RULES

With the scene set, Vathek was appropriately given the two books to start with. These could be picked up by enemy models if the bearer was killed or routed in the same way as unit standards, and so could potentially change hands several times during the course of the battle. In addition, the Necromancer could attempt to decipher one of the books at the end of each Magic phase. This would be successful by rolling a 6 on a D6, with a +1 modifier for each subsequent attempt. If successful, the attempted book deciphered would be determined at random, but that book could then be used from that point onwards as normal. Attempts could then be made to decipher the other book. Andy had expressed his intention to use Miners in the battle, although he has never been a fan of their special deployment rule. As the mountains around Zhufbar are riddled with caverns

and tunnels we agreed to replace their special deployment rule with the 'It Came From Below...' special rule of the Tomb Kings (the unit may emerge at any point on the battlefield determined by the controlling player. At the beginning of each of that player's turns they roll a D6 to see if the unit appears. On the turn that they emerge the player rolls a Scatter and Artillery dice to determine if the unit emerges on target and if any mishaps occurred before they were able to surface. Assuming there are no mishaps the player is free to move, charge and act normally with his unit) – certainly more appropriate for Miners! And we wanted to see how it would work. The image of a blast of earth and rock spraying skywards followed by grizzled pickaxe-wielding stunties coughing and rubbing their eyes as they emerge into the open, was just too tempting to resist.

Finally, we tackled the problem of the retreating force being charged in the rear by

its pursuers. Unable to flee, they would have collapsed faster than an English cricket team in the Ashes series. To give them a little more resilience, we borrowed another set of special rules – this time the Beast Herd 'Raiders' rule (the unit is treated as skirmishers but can only charge if a quarter of the models in the unit can see the target. The unit gains a rank bonus in combat but only up to a maximum of +2 and no characters may join the unit unless they are also Raiders). This would give them the capability to return to their own lines at a reasonable speed, but also meant that if they were caught then they would survive a turn or two before being wiped out.

The scenario would have been too easy for the Vampire Counts player to complete if we'd allowed the Necromancers their normal ability to always march move, so for this battle we reached a gentleman's agreement that they would stay with the units in which they were deployed.

My lord!" a voice cried, hollow and echoing in the vast bed chamber of Lord Durmak of Zhufbar.

The ancient Dwarf awoke startled, reaching for his runic axe set reverently upon a weapons rack at his bedside, but when he saw Boran, his fellow clansman and Standard Bearer, he relaxed.

"My Lord," the breathless Dwarf repeated, hands on his hips at the impromptu exertion. "They are gone, the grimoires in the clan vault," he gasped.

"Grungni's beard, by what means?" Durmak demanded, springing from his bed sheets and dressing quickly. "That vault has been sealed by my personal Runesmiths!"

"I know not Lord. I hastened to the vault myself to find the guards dead and a strange ethereal mist wreathing the corridors."

Durmak's face grew dark as he recognised the sorcery of Necromancers.

Suddenly a bellowing horn sounded in the deep, reverberating stone and shifting dust motes from the low ceiling.

"The warning horns," Boran stated anxiously.

Grim-faced, rune axe clasped in a meaty fist, Durmak turned to the Thane.

"Get me my armour," he growled.

As the great, heavy doors of the clanhold swung open on shrieking hinges, the stink of decay and the musty stench of ages past wafted in to assault the Dwarf force amassed behind them.

A shallow pall of smoke scudded across the wild landscape and as it did so the earth around it began to stir as dark forms clawed their way to the surface from beneath. Within moments the restless dead had amassed and with shambling gait accompanied the pall of smoke as it hovered

slowly and inexorably over the ground.

The eyes of Drang the Runesmith looked to the darkening horizon. Upon the scree littered hills of greyish granite and sparse brush, a host assembled.

The long-dead Skeletons of ancient warriors emerged from the blackened earth, heralded by the scrape of wizened leather upon fowl, rusted weapons. Some were clad in antiquated armour; their eyes lit eerily like bright braziers, blades shimmering with unearthly luminescence. The still rotting corpses of the recent dead joined them, their bodies hideously mutated by the cruel and malfeasant science of their Necrarch lords. The air shimmered and insidious spirit forms took on partial corporeality, the entrapped souls of Dwarfs long past turned against their former comrades in their deathly lust for living essence. And finally, at the flanks of the terrible undying host scurried ghoulish men replete with the devoured bones of fallen foes, their fingers and mouths tainted black with the dried blood of their victims.

Drang tried not to balk at the sight of the horde. From within the ranks of his clansmen warriors he felt a surge of courage and indignation that these foul creatures had infiltrated his clan hold and stole from them. Amends must be made and fashioned in blood!

All across the Dwarf lines warriors made ready, stout war machines were wheeled into position; Gyrocopters buzzed overhead. Crossbowmen and Thunderers checked bolts and shot, Warriors

tightened belt straps and growled beneath their beards at the foe and the fabled Ironbreakers from deep within the clanhold's tunnels stood proud and determined as a rock replete in their heavy gromril armour. And at the centre of the line stood Durmak, surrounded by his bodyguard of elite Hammerers, ready to sell their lives for the safety of their lord.

Durmak raised his axe to a grumbling sky.

"In the name of Grungni, Valaya and Grimnir," he bellowed with a ferocity that seemed to shake the mountain, "advance!"





Andy Smith

IN PURSUIT OUT OF ZHUFBAR

Andy: I have been gaming for 14 years and the one thing that I have not done in that time has been to participate in a White Dwarf battle

report. I have always wanted to, so when asked I jumped at the chance. The brief was simple, play a game of Warhammer with a scenario of our design.

My opponent was to be Geoff Porritt. I met Geoff through the tournament scene, and we both belong to the same club, the Northern Warlords (www.nwuk.4ever.cc). We play against each other often, so the battle would be fun no matter what the outcome. Geoff is also the current Warhammer Grand Champion so he is a rather good Warhammer general and I now had to beat him at a scenario which he had devised. This would be tough.

The scenario that Geoff came up with was quite simple. The Dwarfs discover a pair of ancient tomes, which, unbeknownst to them, are the infamous Book of Arkhan and the Cursed Book. A Vampire

Counts force has successfully infiltrated the fortress and stolen the books from under the Dwarfs' noses (this is a difficult thing to do as Dwarfs' noses are so close to the ground anyway but I decided to go along with it). The hold's Runesmiths manage to break the concealment spell just as the Vampire Counts raiding force leave the gates. The race is on to catch the Undead thieves and reclaim the books before the relief force can arrive. Sounds simple, doesn't it? Let the 6" shuffle begin. How can Dwarfs chase anything?

ARMY SELECTION

First choice was a Dwarf Lord with a magic axe, with a Rune of Might, Rune of Fury and Rune of Cleaving, giving him an impressive five Strength 5 attacks that double up to Strength 10 against anyone with Toughness 5 or more. He should be able to handle a Vampire with that lot. He also has the Master Rune of Spite to complete his selections.

Two Runesmiths followed with two Runes of Spellbreaking and a Spelleater Rune between

them. A Dwarf Thane with a Battle Standard was next for the all important Break test re-rolls. I equipped him with the Master Rune of Gromril and a Rune of Cleaving to give him some protection against the ethereal troops in the Vampire Counts force.

My Core units were easy to pick as well. I started with two regiments of Dwarf Warriors nineteen-strong wearing heavy armour and with full command. One of these had great weapons for extra punch. Two units of ten Crossbowmen added some long-range fire support. I gave these shields and Musicians so they could fight as well if necessary, the shields giving them a 4+ save in combat. Next was a unit of ten Thunderers, again with shields and a Musician. These guys are deadly when on the move, and at short range are even more devastating. As we were trying new rules for Miners, I took a small unit of 12 with a Musician and a Prospector, which was about the right size, not so big that I would miss them if they died while tunnelling, yet big enough to cause a problem when they actually arrived.

I started my Special choices with two more big infantry units, 24 Ironbreakers with full command to accompany a Runesmith, and 24 Hammerers with full command to accompany my Lord. This would make the Hammerers Stubborn so, unless the Undead outnumbered the unit, I would be unlikely to flee. A small unit of Trollslayers was next. I had to include these guys as my army was being photographed for White Dwarf and I wanted to get them in, as I like the paint job (vain, I know).

Dwarfs wouldn't be complete without war machines but because I wanted to give the impression of a Dwarf force mobilising I only selected two. A Stone Thrower (which, with hindsight, I would have been better off not taking - you'll see later) and a Cannon to pick out Geoff's Black Knights.

For Rare choices I don't think you can do better than take Gyrocopters. They are fantastic at killing units of Toughness 3 troops and can block march moves to boot. I should be able to slow down Geoff's reinforcements with these as well as thin down his units so they wouldn't outnumber mine.

My plan was simple, the blocks in the middle were to chase the Undead down, my Crossbowmen and Thunderers were there to provide long-range support and the Gyrocopters were to slow down the Vampire Counts relief force, buying me the time I needed to successfully recapture the books.

WARHAMMER ROSTER SHEET

Durmak's Dwarf Command												Notes	Points Value	
Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save				
Durmak, Dwarf Lord	3	7	4	4	5	3	4	4	10	4+		Rune axe, Rune of Might, Rune of Cleaving and Rune of Fury, gromril armour, Runic talisman, Master Rune of Spite	285	
Koran, Dwarf Thane Battle Standard Bearer	3	6	4	4	4	2	3	3	9	1+		Rune axe, Rune of Cleaving, light armour, Master Rune of Gromril	127	
Drang, Runesmith	3	5	4	4	4	2	2	2	9	2+		Great weapon, gromril armour, Rune of Stone, shield, Runic talisman, two Runes of Spellbreaking	139	
Brank, Runesmith	3	5	4	4	4	2	2	2	9	2+		Great weapon, gromril armour, Rune of Stone, shield, Runic talisman, Spelleater Rune	139	
19 Dwarf Warriors	3	4	3	3	4	1	2	1	9	4+		Hand weapons, great weapons, heavy armour and shields, Veteran, Musician and Standard Bearer	234	
19 Dwarf Warriors	3	4	3	3	4	1	2	1	9	4+		Hand weapons, heavy armour and shields, Veteran, Musician and Standard Bearer	196	
10 Dwarf Crossbowmen	3	4	3	3	4	1	2	1	9	5+		Hand weapons, crossbows, light armour, shields, Musician	155	
10 Dwarf Crossbowmen	3	4	3	3	4	1	2	1	9	5+		Hand weapons, crossbows, light armour, shields, Musician	135	
10 Dwarf Thunderers	3	4	3	3	4	1	2	1	9	5+		Hand weapons, dwarf hand guns, light armour, shields, Musician	155	
12 Dwarf Miners	3	4	3	3	4	1	2	1	9	5+		Hand weapon, double-handed picks, heavy armour, Prospector, Musician	162	
24 Ironbreakers	3	5	3	3	4	1	2	1	9	3+		Hand weapons, gromril armour, shields, ironbeard, Musician, Standard Bearer	342	
24 Hammerers	3	5	3	3	4	1	2	1	9	4+		Hand weapons, double-handed weapons, heavy armour shields, Gate Keeper, Musician, Standard Bearer	590	
10 Trollslayers	3	4	3	3	4	1	2	1	9	2+		Two axes	110	
Stone Thrower	-	-	-	-	-	5	3	-	-	-		Rune of Burning	90	
Crew	-	-	4	-	-	-	-	2	1	9	4+			100
Cannon	-	-	-	-	-	7	3	-	-	-				100
Crew	3	4	3	3	4	1	2	1	9	6+				280
2 Gyrocopters	-	-	-	-	-	7	3	-	-	-				280
Crew	3	4	3	3	4	1	2	1	9	6+				280
TOTAL												2999 points		

MACHINATIONS OF EVIL



Geoff Porritt

Geoff: This would be slightly different to my usual 'no fat on the bone' army and so I took the opportunity to field as many models as

possible. White Dwarf had given us carte blanche over the whole battle report and so we opted for a nice 3,000 points per side. I wasn't sure if I had enough models and, as it eventually turned out, even after upgrading my normal Vampire Count to a Vampire Lord and using every painted model in the army I could only manage 2,959 points. Close enough, but it left me with nothing to raise. Oh well, looks like I'll be hoping for the Dwarfs to cause some early casualties.

We agreed that Vathek should have the Cloak of Mists and Shadows (how else would he have slipped past the sentries undetected?) and a hastily constructed bodyguard of Zombies. Malifact was given the Talon of Death and accompanied a unit of Skeletons. I gave the Necarch Lord a Sword of Might (for fighting), an Obsidian Amulet (for staying 'alive' against runic weapons) and the Bloodline powers Master of the Black Arts (extra range, as I would probably be coming on far from the battle) and Forbidden Lore (hopefully to get *Vanhel's Danse Macabre* to get to the fighting quickly). This range of items was well balanced and useful for any potential situation in which my Vampire might find himself. The Wight Lord Army Standard Bearer kept his traditional combination of the Sword of Kings (Killing Blow on 5+) and the Gem of Blood (rebound 1 wound), though the Black Knights would trade in their usual Banner of the Barrows for the Banner of Doom as protection from artillery and missile fire. With Cannons, Stone Throwers, Organ Guns and Flame Cannons available to the Dwarfs of Zhufbar, I didn't want the bodyguard flattened as soon as they arrived.

ARMY SELECTION

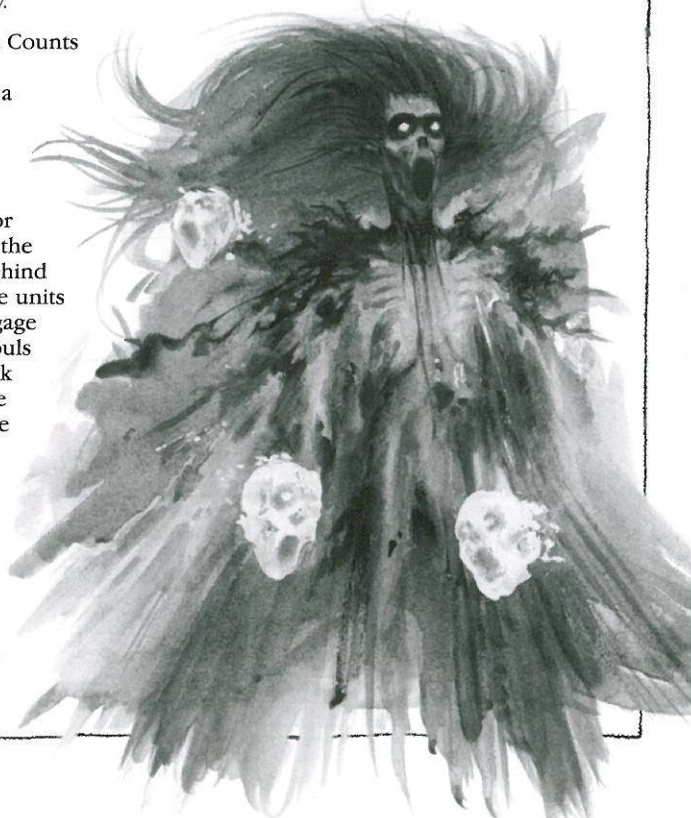
Solidifying the main battle line would be a unit of 20 brutal Grave Guard, a second unit of Zombies and a five-base Spirit Host. Andy's Dwarfs have been a long-term sparring partner for my Vampire Counts army and I built these in homage to the many games I've enjoyed against him. Besides which, the army is composed of an eclectic mix of units from various races, and who would hold a grudge beyond death more than Dwarfs. In this case the stunties of Zhufbar probably borrowed an anvil 500 years ago and never returned it!

The relief force would be comprised of fast-moving troops, so the Fell Bats, Dire Wolves and Banshees were selected for

this role. Finally, two units of vicious Ghouls rounded out and completed the army.

I've found with Vampire Counts armies that all of these components are vital in a competitive force as their combined strength is often much greater than the sum of their individual parts. For example, I'll often keep the faster moving Ghouls behind the Skeleton and Zombie units and once the enemy engage the main blocks the Ghouls can then move and attack the exposed flanks of the enemy. Often the damage inflicted (by the Ghouls) combined with the ranks, standard and outnumbering (of the Skeletons or Zombies) will beat most enemy units, yet on their own neither would normally manage this.

WARHAMMER ROSTER SHEET											Gehart's Undead Horde	
Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
Gehart Koontz, Necarch Vampire Lord	6	6	6	5	5	4	8	5	10	5+	Barded Nightmare, Sword of Might, Obsidian Amulet, Master of the Black Arts, Forbidden Lore.	453
Kain, Wight Lord, Battle Standard Bearer	4	4	3	4	4	2	4	3	9	3+	Barded Nightmare, heavy armour, Sword of the Kings, Gem of Blood.	151
Vathek, Necromancer	4	3	3	3	3	2	3	1	7	-	Level 2 upgrade, Cloak of Mists and Shadows.	145
Malifact, Necromancer	4	3	3	3	3	2	3	1	7	-	Level 2 upgrade, Talon of Death.	140
20 Zombies	4	2	0	3	3	1	0	1	2	-		120
20 Zombies	4	2	0	3	3	1	0	1	2	-		135
19 Skeleton Warriors	4	2	2	3	3	1	2	1	3	5+	Musician, Standard Bearer.	215
10 Ghouls	4	3	0	3	4	1	3	2	6	-	Hand weapons, light armour, shields, Skeleton Captain, Musician, Standard Bearer.	90
10 Ghouls	4	3	0	3	4	1	3	2	6	-	Ghast.	90
10 Dire Wolves	9	3	0	3	3	1	3	1	6	-	Ghast.	90
8 Black Knights	4	3	3	4	4	1	3	1	8	2+	Doom Wolf.	110
20 Grave Guard	4	3	3	4	4	1	3	1	8	4+	Hand weapons, lances, heavy armour, shields, Barded Nightmares, Hell Knight, Musician, Standard Bearer, Banner of Doom.	290
5 Spirit Hosts	6	2	0	3	3	4	1	4	6	-	Hand weapons, halberd, heavy armour, shields, Crypt Keeper, Musician, Standard Bearer, War Banner.	355
4 Fell Bats	1	3	0	3	3	2	3	2	6	-		325
4 Fell Bats	1	3	0	3	3	2	3	2	6	-		80
Banshees	6	3	0	5	3	2	4	2	8	-		80
Banshees	6	3	0	5	3	2	4	2	8	-		90
Banshees	6	3	0	5	3	2	4	2	8	-		90
TOTAL											2,959 points	



DEPLOYMENT

Geoff: Success in competitive games of Warhammer owes much to the Deployment phase. This is where generals vie with each other to create match ups favourable to their forces and unfavourable to the enemy. Given the limitations of wholesale redeployment once the battle is underway, it is often the case that units end up fighting those deployed opposite them.

Vathek and the Zombies were first to go down. To give the Dwarfs an opportunity to catch the Zombies we'd pre-calculated the distances that would be involved – in this case the Zombies could be caught in the Dwarfs' third turn charge. After Andy had set up the chasing Hammerers and Trollslayers I posted one unit of Ghouls on each flank. With Dwarf Gyrocopters on the loose I knew I would be forced to deal with them quickly or be left with mountains of steam-cleaned bones.

After much pondering over troop deployment (including stroking of the beard and general mumblings about "how it was easier in the olden days" and "we didn't have these new fangled flying doo-hickey contraptions") Andy finally finished setting up his troops. Although the scenario called for a 7" deployment zone, because of the scenery we allowed the ends of the

Dwarf line to deploy up to 12" on. Hopefully this wouldn't cause too much of a problem for the Undead (gulp...)

Once the Dwarfs had finished the remainder of their deployment I was left to form the main battle line. Looking at the scenery beforehand I'd already decided to place the Spirit Host on my left as the woods in that region would be of no consequence to them whilst obviously stopping the Dwarfs from manoeuvring effectively. The fact that the Ironbreakers and Hammerers (and no doubt characters toting nasty rune weapons) were on the opposite flank made the decision a 'no brainer'.

Behind the ghosts, the Zombies shuffled into place. It's well documented that this lot would even lose in a fight against the Teletubbies, but if they can work their way round onto a flank then it is a different story altogether. In the centre I opted for the hardest unit available – the Grave Guard. "These guys", I told Andy with supreme confidence, "can take on any of your units". Mind you, with Killing Blow, it's a brave character, or one with a 2+ Ward save, that will tangle with them. Finally, the Skeletons with Malifact, took up their position defending the right flank.

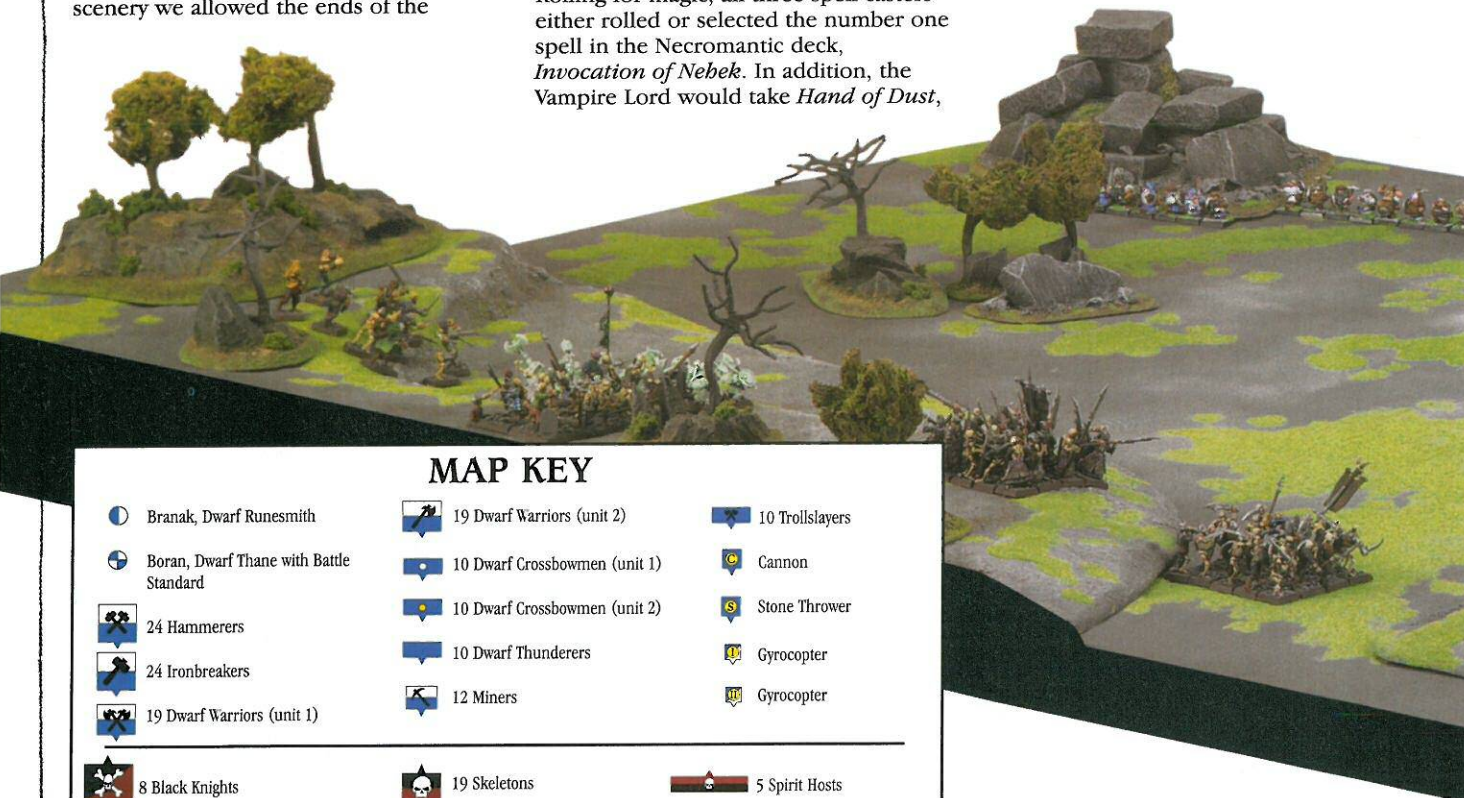
Rolling for magic, all three spell-casters either rolled or selected the number one spell in the Necromantic deck, *Invocation of Nebek*. In addition, the Vampire Lord would take *Hand of Dust*,

Gaze of Nagash and *Curse of Years* to battle, with Malifact knowing *Hellish Vigour* and Vathek a very useful *Vanbel's Danse Macabre*. Overall a fairly rounded lot, with the movement spell on perhaps the one character who needed it most.

Right then, time to liberate those books...

Andy: The battlefield was fairly open. I had the Dwarf fortress in the centre of my back line. The middle of the battlefield had two clumps of trees that channelled the Undead retreat away from my lines. The main Vampire Counts force was to be deployed opposite the fortress on the hill with the relief force arriving from either the left, right or Vampire Counts board edges. I needed to think about deployment carefully.

Firstly, I deployed the king's Hammerer retinue straight outside the fortress gate. I flanked this on the left with the Warrior unit without great weapons and on the right with the Trollslayers and the other Warrior unit. I placed the Cannon on the fortress walls to give it the maximum fire arc across the battlefield and the Stone Thrower on the small hill to the left of the fortress. The Ironbreakers were deployed on the left



MAP KEY

Branak, Dwarf Runesmith	19 Dwarf Warriors (unit 2)	10 Trollslayers
Boran, Dwarf Thane with Battle Standard	10 Dwarf Crossbowmen (unit 1)	Cannon
24 Hammerers	10 Dwarf Crossbowmen (unit 2)	Stone Thrower
24 Ironbreakers	10 Dwarf Thunderers	Gyrocopter
19 Dwarf Warriors (unit 1)	12 Miners	Gyrocopter
8 Black Knights	19 Skeletons	5 Spirit Hosts
10 Dire Wolves	10 Ghouls (unit 1)	4 Fell Bats (unit 1)
20 Zombies (unit 1)	10 Ghouls (unit 2)	4 Fell Bats (unit 2)
20 Zombies (unit 2)	20 Grave Guard	Banshee 1
		Banshee 2

to advance and hopefully protect against the Vampire Counts relief force arriving on that flank. Their main role was to advance and protect my main force from becoming surrounded. On the right I deployed the Thunderers for the same reason. Their short-range fire can be devastating and if the Black Knights arrived within range I would be able to thin their ranks down a little. My Dwarf Crossbowmen were deployed to either side of the fortress to advance and take pot-shots when they could and failing that to be a rearguard against raised Undead units. Finally, I deployed my Gyrocopters, one on each flank. The idea with these was to fly across and shelter behind the clumps of trees so they could hop across the battlefield to engage the packed ranks of the main Vampire Counts battle line. I thought about sending them after the Zombie horde but with them being in Skirmish formation they could have charged me and I would have lost them too early. I reasoned that the best return on their investment was to get in amongst the Undead then when the inevitable crash happened I might take some dead things with me.



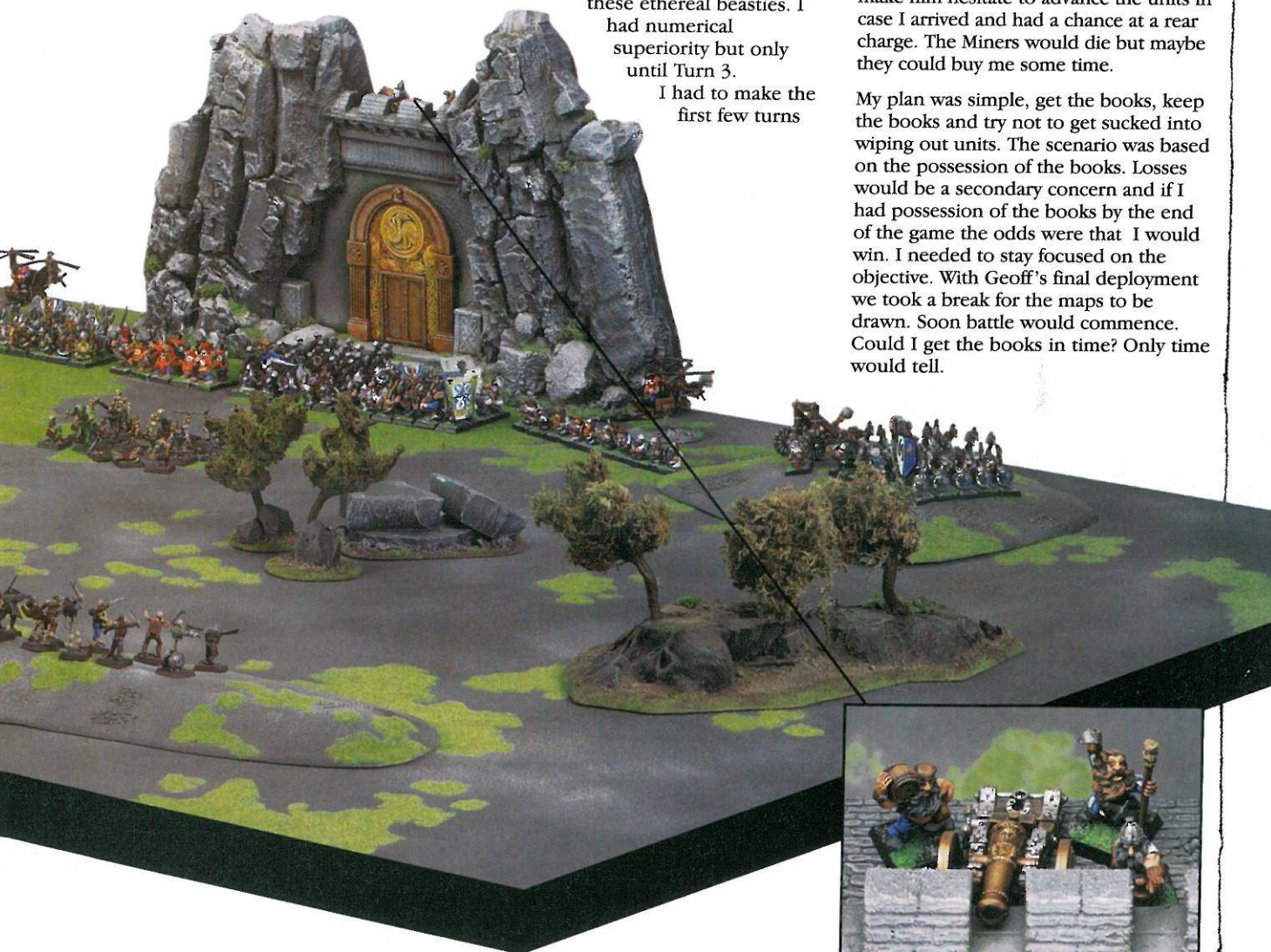
I guessed Geoff would deploy the bulk of his forces directly opposite mine. The one thing that worried me would be the Spirit Host. Only magic can affect these and Dwarfs are lacking in this. I had to hope that either my magical Stone Thrower or my two characters with magic weapons could hurt these ethereal beasties. I had numerical superiority but only until Turn 3.

I had to make the first few turns


count so I wasn't pinned when the relief force arrived.


The last thing I had to do once deployment was complete, was to place a marker for the tunnelling Miners. I placed this about 6" in front of Geoff's Skeletons and Grave Guard. Hopefully this would make him hesitate to advance the units in case I arrived and had a chance at a rear charge. The Miners would die but maybe they could buy me some time.


My plan was simple, get the books, keep the books and try not to get sucked into wiping out units. The scenario was based on the possession of the books. Losses would be a secondary concern and if I had possession of the books by the end of the game the odds were that I would win. I needed to stay focused on the objective. With Geoff's final deployment we took a break for the maps to be drawn. Soon battle would commence. Could I get the books in time? Only time would tell.







 Gyrocopter 2


 Gyrocopter 1

 Stone Thrower

 Dwarf Crossbowmen 1

 Dwarf Warriors 1 including Thane, Boran

 Dwarf Miners

 Ironbreakers including Runsmith, Drang

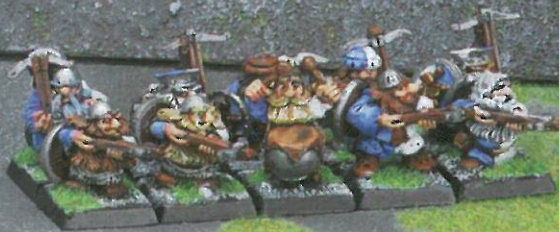
DURMAK'S DWARF COMMAND



Dwarf Thunders



Cannon



Dwarf Crossbowmen 2



Dwarf Warriors 2 including Branak, Runesmith



Hammerers including Lord Durmak



Trollslayers




F Fell Bats

B Banshee




G Ghouls




 Grave Guard



 Black Knights including Wight Lord, Kain and Nearch Vampire Lord, Gchart



 Zombie unit 1 including Necromancer, Vathck

GEHART'S UNDEAD HORDE



F Fell Bats



 Spirit Host




B Banshee




G Ghouls



 Zombie unit 2

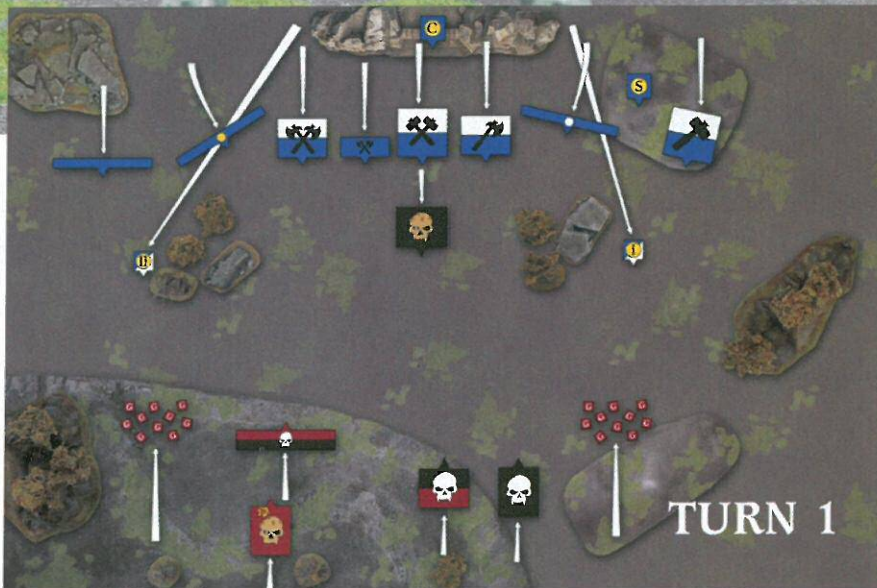
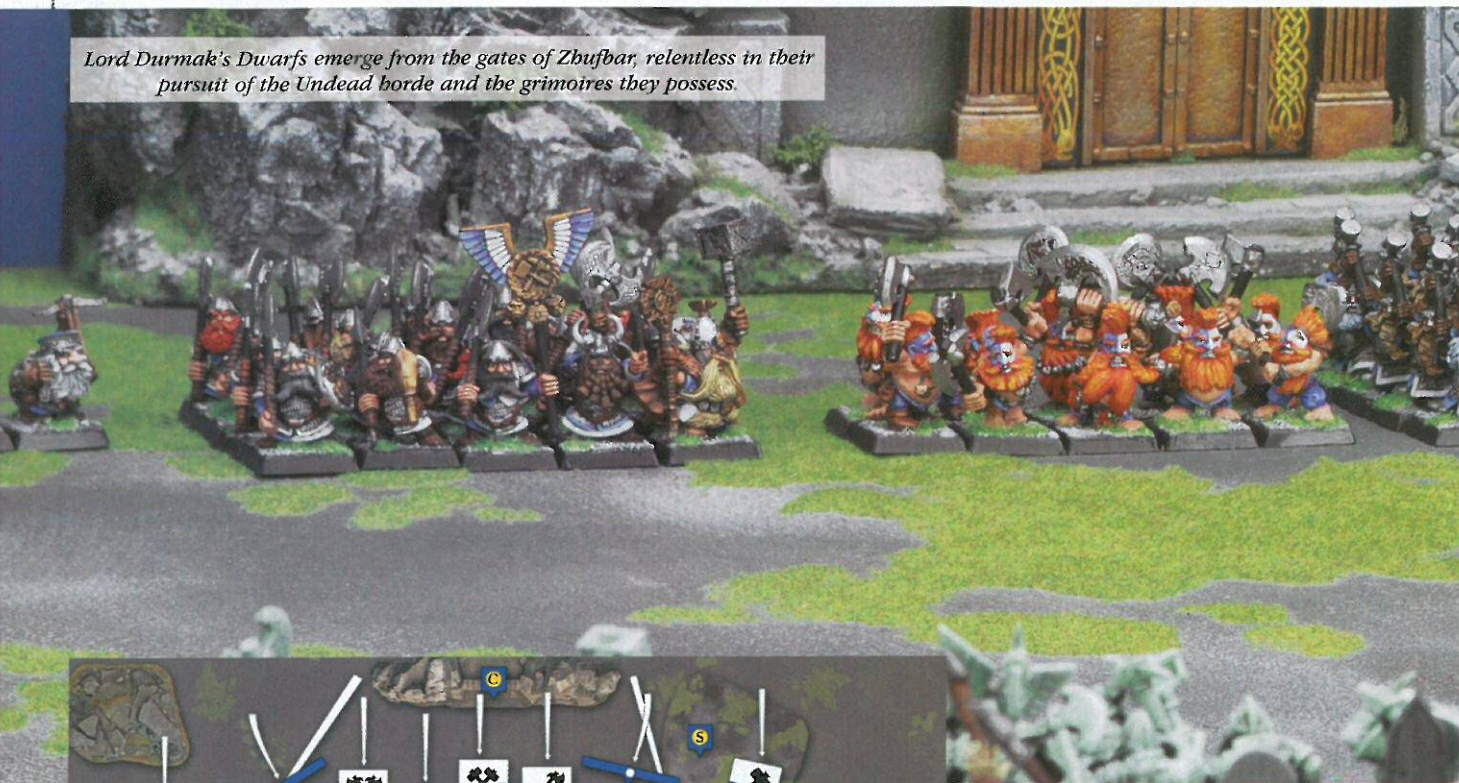


 Skeletons including
Necromancer, Malifact



 Dire Wolves

Lord Durmak's Dwarfs emerge from the gates of Zbufbar, relentless in their pursuit of the Undead horde and the grimoires they possess.



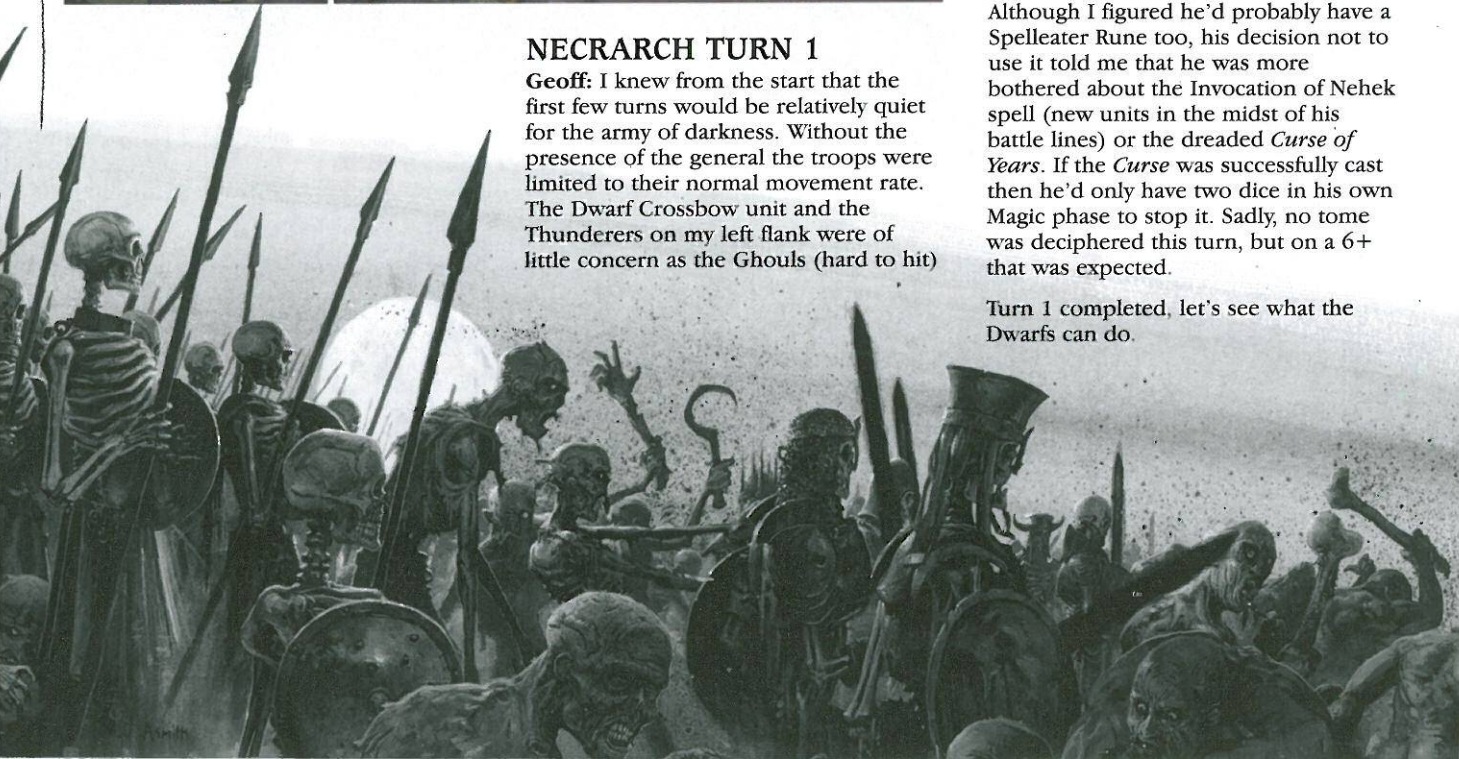
and Zombies were their only real targets. What did concern me was that infernal flying contraption, or more precisely the red hot water pistol it was toting. To counter the threat the Ghouls moved forwards, aiming for the defence of the trees. Likewise the Ghouls on the right moved to protect the Skeletons. Meanwhile, the remainder of the army moved as far forwards as it could to help the retreating Vathek.

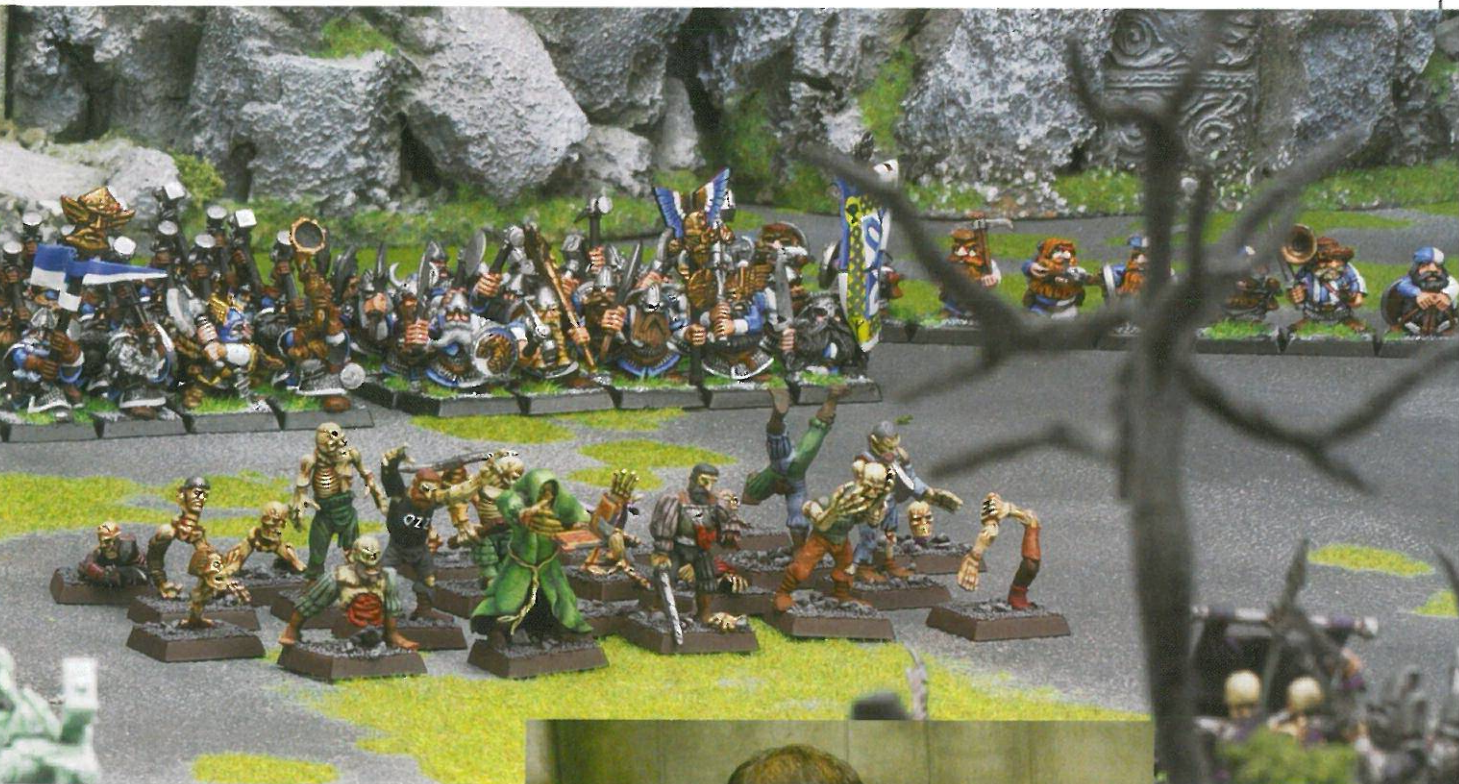
In the Magic phase, the only spell of note was an attempted *Vanbel's Danse Macabre* on the roll of a 16! Not a bad start. Andy decided to use a Spellbreaker Rune to automatically counter it. Although I figured he'd probably have a Spelleater Rune too, his decision not to use it told me that he was more bothered about the Invocation of Nehek spell (new units in the midst of his battle lines) or the dreaded *Curse of Years*. If the *Curse* was successfully cast then he'd only have two dice in his own Magic phase to stop it. Sadly, no tome was deciphered this turn, but on a 6+ that was expected.

Turn 1 completed, let's see what the Dwarfs can do.

NECRARCH TURN 1

Geoff: I knew from the start that the first few turns would be relatively quiet for the army of darkness. Without the presence of the general the troops were limited to their normal movement rate. The Dwarf Crossbow unit and the Thunderers on my left flank were of little concern as the Ghouls (hard to hit)





DWARFS TURN 1

Andy: Geoff's first turn was as I expected. His Zombie horde unit in the centre shuffled away from me as fast as possible and the main battle line advanced forwards. The Spirit Hosts looked difficult to deal with and were beginning to cause me problems already. To counteract Geoff's moves, my entire army moved. The Gyrocopters took off and swooped to behind the two clumps of trees. All my infantry units advanced at full march, with the units in the centre sprinting after the Zombie horde. With no spells to dispel in my Magic phase, we quickly moved onto the Shooting phase (Or the Missing phase as I grew to call it).

My Cannon and Stone Thrower chose targets. The Cannon was short of the Grave Guard but the Stone Thrower was about 4" long on its target of the Spirit Host. I rolled the Scatter dice hoping to correct it back in the right direction but only succeeded in clipping a Zombie, which was duly crushed by the flying rock. That was an abysmal start, but hopefully my luck would change in Turn 2. There was no combat so I handed over to Geoff.



Andy's army advances from the gates of Zhufbar with his Dwarfs intent on retrieving those books!

SCENARIO POINTS

<i>Necrarchs</i>	3
<i>Dwarfs</i>	1



NECRARCH TURN 2

Geoff: I was a little surprised by Andy's first turn, expecting the Gyrocopters, Cannon and Stone Thrower to all target Vathek's unit. However, I think the war machine crew must have been in the middle of a brew when the alarm was raised because their distance ranging was abysmal.

Without the relief force, Turn 2 was again about moving into position for the main army. I knew that the only unit that could possibly take on the Hammerers (and win) would be my ex-Chaos Knights (my Black Knights), whilst the best hope against the Ironbreakers would be to just feed them a unit of Skeletons to keep them busy for a few rounds. Combined with the time it takes them to cross the field, they'd most likely be out of the game as they'd be isolated from the rest of the fighting.

With the Gyrocopters not going for the Zombie bodyguard, I knew their most likely targets would now be the two

ranked units on my flanks. Pre-empting this, I pulled the Ghouls in tighter to provide the opportunity of a counter-attack if Andy did come at them. I can't stop him getting a shot off on the units, but I can make sure he only gets one. Against ranked, armoured units Ghouls are of limited use, but against lightly armoured or lone models they excel. True cowardly bullies they are!

Hoping to get lucky (Andy continuing to miss), the Spirit Host moved to try and block off the advance of the Trollslayers, Dwarf Warriors and Crossbowmen unit on my centre-left by using the wood as effectively impassable terrain (the Dwarfs would be moving at 1" per turn if they entered it).

The Grave Guard moved to opposite both the Hammerers and the second Warrior unit on the centre-right, whilst the Skeletons simultaneously moved over the Miners' marker and faced the distant Ironbreakers. With the 100m shuffle continuing apace we went on to the Magic phase.

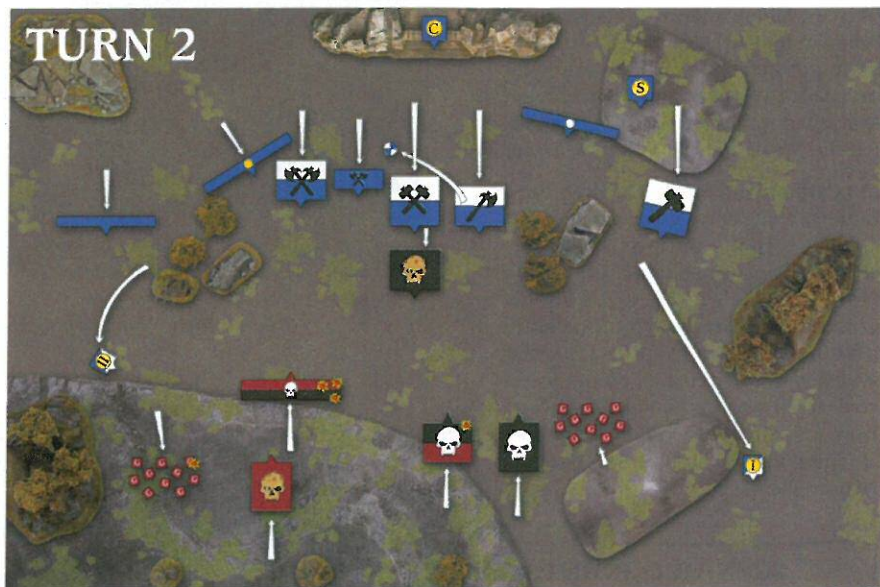
Attempting to gain a much-needed burst of speed and show their pursuers a clean pair of heels, Vathek attempted to cast *Vanbel's Danse Macabre*, only to be snubbed with a Miscast result and receive a wound for his troubles. Fortunately, Malifact weighed in with an Irresistible *Invocation of Nehek* spell to return his colleague to perfect health. Still unable to decipher the books, my turn ended.

DWARFS TURN 2

Andy: I was lucky in Geoff's second turn. After he miscast his first spell he had to repair the wound on his Necromancer. Again there was no combat and the Zombies moved away as fast as they could drag themselves. The gaps were closing slowly but they were still out of reach.

I rolled for my Miners to arrive and failed, so I quickly got on with my moving. There were no charges to be made, as I was still too far away, so I marched my Hammerers and Warrior unit number two. The Trollslayers were a little more cautious, though, as the Spirit Host was now a lot closer and the Trollslayers were unable to hurt them at all. Boran, my Battle Standard, left the unit on the left to attempt to reach Warrior unit one so I could deal with the closing Spirit Host. The Crossbow unit on my left stayed still so they could target the Grave Guard. The Thunderers moved 3" so they could fire on the Ghouls up on the hill and the Gyrocopters swooped round on each flank. The Ironbreakers continued the long march to the Vampire Count's lines.

In the Shooting phase my luck did improve slightly. The Stone Thrower again targeted the Spirit Host and this time the guess was accurate. It only scored a single hit but managed 6 wounds, killing a base outright. The cannon, aimed at the Grave Guard, and despite an accurate guess, it misfired (I wished at this point that I had invested in a Rune of Forging), so it would now be unable to shoot until Turn 4.

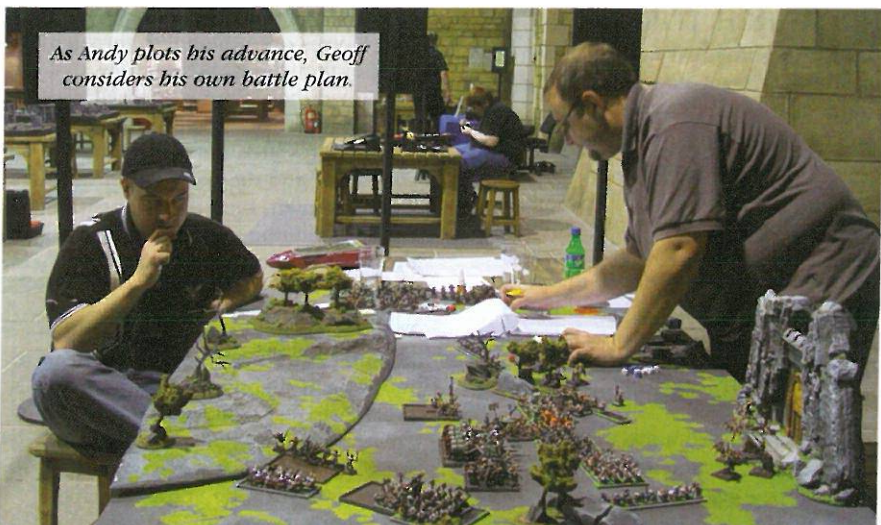


The Thunderers shot at the Ghouls on the hill needing 7s to hit but still killed one though. The Crossbowmen shot at the Grave Guard and also killed one. Unfortunately, it was now Geoff's third turn and his relief force would automatically arrive at the start of his next turn. I wanted his force to arrive on my left flank so the Ironbreakers could do their job but it was over to Geoff to roll the dice and see where they would arrive.

SCENARIO POINTS

<i>Necrarchs</i>	3
<i>Dwarfs</i>	1

As Andy plots his advance, Geoff considers his own battle plan.



The Stone Thrower, inscribed with its Rune of Burning, takes careful aim at the distant Spirit Host.



NECRARCH TURN 3

Geoff: No Miners for Andy last turn meant that they would probably turn up in the next round, so the Skeletons wouldn't be advancing too far off the marker. With Andy moving the Gyrocopters around even further into striking range of several targets, he now had me guessing where they'd strike, though I was still convinced that it would be the formed units. Added to that was the fact he was now giggling like a school girl and waving the flame template in their general direction.

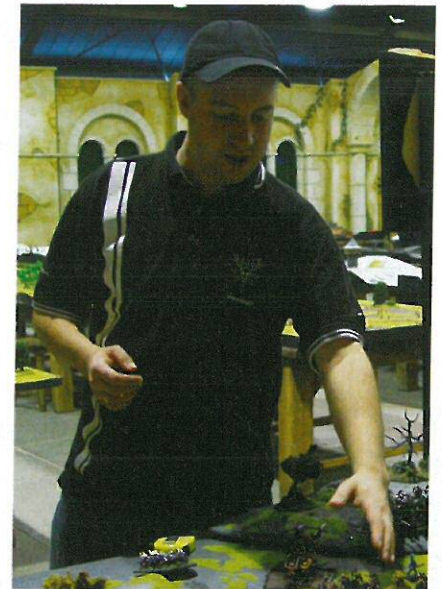
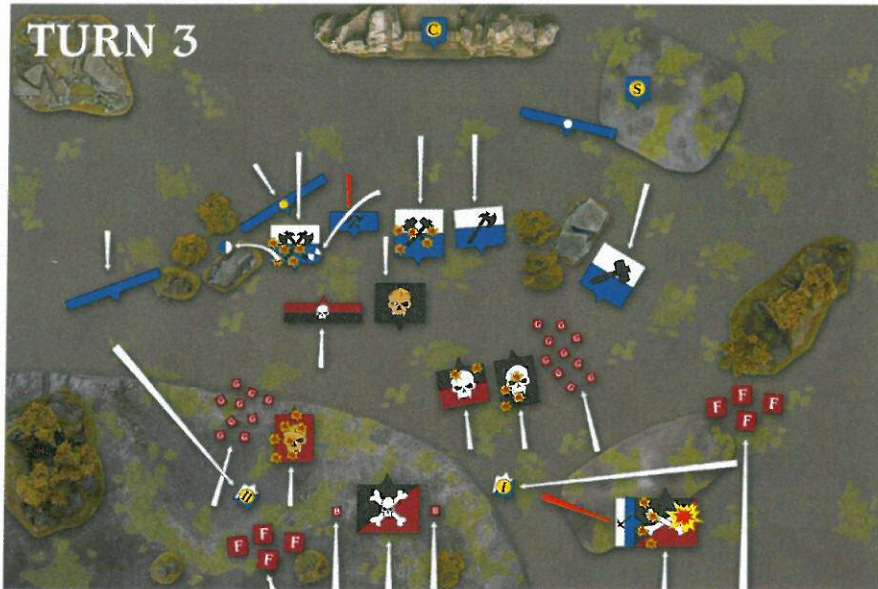
The good news from the Vampire Count's side was the arrival of the relief force, appearing on my own board edge. From right to left, I sent the Fell Bats

towards the Stone Thrower, moved the Dire Wolves onto the hill to threaten the flank of the Ironbreakers if they continued their advance. The Black Knights (and accompanying Banshees) advanced towards the centre of the Dwarf line and the second unit of Fell Bats to the left. I felt that as most of the harshest fighting normally takes place in the centre, then that's where the general needed to be.

With the Dwarfs now just millimetres behind Vathek's bodyguard I decided to move them slightly to one side, towards the Spirit Host. This, I hoped, would create a gap on the centre-right for the Knights, whilst creating even more congestion with the Spirit Host. The overall advance continued, with the

intention of linking up the retreating Zombies with the rest of the army. Individually, virtually every unit would lose combat, so the only option would be to combine it into a solid, cohesive force.

The Magic phase started with a bang as the winds of power swept forth across the rocky canyon, heralding the arrival of the lord of death. Four dice were thrown to cast *Curse of Years*, confirming Andy's worst fears as two 6s came up causing it to be unstoppable despite the best runic protection. Not only that, but the spell condemned five Hammerers to their premature demise too. At last I was able to start inflicting casualties amongst the ranks of the stuntsies. Now came a real dilemma –



Geoff sends in his reinforcements.

The Black Knights surge into view as the Vampire Lord make his presence felt.



either to leave the spell on, which Andy would struggle to stop on two dice in his turn, or cast *Gaze of Nagash* on them. After much deliberation I opted for the latter in the hope that I could force a Panic test. Knowing Andy's Leadership rolls, they would most likely vacate the centre, leaving Vathek free to make good his escape. Sadly, the previous spell had taken its toll on the Vampire and the attempt to cast was too weak. Vathek finally tried to move the Knights into position – a move Andy countered with a Spelleater Rune. Fortunately though, the spell was only stopped and not destroyed.

Yet again, an outright failure to decipher either book left me wondering whether Vathek had picked up the Book of Arkhan or the latest edition of Black Dwarf (a mine-working related periodical of some small infamy).

DWARFS TURN 3

Andy: Geoff's force turned up on his board edge in the perfect place to reinforce his centre. I would now have my work cut out but if I stood firm and trusted in Dwarf resolve and steel I could win through in the combats. Geoff's magic was good, his casting of the *Curse of Years* on my Hammerers with Irresistible Force was a pain lessened by the fact that he then cast *Gaze of Nagash*, which he failed, and in doing so removed the *Curse of Years* from play. (I was lucky Geoff made that mistake, which he doesn't usually). My Spelleater Rune dispelled, but didn't eat, Geoff's only *Vanbel's Danse Macabre* spell. If he had cast this spell, my chances of catching his Zombies would have

disappeared. He advanced his centre and moved the rest of his army in support. It was now down to me to see what difference I could make in my turn.

I was in charge range now and so I declared a charge with the Trollslayers on the Zombie horde. With hindsight I should have charged with the Hammerers as well, but I didn't. The Trollslayers were slightly out of charge range and so failed. My Miners arrived using the It Came From Below rules and scattered 10" off target, nearly off the board. This was actually quite fortunate because using these rules you can charge when you appear so I declared a charge on the Dire Wolves. These fiendish beasts were threatening my Ironbreakers' flank so I needed to deal with them quickly. The rest of my line held stationary.

The Black Knights looked threatening, and to win combats against them I needed to be on my terms and not Geoff's. Warrior unit one moved to block the Spirit Host and was joined by the runic axe, wielding Battle Standard Bearer. Branak the Runesmith headed for the woods and Crossbow unit two advanced to get a line of sight at the units on the hill next turn. The Thunderers and Ironbreakers advanced on both flanks and the Gyrocopters swooped in to stop any marching in Geoff's next turn and to thin the units of Zombies and Skeletons down.

The Shooting phase began and my Gyrocopters did well, killing seven Zombies and four Skeletons respectively. The Cannon couldn't fire this turn. The Crossbow unit that didn't move shot again at the Grave Guard and felled two more of the Undead warriors.

The Shooting phase was totally overshadowed by one event though, causing Geoff to nearly wet himself with laughter and me to curse in several languages, including some unknown ones. I aimed my Stone Thrower at the Spirit Host again. The guess was perfect and it was right on the middle model, all I needed was a hit or a small scatter and I would kill another couple of bases. But, alas, it was not to be, and true to form the Stone Thrower shot scattered, not onto the surrounding Vampire Count units, but straight onto my Dwarf Warrior unit number one. And not only that, but it covered my Battle Standard.

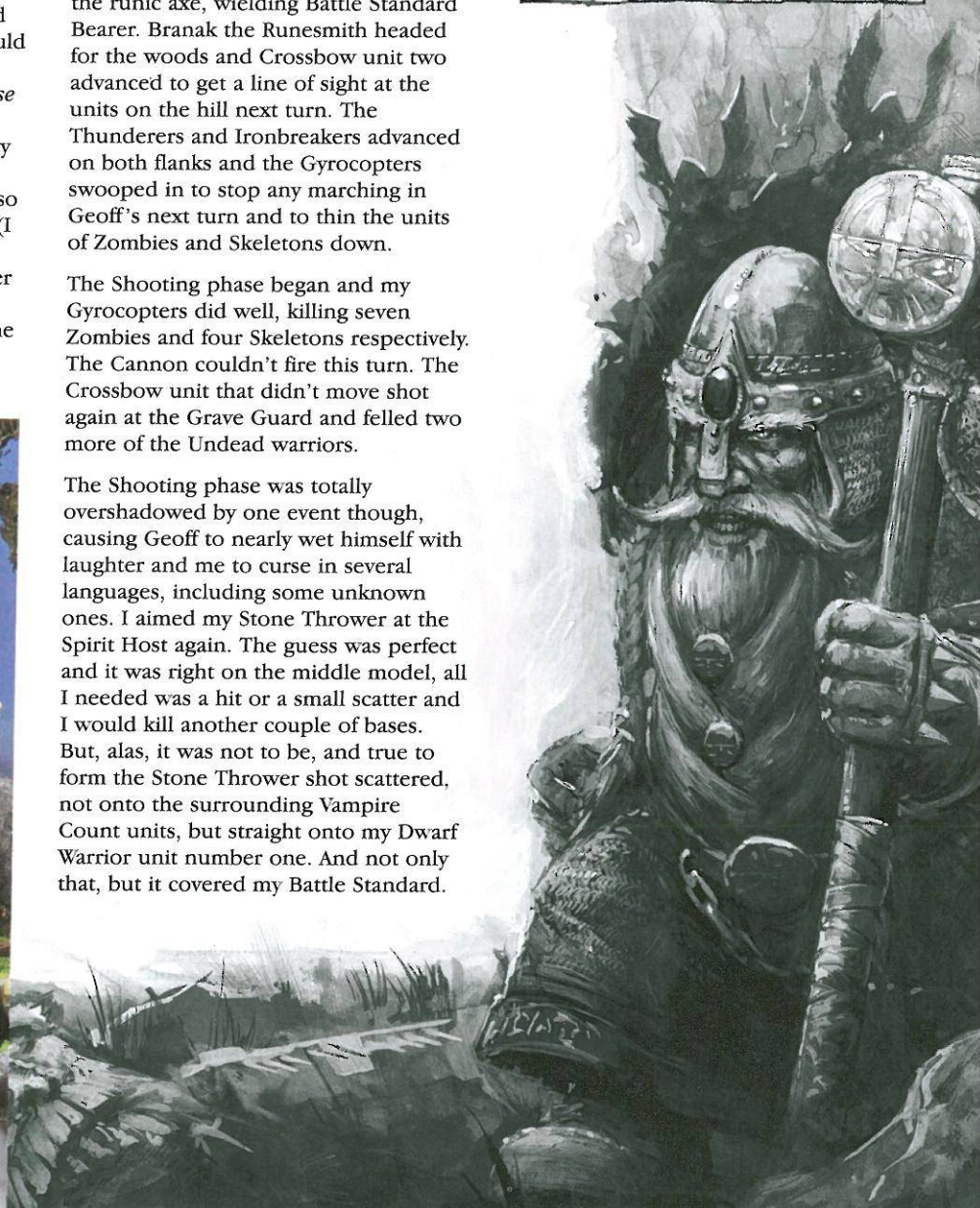
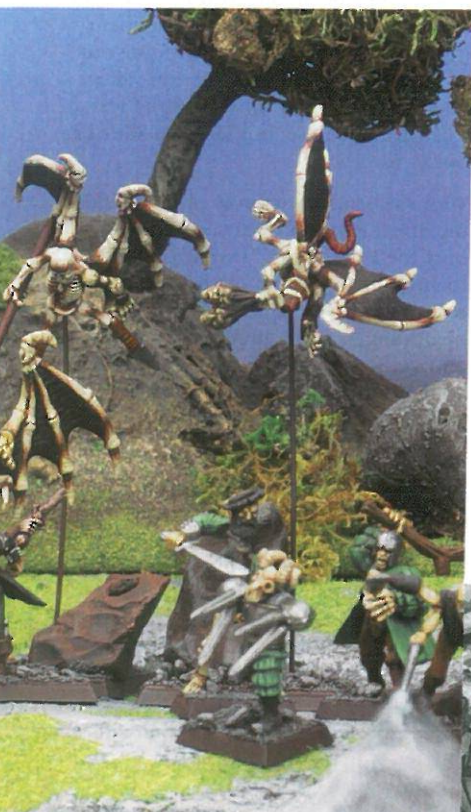
In total the shot killed five Dwarfs although the Battle Standard survived and the unit passed its Panic test. I think the crew need retraining.

This turn saw the first combat as the Miners threw their seven Strength 5 attacks at the Dire Wolves and smashed four into the ground. There were no attacks back and, after outnumbering and flank bonuses, the Miners won the combat by six just enough to kill the remaining six Dire Wolves with combat resolution. The Miners hefted their picks and prepared to slaughter some more of the Undead next turn.

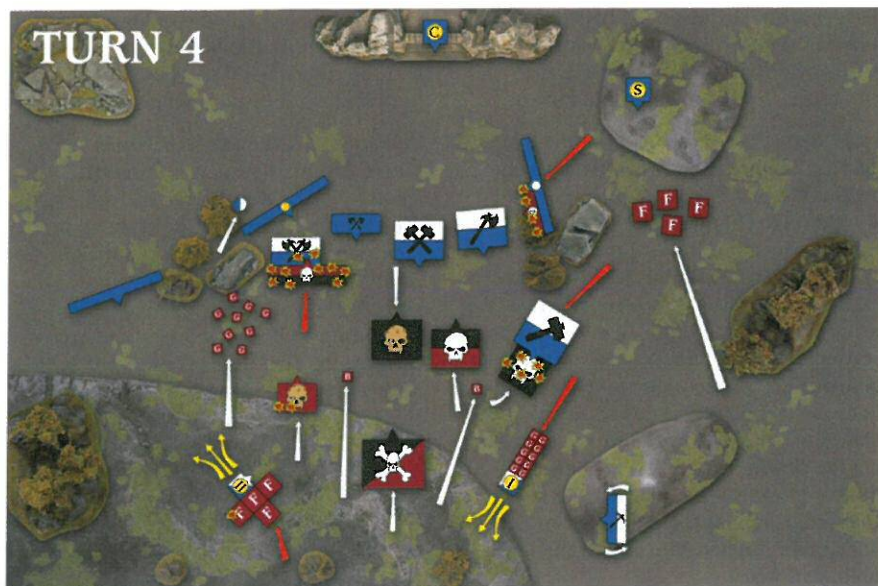
Geoff's next actions would be decisive as he had lots of units that could charge. I guessed that my Gyrocopters would be destroyed next turn but I looked forward optimistically. However, I knew some Dwarfs would soon meet their demise.

SCENARIO POINTS

<i>Necrarchs</i>	3
<i>Dwarfs</i>	1



TURN 4



NECRARCH TURN 4

Geoff: Once I'd picked myself up from rolling around the floor laughing at the Trollslayers' failed charge I could assess the situation. The Miners had also surfaced, making very short work of the Dire Wolves, and were now threatening the rear of the army. The loss of the Dire Wolves also meant that the

Ironbreakers could advance unthreatened. The failed charge also meant that Vathek could now make it back to the safety of the Vampire Counts lines, securing the first guaranteed Scenario Point.

I had quite a few charges to make this turn, the Fell Bats on the left attacked the Gyrocopter, and the Ghouls on the right tackled the second one. The Spirit Host also crashed into their former comrades in the centre-left. With the Dwarfs' Toughness, Armour save and now Army Standard bearing Thane (no doubt complete with runic weapon) I didn't expect them to survive the fight, but I did want the Warriors holding in place and this was an excellent way of doing so. If I could lock down the Dwarfs and prevent them from manoeuvring then the initiative would be won back.

Elsewhere, the Fell Bats on the right made for the Dwarf back line, threatening the artillery, and the Skeletons squared off against the advancing Ironbreakers. The way Andy's shooting was going I was tempted to leave the Stone Thrower alone – so far it had killed more Dwarfs than I had! The centre-left Ghouls went after the lone Runesmith in the wood, whilst the Knights and Banshees continued inexorably towards their target in the centre – the Hammerers.

Dealing more punishment out for the beleaguered Hammerers, the Vampire withered another three with a *Gaze of Nagash*. With their numbers dwindling, the special Stubborn rule would count for naught if beaten by a larger, *fear*-causing unit. If I couldn't raise more Knights to make the



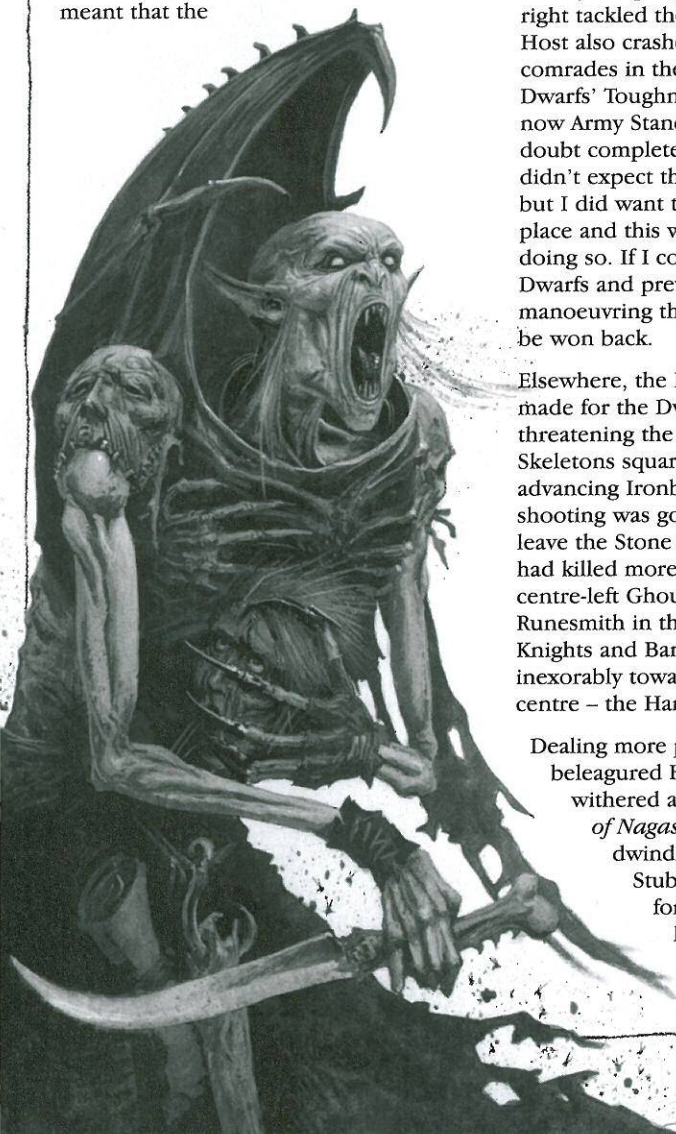
unit larger than I would have to ensure the Hammerers were made smaller instead. Just to compound Andy's misery, five 'fresh' Zombies emerged in the midst of his battle line. With no joy in the translation attempts I was beginning to wonder whether Vathek was reading the words or just looking at the pretty pictures.

Combat went pretty much as expected. The two Gyrocopters failed to inflict the wound they needed to counter the Unit Strength, automatically breaking them (*fear*) and sending them careening out of control and crashing into the valley floor below. The Spirit Host fared less well, losing a base, but taking a Warrior out in return.

With the Trollslayers now pinned behind the Spirit Host and Warriors' combat, only the Hammerers were in a position to attempt to reclaim the books. The rest of the Dwarf units were now beginning to really hinder each other and get in their own way. Now if only I could work out how to use those blasted tomes...

DWARFS TURN 4

Andy: Geoff's turn vindicated what I thought might happen. Both my Gyrocopters crashed killing very little, with the pilots managing to expertly crash in open ground missing everything (at least they didn't hit my own units like the Stone Thrower had, though). I had won the other combat with the





The Ghouls charge into the stranded Gyrocopter, ready to tear it down with eager claws.

Spirit Host, no thanks to Boran, my Battle Standard, missing two of his three attacks despite only needing 3s to hit. Geoff had managed to raise a new unit of Zombies threatening the flank of Dwarf Warrior unit one. Fortunately, he didn't cast *Vanbel's Danse Macabre* to move them into combat. The high point of Geoff's turn for me was the fact that he still hadn't deciphered either of the ancient tomes. I just needed to get them back and the game would be mine.

I decided that this was the turn to strike so I declared a charge with my Hammerers on the Zombie horde unit. Crossbow unit one charged the newly-raised Zombie unit and the Ironbreakers charged the Skeleton unit on Geoff's right flank. I needed to start killing the Undead and get those books back. I picked up the dice to test for *fear* and rolled. The Crossbow-wielding unit of Dwarfs passed and steamed in, as did the Ironbreakers who then barrelled forward but my Hammerers stood still as I failed on an 11. I must have taken root last turn when I didn't move. I turned the Miners around to threaten the rear of the Skeletons and the Grave Guard, but most of the other units stayed still. My Trollslayers were pinned in place by the Spirit Host combat and the Gyrocopters were, of course, now dead. I held my head in my hands and moved onto the shooting.

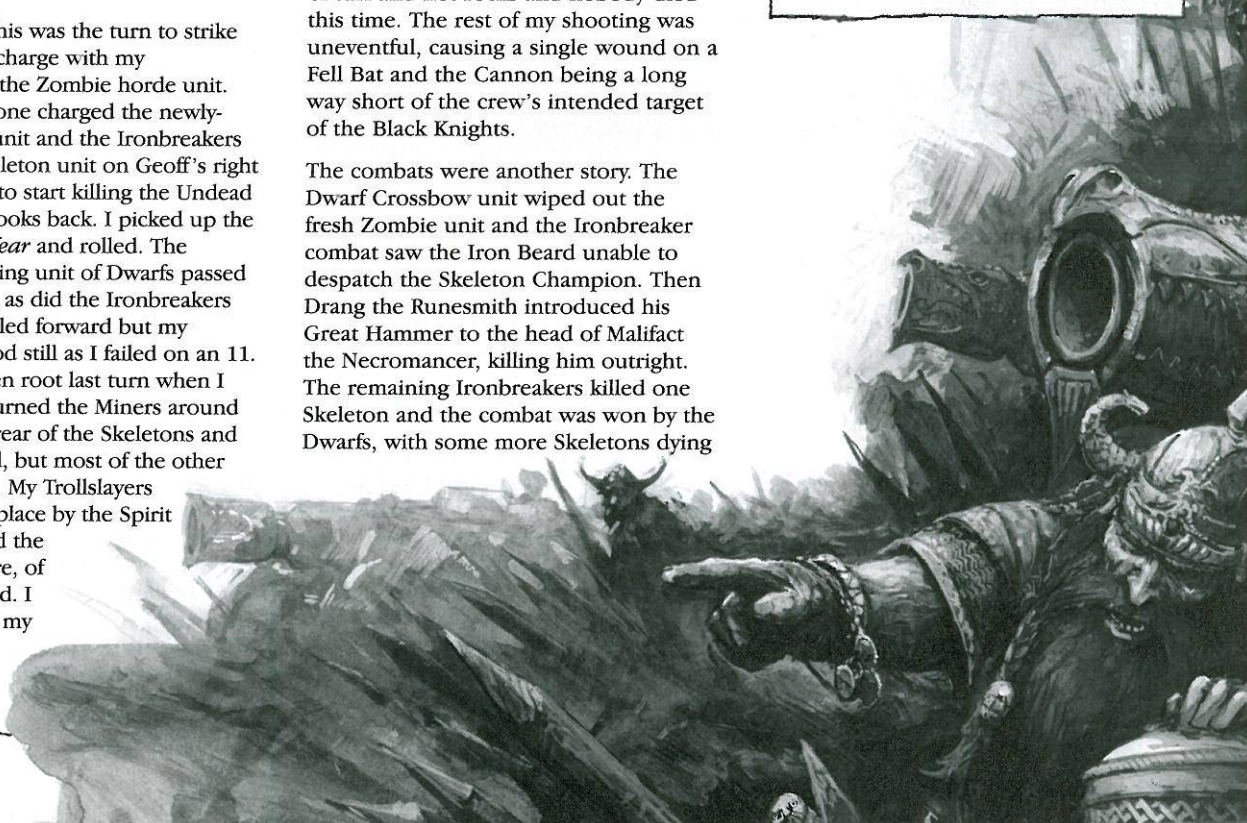
I was in two minds as to whether to bother firing the Stone Thrower after the crew's abysmal attempt last turn but I chose to give it a go. I targeted the Grave Guard and yet again the guess was true, could bad luck strike again? I rolled the Scatter dice and we worked out where it had landed – right on top of my own Ironbreaker unit, exactly on Drang the Runesmith's head. Fortunately, the crew had loaded a lump of turf and not rocks and nobody died this time. The rest of my shooting was uneventful, causing a single wound on a Fell Bat and the Cannon being a long way short of the crew's intended target of the Black Knights.

The combats were another story. The Dwarf Crossbow unit wiped out the fresh Zombie unit and the Ironbreaker combat saw the Iron Beard unable to despatch the Skeleton Champion. Then Drang the Runesmith introduced his Great Hammer to the head of Malifact the Necromancer, killing him outright. The remaining Ironbreakers killed one Skeleton and the combat was won by the Dwarfs, with some more Skeletons dying

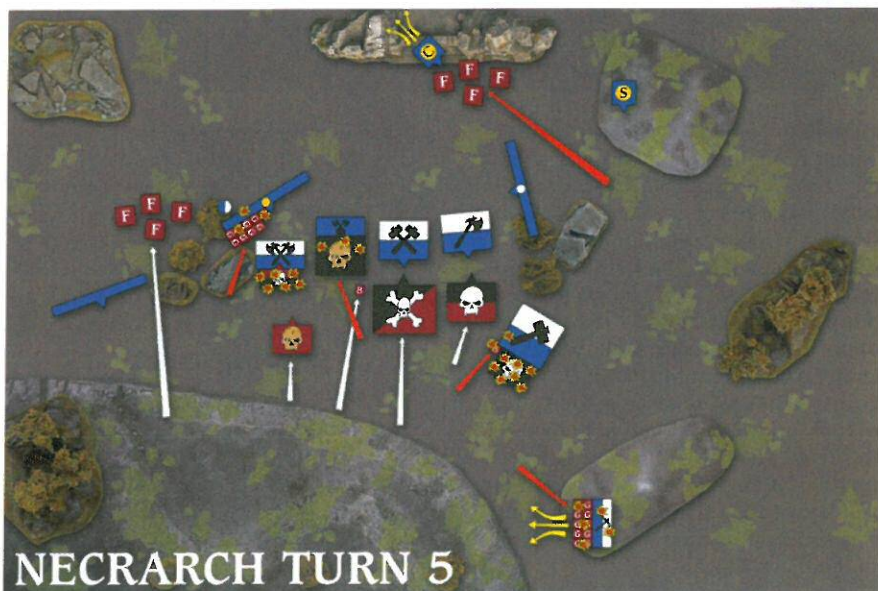
as some of the unit began to crumble away slowly. Boran still only hit once out of his three attacks against the Spirit Host but the Dwarfs had won and lapped round again. Things looked better for me at this point, I just hoped it would carry on.

SCENARIO POINTS

<i>Necrarchs</i>	4
<i>Dwarfs</i>	2



Gehart and his Black Knights rout Lord Durmak and his Hammerers.



NECRARCH TURN 5

Geoff: As expected, the Spirit Host were rapidly dwindling in the face of the Warriors' combat resolution, and that Army Standard Bearer was delivering his own style of absolution. The loss of Malifact to the Runesmith was a blow, especially as I had thought the Ironbreakers were outside of their charge distance. Yet again, though, Andy had provided the entertainment with the first failed *fear* test of the game – the Hammerers attempt to engage Vathek in combat. Unfortunately, though, the bodyguard was now blocking the Knights' move into the Hammerers. I also didn't want the Trollslayers free to engage the Knights when I advanced them (Trollslayers being renowned for

not knowing when they're beaten!). This was no problem though – there was one solution to both problems...

...and it was to charge Vathek and his entourage at the bunch of Braveheart wannabes. With judicious use of *Invocation of Nebek* spells, the invulnerability of Vathek to normal weapons and the fact that I was all but guaranteed to get one of the tomes this turn (on 2+). It meant that I'd either increase the Zombies' survival odds (Cursed Book) or increase the overall mobility of the army (Book of Arkhan) which would drain at least one or two dice from Andy. In a further attempt to give him more problems to worry about (and thus distract him from his endeavours to get the books back) I

charged with just about everything I could, even where I thought I'd probably lose. Of these I knew the Banshee would almost definitely die, but charging forced the Ironbreakers to bring their lapped-around models back into formation and hence to keep the Skeletons alive for an extra round. In a competitive game I'd balk at the thought of such Victory Points suicide, but this fight was about more than just how many of the enemy ended up as new 'recruits'.

An interesting choice now presented itself. With seven dice I knew I could cast two of the three spells I wanted to, but not all. The choices were: the *Curse of Years* on the Hammerers, *Vanhel's Danse Macabre* on the Knights, or *Invocation of Nebek* on the Zombies. In the end I opted for the first two, mainly to increase the psychological pressure on Andy. Sometimes winning games isn't about how well you play, but also about how many mistakes (or unforced errors) you can encourage your opponent to make. By charging with as much as possible and then using the hardest hitting spells, I wanted to divide Andy's concentration amongst as many different issues at once in the hope that he'd spend too much time and effort on those that were of little consequence. Andy used his second Rune of Spellbreaking and enough dice to keep the magic abated. However, I had another chance to decipher a book on a nice easy 2+ ... Aaargh! Not again. A poxy 1. This was getting frustrating. The Banshees' screams did little either, so on to combat.

As expected, the Undead suffered losses most of the way across the board, crumbling and needing Panic and Break tests galore, the worst of which was the loss of the final Spirit Host. Even though Vathek's bodyguard drew with the Trollslayers, the loss of the Spirits meant that their flank was now dangerously exposed. As mentioned previously, the Banshee against the Ironbreakers had died, but the Skeletons had been left with two models. Had the Banshee not forced them to reform then they'd now be free to move off. As it was, they would now wipe out the Skeletons in their turn and be left stranded for the rest of the battle. That would leave one unit less to worry about.

DWARF TURN 5

Andy: Geoff did something that I didn't expect in his fifth turn. He had charged the Trollslayers with his Zombie horde, and, due to some odd dice rolls, the combat had finished as a draw. What was he up to? He also moved his army forward in the hope of getting *Vanbel's Danse Macabre* off. He didn't manage it, however, and his Black Knights were now perilously close to my Hammerers.

In all the other combats Geoff charged into, I held or won and continued to reduce his units' strength. The only major downside was my Cannon failing its Fear test when charged by Geoff's Fell Bats. The crew had run straight back into the fortress.

Geoff had decided to leave my Stone Thrower, as it was killing more of my army than his. And he still hadn't deciphered the tomes and this time it was on a 2+! How I laughed! The combats were well under way in the middle and all I had to do was countercharge in the right places. It was down to the luck of the dice now...

I charged my Hammerers into the Black Knights and managed to pass the *fear* test this turn. Warrior unit two charged the Grave Guard and Warrior unit one, now free of the Spirit Host, charged the Zombie horde in the flank. The Miners charged the Ghouls, who they had beaten off in Geoff's turn, and the Ghouls fled again. I completed the rest of my movement with the Thunderers spinning around to target the Fell Bats behind them.

The Shooting phase brought me out in a cold sweat. The Stone Thrower targeted the Fell Bats in front of the fortress and missed. The Thunderers killed a Fell Bat and my Crossbow unit number one killed nothing with their long-range shots.

I fared better in the Combat phase with the Ironbreakers wiping out the



remaining Skeletons. Dwarf Crossbow unit two managed to beat the Ghouls off and pursue them into the woods. The Ghouls outran the short-legged warriors, however. Dwarf Warrior unit one raised their axes against the Grave Guard and killed none, instead bouncing off the armour of the ancient warriors. The Dwarf Veteran challenged the Crypt Keeper only to be decapitated himself as he fell on the Wight's blade. Combat was a draw and the Dwarfs closed ranks.

The Dwarf Warriors, led by the Battle Standard, crashed into the flank of the Zombie unit, rending and smashing them to pieces. Boran challenged and Vathek accepted as the stout Dwarf's runic axe entered the Necromancer's magical cloak, exiting the other side in one fell swoop.

The Zombies, meanwhile, died in droves to the Trollslayers' fury and after the dust settled it could be seen that the entire foul unit had been wiped out. Boran reached down to collect the tomes and stuffed them into his jerkin.

Unfortunately for me, because of the position of the units, I couldn't overrun with the Dwarf Warriors and Boran, so it left my flank open to a charge next turn from Geoff's Zombies. I had a slim chance of retaining the texts, though. If my Lord and his unit could now smash the Black Knights and slay the Necrarch Vampire then the resulting crumble tests would give me a great chance of winning.

The Hammerers slammed into the Black Knights, double-handed hammers held high, and two horsemen fell. The Gatekeeper accepted a challenge from the Wight Lord. He hit twice and wounded once with the Wight Lord's Gem of Blood saving him and instead killing the Gatekeeper before the Wight could even strike back. Durmak raised his Vampire



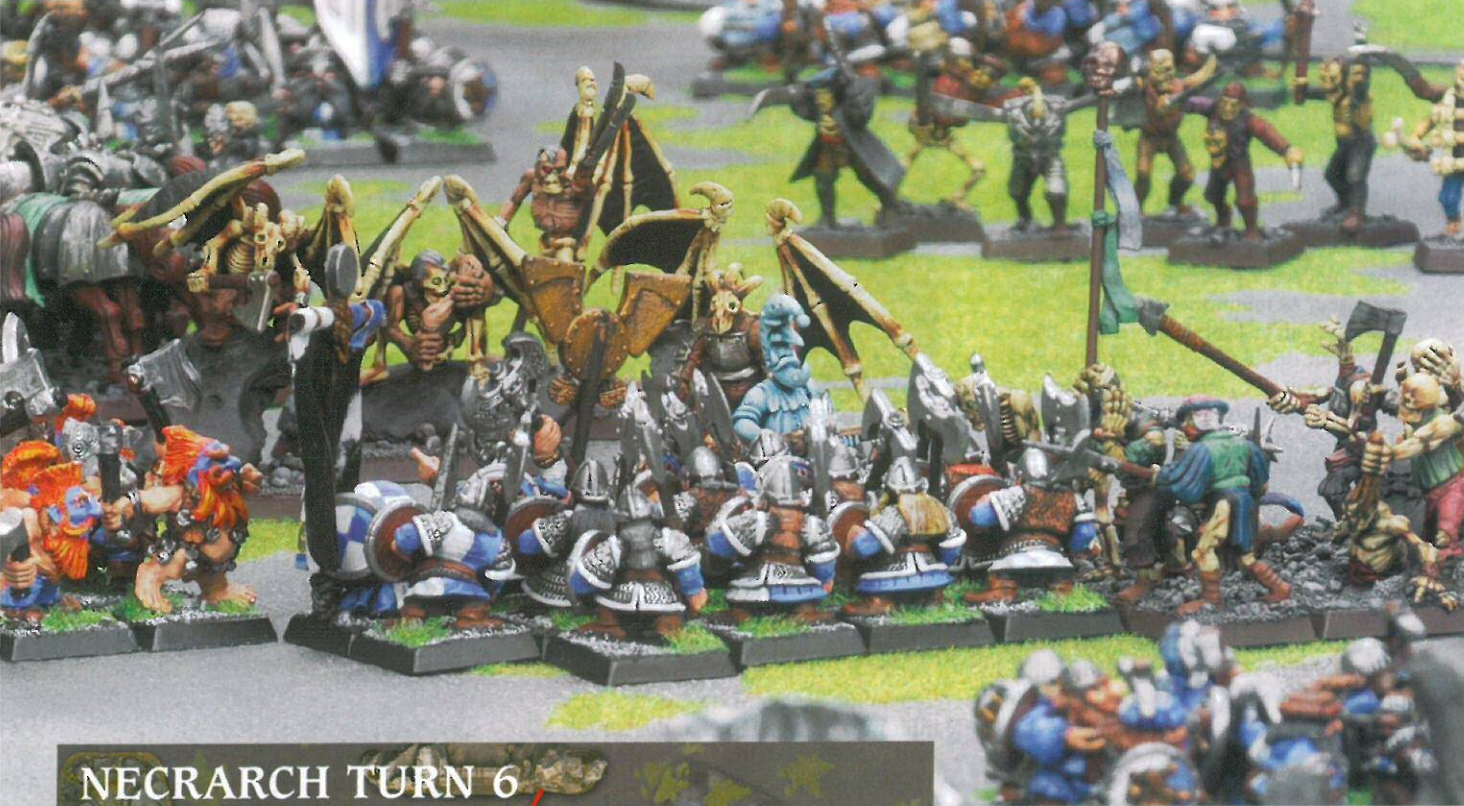
Andy has a lot to ponder as his general is slain but he still has both the books.

slayer axe and I cursed the combat with my over confidence. In the ensuing combat the Dwarf Lord hit the Vampire three times but only wounded twice and the Vampire's Obsidian Amulet saved both potential wounds. The Vampire then struck back against the Hammerers felling four of them. In the end, the Hammerers had lost the combat by three and, because being Stubborn is overruled by being outnumbered by a *fear*-causing enemy, the Hammerers fled. However, the disciplined Black Knights held their ground and decided not to pursue.

It was then that I realised why – Geoff had a unit of Fell Bats that could run down the Hammerers and the Dwarf Lord in his sixth turn. My line was badly broken but I still had possession of the tomes. If I could hold onto them for this one last turn, then I would still win. I crossed both sets of fingers and toes as Geoff began his sixth and final turn.

SCENARIO POINTS

<i>Necrarchs</i>	2
<i>Dwarfs</i>	7



NECRARCH TURN 6

Geoff: Well, this is it – Crunch turn.

OK, so I've lost both of my Necromancers. I've lost both of the books, but there is one unit that can get them back. And they're Zombies. Great.

Putting the Knights in front of the Hammerers last turn had put the initiative, and pressure, back with Andy. As expected, he'd barrelled into the Knights in an attempt to smash them apart. Fortunately, the combination of high Armour saves, rank, outnumbering, *fear* and Andy's lack of hitting capability meant the Dwarfs legged it back to their deployment zone faster than they had come forwards. With the Cannon crew dead, the Fell Bats were now free to cut down the fleeing stunties in my turn, so the Knights held their ground.

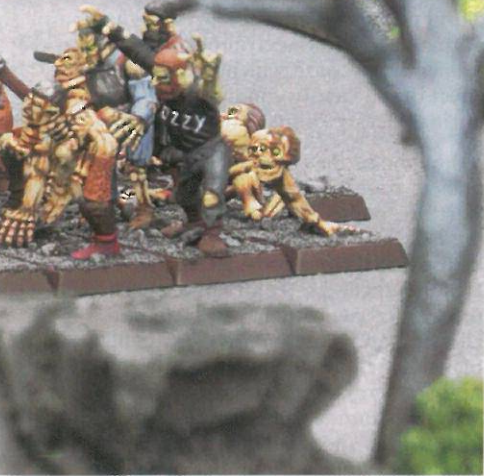
All joking aside, the successive turns of concentrating damage onto this single unit had meant it was bereft of ranks and numbers for combat and so even with the Dwarf Lord in there, they were no match for the Knights, the rules for being Stubborn being bypassed due to *fear*, losing the combat and being outnumbered. OK, so the 4+ Ward save helped save against Andy's Strength 10 Lord too.

The Fell Bats swooped down on the fleeing Dwarf Lord's bodyguard, who couldn't make it away fast enough, and landed by the Trollslayers. Accepting the inevitability of not being able to reach the books themselves, the Black Knights crashed into the flank of the Warriors in combat with the Grave Guard. Finally,



Tension and excitement is written on all faces as the outcome of the game rests on a knife-edge!

The embattled Dwarf Warriors prepare to sell their lives dearly as they are surrounded by the undead.



the Banshee and Zombies jointly charged the second unit of Warriors containing the Army Standard Bearer and the books, the Banshee ensuring the Warriors couldn't risk fleeing as a reaction for fear of being caught and killed straight away. There's just a small matter of some fleeing Ghouls in the way first. It's not often you hear this, but I was now praying to fail a Leadership 10 test. An 11 – perfect. With them out of the way it was a straight run at the Warriors.

With Andy's Dispel dice now outnumbering my casting I opted for one big spell – a four dice raise on the Zombies. As expected, Andy went all out to dispel it, but rolled two 1s in the process. This bolstered the Zombies on the flank of the Warriors by a further 11 and meant that mathematically their fate was now sealed. Thankfully, we can skip the (rather embarrassing) translation phase as Andy had the books. I then tried to skip the Banshee scream and claimed that she didn't have to scream (as there was a chance I would kill enough Dwarfs to force a Panic test and thus risk them fleeing with the books before combat had taken place) but after suitable cajoling and barracking from the spectators I rolled for the scream which only came up a 5.

With the addition of the Black Knights, the Warriors were routed easily (-10 combat resolution regardless of *fear* effects) whilst the fight had evidently deserted their compatriots on the left, scoring no wounds and losing a Dwarf in return against the Zombies. *Fear*



routed them, leaving the books back in the withered hands of the Undead. To add insult to injury, the wave of ensuing Panic tests shattered the Dwarf battle line as every unit that needed to test, failed and ran.

Not a bad turn then.

DWARF TURN 6

Andy: That was a very bad turn for me. Geoff had charged the Dwarf Warriors with both the Zombies and a Banshee. This meant that I couldn't flee far enough if I elected to as a charge reaction, because the Banshee would catch me, so I stood my ground and the unit died anyway. If only I hadn't failed to dispel the *Invocation of Nebek* cast on the Zombie unit. With the books lost, victory looked impossible.

I started the turn by charging the Ghouls with my Miners, failing the *fear* test and so not moving. My Trollslayers then charged the Fell Bats that had run down the Hammerers. The rest of my units rallied after they panicked last turn.

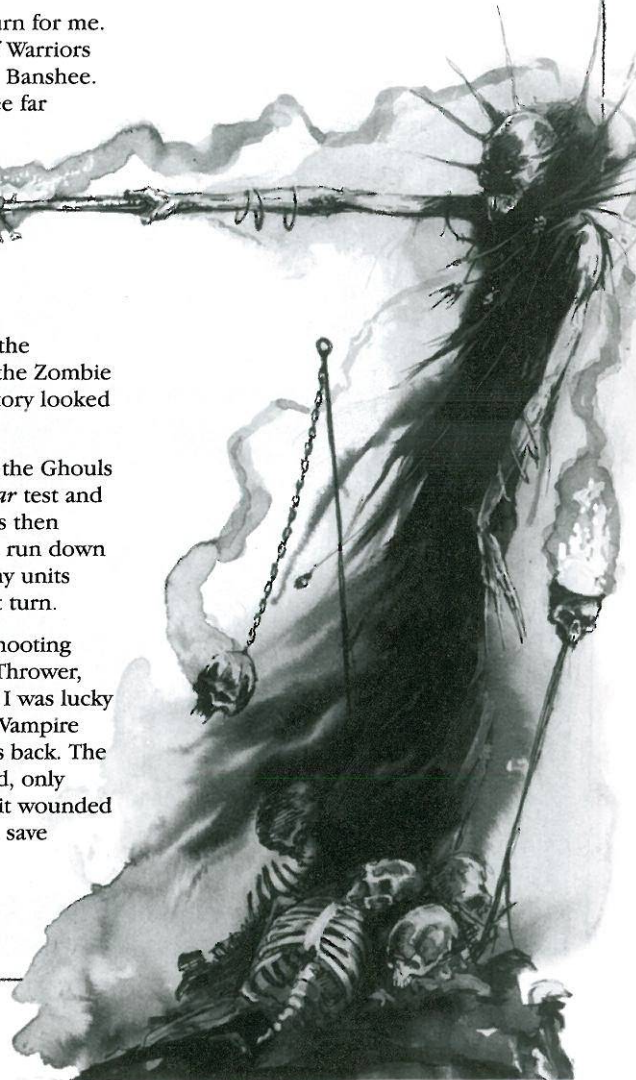
We moved on quickly to the shooting and I guessed with my Stone Thrower, aiming at the Black Knights. If I was lucky I might still be able to kill the Vampire and earn some Scenario Points back. The guess was good but it scattered, only clipping a Black Knight. The hit wounded but the Banner of Doom Ward save avoided the casualty.

The last combat of the game resulted in the Trollslayers

butchering the Fell Bats but it was too little too late. It was time to tot up the Scenario Points.

SCENARIO POINTS

<i>Necrarchs</i>	7
<i>Dwarfs</i>	2



VICTORY TO THE RESTLESS DEAD!



achievement of objectives rather than simply on kills. What made it interesting for the players was that not all of the objectives were attainable. The use and adaptation of special rules from other armies also added a twist; for example the Beast Herd Raiders rule for Zombies reminded me so much of those classic movies (especially so if they can't march either), and the Miners' use of the Tomb Kings' 'It Came From Below...' rules meant they were more successful (and characterful) than I've seen them in any other game. It just goes to show that clearly not all games of Warhammer are about 'stand 'em up and knock 'em down' fights and scenario-driven games share an equally important place with tournament games in the pantheon of different styles.

Moving onto the actual battlefield performance of my troops, what more can I say? Each and every one of them performed admirably, dying at just the right point they needed to, failing Leadership 10 rally tests at the right point and doing the business when it was needed. In the end, the overwhelming failure of Vathek (he's a fighter, not a scholar) to translate either tome didn't matter too much, but it's nice to see the books safely back where they belong. No doubt many evenings by the fire coming up, as the Vampire

Geoff: What an exciting finish to the game, as the two tomes were first recaptured by the Dwarfs and then lost to the forces of evil in the final turn. It's typical, though, that if you've got a great idea then as soon as you show it off to everyone it backfires. I still can't believe how many 1s I rolled there!

Overall, I'm very pleased with the way the scenario rules worked, with victory being determined purely on

Lord retires at his leisure to peruse the writings.

On reflection I think the key success I had was in targeting the Hammerers with everything I had. This left them weakened to the point that they were no longer effective in combat. For once I didn't go to the extraordinary lengths I normally do to protect Vathek and Malifant; a decision which was the direct effect of the victory conditions (ie, not normal Victory Points).

Although the Black Knights were the ones to rout the Hammerers and Warriors, big mentions must also go to the Fell Bats and Ghouls for their role in killing two Gyrocopters, a Cannon, the Hammerers and a Dwarf Lord as well as the general menace they were in not allowing Andy freedom to execute his plans. By taking the initiative away from Andy and forcing him to play to the Vampire Count's game plan he was heading for a loss even when he was making a significant number of charges.

When I play competitive games I often adopt a two wave approach, with the second wave containing the harder troops. This is often a very successful strategy as many opponents will fight in a single line, meaning that as soon as one of their units in the line dies or flees then I can swarm through the gap and attack newly exposed flanks and rears. Contrast this with the situation on the centre-left where the Warriors wiped out Vathek's bodyguard, but then were hit in return by the second wave of supporting Zombies. In this case it matters much less about the relative combat strengths of the two units and more about the relative positions of the two.

To be honest, there's not a great deal I would do differently if the scenario was played again (with the possible exception of not listening to Andy next time when he tells me that units can't march on the turn they appear). I've been using this Vampire Counts army for over a year now at various tournaments and find that a flexible, balanced force containing nearly all of the different types of units to be very powerful indeed. In gaining this experience, I've learned what troops of mine work best against different types of enemy, and it's this flexibility and diversity to be able to tackle virtually anyone that makes them very powerful in tournaments. The final outcome was a result of knowing exactly what can be expected from each unit and combining these together. To be victorious with an army in Warhammer you have to spend many careful hours honing and remembering this knowledge against a variety of different armies. Or take Skaven...



RETREAT INTO ZHUFBAR...

Andy: I bow my head in shame. I had victory in my sight and then I let myself grab defeat from the jaws of victory. I thoroughly enjoyed the battle against Geoff. The scenario was different and it made for an exciting game through to the end. I would have done things differently with hindsight, however, but I always say that.

This battle was a lot closer than it looks and in Victory Points terms it was about 500 Victory Points difference, which at 3,000 points is not very much at all. The battle turned for me at several key points. The first was my decision not to charge with my Hammerers (although my counter argument to that would be that I would still have failed my *fear* test). This failure to charge and the subsequent failure of the Trollslayers' charge meant I actually had to wait a turn longer to get the books. If I had have charged it could have been a lot different.

The next turning point was failing my *fear* test the next turn. Again, this caused the same problems as deciding not to charge had. The last and probably the most important point was right near the end of the battle in Geoff's sixth



Both players manage a smile after a hectic and hard-fought contest that could have easily swung either way.

turn. He charged my Dwarf Warrior unit in the flank with the Zombie unit and then cast an *Invocation of Nebek* spell on the unit. My subsequent dispel attempt in which I rolled a double 1, failing to dispel it, and Geoff's unit increased in size to about 20 models. I think if this hadn't have happened I would have been able to hold the charge and subsequently be in possession of the books at the end of the battle. But

things happen in Warhammer that are outside of your control.

The game swung both ways throughout the battle and my army performed admirably in the face of an excellent opponent. It is a difficult scenario for Dwarfs to win but it was fun to play and I am sure I will have a rematch with Geoff's Vampire Counts army at some point.

A heavy weight fell upon Drang's heart as he rallied what was left of the Dwarf forces and retreated back into Zhufbar.

"The shrine of Grinnir will be full tonight," he thought ruefully. The dedications of devotee slayers would swell with their failure. With the dark grimoires in the possession of the Vampire Lord and the Dwarfs defeated, the Undead host shrank away into the netherworld from whence it came, spirits faded and skeletons and zombies shambled haplessly after their masters. Although the Necromancers had been slain, the foul Necrarch had more than enough skill to decipher the ancient tomes and Drang feared that grim days lay ahead.

Tears flowed freely down the Runsmith's face as he came upon the body of his former lord. He took up Durmak's rune axe, an heirloom of the ancestors and wrapped it carefully within his tattered cloak. Drang was joined by the grim-faced remnants of the Ironbreakers, who waited behind him in silent and respectful vigil. The taciturn

warriors, a fitting honour guard, hoisted up Lord Durmak's body and it came with them through the ancient gates of Zhufbar. As Drang stared out at the disappearing horde he was filled with a burning vengeance. Bitterness in his heart, the last sight he saw of the battle as the gates closed was a flock of Fell Bats circling in a darkened sky.



Following this month's Warhammer battle report we have put together what you would need for the core of a Necrarch Vampire army and added some components for converting your force too.

Available from your Games Workshop hobby centre, in-store order point, independent stockist (call 0115 91 40000) or on the website at: www.games-workshop.com/storefront

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This blister contains 3 Grave Guard.

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Fell Bats

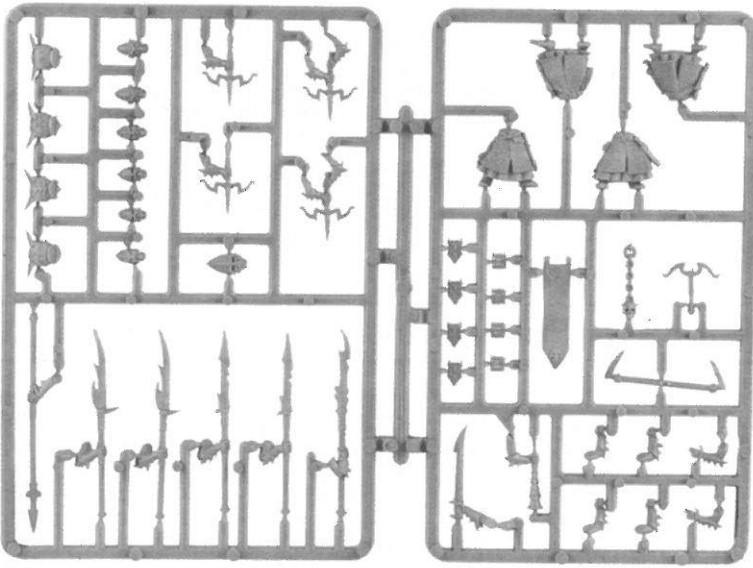
This blister contains 2 Fell Bats.

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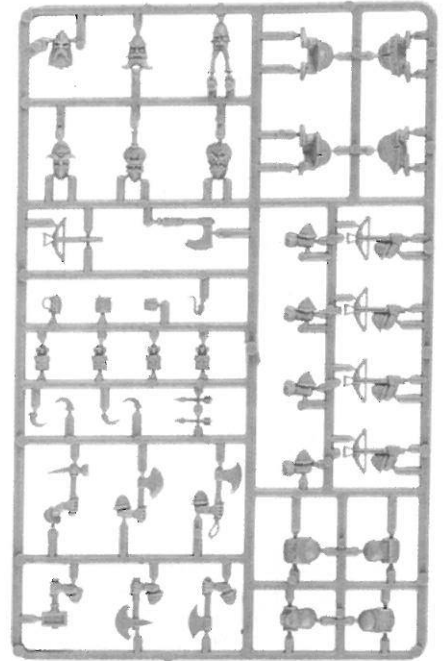
Denmark.....kr 70.00
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Models shown at 75% actual size. Models supplied unpainted.

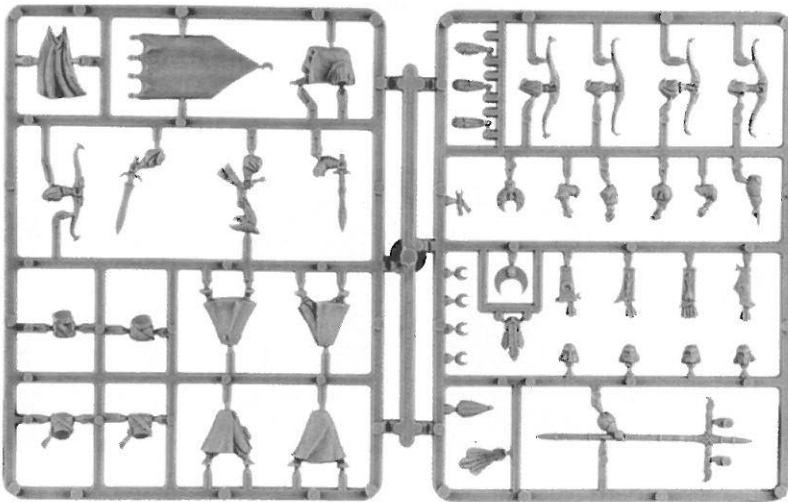
In this month's battle report *Race against the Dead*, on page 64-87, the Undead army of Geoff Porritt was converted using sprues from different Warhammer regiments. Using the components below you can recreate the stunning conversions to make your own Vampire Counts army totally unique.



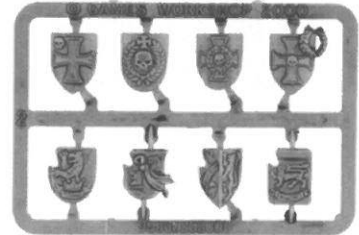
DARK ELF WARRIOR SPRUE
99380212001 £6



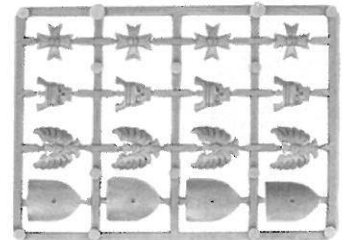
DWARF WARRIORS SPRUE
99380205001 £5



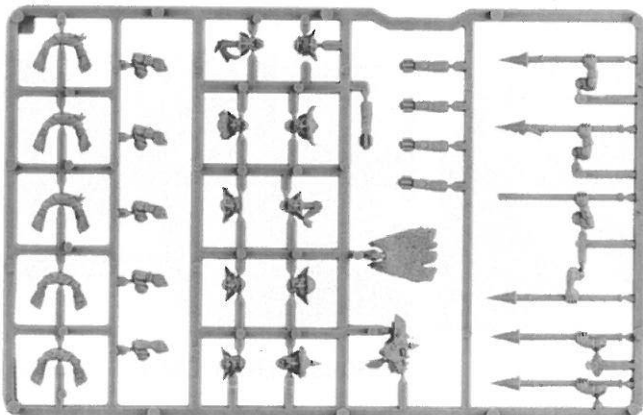
HIGH ELF ARCHERS SPRUE
99380210002 £6



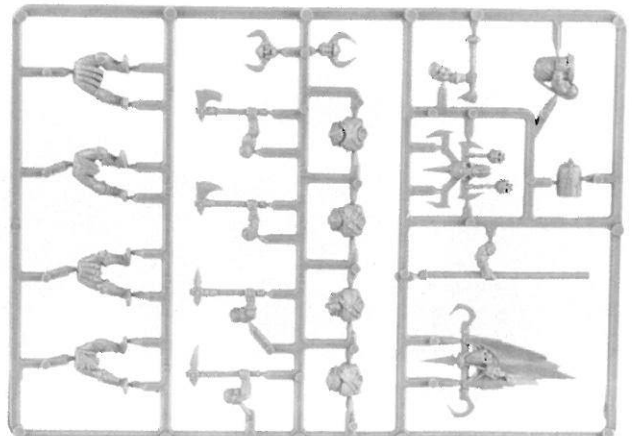
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Sprues shown at 40% actual size.

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Many of our larger hobby centres now have additional space to the normal shop floor in the shape of Gaming rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment!

EVENTS DIARY WHAT'S ON AND WHERE

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

Are you running an event? If you want to advertise it for free in this fine publication, all you need to do is drop us an e-mail to: eventsdiary@games-workshop.co.uk

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

22nd December for WD291 (March 2004)
19th January for WD292 (April 2004)
23rd February for WD293 (May 2004)

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

FEBRUARY

WARHAMMER PLAYERS' SOCIETY WARHAMMER ANCIENT BATTLES AND WARMASTER GRAND TOURNAMENT

Date: 21st & 22nd February, 2004
Venue: Davy Sports Club, Sheffield.
Details: Format not confirmed as yet but very probably:-
Five games of WAB over two days.
Five games of Warmaster over two days.
Lunch will be included in the ticket price.

Entry fee price is £20 for members and £24 for non-members. Warhammer Players' Society members get priority entry to Warhammer Players' Society events over non-members.

Contact: tournieinfo@players-society.com
Website: www.players-society.com (Check the Upcoming Events from the main menu for more details, including entry forms and rule packs).

STEEL & HONOUR



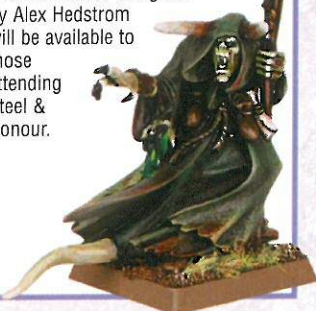
From the vast Empire of Men to the Northern Wastes the foul Beastmen have found a way through the Grey Mountains and are now spilling into the fair land of Bretonnia. In an unstoppable tide, the crude axes of the Beastmen sack village after village. Bretonnia is under siege and the steel-clad Knights of the Realm are gathering their armies and marching north to end the threat once and for all. War has finally come to Bretonnia!

Date: 14th February, 2004

Venue: All Northern European Retail, Elite and Partnership hobby stores.

Details: Take part in an epic conflict - bring and battle either alongside the valiant Bretonnians or the foul Beastmen.

This special edition Chaos Sorcerer designed by Alex Hedstrom will be available to those attending Steel & Honour.



YORKSHIRE WARHAMMER OPEN TOURNAMENT

Date: 29th February, 2004
Venue: Headingley Community Centre (opposite the Lounge Cinema), Leeds.
Details: Leeds Gaming club proudly presents its first event of 2004. Starting at 10am (finishing at 5pm) fight for glory (and prizes!) in three tournament-style games. You will require a 2,000pts painted army, army list and army background (for ages 13+).
Tickets available from 1st December, 2003, priced £8 each.

Contact: Stephen Nolan
5 Moss Gardens, Alwoodley, Leeds. LS17 7BJ
Telephone: Evenings and Weekends: 0113 2250461

CRY HAVOC OPEN DAY

Date: 29th February, 2004
Venue: Warhammer World, Lenton.
Details: Great participation games for many of our games systems, latest releases and sneak previews, 'Eavy Metal painting advice, Fanatic Specialist Games Conversion Corner (make it and take it away with you!), Design Studio guests and seminars.
Tickets are £10, on sale from September.

Contact: events@games-workshop.co.uk
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WARHAMMER PLAYERS' SOCIETY BLOOD BOWL GRAND TOURNAMENT

Date: 27th & 28th March, 2004
Venue: Central London.
Details: NAF approved event. Lunch will be included in the ticket price. Entry fee is £20 for members and £24 for non-members. Warhammer Players' Society members get priority entry to Warhammer Players' Society events over non-members.

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CONFLICT EDINBURGH

Date: 28th March, 2004
Venue: The Corn Exchange.
Details: Warhammer (1,500pts), Warhammer 40,000 (1,000pts) & The Lord of The Rings (500pts Good & Evil forces) tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass ticket.

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MARCH

CONFLICT DUBLIN

Date: 14th March, 2004
Venue: The Burlington Hotel.
Details: Warhammer (1,500pts), Warhammer 40,000 (1,000pts) & The Lord of The Rings (500pts Good & Evil forces) Tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass ticket.

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RETURN TO DAMOCLES WARHAMMER 40,000 CAMPAIGN WEEKEND

Date: 20th & 21st March, 2004
Venue: Warhammer World, Lenton.
Details: An Imperial expeditionary force launches an assault on the Tau frontier in a brave gambit to wrestle back the worlds of the Damocles sector... Things look grim for the outnumbered Tau until the timely arrival of the Eldar.
A two-day Warhammer 40,000 campaign for Imperial, Tau, Eldar and Dark Eldar armies only.
Tickets are £40, on sale soon.

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Website: www.games-workshop.com/events

APRIL

THE LORD OF THE RINGS GRAND TOURNAMENT

Date: 3rd & 4th April, 2004
Venue: Warhammer World, Lenton.
Details: Eight games played over two days using 1,000pts of troops divided between Good & Evil forces. Ticket prices include two lunches and Saturday evening's meal. Tickets on sale from the 10th of January priced £40.

Contact: lotrgt@games-workshop.co.uk
Website: www.games-workshop.com/events

WARHAMMER PLAYERS' SOCIETY WARHAMMER 40,000 GRAND TOURNAMENT

Date: 10th & 11th April, 2004
Venue: Warhammer World, Lenton.
Details: Five games of Warhammer 40,000. Lunch will be included in the ticket price. Entry fee £20 for members and £24 for non-members. Warhammer Players' Society members get priority entry to Warhammer Players' Society events over non-members.

Contact: tournieinfo@players-society.com
Website: www.players-society.com (Check the Upcoming Events from the main menu for more details, including entry forms).

DRAGON WARS TOURNAMENT

Date: 14th to 16th of April

Venue: Munkebjergskolen Odense, Denmark.

Details: Warhammer and Warhammer 40,000 tournament. 2,000pts and 1,500pts respectively. Five games Swiss Draw (GT style).

Also on the day, there will be a Youngbloods 500pts tournament (for beginners) for both Warhammer and Warhammer 40,000.

Contact: Dragons Lair, TEL: 0045 65919701

Website: www.dragons-lair.dk

WARHAMMER 40,000 GRAND TOURNAMENT 2004: SCANDINAVIA

Date: 24th & 25th April, 2004

Location: Helsinki, Finland.

Details: The second Warhammer 40,000 Grand Tournament in Scandinavia, this time in Helsinki. Five-game Swiss Draw tournament. You will require a 1,500pts painted Warhammer 40,000 army, full details with tickets.

Tickets on sale from the 1st of March, 2004, priced at £30.

Contact: scandagt@games-workshop.co.uk

Website: www.games-workshop.com/events

MAY

CONFLICT MANCHESTER

Date: 2nd May, 2004

Venue: Sheridan Suites.

Details: Warhammer (1,500pts), Warhammer 40,000 (1,000pts) & The Lord of The Rings (500pts Good & Evil

forces) tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass ticket.

Contact: events@games-workshop.co.uk
Website: www.games-workshop.com/events

A SMALL MATTER OF HONOUR

Date: 8th May, 2004

Venue: Church Cottage, Church Street, Basingstoke.

Details: The Sad Muppet Society proudly presents its first 1,750pts Warhammer 40,000 tournament. On the world of St Michael, armies from across the Imperium and beyond, have gathered. All searching for something powerful, something terrible, something lost...

Entry is £10 for the whole day.

Contact: muppet@genesis-sf.org.uk

Website: www.rkerry.fsnet.co.uk/sms

THE BLOOD BOWL GRAND TOURNAMENT

Date: 8th & 9th May, 2004

Venue: Warhammer World, Lenton.

Details: Blood Bowl players return to play in the Blood Bowl Grand Tournament. A weekend of ball play to determine who will be the new holder of the Blood Bowl. Ticket price includes two lunches and Saturday's evening meal. Tickets on sale from 7th February, 2004 priced £40.

Contact: specgt@games-workshop.co.uk

Website: www.games-workshop.com/events

SPLICE THE MAINBRACE!

Aaarrgh mates!!! If the clash of cutlasses and firing of broadsides is just your thing then Cap'n Bone invites you to join him down at the Battle Bunkers for some swashbuckling nautical action on the high seas. Using the immensely popular Warhammer Ahoy rules, as seen at our Conflict events, the Imperial flotilla will be sailing into the following Battle Bunkers:

17/04/04 GW Middlesbrough
12noon until 6pm.

20/04/04 GW Aberdeen
4pm until 10pm.

22/04/04 GW Carlisle
4pm until 10pm.

Ships and scenery provided – just bring yourselves some sea legs, a parrot and a brace of pistols. Aaarrgh. Contact your local Battle Bunker manager for more details.

WARHAMMER PLAYERS' SOCIETY CLUB CHALLENGE

Date: 22nd & 23rd May, 2004

Venue: Harvey Hadden Sports Centre, Bilborough, Nottingham.

Details: Club-based event for the Warhammer Players' Society Club Challenge Shield. Various gaming systems including Warhammer, Warhammer 40,000, Warhammer Ancient Battles, Warmaster, Blood Bowl, Warhammer English Civil War, Epic 40,000 and The Lord of The Rings. Lunch will be included in the ticket price. Entry fee is £20 for members and £24 for non-members. Warhammer Players' Society members get priority entry to Warhammer Players' Society events over non-members.

Contact: tournieinfo@players-society.com

Website:

www.players-society.com (Check the Upcoming Events from the main menu for more details including entry forms)

GANG WAR – SPECIALIST GAMES WEEKEND

Date: 15th & 16th May, 2004

Venue: Warhammer World, Lenton.

Details: Gangs of swordsmen and snipers rage for supremacy in this campaign weekend for Necromunda and Mordheim game systems. Will your Gang Leader ascend to join the Guilders and live a life of plenty, or will your warband collect on the greatest bounty ever offered? Find out at Gang War.

Contact: specgt@games-workshop.co.uk

Website: www.games-workshop.com/events

THIS FEBRUARY LET BATTLE COMMENCE!

This half term re-enact your favourite scenes from *The Return of The King*, the final film in *The Lord of The Rings* trilogy. Games Workshop will be hosting gaming events across the country. Why not visit one of the independent stockists below and take part.

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Essex
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21/02/03 Elys of Wimbledon
Wimbledon, London
(0208) 9469191

Following on from this month's Ork Clanz article, we have brought you a selection of our Orks range, and some great components so you can convert and customise your Ork force. Available from your Games Workshop hobby centre, in-store order point, independent stockist (call 0115 91 40000) or on the website at: www.games-workshop.com/storefront

BUILD YOUR OWN ORK CLAN!

Collecting and expanding your Ork force



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Codex: Orks contains full army list, special rules and plenty of colour pictures. This guide also contains painting advice, army ideas, conversion tips and more.

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Ork Warboss

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Denmark....kr 100.00
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Ork Mekboy £4

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This blister contains 4 Grotz.

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This blister contains 1 Kannon and 2 Grotz.

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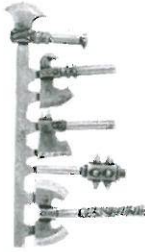
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Models shown at 60% actual size. Models supplied unpainted.

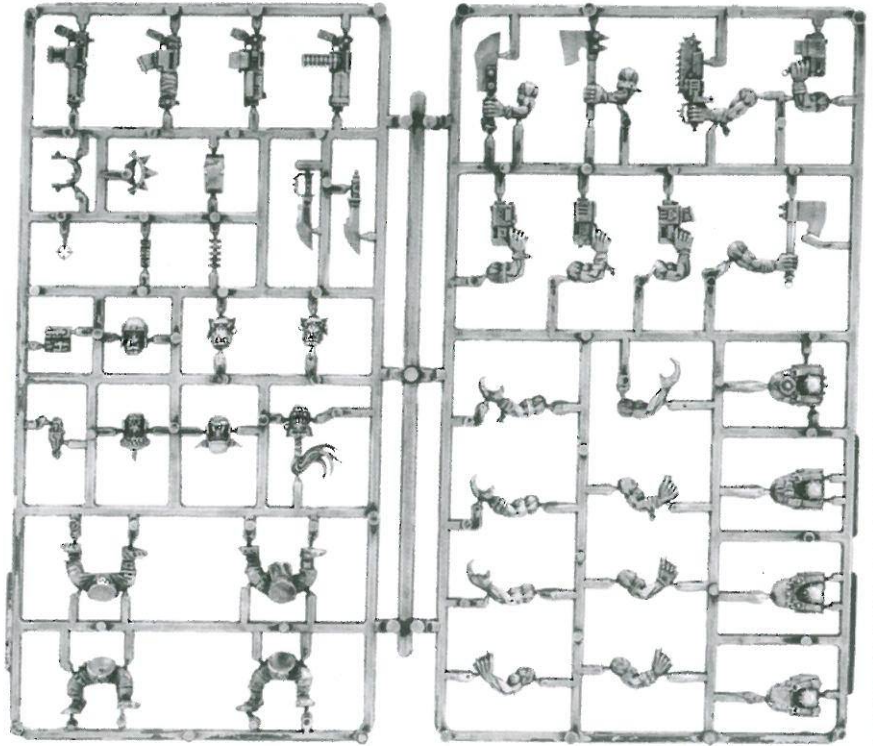
Using the models and components below you can create stunning conversions to make your Ork Clan totally unique.



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Models shown at 50% of actual size.

Greetings citizens, in this Chapter Approved we're taking a look at variant army lists for Ork clanz. The Orks are a barbarous folk who fight in tribes and warbands ruled by the biggest, meanest Ork leaders – the warbosses and warlords. Any Ork can rise to leadership if it has the right qualities of brutality, cunning and, well, even more brutality.

CHAPTER APPROVED

ORK CLANZ by Andy Chambers and Andy Hoare

'Dey iz loadsa clanz in da Ooniverse, sec? All of 'em 'cept one is proper Orkses, 'n' da uver is proper Orkses too – 'cept fer bein' stinkin' 'ooman lovin' gits, dat is.'

The clanz embody almost religious beliefs among Orks, each clan emphasising particular elements of Ork kultur above others. For example, the Goff clan embraces aggression, hardiness and hand-to-hand combat as true Orky virtues, while the Evil Sunz clan is dedicated to speed, lightning attacks and having the snazziest vehicles. Like-minded Orks tend to stick together and often fight Orks of different clanz to prove which is best.

When I originally wrote the Codex: Orks army list I tried to angle it so players could make up clan-themed warbands. The right paint schemes and a few choice units (I reasoned) would create a Goff warband or a Bad Moons warband by cunningly utilising the codex list. Ever since writing the codex I've intended to do a follow-up article about specific variant lists for Orks clanz and I've read a number of interesting ones on the Net (kudos to Cannibal Bob for his unstinting efforts). What follows is a simple set of roolz for theming different clanz based on the Codex: Orks list.

'OW IT WERKS

Each clan has a list of what's different about their army, broken down as follows:

CORE MOBS

The core mobs are the kind of Orks that most typify the clan. Mobs of this type may be chosen as Troops, regardless of which Force Organisation slot they would normally occupy. In addition, they may also be taken from the slot they normally occupy. For example, a Goff clan army may take Skarboyz as both Troops and Elites, meaning the army could take up to nine of these mobs in a Cleanse mission. They also have any restrictions on number removed (ie. 0-1, 0-2). A clan army must fulfil its compulsory Troops choices with core mobs.

COMMON UNITS

These are units that are common and/or popular with the clan and so have no limit on the number that can be chosen (subject to the normal Force Organisation chart limits, of course). They are still taken from the Force Organisation slot as normal.

RARE MOBS

These units are less likely to be seen in a clan warband and so become 0-1 choices. If the unit is already 0-1 then the clan may not use it at all.

Clan Warboss upgrades: A Warboss exemplifies the traits of his clan and may have compulsory wargear choices or extra options to reflect this.

Clan Boss upgrades: Many clanz have a preponderance of 'Oddboyz' – Mekaniaks or Bad Doks for example. Where appropriate they can include these as leaders for their Boyz mob in place of Nobz. Other clanz may be distinguished more by the wargear the Nobz carry, and so this category may also contain details of wargear the character must take, or gets a points break on.

GHAZGHKULL'S AND NAZDREG'S BOSS MOBS

The mighty Ork Warlords Ghazghkull Mag Uruk Thraka and Nazdreg Ug Urdgrub both have special rules in Codex: Orks that affect the composition of their army by theming them around a particular clan. This is Goffs in the case of Ghazghkull, and Bad Moons in the case of Nazdreg. These rules should be seen as the type of army each Warlord prefers to field, and they don't exactly match the rules presented in this article. If you're using the rules for these Special Characters, their own army composition rules override those presented here.



BAD MOONS



'Da richboyz. Dey grow teef a lot faster den wot kan da uvver clanz, so dey iz richer den wot da uvver clanz iz, see? Loadsda teef-snatchin Gretchin 'angin around 'em all da time. Loadsda slaves an' all. Dey 'ave to spend it all on gear to fight off da over clanz wot wants to redistribute der welf a bit.'

The symbol of the Bad Moons clan is a grimacing, yellow moon-face wrapped in halo of black flames. Bad Moons are the

richest of all the Ork clanz. Orks use their teeth for currency, and as the Bad Moons' teeth grow faster than everybody else's they are very wealthy. This is not regarded as an unfair advantage, as any Ork who is tough enough can always bash a Bad Moon on the head and steal his teeth! The Bad Moons are what passes for a merchant class in Ork society, continually buying, selling, swapping and conning to get even more teeth.

Bad Moons like to display their wealth with expensive and highly decorated wargear. They usually have the best wargear, and wear the most gaudy clothes preferring a yellow and black pattern derived from the clan symbol. They also love to spend their teeth on food, which means that many Bad Moons are a bit stout around the belt.

USING A BAD MOONS ARMY IN WARHAMMER 40,000

Core mobs: Flash Gitz

Common units: Battlewagon

Rare mobs: Stormboyz; Slugga Boyz; Skar Boyz.

Clan Warboss upgrades: The Warboss receives a kustom mega blasta for free, and must purchase at least 40 points of additional wargear.

Clan Boss upgrades: Any Troops choice other than Gretchin mobz can choose to purchase a Mad Dok or Mekboy for +10 pts, instead of upgrading a model to a Nob. The Mad Dok must take three Grot Orderlies, and the Mekboy must take three Grot Oilers. Each may take any other wargear they would normally be allowed to take from the armoury.

BLOOD AXES



'Da skinkin' ooman lackeys. Sum Orkses will do anyfink fer teef. Nufink wrong wiv dat, but hob-nobbin' wiv 'oomans, dat's diffrunt.'

The Blood Axes are not trusted by other clanz who consider them to be treacherous gits who will march off to war alongside other Orks only to run off when things get tough. Blood Axes will even trade and deal with humans, which is considered a sure sign of their lack of proper Orky spirit. In fact most of this reputation is quite unjustified and

evolved because it was the Blood Axes who first encountered the armies of the Imperium, and who have had the most contact with Imperial culture. This has led to them picking up a number of Imperial battle practices which are not used by the other clanz, most notably the wearing of camouflaged wargear and the use of captured or traded Imperial vehicles driven by Blood Axe crews. Their Warlords tend to have a better understanding of grand strategy, and will even retreat if they are losing, rather than fighting to the bitter end like other

clanz. This has earned the Blood Axes the reputation of being cowardly gits with the other clanz, who fail to notice that the Blood Axes normally come back later, reinforced with more Boyz and better prepared than they were before.

USING A BLOOD AXE ARMY IN WARHAMMER 40,000

Core mobs: Kommandos

Common units: Looted Vehicle (may not take more than one of each type of vehicle in the army if over 51 points).

Rare units: Stormboyz; Trukk Boyz; Battlewagon.

Clan Warboss upgrades: If the Warboss and his retinue numbers 12 or less models (including squigs, Grots etc) they may take a looted Imperial Chimera as a transport, instead of a wartrukk. This vehicle is subject to the Looted Vehicles rules in the army list entry.

Clan Boss upgrades: Any Troops choice other than Gretchin mobz can choose to purchase a Mad Dok/Mekboy for +10 pts, instead of upgrading a model to a Nob. The Mad Dok must take three Grot Orderlies, and the Mekboy must take three Grot Oilers. Each may take any other wargear they would normally be allowed to take from the armoury.



DEATH SKULLS



'Da best lootas in da 'oonivers, dese is thievin' blighters wiv loadsa runts and grots runnin' about nikkin' stuff.'

The Death Skulls are renowned as plunderers of the battlefield. After a battle the Death Skulls descend upon the wreckage to salvage weapons, equipment, clothes and anything else they can find. They are also tremendously good at scrounging (some would say stealing) equipment from their fellow Orks. All this has earned them a bad reputation as a bunch of looters, spivs and petty

camp pilferers, and Orks from other clanz normally keep a wary eye on any Death Skull Boyz that are hanging around.

The clan is named after their horned-skull totem, and skulls and bones are prominent among their personal adornments. The Death Skulls are notoriously superstitious and often paint their skin blue to bring them luck, believing this habit earns them the attention of the Ork war gods, and thus brings them better fortune in the field of plunder.

The oddments the Death Skulls pick up on the battlefield or elsewhere are used to augment the warriors' already bizarre wargear. Death Skulls never seem to throw anything away, and end up festooned with weapons, bone amulets, strange items of clothing, and cherished bits of long-dead enemies. Death Skull Mekz are highly skilled at welding and bolting together bits and pieces of weapons to produce the highly-feared, if rather unreliable, kustom kombi-weapons with which so many Death Skull Boyz are armed.

USING A DEATH SKULLS ARMY IN WARHAMMER 40,000

Core mobs: Lootas

Common units: Looted Vehicle (may not take more than one of each type of vehicle in the army if over 51 points).

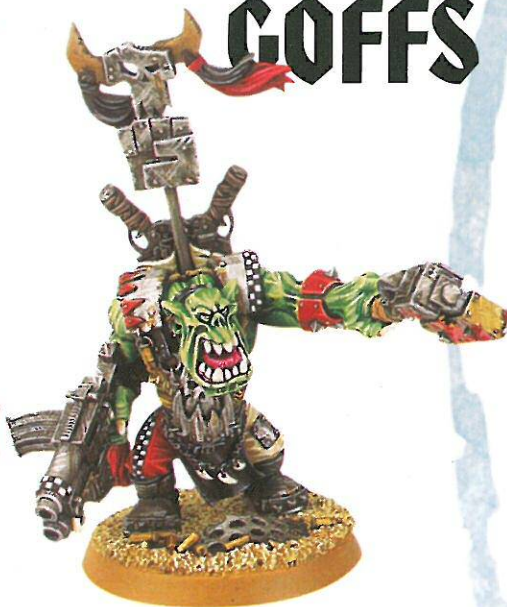
Rare mobs: Skarboyz; Kommandos; Flash Gitz.

Clan Warboss upgrades: Warboss must purchase Lucky Tattoos at +5 pts (counts as Cybork Body).

Clan Boss upgrades: Any Troops choice, other than Gretchin mobz, can choose to purchase a Mekboy for no additional points, instead of upgrading a model to a Nob. If taken, the Mekboy must take three Grot Oilers and may take any other wargear a Mekboy would normally be allowed to take from the armoury.



GOFFS



'Biggest an' ugliest Orkses, loadsa Stormboyz an' Nobz. Dey fights 'and-to-'and. None of dis sissy-stuff, 'anging back an' sneakin' like grotty Gretchin an' snivlin' Snotlin's. No uvver clan is as 'ard as da Goffs.'

The Goffs can be identified by their predominantly black wargear and the

clan totem, a black bull's head. They have the reputation of being the biggest, ugliest, meanest and most ferocious of the Orks – which is saying something! Of all the Ork clanz, the Goffs are the most inspired by the thrill and thunder of battle, and are specialists in hand-to-hand combat. They consider themselves

superior to the cowardly Orks of other clanz, who hang back to shoot when they could get into the thick of battle. Most Goffs carry brutal short-ranged weapons, such as choppas and sluggas, so they can get stuck in as soon as possible.

Black is the preferred colour of the Goffs. Other clanz that wear brighter colours are mocked as 'not propa' Orks', or just plain 'weedy'. The only decoration normally allowed is a check pattern of black and white or a contrasting border. Excessive deviation from the way of the clan is met with derision and the miscreant will certainly get clobbered by any Boss Ork that comes his way.

USING A GOFF ARMY IN WARHAMMER 40,000

Core mobs: Skarboyz

Common units: Stikk Bommaz

Rare mobs: Kommandos; Trukk Boyz; Warbuggies/traks; Warbikes; Lootaz; Looted Vehicles.

Clan Warboss upgrades: Warboss receives Big Horns for free; one model in the army must carry a Waaagh! Banner.

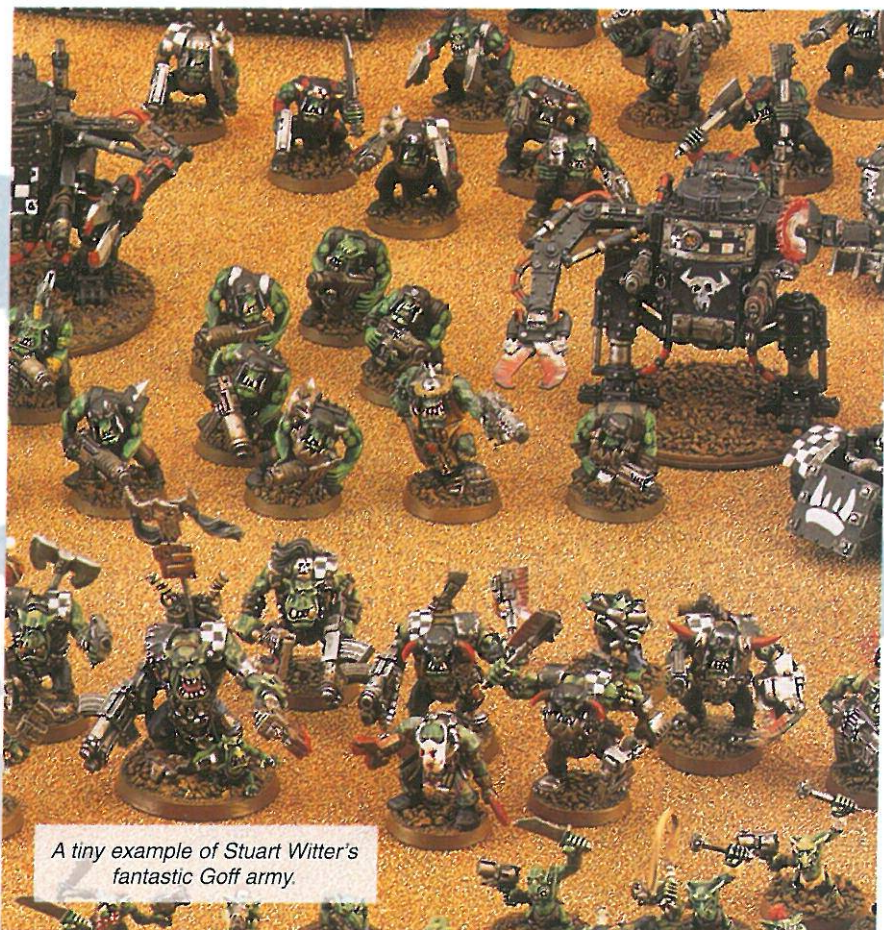
Clan Boss upgrades: Skarboyz Nobz in mobs that number 20 models receive Big Horns for free.

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.

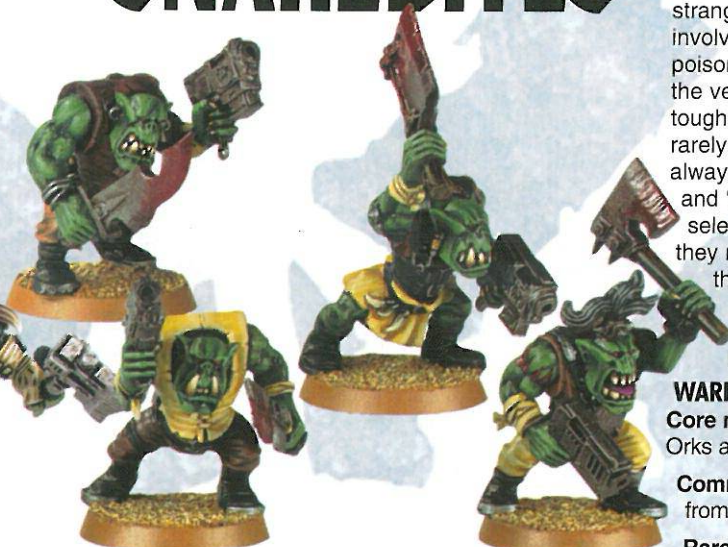
Note: Please don't include rules queries etc, with your letters, as the volume of mail means that in most cases I won't be able to send individual replies.

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



A tiny example of Stuart Witter's fantastic Goff army.

SNAKEBITES



'First they lets da snake bite 'em, den dey bites da head orf da snake; say it makes an Ork of ya. Dey is always lookin' fer sumfink. Dese are da boyz who likes to hop on space hulks and go places and die inna Warp.'

Snakebites use technology reluctantly and always feel more comfortable with

simple machinery and well established Orky ways and values. They preserve some values that other Orks have long since abandoned, and shun certain aspects of recently developed technology. Probably the best example of this is their preference for riding into battle mounted on the back of a ferocious warboar!

The Snakebites can be distinguished from other Orks by their tattooed skin, clothes, furs and rather backward appearance. Their name comes from the strange initiation rites of the clan which involves a new Snakebite being bitten by poisonous snakes and then sucking out the venom straight away to prove his toughness. They are a nomadic clan who rarely settle in one place for long, and always seem to be 'lookin' fer sumfink' and 'wanderin' orf'. They always carry a selection of snakes with them when they migrate to a new planet, just in case the local serpents prove unsuitably inoffensive.

USING A SNAKEBITES ARMY IN WARHAMMER 40,000

Core mobs: 2+ Huntas from the Feral Orks army list.

Common Units: Boarboyz and Madboyz from the Feral Orks army list.

Rare mobs: Big Gunz batteries; Dreadnoughts; Stormboyz; Flash Gitz.

Clan Warboss upgrades: Warboss may purchase a Super Cyboar from the Feral Orks list.

Any new Ork tribe will begin life in the 'feral' stage, appearing from the wreckage of a long-passed Waaagh! The Snakebites choose to remain in this primitive state, believing it to be more 'Orky'. If you wish to represent a truly primitive tribe then use the Feral Ork army list, but don't feel constrained into painting them as Snakebites – every new tribe has to start somewhere!

The Evil Sunz are able to strike quickly thanks to their love of speed.



EVIL SUNZ



'Da meanest an' coolest Orkses, dese 'as loadsa Mekboyz an' jalopies.'

The Evil Sunz are irresistibly attracted towards fast warbikes and loud noise. This is a common trait amongst Orks, but especially pronounced in the Evil Sunz. They are constantly tinkering with the engines of their bikes and buggies, trying to get as much speed out of them as possible. Unsurprisingly the Evil Sunz have many Mekz, because Mekboyz are indispensable when it comes to keeping vehicles running in order.

The totem of the clan is a blood red face grinning out of a sunburst. Evil Sunz wear red clothes and often paint their machines red too – firmly believing in the old proverb that 'red wunz go faster' and 'if it's red den no one's gonna catch up wiv' ya'. The Evil Sunz are especially

noted for their 'Biker Boyz', who ride large and very noisy Ork warbikes. They dress in leathers marked with the Evil Sunz insignia, bedecked with chains and belt harnesses, and their foreheads are often decorated with metal studs screwed directly into their thick skulls!

USING AN EVIL SUNZ ARMY IN WARHAMMER 40,000

Core mobs: Warbikes

Common units: Battlewagon

Rare mobs: Grots; Skarboyz; Dreadnoughts; Killa Kanz; Lootaz; Big Gunz; Kommandos.

Clan Warboss upgrades: The Warboss may be mounted on a bike (see Kult of Speed mounted Warboss).

Clan Boss upgrades: Any Troops choice, other than Gretchin mobz, can choose to purchase a Mekboy for +10 pts instead of upgrading a model to a Nob. The Mekboy must be equipped with a kustom force field, and may take any other wargear a Mekboy would normally be allowed to take from the armoury.

*The Evil Sunz list represents a force drawn from that particular clan, but not one that has followed the precepts of the so-called 'Kult of Speed' to its full extent (yet!).

If you wish to represent an Ork army that has taken its love of all things loud, fast and red to an extreme, then simply use the Kult of Speed list in Codex: Armageddon. Just as the Feral Ork list represents the beginnings of an Ork tribe, so the Kult of Speed represents a particular evolutionary pinnacle that many Ork tribes may reach – not just the Evil Sunz.

I have to report that a strong force of Orks has entered our sector. They have devastated Danonura. Hekitai has offered them tribute. I am convinced that this is not just a raiding force but a migrating tribe led by Grimshak the Flayer.

The tribe goes by the name of Waaargh! Snikaz Grimshak, which I believe means 'We are Grimshak's Cut-throats' in their own uncouth tongue, a name which is well earned.

It appears that this tribe contains contingents from all the known Ork clanz, although there may be more that we do not know of, having only a few corpses from the battlefield and captives brought in by the scouts with which to identify them.

We have identified the following clanz: the Goffs: the Bad Moons, the Death

Skulls, the Evil Sunz, the Snakebites and the Blood Axes. We expected to find the first five clanz, but the Blood Axes came as a surprise. The bribes have obviously not been enough to keep them away. Let this be a lesson: the Ork cannot be trusted, as the only thing he understands is force and might.

We are now up against a very powerful enemy. The presence of the Goffs means that we can expect to encounter Stormboyz. I fear that they will be found leading the assaults, which will certainly be pressed home with determination. The Bad Moons are wealthy enough to be able to afford good weaponry. While I fear that the Death Skulls will loot our settlements and spare no one, I have been informed that the Snakebites are the most feral and savage of the whole lot. Finally, we have the Evil Sunz to contend with. With a

huge number of machines and Mekboyz at their disposal, we know that Grimshak's army will be efficient.

Information also reveals that Grimshak has gathered around him a council of warlords, one warboss from each of the clanz in his army. For once, they seem united in their lust for loot although it is only Grimshak's ruthless authority which binds them. If Grimshak can be defeated, the tribe may fall into dissension, and we can mop up individual contingents one by one – we cannot stand against them if they remain united. I suggest we send Commissars to all the outposts to make sure they resist. Meanwhile, we must prepare for a decisive battle.

Report from Imperial Commander Skar Kulm, sent to the Commander of the local Imperial Guard forces, at the outset of the Ork invasion of Rael's World.

Warlord Ghazghkull Mag Uruk Thraka (trans. *Metal-skull great/big Ork ruler*) is that most dangerous of Ork leaders, one with both drive and ability in abundance. Ghazghkull has plagued the Imperium for decades, his apocalyptic creed sending untold millions of warlike Orks into battle with the forces of the Emperor.

Orks are a wild and barbarous race scattered through the galaxy in their billions. Consummate scavengers and improvisers they can cling on in the harshest conditions and thrive. It is reckoned by Imperial scholars that there are more Orks than Men in the galaxy and were they to ever unify Mankind would be lost. The Orks' thirst for violence is unmatched and their considerable energy is taken up with fighting those around them, including other Orks, much of the time.

However, when their numbers start to grow the often random aggression of Orks takes on a terrible purposefulness. Tribes are conquered and combined into ever greater coalitions, warbands flock to the banners of the most powerful warlords and the crazed Mekaniaks start building ever-greater engines of destruction.

This is when the Orks go to war. A yelling horde of Greenskins will hurl itself across the stars in a headlong rush for conquest, part mass migration, part invasion, part lemming-like rush to

HEROES & VILLAINS OF THE 41ST MILLENNIUM

GHAZGHKULL MAG URUK THRAKA

oblivion. The collective roar of thousands of charging Orks has long since been acknowledged as the best expression of this atavistic wrath incarnate – the Ork Waaagh! The impact of an Ork Waaagh! can bring whole worlds, even whole sectors, to their knees.

URK

Ghazghkull began his days in the ranks, one of the Boyz on the backwater world of Urk. During some forgotten raid a bolter shell pulped a large area of his cranium and he suffered extensive brain damage. However, the physiology of Orks is incredibly hardy and with the crude surgical skills of an Ork medic, Mad Doc Grotsnik, Ghazghkull survived – albeit with a big adamantium plate riveted across his shattered skull. It may be that the experience awakened latent psychic powers in Ghazghkull, or simply that he suffered delusions, but, for whatever reason, after his injury he claimed to be in contact with the Orkish war gods Gork and Mork.

Some Dark Power certainly favoured Ghazghkull for his rise to prominence was meteoric. He swiftly fought his way up through the ranks to become warlord of the entire planet. Orks respect little other than courage and battle prowess and without any doubt Ghazghkull possessed both these abilities, but he also had something most Orks lack: he had vision. He stirred the Orks with a sense of common purpose and overwhelming destiny, declaring that the time had come for the Orks to conquer the galaxy, to force all others to bow before them and pay tribute.

All this might have come to nothing if Urk's sun had not begun to flicker and die, beginning its slow expansion into the sullen crimson orb of a red giant. Ghazghkull told the Orks this was a sign from Gork that the time had come to launch a Waaagh! and stain the stars themselves with blood. Those who wished to join the great war would follow Ghazghkull and those who wished to disobey the will of the gods would die. To an Ork they chose to follow Ghazghkull and conquer the galaxy or die gloriously in the attempt!

ARMAGEDDON

The strategically vital hive world of Armageddon was the first to feel the impact of Waaagh! Ghazghkull. By evil chance the Warlord struck a crippling blow on the lynchpin of the entire Armageddon sector, and found it woefully ill-prepared to counter the onslaught. The planetary governor, Overlord Herman von Strab, proved both over-confident and incompetent, frittering away the considerable garrison forces in a series of disastrous engagements, despite lessons amply demonstrated when Armageddon almost fell to the forces of Chaos earlier in the 41st millennium. Even when the Orks had overrun the continent of Armageddon Prime, and stood poised to sweep into Armageddon Secundus, von Strab vacillated and dismissed the threat. Finally an Imperial Guard Commissar attached to von Strab's staff took matters into his own hands and instructed the Astropaths to send a



Ghazghkull Thraka leads his bodyguard.

signal for aid. So it was that Commissar Yarrick was exiled to Hades hive, which came under attack after Ghazghkull's invasion force smashed its way through the Imperial defences at Infernus.

Ghazghkull's battles on Armageddon had by now drawn an increasing number of Greenskins eager to loot the manufactoria and weaponshops for which Armageddon (Armour-geddem to the Orks) is renowned. As these pushed on to other hives Ghazghkull's restless attention was drawn to Hades, which stubbornly refused to fall. Inspired by the indefatigable Commissar Yarrick the people of Hades fought for their homes with unprecedented ferocity, staving off the Ork warbands massing around the hive. Ghazghkull himself intervened to take control of the siege of Hades as the rest of the Ork hordes swept onwards to the last unconquered hives of Acheron and Tartarus. The battle which ensued at Hades has been written off in many places, an epic duel of Ghazghkull's cunning and savagery against Yarrick's determination and grit. In battle Ghazghkull was a masterly opportunist and quick to exploit any weakness. Once combat was joined Ghazghkull fought at the head of his troops, inspiring them to ever more reckless abandon and plunging into close combats to get famously 'up close and personal'.

After weeks of ploy and counter-ploy, infiltrations and full frontal attacks, Ghazghkull gathered enough Ork warbands into a force big enough to overwhelm the hives' defences. Already it was too late. Even as his Ork warriors rampaged into Hades hive reinforcements led by Space Marines from the Blood Angels, Ultramarines and Salamanders Chapters arrived and broke the siege. It seemed that Ghazghkull had allowed himself to be drawn into a battle of wills at Hades and ignored reports of Imperial counter-attacks from the south. Only at the last moment did the trap Ghazghkull had laid become apparent as fresh Ork reinforcements poured in from the west.

They threatened the virtually defenceless hive of Tartarus to the southwest of Hades, capturing it would cut off the Emperor's forces in the shattered ruins of Hades and leave them bereft of supplies. Only a desperate gamble by Commander Dante of the Blood Angels, a high-suicidal orbital assault by drop pod into the heart of the Orks, could turn the tide in time. No Son of Sanguinius can be said to lack courage and the Blood Angels made their assault. The Orks were caught by surprise and thrown into confusion by

the attack. As the outnumbered Blood Angels furiously carved a path through the Greenskin horde the call went up that Ghazghkull himself had been slain and the numberless thousands wavered as the Imperial forces assailed them with ever greater fury. Waaagh! Ghazghkull was broken apart, individual warbands fighting their way clear or standing their ground and fighting bitterly until the last bullet. Waaagh! Ghazghkull had been defeated.

Or so it was thought.

GOLGOTHA

Were Ghazghkull any ordinary Ork warlord his story would undoubtedly end here, his horde defeated and his life lost or challenged by another Ork on some forgotten battlefield in a galaxy torn by wars... But Ghazghkull was not dead. He and many of his followers escaped Armageddon and found their way to the secretive and almost forgotten forge world of Golgotha. There, guided by Gork and Mork, he mustered enough strength to challenge the tech-adepts and overcome their heavily defended strongholds one after another.



"I'm da hand of Gork and Mork, dey sent me to rouse up da Boyz to crush and kill 'cos da Boyz forgot what dere 'ere for. I woz one of da Boyz till da Godz smashed me in da 'cad an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill.

I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-geddem I led da Boyz through da fire deserts and smashed da humies' metal cities to scrap. I fought Yarrick, old one-eye at Heydese, an' he fought good but we smashed iz city too.

I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da Speed Frecks blew da humies' big tanks ta bits.

I let 'im go 'cause good enemies iz 'ard ta find, an Orks need good enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a Grot an' more killy dan a dread, da Boyz dat follow me can't be beat. On Pissenah we jumped da Marine-boyz but good an' our bosspoles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behind.

I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da Godz. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win."

Inscription discovered on Warlord Titan wreckage by Dark Angels Space Marines at Westerisic, Piscina IV.

Even the arrival of Commisar Yarrick (only recently recovered from terrible wounds he'd suffered at Hades hive), and limited Imperial Guard reinforcements, could not save the sparsely populated world and Yarrick himself was captured in the fighting. Though Yarrick was able to escape (Ghazghkull is alleged to claim he let Yarrick go as he enjoyed having a 'favourite enemy' to fight) the whole Golgotha sector was eventually lost to the Emperor's Light and its extensive forges have been the haunt of Ork lootas and Mekaniaks ever since.

Ghazghkull had a new divinely-inspired plan. He would test the defences of the Imperium, it being the biggest opponent the Orks would ever find, and learn how to beat it. Over succeeding decades reports of Ghazghkull grew sparse; rumours of raids against Imperial outposts led by Ghazghkull himself, unusual activity in the space surrounding Golgotha, nothing to excite a major reaction. Even the destruction of the military facilities on Buca III by a surprise missile attack in 962.M41 provoked no Imperial response. Once again Imperial governors and commanders had grown complacent.

CHIGON 17

In 972.M41 a mass of Orks identified as Waaagh! Ghazghkull overran the strongly defended agri-world of Chigon 17 in a lengthy guerrilla campaign which rendered the Imperial defences utterly useless. This was followed over a decade later by Ghazghkull's capture of the hulk of the battlecruiser *Radiant Way* and its escorts after leading a sudden attack by Ork pirates. The Imperium

finally responded in force this time but discovered that the Orks were long gone by the time they arrived.

PISCINA

Following these events Ghazghkull allied with another infamous Warlord, Nazdreg Ug Urdrub, to launch a devastating surprise assault on the planet Piscina IV. The Imperial garrison was taken by complete surprise when the Orks employed previously unknown teleporter technologies to transport their warriors directly onto the planet from a space hulk hidden a massive distance away. Only the presence of the Dark Angels and Harbingers Chapters of Space Marines saved Piscina from being overrun before reinforcements could be rushed to the scene. Once again Ghazghkull was driven back, but with his new teleport device tested and perfected he now turned his sights back to an old prize.

RETURN TO ARMAGEDDON

Fifty seven years to the day after his first invasion Ghazghkull launched what was to be the Third Armageddon War. Instead of an opportunistic rampage this was a long planned assault. Despite the tightening of Imperial defences the sheer size of the invasion astounded Imperial commanders. The deadly vision of Ghazghkull had spread throughout Orkdom and taken on a life of its own. Whole tribes of warriors had come to Armour-geddem from all of the greatest Ork enclaves to do battle.

Once again the agonies of Armageddon are well documented elsewhere, but suffice to say that with supreme efforts the Imperium held against the invasion

until reinforcements could arrive and stem the tide. Bitter fighting still rages across hives captured by the Orks though most are now little more than blasted ruins pulped by continuous artillery barrages. The Orks have dug in, quite literally, breeding in foetid pits beneath their ruins and the trackless equatorial jungles and volcanic mountains. More Ork warbands continually arrive in the system to try and run the Imperial blockade and participate in the war.

Through the creed of Ghazghkull Armageddon has taken on a mythic quality for Orks, a valhalla to test the mettle of the hardiest of their breed. He has learned that while Orks thrive on battle Men are weakened by it, and that Orks can live under the very guns of their enemy and grow strong. Due to the unique biology of the Ork race this is true, the more fighting Orks do the bigger and tougher they get. Imperial forces have encountered Armageddon Ork juveniles which mass the same as full-grown Ork warriors from other worlds and adults are twenty percent larger. The Orks constantly multiply in the blasted wastelands of Armageddon and the Imperium is forced to tie up huge reserves of Men and machines just keeping the Greenskins in check.

After some months of fighting all signs of Ghazghkull disappeared from Armageddon just as the combined might of the Imperial armada and the Space Marine fleets closed in around it. A space hulk believed to be carrying him was tracked to Golgotha but several raids led by vengeful Black Templar Space Marines suffered badly for no gain. His whereabouts have been sought since, and some agencies, in particular the Adeptus Astra Telepathica, believe he has rejoined Nazdreg to rebuild the Ork fleets by reaping the rich wreck-fields and hulks from the war to remake as attack ships, kill-kroozers and assault boats.

Should Ghazghkull continue his efforts and infect more worlds with enough Orks, and the warlike conditions they live for, the entire sector will be destabilised and most likely slide into anarchy. More reinforcements get sucked into the stubborn embers of the Armageddon war daily, producing a worrying shortfall among nearby sectors likewise plagued by Xenos raids and depredations of the Ruinous Powers. There are more Orks than Men in the galaxy, and if Ghazghkull's ideals spread they will increasingly come into contact with Mankind in sufficient enough numbers to spread from world to world, bringing war and revelling in it.



Ghazghkull Mag Uruk Thraka,
Great Ork Overlord and Prophet
of the Waaagh!

DISPOSITIONS OF ORK FORCES ON ARMAGEDDON 6/876999.M41

Firm intelligence on Ghazghkull's horde during the Third Armageddon War have been hazy as the constituent warbands break up and reform on an almost daily basis. The following is an estimate of those following the Prophet of Waaagh! after the initial period of the invasion.

ARMAGEDDON SECUNDUS

Great Overlord Ghazghkull's War Horde	<i>(Estimated four hundred warbands, 18 Gargants)</i>
Warlord Morfangz' Gargant Big Mob	<i>(Estimated six warbands, 7 Gargants)</i>
Warlord Skarfanzz' Gargant Big Mob	<i>(Estimated three warbands, 6 Gargants)</i>
Warlord Burzuruk's Gargant Big Mob	<i>(Estimated four warbands, 9 Gargants)</i>
Warlord Kroksnikz' Deth Traks	<i>(Estimated four warbands, 32 Battle fortresses)</i>
Blackskull Tribe	<i>(Estimated thirty warbands 3 Gargants)</i>
Crooked Moon Tribe	<i>(Estimated twenty one warbands, 5 Gargants)</i>
Red Fin Tribe	<i>(Estimated thirty warbands 4 Gargants)</i>
Red Wheelz Speed Freeks	<i>(Estimated eighteen 'Speed Kult' warbands)</i>
Burning Death Speed Freeks	<i>(Estimated twenty five 'Speed Kult' warbands)</i>
Warlord Thugsnikz's Big Gunz	<i>(Estimated six 'Artillery' warbands)</i>
Warlord Morbad's Big Gunz	<i>(Estimated twelve 'Artillery' warbands)</i>

Compiler's Note: Ork warbands number between between 600 and 3,000 warriors plus associated war machines and artillery (typically equal to 20-25% of warband strength, rising to 50-100% for 'Speed Kult' and 'artillery' warbands).

'Gargants' where listed indicate Titan-weight Ork war engines of all classes.

WARLORD GHAZGHKULL MAG URUK THRAKA

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ghazghkull	226	6	2	5	4(5)	3	4	4	9(10)	2+

An Ork army of at least 2,000 points may be led by Ghazghkull. If you decide to include him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given additional equipment from the Ork Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Big horns, bosspole, mega armour, mega boosta, stikkbomb chukka, adamantium skull, kustom shoota (S5 Assault 2).

SPECIAL RULES

Adamantium Skull: In some forgotten firefight long ago Ghazghkull took a bolter round to the head and was almost killed. However, Ghazghkull was saved by the 'skills' of Orky surjery and his own Ork hardiness. The adamantium skull plate Ghazghkull now has adds +1 to his Toughness (as shown on his profile above) and gives him a special head-butt attack. When Ghazghkull charges into combat he gets an extra free head-butt attack against one model in base contact with him. The head-butt is resolved as an attack made at Initiative 4 – roll to hit as normal for a close combat blow and if a hit is scored roll to wound with Ghazghkull's Strength of 5. A model which suffers a wound from the head-butt is stunned for the rest of the turn and may not attack in close combat.

Power of the Waaagh!: Ghazghkull has always been a mighty prophet of Waaagh! capable of rousing entire planetary populations of Orks into a frenzy of conquest and bloodshed. Once during a battle Ghazghkull can unleash the power of the Waaagh!, the awesome unconscious psychic energy of Orks fighting. The power of the Waaagh! can be summoned at any time including during an opponent's turn. For the remainder of that player turn, and all of the following player turn, Ghazghkull gains a 2+ Invulnerable save. In addition, for the duration of the Waaagh! all Orks pass their Leadership tests and Morale checks automatically and recover from pinning immediately. Orks fighting in close combat double their Initiative just as if they had charged in and passed a Mob Size check this turn. Note that Grots never benefit from the power of the Waaagh! (they're just too weedy).

Goff Army: Ghazghkull is a member of the Goff clan and his army is shaped by his prejudices. An army including Ghazghkull must include at least one mob of Skarboyz and may not include more than one unit of each of the following troops or vehicles: Kommandos, Burna Boyz, Wartraks/buggies, Warbikes, Big Gunz, Lootas, Looted vehicles.

Independent Character: Ghazghkull is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

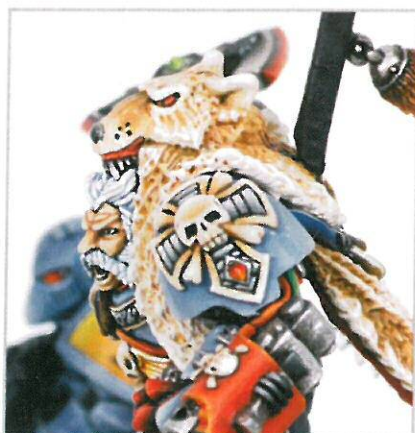
Bodyguard. Ghazghkull may be accompanied by a bodyguard as detailed for an Ork warboss in the Codex army list.

This month we showcase the work of David Rodriguez Garcia. Over the last few years he has won an astonishing eight Golden Demon trophies, as well as the coveted Slayer Sword. Over to David to explain all...

‘EAVY METAL SHOWCASE

KARAİKAL'S GUARD,
SLAYER SWORD WINNER,
GAMES DAY SPAIN, 2000.

I'm very proud of this Space Wolves squad led by Logan Grimnar, because from the day I started painting it, I knew it was going to be something special. Needless to say I was very happy when it won the Slayer Sword. With this model, I wanted to keep the typical colour scheme for the Wolf Guard, but I decided that I would use a dark red to offset the Shadow Grey, as I believe they complement each other well.



This is the Special Edition Tau Fire Warrior only available at Warhammer World to promote various Warhammer 40,000 events. I painted it for display in Warhammer World.



This Beastlord was painted for the Warhammer World Beasts of Chaos army.



I wanted to 'escape' from the typical gold armour of Inquisitor Lord Torquemada Coteaz, so I decided that I would paint it in dark red. I believe this gives the model the same powerful look, yet with striking differences.



MORDHEIM OGRE, SILVER, WARHAMMER MONSTER, GAMES DAY ITALY, 2002.

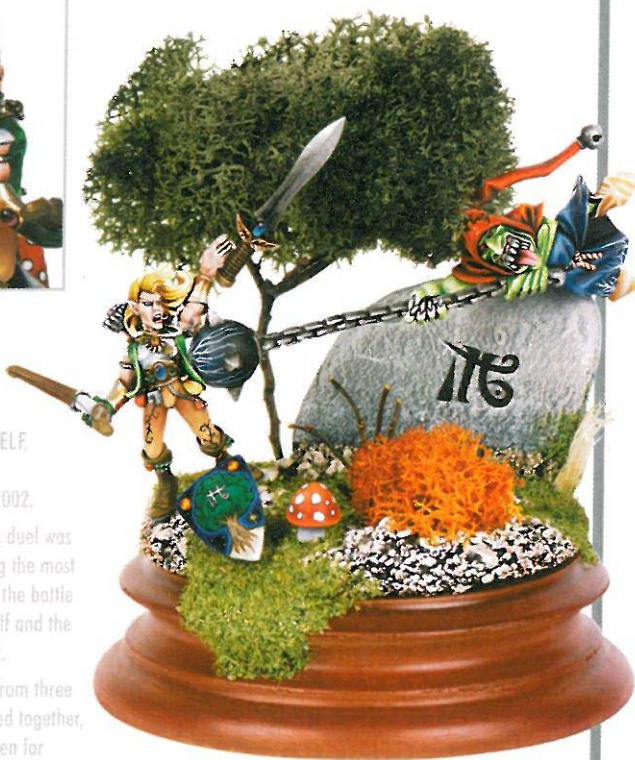
The rat and the fish on this model come from the same miniature: the Freelance Knight from Mordheim. I performed some minor conversions on it to make the base of this Ogre more interesting.



FANATIC VS WOOD ELF, SILVER, DUEL, GAMES DAY ITALY, 2002.

The idea behind this duel was to freeze time during the most 'painful' moment of the battle between the Wood Elf and the Night Goblin Fanatic.

The tree was made from three bonsai branches glued together, along with some lichen for extra effect.



I kept the colour scheme for this Wolf Guard much the same as I did for Logan Grimnar and his retinue, that of Space Wolves Grey with dark red.

The head, I thought, would look good painted in the colours of a real wolf.



This miniature has very large flat surfaces on the clothes. I wanted to add some extra detail and colour in the form of blood and mud splatters.



**GRIMNAR'S DREADNOUGHT
GOLD, WARHAMMER 40,000 VEHICLE,
GAMES DAY ITALY, 2002.**

This is my favourite model. It took me eight months to convert and paint. It was a monumental task as I had to paint it in twelve separate pieces and I wasn't able to fully see how the completed model would look until the final day.

When I entered the model into Games Day Italy it consisted of only the Dreadnought.

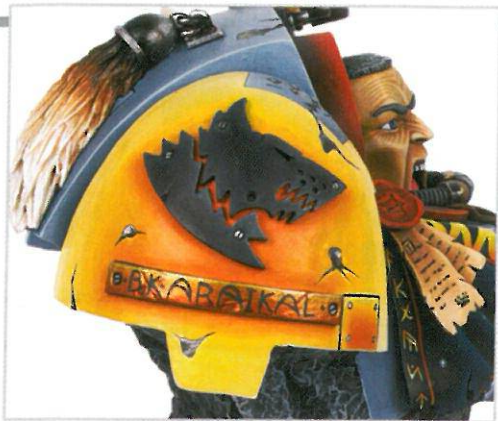
When I decided to also enter it at Games Day UK 2003, I added the Wolf Guard who stands next to the Dreadnought. Unfortunately, I did not win this time around.



When painting this model of Grimgor Ironhide I wanted to move away from the typical Orc colour schemes. So, I decided to go with a contrasting pattern of yellow and red across the most prominent pieces of armour.

This was the first attempt I made at painting both Wood Elves and Elven Steeds, so when I finally came to doing the base of the model I wanted to emphasise their affinity for nature.





WOLF GUARD, SILVER,
WARHAMMER 40,000 LARGE MODEL,
GAMES DAY ITALY, 2002.

I will have to admit that compared to some of my other miniatures this bust was not too difficult to paint. Probably the hardest part was blending the colour on the larger flat surfaces like the shoulder pads.



I painted this Eversor Assassin slightly differently than usual, but again, I opted for dark red tones. The torches on the base are twigs from a dead bonsai and I sculpted the flames from Green Stuff.



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THE FLESH IS WEAK

An Iron Hands Space Marine's evolution

The Iron Hands gradually eliminate the inherent weakness within their bodies, making them increasingly mechanised. This was further developed to form the principle of the Iron Hands: the unyielding mind and the unyielding body.

Gaumech kept his eyes fixed on the twelve inches of needle as it punched through his chest. He remained impassive as the medical servitor performing the procedure did the work it had been built for. He knew it would do its task perfectly and, in any case, whatever trepidation he might have felt was exceeded by excited anticipation. Looking past the pallid, dead flesh of the servitor, Gaumech acknowledged the approach of Sarlock. The Iron Father was more machine than man; the whole left side of his face, his right eye, both legs and inevitably his left hand were clearly bionic. Gaumech could barely imagine the years of service and battle glory that had bought Sarlock such blessings. The Iron Father looked down on Brother Gaumech, his experienced eye taking in his injuries, from the clamps that sealed his stump of a right arm to the mangled remains of his left leg. Sarlock raised his *Mechanicus Protectiva*, the symbol of his office, and in a cold monotone voice began the rites.

"Brother. Iron Hand. Child of Ferrus and Medusa. Your journey to a purer state begins now. *Transunt Mechanica Purgatus.*"

Brother Gaumech watched with total calm as Sarlock's servo-arm swung down, its pincers opening to precisely enfold the upper thigh of his ruined leg. He heard the Iron Father's voice.

"Look to me. This shall betray you no more."

Brother Gaumech looked into the cold, machine eyes of the Iron Father as the pincers closed and the pain began. He triggered his *Sus-an Membrane* and put his mind somewhere else, choosing the battle in the hive city on Gantor Terentes, the battle in which he received his injuries. Indifferent now to the whirring of blades and the wet sounds of shorn flesh he saw the towering foundry ahead of him with perfect recall.

Gaumech followed Sergeant Courras as he strode directly at the foundry gates, lasfire and slugs bouncing from his sacred *Tactical Dreadnought* armour.

"Suppressive fire."

The squad halted as Sergeant Courras directed his fire at a gantry high above the gate that was packed with heretic rebels and they fired in unison in support. With minimal cover, the cultists were ripped apart by the murderous fusillade. Methodically, the Iron Hands swept the gantry until all the enemy were purged. There was no mercy, merely contempt for the foe's weakness.

To the right, cowering behind a tangle of shattered rockcrete and scorched iron beams, were a squad of Gantor PDF. Sergeant Courras ordered them to stand and attack but they just tried to crawl deeper into the rubble. Gaumech grabbed the nearest and hauled him to his feet.

"This is your world, held in trust from the Emperor. It is bad enough that you allowed these rebels to build their strength, but now you fail to put them down. Will you fight or have you yielded to fear?"

In reply the terrified man twisted and squirmed in the grip of Gaumech's bionic left hand, babbling and weeping. The Space Marine hurled him fully five yards onto the jagged rubble. Gaumech looked to Courras for confirmation and the sergeant raised his storm bolter. Quickly and efficiently, using the minimum of ammunition, the Iron Hands executed their erstwhile allies.

"Weaklings," rumbled Sergeant Courras, "we are better without them."

Without a second glance, the Iron Hands resumed their advance on the foundry.

Three servo-skulls flew about Gaumech's body, each working on a separate augmentation: leg, arm and eye. Iron Father Sarlock observed their handiwork, paying particular attention to the arm. It had been fashioned long ago and was essentially irreplaceable. It had survived some twenty previous hosts, and Sarlock had no doubt it would survive twenty more. The Space Marine's prodigious powers of healing were boosted by an array of bulbous, brass life-

support devices that hung over the operating table, tubes and wires connecting with the nodes on Gaumech's black carapace. The Space Marine would be allowed to remain in self-induced suspended animation until his strength had recovered enough to resume full training.

Gaumech stood on a raised platform at the top of an iron stairway, having been separated from his squad in the labyrinthine foundry. With a roar, another wave of cultists rushed at the stairs and surged up, two abreast. Gaumech was out of frag grenades but a few well-aimed bolter bursts turned the charge into a chaotic climb up blood-soaked, slippery steps. Inevitably, though, the seething tide of madness pressed on. Gaumech met them as they reached the top step, his bionic hand closing around the throat of the first heretic. He squeezed, snapping the man's spine like a twig before hurling him into the press below.

The Iron Hand refused to weaken or to relent; his ethos was duty, unyielding and unmerciful. One by one the cultists died, clubbed by the bionic fist or ripped asunder by the combat knife in his right hand. Despite their fervour the cultists, exhausted by the hellish climb, were unable to get any footing at the top and their knives, pistols and clubs posed little threat to the Space Marine's ceramite armour, but in their madness they threw themselves at him and died by the dozen.

However, while they died, another equally corrupt but more devious mind pursued a more cunning course. Gaumech was using his *Lyman's Ear* implant to filter out the cries of the combatants and the roar of weapons fire. At the centre of the battle, he listened to the minimum of sound that he needed; heartbeats, footfalls and the whine of slugs cutting through the air. His foe could be stealthy, though, and it was only when he heard the charging hum of a plasma weapon behind him that he turned to see a skeletally gaunt man, naked to the waist, his body covered in ritual scars, aiming directly at him. Gaumech hurled his

combat knife as the plasma pistol flared. The movement brought his right arm in front of his body as the blast hit, and this took the brunt, but the boiling plasma splashed all over him, burning deep into one eye socket. Even his enhanced Larraman's cells could not seal his wounds and the pain was the worst he had felt in over a century of war. Through his agony Gaumech saw, with his remaining good eye, the scarred man fall, the combat knife plunged to the hilt in his chest, and grunted in satisfaction.

Then the horde was on him again. Fortunately he could not be dazed or stunned like a normal man and lashed out with his left hand, easily crushing the nose and cheek of one of his foes. With one eye gone and the other filled with blood he could not expect to win now, so he dropped suddenly to the floor, seeking to roll under the metal railing to his side and fall to the floor below. He was slower

than normal, though, as his body rebelled, wracked with shock and fatigue. Frenzied hands grabbed his leg as he tumbled off the platform and Gaumech dangled helplessly while the mob hacked and shot at his leg. He was dying yet still his left hand, sheathed in iron, responded and unslung his bolter. Unable to see properly he just fired at the enemy above him. He felt one of the shots tear through his own foot but by the time he had emptied the magazine the grip on his leg was released and he felt himself falling. Fifteen yards below in a smelting pit he lay unconscious until he was spotted by an Iron Hands Apothecary eager to retrieve his gene-seed.

Sarlock had allowed Gaumech a day of recovery following the procedure. A stimulant was then injected to break his Sus-an cycle and he was awake and alert instantly. The medical servitor simply turned and left the cell leaving Gaumech alone. He was immediately aware of his new eye because of the targeting icons it

superimposed on his vision. With a moment's concentration, Gaumech was able to adjust from microscopic detail to telescope clarity and cycle through different spectra. Hesitantly he raised his right arm. It seemed numb and this concerned him but when it came into view he could barely believe the perfection of servos and gears, and lay there flexing the fingers and arm, delighting in the steel trap power he perceived there. Finally he swung his feet to the floor and stood on his new leg; the balance was perfect, and he walked a few paces to test it. Satisfied that all was well, he gave heartfelt thanks to his Primarch and his wisdom. Alone in his cell Gaumech was closer to Ferrus Manus than he had ever been. He had lost nothing he valued and had gained something he had always craved. Deep in his soul he looked forward to the day when his transformation would be complete and he could leave the weakness of flesh behind forever.

Pete Haines

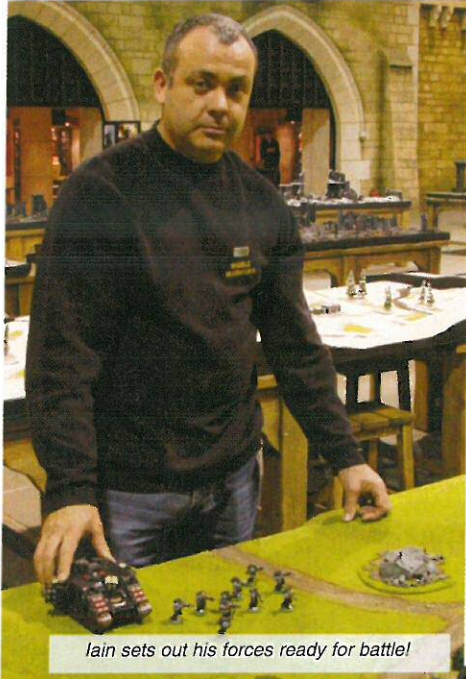


A squad of bionically augmented Iron Hands Space Marines stand firm in the face of a horde of vile mutants.

Iain Miller took his Death Spectre Space Marines to the recent Warhammer 40,000 2002/2003 Grand Tournament. In this two part article he recounts his experiences at the event and the evolution of his unique army.

TO TREAD THE PATH OF THE EMPEROR

THE GRAND TOURNAMENT EXPERIENCE PART 1



Iain sets out his forces ready for battle!

Iain: It all began during a quiet period at work. I was thinking that maybe I should try a new army for the upcoming 2002/2003 Warhammer 40,000 tournament season and the only thing I had to hand was a copy of Codex: Space Marines. Previously I had viewed Space Marines as lacking that certain something that grabs you and says "collect me!"

Everybody's first Warhammer 40,000 army seemed to be Space Marines and I had resisted the temptation to go for them as a kind of default setting (as it turned out, my first Warhammer 40,000 army was an early incarnation of the Night Lords Chaos Space Marine Chapter, so I collected Space Marines of a kind after all). However, as I sat there thumbing through the Codex, I began to take more notice of the background text, those little insights into the way of life of a Space Marine (daily rituals, zygote implantation etc). Suddenly I had it. Yes,

Space Marines were seen by some as a little boring, but it was the background that made Space Marines stand out from the mass of Humanity. I was struck by the fact that in order to become a Space Marine, an aspirant must be willing to become something more than human (superhuman in fact), and therefore sacrifice the very thing they swear to defend, Humanity. Add this to the fact that there are comparatively few Space Marines to defend the entire Imperium from every conceivable enemy and I had my inspiration. The noble nature of a Space Marine elevated the army to something worth thinking about, and I was hooked.

So, having the inspiration, how did I go about getting an army together? There were several questions that needed answering first. How big do I aim for initially? Will it be a named Chapter? (by the time I had decided to collect Space Marines, there were several named



Chapters already documented). How many missile launchers could I fit in? I usually shy away from something already written about, but in a couple of White Dwarf articles there was a name I came across that sounded really cool. The name was only mentioned a few times, and nothing was written about the Chapter mentioned, so I took the bull by the horns and began documenting the history and order of battle of the Death Spectres Space Marines.

At first, I didn't really appreciate the amount of work involved in getting to know your own Chapter. Sure, you can simply work out the maximum firepower you can fit into your points allowance and get playing, but as I said, it was the background that had me hooked and I needed something more.

This army was intended for use at the first heat of the 2002/2003 tournament season, so 1,500 points would be my initial limit. Looking at the points cost of the various army list entries and working out some rough draft lists, it seemed to me that the size of force allowed was about company level, or maybe a bit less. Out of these musings was born the 4th Battle Company, under the command of Brother-Captain Sargon.

A host of other details now needed to be worked out. A colour scheme needed to be developed. Chapter, company and squad markings had to be designed. Were the Death Spectres a Codex Chapter or did they differ and if so, how?

I imagined the Death Spectres seeing themselves as instruments of the Emperor's vengeance, bringing punishment to the enemies of the Imperium. The very name, Death Spectres, conjured images of ghostly apparitions, and so the main colour scheme became a uniform dark grey with bone trim. Red robes for veteran and command figures, with a generous helping of skulls and scythes to complete the look.

As far as organisation is concerned, the Death Spectres follow the Codex Astartes fairly closely. Minor variations in the chapter's order of battle and a high command council (known as the Shadow House) made the Chapter different enough in background terms to satisfy my creative spark, without having to come up with a whole host of rules that wouldn't apply in tournament games. To complete the picture, I wrote a few pages about the Chapter's homeworld and its population, and how the Death Spectres recruit from them. Of course, this has been done for most of the chapters already covered in White Dwarf, but I think that if you can come up with your own history and background, you create a force unique to you.

As I mentioned earlier, the Death Spectres see their job as punishing the enemies of the Imperium. This idea extends to the name I gave to the various army lists I wrote, all under the command of Captain Sargon. The

honorific 'Punisher Group' followed by the commander's name, ie. 'Punisher Group Sargon', became the standard name for my army. Other Punisher Groups, such as Rakkell or Varshun, are drawn from those commanders' companies. Thus, a flexible approach was born, which enables a Death Spectres group to select the optimum force (represented by choosing the appropriate army list entries from Codex: Space Marines).

I would be restricting myself to the models I wanted for the tournament, but as every gamer knows, armies grow over time as you add different troop types. Since the tournament, Scouts, Terminators and a Deathwatch team have been added to my army.

WHERE DO WE GO FROM HERE?

As soon as I had enough models painted for a viable tabletop force, I began to see what Marines could do on the battlefield. This is a tried and tested way of learning a new army. It means you can play games fairly quickly with what you have, and work out what you think you need as experience dictates. I had built up around 1,000 points worth, mainly Tactical squads with some Land Speeders for mobility. At our club there are several Warhammer 40,000 players with a variety of armies, so finding opposition wasn't a problem. In my first few games, I regularly suffered against Blood Angels and Eldar. Against Imperial Guard and Tyranids, I had a bit more

Iain's Death Spectres Space Marine army in all its glory. This was the army that Iain used in the first heat of the competition. Notice the repeated use of the scythe motif on the character banners, vehicle markings and shoulder pads to give the force a sense of cohesion.





Iain's Land Speeders swoop into action through dense jungle terrain.

success but still felt I needed to add something.

In tournament games, I've found most games to be fairly evenly balanced overall. In order to win convincingly, armies need a killer punch, something to finish off the enemy once the hard work has been done. My army lacked close combat troops (Space Marines are hard, but a Space Marine Assault squad can really dish it out). So with 500 points to play with, in came a full Assault squad complete with a Veteran Sergeant and power weapon, plus a couple of plasma pistols.

It was about this time that I began to look properly at Land Raiders, and decided that I had to have one in my army. The model is fantastic and hard as

nails in game terms so I decided I wanted one, despite having to shuffle points around to afford it. I then had to decide which type to use. Both had their attractions, but in the end the Crusader won out. This was mainly due to the fact that, in order to have the points available, one of the things I sacrificed was the jump packs from the Assault squad. This could, however, drastically affect their usefulness. In order to get them to where they belong, ie. where the close combat is, they needed a hand getting there. I decided to put them in the Land Raider, and in order to support them on the way in, and once they were in the thick of it, I decided that a Crusader pattern Land Raider would be the best for the job (gotta love those hurricane bolters).

Finally, a medium-sized Veteran squad with Rhino transport provided a bodyguard for my commander. These were to act as a mobile reserve, lending a hand where necessary, wherever an enemy threatened to break through, or to support the Assault squad against tougher or more numerous enemies. I know this final list will be criticised by more competitive players, but what I've been trying to do, however, is emphasise the personal nature of developing your very own army. To see it grow from that initial inspiration until it is as if you are in the shoes (boots, claws...) of the commander on the table. This is what happens if you put in a little effort. Squad Sergeants acquire names, mission successes go down in the annals of your army's history, as do defeats, although these tend to be forgotten more easily. Both yours and your army's reputation grows or diminishes as you play more games.

THE FIRST HEAT...

First, for anyone who hasn't been to a tournament before, I really recommend you try to get to one. They are a fantastic way of getting to know other players from outside your own club or gaming group. I've been attending both Games Workshop and Warhammer Players Society events since the first Warhammer tournament way back in 1995. As a result, I've made loads of new friends, all enthusiastic about the hobby. Tournaments are a great way of catching up and discussing new rules, models, etc (usually over a few beers). So, the first heat.

One of the great things about tournaments is that, despite there being a finite number of Codex books available, there are almost limitless ways players build their armies from within the Codex framework. Consequently, you are never sure what you will be facing in your games.

For example, my first opponent was fielding a Codex: Space Marines army. Nothing unusual there you might think, and you would be right. However, while he was using a standard Space Marine force, it was painted up to be a renegade warband, with loads of different Chapter colour schemes on display, including Space Wolves, Black Templars and Ultramarines, representing disaffected Marines. Here was a perfect example of what I consider to be the most important part of an army – its background. The army was picked from Codex: Space Marines but the background was something I had never seen before.

Unfortunately for me not only was the army pretty cool in terms of background, it turned out to be pretty hard in game terms as well, with a preponderance of power weapon-armed independent characters and Veteran Sergeants slicing through my Tactical squads fairly easily. At the end, I had suffered a decisive defeat. Not a good start, but still, four games to go.

During the lunch break, everybody set up their armies for the painting scores to be assessed. I was pleasantly surprised to find my Space Marines drew some admiring glances and comments, but some of the armies on display could have been Golden Demon entries in their own right, never mind tournament armies. This is one of my favourite aspects of tournaments. Looking at other people's armies can sometimes inspire you with ideas of your own. To do a conversion a certain way, how to decorate your models bases more effectively, colour combinations, etc, are all things I have taken from tournaments in the past, hopefully leading to better models in the future.

WARHAMMER		ARMY NAME: Death Spectres Space Marine Army										Points
Unit	WS	BS	S	T	W	L	A	Ld	Sk	Notes	Points	
Commander	5	5	4R2	4	2	5	340	9	3/44	Combi-melta, power fist, iron halo, Terminator harness	125	
Veteran Sergeant	4	4	4	4	1	4	2	19	5+	Power weapon, bolt pistol	150	
5 Veterans	4	4	4	4	1	4	1	19	5+	Bolt pistol, close combat weapons	111	
6 Space Marines	4	4	4	4	1	4	1	18	5+	Bolters, 1 plasma gun, 1 lasercannon	126	
2 Space Marines	4	4	4	4	1	4	1	18	5+	Felblurs, 1 flamer	155	
10 Space Marines	4	4	4	4	1	4	1	18	5+	Bolters, 1 heavy bolter	190	
Veteran Sergeant	4	4	4	4	1	4	2	9	5+	Power weapon, bolt pistol	150	
5 Assault Marines	4	4	4	4	1	4	1	19	5+	Bolt pistol, close combat weapons, 2 plasma pistols, frag grenades, no jump packs	155	
5 Veterans	4	4	4	4	1	4	1	18	5+	Bolters, 4 missile launchers	155	
Miscellaneous												
Space Marine Rhino	11	11	10	4						Smoke launchers, extra armour, storm bolter	100	
Land Speeder Crusader	10	10	10	4						2 heavy bolters	105	
Land Speeder Terminator	10	10	10	4						heavy bolter, assault cannon	209	
Land Raider Crusader	14	14	14	4						2 Terminator pattern bolters, twin-linked assault cannon, multi-melta, extra armour, search light, smoke launchers	289	
TOTAL											1489	

GAME TWO

Game number two introduced me to a Geordie chap with a Nurgle Chaos Space Marine force. A nicely painted Land Raider and a Chaos Lord with a two-headed scythe are what I remember most about this army. Early on in the game, I managed to blow up the Land Raider with a lucky glancing hit (isn't that always the way), leaving his Terminators to slog their way across the battlefield. Some unlucky Scatter dice results for daemon-summoning meant I was able to target them with some well-aimed bolter fire, effectively neutralising them. I didn't have it all my own way though. Once the Terminators made it to my squads, they were brutal enough to earn some much needed Victory Points. However, once we had totted up the scores, I had managed to pull off a narrow win (my first victory – hooray!)

Having jumped the table order a few places, my confidence was growing, so what was next?

GAME THREE

When my next opponent began to set up the dreaded red armour of the Blood Angels, my confidence took a bit of a nosedive. I'd suffered against Blood Angels numerous times in previous games, so I wasn't looking forward to this very much. When he revealed just what was in the army, I was quite surprised to find 'normal' stuff in it.

In the past, Blood Angels armies I had encountered were full of Sanguinary High Priests and Chaplains, Death Company and Honour Guard, all tooled up to dish out nasty close combat death in huge amounts of dice rolling. Not this army, however. Tactical squads, Scouts and Devastators all made an appearance. It didn't have a dedicated Death Company, just those Space Marines that succumbed prior to the battle. In some games, you get the impression that the god of dice just isn't

hearing your prayers and, in this game, he certainly wasn't listening to the Blood Angels player. Three turns out of six, the Devastator squad rolled a one for the Black Rage. It seemed all I had to do was point a bolter in the general direction of red armour and something would fall over. By the fifth turn the game was effectively mine, and at the end I came away with a convincing win. So, on Saturday evening I had a record of two wins and one loss, which I didn't consider too bad.

For some reason, Saturday night was not the blur it sometimes turns into, and I arrived at the gaming hall reasonably fresh on Sunday morning and found my allotted table. At this point, we had to endure the ever popular knowledge test. Fifteen questions to answer, without the aid of rulebooks or Codexes to find out how much we knew about the Warhammer 40,000 universe. Once this ordeal was over, I introduced myself to my next opponent.

GAME FOUR

To my surprise, he turned out to have travelled from Germany for the event. As my German language skills are somewhat lacking, I was relieved when he spoke very good English. A Khornate Chaos Space Marine army then proceeded to rip my army to shreds with Berzerkers, Terminators and Bloodletters. The ubiquitous Land Raider I again managed to blow up with a lucky glancing hit, and then again failed to deal with the Terminators who escaped unscathed from the wreckage. Armed with an Axe of Khorne, the Chaos Lord single-handedly took apart my much prized Assault squad in two turns of combat. When my own Land Raider got stuck in difficult ground and became the target for every heavy weapon in the opposing army, I knew my number was up. At the end it was obvious I had suffered a massive defeat. Ah well, back down the table order we go again.

GAME FIVE

So, two wins and two losses. Could I redeem some honour and achieve a positive record? My final opponent turned out to be fielding Tau. This army was something of a mystery to me as I had only managed one game against them prior to the tournament. I had read the Codex and White Dwarf articles concerning them, so wasn't totally ignorant of their capabilities. Luckily for me, the Battlesuit-mounted railguns didn't seem to be able to hit very much, chiefly my Land Raider, and so my Assault squad managed to get in among the Fire Warriors and Kroot. The enemy commander's Crisis Team did manage to lay waste to a large proportion of my Tactical squads though, and when we added up the points, we had a fairly deserved draw.

ALL THE RESULTS ARE IN...

So in the end, I had just about as even a performance as possible – two wins, two losses and a draw. On the Saturday morning it was announced that the top half of the players at the heat, plus a few wild card places, would go forward to the final. With such an average performance, I was dubious as to whether or not I would qualify. On Sunday afternoon the prize-giving took place, with prizes for Best General, Best Army, Most Sporting Player and Overall Winner. After all the applause and goodbyes, the results sheets were handed out. I had decided it was probably better to start at the bottom and work up, so imagine my delight when I got to the half-way point and hadn't found my name. Thanks to scoring 13 out of 15 in the test (amazing though that may sound, especially to my club mates) and getting the full 60 points for army painting, I had achieved a fairly high place and therefore qualified!

Next month, we will discover how the newly-founded Death Spectres carried out their sacred duty in their greatest test to date.



The Death Spectres Veteran squad stands out from the rest of the army with their red robes but still bear the scythe symbol associating them with the rest of the force.

The next issue of **WHITE DWARF** is on sale 27th February

Coming next issue...

WARHAMMER

Honourable Bretonnian Knights take on the wrath of a mighty dragon in a special Warhammer scenario.

Olde Weirde continues his musings on the dark world of Warhammer, this time focusing upon the bleak and mysterious land of Sylvania and its armies.

Finally, we present a Louen Leoncoeur Masterclass with tips on how to paint this awesome Bretonnian special character.

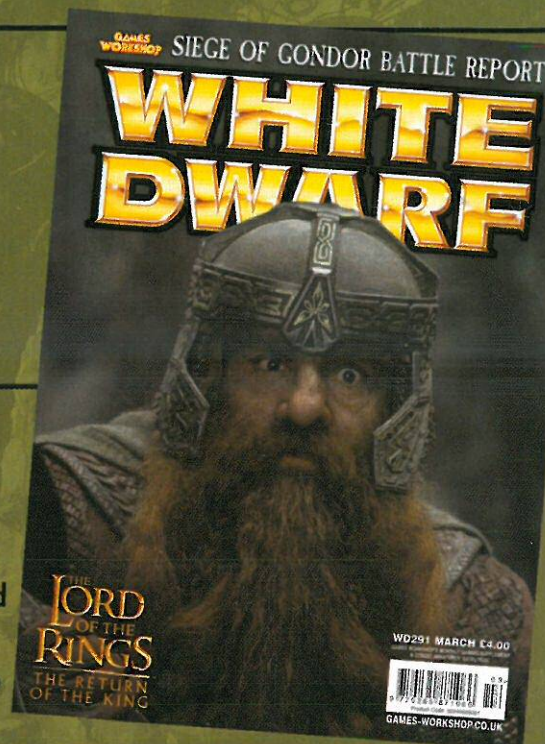
WARHAMMER 40,000

This month sees an infestation from the Plague god Nurgle as we present a Typhus Conversion Masterclass and a Plague Marine Tactica.

The Lord of Pleasure also features with an incredible Slaaneshi Chaos Space Marine Army showcase.

Scourge of Chaos worshippers everywhere, the Witch Hunters are revealed and we present a tantalising preview for this new Inquisitorial army.

And, in our battle report this month, the dreaded forces of the Necrons take on Chaos Noise Marines, seeking to prevent an ancient ritual...



THE LORD OF THE RINGS

Mount up your siege towers or defend the battlements as we present the Siege of Gondor Designer's Notes and a special scenario, 'To the Walls!'.

The Tale of Good and Evil continues with the players expanding and developing their forces.

Finally, the embattled Men of Gondor clash with the forces of Sauron in our Siege of Gondor battle report.

EPIC ARMAGEDDON

Our in-depth look at the new Epic Armageddon continues with an Orky Speed Freaks army list.

To make sure you don't miss an issue – turn to the inside front cover to find out how to subscribe to every hobbyists' essential monthly magazine!





THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- A Tale of Good & Evil (Part Two)
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THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



Easterling Command

Designed by Alan Perry, this blister pack contains 1 Easterling Captain and 1 Easterling Standard Bearer.

EASTERLING COMMAND£6.00

Denmark	kr	70.00
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Euro	€	10.00



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Designed by Alan Perry and Michael Perry, this boxed set contains 1 King of the Dead and 9 Warriors of the Dead models. The Warriors of the Dead are also available in a blister pack containing 3 Warriors of the Dead models (does not include the King of the Dead).

ARMY OF THE DEAD£20.00

Denmark	kr	250.00
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King of the Dead



The Fall of the Witch-king

Designed by Alan Perry, this boxed set contains 1 Merry, 1 Éowyn and 1 Witch-king.

These models require assembly.

THE FALL OF THE WITCHKING £12.00

Denmark	kr	150.00
Sweden	kr	180.00
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Merry



Éowyn



Witch-king



Note: the miniatures below are components of the Heroes of the West boxed set and are only available by ordering direct via the instore order point, by calling on 0115 91 40000 or via our website at www.games-workshop.co.uk/ukstore



Aragorn

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Éowyn

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Faramir

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Designed by Alan Perry, this blister pack contains 1 Merry and 1 Pippin.

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THE PLATEAU OF GORGOROTH

A new scenario for The Return of The King

Mat Ward details a new scenario where Frodo and Sam must make it through a party of Orcs in the Land of Shadow while being tracked by Gollum.

DESCRIPTION

Sam has rescued Frodo from the Tower of Cirith Ungol and, though their pursuers have often come far too close, the Hobbits remain undiscovered in the heart of the Dark Lord's realm. The land of Mordor is a harsh place, offering nothing in the way of aid and comfort to the Halflings, and progress is slow – made all the more so by Frodo's ill-health. Fortunately for the fugitive pair, most of Mordor's denizens are summoned to the

Morannon to counter Gandalf's final gamble and so only a comparatively few Orcs stand between them and their goal. Their trek is far from over however – Mount Doom is still far away, and Gollum is tracking them once more.

PARTICIPANTS

The Good side has Sam and Frodo.

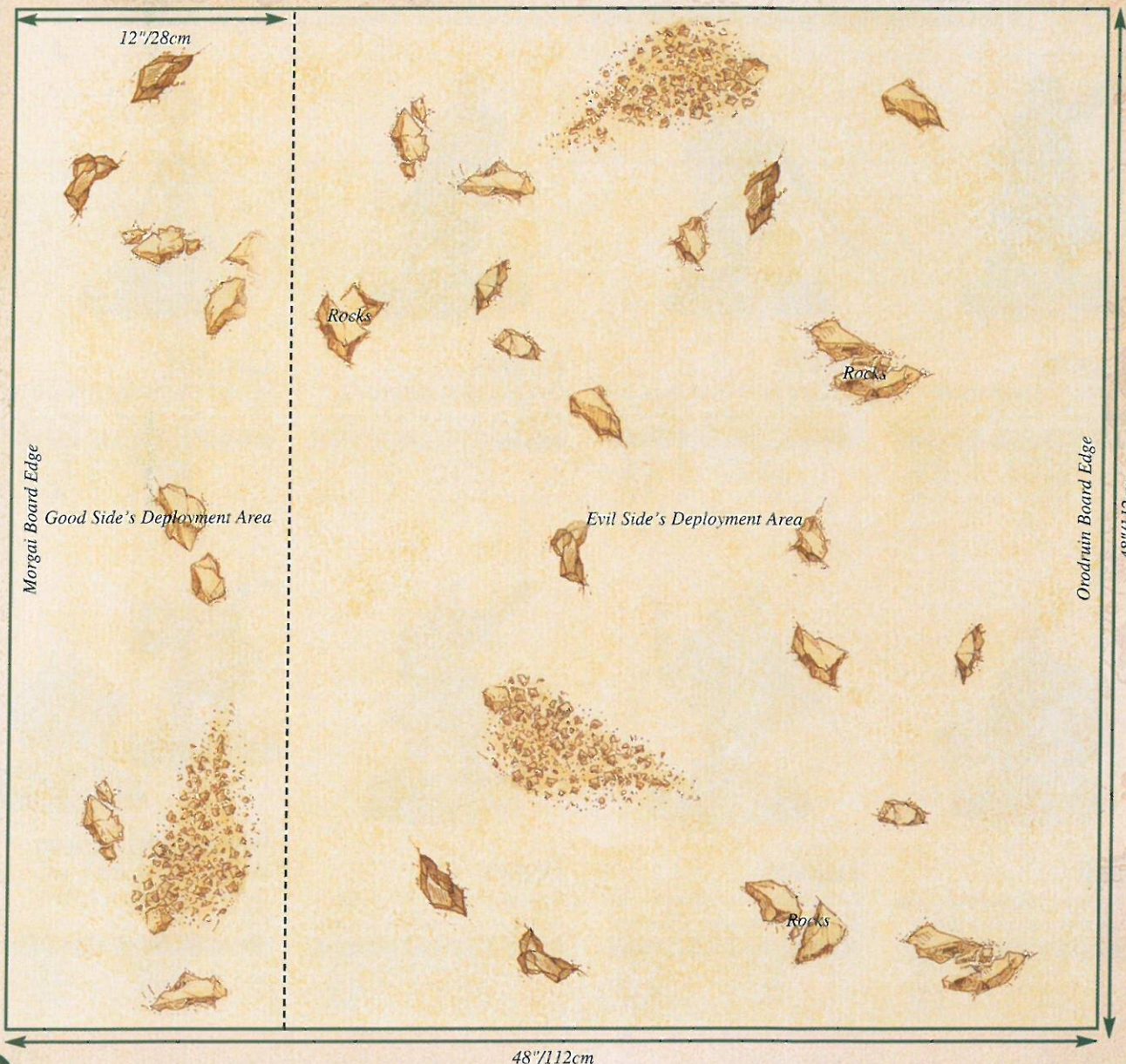
The Evil side has Gollum, 4 Orcs with Orc bow and 4 Orcs with two-handed weapon.

POINTS MATCH

If you wish to play this scenario with alternate forces, choose about 75 points worth of Heroes and Warriors for each side. Both sides should include at least one Hero.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm which is covered in rocky outcrops and shrivelled vegetation.



STARTING POSITIONS

The Evil player deploys the Orcs in their deployment zone, at least 8"/20cm away from each other. When this has been done the Good player deploys Frodo and Sam within 12"/28cm of the Morgai board edge. Finally, the Evil player deploys Gollum so that he is touching the Morgai board edge.

OBJECTIVES

For the Good player to win, Sam and Frodo must exit the board via the Orodrui board edge. If Frodo exits the board but Sam does not, the game is a draw – otherwise the Evil side wins.

SPECIAL RULES

Gollum. Gollum has now been consumed by his desire for the Ring and is always controlled by the Evil player.

A Long Journey. Frodo has only just escaped from the clutches of the Orcs of Cirith Ungol and both Hobbits are tired and weary. Frodo has no Might, Will or Fate and no wargear other than the Ring. Sam carries Sting. In addition, as they are so close to the Dark Lord, Frodo will not use the Ring under any circumstances.

Sentries. Frodo and Sam must try to cross the plateau of Gorgoroth without detection. At the start of the game, the Orcs are unaware of the enemy presence and are as likely to wander off in the wrong direction as they are to discover the Hobbits. To represent this, they do not move in the usual way. Instead, at the start of the Evil player's Move phase he rolls a D6 for each Orc. On a roll of 1-3 he may move the Orc as normal. On a roll of 4-6 the Good player may move the Orc instead (although he may not use this action to charge). If at any point an Orc is within 6"/14cm of either Hobbit and can see him, the alarm is raised (the Orcs are not alert and will not see the Hobbits from further away). Once the alarm has been called, the Evil player may move the Orcs as normal. Until the alarm has been raised, the Orcs may not shoot the Hobbits (they have not seen them).

Animosity. The two groups of Orcs are distinguished by their weapon types – the Trackers carry Orc bows, while the Great Orcs carry two-handed weapons – and furthermore, both groups hate each other. At the start of any turn in which the Good player wins Priority he may control any Orc Trackers that start the turn within 6"/14cm of a Great Orc. Any Tracker moved in this way may shoot or charge other Orcs if the Good player wishes. Any Trackers moving this way will not move using the Sentries rule that turn, although the Evil player should still roll for the Great Orcs.



The power of the Ring takes its toll on Frodo.



Gollum tracks Frodo and Sam.

A Tale of Good & Evil

Part Two – Making a Gaming Board

In this ongoing series of articles, Steve Cumiskey and Adi Wood collect forces to fight games based on The Return of The King. Last month they assembled and painted their first miniatures ready for combat, Warriors of Gondor and Mordor Orcs.

Satisfied with the finished results, they decided to turn their attention to building a board upon which to fight their first games.

Although the easiest option would be to start gaming on a simple green cloth, Steve wanted to fight on something much more permanent. Conscious of the filmic look of The Lord of The Rings game, he felt that fully modelled terrain boards were the way to go. Always up for the challenge, Adi didn't hesitate to get on board, so to speak. He takes up the story...

Modular Terrain

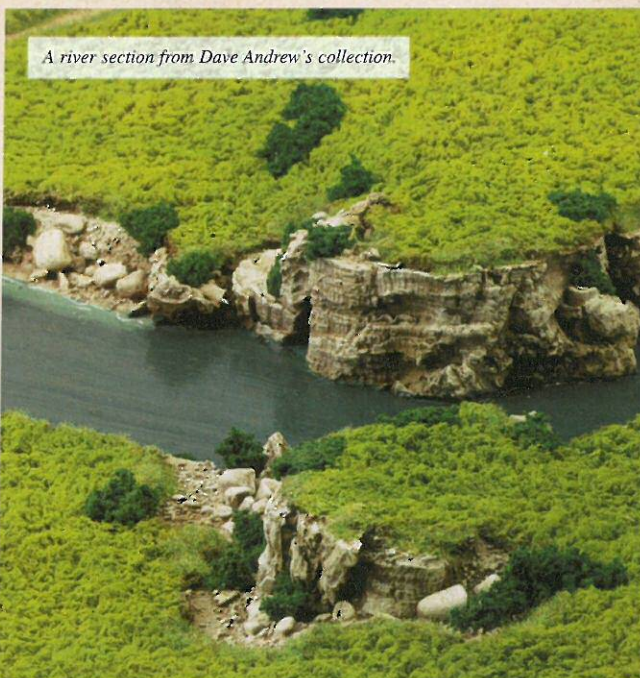
By Steve Cumiskey & Adrian Wood



Adi: The nicest terrain boards I've ever fought a game on were those made by master terrain builder Dave Andrews. They were 2' square, with gullies, rocks, fields, hills and even a whole coastline modelled into a layer of polystyrene. The surfaces of the boards themselves were covered in a battle mat and could be stored

against each other without any problems.

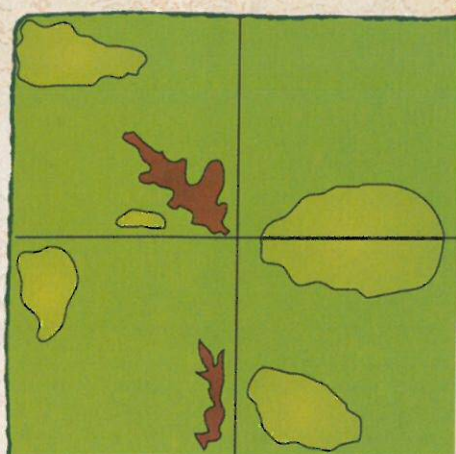
The only free-standing terrain pieces were trees and buildings. Storing these pieces was far easier if they were kept separate from the main boards. This was the kind of terrain set we wanted to have, so the next stage was to decide how to construct it.



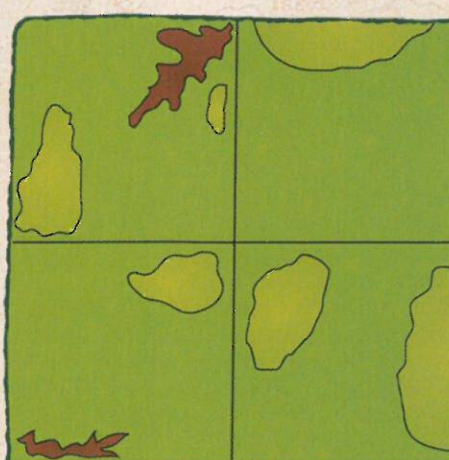
A river section from Dave Andrew's collection.

The Plan

Steve: Before we launched into making some random boards that we hoped would fit together in the end, terrain maker Mark Jones suggested we calm down and actually plan what fixed elements we wanted to model onto the board. We could then draw a plan to see if the boards looked right when they were laid out in different combinations.



This is the plan we came up with. There are a number of rocky hills as well as crevasses; the biggest feature was the hill that was modelled across two board sections. We hit on the idea of placing most of the elements in the corners. This was so that when the boards were rotated, each element ended up in a different place. To make sure that the boards looked right when put together in new combinations, I cut up the map and moved the pieces around. The original design was just fine, so we decided to get stuck in and spend the whole of one Saturday making the boards. First we had to collect together the materials and tools for the job.



Materials: 2' square MDF board, 2' square polystyrene, battle mat, small pieces of slate, sand, gravel, static grass, ready-mixed filler, textured paint.

Tools: Hot wire cutter, long-bladed craft knife, duct tape, PVA glue, marker pen, paint brushes.

Building the Boards

1. Adi: First thing Saturday morning, we made a start by roughly copying our map onto the boards with a marker pen. We'd already glued the polystyrene sheets onto the boards the day before. Then I started carving out the crevasses, gouging the surface of the polystyrene with the long-bladed knife, slicing thin slivers away. The trick was to make the final shapes deep enough so they wouldn't be obscured by the first coat of textured paint we applied.



2. Meanwhile Steve was busy cutting out hills with a hot wire cutter. He wanted some of the hills to be quite tall, so he cut out a second layer of polystyrene to glue on top.



3. With polystyrene shavings already mounting up on the floor, I decided to cut the hills into shape into a rubbish bag. At first we were going to glue them in place before shaping them but this way we could at least keep the mess under control.



4. Once the hills were shaped, they were glued into place on the board, using PVA. It was a simple matter for Steve to apply some filler to help fill the gaps between the hills and the board.



5. With the four boards sculpted, the next stage was to apply battle mat to the sections of open land, and to the hills.



6. We began by cutting a small piece of mat and gluing it onto the very top section of a hill. We watered down the PVA and applied it to the hill and the back of the battle mat. After letting the glue soak the backing paper we mould it to the shape of the hill. More sections were cut to apply to the rest of the hill, eventually covering the flat ground.



7. Any areas that were sculpted into rock shapes or crevasses were not covered with the mat.



8. I was interested to see what the rocky areas we'd left bare would look like with just a coat of textured paint. I soon realised that although the rocks I'd sculpted looked good, the addition of pieces of slate, extra stones, grit and sand made the surface look more interesting and realistic.



I spent some time building up the areas of bare ground with fine gravel and sand. Then I gave the rocks another coat of textured paint. This added an extra level of texture to the gravel and sealed it up, making it stronger. To blend the rocky areas into the grass I deliberately brushed textured paint onto the grass matting.

Codex Grey Bleached Bone Vomit Brown Bestial Brown Dark Flesh Chaos Black

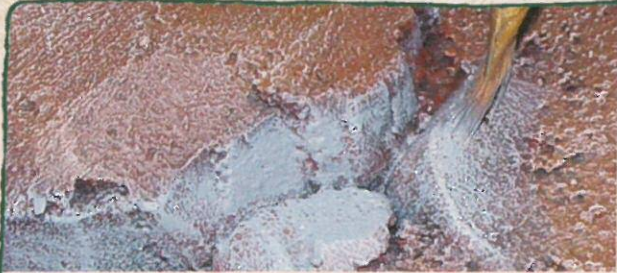


Painting the Rocks

9. Steve: The next stage was to paint the rocks and crevasses. After painting the textured paint with watered down Chaos Black I began to paint the surface with Dark Flesh.



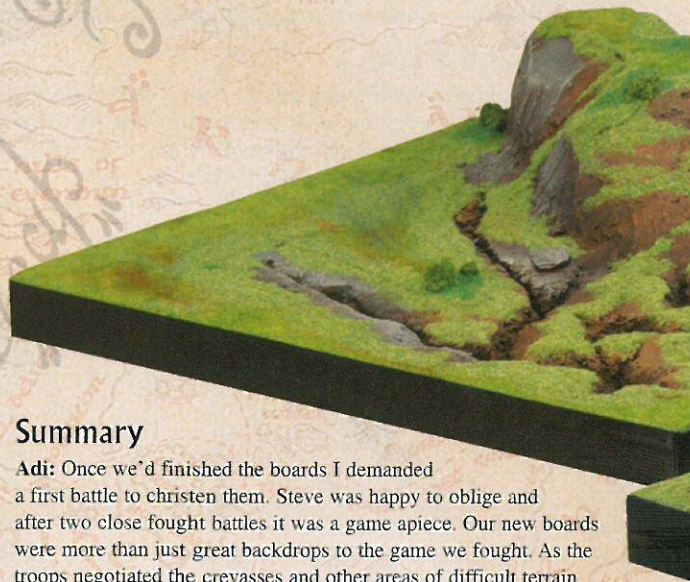
This was followed by a drybrush of Bestial Brown and then Vomit Brown. Then I drybrushed Codex Grey over small sections of the board to make them look distinctly rocky. To finish off I lightly drybrushed Bleached Bone over the top.



10. This combination of colours was similar to the ones we'd used on the bases of our models. A few touches of Static Grass covered any ugly gaps.



Finally, I used a combination of Codex Grey and Bestial Brown paint to drybrush the grass matting. This helped to break up the even green colour of the battle mat. To complete the boards we applied a strip of duct tape around the edges to strengthen the polystyrene against damage. All the boards were completed in the same finish. The separate pieces were set up on a 4' square MDF board we had bought to support them.

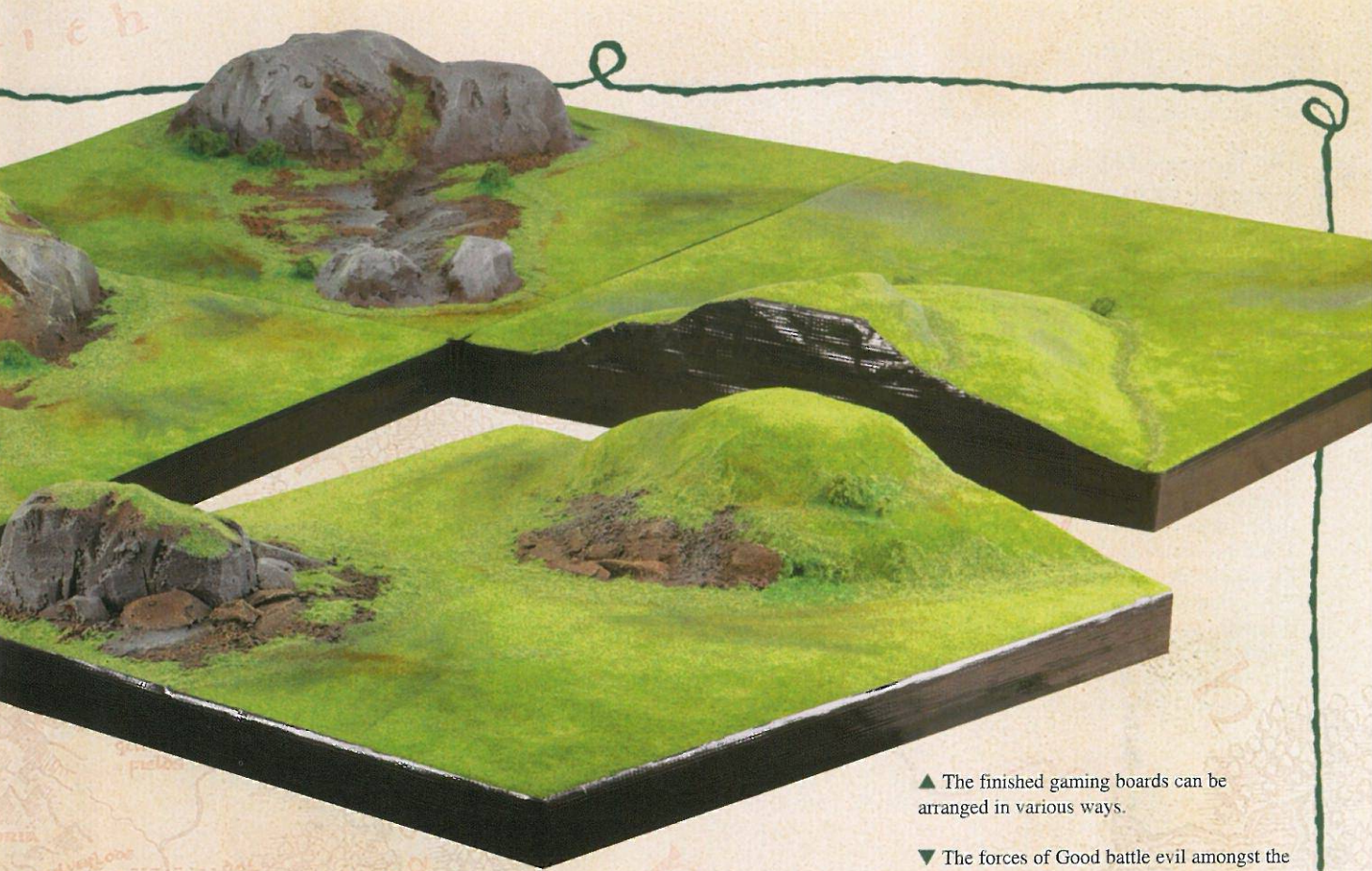


Summary

Adi: Once we'd finished the boards I demanded a first battle to christen them. Steve was happy to oblige and after two close fought battles it was a game apiece. Our new boards were more than just great backdrops to the game we fought. As the troops negotiated the crevasses and other areas of difficult terrain the whole battle took on a story-like quality.

We were very happy with the construction and modelling of the boards. Over the coming months we plan to add a few trees and ruined buildings modelled on separate bases, just like Dave Andrews' boards. We can also add new board sections, even quite specific terrain pieces to suit certain scenarios. Anyway, now we had the environment to fight in, I was determined to add some real punch to my force with the new Mordor Uruk-hai. Something to counter Steve's Rangers...





▲ The finished gaming boards can be arranged in various ways.

▼ The forces of Good battle evil amongst the rocky crags of Gondor.



The fearsome Mordor Troll, the versatility of Orc Captains, and the sheer power of a Ringwraith mounted on a Fell Beast. All are now at your disposal, and Adam Troke delves into the beauty of an Evil army.

They say that one volunteer is worth ten pressed men, or something like that. When it comes to using the Evil armies in The Lord of The Rings Strategy Battle Game I am very much a volunteer. There is a certain joy in seeing ranks of Elves hewn down by rampaging Orcs, Warriors of Gondor stamped underfoot by Trolls and Uruk-hai. Yes, it's true: I like working for the Dark Lord. Lets face it, who wouldn't? Glories without number and the conquest of Middle-earth are yours if

you can sweep aside the last bastions of the Free Peoples. Sounds simple enough, I admit, but sometimes my opponents have a thing or two to say about my plans of conquest. The Return of The King brings a new age for the armies of Mordor – new warriors, new Heroes and a host of possibilities are ours for the taking.

In its previous incarnations, the armies of the Red Eye had a difficult time. Those grim days for the Dark Lord's personal armies are long past now. From the Black

The Shadow in the East

Crushing Good armies and conquering Middle-earth

Gates of Mordor marches a far deadlier army. With the armies of Sauron pushing harder into the West, and the combined Captains of the West taking the battle right to the Black Gates, there is now a truly splendid selection of both warriors and heroes to choose from. Evil armies have, in my opinion, the most dangerous characters in The Lord of The Rings game, and some of the most frightening warriors. The only problem is choosing what to put into your force.

Mordor's Heroes – Nazgûl:

Since their rules revision in White Dwarf 284, the Ringwraiths have become potentially the most deadly weapon at the Evil player's disposal. They have the ability to render the mightiest Hero impotent. By simply using *Transfix* on a powerful character, you can remove their chances of tearing through your own precious warriors. With their huge store of Will, Nazgûl can unleash magical powers onto the Good force. Whenever you choose a Ringwraith for your army, make sure you either give him a horse, or if you have the points to spare, a mighty Fell Beast. Doing this vastly increases your model's Move, allowing you to get him to where he needs to be. By putting a Ringwraith where you need him you can stagger your enemy's plans and bring the greatest Hero to his knees.



Will the Evil uprising be prevented?



The Captains of Mordor

When it comes to the Captains of Evil armies, there are generally two schools of thought. The first is that a Captain should be used for killing off large numbers of enemy troops, and his Might points should allow him to do this. The other is that Captains should act as a kind of 'Might point dispenser' – basically this entails spending Might points on heroic moves and combats, allowing your troops to seize advantageous positions and pick their fights. Whichever you decide on, with the army of Mordor you have a superb range of choice. Orc Captains are your cheapest option – whilst lacking the Fight and Courage values of the Uruk-hai, they can still pack a punch in combat if needed.

Mordor Uruk-hai Captains are superior. Their increased cost is easily offset by the fighting prowess they bring to your force. An Uruk-hai can go toe-to-toe with all but the very best Heroes of the Good side.

Named characters like Shagrat, Gorbag and Grishnákh bring both some colourful character and extra Might to your army. For only a few points extra they gain a point of Might over a normal Captain of their race, well worth the points.

Although very much a part of the armies fighting under the Dark Lord banner, the Easterlings are very much unusual in that they are Men. The equal of the Captains of Men in most areas, the Easterling Captains profit from high Defence and an Easterling halberd. With a higher Courage value than an Orc Captain, and the flexibility of the Easterling halberd, these Evil Captains are an excellent choice, provided you don't mind using Men to do the Dark Lord's work.

Lastly, when it comes to Evil Heroes, the Mordor Troll Chieftain is worth consideration. For 140 points it is deadly, and more than a match for even the mightiest Heroes, however it costs more than three Orc Captains, so you need to be sure you want to include it in your force.



The Warriors of Mordor – Mordor Trolls

Whilst on the theme of Mordor Trolls, we should cover the Trolls of the non-Hero variety. They are more expensive than a Cave Troll, and rightly so. Better Fight value. Strength and Defence prove these monsters of the battlefield to be one of the deadliest weapons at Mordor's disposal. Individually capable of crushing any Good warrior sent against them, they present an almost insurmountable obstacle for Good Heroes too. By teaming one up with a Captain, you can both improve their chances of winning a fight (which brings three Strength 7 hits crashing down on your enemies' head!) and issue a heroic

combat, letting this monster charge and fight again if it kills all its foes. This is simply the best way to get the most out of your Mordor Trolls, and at nearly 100 points each, you really need to get your points worth out of them.

Lesser Warriors of the Dark Lord

Orcs form the rank and file of the Mordor hordes. Armed with bows, shields or spears they are only 6 points each, and each one is a match for the warriors of Men. While they lack the defence of the Warriors of Minas Tirith, they can muster greater numbers and suitably cunning tactics can allow you to get the most out of these devious warriors.

The Mordor Uruk-hai, are the better cousins to the normal Mordor Orcs. Stronger and better in a fight, they are great for being the shock troops of your Mordor force. Not much needs saying about these deadly fighting machines. Their equipment is more limited than the White Hand Uruk-hai, but this is not always a bad thing. By limiting their wargear options, Mordor Uruk-hai tend to be cheaper in points than their Isengard cousins. Missing out on pikes and crossbows, they have the advantage of two-handed weapons as a free upgrade, dramatically increasing their chances of inflicting a wound if they win a fight. Use Uruk-hai boldly and you won't go far wrong, they are designed to be brutal and violent, so use them as your shock troops and take the battle to the enemy.

Warg Riders are most commonly associated with Isengard, however, there is

nothing wrong (and a great deal right) with including these high speed warriors in your Mordor force. Tactically these are deadly additions to any Mordor army, and I will highlight their best uses below.

The Easterlings that flock to the Black Gates and give willing service to the armies of Mordor are basically equal in skill and armour to the defenders of Minas Tirith. Although they cannot be given bows, in all other respects they are the same. As such they are the perfect way to add some disciplined, well-armoured warriors to your army. Be careful when selecting these fine troops, their armour and courage comes at a price. By enlisting too many of them you can give away your chief advantage, that of outnumbering your foe.

Getting The Most From Your Minions: Cunning Ploys and Useful Tactics

Thanks to the new rule in *The Return of The King*, allowing you to shoot from behind friends, you can now create a superb defensive position by simply making two ranks of Orcs. The first armed with hand weapons and shields for a higher Defence, and the second with spears and bows. This way, your rear rank can fire at your enemy until you close on them for battle, then, spears in hand, they can lend an attack to your fighting rank. By keeping a small pocket of Mordor Uruk-hai on the wings of your formation you can sweep in with these Evil minions of the Dark Lord and begin to press the sides of your enemy's assault.

Warg Riders can be used in this fashion, pressuring the flanks of your

enemy's advance. Their high speed coupled with the cavalry rules allows them to menace any infantry formation. When fighting against the forces of Rohan, or any other cavalry-inclined player, Warg Riders are at their most useful. Hold them back, and send them in to assist your own infantry when they are charged by enemy cavalry. By charging into the combat, the Good side's horsemen no longer gain the charging bonus, and your foot soldiers are not knocked to the floor if you lose. Mounting Heroes on Wargs gives them extra speed and flexibility, allowing them to bolster your line where it is at its weakest. Be aware, however, that Warg Riders make the most tempting targets for your enemy's bow fire, so keeping them behind more expendable troops until you need them is well worth it.

Lastly, with regards to Orcish warriors, banners should be mentioned. New to *The Return of The King* rules manual, these items can spell the difference between victory and defeat, and at only 25 points, they are well worth the investment. Re-rolling dice in combat, as any Moria Goblin player can testify to, is simply too good an opportunity to miss. A couple of banners in your main battle line will allow a whole host of warriors to benefit from its presence. Seriously consider taking a banner or two in your force. But if you do, make sure you keep it away from the combats. At -1 to the Bearer's fighting roles, he is likely to die easily, and the banner is too valuable to lose. Allow the Banner Bearer to lurk in the rear ranks of your formation, lending the banner's benefits, whilst not risking his own life (a very Orcish ploy!). By choosing a Warg Rider as your Banner Bearer you can increase his mobility too, letting him move quickly to wherever in your line needs his presence the most. Not taking a banner will allow you a bigger force, but be aware that if you choose not to include a banner, your enemy might well do so. Very frustrating!

Normal Orcs cannot usually outfight any other race in Middle-earth. Elves, Men and Dwarves are simply too well trained. The potential of Orcs to outnumber their foes, when used in conjunction with their special warrior types, is Mordor's main advantage. Even armed with a spear and a bow, an Orc still tends to be cheaper than a Warrior of Minas Tirith.

Bearing this in mind, play to their strengths. Hoard attacks of cheap expendable Orcs, supported by deadly high Strength Uruk-hai and Trolls. The armies of Mordor are simply no longer the armpit of Middle-earth; they are a



tactically flexible and dangerous force. When bringing them to battle, do not be afraid to try new tactics and gambits. Experiment with some combinations of Heroes and Warriors and learn how you best like to use them. Always make sure you engage your enemies in combat, since your bow fire is too weak to stay at a distance. When choosing your fights make sure you are getting more of your warriors into combat than your enemy is. The smaller the part of his army he can use at one time, the less threat it is to you.

Words of Warning

Beware of Elven bow fire. Although in *The Return of The King* this is reduced by the increased points cost of their bows, it is still deadly and accurate. Close the distance quickly, and once you are fighting them hand to hand, their inferior numbers will see you to victory.

Beware of mighty Heroes, the one weakness in the armies of Mordor. Aragorn, Boromir, Gil-galad, Dáin Ironfoot... the role of honour goes on. All of them are deadly, with high Fight values and plenty of Might. Individually they can cut a swathe through Orcish warriors, but in groups, or leading elite Good warriors, they can really stymie your best laid plans. The best solution to these lords of battle is to *Transfix* them with a Ringwraith and then unleash a Mordor Troll on them. Never, ever let them get to your Ringwraith if they are not *Transfixed*, chances are they will kill him. It's as simple as that.

Beware Good cavalry. When you face it, make sure you pour all your bow fire onto it. Killing the horses is almost as good as killing the riders, since it will separate the cavalry charges, and reduce their effect significantly. If you see a mighty Hero on a horse, move Heaven and Earth to shoot the horse out from under him. Not only will this slow him down, but it will help prevent the catastrophes I have witnessed as a mounted Boromir plunges into my ranks of Orcs.

It's only a Game:

Whatever happens, whether you win or lose, remember that Orcs are expendable. The minions of the Dark Lord are beyond counting, his hosts without number. If your entire army is crushed and killed, don't worry. The lives of Elves and Men are far more precious, so take solace in that thought, and take pleasure from the fact that every Good warrior you cut down in the name of The Lord of The Rings is a job well done. Lets face it; there are plenty more Orcs where they come from, the Good players cannot make the same boast!



The Morannon Orcs assault the Men of Minas Tirith.

Sample Army Lists

Ringwraith on Fell Beast:	180
Nashrog, (Orc Captain):	40
(with shield)	5
Lungak, (Orc Captain):	40
(with shield)	5
Mordor Troll:	90
11 Mordor Orcs (shields):	126
11 Mordor Orcs (spears):	126
Total:	500

This small but deadly force is capable of taking on and fighting any enemy formation. With the Ringwraith, Orc Captains and Mordor Troll, any enemy Heroes will be hard pressed to stand against you, and the solid group of Orcs will provide you with a dependable backbone in combat. Its key weakness is its size, which against Elves, with their superior warriors, would likely be its downfall.

Ringwraith on horse:	130
Shagrat:	55
Mordor Troll:	90
5 Mordor Uruk-hai (2-handed weapons)	50
9 Mordor Orcs (bows)	54
10 Mordor Orcs (spears)	60
10 Mordor Orcs (shields)	60
Total:	499

This force is considerably larger in models. By choosing Shagrat, the army has a Hero capable of besting all but the mightiest good Hero, and with the horse-mounted Ringwraith in support, you can probably put paid to that danger too! The Mordor Troll and 5 Uruk-hai can act as deadly shock troops, capable of crushing through the enemy with their high Strength and Fight values. An army like this has no real weaknesses, and is reasonably well balanced. Elves will find themselves outnumbered, and Men will find themselves in danger from the Uruks and Troll.

Dwarves? Well they are just slow aren't they!

- 1 Easterling halberds give the wielder the same advantages as having an Elven blade.
- 2 An interesting point of note is the increased Move of Orcs in *The Return of The King*. Before they were only move: 5". Now, however, they have move 6", keeping them on par with other 'man' sized models, and removing one of the worst stumbling blocks Evil players face when choosing Orcs.

RIDE OF THE RINGWRAITHS

The final part in a series of scenarios involving the nine Ringwraiths. This month the Nâzgûl attempt to stop Frodo reaching Rivendell. Written by Mat Ward.

Part Five – The Ford of Bruinen

Description

Frodo has been wounded, stricken by the bite of a Morgul blade. Aragorn hurries the Hobbits towards Rivendell ever-conscious that Frodo's time is short. The Nazgûl, scattered and dismayed by their battles upon Amon Sûl, are once more upon the trail of the One Ring. Thwarted by Aragorn's cautious route and skill, the Ringwraiths can only continue searching. As Frodo's fever deepens, his companions have their first good luck in many days. Elrond has not been idle and has sent out as many of his household as he can to find the wayward Halflings, and it is such a one, the mighty lord Glorfindel, who finds the weary travellers. Scant hours later, the Nazgûl sight their prey once more and launch a final desperate gambit. Alerted to their presence, Glorfindel instructs Asfaloth to carry Frodo through to Rivendell. Can the exhausted travellers keep Frodo safe from the clutches of the Ringwraiths and make it safely through?

Participants

The Good side consists of Aragorn, Frodo, Sam, Merry, Pippin, and Glorfindel. Frodo is riding Asfaloth (see below), all other models are on foot.

The Evil side consists all nine Ringwraiths. The Witch-king of Angmar does not carry a Morgul blade in this scenario.

Points Match

If you want to play this game with other forces, choose up to 500 points of Heroes for the Good side and 700 points of Heroes for the Evil side.

Layout

The scenario is played on a board 48"/112cm by 72"/180cm. The board is covered with trees and rocks as befits the wilderland near Rivendell (see map). The Bruinen river cuts through the board 18"/42cm in from one short table edge. The river is 4"/10cm wide and initially counts as difficult terrain, although there is a ford halfway along which counts as clear terrain.

Starting Positions

The Good player deploys Frodo anywhere up to 18"/42cm in from the Trollshaws table edge (see map). The Evil player then deploys at least 5 Ringwraiths anywhere within 8"/20cm of the Trollshaws board edge. Any remaining Ringwraiths may be kept in reserve (see below). The rest of the Good models are deployed in base contact with the Trollshaws board edge.

Objectives

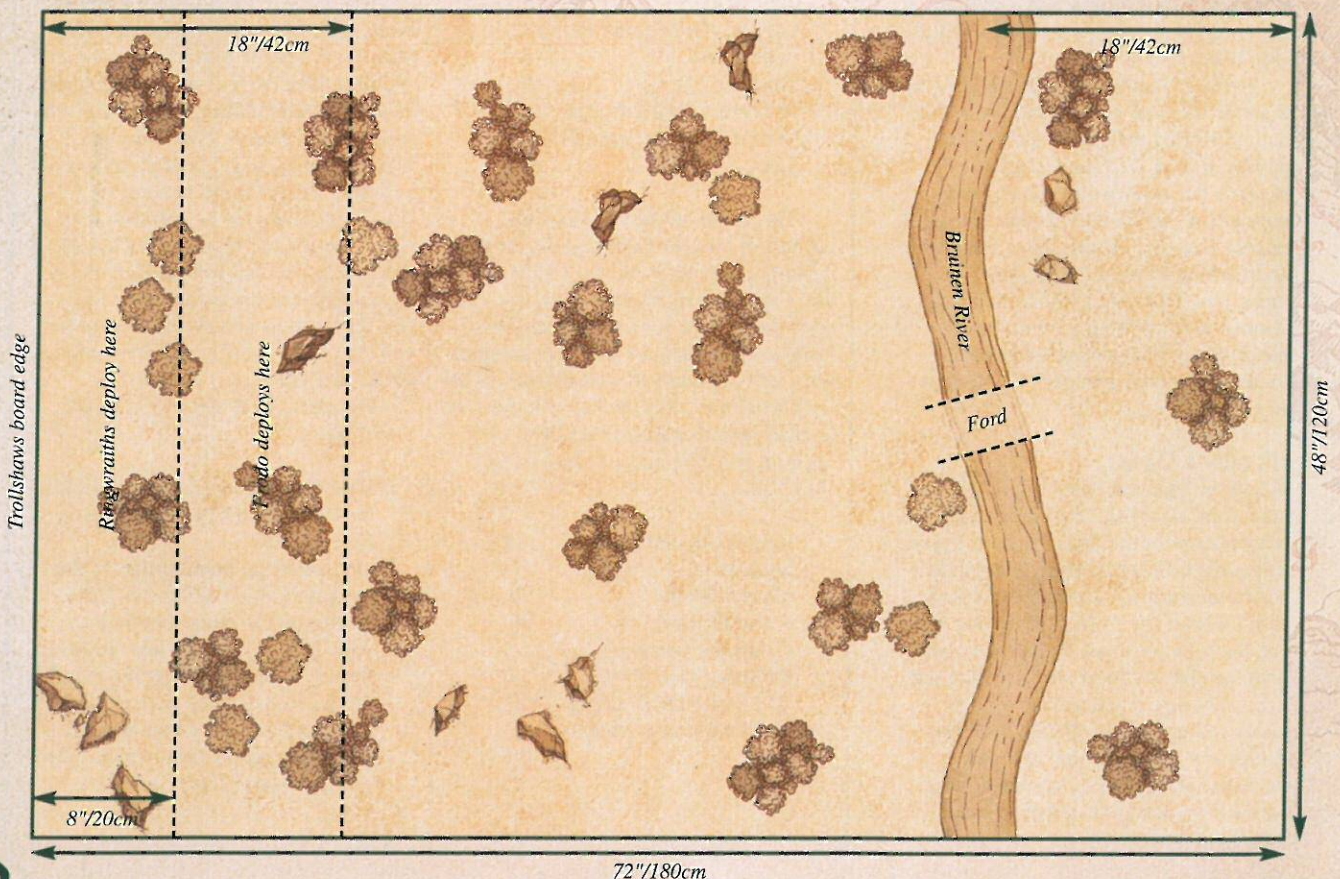
The Good side wins if all the Ringwraiths are driven off or slain.

The Evil force wins if Frodo dies.

If both sides meet their victory conditions in the same turn, the game is a draw.

Special Rules

Weakened by the Chase. Apart from Glorfindel, all of the participants have been on the road for days and are utterly exhausted. Aragorn, Sam and Frodo have no



Might for this scenario (although Aragorn may still use his free point of Might per turn, as normal). In addition, Frodo has no Fate remaining and begins the game under the effect of a Morgul blade (and so will lose a Wound at the start of each turn on the roll of a 1).

The Ringwraiths are also nearly spent, having recovered only slightly from their near defeats on Weathertop. Each Ringwraith starts this scenario with only 4 points of Will, while the Witch-king starts with 7 points of Will.

Asfaloth. Asfaloth is an Elven steed, swift and powerful. He has the same statistics as a normal horse. As he is under Glorfindel's instructions, Asfaloth can carry Frodo, even though Frodo is not normally permitted to ride a horse. To represent the fact that Asfaloth will not allow Frodo to misguidedly ride towards the Nazgûl, Frodo may always resist a spell as if he has a single point of Will (this can be used with his Resistant to Magic rule).

Ringwraiths. Several Ringwraiths have split off from the main group in an attempt to outflank their fleeing quarry. From the second turn onwards the Evil player may roll a D6 at the end of each of his Movement phases. On the roll of a 1, one of the Ringwraiths that was not deployed at the beginning of the game has met with an accident and is removed as a casualty. On a roll of a 2-3, no Ringwraiths turn up this turn. On the roll of a 4-5, one Ringwraith model may move on from a table edge of the Evil player's choice. On the roll of a 6, two Ringwraith models may move on from a table edge of the Evil player's choice. You may not bring on Ringwraiths that have been slain previously in the scenario.

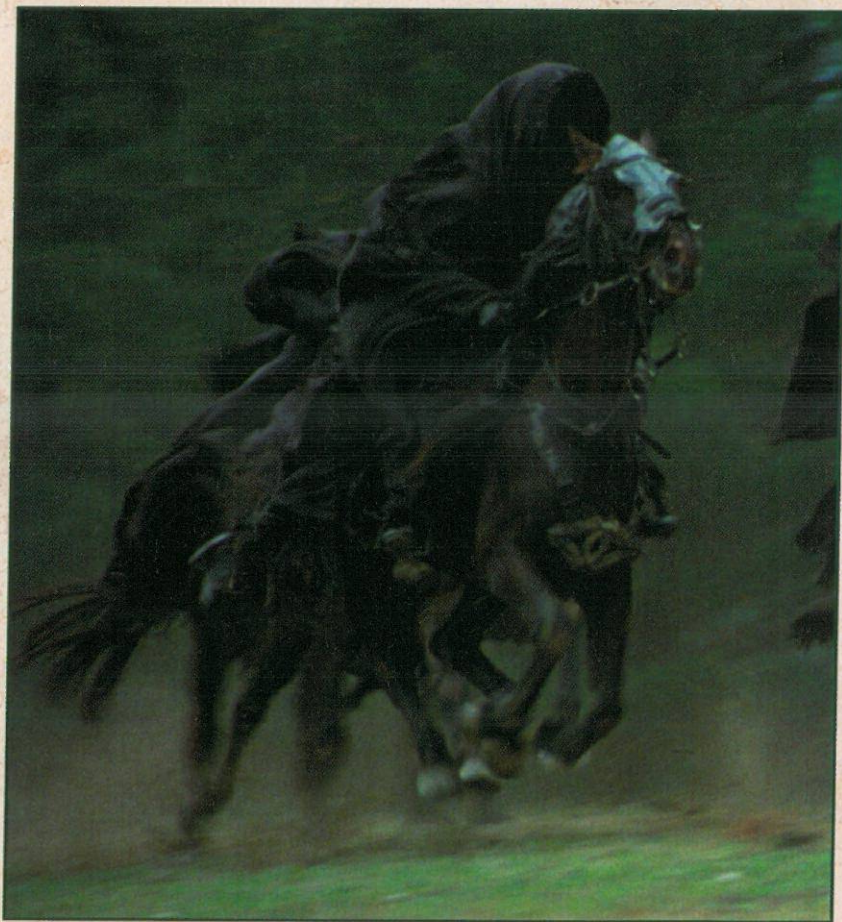
The Ford of Bruinen. The waters of the Bruinen can rise up at Elrond's command in a torrent of floodwater, although it does take some time to prepare. Once Asfaloth steps foot in the ford, the Good player may roll a D6 at the start of the following turn. On the roll of a 4+, Elrond is ready and the waters can be unleashed in a subsequent Move phase of the Good player's choice.

When the waters are unleashed, a boiling and writhing torrent sweeps down the river sweeping away anyone caught in its path – remove any models in the river or on the ford as casualties (Good or Evil). For the rest of the game, the entire river counts as impassable terrain and the ford counts as difficult terrain.

The Ride of the Ringwraiths. This scenario can be played as a stand-alone or as part of the 'Ride of the Ringwraiths' campaign. If playing as part of a campaign, the Ringwraiths do not begin this scenario with their full complement of Will. Instead, each Ringwraith carries over the amount of Will he had at the end of the previous scenario (Amon Sûl/Weathertop). If a Ringwraith died during the previous scenario, it is not available in this scenario.



The Nine approach Bruinen Ford.



The Ringwraiths pursue the Hobbits.

RETURN OF THE FANTASY FELLOWSHIP

Paul Crowcroft expands the rules for creating your own unique, Fellowship of The Ring by including scenarios from The Return of The King.

Creating your own Fellowship and using them in a campaign

Welcome to the second part of the Fantasy Fellowship articles. Since the first article was published in White Dwarf, several important events have occurred for The Lord of The Rings Battle Game. Firstly, the release of Shadow & Flame – giving you several more characters to join the quest (as well as new scenarios to try to get them killed!), the Ringwraiths have returned, bigger and badder than ever before and of course, The Return of The King has been released!

Hopefully some of you have already tried to get your Fellowships through the first part, and still have some characters left. Unfortunately, the quest isn't over yet...

There have been a few questions about selecting the Fellowship, which I would like to clarify by amending the process as follows;

STEP 1: Select The Ringbearer

The single most important member of the Fellowship is the Ringbearer. Without him there is no quest and indeed no story. With this in mind you need to select a Ringbearer from the following list:

Frodo Baggins; Bilbo Baggins; Isildur

STEP 2: The Ringbearer's Companion

After the Ringbearer, the second most important member of the Fellowship is the Ringbearer's companion. This is the character that keeps the Ringbearer on the right track throughout, guiding them to the end and helping them all the way. Your choice of companion is determined by your choice of Ringbearer. The companion is predefined and like the Ringbearer should be regarded as a set member of the Fellowship. From a rules point of view, this is to stop characters such as Treebeard accompanying Frodo, or Pippin going to Mount Doom alongside Isildur, just to save on points;

If your Ringbearer is Frodo, the companion will be Sam Gamgee.

If your Ringbearer is Bilbo, the companion will be Gandalf the Grey. As Gandalf is responsible for Bilbo finding the Ring in the Misty Mountains, he will make sure the Old Hobbit is kept safe from harm.

If your Ringbearer is Isildur, the companion will be Elrond. This campaign assumes that Isildur changes his mind at some time after surviving the Gladden Fields. Elrond is determined that he will not allow Isildur to make the same mistake twice.

STEP 3: The Remaining Members

It is only by the efforts of the entire Fellowship that the quest is victorious. Without them the Dark Lord's minions would surely have recaptured the Ring. Therefore the next stage is to select the remaining members of the Fellowship.

Any Good Hero may be chosen as a member of the Fellowship, including Captains of Men, Elves and Dwarves. If Gandalf is chosen, he will be Gandalf the Grey and NOT the White. As a challenge you may also take Saruman and Gríma Wormtongue (assume that Saruman does not have the Palantir and that any references to Good and Evil in their descriptions are switched.) Any characters not named should be given an appropriate name and background.

No more than 700 points may be spent on the fellowship, including the Ringbearer and companion. The Fellowship must contain exactly 9 models. Because taking the original Fellowship is a challenge, you may use them carrying the same equipment they have in the first book except elven cloaks. Although this means that you have more than 700 points, the fact that your Fellowship is preset provides its own challenge.

Once a member of the Fellowship is killed, they are removed from the roster permanently. If a non-Fellowship character is slain, they will not be available for any further scenarios, for example if Faramir is slain in the Osgiliath scenario, he will not be able to fight in any other

scenarios. Extra equipment may be chosen for your heroes, but it must be shown on the model.

If the Ringbearer is slain, the quest is over.

Notes On Fellowship Selection

An important thing to remember when selecting your Fellowship is that the heroes assigned certain positions will then be stuck in these roles throughout the campaign. For example, if Aragorn replaces Merry, he will be available to fight alongside Frodo in the first scenario, but he will not be available to fight in the Army of the Dead scenario. Another thing to remember is that while it is very tempting to select all of the most powerful characters in the game, this will leave you with very few points to spend on your cheapest members.

Campaign Bonuses

Although you can select extra wargear for your Fellowship, one of the most rewarding parts of playing in any campaign is to see your forces change and grow. This is especially true of this campaign where you gain bonuses as the characters in the book and films. For example, Aragorn receives Anduril and heavy armour in The Return of The King, but if you buy them for him at the beginning of the quest, they come out of your initial 700 points!



The Fellowship of The Ring



A fantasy Fellowship fight of a horde of Uruk-hai

FANTASY FELLOWSHIP ROSTER SHEET

No hero can be taken more than once

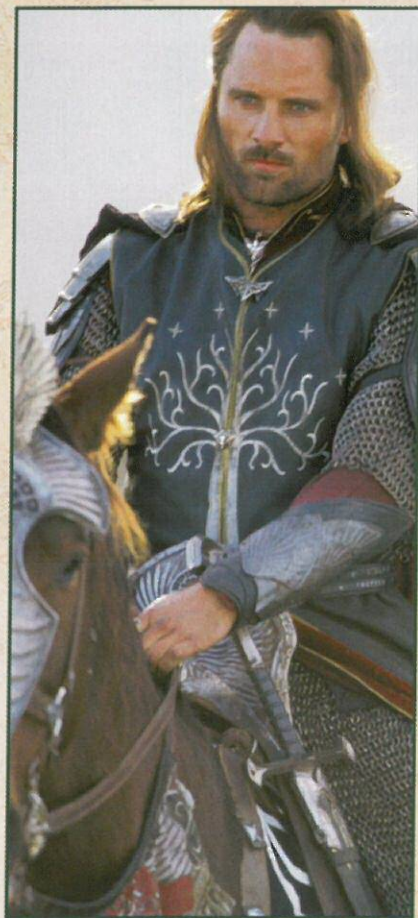
No.	Original Member	Replacement	Stat Line	Equipment
1	Frodo Baggins			
2	Sam Gamgee			
3	Merry			
4	Pippin			
5	Gandalf the Grey			
6	Aragorn			
7	Boromir*			
8	Gimli			
9	Legolas			

The replacement member of the Fellowship will fight in all scenarios where the original fought. Eg. Faramir replaces Aragorn. Faramir will fight in all scenarios where Hero no.8 is listed. In return, Aragorn will fight where Faramir is listed as a participant.

**Boromir should only be included if you are playing through the first part of the article as well. If you are only playing The Return of The King campaign, ignore all references to Hero 8 in the campaign tree. You should also amend the number of heroes to 8 and the points value for your Fellowship to 600.*

CAMPAIGN TREE

Numbers correspond to members of the Fellowship



Aragorn the King

Campaign Tree Key:

- (i) The 'Not here, not so close to the Eye!' rule applies to the Ringbearer. The companion is subject to the rules for Sam, providing the Fellowship entered Lothlorien.
- (ii) As an optional rule, you could try playing the 'Pride of Gondor' scenario. If you do, the 'Captain Faramir is wounded' rule does not apply.
- (iii) The option of taking armour for Hero 4 only applies if they would normally be allowed armour in their wargear list.
- (iv) Hero 3 will start mounted if he has the option in his wargear list. If not, he will start as a passenger on Éowyn's horse.
- (v) Only Aragorn will bear Anduril. If Aragorn is not present in the force, his replacement will NOT receive the Flame of the West.
- (vi) The Ringbearer is assumed to have had his armour taken from him. If the Ringbearer is Isildur, reduce his Defence by 2. The 'Samwise the Brave' rule applies to the companion as with (i).
- (a) The Ringbearer and companion have little time to recover between scenarios. As a result, the only things that they can recover between games are wounds. Any points of Fate, Will or Might are lost for the rest of the campaign.
- (b) These scenarios are all linked into the Battle of the Pelennor Fields. As a result, there is no time for any of the heroes involved to replenish any wounds, Fate, Might or Will lost between games.
- (c) If Théoden is victorious against the Blackwraith in this scenario, he will be present for the Black Gate Opens. If this occurs, he will be subject to rule (b).

TACTICS:

Don't be afraid to run away. Many of the scenarios in *The Lord of The Rings* involve the Fellowship running for their lives.

Whereas in a one-off game you can afford to lose one or two characters and still triumph, during a campaign the same two casualties can spell disaster on your quest. This adds to the sense of impending doom, which stalks the heroes throughout. After all, losing Aragorn in the *Army of the Dead* scenario could make the *Battle of the Pelennor Fields* very interesting.

Don't go overboard on wargear. While tooling up your characters initially may seem to give you the edge in early games, you will quickly find yourself at a disadvantage as opposed to an under-equipped Fellowship. This is because the points limit for the Fellowship is based upon the nine members carrying no extra wargear.

Protect the Ringbearer and companion. These two characters are the most important of all as they determine whether your quest triumphs or fails. After all if the companion dies early on, you will find it very difficult getting the Ringbearer (even Isildur) all the way to Mordor.

Play in Character. Don't try to do anything that the Fellowship wouldn't do. After all, the Fellowship didn't stand around fighting the Balrog in Moria, and neither should you.

Linking the campaigns together. If you are able to get your whole Fellowship to the Black Gate in one piece, congratulations! If, however, like most mere mortals, you do lose your heroes earlier on, do not despair. After all, overcoming impossible odds and saving the fate of Middle-earth is what the game is all about.



A new Fellowship

No.	Original Member	Replacement	Stat Line	Equipment
1	Frodo Baggins	Frodo Baggins	F:3 S:2 D:3 A:1 W:2 C:6 M:3 W:3 F:3	
2	Sam Gamgee	Sam Gamgee	F:3 S:2 D:3 A:1 W:2 C:5 M:1 W:1 F:2	
3	Merry	Merry	F:3 S:2 D:3 A:1 W:1 C:4 M:0 W:0 F:1	
4	Pippin	Pippin	F:3 S:2 D:3 A:1 W:1 C:4 M:0 W:0 F:1	
5	Gandalf the Grey	Saruman the White	F:5 S:4 D:5 A:1 W:3 C:7 M:3 W:6 F:3	
6	Aragorn	Gandalf the Grey	F:5 S:4 D:5 A:1 W:3 C:7 M:3 W:6 F:3	
7	Boromir	Boromir	F:6 S:4 D:6 A:3 W:3 C:6 M:6 W:1 F:0	
8	Gimli	Haldir	F:6:3+ S:4 D:4 W:2 C:5 M:3 W:1 F:1	Elven bow, Armour
9	Legolas	Legolas	F:6:3+ S:4 D:4 W:2 C:5 M:3 W:2 F:2	

Total Points spent: 660.

The Fellowship above was chosen with the idea of what would have happened if Saruman had never found the Palantir, and instead Radagast the Brown have taken up residence in Orthanc. Therefore Gandalf would not have sent Aragorn to meet Frodo in Bree and would have gone himself. Saruman, having not been corrupted by Sauron would have met up with them in Rivendell. It also assumes that Haldir of Lothlorien chose to go to Mordor whereas Gimli chose to return to the Dwarves instead.



The Fellowship prepare to fight at the Battle of Pelennor Fields

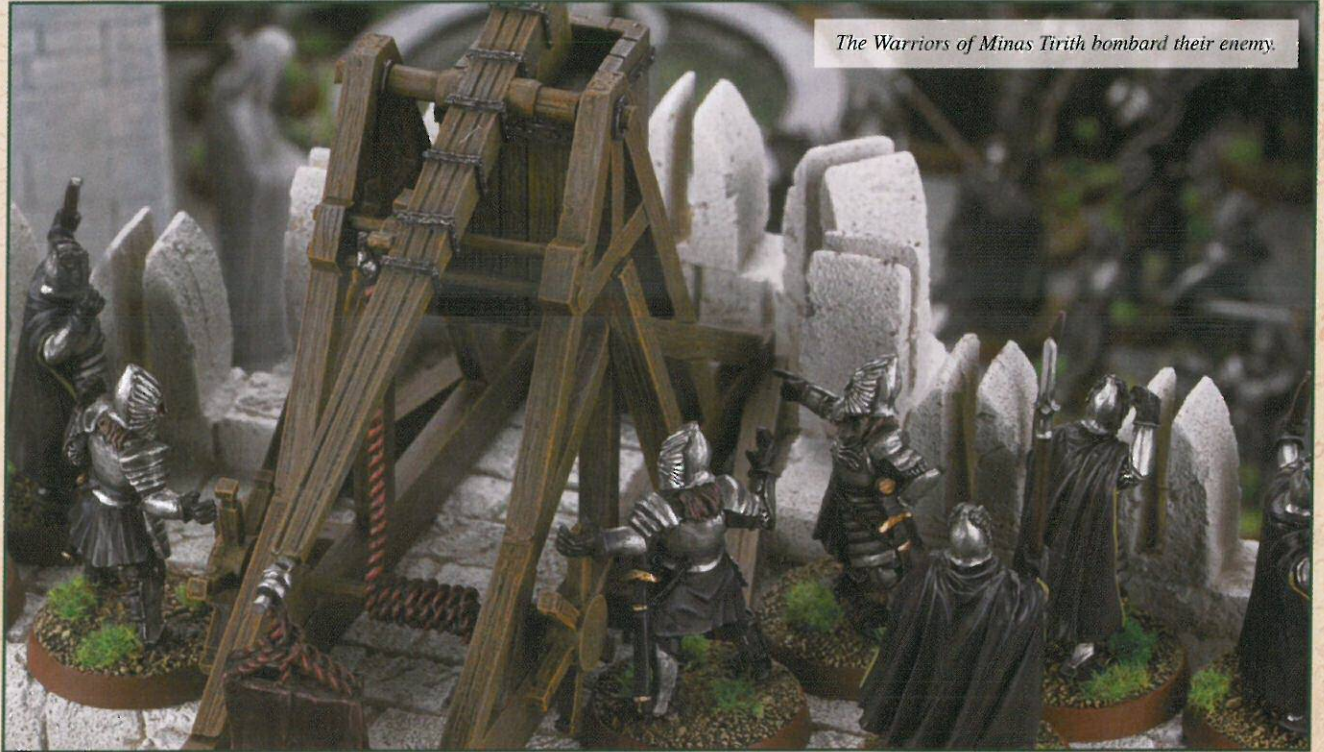
"The board is set, the pieces are moving. We come to it at last; the great battle of our time."

– Gandalf the White,
The Return of The King.

THE SIEGE BEGINS

Siege of Gondor preview

The Warriors of Minas Tirith bombard their enemy.



Next issue sees the release of the second expansion for our The Lord of The Rings game. Picking up the storyline of The Lord of The Rings before Boromir has even left for Rivendell, *Siege of Gondor* takes players deeper into the most important siege of the Third Age, revisiting old characters and introducing some new ones. Both of Denethor's sons, Boromir and Faramir, return to the stage to conduct the defence of Gondor, whilst the vicious genius of Gothmog, Lieutenant of Morgul, drives the armies of Mordor onto the fortifications of the defenders.

As with *Shadow & Flame*, *Siege of Gondor* adds greater depth and detail to the world of Middle-earth, with eight new scenarios (bound together into two mini-campaigns) recreating the events of the book and the films. A new slew of forces gives players all the information they need to field a new array of elite warriors from the armies of both Mordor and Gondor! As the fighting for Gondor intensifies, the noble Citadel Guard can now be pitted against the brutal Morannon Orcs, and the stealthy Orc Trackers.

Also included within the book are new rules to govern the sieges that are the heart

and soul of this supplement. The siege rules from the *The Two Towers* edition of the game are refreshed and updated to give players the most absorbing and complete siege games yet! Joining the existing rules are rules for *Siege Towers*, revised rules for *Uruk-hai* assault troops and, no less important, and perhaps the most exciting part of *Siege of Gondor*, we introduce a new troop type – *Siege Engines*! With two of these engines for the forces of both Good and Evil, and new rules to govern them (not to mention a range of customisable options to further increase the choice available to players), *Siege of Gondor* brings a host of new options to the game and will give everyone something new to add to their forces.

The success of *Shadow & Flame* (and *The Lord of The Rings Strategy Battle*

Game itself) has been thrilling for us. This new supplement will, we hope, be even more popular with those of you who have enjoyed the game, whether you've been playing since the release of *The Fellowship of The Ring* or are a newcomer who has been drawn in by *The Return of The King*.

The battle-lines are in place, the players are prepared, and the defences have been made ready. The final fate of Gondor is yours to decide. Ready your forces...

Check out our website for more details:
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Sauron's minions possess fearsome siege weapons of their own.



Sauron's minions are merciless in their advance towards Osgilath.

20th June 3018 – As his opening gambit in what will be the final War of the Ring, Sauron directs his forces to assault the sections of Osgiliath still held by Gondor's warriors. Striking swiftly and suddenly, Gothmog, the Lieutenant of Minas Morgul, presses the Men of Gondor and almost drives them from the city. Just as all seems lost, Boromir marshals the defenders and casts the forces of Mordor out of the ruined city for a short time.

7th March 3019 – Denethor perceives that Sauron is about to unleash his final assault on Gondor. He orders the lighting of the beacons that will summon the troops of Gondor's fiefdoms to Minas Tirith to join in the defence. Errand riders are sent to Rohan.

9th March 3019 – An army of Orcs flows out of Ithilien and brings the key crossing point of Cair Andros under siege. Though outnumbered many times by their attackers, under the leadership of Faramir the defenders manage to hold the walls and drive Sauron's forces into the Anduin. For a short time, the crossings of the Great River are held safe against the Dark Lord, but even as the garrison of Cair Andros make desperate repairs to their defences, Denethor calls Faramir away to Osgiliath in anticipation of Sauron's next assault.

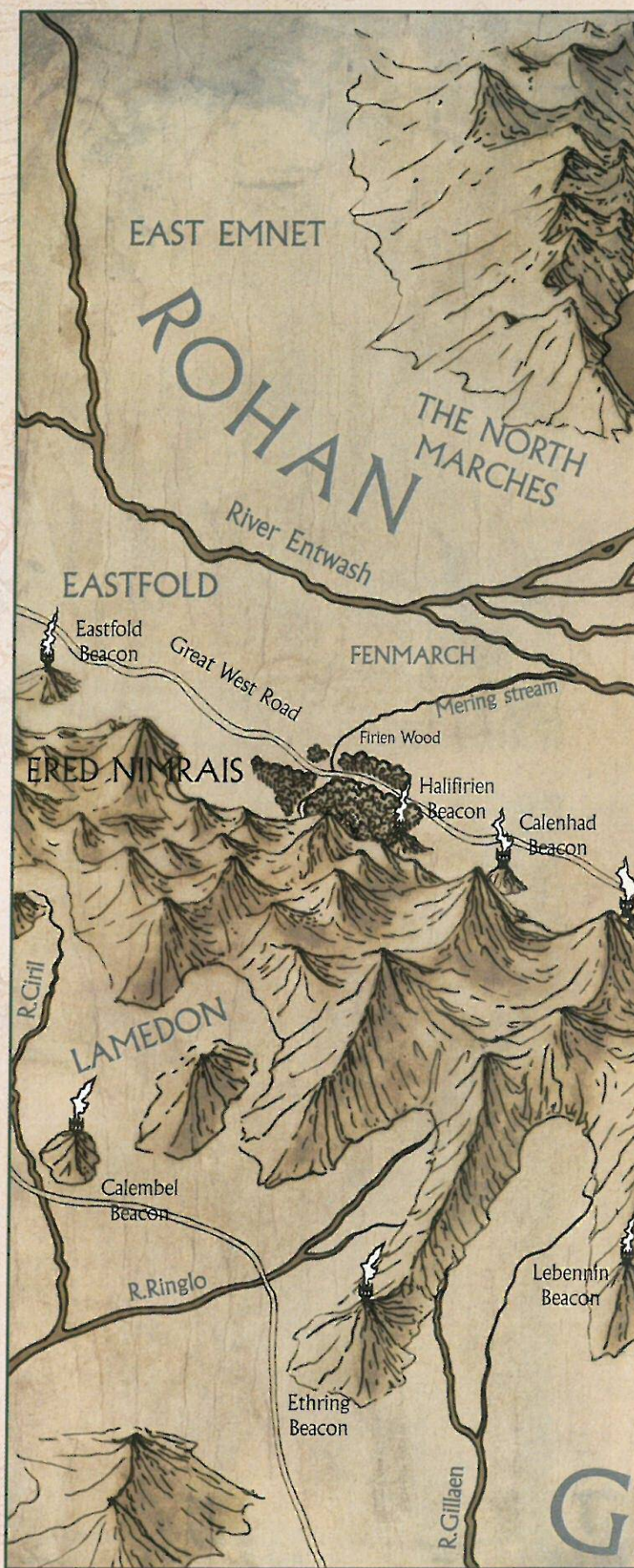
10th March 3019 – The Witch-king sends Gothmog to lead the army of Morannon in another assault upon Cair Andros. Though the under-strength defenders fight valiantly, Gothmog's ruthless leadership proves to be their undoing. After a short and savage battle, the Morannon host sweeps the defences of the river-isle aside and spills into Anórien while Gothmog journeys south to link up with the host of Morgul Vale.

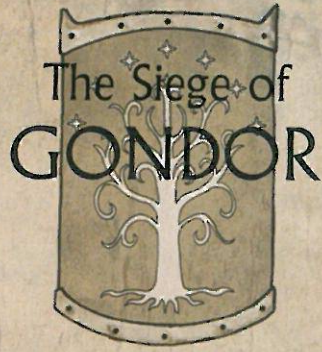
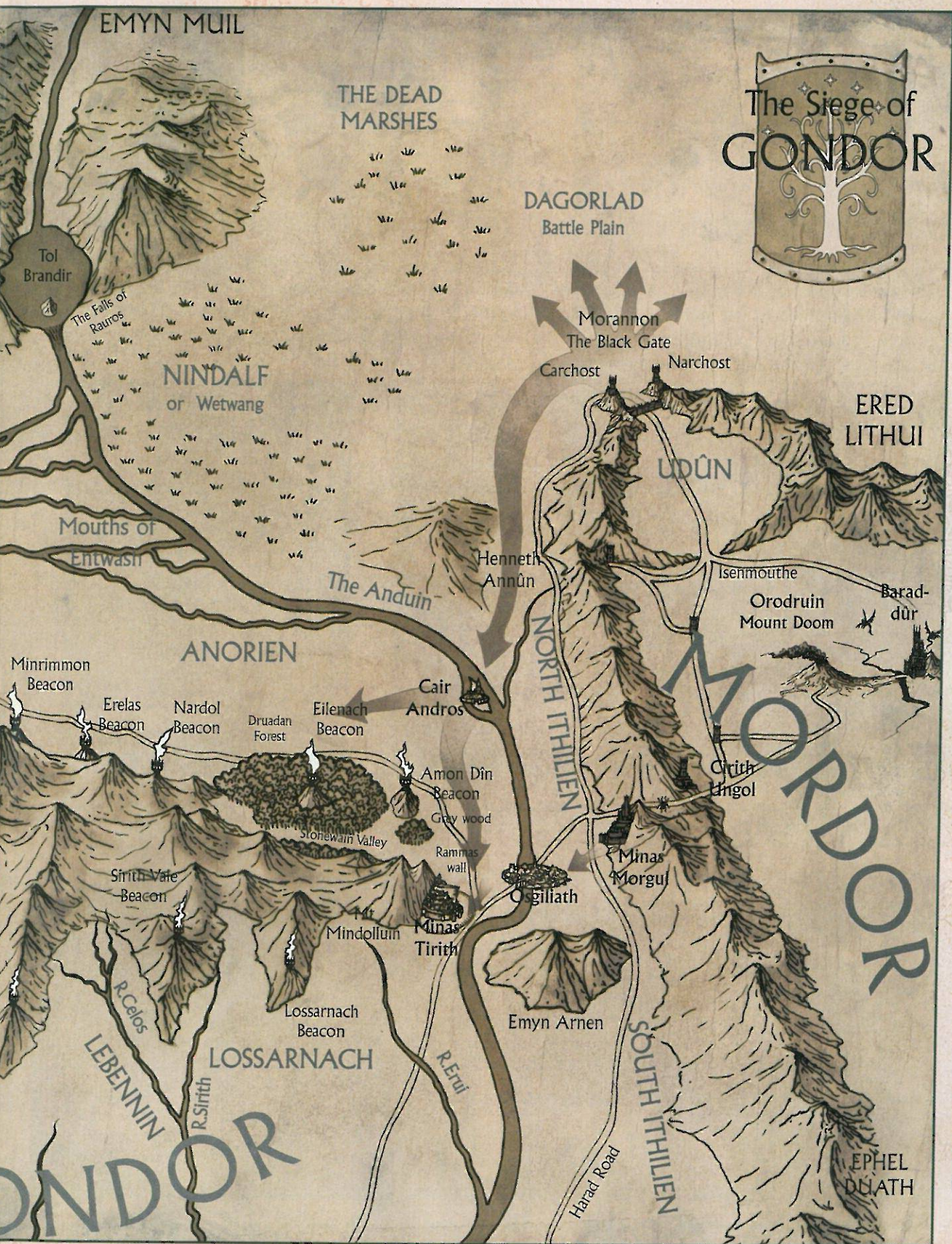
12th March 3019 – The stalemate at Osgiliath is broken with the coming of the Morgul host. The Witch-king's armies flow into the ruined streets, driving back the defenders. Losses on both sides are heavy but Faramir's forces are overwhelmed, only the valour of their captain prevents the retreat from turning into a rout. Unaware that the forces of Mordor are already loose in Anórien, Faramir falls back to the forts on the Rammas, hoping to stall the Witch-king's onslaught there.

13th March 3019 – Faramir's defence of the Rammas is short-lived as he is assailed from both sides. While the Morgul host casts itself upon the walls of the Rammas, the Morannon host penetrates the ring wall further to the west. Caught between fire and flood, Faramir has no option but to fall back, but his forces are scattered and tired – easy prey for the Dark Lord's armies. Only a desperate sortie from Minas Tirith, headed by Gandalf and the Knights of Dol Amroth, is able to rescue Faramir's forces from the Orcs – though the Captain himself is struck down by a fell dart and falls into a fevered state.

14th March 3019 – The siege of Minas Tirith begins as the Morgul and Morannon hosts combine. The Pelennor Field is busy with Orcs and Trolls, all working towards the destruction of Gondor's capital. Faramir's fever worsens. Great engines of war are constructed as the forces of Mordor entrench themselves beneath the walls of the White City. At the dead of night, the final assault begins and, at the Witch-king's command, the horde surges towards the walls.

15th March 3019 – As the new day begins, the gate of Minas Tirith is cast down and the first circle of the city becomes a battleground as Easterlings, Orcs and Trolls set upon the defenders with unrelenting fury. At the heart of the fight, Gandalf challenges the Witch-king, but as White Rider confronts Black, the horns of the Rohirrim sound in the distance and the Black Captain departs to meet this new threat. The Pelennor becomes a battlefield as Gondor's allies arrive but, taken by madness, Denethor resolves to burn both himself and Faramir alive, thwarted only at the last by Gandalf, Pippin, and Beregon.





The Siege of GONDOR

THE LORD OF THE RINGS STRATEGY BATTLE GAME

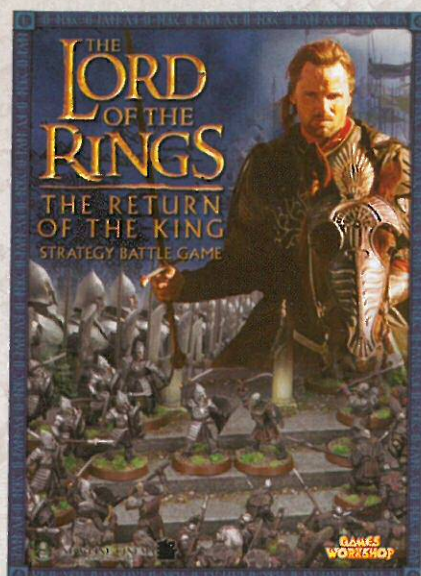
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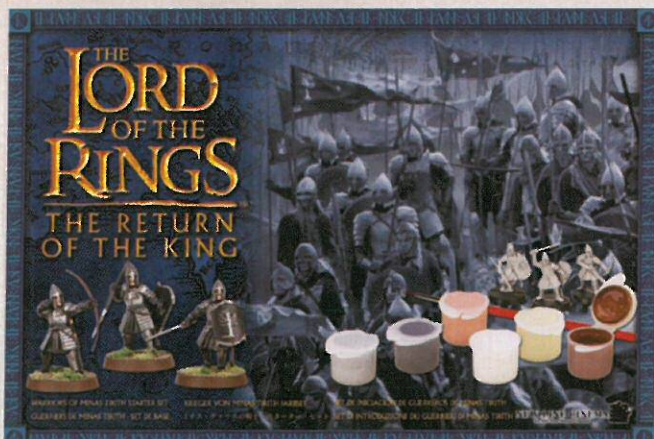
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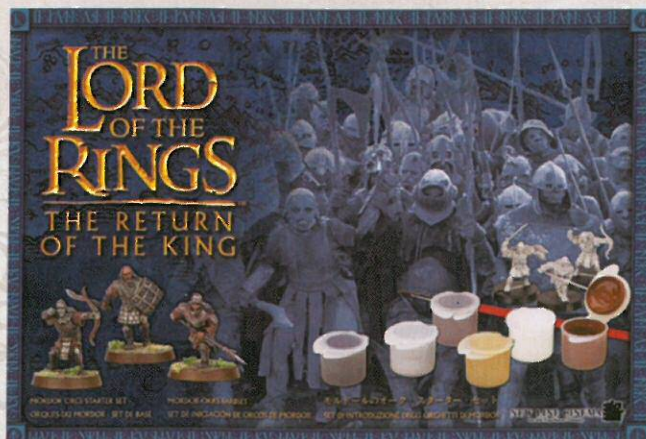
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*Inspired by a vision of the Lady,
Baron Theudulf joins a band of
Knights on their quest for the grail.*

