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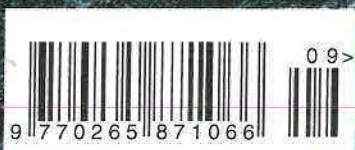
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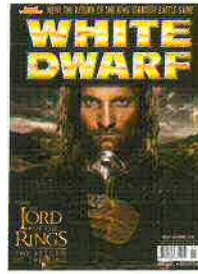
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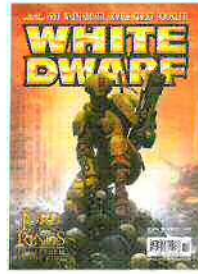
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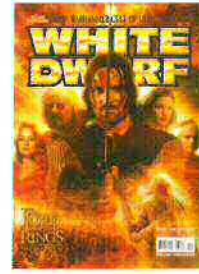
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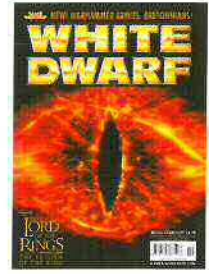
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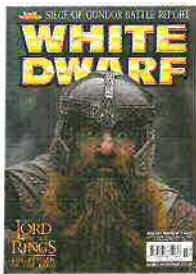
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 - Index Astartes: Crimson Fists



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 - Mike Walker: Dice rolling!
 - Heroes & Villains: O'Shovah
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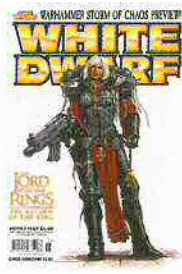
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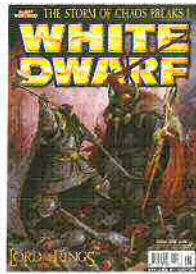
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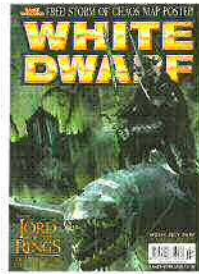
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- WD295:**
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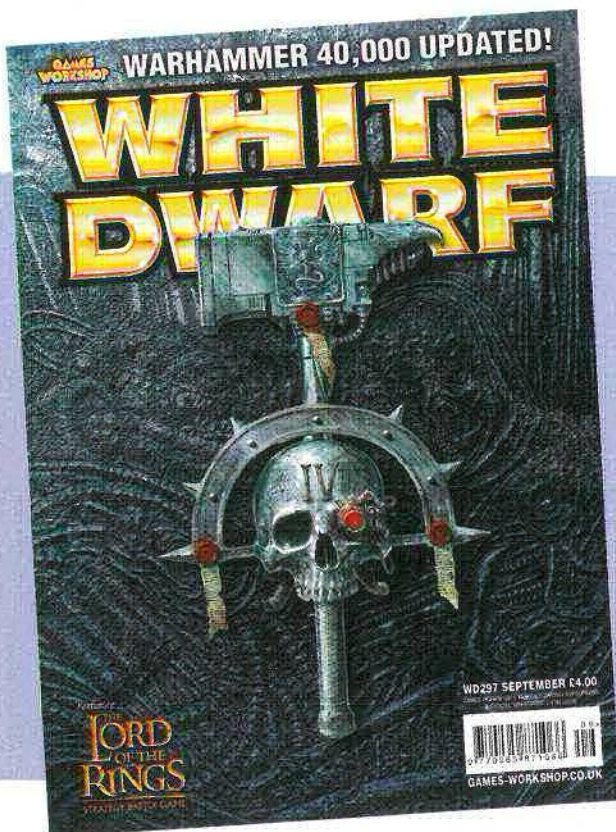
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WD297

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Editor: Paul Sawyer
Managing Editor: Guy Haley
Senior Designer: Paul Rudge
Content Editor: Greg MacGregor
Layout Designers: Christian Byrne and Nick Kyme

CONTRIBUTORS

Gavin Thorpe, Alessio Cavatore, Anthony Reynolds, Graham McNeill, Andy Hoare, Pete Haines, Mathew Ward, Phil Kelly, Matt Keefe, Jervis Johnson, Steve Cumiskey, Tammy Haye, Adrian Wood, Andrew Stewart, Matthew Hutson, Sean Turtle and Michelle Barson.

ARTWORK

John Blanche, Alex Boyd, Paul Jeacock, David Gallagher, Nuala Kennedy, Paul Dainton, Neil Hodgson, Karl Kopinski and Stefan Kopinski.

CITADEL DESIGN TEAM

Jes Goodwin, Brian Nelson, Juan Diaz, Aly Morrison, Alan Perry, Michael Perry, Trish Morrison, Mark Harrison, Alex Hedström, Colin Grayson, Dave Thomas, Dave Andrews, Tim Adcock, Gary Morley, Steve Saleh and Martin Footitt.

'EAVY METAL TEAM

Keith Robertson, Neil Green, Mark Jones, Kirsten Williams, Neil Langdown, Darren Latham, Seb Perbet, Kevin Asprey and Pete Foley.

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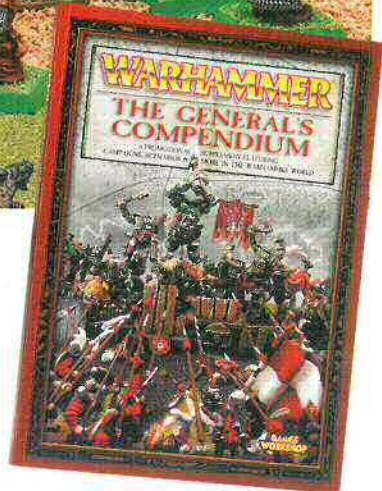
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Karl and Stefan Kopinski

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With the eagerly anticipated updated Warhammer 40,000 being unleashed upon the hobby community it would be easy for us on White Dwarf to get carried away with all manner of articles about bitter combat in the 41st millennium. In our excitement, we might just forget about Warhammer and duly consign it to the wings for a few months. Far from it.

Still magic

We have some great Warhammer material lined up for the next few issues of White Dwarf.

- Bugman's Lament, a campaign I've mentioned in previous issues. Written by our own Nick Kyme it chronicles the events that lead up to the fall of the famous Bugman's Brewery. Packed full of new scenarios and handy modelling advice, we'll be running this over several issues.
- Next issue we'll be having a good look at the Lizardmen. New scenarios and a host of modelling advice for those of a scaly inclination.
- A Bretonnian-themed campaign. This is a cracking article – full of modelling and gaming advice.

- The return of A Tale of Four Gamers! The original series is one of the most fondly remembered White Dwarf articles we've ever run so its about time we resurrected it.

And these are just some of the highlights of the next few issues, and there's even more to come! Rest assured, it won't all be bolters and chainswords.

The General's Compendium

Written by Jeremy Vetock and Eric Sarlin out in the former British colony of America, this book is an absolute must-have for anyone at all serious about Warhammer.

I'm not exaggerating when I say the General's Compendium is absolutely crammed with rules, scenarios, modelling advice and painting tips. There's also a great campaign system set in the Border Princes, replete with card counter sheet and huge campaign map. The book also builds upon some of the more esoteric elements of the

Warhammer system such as Skirmish, Siege and naval combat.

Next issue we'll highlight more about the General's Compendium.

Raise your tankards!

White Dwarf will soon celebrate its 300th issue. This is a remarkable milestone for any monthly magazine and we'll be making sure the event passes with due ceremony. Watch this space for more details...

Until next month,

Paul 'Fat Bloke' Sawyer

Editor





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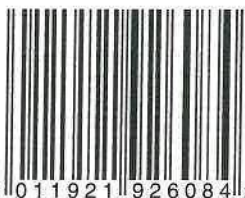
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THE WHOLE WORLD REVEALED

The full vastness of the Warhammer world has finally been revealed in the form of a gigantic map! Featuring all the well-known parts of the world it shows the sprawling territories of the Old World, Ulthuan and Lustria in greater detail than ever before. Even more interesting is that the map details a host of new and unexplored areas of the Warhammer world such as the mysterious Kingdoms of Ind, far Cathay, the Southlands and numerous uncharted islands. Some of the places revealed are the dreaded Warpstone Desert and Great Bastion. Never before seen, these new realms complete the picture of the Warhammer world.

This awesome topographical monster is displayed in the Warhammer World Museum. A cartographer's dream, it measures 210cm x 130cm and will dominate a new series of background boards.

Be sure to visit the museum, located above the store at Warhammer World, to view this great spectacle. Ask in the store or ring 0115 916 8410 for details.



THE WHITE DWARF TEAM



Paul Sawyer

Paul: Rafts.

Goblins.

Rafts and Goblins.

I'm still living in the shadow of moving house recently but what little spare time I have is being devoted to building Kap'n Scabend's River Ratz – a waterborne Goblin raiding force for one of the scenarios in Nick Kyme's Bugman's Lament campaign which you'll see the start of very soon. The campaign chronicles the events leading up to the fall of Bugman's Brewery and will run over several issues of White Dwarf.

The scenario involving the rafts we're fighting as a Battle Report in White Dwarf 300. We'll keep the details secret for now, but suffice it to say boat-mad Captain Chris 'Arr Jim Lad' Bone is involved.

And for the record, yes – I'm heartily sick of sawing metal barrels in half (they're the floats for the rafts, see...).



Guy Haley

Guy: What have I done to myself? Never, ever volunteer for anything. That would be a good motto if I could ever remember it.

Earlier this month, the clamour of enthusiasm ringing in my brain drowned out any such reasonable words, and I crazily volunteered to paint several dozen Goblins for Nick's Bugman's campaign! That'll be several other armies put on the back burner then. Not that I should complain, I first started out with Orcs and Goblins 20 years ago.



Greg MacGregor

Greg: Having reorganised my Lahmian force I have now decided to field two units of Ghouls and two units of Skeleton

Warriors in my Border Patrol. I feel that this adheres more to the ethos of the Undead – blocks of unrelenting corpses slowly closing in and overpowering their prey. It also helps to auto-break more units in combat as there are more of my *feared*-causing crumbles should they pull off a winning round of combat. My Skeleton Warriors are being built up using various parts from the Skeleton sprue, plenty of gravestones and various shields from other armies, such as the long High Elf plain shield with some bones added. With the updated release of Warhammer 40,000 I've been getting really excited about my Eldar as well. Now might be a good time to add that Wave Serpent that I've always wanted. At least that might protect my Fire Dragons!



WILD, WILD WEST

Coming soon from Warhammer Historical is The Old West. Centred around the period 1865-1890, The Old West is a skirmish game that deals with gunfights in the American West and features such legends as Wyatt Earp and Billy the Kid.

The Old West is due for release at the end of October to coincide with the anniversary of the Gunfight at the OK Corral and is priced £20. For further details or any other information about Warhammer Historical visit:

www.warhammer-historical.com

You can ring Warhammer Historical on: 0115 916 8466.



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Wakefield has already been open for around two months, so go check it out and get involved in the action.

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A selection of four stunning Primarch prints are now available through The Gallery at Warp Artefacts.

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The following prints are currently available:

- Sanguinius, Primarch of the Blood Angels (shown below)
- Leman Russ, Primarch of the Space Wolves
- Magnus the Red, Primarch of the Thousand Sons
- Mortarion, Primarch of the Death Guard



For further information visit:
www.warpArtefacts.com/acatalog/gallery.html

COMPETITION WINNER!

The lucky winner of February's Dwarf Lord Fine Art Print competition with Warp Artefacts, as featured in WD289, was Vivian Elby from Scunthorpe (pictured below). He wins a framed, limited edition, fine art reproduction of the original Warhammer Dwarf army book front cover.

Congratulations Vivian!



Rudgie: Here we are again – it seems like only yesterday I was talking about the fact that two fantastic Mûmak kits had

arrived on my desk. So armed with a copy of the The Return of The King DVD and heavy use of the pause button I have been assembling one of the kits, basing it on the more aggressive Mûmak from the film complete with tusk weapons and lots and lots of arrows – it's one damn big kit. Hopefully the finished Mûmak will appear in next month's White Dwarf.

During my lunch breaks I have been adding more Zombies to my growing Von Carstein force swelling the number of Sylvanian levy to 60, allowing me to field three units of 20 or two units of 30.

On the terrain front, I'm about to start work on a series of modular terrain boards for Nick's Bugmans Lament Campaign.



Nick: Think back to last month, when I said I'd be working on some Empire units and characters. Well, err, that's

not happening. Nope, nope, I've shifted my attentions to the doughty Dwarfs instead. As you may have read in Paul's last editorial, I'm putting together a Warhammer campaign called Bugman's Lament which describes the events surrounding the destruction of Josef Bugman's Brewery at the hands of Goblin raiders. I've been hard at work writing up the rules and playtesting the first of the scenarios (coming soon). By way of a taster here's one of the special characters which I have painted and converted for the first game – Bazrak Bolgan, Dwarf Brewmaster.



Christian: With the Iron Warriors now finished, I have re-dedicated myself to the ways of the Warmaster.

The updated Warhammer 40,000 rules have prompted me to build a squad of Bikers with the Mark of Khorne, another Defiler (after all it was the Black Legion who built them first) and a newly converted Daemon Prince. This should see the army weigh in at just over 4,000 points, although I won't be fielding them all in one go.

As for Warhammer I have decided to go back to the High Elves and add in the last two units. This will finish them off for the time being, and will involve me painting up a unit of Dragon Princes of Caledor and another Tiranoc Chariot. After these two projects are completed I'm going to carry on with my Chaos army for Warhammer, before I consider my next army options.

CAN'T WAIT FOR THE NEXT WHITE DWARF? GET ONLINE

WORK CONTINUES WITH THE NEW UK WEBSITE!

Below you can see 'in development' screen shots of the Warhammer 40,000 section of our new UK website, due to go live at the start of

2005. Every single army homepage has been given a complete overhaul, as well as additional useful material such as reference sheets, backgrounds and complete miniature galleries!

More is still to come, so watch this space and our online news page!

www.games-workshop.co.uk/news

SIGN-UP FOR THE INQUISITOR NEWSLETTER

If you are already signed up to the weekly newsletter, you'll already know how essential it is. There have been scoops on new miniatures and Warhammer 40,000 rules updates to name just two of the fantastic items we have sent out in recent newsletters. So, if you have not already signed up, go to...

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STORM OF CHAOS FINAL RESULTS

Keep your eyes peeled for a full review of the Storm of Chaos campaign as it comes to a close. Find out the impact of the war on the Old World!

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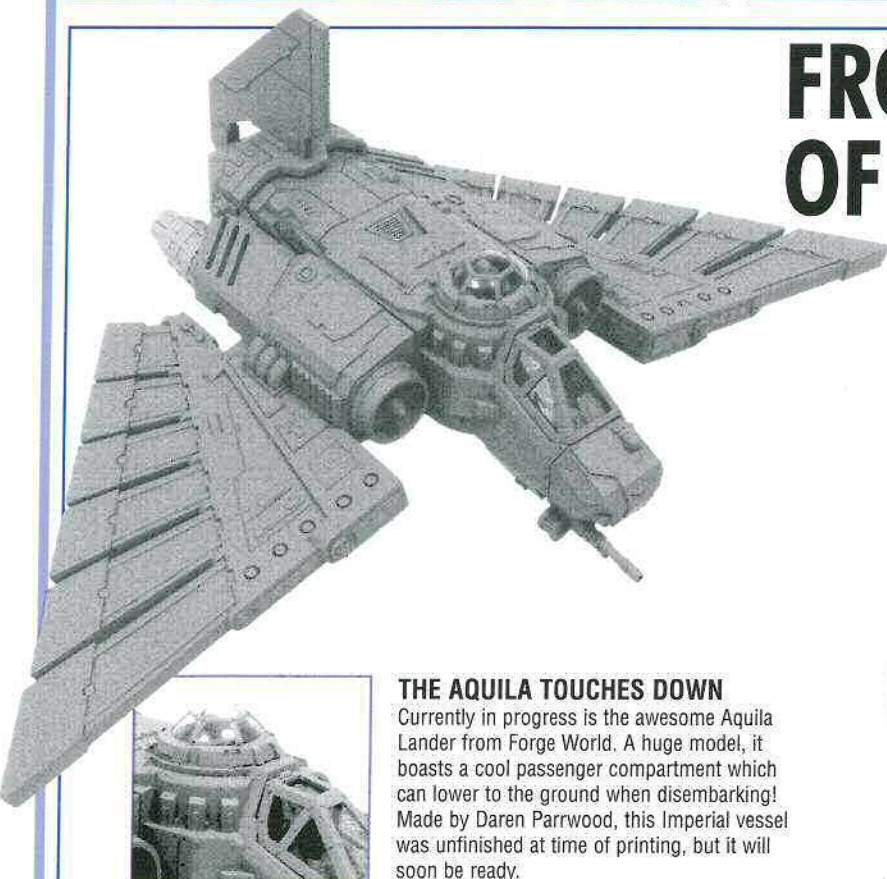
Every month we have a range of links in our articles in White Dwarf. They are compiled here for your convenience!

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FROM THE HEAT OF THE FORGE

CHARGE OF THE KNARLOCS

Tau armies and Kroot mercenaries get a boost with some cool new Knarloc riders released by Forge World. These menacing creatures were sculpted by Daniel Cockerell. Three different models will be available when the Knarloc riders are released.



THE AQUILA TOUCHES DOWN

Currently in progress is the awesome Aquila Lander from Forge World. A huge model, it boasts a cool passenger compartment which can lower to the ground when disembarking! Made by Daren Parrwood, this Imperial vessel was unfinished at time of printing, but it will soon be ready.



WIN A REPLICA OF THE HELM OF ELENDIL!

In conjunction with Battle Orders, White Dwarf is offering you the chance to win an awesome replica of Elendil's Helmet, as worn by the King of Men at the Battle of The Last Alliance in the film *The Fellowship of The Ring*.

This collector's piece is made of iron with a weathered finish, embossed brass filigree and a leather-lined interior. It is individually numbered on a solid brass plate mounted on the inside of the helmet and includes a parchment certificate of authenticity.

To win, all you have to do to enter is answer the following question:

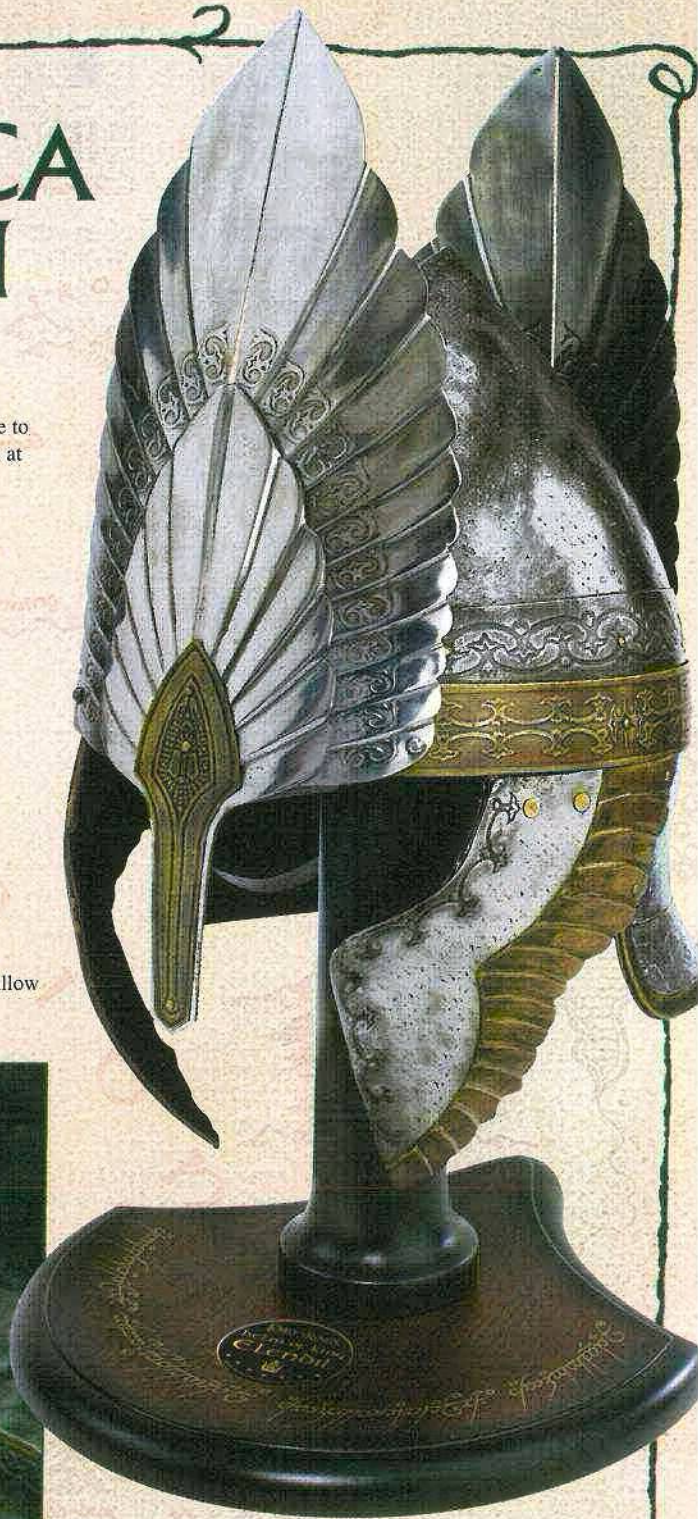
- **What was the name of Elendil's son, who fell from grace under the influence of the One Ring?**

Also, answer the tiebreaker below. In the event of a tie the judges will decide the ultimate winner on the basis of the best answer.

- **I would like to win the Helm of Elendil because...**
(answer in no more than 12 words).

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Entries must be received no later than Tuesday 26th October 2004.



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1. Only residents of UK and Eire aged 21 years or over 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 household, and must include the entrants' age.
3. Eligible entries must be received not later than 26/10/04. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. One winner will be chosen at the judges' sole discretion by 2/11/04.
5. The prize consists of one full-size replica of the Helm of Elendil. No cash alternative. Limit one prize per entrant.
6. Winners will be notified by 23/11/04. Winners must confirm receipt of the prize notification and provide all details requested by the Promoter within 1 week of the above date, failing which the Promoter reserves the right to draw alternative winners.
7. By accepting the prize, winners agree and give their explicit consent (for the purposes of any data protection legislation) - unless otherwise stated in writing - 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.

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 you need to know.

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

eventsdiary@games-workshop.co.uk

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

14 June for **WD298** (September)

14 July for **WD299** (October)

14 August for **WD300** (November)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH Warhammer
40K Warhammer 40,000
BB Blood Bowl
WAB Warhammer Ancient Battles
WPS Warhammer Players' Society
WECW Warhammer English Civil War
Epic Epic Armageddon
LOTR The Lord of The Rings
GW Games Workshop
GT Grand Tournament

AUGUST

GUNS OF FAITH

Date: 28th and 29th August, 2004

Venue: GW Leicester.

Details: A vast Chaos fleet is preparing to invade the Empire and open up a route into Middenheim. The only thing that is standing in its path are two mighty cannons named after the gods of the Empire – Sigmar and Ulric. Will the Tribe of the Bloody Maw and their malicious warriors silence these immense guns before the Chaos fleet can land and wreak havoc, or will the brave defenders of the Empire remain stalwart against the enemy?

Contact your Hobby Centre for more details and to get involved.

Contact:
0116 2530510

Website:
www.games-workshop.co.uk/events

WARHAMMER 40,000

GRAND TOURNAMENT 2005: HEAT ONE

Date: 28th and 29th August, 2004

Venue: Warhammer World, Nottingham.

Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. To take part you need a 1,500 points painted 40K army and must be at least 16 years of age. Full details will be sent with tickets.

The weekend consists of six games across two days. Ticket prices include lunch on both days and an evening meal on the Saturday night.

Tickets are available from Direct Sales on 0115 91 40 000 and cost £50 each.

Contact:
40kgt@games-workshop.co.uk

Website:
www.games-workshop.co.uk/gt

WAR ROOM

Date: 28th August, 2004

Venue: GW Middlesbrough.

Details: Enlist your army for this day-long battle, the result of which could shape the future of the Warhammer world forever.

Contact:
01642 254091

Website:
www.games-workshop.co.uk/events

HARAD PAINTING COMPETITION

Date: 28th August, 2004

Venue: GW Poole.

Details: This painting competition is inspired by the Harad tribes in the Battle of The Pelennor Fields supplement. The competition will be judged on theme and painting skill.

Contact:
01202 685634

Website:
www.games-workshop.co.uk/events

WARMASTER BIG BASH

Date: 29th August, 2004

Venue: GW Aberdeen.

Details: The armies of Chaos are pouring deep into the farmlands of the Empire, burning and pillaging as they go. The brave armies of the Empire must prevent the Chaos horde from penetrating too deeply into the Empire's heartlands lest they cause terrible damage. Play as either a defender or attacker. You will need a painted detachment of up to 2,000pts to participate in this event.

Contact:
01224 649779

Website:
www.games-workshop.co.uk/events

DAY OF SLAYING

Date: August 28th and 29th, 2004

Venue: GW Stoke, GW Macclesfield, GW Burton on Trent, GW Leicester.

Details: Atop the walls of Middenheim, Boris Todbringer stands defiant, awaiting the final assault on his beloved city. As he prays to the mighty warrior god Ulric, outside the forces of Archaon, beyond the fortified walls, can be heard raising their voices in praise to the dark gods.

Over the weekend of battles you will fight desperately to try and tip the balance of the war, but in whose favour? The Empire or the forces of Chaos? Contact your relevant Hobby Centre for details.

Contact:
01782 205287 (Stoke), 01625 619020 (Macclesfield), 01283 535865 (Burton on Trent), 0116 2530510 (Leicester).

Website:
www.games-workshop.co.uk/events

WYRDSTONE HUNT: MORDHEIM CAMPAIGN DAY

Date: 29th August, 2004

Venue: GW Glasgow.

Details: A whole day of Mordheim campaigning for up to 24 gamers. The day will consist of three games; the Wyrdstone Hunt, the Pool and Hidden Treasure with up to four players per table. There will also be a magic item auction, where players can auction off the wyrdstone shards they have collected from the ruins for magic items and powers. All you need to participate in this exciting event and win a share of the spoils is a fully painted starting warband complete with roster.

Contact:
Ed French (0141 3325588)

Website:
www.games-workshop.co.uk/events

SEPTEMBER

LANCASHIRE OPEN WARHAMMER 40,000 TOURNAMENT

Date: 4th September, 2004

Venue: Wargames World, 22 Cooper Street, St Helens.

Details: Warhammer 40K 1,500 points Swiss pairings. Tournament runs from 10am to 5pm. All armies must be painted. Participants must bring a piece of terrain themed to their army. Points are awarded for players' painted armies and their based terrain piece. Only 32 places are available. Entry is £10. There are prizes for 1st, 2nd and 3rd place and Best Painted Army.

Contact:
info@wargamesworld.com
Or send a large SAE to:
Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.

Website:
www.wargamesworld.com/events.htm

MASTERCRAFTED: PAINTING

Date: 4th and 5th September, 2004

Venue: Warhammer World, Nottingham.

Details: Spend two days in training with some of the greatest painters from Games Workshop Studio and the experts of Warhammer World in preparation for Golden Demon, the world's greatest painting competition for Citadel Miniatures. You will get expert tuition for six hours of each day on particular painting techniques, lunch on both days, and an evening meal on Saturday. This event is designed for very experienced hobbyists who wish to perfect techniques and skills they are already proficient in. Tickets are £100, and the event is only open to those aged 18 or over.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

ARCHAON'S FINAL GAMBIT

Date: 11th September, 2004

Venue: GW Wakefield.

Details: As the final hour approaches Archaon gathers his forces for a final strike at Middenheim. Throughout the length and breadth of the Empire, the call is out. Men, Dwarfs and Elves have put aside their differences to meet this

EMPIRE IN FLAMES

The storm has broken. Like a comet, Archaon and his hordes have fallen upon the northern Empire. Yet before the Lord of the End Times can reach the city of Middenheim, where his ultimate goal lies, he must pass through the province of Ostland. The province's grim defenders refuse to abandon their homes and are ready to sell their lives dearly to stop Archaon. They will offer determined and stalwart resistance to the forces of

darkness. With Ostland banners raised, Valmir von Raukov, Elector Count of Ostland, rallies his troops as he and his allies set forth to stem this inexorable tide.

To join in this special campaign day, come along to GW Metro Centre, Gateshead, on the 29th August. All you need to take part is a fully painted 2,000 point Warhammer army. Call the store now on 0191 461 0950 to reserve your space in the game.



threat and halt the tide. Pledge your allegiance and bring 1,000 points to take part in this massive battle. Contact Leeds (central) Hobby Centre for details.

Contact:
0113 2420834
Website:
www.games-workshop.co.uk/events

WARHAMMER GRAND TOURNAMENT 2005: HEAT TWO

Date: 11th and 12th September, 2004
Venue: Warhammer World, Nottingham.
Details: Strive to qualify for a place in the Grand Final of the most prodigious tournament in the Warhammer season. To play you will need a fully painted and game legal 2,000 points Warhammer army, and be at least 16 years old. Full details will be sent with your tickets. The weekend consists of six games across two days and the ticket price includes lunch on both days, and an evening meal on the Saturday.

Tickets are available from Direct Sales on 0115 91 40 000, and cost £50.

Contact:
whgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

WARHAMMER TOURNAMENT

Date: 21st and 22nd September, 2004
Venue: GW Exeter Hobby Centre.
Details: Players wishing to enter the tournament should bring a 1,500 points army. The tournament will be held between 6pm and 10pm over both evenings and follows the regional tournament rules pack and consists of approximately four games. The tournament is limited to 16 places. An entry fee of £10 to enter will be used to fund special printed T-shirts and trophies.

Contact:
01392 490305
Website:
www.games-workshop.co.uk/events

BLOOD BOWL ALBION CUP

Date: 25th September, 2004
Venue: GW Aberdeen Hobby Centre.
Details: The Second Far Albion Cup Annual Blood Bowl. There are places for up to 20 players. All approved teams welcome. Contact the Aberdeen store for further details.

Contact:
01224 649779
Website:
www.games-workshop.co.uk/events

OCTOBER

WARHAMMER DAY: STORM IN THE EAST

Date: 16th October, 2004
Venue: Uplands Community Centre, Carlton Colville, Lowestoft, Suffolk.
Details: This is a single-day Warhammer Tournament of 2,000 points. Now in its second year and supported by Games Workshop, Norwich, you will play three games in total. The action lasts from 10.15am-7.30pm. Entry fee is £7. E-mail contact preferred.

Contact:
01502 50 1381 (Mike Nursey)
Website:
mikefanta@netscape.net

MASTERCRAFTED: TERRAIN

Date: 16th and 17th October, 2004
Venue: Warhammer World, Lenton.

SOUL DEVOURERS

The Imperial mining world of Bahja finds itself under attack simultaneously from the horrifying forces of a Tyranid hive fleet and the mysterious and ancient Necrons. The motives of these menacing Xenos creatures are unknown. With little time to act the Imperial forces of the planet have gathered to stage a desperate defence. Can the combined might of the local Imperial forces hold off the attack, or will the planet fall? The fate of a whole world rests in your hands.

Details: Hone your terrain building skills with the finest scenery builders Games Workshop has to offer. You will benefit from six hours per day of tuition from our very best hobbyists in a variety of terrain techniques or projects, lunch on both days, and an evening meal on Saturday. This event is designed for very experienced hobbyists who wish to perfect techniques and skills they are already proficient in. Tickets are £100, and the event is only open to those aged 18 or over.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

WARHAMMER 40,000 GRAND TOURNAMENT 2005: HEAT TWO

Date: 23rd and 24th October, 2004
Venue: Warhammer World, Nottingham.
Details: Fight for a place in the final of the most prodigious tournament in the Warhammer 40,000 gamer's calendar. You will need a 1,500 point Warhammer 40,000 army and be at least 16 years of age. Full details will be sent with your tickets. The weekend consists of six games across two days and the ticket price includes lunch on both days, and an evening meal on the Saturday. Tickets are available from Direct Sales on 0115 91 40 000, and cost £50.

Contact:
40kgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

WARHAMMER HISTORICAL CAMPAIGN WEEKEND

Date: 30th-31st October, 2004
Venue: Warhammer World.
Details: A weekend of Warhammer Historical Campaign gaming. The event boasts a series of small-scale campaign orientated games including the Siege of Troy and events involving forces from Armies of Chivalry, Romans and Barbarians. Tickets for this event are £38 and include a hot lunch for both days and an evening meal on Saturday. There is also the option for team participation in which father/son or junior/senior partnerships are encouraged to take part for an entry fee of £60 per team.

Battle commences in this Warhammer 40,000 Campaign Weekend on the 20th and 21st November at Warhammer World in Nottingham. To play you will need a fully painted 1,500 point army of either an Imperial faction, Tyranids or Necrons. Players must be at least 16 years old. Tickets cost £40, and include lunch on both days, and an evening meal on the Saturday. To get your ticket, or for more information call Games Workshop Sales on 0115 91 40 000.

For further details contact:
events@games-workshop.co.uk



Contact:
Rob Broom (0115 916 8466).
Website:
www.warhammer-historical.com

NECROMUNDA GANG WAR

Date: 31st October, 2004
Venue: GW Glasgow.
Details: A whole day of Necromunda for up to 24 gamers. The day will consist of four great games. Bring along a fully painted starting gang complete with roster to participate.

Contact:
0141 3325588 (Ed French)
Website:
www.games-workshop.co.uk/events

NOVEMBER

LANCASHIRE OPEN WARHAMMER TOURNAMENT

Date: 6th November, 2004
Venue: Wargames World, 22 Cooper Street, St Helens.

Details: This is a Warhammer 2,000 points Swiss pairings tournament, running from 10am to 5pm. All armies must be painted. Participants must bring a piece of terrain themed to their army. Points are awarded for players' painted armies and their based terrain piece. There are 32 places available with prizes for 1st, 2nd and 3rd place, and Best Painted Army. Entry is £10.

Contact:
info@wargamesworld.com
Or send a large SAE to:
Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.

Website:
www.wargamesworld.com/events.htm

THE LORD OF THE RINGS BATTLE DAY

Date: 6th November, 2004
Venue: Warhammer World, Nottingham.
Details: Dedicated to displaying the scope of the Lord of The Rings Strategy Battle Game, this event will involve hobby workshops for terrain building, Bring-and-Battle tables to give you a chance to play opponents from across the country and ten participation games to enjoy! Guests from the GW Design Studio will reveal future developments, and 'Eavy Metal painters will offer their expert advice. Tickets cost £10, and are

available from Games Workshop Direct on 0115 9140000. The day lasts from 10am-5pm, and is open to gamers aged 12 and over.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

VETERANS OPEN DAY

Date: 7th November, 2004
Venue: Warhammer World, Nottingham.
Details: This Open day has been designed to cater for the more experienced gamer looking to branch out into new systems or learn more complex hobby skills. It will feature specially designed scenarios across the Specialist Games Range as well as Warhammer, Warhammer 40,000, and the Lord of The Rings. Warp Artefacts, Black Library, and Forge World will be there to answer questions, and provided some sneak peeks, as well as support from our Hobby Heroes, to teach a few tricks of the trade. Tickets cost £10, and are available from Direct Sales on 0115 9140000, and the event is open to those aged 16 or over.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

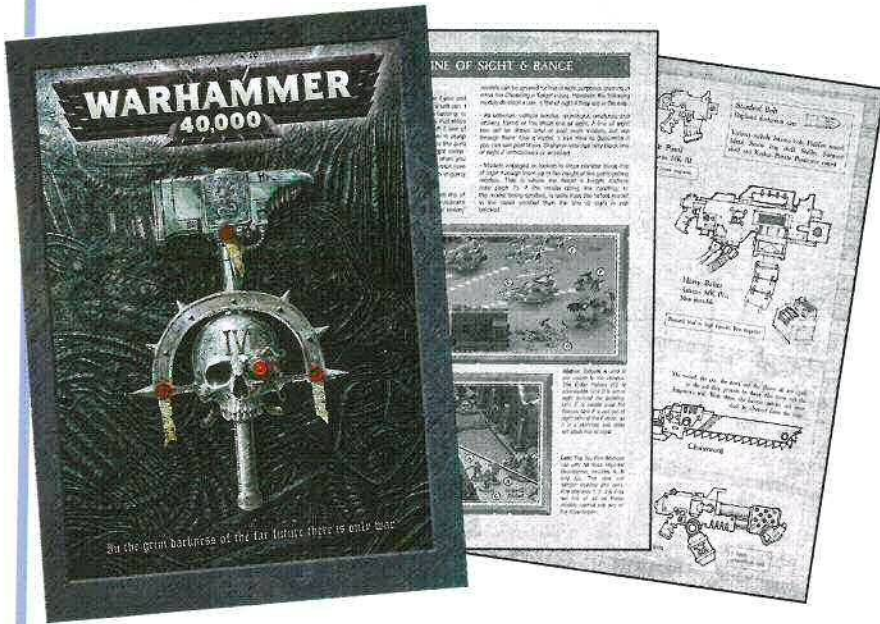
WARHAMMER GRAND TOURNAMENT 2005: HEAT THREE

Date: 13th and 14th November 2004
Venue: Warhammer World, Nottingham.
Details: Strive to qualify for a place in the Grand Final of the most prestigious tournament in the Warhammer season. To play you will need a fully painted and legal 2,000 points Warhammer army and be at least 16 years old. Full details will be sent with your tickets. The weekend consists of six games across two days and the ticket price includes lunch on both days and an evening meal on the Saturday. Tickets are available from Games Workshop Direct on 0115 9140000, and cost £50.

Contact:
whgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

NEW RELEASES

WARHAMMER 40,000 RULES



THE UPDATE IS HERE

In the nightmare future of the 41st millennium, Mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides. From the immaterial realm of Warp space, malicious entities send their minions to slaughter the Emperor's chosen. Only the strength of the Immortal Emperor of Terra stands between Humanity and annihilation.

This hardback rulebook contains over 265 pages with a wealth of background material including:

- The ultimate protectors of Mankind – the Space Marines.
 - The enemies of Mankind; the ravaging aliens, foul daemons and their worshippers.
- There are also full rules detailing:
- Shooting, Assaults, Vehicles, Scenarios and more with painting and modelling guides.

WARHAMMER 40,000 RULEBOOK	£30.00
Denmark	kr 350.00
Sweden	kr 400.00
Euro	€ 50.00

SPECIALIST GAMES RANGE

These models are available via the in-store order point, the website at: www.games-workshop.co.uk/storefront or direct on 0115 91 40000



ELDAR SHADOWHUNTER ESCORTS£9.00
This blister pack contains 4 Eldar Shadowhunter Escorts, with random hulls and sails, designed by Daren Parrwood.



MARIENBURGER CAPTAINS£9.00
This blister pack contains 1 Marienburger Captain on foot and 1 mounted, designed by Adam Clarke.



ELDAR DRAGONSHIP£9.00
This blister pack contains 1 Eldar Dragonship, designed by Daren Parrwood.



ELDAR WRAITHSHIP£8.00
This blister pack contains 1 Eldar Wraithship, designed by Daren Parrwood.



JORDELL FRESHBREEZE£6.00
This blister pack contains 1 Jordell Freshbreeze, designed by Aly Morrison.



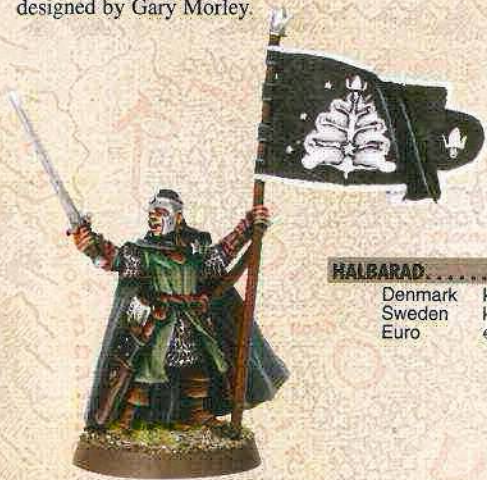
HUBRIS RAKARTH£6.00
This blister pack contains 1 Hubris Rakarth, designed by Aly Morrison.



EVERSOR ASSASSIN£15.00
This boxed set contains 1 Eversor Assassin, designed by Aly Morrison.

Halbarad Captain of the Dunedain

This blister pack contains 1 Halbarad, designed by Gary Morley.



HALBARAD £5.00

Denmark	kr 60.00
Sweden	kr 70.00
Euro	€ 8.00

Sam and Frodo

This blister pack contains 1 Sam and 1 Frodo, designed by Michael Perry.

SAM AND FRODO £5.00



Note: the miniatures above are components of the In the Clutches of Shelob boxed set and are only available by ordering direct via the in-store order point, by calling on 0115 91 40000 or via our website at www.games-workshop.co.uk/storefront

▼ Rangers of the North

This blister pack contains 3 Rangers of the North, designed by Gary Morley.

RANGERS OF THE NORTH £6.00

Denmark	kr 75.00
Sweden	kr 85.00
Euro	€ 10.00



▼ Haradrim Command

this blister pack contains 1 Haradrim Champion and 1 Haradrim Standard Bearer, Designed by Gary Morley,

HARADRIM COMMAND £6.00

Denmark	kr 75.00
Sweden	kr 85.00
Euro	€ 10.00





STORM OF CHAOS

As the Storm of Chaos continues and Archaon's forces approach Middenheim, the staff at Games Workshop's US Headquarters decided to stage the battle for the Northern Gates, Chaos' first assault on the City of the White Wolf.

We've been having great fun with the Storm of Chaos campaign and wanted to kick off the siege of Middenheim in style. We decided to play a large Siege preceded by a small Skirmish battle. Our battles would help determine the fate of the Northern Gates of Middenheim and perhaps the city as a whole. We wanted to make the battle large enough to represent both the teeming Chaos hordes that would make the first assault on the ramparts and the numerous Defenders of Middenheim who were hoping to stem the tide. At the same time, we wanted to keep the conflict to a manageable scale. To make sure that we had a games table worthy of such an important battle, we turned to Rob Hawkins and Chad Mierzwa of the US Hobby Team and asked them to do that voodoo that they do so well. As you can see from the photographs of their fantastic table, the boys didn't let us down, constructing a double-walled replica of the northern defences of Middenheim.

For the Skirmish battle, we decided that the insidious forces of Chaos would send in their siege specialists, the Flayerkin, to infiltrate the city in the early morning hours. If these mutated warriors could fight their way past a handful of defending sentinels, the Flayerkin could weaken the braces and crossbeams of the inner city gates and make it that much easier for their besieging fellows to take the city. Playing the Flayerkin would be Warhammer guru Jeff Leong (of The Art of Warhammer fame), while the US Hobby Team's own Jason Buyaki would

BATTLE FOR THE NORTHERN GATES

Archaon's horde attacks the city of Middenheim

command the Empire Sentries, keeping a watchful eye for signs of intruders.

For the siege proper, Jason would be joined by Publications Manager Drew

Will to defend the ramparts of Middenheim, while Chad and Rob would attempt to attack the walls along with Dave Taylor and John Shaffer of the US Promotions Department.



Middenheimers rush to bar the gates before the tide of Chaos overwhelms them.

SCENARIO: FLAYERKIN ON THE WALLS!

As Archon's forces prepare through the night to make an assault on the Northern Gate of Middenheim, a small group of Flayerkin are dispatched under the cover of darkness to scale the city walls and weaken the city gates. If successful, the mission may quickly turn the tide of battle when the attack begins in earnest. Will the Sentries defending Middenheim detect the infiltrating Flayerkin in time, or will the mutated attackers succeed in subverting the city's defences?

MODELS NEEDED

Attackers

- 10 Flayerkin

Defending Sentries

- Up to 50 points of Halberdiers, Spearmen, Swordsmen, Warriors of Ulric, and/or Free Companies
- Up to 50 points of Handgunners, Crossbowmen, and/or Archers/Huntsmen

BATTLEFIELD

The battle takes place in a small corner of a table set up for the Battle for the Northern Gate scenario (see p55). The Skirmish scenario begins near one of the cliff areas on the table (see Deployment below) but, in theory, could range all over the table.

For those of you who wish to run the scenario on a different table, set up a largely vertical cliff face approximately 10-14" wide and 20-24" tall. At the top of the cliff are one or two castle walls and perhaps a tower or two. At the bottom of the cliff is a flat area as wide as the cliff and at least 12" across.

OBJECTIVES

At least one Flayerkin must make it over the walls of Middenheim and into the city by the end of Turn 8 for the Attackers to win.

If no Flayerkin have made it into the city by the end of Turn 8, the alarm will be raised, and overwhelming numbers of reserve Defenders will destroy any remaining Flayerkin, thus ensuring victory for the Empire.

DEPLOYMENT

The Empire player nominates half his force ie, half the number of models (round up), not half the points value. To represent the scattered movement of the Sentries as they patrol the walls, the

Chaos player (rather than the Empire player) deploys these nominated defending troops anywhere on the walls and towers of Middenheim within 18" of the cliffs. The player may place no defending model within 3" of another.

The Empire player then deploys his remaining models anywhere on the walls and towers of Middenheim within 18" of the cliffs. These models MAY be placed within 3" of other Sentries.

The Chaos player then deploys his Flayerkin on the ground at least 6" away from the base of the cliff. No Flayerkin may be positioned within 2" of another Flayerkin.

WHO GOES FIRST?

The Attackers go first.

SPECIAL RULES

Skirmish. This battle is a Skirmish game. All the rules on p242-246 of the Warhammer rulebook apply.

Sentries. At the start of each Defender turn, roll a D6 for each Sentry. On a result of 1, the Chaos player may move the Sentry. On a result of 2-4, the Sentry remains still. On a result of 5-6, the Defending player may move the Sentry. Sentries may be moved up to 4" and will continue to move in this fashion until the Flayerkin have been Detected (see box). After the Flayerkin are Detected, the Sentries may be moved by the controlling player as normal.

Detected. The Sentries, weary from many weeks of constant toil, marching, and preparation for the defense of Middenheim, are exhausted. At the start of each of his turns, the Defender should roll a single D6 to determine whether a Sentry has spotted the Flayerkin and alerted his fellow Sentries to them. The faster the Flayerkin move in their turn, the easier they will be for the Defenders to detect.

FLAYERKIN DETECTION

DISTANCE MOVED LAST TURN	DETECTED ON D6 ROLL OF:
0-3"	5+
3-6"	4+
6-8"	3+

Flayerkin are automatically Detected if they, at any time, move within 5" of a Defending model.

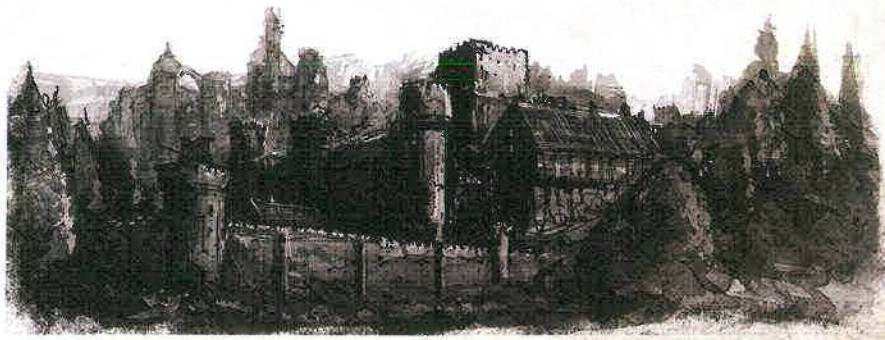
No special deployment. Neither side may use any special deployment rules, such as those for Scouts, in this particular scenario.

Intercept. Any defending model may intercept a Flayerkin that is attempting to make it over the walls and into the city, exactly as if the Flayerkin had declared a charge that turn (see the main Warhammer rulebook, p243).

PART OF A LARGER GAME

If the forces of Chaos are victorious, the Flayerkin will sneak into the city and weaken the inner gate to the city. In the main Siege battle, the first damaging hit to the inner gate (ie, the first hit to the gate that scores an 11 or higher on the Gate Damage Chart after modification. See Warhammer rulebook, p253) will cause the gate to come crashing down.

If the Defenders are victorious, the foiled attack has alerted the forces of the Empire to the timing of the Chaos assault. After deployment but before the first turn, the Defenders may fire any war machines they wish at the Chaos forces that have been deployed on the causeway. Resolve these attacks normally. Essentially, this is a bonus Shooting phase that can weaken the Chaos troops before the game begins.





Jeff Leong: Hmm, Flayerkin. Who can say no to mutated nasties storming the soon-to-fall walls of the weakling humans? Not me. I couldn't resist the chance

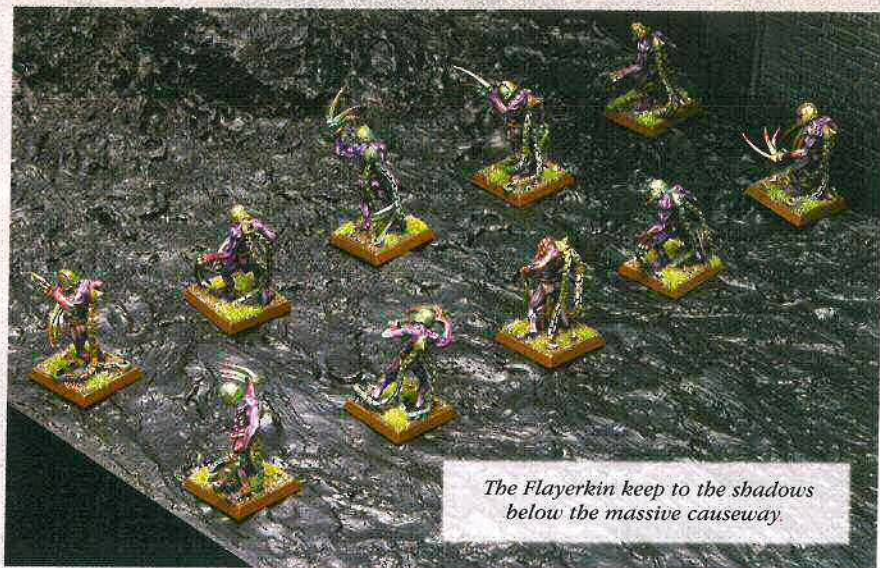
to jump into the fray and command these deadly creations. Just 10 Flayerkin against the Defenders of Middenheim? No problem. All I have to do is climb up a sheer cliff face and two defended walls, and then make it into the courtyard. On tiptoes then, boys!

FLAYERKIN ASSAILANTS

CORE

10 Flayerkin140 pts

TOTAL140 pts



The Flayerkin keep to the shadows below the massive causeway.

The mighty walls of Middenheim, as realised by the US White Dwarf Team.



Jason Buyaki: Flayerkin are just downright evil. It'll be tough to stop 10 from going over the top. However, if I can get them spotted quickly enough, I can bring my

forces to bear and slaughter them on the battlements. I've been assigned 5 Huntsmen to give me some long-range missile support and 10 Free Companies to defend the walls. I think their 2

Attacks each should help me send the Flayerkin packing. As per the rules, Jeff was able to place half of my Defenders at various points on the top of the walls, taking special care to place my Huntsmen behind walls or out of sight where possible. I then positioned his remaining troops on the section of the wall nearest to the Flayerkin's avenue of approach. I decided to place his doughty Free Company warriors mostly on the lower battlement and managed to get at least two

Huntsmen ready in case they would be able to fire on the enemy! Shooting Flayerkin is certainly preferable to fighting them in combat.

MIDDENHEIM SENTRIES

CORE

5 Huntsmen50 pts

10 Free Companies50 pts

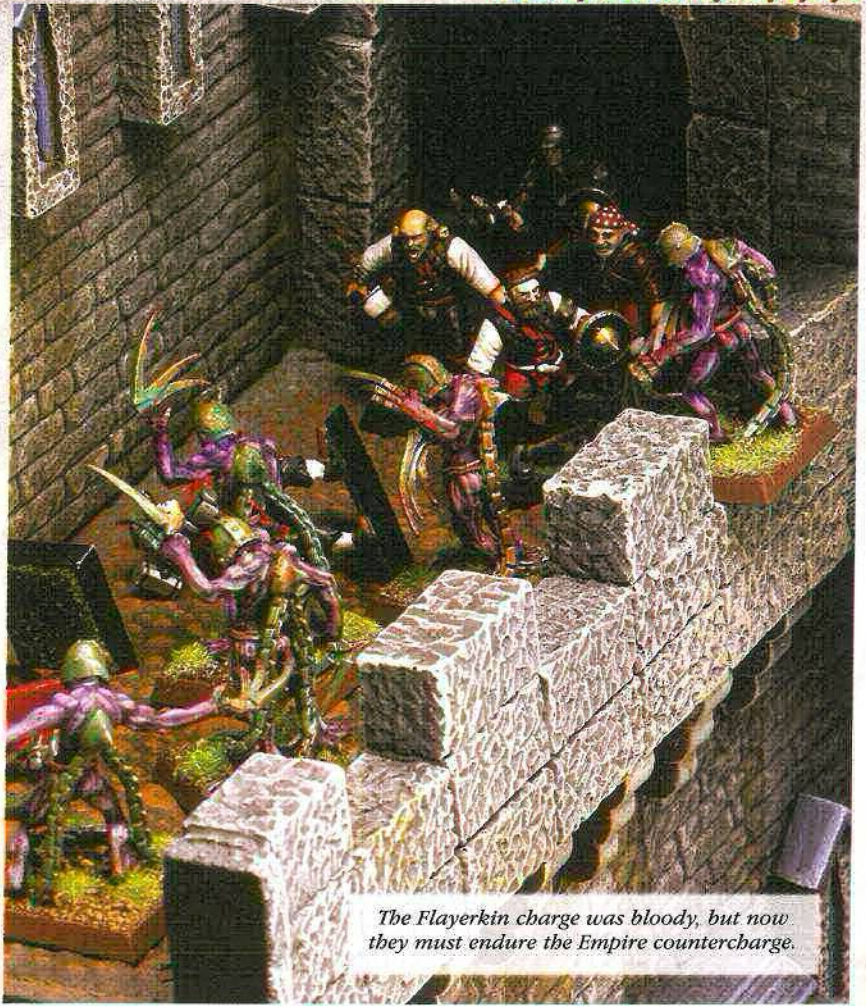
TOTAL100pts

TURN 1

As the Flayerkin player, Jeff went first. The Flayerkin scuttled forward 6" under the cover of darkness. Jeff elected not to move the Flayerkin's full march distance in order to try and remain safely out of sight. Moving 8" would give Jason a 3+ roll to detect the approaching Flayerkin instead of a 4+. However, Jason's luck was strong, and the vigilant men of the Empire shouted a warning to their fellows, one sharp-eyed guardian spotting the mutant creatures' approach. As the alarm was raised, the men of the Empire scrambled down the stairs and along the walls to try and join their fellows before the attack began.

TURN 2

There was no more need for stealth, and the Flayerkin advanced at full speed. Many a man on the battlements above uttered a prayer to Ulric upon seeing that the fortifications were no protection against the foul creatures. Once Jeff had moved his Flayerkin up the walls, Jason brought more of his Huntsmen and Free Company down toward the walls to the west of the gates. One of the Huntsmen took aim at the approaching Flayerkin. Firing his arrow straight down he struck the creature in the eye! In Skirmish games, once the roll to wound has been successful, there is a further roll to see how debilitating the Wound really is. This turn, Jason rolled a 6, indicating the Flayerkin died outright.



The Flayerkin charge was bloody, but now they must endure the Empire countercharge.



TURN 3

Due to the Flayerkin's special rules they were not hindered by the height of Middenheim's walls. With a triumphant hiss, Archaon's mutants skittered up the walls and crashed headlong into the Defenders with claws flailing. In a flurry of blows, two of the Free Company were cut down without mercy, and Jeff rubbed his hands together with glee. Jason considered carefully how to respond now that the Flayerkin were on the battlements. First, his Huntsmen targeted the Flayerkin who had not yet made it up the wall. The lucky Huntsman who had earlier scored a hit fired another deadly arrow and pitched another Flayerkin screaming from the stone fortifications. As more Free Company entered the fray howling a battle cry to Ulric, the Flayerkin turned to meet their foes. Seemingly tired out from their climbing charge, the invaders were unable to hit any sentries in the ensuing fight. In return one Flayerkin was knocked to the ground by a Free Company warrior and dispatched by another. By the end of the combat three Flayerkin had been slain for the cost of only two Defenders! Jason's dice were rolling well this turn!

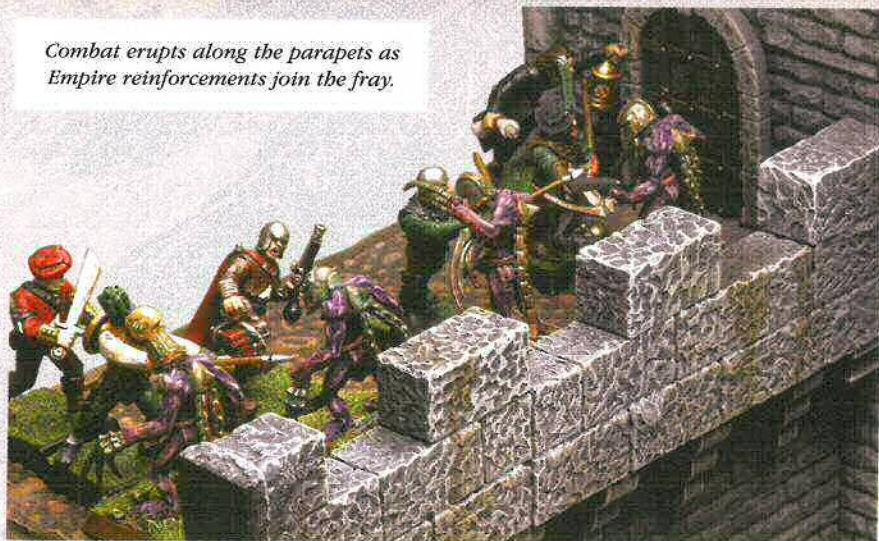
TURN 4

Grimly, Jeff set about bringing the full force of his remaining Flayerkin to bear on Jason's Huntsmen. Jeff's mutants faced off against the men of the Empire two-to-one. The attack was vicious and swift, and cut down two more Huntsmen in return for one Flayerkin. Jason chose to consolidate the majority of the remaining Empire Defenders on the upper battlement. A few of the Huntsmen and Free Company were still struggling down the stairs inside the main tower to join in, but Jason couldn't afford to wait. The Huntsmen's longbows hummed, but their arrows failed to pierce the hides of the Flayerkin. One of the Free Company, brave but perhaps foolhardy, rushed in to finish off the Flayerkin who had been knocked down earlier.

TURN 5

Out of the remaining six Flayerkin, four battled through to climb onto the upper battlements. Jeff knew that all he had to do at this point was get a single Flayerkin over the wall to win the game! Emboldened, the Flayerkin on the upper battlement slew another two Empire Defenders, while the two Flayerkin below failed to injure their opponents once more. Jason charged more Free Company fighters through the tower door to join the developing conflict on the upper battlements. With the walls crowded with warriors from both sides, the Huntsmen had no targets and instead added their attacks to the melee. On the lower battlements, one of the Flayerkin was cut down, but in return, its companion stunned a Free Company swordsman with a savage backhand. After a bloody clash, more warriors from both sides fell, but the Empire reinforcements on the upper battlements had made a decisive impact on the combat. The tally now stood at eight slain Flayerkin to eight dead defenders of the Empire!

Combat erupts along the parapets as Empire reinforcements join the fray.



TURN 6

Jeff was not going to lose without a fight. He had only two Flayerkin left. The last Flayerkin on the lower level charged up to the upper battlements to join its companion. Between the two of them, the Flayerkin knocked down two more Empire Defenders: a Huntsman and a Free Company swordsman. Jason brought in more of his Defenders to try and stop the Flayerkin with one last-ditch effort. Even the men from the lower battlements joined in with grim determination by climbing up the chains attached to the Flayerkin's backs. In a storm of attacks, one Flayerkin was hacked to pieces, while one of the Free Company was stunned by the other Flayerkin's counterblows. As the dust settled, all eyes turned to see the outcome. The final Flayerkin had managed to stun its opponent and thus was free to move in Jeff's turn, which would mean it could get down into the courtyard where it could wreak havoc before being cut down. Despite the heroic efforts of the Empire, the Flayerkin had managed to weaken the city gates.

PLAYER CONCLUSIONS

Jason: That was a good game and Jeff was a great opponent to play against! We had a couple of weird situations crop up, but we solved them quickly and fairly. Truly, fate was in my favour, as the Defenders spotted the Flayerkin right away. After that, it was a matter of getting my troops into position to slaughter them. Indeed, we nearly stopped them all. If I had to do it over again, I'd have taken a few Handgunners, some Swordsmen, and a few Warriors of Ulric. Those units' Armour Saves would have, I believe, made the difference in the battles.

Jeff: A close-fought game. I really thought I was in trouble when the alarm was sounded on Turn 1 (I will hunt down the noisy guy who did it. I have to teach him a lesson), but it turned out well in the end. The last Flayerkin managed to dispatch his opponent and scurry away into the shadows of the courtyard and damage the city gates before the Empire's numbers overwhelmed him. I now present the keys of the city to my lord.



SCENARIO: BATTLE FOR THE NORTHERN GATE

Archaon's hordes and their allies have overrun the outer defences, torn down the watchtowers and made the long march up the northern causeway. Now the enemies of Ulric stand before the massive gates of Middenheim.

OBJECTIVES

The Attacker's objective is to get inside Middenheim by any means possible. The Defender must prevent him from doing so and halt the momentum of the attack.

BATTLEFIELD

The battlefield is divided into four areas. These areas are: inside Middenheim; the walls and gatehouse; the causeway; and the cliffs. The walls should be set up no more than 12" from the southern table edge and extend from the western edge to the eastern edge with the gatehouse at the centre of the table. The area to the south of the walls becomes the area inside Middenheim. To the north of the walls and gatehouse is the causeway; this area is between 3' and 4' wide and runs up the centre of the table to the gatehouse. The areas to each side of the causeway are the cliffs.

THE FORCES

As in a normal Siege game, the Attackers take twice as many points as the Defenders. The Attacker may choose items from the Siege Attackers equipment list (Warhammer rulebook, p255). Chaos-power-specific siege towers are encouraged if the players feel like having a go building their own monstrous siege engines.

The Defender may take equipment from the Siege Defenders list (Warhammer rulebook, p254).

DEPLOYMENT

1. All of the Attackers are deployed on the causeway more than 24" away from the walls or in the cliff areas more than 18" away from the walls. Any units not deployed at the start of the game may be kept as Reinforcements as described below.

2. The Defenders are then deployed on or behind the walls and gatehouse.

The Chaos player then deploys his Flayerkin on the ground at least 6" away from the base of the cliff. No Flayerkin may be positioned within 2" of another fellow Flayerkin.

FIRST TURN

The Attackers get the first turn.

SPECIAL RULES

This scenario is played with the standard Warhammer rules and those detailed in Appendix Four – Rules of Siege, with the following additions.

Unstoppable Assault. Any Attacking unit (including monsters and characters but not any special characters) that is wiped out or flees off the table may be recycled to enter the battle again, representing the size of Archaon's army. These units move onto the battlefield from a table edge within the Attacker's Deployment Zone during the Attacker's next Movement phase as if they had pursued off the table in a previous turn. Fleeing units that are below 25% starting size (and therefore cannot Rally) may be removed at the start of any Attacker turn. They can return on the same turn they are removed (for example, if they flee off the table at the beginning of the Attacker's turn).

Reinforcements. Any Attacking units that cannot be deployed on the causeway or in the cliffs area due to space restrictions may be brought onto the table in subsequent turns in the same way as the units recycled by the Unstoppable Assault special rule above.

The Gatehouse. The Northern Gate is actually a massive gatehouse that contains two sets of enormous doors, an inner and outer set of gates. The Attackers must break through both of them to gain entrance to Middenheim. Once per game, after the Attackers have breached the first gate, the Defenders can drop two cauldrons of boiling oil on units attacking the second gate. These cauldrons do not have to be purchased as part of the Defender's list.

In addition, the gatehouse is imbued with magical wards and defences. Any Defending unit within 12" of the gatehouse has Magic Resistance (1).

The Cliffs. Units equipped with grappling hooks (or units following units of Flayerkin) may attempt to scale the cliffs. These units may start 18" from the walls, but it will take two turns to scale the cliffs.

GAME LENGTH

The game lasts for 10 full turns or until the Defenders are completely wiped out.

DETERMINING VICTORY

If all the Defenders are killed or have fled from the table or if the Attackers have two or more units with a Unit Strength of 5 or more inside Middenheim, the Attackers are victorious. Any other result is a victory for the Defenders.





THE FORCES OF CHAOS



Dave Taylor: It looks like it's going to be a tough game. Six players, lots of noise, two sets of gates and two sets of walls to contend with. All this and the usual problems

associated with a siege. Like boiling oil. I'll be taking control of the Undivided sections of the Chaos forces, which will be cool. I'm looking forward to scaling a

few ladders with the big unit of Warriors led by the army general (an Exalted Champion with 5 Attacks!) and sending the cool new Flayerkin up the flank. The biggest thing I'm looking forward to, though, is firing the awesome Hellcannon. The very walls of Middenheim will shake and perhaps even topple under the relentless pounding I intend to serve up. Archaon will be proud.



Chad Mierzwa: I'm commanding the forces of Nurgle, and I'm particularly psyched to get my new 'Snail Spawn' on the games table, though in this game it

won't be the Beast of Nurgle I built it to be, just a regular Spawn, I'm still glad to debut it in a Battle Report. Sieges are seldom subtle affairs, so our plan is fairly straightforward: get to the walls as quickly as possible and engage the Defenders before they can shoot us to bits with their massed artillery and missile troops. Provided we get close enough, the hand-to-hand prowess of our troops should win the day against the puny followers of Ulric. For some reason, I'm the only power of Chaos without a siege tower, which will make my job of advancing under fire all the more difficult. However, I'm sure Papa Nurgle will smile on us and guide us.



Rob Hawkins: After spending many hours building the Middenheim table, I was overjoyed when they asked me to play in the Battle Report. The table was a real

labour of love for me (and blood, sweat and tears!), so I'm happy to be commanding the forces of Tzeentch upon it. We have a tough road ahead of us, with two sets of walls to scale and

DOLGORATH'S UNITED HOST

CHARACTERS

Dolgorath, Exalted Champion....134pts
Gaze of the Gods, Additional hand weapon

CORE

12 Chaos Warriors of Khorne....278 pts
Additional hand weapons, ladder, Standard, Champion

12 Chaos Warriors of Slaanesh..229 pts
Shields, ladder, Standard, Champion

12 Chaos Warriors of Tzeentch 229 pts
Shields, Ladder, Standard, Champion

24 Chaos Warriors of Nurgle447 pts
Shields, ladder, Log Ram, Standard, Champion

SPECIAL

2 Juggernauts (Khorne Tower)

4 Mtd Daemonettes (Slaanesh Tower)

RARE

Hellcannon of Chaos270 pts

SIEGE EQUIPMENT

Siege Tower of Khorne280 pts

Siege Tower of Slaanesh210 pts

Siege Tower of Tzeentch170 pts

EMISSARIES OF ARCHAON

CHARACTERS

Chaos Sorcerer Sythas85 pts

CORE

18 Chaos Warriors280 pts
Shields, 2 ladders, Standard, Musican, Champion

25 Marauders of Chaos.....185 pts
Shields, light armour, 2 ladders, Standard, Musican, Champion

SPECIAL

10 Flayerkin140 pts

RARE

Chaos Spawn60 pts

GRAND TOTAL.....2,997 pts

THE DEFENDERS OF MIDDENHEIM



Jason Buyaki: It will be a genuine treat to play on this fantastic table built by Chad and Rob. Great work guys! Defending the Northern Gate of Middenheim will

be no easy task. After mustering our forces, we began to form our battle plan. The placement of our artillery pieces will largely define our deployment. The choice spots for the Great Cannon and Mortar are on the corners of the towers, where our guns have the best field of fire. We will position the Helblaster Volley Gun on top of the gatehouse to cover the gates. Swordsmen will take to the lower ramparts, and Handgunners will cover the upper ramparts and gates so they can fire as long as possible before being engaged. The enemy Flayerkin might ascend the walls anywhere, so we will have to cover the cliff sides with Archers and Greatswords. Ulric help us, because we'll need it.



Drew Will: I must admit facing down three siege towers and all those Chaos Warriors is intimidating enough – let alone those accursed Flayerkin!

My biggest concern is that we have set up to achieve the very best fire arcs, with Cannon up on the towers to the right and left and Handgunners along the top walls. Thus, our hand-to-hand troops will be left to man the lower walls alone. We'll have to trust in our firepower.

MIDDENHEIM'S DEFENCE	BLACK POWDER RESERVE
CHARACTERS	CHARACTERS
Cyrus, Priest of Ulric101 pts	Master Engineer Thomas75 pts
Heavy armour, great weapon	
CORE	CORE
15 Swordsmen115 pts	15 Handgunners.....120 pts
Champion	16 Handgunners.....128 pts
15 Swordsmen115 pts	SPECIAL
Champion	2 Great Cannon200 pts
11 Archers115 pts	1 Mortar75 pts
SPECIAL	RARE
20 Greatswords w/Champion 258 pts	Helblaster Volley Gun125 pts
SIEGE EQUIPMENT	SIEGE EQUIPMENT
3 Cauldrons of Boiling Oil.....25 pts	1 Cauldron of Boiling Oil25 pts
	GRAND TOTAL1,500 PTS

two sets of gates to break down. Still, since the Flayerkin successfully infiltrated the city, our job battering down the second set of gates should be considerably easier, and I'm sure the floating siege tower, built by and borrowed from Chris Walton, will see my troops safely to the walls. All hail the Changer of Ways! Forward to Middenheim and victory!



John Schaffer: It will be my duty to command the Slaanesh and Khornate units and their siege towers in the battle. My strategy is a pretty direct approach to siege

warfare. I'll send the Khornate siege tower forward to batter down one gate, while my minions of Slaanesh will attack

the ramparts on the right. The units inside each carry a back-up ladder in case the siege towers fall. The special rules for the siege towers should aid in my battle plan. It's an obvious approach: move the towers up as fast as possible, batter down a gate, and crush the Empire fools on their own ramparts. How can they stand against the might of the powers of Chaos united?



DEPLOYMENT: CHAOS

The battle for the Northern Gate began with the Attackers of Middenheim deploying on the causeway of the great city. The forces of Chaos knew they had a tough battle ahead of them, for the walls of Middenheim are both tall and strong. To gain access to the city, the Attackers would have to scale them, batter them down, or destroy the gates. The besiegers did have one thing working to their advantage, however. Early that morning, before dawn, a squad of Flayerkin had infiltrated the city and weakened the inner gates. Even a blow of moderate force from a log ram would take the inner gates down. Heartened by this fact, the forces of Chaos deployed for battle.

On the far western side of the board, at the base of the cliffs, a small squad of Flayerkin would attempt to climb to gain access to the city. The rest of the Chaotic forces deployed on the causeway. On the westernmost point of the causeway, a floating siege tower of Tzeentch manned by a dozen enigmatic, blue-armoured Chaos Warriors stood ready for battle. Next to them, a regiment of

Marauder Horsemen howled for the blood of the Middenheimers. A siege tower of the Blood God crewed by a dozen of his frenzied Warriors came next, and a snail-like Chaos Spawn took position next to them. In the centre of the causeway stood a large unit of Warriors of Chaos Undivided led by an Exalted Champion of Chaos. A group of Chaos Warriors of Nurgle, wielding a log ram that seemed hungry to taste the timbers of Middenheim's gates, stood ahead and

slightly to the east of the Champion's unit. On the eastern section of the causeway, a Hellcannon, a Sorcerer of Chaos Undivided, and a siege tower of Slaanesh crewed by a dozen slaying Warriors stood ready to take the walls.



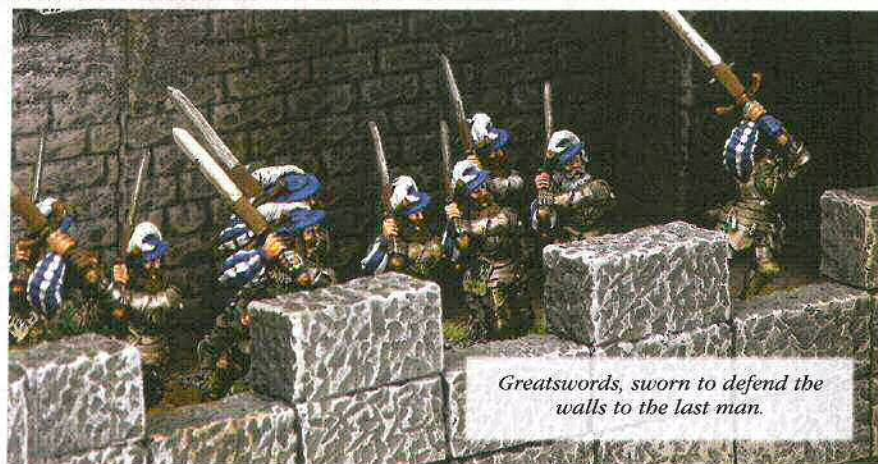
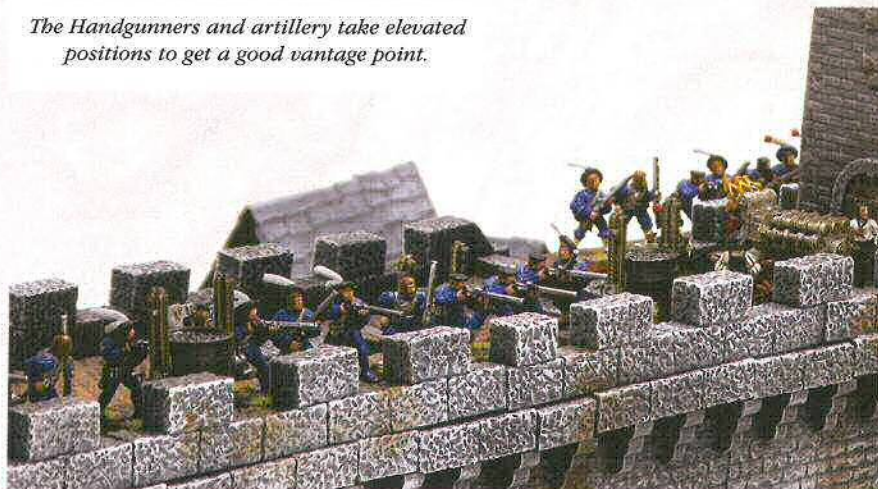
The Chaos forces spread their numbers across the bridge.

DEPLOYMENT: EMPIRE

On the far eastern section of the walls, the stalwart Greatswords stood sentry and prepared to defend the walls against the climbing Flayerkin. Next to them, on the eastern tower, stood powerful artillery pieces of the Empire, a Mortar and Great Cannon. A group of Swordsmen and Handgunners guarded the eastern central wall. More Handgunners with four cauldrons of oil, a Priest of Ulric, and a Helblaster Volley Gun stood atop the gatehouse. In the tall tower on the northeast corner of the gatehouse a lone Engineer with a Hochland Long Rifle took up a sniper's position and awaited the enemy. Another group of Swordsmen and Handgunners guarded the western central wall. A single Cannon was positioned in the western tower, and finally, a group of Archers guarded the westernmost section of the wall. These brave soldiers of the Empire had vowed to protect the walls of Middenheim with their lives. With grim resolve, they gripped their weapons tightly and said silent prayers to Ulric and Sigmar. The fate of the Empire rested with them, their resolve, and their steel.

With a simple gesture from the Chaos Champion, the forces of Chaos advanced. The siege engines lurched forward. The battle for Middenheim had been joined.

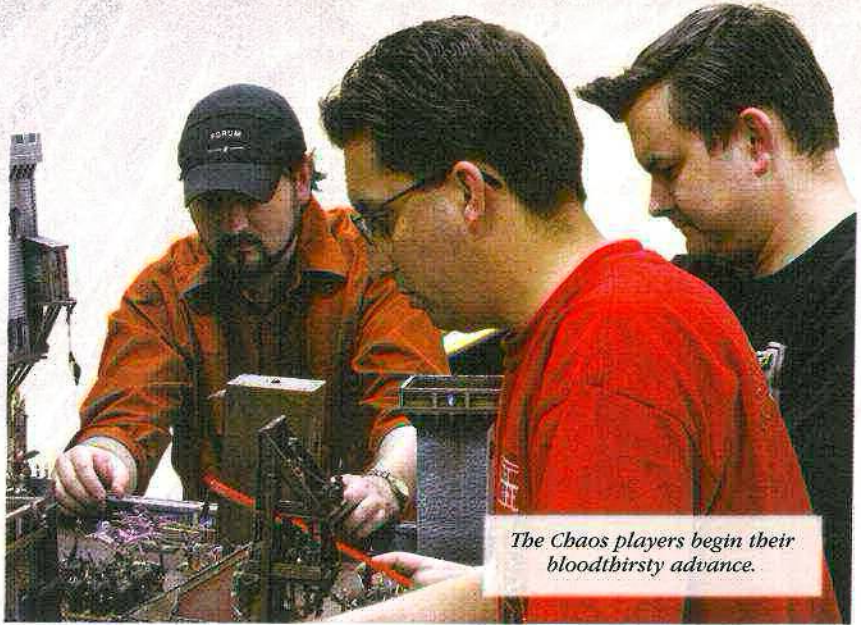
The Handgunners and artillery take elevated positions to get a good vantage point.



Greatswords, sworn to defend the walls to the last man.

CHAOS TURN 1

After the siege towers moved prior to the first turn of the game, the entire Attacking force surged forward at top speed to reach the walls as soon as possible. Though the battle would last a full 10 turns, the besiegers had two sets of gates to get through and a tall pair of walls to climb. There was little time to waste. To the east, the Flayerkin advanced up the cliffs. The rest of the force advanced quickly toward the gates. Drew and Jason looked a bit nervous, some of the forces of Chaos were almost halfway up the causeway. Chad, controlling the Chaos Sorcerer, rolled to cast *Hand of Death* but failed to do so. The bad luck continued as the Hellcannon misfired and caused a Wound to the unlucky Chaos Sorcerer. How fickle are the whims of Daemons!



The Chaos players begin their bloodthirsty advance.

EMPIRE TURN 1

Seeing the besiegers moving quickly to the walls, Jason and Drew prepared a quick and hopefully decisive response. The Archers on the western wall, seeing no enemy directly in front of them, moved into the western tower and took up positions in the arrow slits and windows. The Priest of Ulric prayed for the *Fury of Ulric* to inspire the Handgunners, but the Chaos Sorcerer deftly dispelled the effects.

Both Drew and Jason looked optimistic at the beginning of the Shooting phase. Jason, a carpenter and terrain builder, has an excellent sense of measurement and linear distance. Throughout the game, his accurate guesses would prove to be a valuable asset to the Defenders of Middenheim. The western Cannon fired diagonally

across the causeway, struck a single crewman on the Tzeentch siege tower, and failed to cause a Wound. The eastern Cannon had slightly better luck and shaved a single Damage Point from the Slaanesh siege tower. A spot-on guess for the Mortar killed five Chaos Marauders. Although Jason's range guesses were accurate, the artillery failed to do the damage that Jason and Drew were hoping for. Perhaps the other missile weapons would fare better.

Drew picked up a fistful of dice and began declaring targets. The Handgunners on the gatehouse opened

fire on the Khornate siege tower. Though many shots found their mark, no Wounds were caused. The Handgunners on the western wall had similar results against the Slaanesh siege tower: many hits but no Wounds. The Handgunners on the eastern wall fared little better and managed to dispatch only a single Marauder. The Engineer with his Hochland Long Rifle targeted a Chaos Dwarf crewman of the Hellcannon but failed to hit the mark. Finally, the Helblaster had some effect and sent five Nurgle Warriors to meet their pustular master. With that, the Empire turn came to a close.

CHAOS TURN 2

The Attackers again moved as quickly as they could toward the walls of Middenheim. It looked as though, next

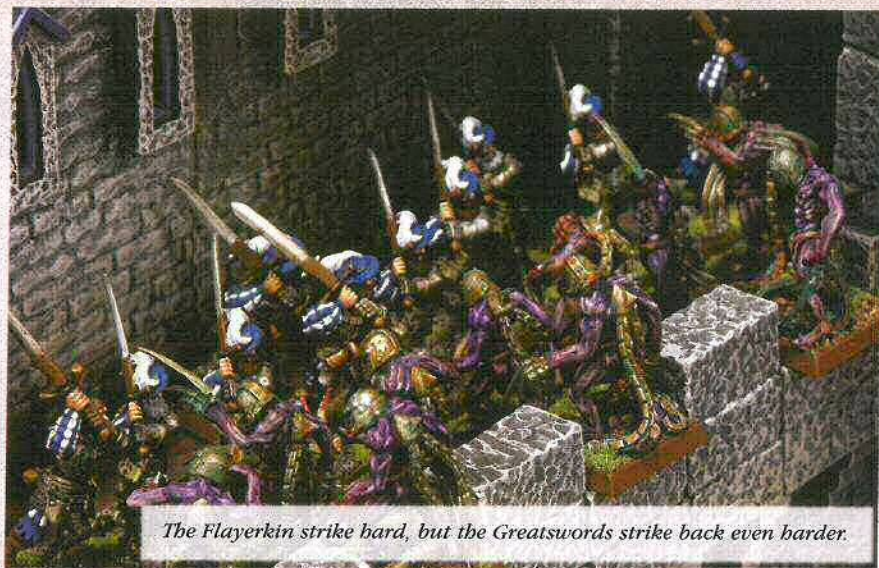


turn, many of the Attackers would reach the gates. Chad again rolled to cast *Hand of Death* and succeeded, but Drew's Priest of Ulric dispelled it with ease. The Hellcannon fired at the Volley Gun and scored a direct hit. The gun itself lost 2 Damage Points, and one of the crew dissolved into a steaming puddle of protoplasmic goo. The gatehouse itself was shaken, and shards of masonry and stone fell to the ground ominously. Next turn, the Chaos attack would begin in earnest. The Defenders would have to do some serious damage if they hoped to impede the enemy's advance towards the gates.

EMPIRE TURN 2

The Empire turn began with the Priest of Ulric moving up to join the Handgunners manning the ramparts of the gatehouse and attempting to pray for the *Fury of Ulric*. Again, Chad's Sorcerer dispelled it.

With a roar and a flash, the Imperial guns opened fire. The eastern cannon fired across the gateway. The crew began to cheer, for their shot looked like a good 'un, but the cannonball lodged into the ground a few scant yards shy of the Slaaneshi siege tower. With a loud crack, the missile came to a halt. The western Cannon again targeted the Tzeentch siege tower, dispatched a single Marauder, and bounced just far enough to impact the hull of the great floating siege engine and inflict 2 Damage Points. The Mortar again fired at the Marauders, killed seven of them, and caused them to *panic* and flee. The Engineer in the tall tower set his sights on the unprotected Chaos Sorcerer but missed. The Helblaster and the Handgunners on the gatehouse as well as the Archers in the western tower targeted the unit of Nurgle Chaos



The Flayerkin strike hard, but the Greatswords strike back even harder.

Warriors and, between them, killed nine of the diseased soldiers. However, their nerve held, and still they pressed on toward the gate. The two other units of Handgunners targeted the Slaanesh and Tzeentch siege towers but had little effect. Though the Empire's shooting had thinned the Attackers' numbers, would it be enough to weaken the attack on the walls?

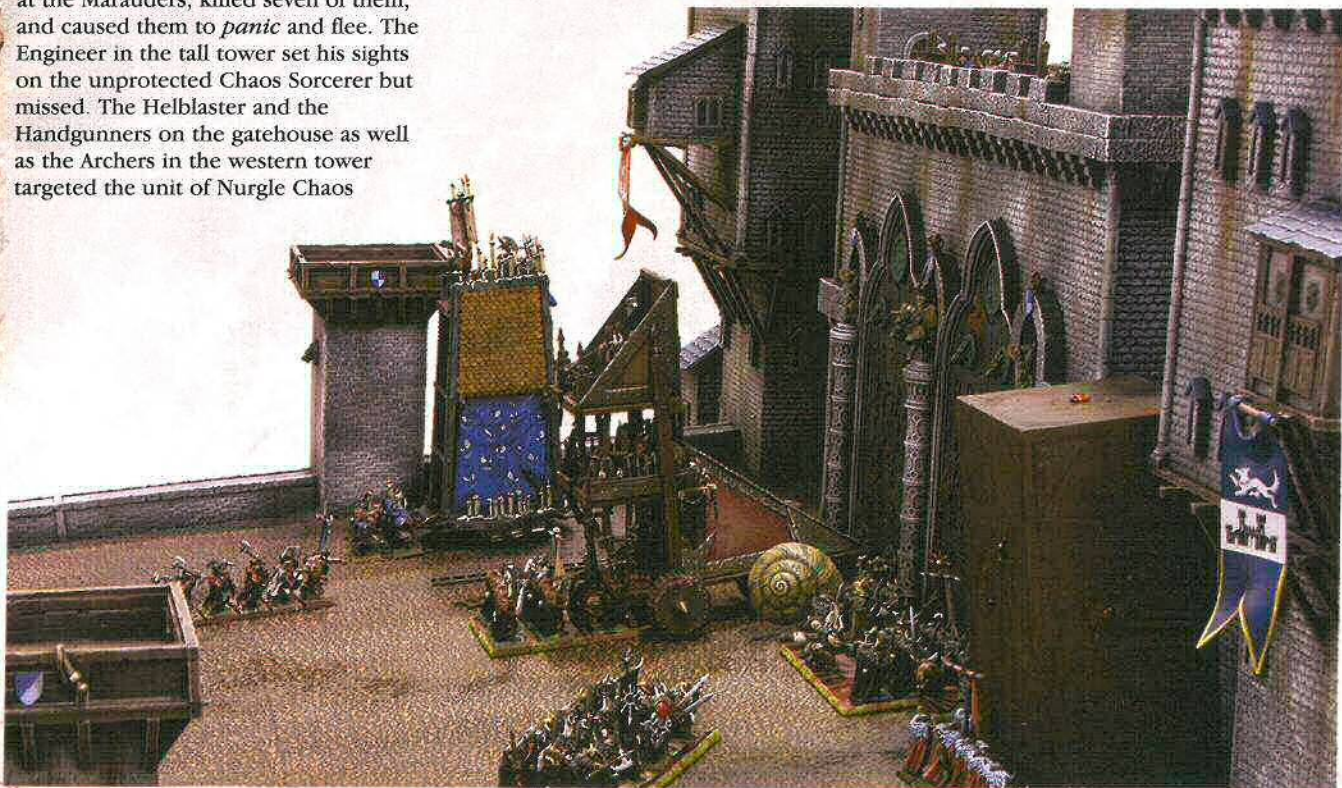
CHAOS TURN 3

With gleams in their eyes, Dave, Chad, John, and Rob began declaring charges. The Khorne siege tower charged the eastern gate, while the Nurgle Warriors with the log ram charged the western

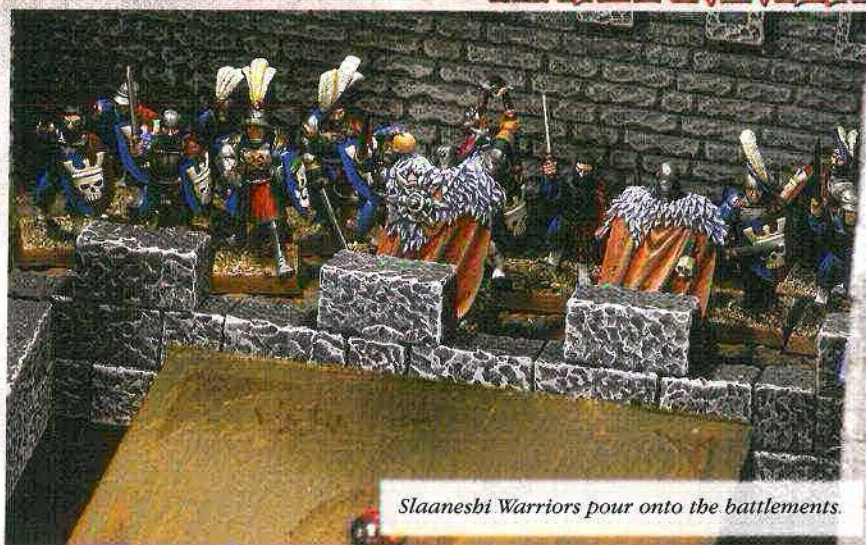
one. The Slaanesh siege tower charged the west central wall, and the Flayerkin charged the Greatswords guarding the easternmost wall section. Swords would soon be crossed.

The fleeing Marauders managed to rally, and yet again, the Chaos Sorcerer's attempt to cast *Hand of Death* was dispelled. The Hellcannon fired at the Great Cannon on the eastern tower but failed to hit its target.

The depraved Warriors of Slaanesh attacked the Swordsmen on the western central wall with fury and managed to fell one of them, but the Defenders held



their nerve. The Flayerkin flew over the ramparts with ease and set to the Greatswords with curved blades and meat hooks. The mutated creations of Throt killed four Greatswords, but the elite warriors fought back with righteous anger and dropped five of the Flayerkin, who held their ground.



Slaaneshi Warriors pour onto the battlements.

Both the Warriors of Nurgle with the log ram and the Khornate siege tower began battering the walls. Though the gate timbers suffered from the attack, they held fast – for the time being at least.

EMPIRE TURN 3

With no moves to make and the *Fury of Ulric* yet again dispelled by the Chaos Sorcerer, Jason and Drew moved quickly to the Shooting phase. The crew of the eastern Great Cannon could just spot the Slaanesh siege tower, opened fire, and at last destroyed it. A great cheer arose from the walls of Middenheim as three Slaaneshi Warriors were killed by the collapsing construct. The western Great Cannon fired at the Khornate siege tower but inflicted only minimal damage. The Mortar fired at the recently rallied Marauders but missed.

Two of the Handgunners poured boiling oil on the Nurgle Warriors and killed three of them, while the guns of their fellows dropped another two. The much weakened soldiers of the Diseased God somehow managed to hold. The Helblaster opened fire on the Undivided Warriors and killed a massive 12 of them. Thanks to the Mark of Chaos Undivided, the Warriors passed their Panic test and continued to advance toward the city. The rest of the Defenders' shooting was ineffective.

In the Combat Phase, the Flayerkin killed three Greatswords while losing only one of their own. The Greatswords' nerve broke, and they were wiped out by the pursuing Flayerkin. On the other side of the battle, the Slaaneshi Warriors and Swordsmen each killed one of the enemy, thereby fighting to a stalemate. Aside from the Greatswords, the forces of the Empire seemed to be holding their own. Whether they could sustain this defence against the fearsome warriors of Chaos remained to be seen.

CHAOS TURN 4

The forces of Chaos that had not yet attacked the walls continued to advance. The Warriors of Slaanesh, showing a great deal of foresight, had a ladder with them and continued to press the attack on the central west wall even after the collapse of their siege tower. The Exalted Champion's unit of Warriors of Chaos Undivided came close to the wall,

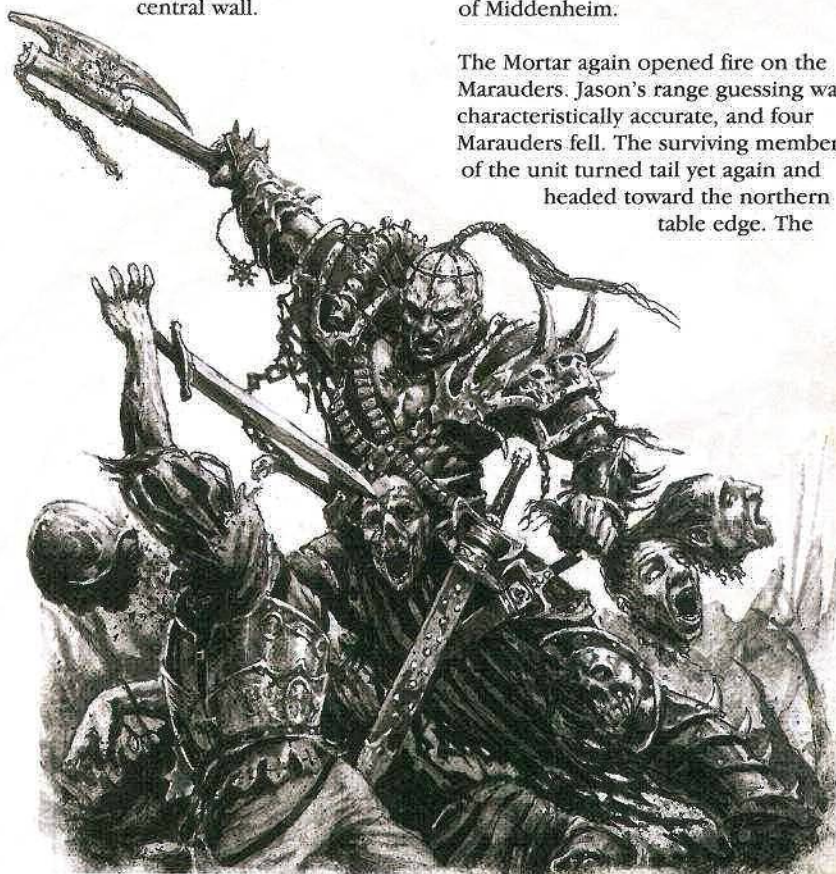
as did the Tzeentch siege tower. Yet again, the Chaos Sorcerer failed to cast *Hand of Death*. The Hellcannon targeted the Helblaster Volley Gun and finally destroyed the weapon. Its two remaining crewmen, however, were unaffected and remained to fight on.

The siege tower of Khorne and the Nurgle Warriors with the log ram continued to assault the gates. Though the timbers creaked and splinters fell, the gates held. Again, the Warriors of Slaanesh and Swordsmen fought to a stalemate on the western central wall.

EMPIRE TURN 4

The Handgunners on the eastern central wall moved to intercept the Flayerkin who had just defeated the Greatswords. Though the Gunners had little hope against the fearsome mutants, the men of the Empire held true to their duty and would not let the forces of Chaos into their city. The crew of the destroyed Helblaster moved to man the cauldron and stoked the flames to heat the oil. Once again, the Priest of Ulric prayed for *Ulric's Fury*, and once again, the Chaos Sorcerer dispelled it. Magic, it seemed, would have little influence on the siege of Middenheim.

The Mortar again opened fire on the Marauders. Jason's range guessing was characteristically accurate, and four Marauders fell. The surviving members of the unit turned tail yet again and headed toward the northern table edge. The



western cannon fired at the Tzeentch siege tower and destroyed it in a shower of broken lumber and strange emissions of blue flame. Two Warriors of Tzeentch perished in the collapse. The eastern Cannon fired at the Khornate siege engine but failed to hit it. The Handgunners above the gatehouse opened fire on the Warriors of Nurgle, killed two, and caused the unit to *panic* and flee. The Handgunners and Archers on the western walls and towers fired at the unit of Chaos Undivided and wiped out the remaining four members of the unit. The Champion leading them, however, was spared by the Gaze of the Gods and continued his advance on the walls. The Engineer in the high tower finally made his presence felt, as he dispatched one of the Chaos Dwarfs manning the Hellcannon. On the western central wall, the battle for the ramparts continued. A single Swordsman fell to the Slaaneshi attack, but the men of the Empire held their nerve and fought on. The Priest of Ulric said a silent prayer and made a promise that should he survive this day, those brave Swordsmen would be remembered as heroes.

CHAOS TURN 5

In accordance with the scenario rules, the destroyed Warriors of Chaos Undivided and the fleeing Warriors of Nurgle were 'recycled' and brought back on the northern edge of the causeway. The Chaos Champion advanced up the



The gate comes crashing down.

central western wall to join in the combat against the brave, unyielding Swordsmen. The Flayerkin, with the blood of the Greatswords still dripping from their blades, charged the Handgunners who had moved to intercept them. The fleeing Marauders failed to rally and continued to run toward the northern table edge.

Again, the Chaos Sorcerer failed to cast his spell. In the brief Chaos Shooting phase, the Hellcannon misfired, destabilized the unholy energies fueling it, and lost its Daemonic Aura Save.

On the western central wall, the Warriors of Slaanesh and Exalted Champion killed three more Swordsmen, and still these brave warriors held their nerve. Jason and Drew agreed that, no matter the outcome of the game, this humble unit of 15 Swordsmen had been the most successful unit in the battle. The Khornate siege engine continued to batter the gate and did a bit more damage, but still the sturdy doors held fast. The Flayerkin made short work of the Handgunners and then set their sights on the artillery crews on the eastern tower.

EMPIRE TURN 5

The Archers in the western tower no longer had line of sight to any targets and so moved to the tower roof in order to seek out new prey with their deadly bows. The Priest of Ulric again called for his *God's Fury* to hearten his men, but the Chaos Sorcerer prevented the prayer from taking effect.

The cannon crew on the eastern tower targeted the Khornate siege tower and reduced it to a single Damage Point. The western Cannon fired, its crew hoping to finish the job, but the cannonball stuck in the ground a hair's breadth away from the tower and failed to cause any damage. The Mortar fired at the new unit of Nurgle Warriors that had just come into range but misfired and could not shoot this turn. The Helblaster crew dropped boiling oil on the Chaos Spawn waiting to storm into the city once the gates fell, but the hot liquid caused no damage to the abomination. The remaining units of Handgunners opened fire. A lucky shot hit a weakened strut on the Khornate siege tower, and the unholy engine collapsed. A single follower of the Blood God was crushed beneath the brass beams.

The bloody conflict between the Slaaneshi Warriors, now led by the Exalted Champion, and the Swordsmen defending the western central wall continued. Two more Swordsmen fell, but their fellows yet again held fast. With staunch soldiers like these defending her walls, surely Middenheim could weather this attack!

CHAOS TURN 6

After the Tzeentch Warriors' slow advance on the walls, Rob gleefully declared that his followers of the Changer of Ways would charge the eastern central wall. Jason and Drew hoped that the unit of Swordsmen defending it would share the bravery that their comrades on the other side of the gatehouse had shown this day. The Flayerkin charged the Mortar crewmen,



who moved to defend their war machine. The Khornate Warriors who had just lost their siege tower moved to pick up the log ram that the fleeing Warriors of Nurgle had left behind and headed toward the western gate. The new units of Chaos Undivided and Nurgle advanced further up the causeway. Finally, the Marauders rallied and formed up to renew their advance on the walls of Middenheim.

At long last, the Chaos Sorcerer cast *Hand of Death* successfully and killed one of the surviving members of the Helblaster crew who was manning the cauldron of boiling oil. The sole survivor of the war machine's crew would be unable to tip the cauldron by himself next turn. Once more the mighty Hellcannon opened fire at the western Cannon. Although the shot missed, some minor damage was done to the western tower instead.

In the Combat phase, the Flayerkin, predictably, made short work of the Mortar crew. The newly engaged unit of Swordsmen on the eastern central wall dispatched a single Warrior of Tzeentch, while on the opposite side of the gatehouse, the Slaanesh Warriors and Swordsmen again fought to a stalemate, each side losing one of its soldiers.

EMPIRE TURN 6

The Empire turn began with the Priest of Ulric again praying for the *Fury of Ulric* to help his men, to no avail thanks to the notoriously effective antimagic of the Chaos Sorcerer. The western Cannon fired at the Khornate Warriors but missed. The eastern Cannon crew, fearing the threat of the Flayerkin, turned their gun around and fired grapeshot into the mutated warriors. Once the cloud of smoke, musket balls, and blood dissipated, the crew let out a triumphant cheer, for the Flayerkin were no more. The Engineer in the tall tower killed yet another Chaos Dwarf. Now, only a single crewman continued. The remaining missile troops fired at the units on the causeway, and three Khornate Warriors fell to well-aimed handgun fire.

Yet again, both units of Swordsmen proved their worth and held their own against the increasingly frustrated Warriors of Chaos fighting desperately to take the walls flanking the gatehouse. The Priest of Ulric's heart swelled with pride, as he cheered his men on to even greater feats of bravery.

CHAOS TURN 7

A new unit of Flayerkin appeared on the northern end of the causeway and

followed the units of Chaos Undivided and Nurgle that were advancing toward the gates. The Khornate Warriors with their newly acquired log ram charged the western gate, while the Chaos Sorcerer again failed to cast *Hand of Death*. The Hellcannon targeted the Cannon on the western tower, destroyed the artillery piece, and shook the tower so profoundly that the Archers on the roof would be unable to shoot this turn as they fought to keep their footing.

Yet again, the units of Swordsmen made good their defence of the walls. Those fighting against the Warriors of Tzeentch on the eastern wall fought to a stalemate, while the western unit actually won their round of combat by killing a Slaaneshi Warrior. Led by the Exalted Champion, however, the Warriors held their nerve.

Finally, the Khornate Warriors attacked the gate with the fury of the Blood God, and the mighty outer gates of Middenheim collapsed. With a piercing scream from the units behind, the forces of Chaos prepared to surge into the city.

EMPIRE TURN 7

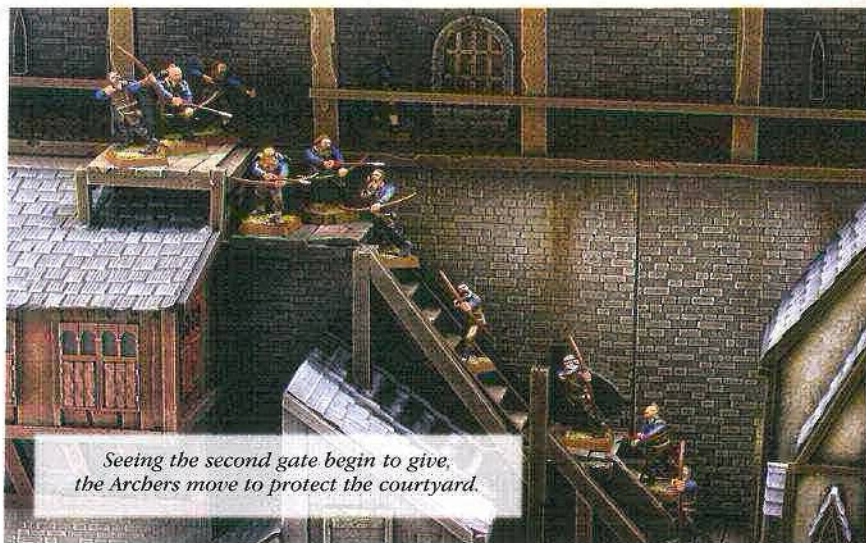
Unable to shoot this round, the Archers in the western tower opted to move out of the tower and towards the courtyard. If the forces of Chaos managed to batter down the inner gate, they would not find the city undefended.

The remaining Cannon on the eastern tower misfired and would not be able to shoot this turn or next. The Priest of Ulric and lone surviving member of the Helblaster crew poured boiling oil on the Warriors of Khorne and killed three of them. With only three members left in the unit, they would be unable to hoist the log ram and attack the inner gate. The Handgunners opened fire on the

Warriors of Nurgle and killed one. The Engineer took aim at the last Chaos Dwarf, but his missile was deflected as the crewman took refuge behind the massive engine of war. The Swordsmen on the eastern wall again fought the Tzeentch Warriors to a stalemate. Their companions on the western wall again held fast, but only two of the western unit of Swordsmen now remained. These men had fought hard and died well, but surely could not last much longer against such fearsome and unyielding foes.

CHAOS TURN 8

The forces of Chaos faced a dilemma. Though they had at last battered down one of the outer gates, the three Khornate Warriors could no longer hoist the log ram to attack the inner gate. Thinking quickly, Chad hit upon a novel solution. His Chaos Sorcerer moved to join the unit, thereby making it four men strong – just enough to wield the log ram. With howls of delight, the march on the inner gate, which had already been weakened by the infiltrating Flayerkin, continued. As he advanced, the Chaos Sorcerer again tried to cast *Hand of Dust* at the Defenders above his head, but the Priest of Ulric deftly dispelled it. The Hellcannon, manned as it was by a single crewman, could not fire this turn. The Chaos Dwarf shovelled furiously as he contemplated his next target. The Swordsmen on the eastern wall fought the Warriors of Tzeentch to a stalemate, each side losing one of its number. At long last, the two last Swordsmen on the western wall fell under the blade of the Exalted Champion. These men had fought bravely and will be remembered in song and story for years to come, assuming anyone should in Middenheim should survive the siege to remember their sacrifice.



Seeing the second gate begin to give, the Archers move to protect the courtyard.

EMPIRE TURN 8

The Archers continued their descent from the walls and into the city to defend her should the inner gates fall. The Priest's prayer was, predictably, dispelled. Because of the misfire last turn, the remaining Cannon could not fire, and its crew rushed to reload the weapon. The Handgunners on the gatehouse opened fire on the unit of Warriors of Chaos Undivided following the Khornate Warriors into the gatehouse. Five of the Warriors fell, but again, the Mark of Chaos Undivided saved the unit from Panic. The Handgunners on the central western wall opened fire on the Slaaneshi Warriors on the wall below and killed three of them, but the two surviving Warriors seemed unconcerned and readied themselves to ascend the second city wall. The Engineer sighted his Hochland Long Rifle at the last Chaos Dwarf crewman and found his mark. Next turn, the Daemon inside the Hellcannon, unfettered by the crewmen who channel its fury at the enemy, would run amok. Perhaps, thought the grizzled Engineer, we might use the enemy's strength against him.

Again, the Swordsmen proved their worth. Although one of their number fell to the Tzeentch Warriors, their resolve did not fail, and they held fast.

CHAOS TURN 9

As the penultimate turn of the game began, all of the players realised that the outcome was going to be close. The two remaining Slaaneshi Warriors and the Exalted Champion charged up the inner western wall to engage the Handgunners. The few remaining Marauders finally completed their long march to the walls of Middenheim and charged up to join the Tzeentch Warriors in the fight against the Swordsmen. Three units moved into the gatehouse to attack and storm the inner gate. The Khornate Warriors led by the Sorcerer hit the inner gate with their log ram. Following hot on their heels were the Warriors of Chaos Undivided, the Chaos Spawn, and the Warriors of Nurgle. If these units could make it inside the city, the Defenders' chances would be slim.

In the Compulsory Movement phase, the Hellcannon charged forward but fell short of the Flayerkin, the closest unit. Wisely, the Flayerkin made best possible speed toward the wall and away from the rampaging Daemon engine behind.

The Handgunners on the western wall braced themselves as the Slaaneshi Warriors and Champion charged onto

the ramparts. Though two Defenders fell, the Handgunners held fast. Despite the fact that the Tzeentchian Warriors and Marauders killed four of their number, the Swordsmen defending the eastern central wall held also. The Priest on the gatehouse acknowledged to himself that these Swordsmen of the southern Empire fought with a fury worthy of Ulric himself. Confident that his walls were well defended, the holy man turned his attention to the inner gates, only to see them come crashing down as the Warriors of Khorne smashed into the weakened timbers with the log ram. The entrance to the city was open. Only a handful of Archers and the gods of the Old World stood between the forces of Chaos and the heart of the city of Middenheim.

EMPIRE TURN 9

The Archers, realising that they were the last line of defence, took up position and prepared to fire. The Cannon and Handgunners had no targets, but more boiling oil was poured down onto the enemy, and five of Nurgle's Warriors were burned to death by the steaming liquid. The rest of the unit turned tail and ran back out of the gatehouse. Perhaps, with this regiment in retreat, the forces of the Empire had a chance!

On the walls, however, the forces of the Empire fared far worse. Both the Swordsmen and Handgunners fighting the Chaos Warriors on the walls broke

and were cut down by the enemy. Though these men had fallen, they had done their duty well. The forces of Chaos had taken the ramparts but would not have time to climb down into the city itself. The attack on the walls had failed. Only those who had taken down the gates of the great city could win the day for Archaon now.

TURN 10

The two Chaos units in the gatehouse stormed into the city of Middenheim under a hail of arrows from the Archers who guarded the courtyard. None of this missile fire proved effective. The Chaos units on the walls began their descent down the walls but had much too far to travel to help in seizing the inner courtyard. The scenario's Victory Conditions stated that Chaos must have two or more units at Unit Strength 5 or greater in the city at the end of the game. In fact, the forces of Chaos had three units in the courtyard: the Warriors of Chaos Undivided at Unit Strength 12, the Warriors of Khorne led by the Chaos Sorcerer at Unit Strength 4, and the Chaos Spawn at Unit Strength 3. With only one unit at the required Unit Strength, the forces of Chaos had failed, and the Defenders of Middenheim were victorious! Still, everyone agreed, battles don't get any closer than that! Had a single additional Khornate Warrior survived to march into Middenheim, the Northern Gate would have fallen to Archaon's forces.



The Chaos Warriors break through, but even their evil snail does not guarantee them victory.

PRAISE BE TO ULRIC!

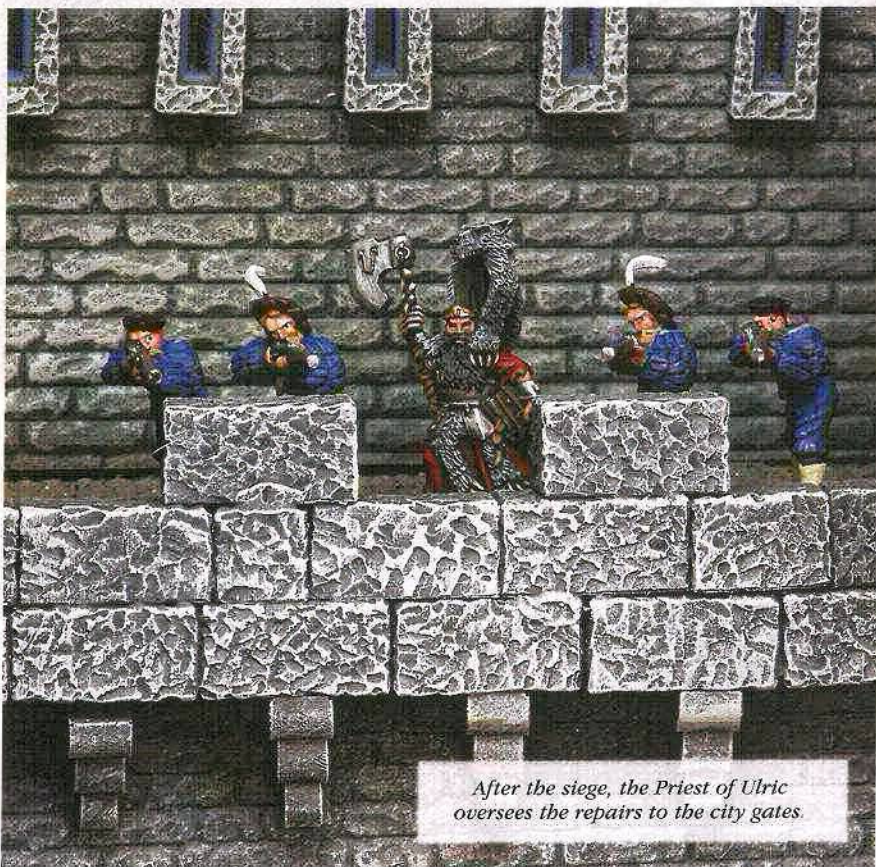
DEFENDERS

Jason: This battle was an amazingly close and hard-fought game. Two siege towers and the Khornate armoured battering ram made us a little nervous at first! Right away, we knew we had to kill the siege engines fast, though we had problems doing damage to the towers as they rumbled forward. Thankfully, our Cannon did well most of the game and eventually brought the towers and ram down. Our few misfires were negligible. Our deployment was solid and well thought out, and it paid off in the later turns of the game. Drew's Leadership tests for the Defenders on the walls were unbelievable, and he made almost every one, creating the feeling that the Defenders were fighting to the last man before giving up the walls. And Drew's handgunnery was just as impressive, as he made the Attackers pay a horrible toll for setting foot onto the causeway. And thank Ulric for the cauldrons of boiling oil! They really thinned the Chaos Warriors when it was needed most.

Drew: Success! I think our overall strategy worked. By having superior firepower and avoiding misfires, we managed to cause quite a bit of damage. The destruction of our foes' siege towers was key in preventing them from getting over the walls too soon. The most surprising thing was the Empire Swordsmen's bravery. They lasted long against the Slaaneshi Chaos Warriors, who were first on the wall and the last to get over it. Had the sneaky Flayerkin not damaged the second set of gates in the Skirmish scenario, Archaon's Attackers wouldn't even have come as close to victory as they did. Middenheim is still in danger but not yet defeated!

ATTACKERS

Dave: That was tough! The four Chaos players worked well together, and we should have crushed the weakling Empire, but the enemy's resolve was too strong. The most impressive units of the Empire were definitely the Swordsmen. Had either unit broken a turn or two earlier, the Northern Gate would have been ours. I was really impressed with my Flayerkin as I watched them slice apart a big unit of Greatswords, chop up the measly Handgunners sent to delay them, and dismember the Mortar crew to a man. Did my Hellcannon shake the walls? It sure did, but poor rolling on my part prevented it from being too effective against the war machines of the enemy. I mean, who rolls a 2 and a 1 for damage against 3-Wound Cannons? *(Guy probably would - Fat Bloke).*



After the siege, the Priest of Ulric oversees the repairs to the city gates.

Chad: Man, oh man! It doesn't get much closer than that! If only my Warriors of Nurgle had held in Turn 9. The boiling oil was just too scary, though, and the flight of my putrescent boys cost us the game. Ah well, if only one more Khornate Warrior had survived, our vanguard unit would have been strong enough to fulfill the Victory Conditions. Still, it was a great game, and I had fun playing on the table over which Rob and I laboured so long and hard. I think that our battle plan was sound. We advanced under withering artillery and missile fire and lost a few units along the way as we knew we would. However, our resolve never faltered, and the plan seemed to go well enough once we'd reached the walls. If only those thrice-cursed Swordsmen hadn't held the ramparts with such determination, the city would surely have been ours!

Rob: Well, I must say that I'm less than pleased with the performance of my troops. My Tzeentch siege tower made slow progress toward the walls and was destroyed before it could reach them. My Warriors then spent the remaining turns of the battle dulling their blades on the shields of the Swordsmen defending the central eastern wall.

Those fellas were dead hard, and Jason and Drew should be happy with their performance as well as their well-staged defence. They had a solid plan, and they executed it very well indeed. It was a lot of fun to play.

John: Oh the injustice! Our victory stolen at the height of our glorious assault! If only the morale of our troops matched the bloody aspirations of the generals commanding them. Sadly, the one unit we needed to stand its ground to break into the courtyard on the last turn had a momentary lapse of courage and fled under the dizzying array of firepower raining down on them from the Empire ramparts. The assault went well, but the defences of Middenheim just barely kept us from absolute glory. Had we been better favoured with our Panic tests, I'm confident that the Empire soldiers would have been slaughtered to a man. That's alright, though, Archaon's main army still has yet to attack.

The opportunity to play on such a fantastic table and with such great players was an awesome experience, and win or lose, that will go down as one of the most fun and memorable games of Warhammer that I've ever played.



STORM OF CHAOS

THE BATTLE FOR MIDDENHEIM

SAVE THE EMPIRE IN WARMASTER

Only the massive scale of Warmaster could possibly do the clash between the forces of Chaos and the Conclave of Light on the plains outside Middenheim justice. Matt Keefe presents a scenario for battling Archaon in a scenario which could decide the fates of millions.

With Archaon's forces attacking the city, battle was joined on the plains by Middenheim itself. Here the final fate of the Old World would be decided, with all the greatest warlords of the age gathered for the final conflict.

The battle takes place at the foot of the great mountain on which the city of Middenheim stands. The plain is vast, bordered by the Drakwald forest, foothills of Ulric's Rock and the Old Forest Road. Terrain varies greatly across this area, so set-up the table in any way you can agree upon.

The battle was fought between those who had pledged their allegiance to Archaon and his Chaos masters, and those who had sworn to defend the Empire, the realms of Man, and ultimately the entire Old World against the Ruinous Powers. The armies present were great and varied, so for the purposes of the scenario are divided into three principal factions. This is such a large battle that you will need multiple players on each side, so each faction is in turn divided up into separate armies, one for each player in the faction. You will need armies to represent each of these factions, though their exact make-up can vary. The factions are as follows:

DEFENDERS OF THE EMPIRE

Any Empire, Bretonnian, High Elf, Dwarf or Kislevite armies form a single faction, known as the Defenders of the Empire. Determine before the game how many points this faction is worth, since the size of the other factions in the game will be dependent upon it.



Valten, Chosen of Sigmar and Archaon, Lord of the End Times.

FORCES OF CHAOS

At the fore of Archaon's horde is, of course, his own Chaotic and Daemonic followers. These are represented by any Chaos or Daemon armies in the faction, but they are not the only creatures fighting for Archaon. Any players with Dark Elf or Skaven armies should also be placed in this faction. Any players with Vampire Counts or Orc & Goblin armies can also join this faction, though they may form part of the 'Allies Unknown, Saviours Unexpected' instead

Follow on from last month's battle report with your own Battle for Middenheim.



as described below. The Forces of Chaos should have 50% more points than the Defenders of the Empire, so if the Defenders of the Empire faction is worth 2,000 points the Forces of Chaos should have 3,000 points, for example.

ALLIES UNKNOWN, SAVIOURS UNEXPECTED

Though there are many great minds filled with malice, not all would willingly see the world fall into Chaos, for this would also mean the end of them and their own nefarious ambitions. Others will fight anyone, uncaring of the fate of the wider world. Vampire Counts or Orcs & Goblins armies can be used to provide this faction since their own evil aims or love of brawling could equally well see them fight for or against Archagon. However, you need at least one of these armies for the scenario since all three factions must be represented in the game as at the climax to the Storm of Chaos.

Allies Unknown, Saviours Unexpected should have exactly half as many points as the Forces of Chaos, so to continue our example above, 2,000 points of Defenders of the Empire would face 3,000 points of Chaos with the Allies Unknown, Saviours Unexpected faction would have 1,500 points.

In all of the above factions, the number of individual armies is unimportant so long as the points totals correspond to those restrictions outlined above. So, again continuing our example, the Defenders of the Empire could consist of 1,000 points of High Elves and 2,000 points of Empire.

Each army within a faction is entirely separate in every way, so no character may give orders to units in other armies, etc. Each army within a faction has its own individual Break point as normal and will withdraw instantly when broken. Any enemy units which were in combat with the broken army and suddenly find themselves unengaged are entitled to Advance if possible in the next Combat Resolution phase, just as if their enemy had been destroyed. The destruction of one army within a faction will have no effect whatsoever on the other armies in that same faction except for the obvious fact that they will suddenly find themselves perhaps more than a little outnumbered.

At the start of the game the Defenders of the Empire deploy on one table edge while the Forces of Chaos set up opposite them. Both sides may deploy up to 20cm onto the table. The Allies Unknown are not deployed at the start

of the battle. Instead, the Defenders of the Empire should secretly write down the name of one of the armies in their faction. Once this particular army is broken, the Allies Unknown will be triggered into action and should be placed on the Defenders' board edge at the start of the next turn. Once deployed these reinforcing armies behave exactly as normal, the Allies functioning as part of the Defenders of the Empire faction.

No special victory conditions apply to this battle, it will simply be fought until the inevitably bitter end (and a grim, bloody, drawn-out end it will be too). No turn limit applies, so simply play on until the death when all the armies in either the Defenders of the Empire faction or the Forces of Chaos faction have been destroyed. Once this happens, the surviving faction is the victor. There is no other way to win, so go forth and destroy your foe.





STORM
OF
CHAOS

HERALDS OF PESTILENCE

A hobbyist for 22 years, Nick Cristofoli is hated by the fates and so rarely wins despite the use of a full and colourful vocabulary to encourage the dice. He describes himself as “a tender soul who likes long, romantic walks on stormy

days and the happy sound of children laughing at bunnies hopping in sun-speckled meadows.”

“All I wish for is an end to suffering in the world, and the hope that one day all of mankind will live in peace

together,” said Nick when we went to talk to him about his army.

However, he also likes the forces of Chaos, specifically Nurgle. So where do your bunnies fit into that equation, Nick?



Nick Cristofoli



“I really like Nurgle above all the other Chaos gods, he’s the least evil.” This was Nick’s unusual response when we asked him why he played with the plague lord. Of course, after such a heretical statement we demanded that he explain himself, or we’d call in the local Witchhunters.

“Plague and disease are natural, and for this reason I don’t really regard Nurgle as evil. I don’t do evil armies. Always side with the forces of good,” said Nick. But surely, with Nurgle being one of the Chaos gods he’s evil, right? They do want to take over the world. “Old age and physical corruption, the things that Nurgle stands for are just a progression of time,” he replied. “Everything dies, so it makes sense to follow the inevitable.”



Hmmm. Okay. Moving on, Nick’s army has quite an interesting composition with lots of large and impressive models. “I really based the army on things that I like,” he explained. “I’ve always had a bit of a soft spot for all things Nurgle and I was inspired by the Nurgle unit of Marauders in the Hordes of Chaos book. I wanted to build up an army with lots of conversions. A Nurgle force gives me lots of scope to do that.”



A Champion of Nurgle, carried by Nurglings on his palanquin.



CHAOS CHARIOTS

One of Nick's favourite units is his Plague Cart chariot. "After delving into the background of the original Realm of Chaos books (*these are ancient books that go way, way back into the annals of Games Workshop history—Ed*) I was inspired by the stories about Plague Carts and Plague Zombies that were then part of a Nurgle force. The chariot was made very much with that in mind and is an awesome shock unit in the game. On the other hand, my unit of Marauders is the most visually pleasing unit for me. There's something about a shambling horde of half-diseased Nurgle worshippers that appeals to me. Tactically though, I'm still figuring out how to use them properly. Usually they move slowly across the battlefield, only to die or run away when they reach the enemy," said Nick.

Alongside his chariots, it's his awesome Minotaurs that are one of Nick's real hard-hitters. "Minotaurs armed with great weapons are rock hard," he said.



Nick's Plague Cart chariot is inspired by stories from the old Realms of Chaos book.



Some of Nick's Chaos Warriors.



The second chariot is drawn by a Beast of Nurgle from the Games Workshop Classic range.

ROTTING RELIQUAE

"This model was really more like five models than one with the Sorcerer, three Marauders and the skeletal steed. It was also the longest model from conception to creation, with about five people all helping out and pitching ideas for the conversion," said Nick.

The Sorcerer is constructed of various components, which makes him unique and really stand out on the battlefield. "As well as the head of a Dark Emissary, there was the Bretonnian Grail Reliquae, plastic Marauders, Chaos Accessory sprue, Skeletons, a Nurgle Lord, Nurgle Champion and Chaos Sorcerer that made up the model," explained Nick. Such a conversion also manoeuvred Nick into an area of modelling that was new to him. "I went for a sculpting lesson with George Dellapina from Warhammer World," he said. "I'd always



A fearsome Doombull, painted in the colours of Nurgle.



For a few of the Chaos Minotaurs in his army Nick has used the Bodies of Chaos Ogres. In this case he has replaced both the heads with those of Minotaurs.

just used Green Stuff as filler but with George's help I altered the position of the Sorcerer's arm and used Green Stuff to re-sculpt it. This has really opened up a lot of opportunities for me in terms of conversions, but I don't like using it to excess and losing the essence of the original model underneath."

Nick has a cool painting style but he doesn't use varnish for finishing off. "I don't like the shininess. Basically the way I see it is once the base is done the model is finished. Although I always recommend varnish to others," he said.

As well as his Chaos horde Nick also has sizeable armies of Savage Orcs and Wood Elves. He plans to expand his Nurgle host in the future with a unit of Marauder horses converted from Gorka Morka muties – the Orky-based game from Games Workshop's past. His advice for anyone converting and painting their own armies is simple: "Be faithful to the models and don't go mad with the conversions. Oh, and don't be afraid to get other people's ideas."



Nick's Sorcerer, inspired by the Bretonnian Grail Reliquae, took his conversion skills to the next level. In some cases he actually sculpted new parts onto the model.



Nick has used parts from the Zombie sprue to convert his Chaos Marauders.

HOW TO LOSE AT WARHAMMER

Analysing the causes of losing games in Warhammer



Mike Walker

Mike Walker is back for another in-depth look at Warhammer delivered in his own inimitable style. This time Mike analyses that which has been the fate of every Warhammer player

at some time or other – losing. Here he presents his theory on the most common causes of this unfortunate phenomenon and how to avoid them.

Mike: It is a chill winter Tuesday evening in Wiltshire and the local chip shop is already inserting additional hacked-up potato pieces into super-heated fat in anticipation of the regular increased demand from gamers who have come straight from work.

On this rather inclement evening I invite you to join us for the pre-game festivities in the garage. This garage is the regular Tuesday night venue for Warhammer games played by our group of mature¹ players.

There are a few garage rules you need to be aware of:

- Don't stand too close to the gas heaters unless your trousers are flame retardant.
- I will accept no personal injury liability claims if you happen to stand on the black and white cat unless you are wearing the approved protective foot and shin equipment.
- It is probably best if you don't take Custard Cremes from the biscuit tin. (We are still not completely certain that Little Dave has stopped licking them in advance.)

Tonight there are some practice games featuring Stuart's Khemri Screaming

Skull Catapults attempting to panic Ron's Bretonnian peasants and I am playing Alan K's brand new Tzeentch Beastmen horde.

"Hi Stuart. No, I can't hear anything."

"Hi Ron. Yes, the car's fine thank you".

We are about to enter Alan time² so I thought I'd spend a little while describing what I believe are the best ways to lose at Warhammer.

These observations are probably going to be entirely obvious to experienced players so they may want to look away now unless they are interested in the examples of tactical, strategical and mechanical ineptitude that follow.

I always think that losing at a game of Warhammer is like watching a Charlie's Angels movie – no matter how bad it gets you somehow find yourself enjoying it anyway.

¹ This means that our tantrums tend to be polysyllabic and we are also quite grumpy about modern values, technology and what supposedly passes for music these days.

² Alan Time is a theoretical temporal phenomenon that was hypothesised in White Dwarf 289, and is the reason why my opponent won't make an appearance for another 25 minutes.

The Cult of Ulric, led by Warrior Priests, gathers to repel a Beastman horde.



This is proven by the pleasant couple of hours I spent at the weekend participating in the annihilation of my Cult of Ulric league army.

Before the game started I was smugly confident of victory, especially when Joe's Wood Elves were forced to deploy on an almost barren plain with only their portable wood to hide in³. I was convinced that my wolf-skinned warriors would be able to successfully hammer into submission opponents equipped only with cloth dyed in autumnal colours for protection.

My Cult of Ulric army was an impulse acquisition that I made when I yet again I found myself caught up in helpless enthusiasm for the newest army list. The army proved remarkably easy to assemble. My Witch Hunter infantry looked sufficiently hairy enough to represent the Warriors of Ulric and the archers. I dug out some old White Wolf Knights (the ones with the impressive hammers) and my Dire Wolves reluctantly stood in as Hunting Hounds.

The Cult of Ulric army has several unique features. My favourites are the ability to upgrade many of the infantry units to include a Priest of Ulric character and the Crush the Weak special rule, which means that units accompanied by a Cult of Ulric character hate models with a basic Leadership of 6 or less.

After a couple of practice games this army has been crushing the weak in the league with success. Two wins and two draws preceded Joe's meticulous massacre of my warriors. So how was it that I lost this game so badly? How did I get so comprehensively beaten?

After several hours of steam-enhanced contemplation I have emerged from a really hot bath with some conclusions on the most common causes of game loss. Ignoring sustained periods of bad dice rolling, these are my top four: Threat Response; Hesitation and Indecision; Denied Temporal Displacement; and Deflection, Imperilment and Attention.

Against Joe I managed all four.

THREAT RESPONSE

The best way for a player to lose a game is to start it by ignoring or being unaware of the opposition's major threats. By threats I mean those enemy

³ The Wood Elf army is allowed to deploy a small wood as part of their set up. I fondly imagine that lumbering behind their army is a grove of less aggressive Treemen highly trained in synchronised rooting.

⁴ Craig's Skaven army features huge units that are at least 30 strong. This is so that they can retain their Leadership bonus from ranks even if they take a few casualties. A sound decision when you are using a race whose language includes 32 different words for 'friendly fire'.



A terror-causing Greater Daemon can send even the bravest troops fleeing for their lives...



...but poses much less of a threat for units immune to psychology such as Slayers.

units that are going to blast, chop and scare their troops into submission unless they are dealt with somehow.

I have watched more than a few games where the only tactic a player seems to have prepared when a nasty unit pulverises their troops is to look sad.

There are two stages to dealing with threats properly: identifying them and neutralising them. The first is not as straightforward as it might seem. A

terror-causing Greater Daemon is much less threatening if the majority of your troops are immune to psychology. Forty peasant bowmen are much more of a problem to Scott's small elite and fragile High Elf army than for Craig's massive Skaven horde⁴.

What is required is an assessment of the threats to your army. This is helped enormously by playing with open lists. We play all our games by handing over a complete army list at the beginning and

then carrying out an army parade before deployment starts. Both the armies are laid out, described and if required, their special rules are discussed.

With this approach we find games are not decided by the fact that one player was not aware that the Bretonnians even had a banner that took away all their ranks (the Banner of the Lady, let alone that Ron's Battle Standard Bearer has it. I think that open lists result in a game that is decided more by tactics, rather than a sort of guessing game with powerful magic items.

Of course, in our battles this does tend to make magic items that reveal enemy magic items, such as the Skull Staff for instance, about as much use as a chocolate Grave Guard. These items enjoy a much more useful existence amongst the many players that enjoy the thrill and excitement of not knowing exactly what they are facing.

Incidentally we play almost exclusively with 2,500 point lists. We find that this restricts characters to a moderate portion of the points, gives us armies that look impressive enough and mean that a single appalling Panic test is less

likely to decide a game. We can complete this size of a game in an evening and still have time to obsess about why you can see the Vampire's reflection in a puddle during the Angel title sequence.

Experience will help define what constitutes a major threat. If you continually get beaten by knights, magic, fear, chariots, artillery, monsters, or Elven Lords on eagles with a spear that acts like a Bolt Thrower, you may need to think about tweaking your army list to include something that can help neutralise these.

The best time to decide about a threat is during deployment. When an opponent's unit lurches into its starting position, respond by placing the unit that could neutralise it. This counter-deployment method helps formulate a simple battle plan and clarify the role of each of your units. At the end of deployment, usually just after the really nasty stuff has settled on the tabletop, review your battle plan to make sure that it is still tenable, simple and has

some chance of prolonging the battle until after the chips get cold.

Neutralising some really powerful units can mean simply diverting them away from your more expensive units.

Powerful frenzied opponents like brutal Khorne Knights can really easily get sent hurtling off in the wrong direction. My half-dozen Dire Wolves often get this sort of duty. They lope into the flank or rear of the Knights and get utterly slaughtered. The rules compel frenzied warriors to overrun in the direction of the unit that they have just obliterated. For the loss of a few mouldy canines I can send these guys hurtling across the table and eliminate them as a threat for a couple of turns.

One caution about threats is that the response needs to be appropriate. There are very few units that are so dangerous that you need to throw everything and the food preparation room's water receptacle at it.

Against Joe I failed to identify that the Giant Eagle borne Elf Lord clutching a Hunting Spear (this acts as a Bolt Thrower when lobbed at the enemy) was a major threat. As a result, while the Eagle circled leisurely the lightly tossed spear was used to kebab 15 of my 20 White Wolf Knights. This was a mistake created with overconfidence and nurtured by incompetence. My archers who should have taken care of this aerial menace instead tried to take on the Wood Elf archers. One Hail of Doom arrow (a magic arrow which splits into 3D6 Strength 4 arrows) decisively decided that little contest.

My number one reason for losing is an inability to work out a way to stop the other player annihilating your troops. The number two is a failure to give the other player problems to deal with.

HESITATION AND INDECISION

All too often I watch games where one player neatly lines up their army at the beginning of the game and then waits. With the biggest feature of their Movement phase being inactivity, they wait while their opponent slides their troops into optimum position. They are waiting to lose.

There are very few armies that can win by only being reactive. Even armies with troops equipped with weapons or skills to deal long-range death need to correctly position units that will optimise missile targets, block march moves and delay the other side's attacks.



Frenzied Khorne Chaos Knights can pose a very serious threat to your army...



...unless they can be neutralised by fast, expendable units like Dire Wolves, to pull them away from the main part of the battle.



Even a static army such as the Dwarfs cannot be hesitant and reactive to the enemy. They must position their missile troops carefully and reduce enemy march moves, especially against a fast-moving force like the High Elves.

Opponents that are allowed to move freely to dictate which units fight and limit which units can be targeted by missile troops will win. Defeat can be assured by an unfocused response and an ineffective battle plan.

To have a completely ineffective battle plan there are a number of steps you can take: Make sure you work out the plan either several months before the game or no earlier than the start of Turn two. Make sure it is complicated and requires several turns of unit shuffling to execute. Make sure that it relies on a preposterous amount of luck or very specific actions from your opponent to work effectively. Finally, stick rigorously to this plan regardless of how untenable it becomes.

Make sure that you never commit your extremely expensive warriors of barely restrained destruction and set them up where they will be least useful; shove them out on a flank where they can be avoided or distracted. Stick them behind terrain that will severely curtail their ability to move. Put slower and less talented units in front of them so that they cannot easily charge.

Artillery can also be successfully hindered by duff deployment. Make sure that they spend at least half the game moving about to get a clear shot before they get to launch any bolts, balls or Goblins strapped to wings with suspect airworthiness at the enemy.

If, from the instant the game starts, you are not moving your troops to restrict the enemy's freedom to move where they want, attack where they want and shoot what they want, then you can be confident that you are contributing significantly to your army's defeat.

I knew against Joe that I needed to start killing archers as soon as I could. So it is a bit of a mystery why the White Wolf cavalry ended up at least three moves from any bow armed target. I think this was a case of not sorting out a clear plan before I started putting my troops down. My cavalry ended up in the middle of the table. In this game they should have been on the right wing ready to pile straight towards the Elf archers who were absolutely desperate not to be involved in any sword waving. As things turned out Joe lost hardly any archers and a constant twang and thud punctuated the piecemeal penetration of my foot soldiers.

DENIED TEMPORAL DISPLACEMENT

"Oh bother, I forgot to roll to rally them", "Drat, I forgot to declare that charge", "Silly me I skipped the firing phase."

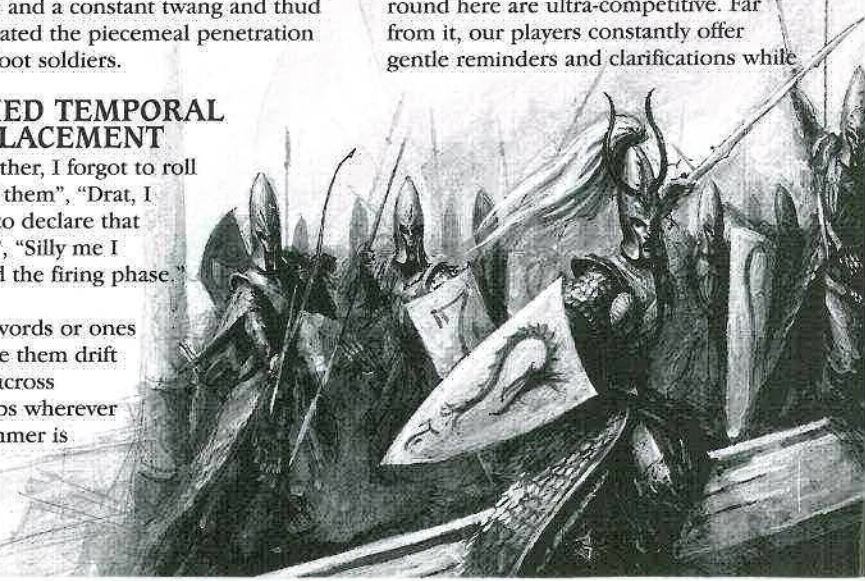
These words or ones very like them drift gently across tabletops wherever Warhammer is

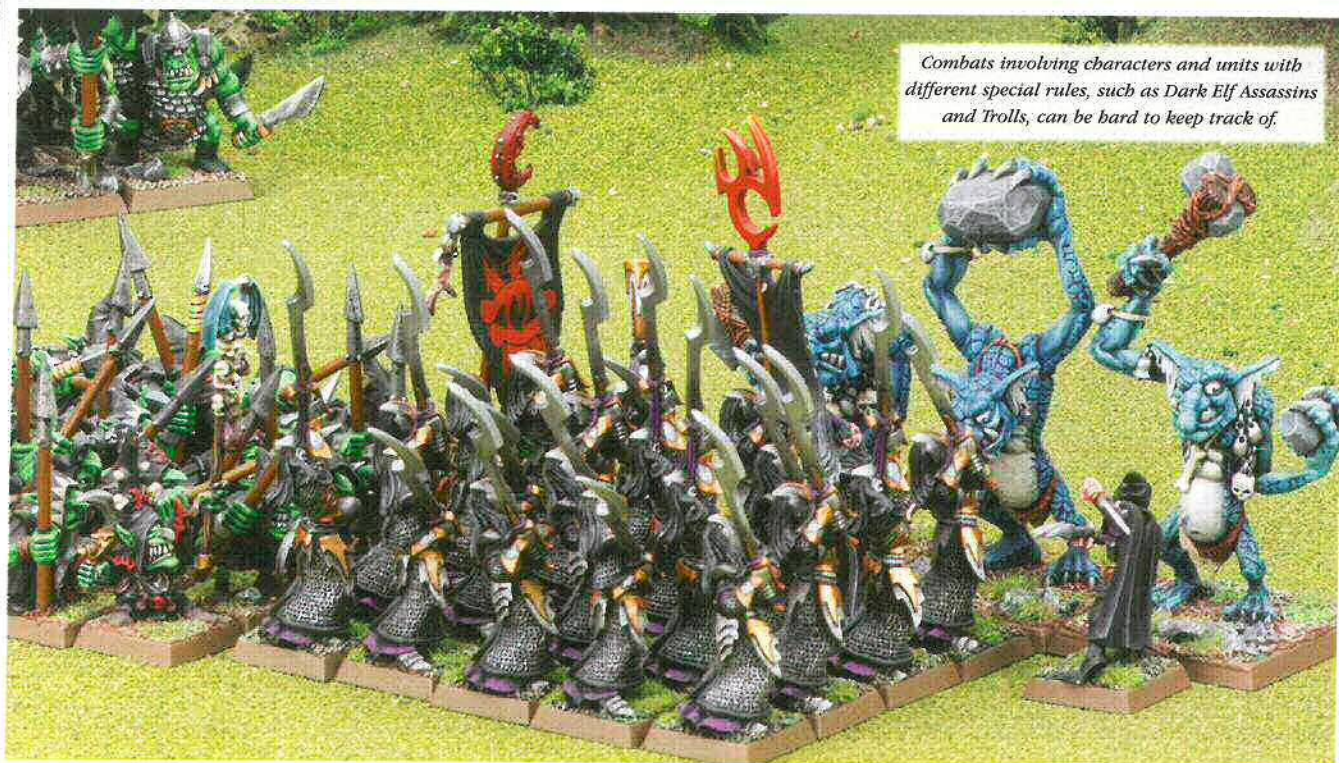
played. The failure to carry out major tasks is my third significant contribution to game loss.

Of course, this does depend a bit on how soft your opponent is on breaking the immutable law of time. I have seen games where troops get rallied during an opponent's turn and melees get fought six times because Initiative, Ward saves, the Regeneration rule, a Challenge and the 'to hit' results were all wrongly applied the first five times.

I recommend that you generally try and avoid unregulated time travel, otherwise a descent into chaos and games that persist until the early hours of the morning await you. If a player forgets here we never go back.

Now this may seem to imply that games round here are ultra-competitive. Far from it, our players constantly offer gentle reminders and clarifications while





Combats involving characters and units with different special rules, such as Dark Elf Assassins and Trolls, can be hard to keep track of.

their opponent's turn is underway. This generally ensures that all compulsory movement is done at the right time, the opportunity to challenge is offered and all the available Magic phases are played. We want to crush our opponents because they are tactically inadequate not because they have difficulty following the sequence of play.

How do things get missed? For me it's the distractions; confectionary negotiation, discussion of cinematic features that we might enjoy and debating some subtle rule nuance.

Actually my biggest distraction occurred fairly recently. The 'Car Hydraulics' incident happened three weeks ago and the club members will probably get tired of referring to it anytime in the next year or two.

My brand new car came with a rather splendid hydraulic suspension that hummed automatically as I drove along to adjust the car height, ensuring a really smooth ride. A few days after the cars arrival I was playing a game against Stuart. My concentration was completely eroded by the distinctive whine of the hydraulics adjusting themselves just the other side of the garage door. This noise persisted in bursts and I became more and more agitated about the fact that the battery was being run down. Game play was interrupted several times for fruitless visits to the car, while I attempted to adjust, re-set and disable the hydraulic suspension. Every time I

returned to the garage within a few minutes there was another burst of hydraulic activity. I decided to assemble a mission team consisting of the more mechanically adept players to make a desperate attempt to disconnect the car battery. I knew that the risk that we might cause irreversible electronic damage was significant, but resolved to take action. It was at this point that my wife arrived with the observation that the noise I had been hearing was the neighbour across the road using some kind of power-saw in his garage. Relief was tempered by a slight unease, wondering exactly what my neighbour was sawing up at 10 o'clock at night.

My car is and always was fine. My embarrassment continues unabated.

Back to the destruction of my Ulric troops: I can recall that I was very pleased with the set-up of the Wolf-kin with great weapons. They were positioned facing Joe's Treeman ready to perform some permanent pruning. By turn three they were ready to charge, then there was a sandwich related query from which I never recovered. My concentration disrupted, I acknowledged Joe's question regarding the completion of charge declarations in the affirmative without declaring theirs. During turn four they met projectile death and were dispatched without attempting a single great weapon stroke. The Treeman went on to be generally unpleasant to the few Warriors of Ulric that had survived the arrow torrent.

DEFLECTION, IMPERILMENT AND ATTENTION

During games there are often difficult decisions to make. But every so often there are really easy ones. Easy that is, except for the player who is emotionally embroiled in the game, has the entire focus of their attention on one utterly decisive attack and worried that I will yet again forget that they do not take sugar in their tea.

The three most prevalent examples of 'obvious' mistakes encountered around here are:

Charging without due care and attention: Spurred on by the need to put pressure on their opponent (see Hesitation and Indecision above) this involves declaring charges without even the merest consideration that enemy may flee, that they will not be broken by the charge and that they might just be out of charge range anyway. So many magnificent combat units are pushed pointlessly forward into positions where they get completely flanked, rushed and routed. Many thousands of metal lives are lost as a result of their general's predictive inadequacies.

Character imperilment: Advanced accounting methods need to be employed to track the number of times that Stuart's Hierophant equipped with the Cloak of the Dunes (which allows a character to fly) has been returned to a death he could have easily flown away from. It is only as Stuart is removing the

ancient and heavily bandaged figure that he receives the rush of self-blame as he remembers the magical escape system that he has equipped his head wizard with.

Characters, especially fragile magic users and unprotected Battle Standard Bearers often end up in positions where they can be bashed, shot or blasted. Positions that could be avoided by a player who is aware of the danger and organised enough to ensure that their characters are not put at unnecessary risk.

Two situations most often cause premature character removal. Unsuspecting characters standing alone that are taken out by a spell that does not follow the normal targeting rules, and reluctant characters that get thrust into melee by standing in the front of a unit which they should have abandoned last turn.

I am reasonably good at avoiding this error. The next one, however, was present in my feeble attempt to give the Wood Elves a game.

Deflection deficiency: It is fascinating to me how important the direction a unit faces is and how often players ignore this aspect of their movement.

Most players are pretty good when trying to line a unit up to make sure it can charge in the following turn. But units that are waiting to get charged often get overlooked. Every unit that is not in combat should be standing at the angle that offers the best advantage should any friendly or enemy unit get to overrun or follow-up.

Against Joe I got the angles all wrong for my Knights. On three occasions I positioned my doomed White Wolves where the Eagle and Hunting Spear carrying rider could move and target a flank. Instead of losing just a single casualty the spear was flung through several ranks removing my knights three, four and five at a time. The first time was a genuine mistake, the others were desperate moves that I made to try and get back into the game.

This battle was an example of how early mistakes were compounded by later ones made as I took bigger risks to try and recover the situation. Next time I shall aim to dispatch nine Archers, two

Be careful when charging with powerful units like White Wolf Knights that you do not expose their flanks.



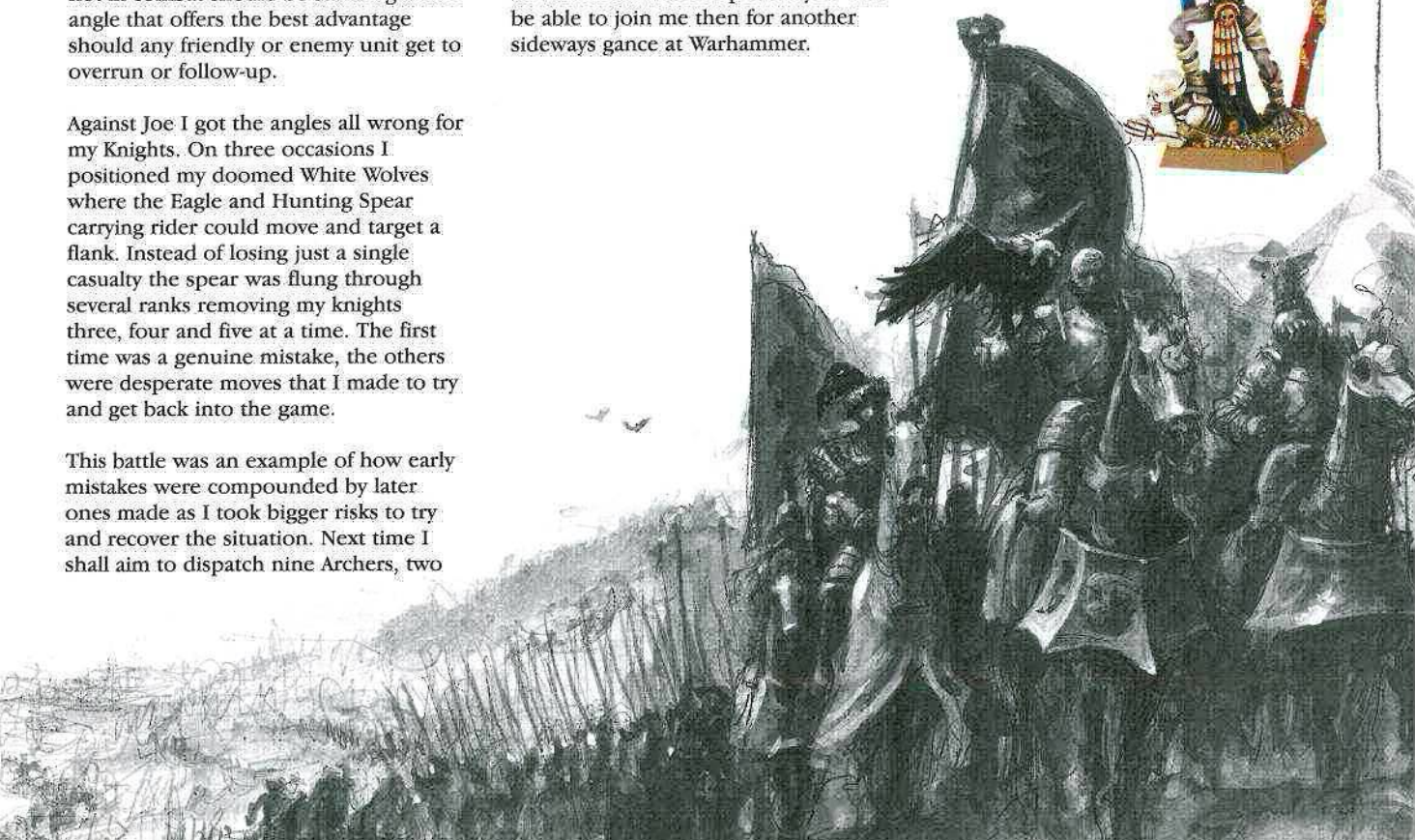
Dryads and a whole Giant Eagle, considerably improving on Saturday's performance.

Ah, that's Alan arriving.

"Evening Alan, my hydraulics are just fine, thanks for asking."

That's about it. I'm off to see if I can learn anything new about losing. I hope that this article has entertained and given you a few ideas to consider. I will be back soon and I hope that you will be able to join me then for another sideways gance at Warhammer.

With the Cloak of Dunes a Hieropbant can avoid becoming imperilled with the benefit of a flying move.



The Art of Warhammer

ARMY

SELECTION

Tactics for devising a winning army in Warhammer

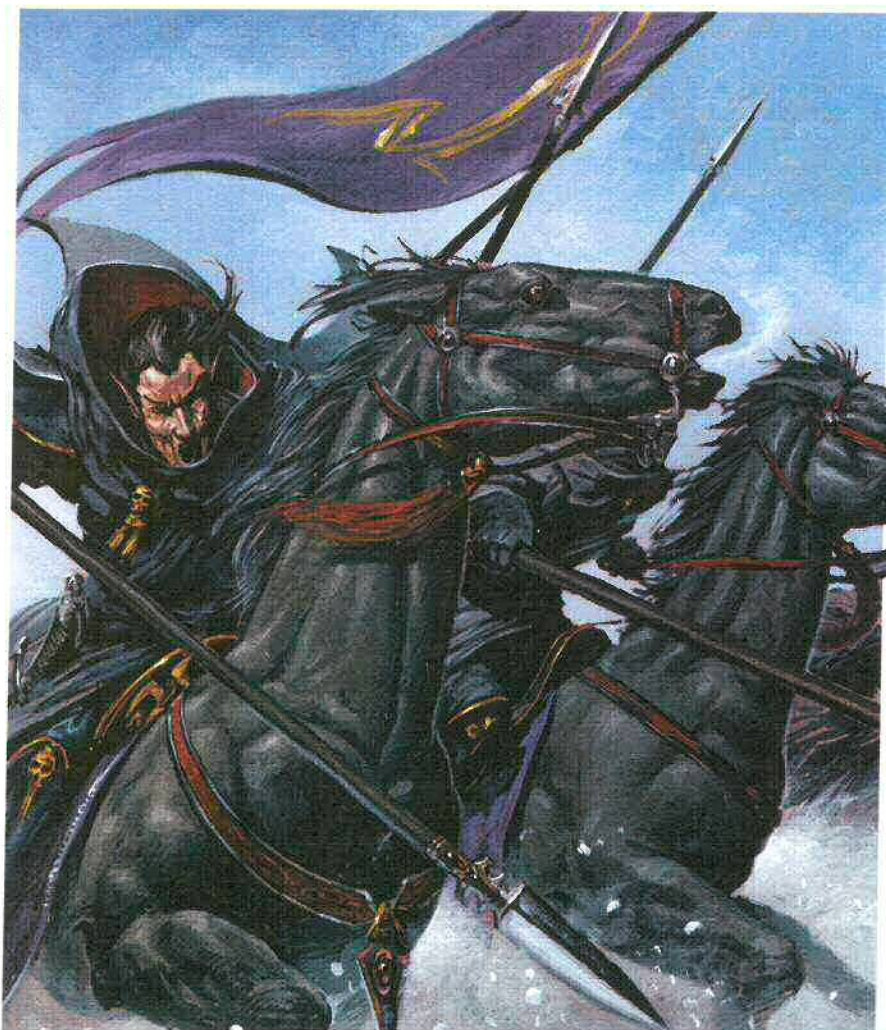


Jeff Leong

Jeff Leong returns once again with his tactical insights for Warhammer. In this, the last article in the series, Jeff discusses the importance of army selection and how careful

planning, versatility and knowing the strengths and weaknesses of your opponent can grant you victory upon the battlefield!

Jeff: This is it. We have reached the final chapter in our exploration of Warhammer tactics. But before our journey together is done, I have one more topic to discuss that brings it all together: Army Selection. Even though you choose your army before the battle, to pick the best force you must have a clear understanding of how the fighting will go. In order to select the best combinations, we are going to look at some important considerations when designing an army.



THEME IS THE NAME OF THE GAME

Before we get too technical, I feel that I would be remiss if I didn't mention the importance of theme in army design. While not tactics per se, one of my favourite things about Warhammer is the rich background of the world in which the battles take place. One day I might replay an engagement between Dwarfs and Elves from the War of the Beard and the next see a skirmish between noble Empire Knights seeking to repulse the attack of the Chaos armies of Archaon. Even in less dramatic events there is a story to be told. My Dark Elf army has grown over the years as my general grew from a Noble to a Highborn. Recently he has given himself over to the subtle caress of the Dark Prince and is now the general of my Slaaneshi Chaos army.

The growth of my general has set up the storyline for my army and helped to theme the list. For instance, my first tournament saw a young Highborn Kuulgrye leading a huge unit of Cold One Knights, rampaging across the fields of the Baltimore Grand Tournament. After a couple of losses to Orcs and Lizardmen, my intrepid hero (or is it anti-hero?) took to the seas as the Captain of one of the fearsome Black Arks, accompanied by the crew of his ship, the Corsairs. This army also saw the introduction of his sister, Neysa, who has grown from a Level one Sorceress (somebody had to hold the Dispel Magic Scrolls) to a Level four Sorceress of no small renown who now leads her own forces.

In short you can really add a new dimension to the fun as you watch your noble hero grow to lead his own armies and conquer far off lands. If you win, your hero advances in power and renown. If you lose, he has a new score to settle. Either way, your story grows.

BACK ON TRACK

While important to the fun of the game, a good theme alone won't win you any battles. You have to ensure that you have carefully thought out the composition of your army to ensure that you have the right tools you need to win. Before I start, I make a list of what models I have available. It's wishful thinking to design an army around that unit of Chaos Warriors that you don't quite have yet, so I like to get together a list of what I have available. With that in hand, I use the following steps to pick my army: know yourself, plan for the enemy, and select your force.

ARMY CAPABILITIES MATRIX

Movement

- **Dark Riders**

I will have two-three units of five each. They are *Fast Cavalry* and with a basic move of 9 and good shooting ability they will help me herd the enemy where I want them.

- **Shades**

One unit. As they are *Scouts* they can deploy far behind enemy lines and prevent march moves from the beginning.

- **Repeater Bolt Throwers**

One or two of these war machines with six Strength 4 shots per turn will allow me to direct enemy units and restrict their movement.

Magic

- **Mounted Noble**

This character is useful for hunting down lone enemy wizards to reduce my opponent's magic ability.

- **Dark Riders**

This versatile fast unit can also perform the same role as the Mounted Noble.

- **Average Speed**

My army's speed means I will have to endure at least two turns of magical assault before I contact the enemy.

- **Mix of unit sizes**

My small units will be vulnerable to magic attacks but my larger units can weather magical casualties.

- **Anti-magic potential**

I will have four dispel dice to defend against enemy magic with a *Dispel Scroll* for stopping a single spell.

Combat

- **Corsairs**

Two blocks of 25 Corsairs who can win combats with their ranks, banner and outnumbering will give me a solid army core.

- **Dark Riders**

My units of Dark Riders can also flank charge to remove enemy ranks.

- **Cold One Chariots**

Two Cold One Chariots will cause lots of wounds in combat and can either attack together or with other units.

Redundancy

- **Yes**

This army will have redundancy. With multiple units of Dark Riders, Corsairs and Cold One Chariots I can afford to lose some of these units as I have other units to replace them.

TO THINE OWN SELF BE TRUE

The first step to selecting a good army is to evaluate your own playing style and make sure the army you're planning fits your approach to battle. For instance, if you prefer a fast, attacking cavalry army to smash your opponents before they can react, you will not use large blocks of slower infantry as your main assault units. On the other hand, if you play a more cautious game of wait and see, you could use several missile units to soften up the enemy and allow your infantry formations to turn away a final attack. There is no right or wrong way – just your way. Make sure that you know what that style is before picking your forces.

PLAN FOR THE ENEMY

The next step is to know what army or armies you will face. In a friendly game with regular opponents you know what you are likely to face in battle. This allows you to build your army to face their particular strengths and weaknesses. However, it can often be more challenging when facing a new opponent or travelling to a tournament. In this case you build your army with no preconceptions, hoping to overcome all with a versatile list. But an army that is custom built to defeat the elite Dwarfs may have difficulty taking on a Skaven horde or a Dark Elf raiding party. When you don't know your enemy, versatility becomes key. You can't be completely safe but, with careful consideration, you can have the tools necessary for a good fighting chance come what may.

SELECT THE FORCE

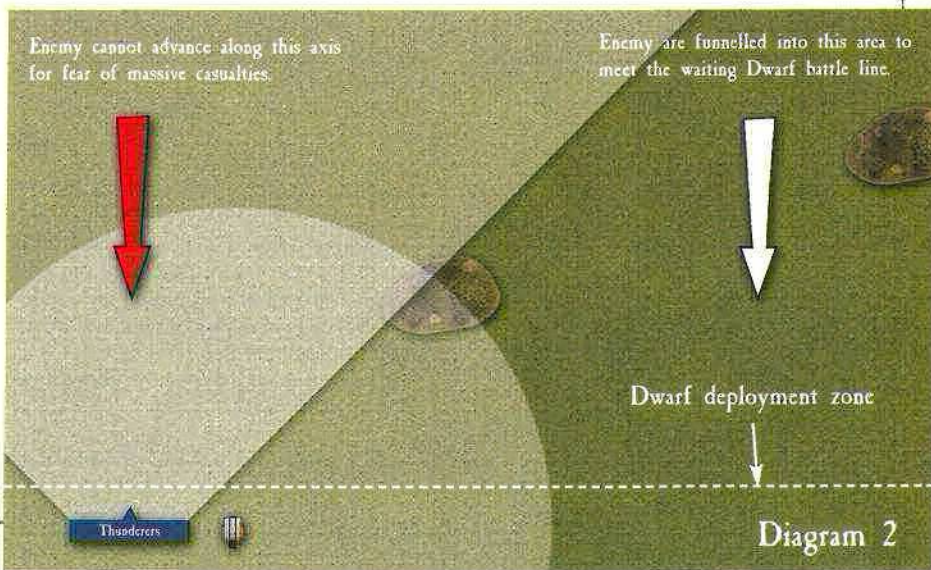
Now that you have some ideas of how you want to fight and what opponents you might be facing, it's time to decide what you need. There are some common considerations for every army, and you may recognize them from previous articles – to me, the Elements of army selection are: movement, magic, combat resolution, and redundancy. To make sure you address them all, it helps to chart out an army's capabilities in each area – I use a sheet like the one shown above. I'll explain how to fill it in as we go along.

AND THEY'RE OFF...

Several months ago, we talked about the importance of movement on the field of battle. This phase of the game is critical,

and can often be the difference between victory and defeat. Without knowing your opponent's army, you need to look at movement in a more abstract manner. Ask yourself: How will I dictate or control movement with this force?

For instance, my Dark Elf army depends on my Fast Cavalry units to dictate movement, counting on their speed to ensure that I have the advantage. A Beastman army, on the other hand, is likely to depend on its Beast Herds, with their ability to Skirmish, to put its opponent at a disadvantage. A Bretonnian contingent will likely rely on its knights and their Lance Formation, counting on their fast movement and hitting power to dictate the ebb and flow of the battlefield.





Dark Elves launch a lightning assault against the vulnerable Imperial artillery and wizard.

You don't have to be able to move fast to dictate movement, however. A Skaven army can dictate movement by overwhelming the enemy with large numbers of units. By essentially stretching from one end of the battlefield to the other, this massive horde of ratmen dictates movement by denying routes of advance to its enemy. The Dwarfs might use Thunderers, with their devastating Dwarf Handguns, or an Organ Gun (which can deal out up to 10 Strength 5 hits in one shot!) to dictate movement. By positioning their shooting units to make certain areas of the battlefield particularly hazardous for enemy units to enter, the Dwarfs can funnel the enemy into areas of the battlefield of the Dwarfs' choosing (see diagram 2 on previous page).

You may not be faster than your opponent, and you can't always shoot him to smithereens, but you do need to have a general idea of how you will deal with the movement phase. Once you have decided what troops best serve your army in this effort, jot them down in the Movement column. In my Dark Elf army, I depend on my Dark Riders (Fast Cavalry) and Shades (Skirmishing Scouts) to control movement. I also depend on my Repeater Bolt Thrower to a o restrict my opponent's movement.

ZIPPITY ZAP

Magic can be a nasty surprise if you're not well prepared for it. As we discussed in the article devoted to magic, it rarely

wins the battle on its own, but failure to plan for it puts your army at a big disadvantage. To prevent being overwhelmed by enemy magic, the second question that you need to answer is: Can I control, or at least survive, the Magic phase?

You don't have to have a pile of Power dice to control the Magic phase or a library of Dispel Scrolls and a ton of Dispel dice, to survive it. Even a little bit of magic can be useful if it is properly used and even minor defensive capabilities can get you by if you are careful. Deciding how much magic to include boils down to one question: Do you want to go magic heavy or light?

Lots of Magic costs you but it will provide a powerful offensive Magic phase. This approach also has the benefit of giving you a solid magic defence as well, since your offensive wizards generate defensive power (Dispel dice). The down side is that, in general, this leaves your army with a lower Leadership (most wizards are at least one point of Leadership lower than equivalent fighting characters) and less combat power (as you sacrifice the combat prowess of a fighting character for the magical ability of your wizards). This approach is also rather points-intensive, which will reduce the number of troops to face your foe.

Going magic light will not provide much in the way of offensive magic power, but

can often provide more than enough defence to carry your forces to victory. When deciding how much defence you need, consider a few things:

Unit Size: If you have several large units, you generally need less defensive capability. There are precious few spells that are capable of severely damaging large units in a single go, and you should be able to weather the assault for a bit longer than average. On the other hand, if you have smaller units, more defence may be in order to ensure they survive the plethora of magic missile spells available.

Army Speed: There are few spells that can be cast into close combat, as spells may only be cast into close combat if their description specifically allows it, so closing with your enemy and engaging his forces can often be your best form of defence from magical attack. A fast army consisting of most cavalry is likely to engage in combat on the second turn, meaning that it will only have to cope with the worst of an enemy's magical attacks for its first turn. This army may be able to reduce its magical defence compared to an army of all infantry, as the infantry will have to survive an opponent's magical barrage for three or four turns before they get into combat.

Hunters: You may also be able to reduce your dependence on magical defence if you have several units that can be tasked with hunting down and killing enemy mages. Basically, if your Bretonian Paladin on a Royal Pegasus is able to kill an opposing wizard in the second turn, you don't have to worry about his magic anymore. You can reduce your magical defence if you feel confident of your ability to hunt enemy mages. This can be a bit risky, but is often worth trying.

After you have considered your unit size, army speed, and hunters, you can estimate how much magic defence you will need. As a baseline, I like to have a Dispel die for every two Power dice I think that my opponent might have. I will usually add a single Dispel Scroll for that 'must stop' spell as well.

Back to the example of my Druchii, I decided to go magic light, so I mark that on my sheet. My Dark Elf army plays about average in speed, and has a decent mix of large and small units, with three large blocks of Corsairs and three smaller Dark Rider units. I am concerned about protecting my small Dark Rider units, so I might need a bit more magic protection than normal. However, I am relatively confident that

BIG FUTURE

Matt Keefe outlines the future of Warmaster

The game of tiny miniatures but the mightiest of armies, Warmaster offers an alternative way to battle in the Old World. Matt Keefe examines what the future holds for the game before three hardened generals introduce their forces. Vast hordes of Undead, Lizardmen and Orcs and Goblins await your attention.

Matt: Even within a single hobby, interest waxes and wanes between different aspects, and wargaming is certainly no different. With a hobby that encompasses so many different interests and skills (painting, modelling, gaming) and even different games (Warhammer, Warhammer 40,000, Warmaster, Epic, Lord of the Rings and the rest) focus invariably shifts from one to another. Events like the Third Armageddon War or the Eye of Terror campaign allow a brief focus on such hidden gems as Epic or Battlefleet Gothic, but for the most part the inevitable space restrictions in a magazine like White Dwarf mean coverage for these, and

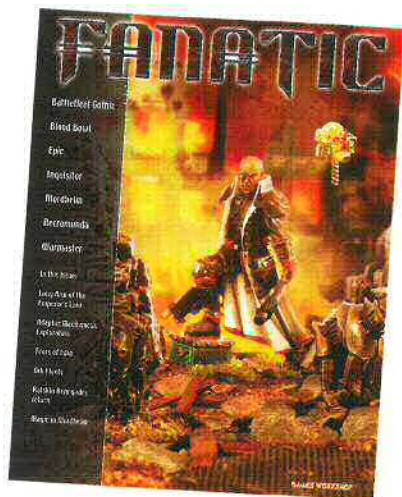
other Specialist Games, can be a little thin on the ground. The Storm of Chaos has given a good bit of attention to Warmaster, but with the campaign now over, it's only fair that the game of little men and big battles makes way for other games to share the limelight. With that

in mind, and with this being the last Warmaster article you are likely to see in White Dwarf for a little while, we thought it would be a good time to take a look at what the glorious future holds for Warmaster.

RESOURCES

First mention has to go to Fanatic magazine. Valiantly edited by Andy Hall Fanatic magazine provides monthly coverage of Warmaster and all the other specialist games. Just like White Dwarf, Fanatic mag has provided something of a deluge of Storm of Chaos coverage of late, and will continue to provide regular doses of Warmaster-related material. All in all, anybody interested in Warmaster should certainly pick up Fanatic magazine as a starting point for further exploration of the game.

Aside from the magazine, the Fanatic website, helmed by Keith Krell, provides a useful batch of resources for all players with a continuing interest in Warmaster. All Fanatic magazine articles, past and present, are available here for download while the news pages and forums provide regular updates too.



You can find more information about Warmaster each month in Fanatic magazine.



A Warmaster army of Kislev clashes with the forces of Chaos.

THE ARABY OF ARABY

One of the most keenly anticipated Warmaster releases for years is the Araby army. Most of the forces in the game are parallels of those featured in the Warhammer game, but one of the most interesting things about Warmaster is that it allows us to explore areas of the Warhammer world not yet covered elsewhere. Working in conjunction with the likes of John Blanche, Gav Thorpe, Jes Goodwin and other chaps from the Games Development Studio allows us in Fanatic to branch out a little in exploring new concepts, lands and races that perhaps Warhammer has not got around to just yet.

The Araby army represents one such venture, introducing a brand new race into the game. Araby is a mysterious, exotic land, full of strange creatures, fearless desert nomads and fearsome Djinn. Work is at a relatively early stage just now, but Colin Grayson has already completed the designs of the first few units, so keep an eye on the website and Fanatic magazine for updates on this new and exciting army.



Warmaster has a Playtest Vault on the website where you'll find downloadable trial rules for many upcoming projects including the current version of the Araby list. You can thus begin playing with the army right away if you so desire, and even give us your feedback! We've included the Army Selector below so you can see what kind of thing the Vault holds in store for you, but for more details go to:

www.specialist-games.com

ARABY ARMY SELECTOR

Troop	Type	Attack	Hits	Armour	Command	Unit size	PV	Min/Max	Special
Spearmen	Inf	3	3	6+	-	3	45	2/-	-
Bowmen	Inf	3/1	3	0	-	3	55	2/-	-
Corsairs	Inf	4	3	6+	-	3	60	-/2	-
Knights	Cav	3	3	4+	-	3	110	-/-	-
Desert Riders	Cav	3/1	3	6+	-	3	80	-/-	1
Camels	Cav	3	3	5+	-	3	90	-/4	2
Elephants	M	5	4	5+	-	3	200	-/1	3
General	Gen	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	/1	-
Sorcerer	Wiz	+0	-	-	7	1	45	-/1	-
Flying Carpet	CMnt	+0	-	-	-	1	+10	-/1	4
Elephant	MMt	+1	-	-	-	1	+65	-/1	5
Djinn	MMt	+2/+2	-	-	-	1	+90	-/1	6

MIGHTY EMPIRES

One of the projects we're currently developing is the Warmaster Mighty Empires book. This supplement will add a great deal of depth to your games, as it will detail numerous different ways of playing Warmaster as well as giving you other gaming options, such as rules for allies and mercenaries; terrain generators for the massively diverse regions of the Warhammer World, rules for boats and ships and, of course, different ways of running campaigns.

No release date is set yet, but as with Warhammer Armies you will be able to find early drafts of the material in the Warmaster Vault on the website. For Mighty Empires rules, use the following URL, then follow the links to the Warmaster section of the site.

www.specialist-games.com

A key feature of the Mighty Empires book will be descriptions and accompanying rules for the different terrain and battlefields which can be found across the varied realms of the Warhammer world. And these are more than just a set of tables for rolling up scenery. By way of example, below is an excerpt from the Khemri, the Land of the Dead section.

KHEMRI

Khemri is a realm populated by veritable cities of the dead, great labyrinths of pyramids and mausoleums snaking out for miles in every direction, each home to a thousand restless souls. When invaders, foolhardy explorers or brave fortune seekers come to Khemri they rarely find the Khemrians arrayed against them as might be the armies of other races, but rather their enemies all too often lie unseen all about them. Indeed, they may well lie right beneath their feet...

FIGHTING BATTLES IN KHEMRI

The most obvious choice for a defending army in Khemri is, of course, the Tomb Kings and if using this type of Undead army there are a number of interesting options you can apply to the game. If you wish, the Undead player may begin the game without picking an army, or begin the game with an army only half the size of their opponent's force. Instead, they get to raise their army throughout the course of the game as detailed above.

During their own Command phase, the Tomb Kings may attempt to raise the undying armies which populate the

tombs and stand beside them as eternal guardians in their slumber. Unlike the unwilling and ill-prepared corpses which a Liche might animate hurriedly amidst the confusion and turmoil of battle, these old bones are loyal servants of the Tomb Kings, in death as they were in life. Many of them carefully prepared with ritual symbols and invocations before committal to the mighty Pyramid Tombs of Khemri alongside their deathless masters. As such, these loyal spirits are somewhat easier to raise.

SUMMONED UNITS

The type of unit raised depends on the Command roll used to raise it, and where it was raised.

Command Roll	Unit Raised
Even numbers	Skeletons
Odd numbers	Skeleton Bowmen
Any double	Skeleton Cavalry
Double 2	Skeleton Chariots

If you raise a unit which you don't have the models to represent, you may instead raise a unit of Skeletons. If you don't have any models left to represent Skeletons - tough, you don't raise the unit.

Any character in the Undead army which is capable of casting magic can try to raise the dead during the Command phase. This is done by issuing a successful order. Nominate any point on the battlefield within the character's Command range and make a Command check as though an Undead unit was present at that point, taking into account all the normal modifiers (raising a unit counts as the first order to the unit, so for the most part only the modifier for distance from the character will apply). If the order is successful, a new Undead unit is raised, which immediately moves using the order just given (ie, no new Command check is necessary). If the order is failed, the unit is not raised, and the character may not give any further orders as normal for a failed Command check. In all respects, orders given to raise a unit count as a normal order. After a unit is raised, you may of course continue to issue additional orders to it. A unit can be raised directly into combat, but the -1 Command Penalty for enemy within 20cm will apply when attempting to issue the order to raise them.

PLAYERS' ARMIES

There are Hobbyists out there who take to the field of battle with the Warmaster rulebook tucked firmly under one arm, people who thrill to the sight of massive armies laid out in full battle array. Hundreds of infantry and fifty knights are for them, not a paltry twenty Wood Elves, three wizards and a Treeman.

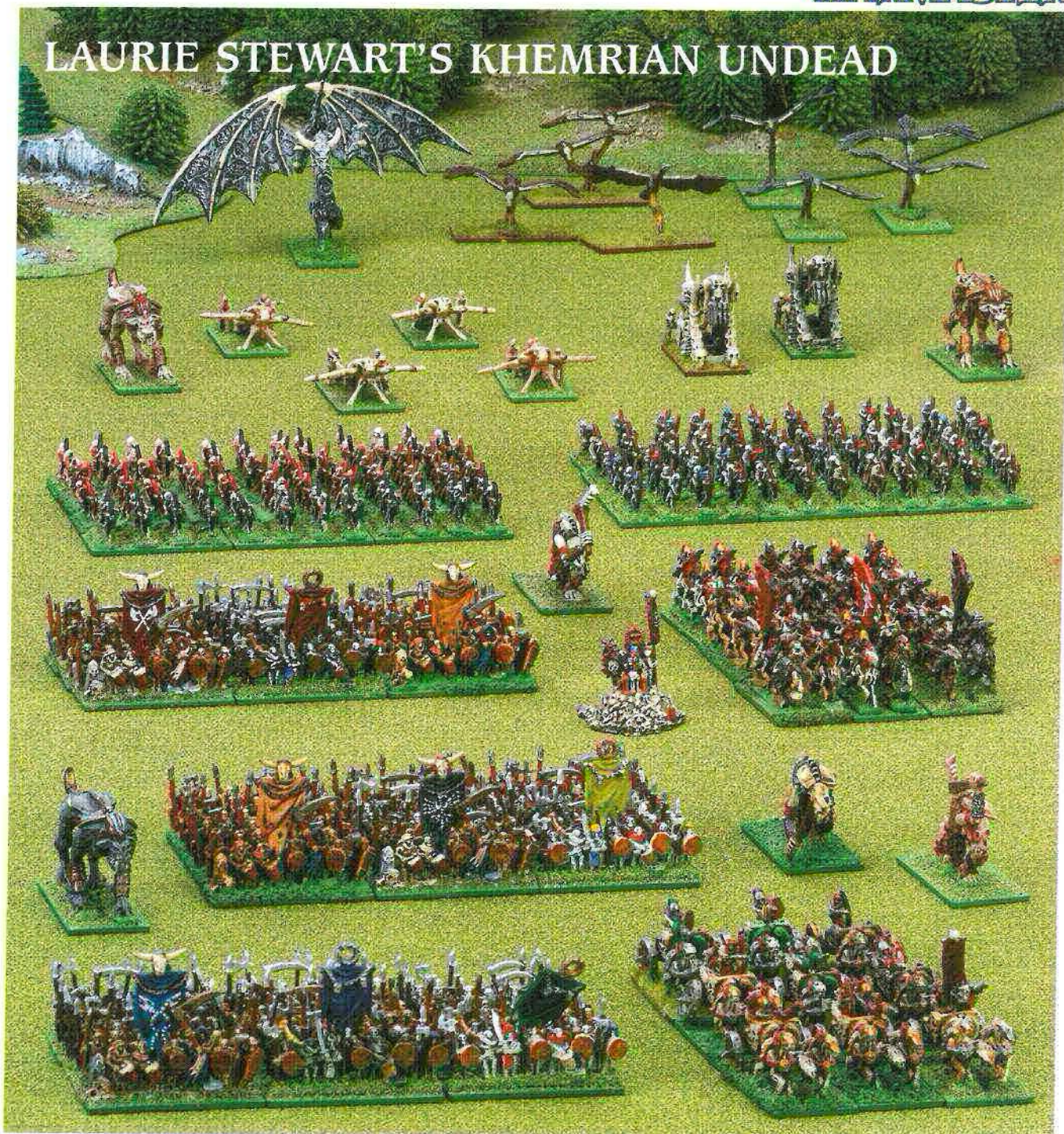
On the following pages we present a variety of armies collected and painted by such men. As you will see, the possibilities of modelling, converting and painting even in 10mm scale are wide, some of these hobbyists devoting much time to making their armies look spectacular. We've been talking a lot about massed armies and hundreds of troops. In Mark Unitt's Orcs & Goblins we present one such force.

All the Hobbyists here, including father and son Laurie and Paul Stewart, belong to the Leeds Night Owls Gaming club. Clubs are a great place to play Warmaster and other Specialist Games. Details of this and other clubs can be found at:

www.gamingclub.org.uk



LAURIE STEWART'S KHEMRIAN UNDEAD



Laurie: The Undead were one of the first armies available for Warmaster and as such an army of them was bought for our club. The army is currently 3,500 points (I've still got some Skeleton infantry to paint and add to it!) and it's currently being used in the Newcastle Games Workshop Hobby Centre.

My favourite unit has to be the Skeletons. They are the poor footsloggers whose lot it is to trudge eternally into battle, be struck down and rise up out of the dust again. I suppose I feel a bit sorry for them, and being in

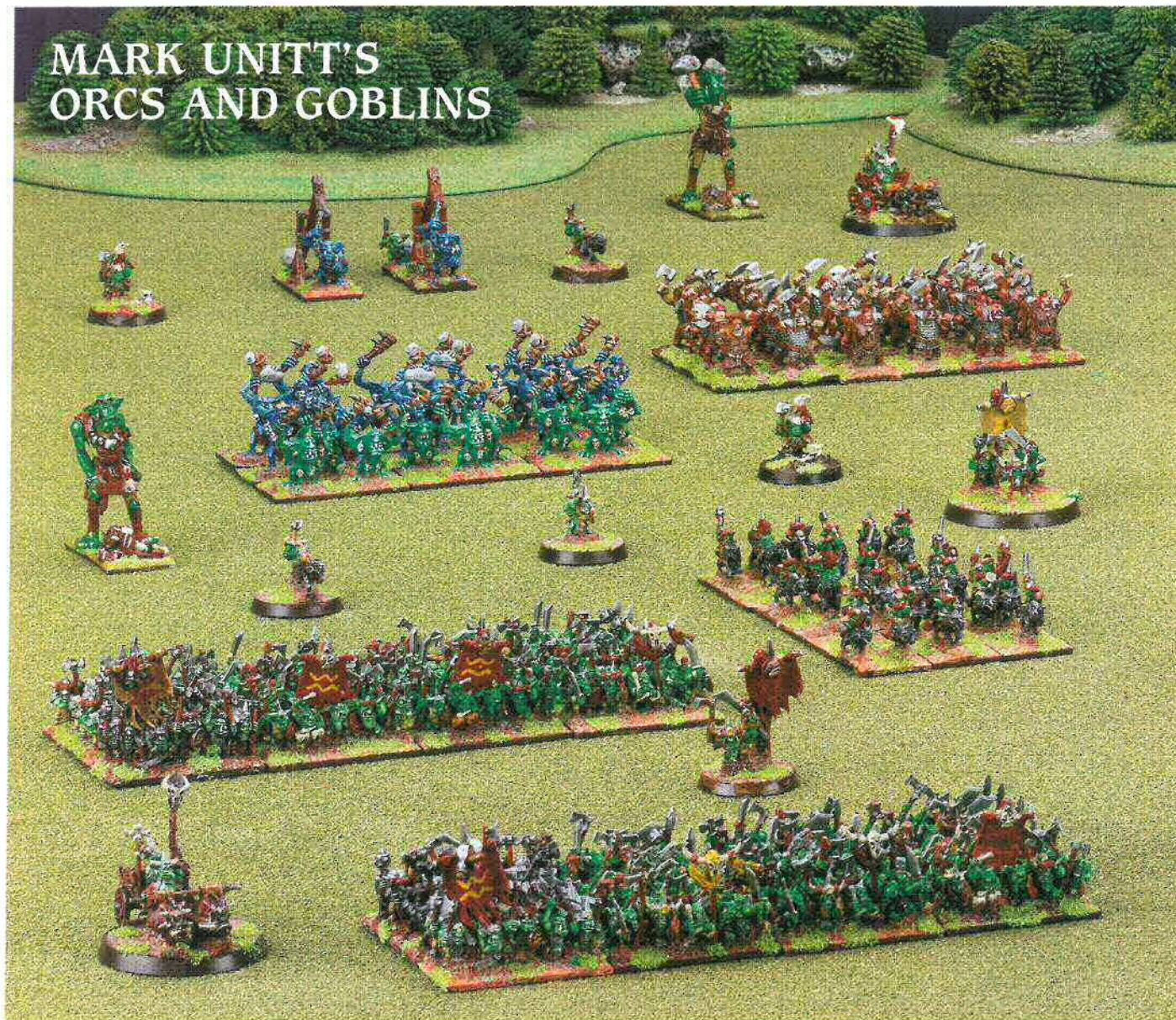
the Territorial Army, have empathy for the plight of the humble foot soldier.

Tactically, I like to use the chariots and infantry together. The chariots are great shock units, good to attack flanks, whilst the infantry outnumbers enemy brigades. I think it's the strategy element of Warmaster that makes it so appealing for me. There is a lot of tactics involved and with the Command roll dictating troop movements you sometimes have to have the courage of your convictions to see a plan through and trust the dice will allow you to execute it.

Painting an Undead force is quite simple. I use ink washes and drybrushing to get units painted quickly. I usually spend time painting up the heads of columns and characters as these are the models that people see. The banners on units are another area that I spend a bit more time on too.

The High Elves, which I also collect, are my other favourites. They are very fast and can re-arrange their battle lines quickly and have a massive amount of fire and swift units with which to punish slower enemies with rapid assaults.

MARK UNITT'S ORCS AND GOBLINS



Mark: Orcs and Goblins are a really fun army. I love the variety in all the Goblins, there's so much scope for conversion. I use my Orc and Goblin horde as two separate forces; a 2,000 points all-Goblin army and a 3,000 points Orc and Goblin army. I really like the Orc and Goblin units for Warmaster, so much so that I just kept adding them to my army. Before I knew it I had loads of greenies!

I've been playing Warmaster since it was first released. I was absolutely hooked from the start. I find it to be more cerebral than most games. You have to think ahead, concentrate more on what you're doing. It's less forgiving of mistakes and it's this highly tactical aspect that is so appealing for me.

I remember painting my first miniatures for the game; some Empire models for

the Leamington Spa Hobby Centre. I've actually got an Empire army as well as the Orcs and Goblins. Then I have Undead, Chaos and High Elves too but it's the greenskins that are my favourite force to take onto the battlefield. There are just so many of them that they always look impressive no matter the size of game you play.

Of all the units in my Orc and Goblin horde, it's my 'naughty' chariots that do the most damage. They look so insignificant, but when kept as a second wave to charge into enemy flanks they are deadly. Although you wouldn't think it, Goblins being so weedy, they are a very useful against my hardest foes, the forces of Chaos.

Chaos are very meaty in combat, with plenty of powerful units and some nasty spells. The best way to go about



A couple of examples of Mark's Goblin conversions, based upon the trial Goblin army list. Above is a Stotling Pump Wagon and one of Mark's Bolt Throwers.



defeating them is to try and keep the initiative. You must be the one who launches attacks and dictates the pace of the game. Chaos armies are quite small, so you can encircle them.

As for painting a Warmaster army, there are a few things to bear in mind. Most important, when painting, start small. Although it's tempting to think 'wow! big armies' and spray loads of stands up at once, it's best to be disciplined and just paint a few core units at a time. Even go as far as to only have these units on your painting table and nothing else. The figures have quite a lot of detail, and there is even scope for conversions. My army also has several conversions. These are to represent troop types from the trial Goblin-only army list.

With this in mind, I'm set to expand the army in the future with a few more core

units. I want to add a 'savage' wing to the Goblin part of my army and so I'm going to be painting up some Spider Riders and Forest Goblins to add even more variety to the force.



PAUL STEWART'S LIZARDMEN



Paul: I remember when I was helping to set up Warhammer World, and I was carrying the Warmaster Lizardman army out of Jervis Johnson's office to put in the display cabinets. I took one look at it and was inspired to collect them. I really liked the look and feel of the army, as they are so reminiscent of their Warhammer counterparts.

I currently have 2,000 points of Lizardmen, but I've been playing and collecting since Warmaster was first released. I think my favourite unit in the Lizardman army are the Cold Ones. They are such a fast, hard-hitting and resilient unit. I find them really useful when fighting against my toughest opponents – Dwarfs. I collect them too, but when going up against the stunties, their massed artillery makes them hard to beat. You just seem to bounce off their battle line.

One of my favoured tactics for my Lizardman force is the use of a mass cavalry charge and combining the attacks of my Kroxigor and Stegadons together. The Skinks and Saurus Warriors tie up the flanks, sneaking through woods and other terrain.

Then it's just a case of getting stuck into combat and being prepared to take some risks.

Painting the army was a matter of focusing on units rather than individual models. Remember this is 10mm not 28mm. Plan before you start and think about the overall effect. Of course you can go to town if you want, I once spent eight hours on one High Elf Bolt Thrower using blending and multiple highlights, which was a bit excessive!

The next units I'm going to add to the army are more core units of Saurus Warriors and Skinks. I want to try and make it harder for my opponents to force my army to withdraw (in Warmaster, if the total number of units in the army, excluding characters, falls to 50% or lower your army withdraws and you have lost) and these two units will serve really well in this role.



Paul's Slann Mage-Priest and Carnosaur mounted on large round bases with Saurus Temple Guard.

REINFORCEMENTS

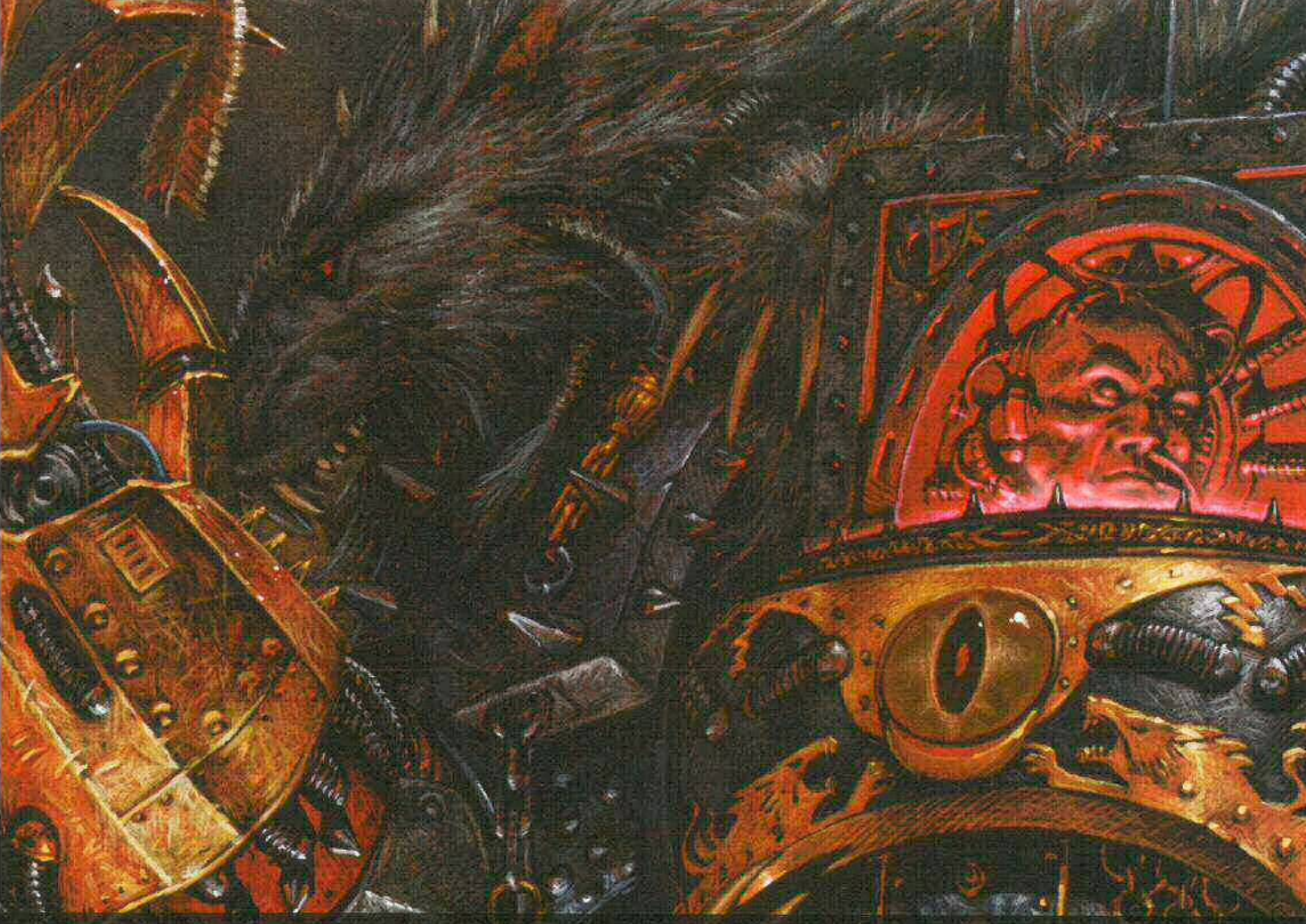
Matt: Before we say goodbye, we thought we'd show a few upcoming models off. With such a focus on Chaos and the Empire over the past few months, it was about time the other races received a few reinforcements. Accordingly, new units for the Empire, Dwarfs and Orcs are just over the horizon, in the shape of Halflings (in 10mm? They'll be tiny...), Ironbreakers, Savage Orc Warriors and Boarboyz.

The game's author, Rick Priestley, is currently hard at work on a new Warmaster Armies book, which will collect together revised and updated army lists for all the races covered to date. While the existing army lists are balanced and fair, there are a few units which prolonged gaming has shown to be less than effective or which have confusing special rules. Rick is taking this opportunity to alter the lists as based upon several years worth of feedback from players. As with most of our future Warmaster material, you can follow the development of Warmaster Armies on the website where downloadable copies of the playtest army lists are available.

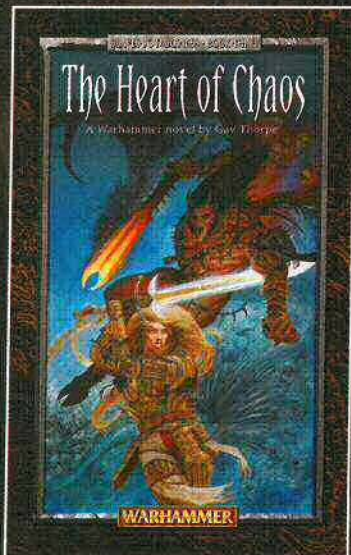


Some future releases for Warmaster. Above: Savage Orc Boar Boyz, sculpted by Steve Salab. Right: Savage Orcs, sculpted by Steve Salab. Below: the greens for the new Dwarf Ironbreakers, sculpted by Mark Harrison.





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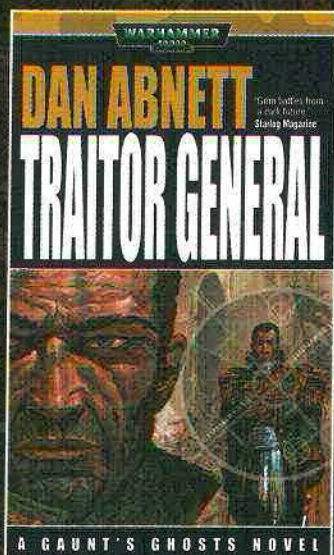
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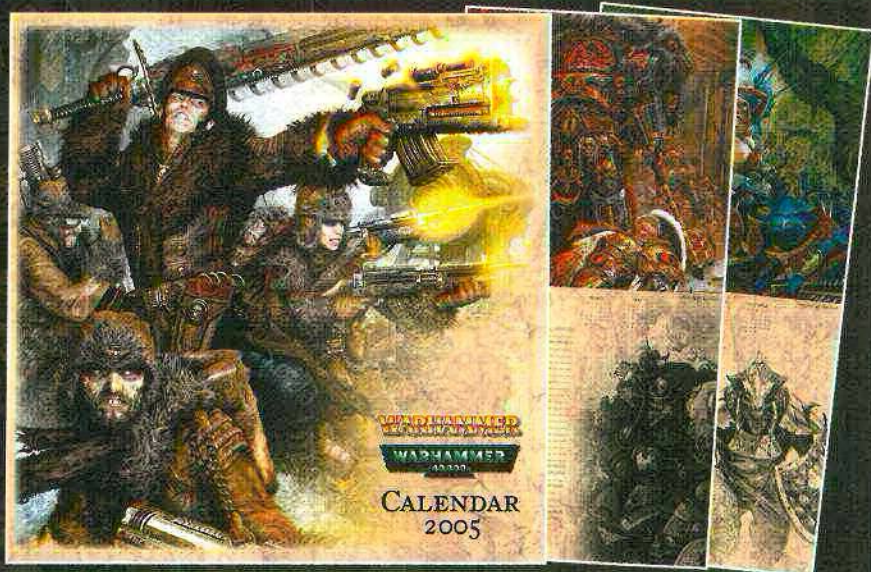
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WARHAMMER 40,000

Designer's Notes

After months of development the wait is finally over. Late this August the new Warhammer 40,000 rulebook hits the shelves. Though it is more realistic, faster and more fun, it is not a total rewrite of the game. Games Designer Pete Haines takes us through what this means for your games, while the guys from US White Dwarf advise us on tactics for the altered assault and vehicle rules.

Pete: Have you ever noticed how new sets of rules creep up on you? One moment the next edition is years away and then suddenly the whole fabric of the game time-space continuum is ripped apart leaving you wondering where your army stands. It is that time for Warhammer 40,000.

After long, sterling service the third edition is set to follow the dice-strewn path to the retirement home for old rules. But don't mourn for its passing, the core mechanisms of this worthy tome are still enshrined in the revised rules along with several new elements and a good number of clarifications and enhancements.

THE MOST IMPORTANT THING

Before anyone has a panic attack, I should reiterate that all existing codexes

remain valid. I mentioned this last month, and by now you should have seen enough of the rules to know that this is true. The main changes are outlined in this article and are downloadable in PDF format from the web. The revised Warhammer 40,000 rules are, in this regard, a bit of a departure from the way we've handled our previous revisions.

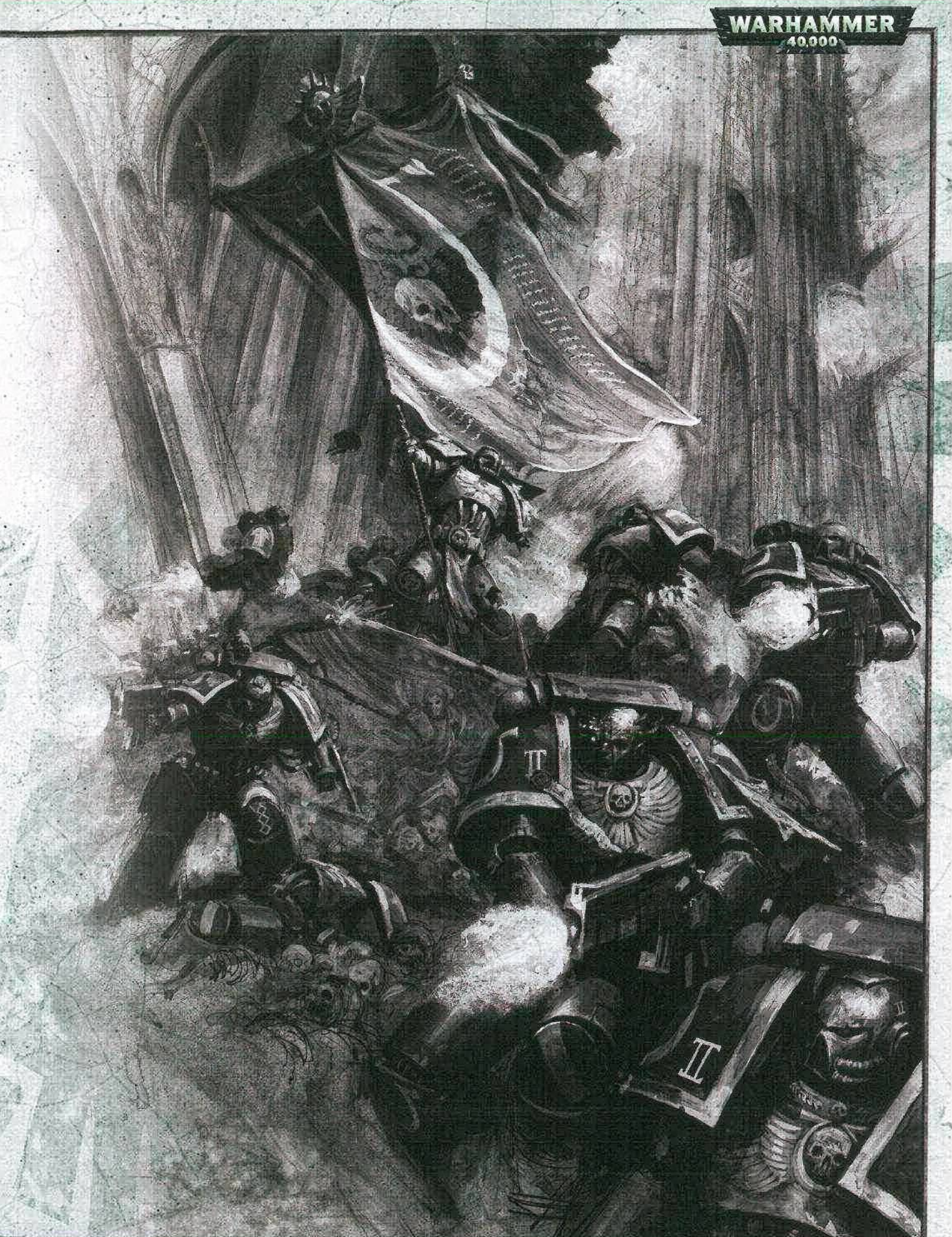
We have moved the rules forward without the need to redo every army codex currently in print. This means that in the coming few years the Studio can focus on expanding and improving the Warhammer 40,000 setting rather than replacing everything, though there will be the odd special rule or bit of wargear that needs to be tweaked to fit in. With the best will in the world it was impossible to amend core systems without some sort of effect. It is entirely minimal, however, and any problems will get addressed as we update the online FAQ sheets.

ORGANISATION OF THE RULES

There are a couple of new features included in a whole-hearted attempt to be helpful. The first is that all weaponry rules are contained in one integrated section so that you can find them easily. The second is that there is an index. A lot of people asked for this so, thanks to the miracle of cunning computer software and the correct rites of activation being performed we have, hopefully, ensured that you will be able to find that key rule immediately rather than after a lengthy rummage through the book and mumbblings of "I'm sure I saw it here somewhere".

The other departure is that all the rules examples are now illustrated with photographs of models rather than diagrams. These are just as clear as the diagrams ever were and have the advantage of brightening up the book with loads of beautiful Warhammer 40,000 Citadel Miniatures.

**FOR THE FAQ PAGE FOR YOUR ARMY GO TO:
WWW.GAMES-WORKSHOP.CO.UK/CHAPTERAPPROVED**



Pete Haines reveals the secrets of the Warhammer 40,000 update

TELL ME EVERYTHING

The changes made to the newly-revised edition are quite subtle and fit into three broad categories.

Smoothing out the problems: As time went by, the third edition began to creak at the seams as countless, shall we say 'inventive', players around the world subjected it to stress testing. Rattles were thrown out of prams, precedents set and litigious cases made. Every little inconsistency was subjected to minute examination and upon discovery was paraded triumphantly. With the kind of ruthlessness normally reserved for tabloid celebrity exposés every minor glitch became common property. In the revised edition we have endeavoured to identify these problem areas and rectify them. Time will tell if we have truly succeeded, for inevitably between the myriad of variables involved and the creativity of players, they will get a jolly good shakedown.

All under one cover: As time went by the amount of ancillary material that was needed to play the game increased. This became most apparent when the gaming community started experimenting with trial rules. The number of books and magazines needed to have ALL the material to hand became heavy enough to be a fitness accessory. This is one



These Ultramarines, painted by Dave Andrews, exemplify the ornate turn the imagery of the Space Marines has taken with the updated edition.

of the reasons why new editions are always going to be needed: to gather together the material developed over the past few years into one integrated book. The end result is a rulebook that stretches to 288 pages.

Moving the game forward: And now we reach the heart of the issue. After many years and tens of thousands of games a pattern had built up in games of Warhammer 40,000. As with any game the options had been

weighed and measured. The best and most reliable tactics were becoming common knowledge and in the best tradition of human exploration players everywhere had reached the edge of what could be done in the game. With no new frontier things can get a bit samey. Doubtless many will turn in anguish to their favourite internet discussion site and pour out their hearts that their favourite army has been emasculated, but this would be an error. The dynamics of the game have been



subtly changed, and only for the most positive of reasons – to breathe fresh interest and a healthy dollop of uncertainty back into game play. Every army is now a new army again as you will have to re-explore its tactics and reconsider all those troop types you had previously dismissed as being space-wasters. Who knows, now, they just might surprise you. Already we've seen a flurry of activity here as gamers update their armies.

THE CHANGES

I am not a cruel man, so I will run through the most important amendments and give some ideas on how this might affect game play. Inevitably this will only scratch the surface of the possibilities that are now available but it will give you a good clue to the way things are moving.

Model and Unit definitions: Whilst there may not be anything sexy or exciting about explaining how models of different heights interact or introducing definitions of the different unit types in the game it is very necessary. I have been party to some pretty esoteric debates about 'what is a model' so I know it's going to be an argument solver. Most importantly it is this kind of detail that adds structure and clarity to a set of rules.

You will see that artillery is now a unit type, as are bikes, jet bikes, monstrous creatures (that does include the Wraithlord and the Talos), jump infantry and Beasts/Cavalry. This last unit type was cavalry in third but it suddenly occurred to us that there were far more riderless beasts in the game than there ever were cavalry, hence the name change.

The Movement phase: Overall the Movement phase is the least heavily amended. Additional guidance is given regarding terrain and its effect on the game. The perennial problem for rules developers is that it is impossible for us to cover all the approaches to terrain that players use.

What we have done therefore is establish a framework of rules that you can use to fully define the effect of the terrain you actually have. When it comes to dangerous terrain we have adopted a more intuitive approach. Living things are slowed by difficult terrain but are rarely endangered by it. It was always odd when things like warp beasts, creatures you would imagine could tear through a wood at high speed, kept running into trees and killing themselves. Mechanical things, however, do not necessarily get slowed but may crash horribly. Jet bikes have the option of flying over difficult terrain or doing a freestyle slalom through it to get a Cover Save, which is not without its risks.

The Shooting phase: There are several amendments to the way shooting works in

SPACE MARINES

Adam Troke: As a strong believer in Tactical squads and vehicular firepower, my own Space Marines are very much looking forward to the revised edition of Warhammer 40,000. Even a cursory glance at the revised rules show that Space Marines are onto a good thing.

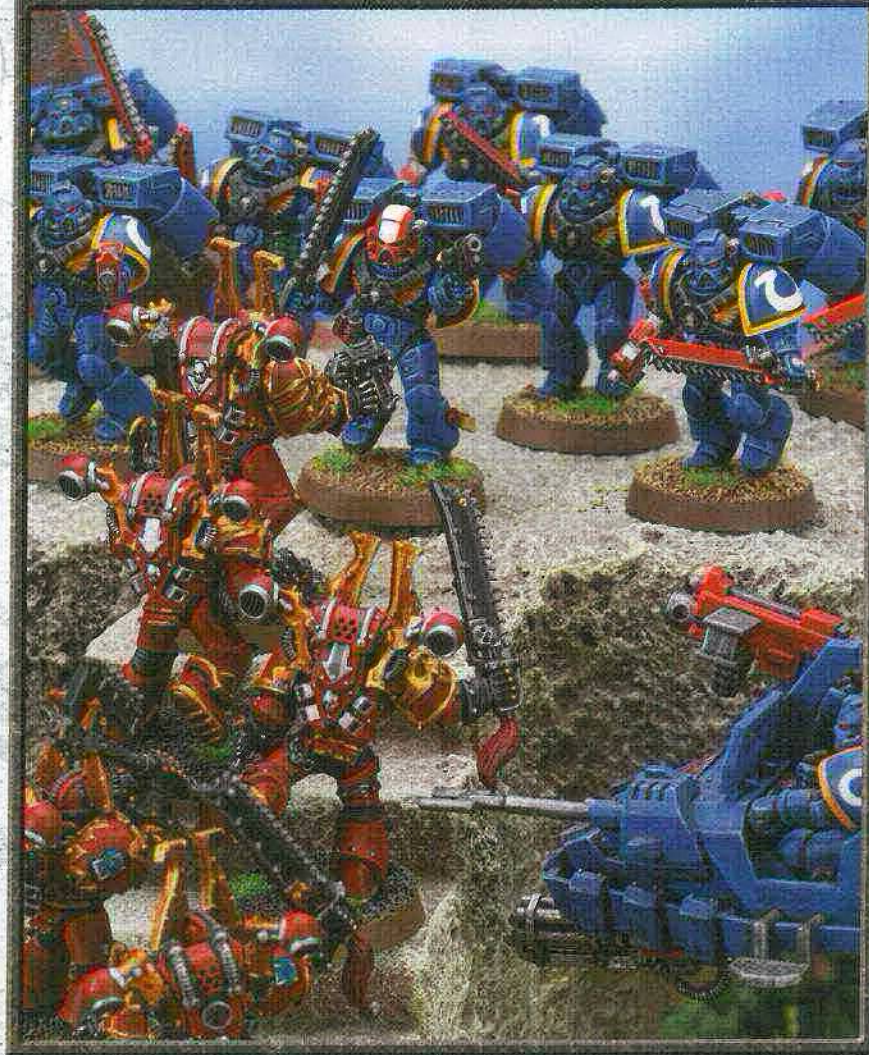
For example, vehicles being able to move and fire with more weaponry means that an Astartes force can operate as the fast moving strike force it is intended to be. Predators might as well take those heavy bolter sponsons since they will be able to fire them on the move. Vindicators can lurk behind cover before popping out and devastating their foes.

The alteration to the existing Rapid Fire rules means that a Tactical squad becomes a deadly threat at short range, pounding the enemy relentlessly with its bolters.

Due to the elite nature of the Space Marines most players who use them have seldom been able to call upon the tactic of

'screening', often falling foul of opponents who have. Thanks to the removal of this, and the relatively high Leadership of Space Marines, Space Marine players can now accurately direct their fire where it is meant to be.

Some Chapters will find their traditional tactics aren't quite the devastating game-winners they were before, as the Blood Angels and Space Wolves realise that they can no longer leap out of a speeding Rhino, rapid fire and then assault. However, these Chapters are no less potent. Space Wolves can still muster some of the galaxy's finest warriors, and the Blood Angel's Furious Charge is every bit as deadly as before, if not more so thanks to the ability of every engaged model to fight at full effect. This makes an assault from close combat specialists, such as these, truly deadly, and Terminator squads are nothing short of terrifying if allowed to rampage through your lines. By trying some new tactics, tinkering with the disposition of your Task Force and a little trial and error, I am sure you will agree that the Adeptus Astartes are just as deadly as they ever were.



Continued overleaf...

ELDAR

Phil Kelly: Reading through the new rules meant a lot of rewiring of what I considered hard and fast tactics for Warhammer 40,000. But it soon became more like opening presents on Christmas morning. The update freshens the whole game up remarkably. There's a balance in that some units may suffer slightly, but there's almost always a good side to balance it out. I can't rely on screening my Dark Reapers behind a line of Guardians any more, but that is balanced out by the Concealment and Escalation rules: the Dark Reapers start the game hidden as if in a Night Fight until they fire, so no more frustrating first turns of them being wiped out before they even get to roll any dice. No more worries about my skimmer tanks being Immobilised and therefore destroyed before they've left the starting line – they just drift to the ground, stilled but by no means silenced. No more assaulting straight out of a Wave Serpent after it has moved – this seemed a pain at first, but with the clarified disembark move, a Fleet of Foot roll and a 6" assault, this gives me an effective assault range of 10-15". And those tanks can now fire their main weapons and any shuriken cannon or starcannon they might have at full effect even when moving up, as these weapons are both Strength 6 and therefore classed as defensive. All right!

The list goes on. Fire Dragons' fusion guns are AP1 and therefore count all glancing hits as penetrating, but they can no longer take out one tank and assault another with their meltabombs. Squads of Banshees and Scorpions get a ton more attacks in close combat because everyone counts full attacks within 2" of the combat, but are likely to be overwhelmed by really large units for just the same reason. Jetbikes can now cover an amazing amount of ground in one turn, but can't shoot the turn they do it. The rules really do give with one hand and take with the other.



Lauthelas,
Dire Avenger Aspect Warrior.

the game. The one likely to be most controversial concerns choice of target. This change was necessitated by the excessive dependence players place on screening. That is, the practice of putting an expendable unit in base-to-base formation in front of a far more expensive unit. The good unit could fire through the expendables without penalty while the enemy could only engage the screen in front.

The effect was like the wall at a soccer free kick as the front line desperately bounced up and down in the hope of catching a bullet for their more illustrious colleagues. It was apparent that this ruse was out of control because whenever a new codex came out the first questions we received inevitably concerned themselves with who would be able to screen what.

These tired old tactics are now dead and gone. In the revised edition a unit must always fire at the closest target unless it makes a successful Leadership test in which case it can choose who to shoot at. Line of sight is only blocked by terrain, vehicles and monstrous creatures. As you can imagine this makes Leadership even more important.

This obviously has a very significant effect. Anything that is firing at the enemy is subject to being shot at in return. Tactically this will provoke a different approach. It is now more important to present a range of threats to draw off the enemy's fire. Skirmish lines can now be spread out so that they look like, well, skirmish screens, and should be effective in drawing some of the enemy's fire from your key formations.

The next most radical step involves rapid fire weapons. It had been clear for some time that this category of weapon was not well regarded. When developing the Necron and Tau books it had been necessary to beef up the qualities of the gauss flayer and pulse rifle to make them more worthwhile as rapid fire weapons.

Something had to be done though. If there is one seminal, iconic image in Warhammer 40,000 it is of a Space Marine, legs braced, firing his bolter from the hip. Not clubbing his opponent to death with it.

The solution was to permit rapid fire weapons to be fired twice at close range even if the firer has moved. Immediately close range firefights started becoming much more common in our playtest games.

Rapid fire weapons suddenly had attacking options, a squad of Space Marines could roar up in their Rhino, hop out and lay down a very damaging hail of fire. Massed Imperial Guardsmen could advance up to the enemy lines and rock them with volleys of lasgun fire. Even Warp Spiders started to be used



more frequently so something good was clearly happening.

Under the revised rules rapid fire weapons are not a sentence to be immobile for the whole game. Units that get into the right positions can do serious harm without depending totally on their squad's heavy weapon. The only downside is that if you shoot rapid fire weapons then you can't charge that turn. In practice the charge needs to be delivered by a supporting unit. This in turn led to the realisation that the revised edition was encouraging combined arms tactics in quite a big way.

The Assault phase: For those who have experimented with the revised assault rules we made available some time back this section will not look too radical. By comparison with third edition, however, there are many very important changes. We have clarified the charging process so that it is simple and intuitive.

If you shoot at a unit, that is the one you must charge. This is important as it means that in most cases each of your units can only affect one enemy unit per turn. This makes it more useful to have a reasonable number of units with good all-round capabilities or several groupings of units whose combined effect is greater than the sum of their parts.

When the hacking and slashing starts you will find that all engaged models – that is to say those in base contact or within 2" of friends in base contact – fight with their full number of attacks and all special weapon bonuses. The implications for large assault units are plain to see. In third edition large units would present only one effective front rank and a crowd of supporting models contributing a single attack each. Now they all get stuck in. This helps balance up the equation between assault troops that race forward in transports

or on jump packs and larger ground-pounding infantry units that look to grind over their enemies. You used to be hard-pressed to get more than six figures fighting at full effect, now large units are well worth considering as the extra Attacks mount up.

To make close combat even more deadly we have brought back the sweeping advance. In the revised edition sweeping advances are what decides if a beaten enemy gets to fall back in good order or is swept away and destroyed. When a unit falls back from close combat each side rolls a dice and adds their Initiative. If the falling back unit does not score higher it is destroyed.

This is all part of the balancing act that is the revised edition. Because the rules do not invalidate existing lists it was vital to make sure that each army got some advantages and some disadvantages. The improvement in rapid fire meant that assaulting armies could well find it more difficult to get into hand-to-hand combat. When they do get there though they can wipe out an enemy unit in a single

turn rather than chip away at it with shooting turn after turn.

Morale: This is pretty much as it used to be apart from some streamlining. The rules allowing regrouping in cover and at the table edge have been removed.

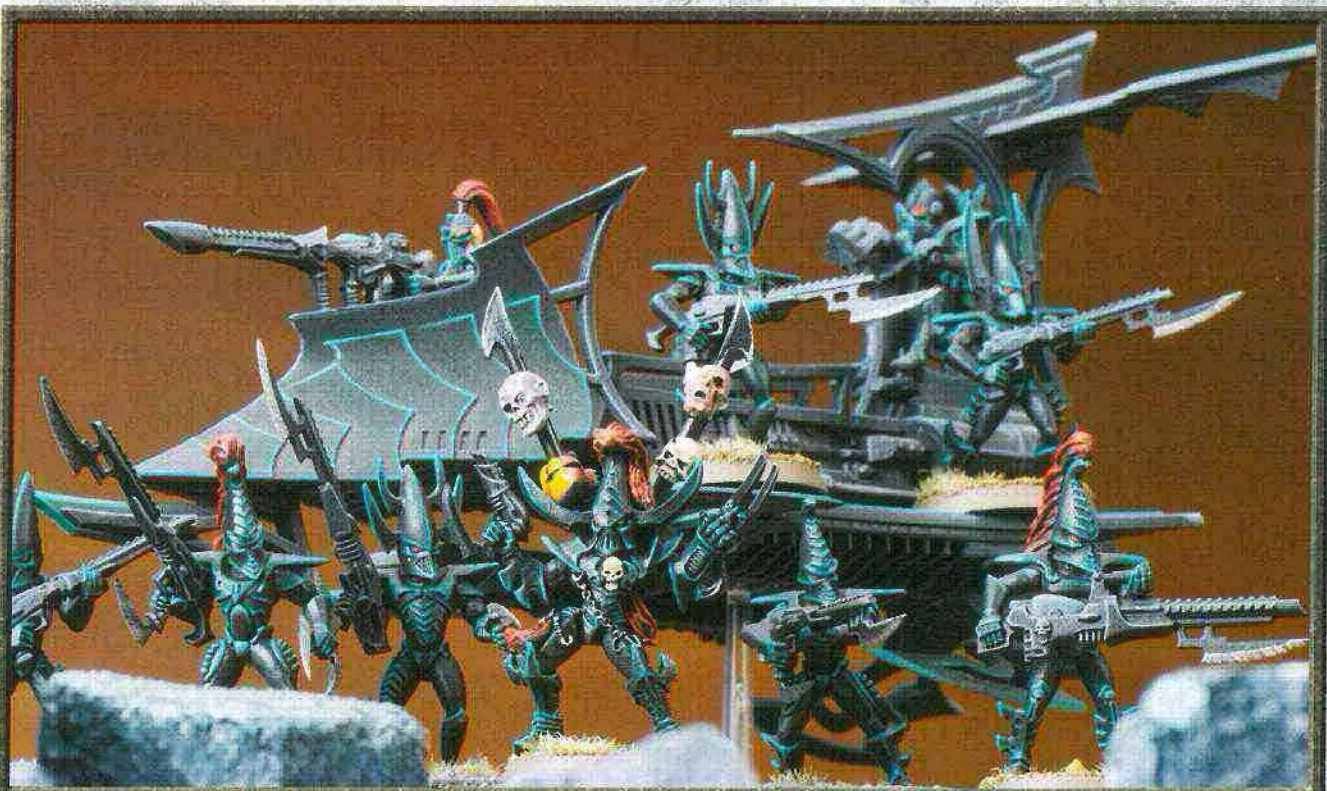
Characters: Again this section is more to do with evolution than revolution. The way independent characters fight in close combat is explained more fully as is the way they interact with units that they join.

You know the type of thing, what if the character is Fearless and the unit isn't, what happens if the unit can make Fleet moves and the character can't, and so on. All these answers await you in the revised rules.

Unit Types: All of the new unit types have their own sections. One add-on to Bikes and Jet Bikes is the ability to make a turbo-boost move, rather like Dark Eldar bikes do. The unit can move up to 24", can't shoot or assault but count their Armour Save as being

invulnerable to shooting in the next turn. Tactically this allows bike units to get into a good position on Turn One so they can influence the game on Turn Two. It was a logical step after looking at the existing range of Bike units and discovering that virtually none of them used the standard Bike rules. When every incarnation of a unit type has to have additional special rules it tells you that their standard rules fall a bit short.

Vehicles: After the Assault phase, the Vehicle rules have the most modifications. From being static bunkers in third edition, tanks can now advance on the enemy lines, firing as they go. I really hope all of you who left sponsons off your Leman Russ models kept the parts because you will definitely want them now! Weapons of up to Strength 6 are termed defensive weapons and can fire in addition to any main weapons that fire (except ordnance). Thus a Leman Russ with a hull heavy bolter and sponson heavy bolters can move forward at 6" a turn firing all three heavy bolters or its battle-cannon, which no doubt will be music to many generals' ears.



The restrictions on assaults from certain vehicles do not apply to Dark Eldar Raiders.

DARK ELДАР

Mat Ward: So what changes do the revised Warhammer 40,000 rules herald for the dark inhabitants of Commorragh? Strangely, the most important alteration to the game system for the Dark Eldar is not something that they can do as a result of the changes, but something they can still do while most opponents can't.

This may seem a little like gobbledegook but, if you stop to think, it does make sense. Now troops can no longer assault out of a sealed transport (which most transports are) those open-topped transports, such as a Dark Eldar Raider, get a big advantage in flexibility. While Craftworld Eldar, Space Marines and Imperial Guard can only pile out of a transport before it moves if they wish to assault, your Dark Eldar warriors, Wyches,

Incubi and Grotesques are under no such restriction as they charge into battle.

Speaking of Wyches, under the revised rule set, the bigger the squad, the better. As all models within 2" of a friendly combatant now fight at full attacks and abilities, you should have no trouble in getting a full complement of attacks from a squad of 15 or even twenty models – not something to be sniffed at.

THE CHANGES REVEALED

Oh yes, and another thing – you can move and fire ordnance weapons now! The ability to move is doubtless a major incentive to the treadheads but, be warned, in play-testing it soon became clear that a moving tank is far more likely to expose its side armour.

The Damage tables have been fiddled with to ensure that there are fewer results that have no further effect. Under third edition it could be frustrating when you immobilised an already immobile tank and achieved absolutely nothing. Now any penetrating hits will always cause crew stunned effects, immobilising hits on an immobilised vehicle destroy weaponry instead (and vice versa) and any passengers aboard a transport that suffers a penetrating hit have to perform an emergency disembarkation. These things help balance the mobility of fighting vehicles.

Another one of the radical changes is the one that prevents passengers assaulting having disembarked from a transport that has already moved. This does not, as some have espoused, kill the Rhino rush (the practice of charging the enemy army at full speed with a number of units in Rhinos, although Ork Wartrukks and Dark Eldar Raiders could also feature). It just makes it a bit more challenging and in a Space Marine context helps to ensure that assaults are the province of Assault squads rather than Tactical squads.

Universal Special Rules: As many special rules crop up in more than one Codex we have pulled together a list of the most common ones and included them in the rules. This was a great opportunity to produce a definitive version of some rules and make essential modifications to others.

Missions: The standard missions provided in the rulebook are all designed to provide a balanced game without requiring fortifications, sentries or any other such additional paraphernalia. This is a recognition that for the majority of players a game is organised by determining a time, a place, a points value and possibly the armies to be used. There are five basic missions, each split into three versions; Alpha, Gamma and Omega. Alpha missions use no special rules at all. Gamma missions use rules such as deep strike and infiltrate as standard. Omega missions use the same special rules as Gamma missions but with the addition of the Escalation and Concealment rules. These rules address the concern that getting the first turn was too decisive in games of Warhammer 40,000.

Instead players start with their infantry deployed using whatever concealment they can find with the rest of their heavy equipment in reserve. The forces therefore build up over the first few turns so you do not get games being decided by an initial, withering hail of fire.

USING THIS INFORMATION
Below we present a brief glimpse at some of the rules changes that will be seen in the new Warhammer 40,000 rulebook. Obviously this is a limited overview and is by no means comprehensive, but it does give you a good taste of the exciting developments in the grim universe of the 41st millennium. This overview assumes you have extensive knowledge of the existing rulebook and have played enough games to be considered amongst the ranks of 'veteran' gamers. If you are, however, there is enough information here for you to try out the broad sweep of the updated rules right now, as well as clueing you up to what the people in this article are talking about!

This information can also be downloaded as a PDF from:

www.games-workshop.co.uk/warhammer40k

DAEMONHUNTERS

Mat Ward: With the dawn of the updated Warhammer 40,000, you might be forgiven for thinking that there is little in the way of benefits for a Daemonhunters force. As it happens, you'd be quite wrong. As the Grey Knights carry Assault weapon-storm bolters then the changes to the rapid fire rules don't make a hell of a lot of difference. That said, a storm bolter remains better than an ordinary bolter if only because you can shoot with it and still assault. Anyway, there are plenty of other little wrinkles that you can take advantage of.

For example, take the Leadership test that has been introduced for units that are firing at any unit other than the closest. Combined with the Shrouding special rule

UNITS

- These are now categorized into the following specific types.

INFANTRY TYPES

Jump / Jet

- Move 12" / Assault 6"
- Ignore terrain moved over, may instead move as Infantry.
- Jets can always move in Assault Phase.

Bike / Jet Bike

- Move 12" / Assault 6"
- May Turbo Boost, moving up to 24", but may not move through Difficult Terrain, shoot, or assault.
- Jet bikes can always move in Assault Phase.

Beasts / Riders

- Move 6" / Assault 12"
- May Fleet of Foot. Test for terrain as Infantry.

Monstrous Creatures

Artillery

VEHICLE TYPES

- Walkers
- Skimmers
- Tanks

SHOOTING

Choosing a Target

- Units must pass a Leadership test to shoot at a target that is not the closest (units may ignore Infantry to target Vehicles, Monstrous Creatures, and Artillery).
- Vehicles, Monstrous Creatures, and Artillery do not have to take this test.

Line of Sight

- Only terrain and vehicles block line of sight, NOT other opposing units.

Monstrous Creatures

- Can fire two weapons per turn.

(and a cheap distracting squad of Storm Troopers or indentured Guard) this Leadership test means that your valuable Purgation squad can blaze away at the enemy with relative impunity.

The substantial benefit to the servants of the Ordo Malleus is the increased safety in the performing of a deep strike. As deep striking units are no longer lost on the roll of double 1 when rolling for scatter, holding several squads of Grey Knights in a tactical reserve suddenly becomes all the more attractive. If you can time their arrival to coincide with a bunch of plasma gun toting Storm Troopers bundling out of a Rhino to catch a Daemon Prince in a hail of combined fire ('Sergeant! Chap with wings. Five rounds rapid.'), it becomes very appealing indeed.

IMPERIAL GUARD

Andy Hoare: A major point for all Imperial Guard players to consider is the safety of their Command squads, as screening is no longer possible. I always considered screening Command squads and Heavy Weapons squads a dodgy tactic anyway, with a whiff of 'playing the rules rather than the army' about it, so I personally don't see the change as a problem.

Command squads need to be kept in a position where they can best make use of their Leadership ability. To me, the Command squad now has a variety of options, none of which involve standing behind their mates and relying on screening tactics! I plan to utilise my Command squad's Leadership rule to anchor the firing line by taking up a fairly central position, but still keeping out of sight of the enemy. This is a pretty realistic approach to their use, and many Guard players I know play the army because they enjoy replicating World War II style tactics, so this is hardly too much of a stretch. The odd power fist or power sword may prove useful in case the unit is called upon to make a last minute counter-attack. I may also include a Mortar crew in here, so it can pound away from out of sight.

Another option is to load them up with special weapons, mount them in a Chimera and use them in an offensive manner, bolstering the firing line and capturing objectives.

Heavy Weapons squads are now unable to benefit from screening. Again, this seems perfectly appropriate to me, as I don't remember any Gaunt's Ghosts novels where the Commissar-Colonel ordered his brave Tanith to line up in front of the heavy weapons so the enemy couldn't return fire effectively. I'll have to make sure the heavy weapons are deployed in cover, and that they choose their targets carefully. The best protection from enemy fire is to obliterate the enemy!



*Ursarkar E Creed,
Commander, Cadjan 8th.*

Cover

- Buildings and Ruins give a 4+ cover save.

WEAPONS

Rapid Fire

- May fire two shots up to 12" when moving.
- May fire two shots up to 12" or one shot at maximum range when stationary.
- Units firing Rapid Fire weapons cannot assault.

Gets Hot!

- Chance of meltdown is equal to the number of shots fired: 1 shot = roll of a 1, 2 shots = roll of a 1-2, etc.

Barrage

- Guess weapons now simply place markers and roll for scatter – D6" if target in sight, 2D6" and take the highest if out of sight.

Ordnance Weapons

- Scatter D6" if attacker is stationary, 2D6" and take the highest if attacker moved.
- Ordnance Barrage may not be fired on the move.

ASSAULTS

Charge

- Units may not charge if they shoot with Rapid Fire or Heavy weapons.
- Units must charge the enemy they shot at.

Bonus attacks

- Charging units gain +1 Attack.
- Models with two close combat weapons gain +1 Attack.

Attacks

- All models in base-to-base contact, or within 2" of a friendly model in base-to-base contact, fight with full Attacks and can use any special attacks (ie, power weapons/power fists etc).

Casualties

- These are only taken from fighting models.

Sweeping Advances

- Each unit rolls a D6 and adds its majority Initiative to the roll. A unit trying to fall back is wiped out if it has a lower result than the opposition.
- Victors who wipe out their enemies move D6" instead of the usual 3".

VEHICLES

Skimmers

- If moving 6" or less when Immobilised, Skimmers are no longer destroyed.

Ordnance

- Can be fired on the move (2D6" and take the highest scatter).

Firing

- Vehicles can fire one main weapon and all weapons of Strength 6 or less when moving up to 6" (12" if Fast) if they don't fire Ordnance.

Disembark

- Passengers cannot assault unless disembarking from a stationary vehicle, an open-topped vehicle, or a Land Raider.

Armour Piercing

- AP1 weapons that score glancing hits count the hits as Penetrating.
- 'AP-' weapons can only ever score glancing hits.

Ordnance and Blast Markers

- All hits are half strength for Armour Penetration if the blast marker hole is not over vehicle.

Damage Charts

- Immobilised and Armament Destroyed results are switched (ie, 5 is now Immobilised for glancing hits).
- Armament Destroyed: only affects Strength 4 or higher guns. If no Strength 4 armament remains, result counts as Immobilised.
- Immobilised results count as Armament Destroyed if vehicle is already Immobilised.
- Vehicles Immobilised with all armament lost count as Destroyed if they take a further Armament Destroyed or Immobilised result.

Passengers

- Must immediately disembark and take a pinning test if a Penetrating Hit is scored on their transport.
- Those disembarking from a destroyed vehicle are automatically pinned.

Walkers

- In close combat, they always use their front AV.
- Grenades can be used against them but only hit on a 6.

MORALE

Outnumbering

- Walkers count as 10 models if AV 12 or more, five models if AV 11 or less. Multi-Wound creatures count as their number of Wounds; Monstrous Creatures count as 10 models.

No Retreat!

- Fearless units which lose close combat suffer +1 Wound if outnumbered by 2:1 or more, +2 if 3:1, +3 for 4:1 or higher, since they don't take the morale check.
- Walkers outnumbered by 2:1 or more take a glancing hit.

CHARACTERS

Independent Characters

- Only fight in close combat if in base-to-base contact.

MISSIONS

All Missions

- Use *Deep Strike* and *Infiltrators* rules on a D6 roll of 3+.
- Use *Escalation* on a D6 roll of 5+. In *Escalation*, only Troops choices without transport can be deployed on Turn 1 and count as concealed (use *Night Fight* rules) until they move or shoot. All other units enter as *Reserves*.



Refestus, Plague Marine
of the Death Guard.

CHAOS

Anthony Reynolds: When the revised edition started being play-tested, I decided it was high time I started a new army. I chose Plague Marines, mainly for the modelling opportunities.

This was a force that I put together specifically for the revised edition, so I had the benefit of tailoring it to the new edition. With the new rules in mind, I began picking out my army, and play-testing it along the way to see what worked for me before I began painting. For example, rapid fire weapons have become more deadly at close range now, so I opted for as many rapid firing plasma guns as I could get my hands on.

There are now times when I will choose to move my army into close range and start an ongoing firefight, pumping bolter and plasma shots into the enemy, when in the same sort of situation in the previous edition I would have thrown them straight into combat. Also, since assaulting out of closed vehicles has been restricted, I decided to minimise how many Rhinos I have in the army, which fits the Plague Marine theme better. However, so as not to spend the entire game trying to get into range with my weapons, I've given Infiltrate to as many units as possible.

The Infiltrate skill has improved somewhat in the new rules. Combining the new effectiveness of rapid fire and Infiltrate means I can start with my Plague Marines in range with their plasma guns, a scary prospect for the enemy! For my squad of dedicated close-combat Chaos Space Marines, I've recently decided to go for melta guns rather than plasma guns, as they are assault weapons and so can be fired the turn the unit charges into combat. On a different note, my Defiler is doing a lot better these days now that I don't need to guess ranges anymore, and being able to move and fire its Battle Cannon is handy. Hmm, would a second Defiler be excessive?

GOING OVER THE TOP

The US White Dwarf team chew over the new assault rules

With the phrase 'risky but rewarding' fixed firmly in mind, the Games Development Studio's team of designers set about revamping Warhammer 40,000's assault rules. The tweaks were hotly debated and refined through a long process of playtesting, head scratching and tea-drinking. Though the changes are minor, they have a major impact on how the game feels. Assault is not now a certainty, as shooting is now just as effective a way of purging the battlefield of your foes. When you do get 'up close and personal', hand-to-hand fighting is even deadlier and more dangerous than ever before, and that goes for your big Chaos Lords and Hive Tyrants too, not just for the poor downtrodden grunts on the front lines of the 41st millennium.

American White Dwarf Ross Watson takes a look at how these changes will affect the game for the better.

CHARGE!

A shooting unit can charge only the unit it fired at in the Shooting phase. You can also only charge if you fired pistols or Assault weapons. Rapid fire and Heavy weapons cannot fire if you want to launch an assault.

If you have a unit that you intend for close combat, consider tooling up the unit with assault weapons like flamers and melta-guns instead of rapid fire weapons like plasma guns. In addition, when you have the enemy within 6", you'll have to think it over and decide whether it's better to rapid fire and get in two shots or to skip firing altogether and charge in instead. Armies who are better at shooting than close combat, such as the Sisters of Battle, many Imperial Guardsmen, and Tau, will usually find the former option more effective than the latter. Well-rounded forces such as the Space Marines can choose either option without fear. Of course, armies that shoot poorly or assault particularly well, like Tyranids and Orks, will rarely hesitate to take the latter option!

As before, no unit can charge if it is falling back or pinned. The troops are simply too concerned with self-preservation to begin to think about launching into hand-to-hand combat. Of course, a unit that is pinned or falling back may still defend itself if it is attacked in assault by an enemy.

If your troops are particularly motivated to get up close and fight face-to-face with the foe, the updated Warhammer 40,000 rules allow a unit to charge more than one enemy unit – with a few conditions, of course. First,

the charging unit must be able to reach every unit it is attempting to charge, meaning that the models in the unit will have to get into base-to-base contact on each target unit. Second, the charging unit must maintain unit coherency, meaning that you can't split up your forces. Every member of the unit has to stick close and stay together! Generally, these conditions mean that getting the charge on more than one unit at a time is going to be difficult unless you are facing an opponent who places his units in very close formations. Though such formations are of great benefit to shooty armies like the Imperial Guard and Tau, if your opponent does use them, then he really is asking for a thumping.

WHO CAN FIGHT

One of my favourite changes to the assault rules for Warhammer 40,000 game can be summed up in one phrase: no more rock throwing. Every model within 2" of an enemy in close combat fights with its full number of attacks. In addition, those models can also use any special attack methods such as powerfists or rending claws. This change has its origin in Codex Battlezone: Cityfight, where the rule was developed to represent the "swirling melee" of combat.

Models that can fight in close combat (i.e., within 2" of enemy models) are considered to be Engaged in close combat and are the only ones from whom casualties can be taken, since they are the only models actually fighting. Other models in the unit are considered Locked in combat and are subject to the outcome of the Assault phase. These models can Pile in later to help their comrades, but only the Engaged models can actually contribute to the fight. Keep in mind that troops that hang too far back won't get to fight during the first stages of a close combat. Thus, you want to have your troops that are equipped with close combat weapons, power weapons, powerfists, or anything of the like up front during an assault so that you can take full advantage of these devices! This is an incentive to keep Veteran Sergeants and their equivalents up front, while keeping heavy weapons at the back.

Characters are treated as a separate unit when resolving close combats, which means that characters must be in base-to-base contact in order to fight. Wounds suffered by a unit never carry over onto a character that has joined them. Only enemy models that are engaged with the character may allocate their Attacks against him and can be hurt by his Attacks. This should lead to courageous characters leading from the front.

Continued overleaf

THE DRAWBACKS OF RAPID FIRE

In the Tau player's turn, the Fire Warriors aim their pulse rifles at a Space Marine Tactical squad and open fire. Meanwhile, a unit of Pathfinders uses its markerlights to assist. The pulse rifle is a rapid fire weapon, which means that the Fire Warriors will not be able to charge in the Assault Phase. The Pathfinders are in the same boat, after firing a heavy weapon (the markerlight). If the Pathfinders had fired their pulse carbines instead (an assault weapon), they would have been eligible to charge.



BONUS ATTACKS

The updated Warhammer 40,000 rules allow all units that charge to receive a bonus Attack. As long as your unit is the one doing the charging (and the unit fulfils all the requirements to be able to charge in the first place), you can count on getting that +1 Attack per model!

Another thing that hasn't changed is the advantage a model gets for carrying two close combat weapons. For example, Space Marine Scouts each have a bolt pistol and a massive knife (two close combat weapons). So each Scout will fight with 3 Attacks when charging into close combat: one for the Attack on his profile, a bonus Attack for charging, and another bonus Attack for holding two close combat weapons.



ENGAGED MODELS

The Space Marines have cunningly placed their Veteran Sergeant in the lead, ensuring that his power sword and extra Attacks will get a chance to affect the battle. The Space Marine with the missile launchers, by contrast, lags behind, protecting him from being killed by a lucky strike from the Kroot.

So if you have an Independent Character in your unit, make sure he's close enough to the front so he can jump into the assault and make his presence known.



CHARACTERS IN ASSAULT

These Grey Knights are struggling against a horde of Khorne Bloodletters. The Grand Master moves in to assist, essentially fighting his own battle against the Daemons as he can only attack and be attacked by the Bloodletters he is in contact with or within 2" of models in contact with him. Meanwhile, the Grey Knights attack and are attacked back by all Bloodletters within 2" of their models. Every Bloodletter who fights the Grand Master is one less fighting the Grey Knights and vice versa.



WITCH HUNTERS

Andy Hoare: The main change I've made has been in the way I outfit my Battle Sister squads with special weapons and how the Veteran Superiors are armed.

My approach was to include a melta gun and a flamer in each squad with a Veteran Superior equipped with a plasma pistol and power sword. The melta gun was for emergency anti-tank work, as under the third edition rules you could fire upon one target and then assault another, so I could take care of enemy vehicles before engaging the enemy in assault.

Under the revised edition rules, this tactic is no longer possible, so the melta guns have been detached to form dedicated tank-hunters in the form of a Dominion squad (with four melta guns) mounted in an Immolator (I'm working on one with twin multi-meltas just to ram the point home!). I've replaced the melta gun in the Battle Sister squads with a second flamer, as these can be fired before charging. I've considered dropping the power sword from the Veteran Superiors, as these are not always the most effective weapons in the hands of a Strength 3 model. But now all close combat weapons work to full effect even when the bearer is not in base to base contact with an enemy, meaning that the likelihood of them inflicting damage is that bit higher, so I intend to keep them, and drop the plasma pistols.

The other interesting change is that the Armour Penetration value of 1 on the Exorcist's missiles makes this tank very handy. I've lost track of the number of times I've heard Witch Hunter players bemoan the fact that they have no way of inflicting a penetrating hit on vehicles with an Armour Value of 14 unless they get within half range of a melta weapon. While writing Codex: Witch Hunters, we changed the missiles to AP1, knowing that this would come into play. This does make the Exorcist even more of a target than ever, of course, so I'll be sure not to base my entire battle plan around it.



Sister Carmina
of the Adepta Sororitas

MORALE AND OUTNUMBERING

Outnumbering your opponent is more important than ever in the updated Warhammer 40,000. Previously outnumbering meant only that you had more models involved and that your foes were more likely to break and run. While these two facts still hold true, there are many new advantages to piling in and teaming up against the enemy. Armies that can field large numbers of combatants, such as Imperial Guard, Tyranids, and Orks, become much more formidable when attacking en masse.

Firstly, the way that numbers are counted in a combat has changed somewhat. Monstrous Creatures count as 10 models, and models with more than 1 Wound count as the number of models matching the Wounds on its profile. Vehicles with a Weapon Skill count as five models if their front Armour Value is 11 or less and 10 models if their front Armour Value is 12 or higher.

Some of the unique abilities a unit possesses will now greatly assist the unit. For example, the Inquisitor Lord's ability to choose whether to pass or fail a Leadership test is an important advantage in close combat – it allows him and his retinue to hold fast when they would otherwise run, even if outnumbered, and gain all the benefits of being Fearless with none of the penalties.

NO RETREAT!

In assault, being Fearless is good. A Fearless unit will never, ever run away from the enemy, no matter how terrifying the foe might be or how many losses it suffers. However, that kind of reckless courage comes with a price – the lack of a healthy self-preservation instinct! Fearless units that lose a combat and are outnumbered by 2:1 or more suffer an additional Wound. This goes up in steps, so the unit will suffer 2 Wounds if outnumbered 3:1, 3 Wounds if outnumbered

4:1, and so on. Likewise, outnumbered vehicles will take an automatic glancing hit. The only silver lining to this cloud is that you can still make saving throws against these extra Wounds. Still, Fearless units such as Eldar Wraithguard or Necron Pariahs need to be concerned with mobs of enemy troops, because even possessing a high Toughness is no defence against being overrun by hordes of opponents.

KILL THEM ALL!

Sweeping Advance is back, although in a slightly different form. The units involved in the fight add a D6 roll to their majority initiative, if the victors beat the losers' score, then that unit is caught and wiped out. This result is known as a Massacre. In this case, the attacking unit may then move D6" instead of the usual 3" for consolidation. This random movement represents the whole gamut of behaviour a victorious unit may exhibit, from sprinting forward, energized by bloodlust, to exhaustedly regrouping after fighting.

TIPS FOR VICTORY

Keeping all these new rules in mind, there are several options that you should consider if you expect to fight in close combat. Many armies have a special standard they can purchase that adds 1 to the total of the Wounds scored in the combat. Standards like these have become even more important in the updated Warhammer 40,000 as they enable a unit to tie or even win a round of close combat and thus survive a bit longer or even triumph. The Mark of Chaos Undivided is useful as it allows a unit to re-roll a failed Leadership test, as does the Imperial Guard's Company Standard. A Tau Ethereal also lets you re-roll all Leadership tests, even successful ones, should you want your Fire Warriors to flee close combat instead of being locked in the assault! Which is sometimes a better option for the Tau.

Continued overleaf...

FEARLESS, YET DOOMED

This unit of Grey Knights has lost combat to the Bloodletters. Because the Grey Knights are Fearless, they won't fall back and will continue fighting against their

hated foe. Meanwhile, the victorious Daemons inflict an additional Wound because they outnumber the Grey Knights by 2:1. However, this can still be saved by their armour.



SHOOT OR ASSAULT?

Two squads of Space Marine Scouts are facing a large pack of ravaging Kroot mercenaries. One squad stands its ground and calmly fires twice with each bolt pistol giving them ten shots hitting and wounding on 3+ in total. The other squad shouts a battle-cry, charges forward, and snaps off a single bolt pistol shot before crashing into a furious melee. The first squad of Scouts cannot charge due to the fact that they fired their bolt pistols twice, whereas the second squad, having fired only once, gets to leap into the fray without restriction.



ESCAPE

In a lucky turn of events, these Pathfinders have won the combat against the Space Marine Scouts. The Scouts fail a Leadership test and try to flee. The commanders of

both units roll a D6 and add their unit's Initiative. The Scouts have an Initiative of 4 and roll a 3, for a total result of 7. The Pathfinders have an Initiative of 2 and roll a

4, for a total result of 6. The Scouts, having achieved a higher result, fall back from the combat while the Pathfinders consolidate up to 3".



WIPEOUT!

These Fire Warriors have lost the combat against the Space Marine Scouts and must take a Leadership test or fall back. The Fire Warriors fail, and the commanders of both

units roll a D6 and add the majority Initiative to the result. The Fire Warriors have an Initiative of 2 and roll a 4 for a total result of 6. The Space Marine Scouts have an

Initiative of 4 and roll a 2, for a total result of 6. Since both results are a tie, the Fire Warriors are cut down without mercy as they try to flee.



HITTING THE ROAD

The way vehicles work has changed considerably and brings a new dynamism to your tanks

Some of the biggest changes to the game are in regard to vehicles. Tanks can now do what real tanks do – roll forward into the heart of the enemy, spitting fire and fury as they go. On the downside for some players there will be no more 'Rhino rushing' – the tedious zoom across the table by Space Marines in their transports who then leapt straight into assault. Ross Watson and Evan J Loughheed from the US White Dwarf discuss the updated rules by dividing vehicles into four different types: Bashers, Smashers, Flankers and Transports.

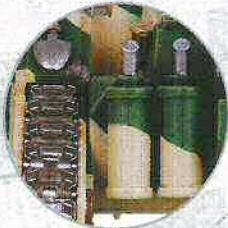
BASHERS

Bashers are the big, heavy tanks that can slug it out on the battlefield. They are able both to

sustain and to dish out enormous amounts of punishment. Leman Russ battle tanks, Predators, and even the mighty Necron Monolith are all good examples of Bashers. These frontline vehicles benefit from many of the new edition's rules.

Ordnance can now be fired even while moving, although the template has a tendency to scatter further (on the move, you roll 2D6 and select the highest result for scatter distance) than when fired from a stationary vehicle. Imperial Guard Bashers like the Leman Russ and the Leman Russ Demolisher will find this new advantage very helpful if they want to shift position and still keep up the pressure on the enemy! To

balance this out, Ordnance has shifted slightly away from an anti-vehicle emphasis and more toward anti-personnel, as it now has a reduced effect against other enemy vehicles. Ordnance templates are meant to represent a small area of extraordinarily powerful force surrounded by secondary explosive or other energy effects. Unless the round impacts squarely on the target, much of that force is wasted, so Ordnance templates now have only half Strength for Armour Penetration if the hole of the template is not over the targeted vehicle. As most Ordnance weapons are high-explosive shells, this change makes a great deal of sense if you consider that an armoured vehicle on the edges of the shell's blast radius is much



A classic basher, the Leman Russ is a deadly foe. But even though its new found mobility makes it tactically more versatile it does mean that your vulnerable side and rear armour is likely to be exposed.



This tank can now move and fire both its heavy bolters and its lascannon! Alternatively, it may instead fire its battle cannon, even while trundling forward. But, if you do so, you roll two dice for scatter and pick the highest.



more likely to survive unscathed than anything directly in its path! Ordnance Barrage has also changed. There is now no more guessing, you simply place the template and roll for scatter – D6* if you can see it, 2D6 and pick the highest if it is out of sight.

Perhaps the biggest impact of the new edition's rules on Bashers is the ability to fire several weapons on the move. Weapons are now either defensive (Strength 6 or lower) or main (Strength 7 and higher). A vehicle may fire one non-ordnance main weapon and all its defensive weapons while moving up to 6" (12" for Fast Vehicles). Now, tanks can roll around the battlefield firing to full effect without sacrificing mobility. Battlewagons and Predator Destructors alike can throw out a hideous amount of firepower while thundering up the flank or moving to claim a table quarter. This change introduces some exciting dynamic features to the game that every player will enjoy.

Some tanks qualify as 'light' Bashers – the Imperial Guard Hellhound is a good example. On its own, the Hellhound can deliver a punishing amount of anti-personnel firepower from the hull-mounted heavy bolter, pintle-mounted heavy stubber, and the Inferno Cannon mounted in the turret. Supported by some similar light-Basher equivalents, such as Chimeras, the Hellhound is capable of directing withering salvos of fire that can thin out even massive Ork mobs and Tyranid broods while on the move. Light Bashers, however, usually do not have defences equal to their offensive capabilities. For example, the Hellhound has a respectable AV of 12 on the front but must protect itself from side or rear shots. The Space Marine Razorback and the Immolator are two other vehicles that are technically Transports but that also serve admirably as light Bashers. If you field lots of tanks you'll notice you get a heck of a lot more shots!

Continued overleaf...



Although the sisters cannot assault from their Rhino when they disembark, they do have the option of spraying their enemies with rapid bolter fire.



The immolator is a fantastic vehicle, acting both as a basher and a transport. Multi-meltas make it an ideal tank hunter, while a heavy flamer armed variant spells doom for infantry.



TAU

Graham McNeill: I've always liked the Tau, even though I normally like armies that go and hit things and stab them with long, pointy sticks. And as any Tau player will tell you, that's not usually an option for the humble Fire Warrior. With the new Vehicle rules, my Hammerhead can now move around and still fire its guns rather than staying static all the time. But let's be honest here: as a Tau player, the revisions I'm most interested in are in the Shooting phase! The Tau already have a formidable reputation as an army that has a lot of basic troopers that can put out loads of shots at a strength and range better than almost any other army's grunts. Imagine a full squad of Fire Warriors running in close and unleashing a volley of around twenty Strength 5 shots! Ouch!

Having to take a Leadership test to target units other than the closest one means that it now becomes essential to take a Shas'ui to ensure you get to shoot at what you want, but that's not a problem for me anyway, since I normally take one with a markerlight to make sure that my tanks' seeker missiles don't get wasted.

When it comes to the Assault phase I don't have to worry as much as I did about those nasty Space Marines jumping on me too early. Since you can't assault from a vehicle that's not open-topped it means I'll be able to get a last volley off before being attacked, and that could make all the difference.

Assaulting is something that other armies do to the Tau, not vice versa. The only folk in my army that generally leap from a vehicle are the Pathfinders, and they basically do so to shoot! What it does mean, is that when my Fire Warriors get beaten up and the enemy performs a sweeping advance, my underwhelming Initiative characteristic means that my guys are far more likely to get chased down. But since I don't expect to win many assaults in the first place, that's kind of a moot point anyway.



Shas'ui Fire Warrior

TYRANIDS

Phil Kelly: Of all the codexes detailing the Warhammer 40,000 universe, the Tyranids are probably the least affected. No screening? Tyranids couldn't use that ploy in the first place. Jetbikes can move 24" in one turn? Bring 'em on, saves me the bother of trying to catch them. Can't assault out of a moving closed-topped vehicle? Come closer, my pretties...

The tactics used by the Tyranid swarm are essentially the same as before albeit with a couple of major, and beneficial, exceptions: Monstrous Creatures now get to move and fire with two weapons, regardless of type. This may see players hastily converting their shooty Hive Tyrants and Carnifexes to carry not one but two gnarly bio-weapons. More importantly, as with all assault-based armies, the Tyranids benefit hugely from the new rules for close combat.

Now every single brood in your army gains the ability to fight at full effectiveness even if its models aren't all in base to base contact: great news for those Ravens, Warriors, Genestealers, Gargoyles, Rippers, even the humble Termagant, who can overwhelm the enemy with sheer weight of numbers.

It's not all good news though, and as with every change made in the update, there is a flip side. Gaunt broods will have to watch out for massed rapid firing weapons, this could prove a real problem for the Tyranids, as the enemy move within 12" and fire. But it's a drawback the swarm will quickly learn to overcome. After all, adapting and evolving is what the Tyranids do best.

Something to consider when you are trying to keep your Bashers from being destroyed on the battlefield is a change to the way weapons work against vehicles. Weapons with an Armour Piercing value of 1 will always inflict a penetrating hit if they equal or beat the vehicle's Armour Value. Conversely, Weapons with an Armour Piercing value of 1 will inflict only glancing hits under the same circumstances. What this change means is that melta guns and multi-meltas have become more effective at destroying vehicles, while fleshborers, barbed stranglers, and similar weapons will have a more difficult time battering through tank armour.

SMASHERS

Vehicles with a Weapon Skill entry on their profile fall into the Smasher category, which basically means Walkers. A Smasher's main strength is the fact that it is largely immune to enemy assaults and can wreak a great deal of slaughter in hand-to-hand combat. In general, Smashers excel when given the opportunity to rampage through enemy infantry but usually end up having trouble with Monstrous Creatures. Space Marine Dreadnoughts, Imperial Guard Sentinels, and Ork Killer Kans are all good examples of Smashers. In the new edition, Smashers have many new things to watch out for.

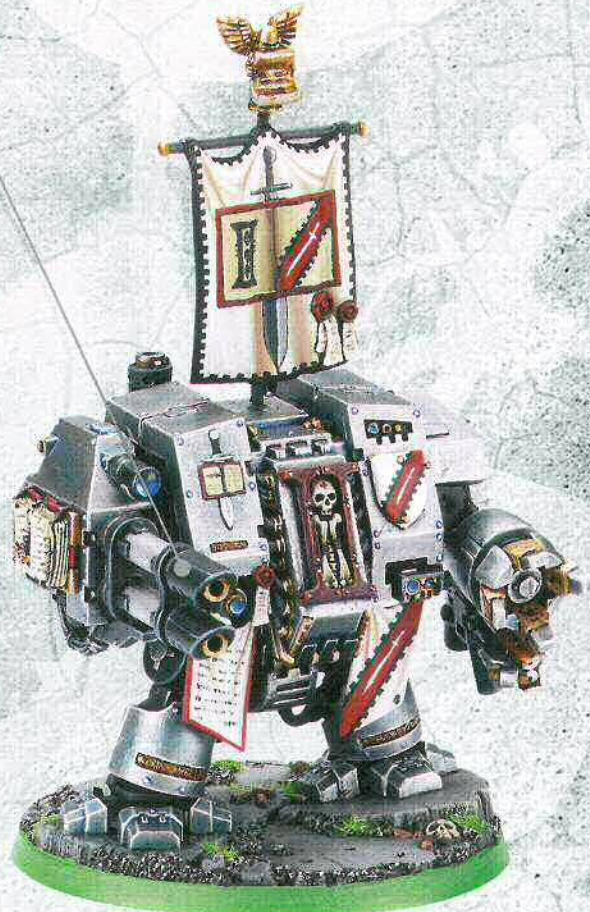
The first, and perhaps best, is that the front Armour Value is used for all hand-to-hand combat. No more sneaking around the back of the Dreadnought! In addition, a Smasher with an Armour Value of 12 or more is considered to equal 10 models for purposes of outnumbering. Those Smashers with an Armour Value of 11 or less count as 5 models instead.

It is now risky for a Smasher to end up outnumbered. If a Smasher is facing two to one odds or worse and loses the combat, it will suffer a glancing hit as enemies swarm over the walker's surface, pry open access panels, and jam up gears. Smashers really need to keep an eye out for troops with grenades, as these weapons can be used against a walker in assault if the enemy manage to roll a 6! With this new application in mind, you should expect to see a lot more troops bringing Krak and Haywire grenades into battle in the future.

Dreadnoughts are the primary Smasher variant, as it is rare to find a Space Marine or Chaos Space Marine army that doesn't have at least one. The Orks also bring their own Dreadnoughts to battle often. Dreadnoughts perform excellently in close combat and, under the new rules, will be outnumbered only rarely. On the other hand, Dreadnoughts



As always, a Dreadnought's varied weapon fits and excellent close combat capabilities make it a deadly basher. However, it needs to be careful in close combat. When they are outnumbered in combats, Dreadnoughts take automatic glancing hits.



Tyranid Warrior, Hive Fleet Kraken

have only AV 12 to protect them from enemy fire, and they are attractive targets.

Just a step or two down from the Dreadnoughts are middleweight Smashers such as Killer Kans and Penitent Engines. Both operate well in groups, and both have an emphasis on close combat over ranged firepower. Although most middleweight Smashers are only one point or so lighter in AV than their heavyweight cousins, that one point makes a big difference. Not only are more weapons able to have an impact on vehicles with frontal armour of 11 – they can be destroyed by heavy bolters and need to be wary of Tau Pulse rifles! – but they also count as only five models for outnumbering purposes. Generally, middleweights are fielded in groups, so this disadvantage isn't always going to be a significant factor. However, when facing armies with hordes of troops like Tyranids or Orks, outnumbering quickly becomes something you need to pay attention to.

Lightweight Smashers include walkers that have few if any close combat weapons and are intended to perform a fire support role. Vehicles such as Eldar War Walkers and Imperial Guard Sentinels fit into this category. Smashers such as these are usually poor in assault, but pack impressive firepower and

OUTNUMBERING VEHICLES

This Dreadnought counts as 10 models for outnumbering purposes. The 20 Kroot surrounding the Dreadnought outnumber it by 2:1, which could mean dire

consequences for the Dreadnought should it lose the combat as it will suffer an automatic glancing hit. Thankfully for the Dreadnought, losing the combat is unlikely due to its prowess in hand-to-hand mauls



are relatively inexpensive. A clever commander will never leave these units in an unsupported position.

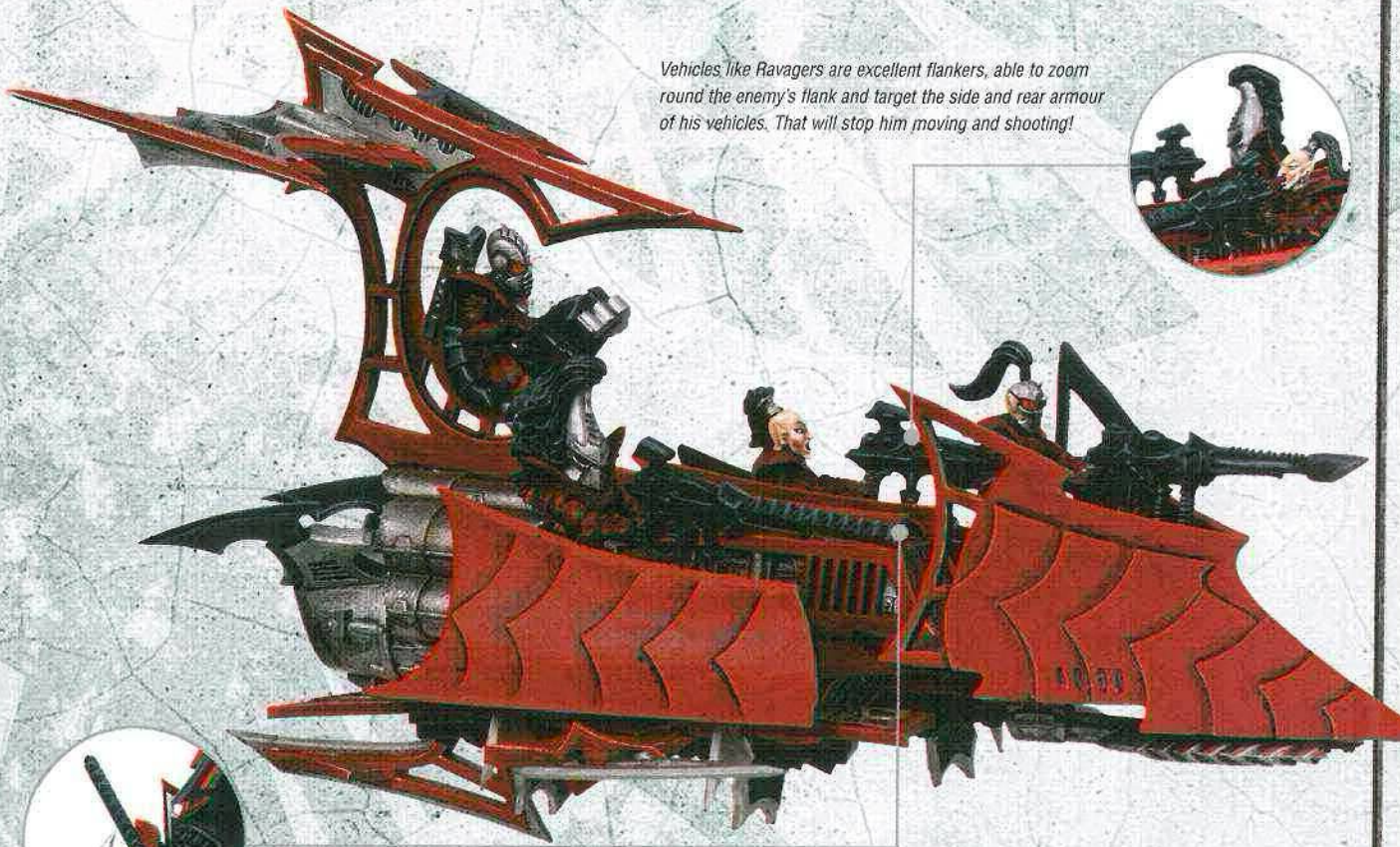
FLANKERS

Flankers are composed of Fast Vehicles that can move up to 12" and still blaze away with their weapons or zoom 24" to claim an objective or table quarter in that crucial last

turn. The mobility of Flankers gives a commander an immense advantage. Flankers can get nearly anywhere they are needed in 1 or 2 turns.

Flankers are very quick but they have light armour. If you use Flankers a lot, there are some changes to the Damage Charts for vehicles that you should be especially aware

Vehicles like Ravagers are excellent flankers, able to zoom round the enemy's flank and target the side and rear armour of his vehicles. That will stop him moving and shooting!



As it is fast, the Ravager can move 6" and fire all of its weapons even though they're all over strength 6.

NECRONS

Graham McNeill again: I've done pretty well with my Necrons, notching up more victories than defeats through the might of the Monolith and the army's sheer resilience. Added to this, the amount of firepower it can dish out can be pretty fearsome. I usually field a fairly balanced mix of Warriors and Immortals accompanied by a Monolith and a mix of Destroyers and Heavy Destroyers added to get some zippy firepower in. And now the Necrons have just got a whole lot zippier! Since a great many Necron units move as jetbikes they now benefit from the Turbo Boost special rule, which enables them to get into a position where they can threaten the side armour of tanks or heavy weapon-carrying infantry very early in the game. Furthermore, enemy vehicles now need to take the threat of advancing Necron Warriors very seriously indeed when you consider the amount of Gauss weapon shots they can bring to bear on you.

In the past, some unscrupulous players have been known to screen their Destroyers with ranked up units of Necron Warriors, but this is no longer an option with the new rules for choosing a target. If you want to shoot at the enemy, you have to risk being shot at. It's almost fair, isn't it...? When it comes to assaults, the Necrons often come out on top by virtue of their sheer resilience, high Leadership and tactic of wearing the enemy down by coming back to life. Allowing all models involved in a combat to fight at full effectiveness doesn't affect the Necrons too much in terms of how much hurt it can dish out, but it makes larger units of them nastier, while curbing the awesome effectiveness of the smaller assault units like Wraiths, who, while nasty, don't tend to fare too well against lots of attacks back. And, like the Tau, the Necrons' low Initiative means that in fights where they do get beaten, they're much more likely to be crunched under the boots of their pursuers! Oh well, can't have everything.



Necron Warrior

of. First, the Immobilized and Weapon Destroyed results have been switched round. Thus, a die roll of 4 indicates a Weapon Destroyed result, and a die roll of a 5 indicates Immobilized. This change is especially important to Eldar players who often make use of the holo-field upgrade. Now, if you roll a 5 and a 4 you can take the lower result with relief instead of crashing to your doom! When a Weapon Destroyed result is rolled, it only affects weapons with Strength 4 or higher. Once all such weapons have been destroyed on a given vehicle, additional Weapon Destroyed results count as Immobilized. Likewise, any Immobilized results on an already Immobilized vehicle count as Weapon Destroyed! An Immobilized vehicle with no functioning weapons counts as destroyed, since it's not really doing any good anymore.

The unparalleled Flanker kings are the Eldar Falcon and the Tau Hammerhead. The Falcon has a slight edge in firepower with a potential 12 shots per turn on the move. However, the Hammerhead has the advantage when it comes to staying power, as it is both more heavily armoured and has access to several defensive upgrades. The Eldar Fire Prism serves as a respectable Flanker, and like the Hammerhead, can fire devastating salvos at long range – usually so far away that it can avoid any return fire. Like the Hammerhead and Falcon, many Flankers are skimmers, and skimmers have changed slightly. A skimmer moving 6" or less that suffers an Immobilized result will drift to the ground and crash land instead of being destroyed.

Light Flankers include the Eldar Vyper, Ork Warbuggies, and the Space Marine Landspeeder. Under the new vehicle rules, light Flankers become exceptionally dangerous with the ability to fire multiple weapons while zooming around the battlefield at 12" a turn. Many light Flankers can be fielded in groups or squadrons, and they are also usually relatively inexpensive to field, making them even more attractive to players.

TRANSPORTS

In many ways, the use of Transports and the units they move around the battlefield with has become more strategic. You must now plan ahead a turn or two to get the best out of them. The basic role of a Transport remains the same: moving models around the battlefield faster than they can walk. However, most Transports also fit into the other categories. Eldar Wave Serpents, Tau Devilfish, and Immolators can function as Flankers, for example, while Chimeras and Razorbacks work well as light Bashers.

There are some important things to consider about Transports. First, troops inside a Transport should be wary, for if the vehicle suffers a penetrating hit, the passengers must immediately disembark and must roll a

Pinning Test. Even worse, should the vehicle be destroyed with troops inside, the passengers must exit at once and are entangled. A unit that is entangled is under exactly the same effects as being pinned. However, being immune to pinning does not protect a unit from becoming entangled in the wreckage of the Transport! Finally, and perhaps most significantly, passengers cannot assault except from a Land Raider, open-topped vehicle, or a vehicle that has not yet moved in the same turn.

These changes open up some interesting new tactical possibilities. One option to consider is 'scoot & shoot' – move a transport full of troops with rapid-fire weapons to within 12" of an enemy unit, disembark, and pour a hail of shots into the foe! A basic unit of 10 Space Marines would get 20 Strength 4 shots from bolters at an enemy within 12", more than enough to cause serious damage to most units.

If the unit inside the Transport is orientated more toward hand-to-hand combat, another good tactic is to disembark behind the Transport and use it for cover. Hide for a turn, then come charging out. The exit ramps on many real-world Transports are on the rear for a good reason. Consider taking advantage of it!

Third, Transports bought with a unit are not 'scoring units,' which means that they will no longer count for contesting table quarters or claiming objectives. This change means that Transports are likely to be ignored by your opponent once their troops have disembarked, which gives you the opportunity to move them behind enemy lines to cause all sorts of havoc. Don't forget that many Transports qualify as Tanks and thus can annoy the enemy with Tank Shock! As there is now no chance to regroup at the edge of the table, this can be a devastating tactic to employ.

One final useful thing Transports can do is block line of sight. A Transport can deny a corridor of clear terrain to the enemy, plugging a hole in your own defences, or provide cover for a heavier tank so that your opponent must choose between firing at the Transport in the open or the more dangerous battle tank lurking behind it.

THE FULL STORY

Hopefully, reading about these new rules has whetted your appetite for the updated Warhammer 40,000. Keep in mind that while this article discusses the new rules, it's still just a summary. To get the full story on how the updated rules work, make sure you refer to the rulebook when it becomes available on 28.8.04. Until then, you can try out some of the tricks and suggestions contained in this article to get your army ready for a new era of war!

HULL DOWN NO MORE

Hull Down is now called Obscured, and it works so: If 50% or more of the target vehicle is obscured, it gets a 4+ save to downgrade penetrating hits to glancing hits. As such, hiding a tank behind some trees is not as reliable a means of protection as it was. This means that though your possessed Chaos Predator with the mutated hull upgrade behind cover is still a difficult nut to crack, it is not quite as frustrating to your opponent!



ORKS

Pete Haines: I am a recent convert to Orkdom, having specialised in blowing them to pieces for many years, and have built up an army based around the Goff clan. My army is entirely infantry and tends to come on in a classic green tide. There are a number of things in the revised edition that I hope to make good use of. The missions in the updated rules mean that an all-infantry force will have the option of all being deployed on-table at the start of the game when Escalation is in use. This means I can get a bit further across the table before mechanised armies are at full strength. Additionally every mission places an emphasis on controlling different parts of the battlefield. As my units are really quite large I should be able to at least contest objectives with ease and put some pressure on the enemy to do something about it. Hopefully this will involve them getting within choppa swinging range fairly quickly. I'll be collecting some additional Shoota Boyz as well.

Most advantageous is the fact that all models that are engaged can fight. This really helps make Ork infantry mobs a serious threat to virtually anything in close combat and makes the long hard slog across the battlefield in the face of enemy fire much easier to stomach as you know you can inflict serious damage when you arrive.

The improvements to rapid fire mean that Shoota Boyz are a good alternative to Slugga Boyz and can help to wear the opponents down as the horde closes in.



Ways To Play

Warhammer 40,000's latest rulebook gives you so much more than just updated rules, a fantastic background, and a gaming system as smooth as quicksilver. It also gives you several ways to play the game and a swathe of scenarios. We take a quick look at what the book brings to your clashes, and present six new scenarios for the update exclusive to White Dwarf.

Among the great many things the new Warhammer 40,000 rulebook brings to the game is a variety of ways of playing. The rulebook now not only has the main rules, but also full and updated versions of Kill Team, a game of narrative-based adventures, and 40K in 40 Minutes. The latter game has had its name changed to Combat Patrol, something which, we're sure you'll agree, is more evocative of the universe of the far future and less of a cleaning product. The book also has a full colour hobby section which details how to make all those extra bits you might need – from sentries to mine-fields – for a game. There's also a lengthy chunk devoted to the various ways you can link your battles together into a campaign.

Though most of them will be familiar to you, the scenarios have all been reclassified and updated. There are now 17 in total. As before, they are divided into four distinct categories.

Basic Missions: These are missions you can play without any additional models. Many old favourites, including the likes of Cleanse and Take and Hold, are included in this section. They operate very much as they did before, with one important difference. There are now three 'levels' of Special Rules for each scenario. Alpha, Gamma, and Omega. Alpha is for those who are new to the game or prefer a straight fight, having no Special Rules, Gamma and Omega introduce respectively more. We recommend playing these on the highest level if you are familiar with the game, as not only does the inclusion of the likes of Deep Strike and Infiltrators enable all your troops to use their fancy special abilities, but the addition of the new Escalation and Dusk and Dawn mean that getting first turn is not quite as devastating as it once was.

Special, Battle, Raid and Breakthrough Missions: These missions are more complicated, being better suited to experienced gamers. They also require a little planning ahead, as many of them need additional models, markers or scenery to play. Though they may not be quite as 'pick up and playable' as the basic missions, they add fiendish tactical challenges to the game.

The majority of these missions require a defender or attacker, meaning each player has his own set of victory conditions to fulfil. After each of these categories is an exhaustive set of hobby tips, telling you how to make a fantastic variety of race-specific accessories for each game.

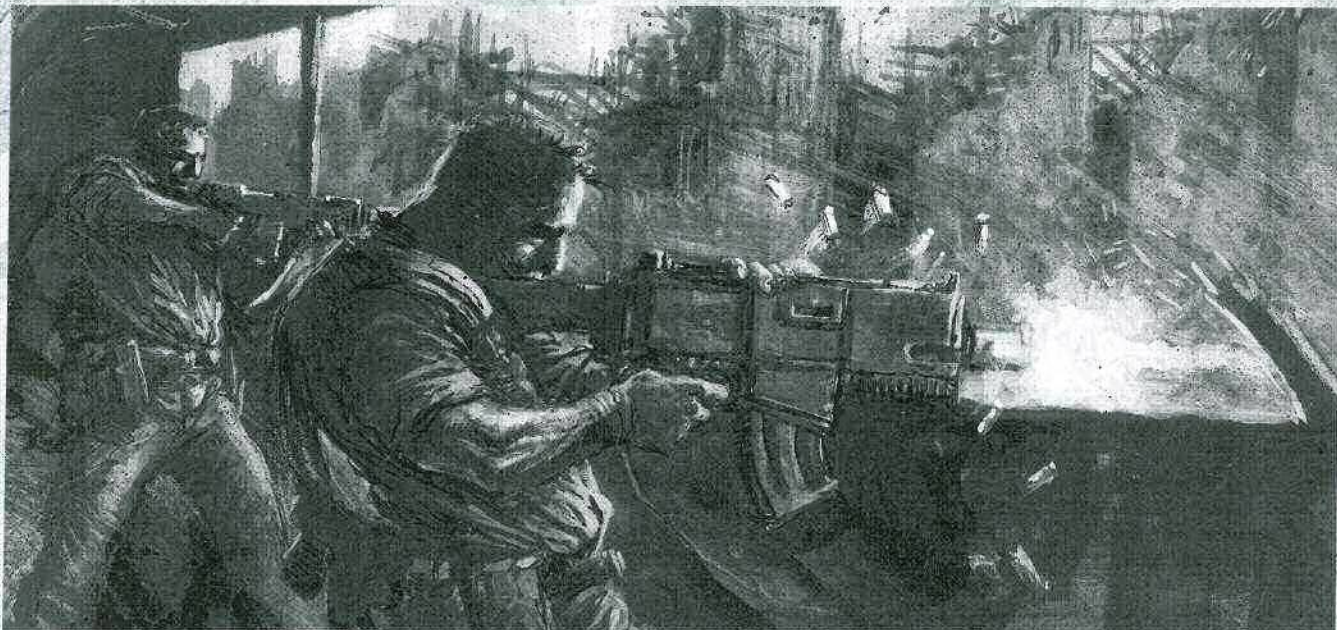
MISSION IMPOSSIBLE

The newly renamed 40K in 40 Minutes has its own section. Obviously, the rules themselves only cover two pages, including the special Combat Patrol Mission, but there is again a whole host of hobby material, including how to quickly prepare a Combat Patrol for battle.

The Kill Team rules are a little more involved. This exciting, narrative-based version of Warhammer 40,000 concerns the behind-



If you've got a problem, and no one else can help...



**THANK THE AMERICAN WHITE
DWARF TEAM FOR THESE SIX
SCENARIOS FOR THE NEWLY
UPDATED WARHAMMER 40,000
GAMES SYSTEM.**



By varying the scenario you play you'll still be enjoying games of Warhammer 40,000 until the 41st millenium!

enemy-lines antics of small squads of handpicked hardcases. Drawing much of its inspiration from films such as *The Dirty Dozen*, *Kill Team* gives you the excuse (as if you need one!) to paint up a squad of highly individual models for your chosen army. The game itself has your kill team fighting against overwhelming odds to accomplish a mission. Your opponent controls numerous 'brute squads' of expendable minions (think men in boiler suits and hard hats from any James Bond film). To make sure the mission is fair (well, at least possible), once you've played, you swap sides and do it all again! The emphasis with this game variant is very much about storytelling rather than finding out who is the world's best dice roller, but it is loads of fun. Kill team games can also make interesting additions to campaigns, as your

band of desperadoes tries to damage your enemy's war effort away from the front line.

Needless to say, there are loads of excellent shots of some of the Games Workshop staff's Kill Teams, and some great tips on making your own.

THE LONG FIGHT

The rulebook's last contribution to diversifying our Warhammer 40,000 games is the campaign section. As in the last rulebook, there are tables for experience for units and battle honours, but the section on actually how to fight a campaign has been greatly expanded. Included are tips on running narrative, rolling, tree, map and node campaigns! As in the rest of the rulebook, all are liberally illustrated with examples, so you

will have no trouble at all in setting up your own. As a final bonus, there is an entire Node campaign at the back of the book, complete with special battlefields, rules and location details. With tips on scenery and army selection included in the campaign, the whole thing has been done for you. Now there's no excuse to play *Cleanse* yet again. Is there? Go on, admit it.

THERE IS ONLY WAR

If all that isn't exciting enough, on the following pages we have included six completely new scenarios that are not in the rulebook that were written by the US White Dwarf team. They have been specifically designed to showcase the updated Assault and Vehicle rules, and have some nice little Special rules all of their own.

Six new battles full of futuristic mayhem!

BERSERK!

Cairne VI is a strategically important planet at the edge of Imperial territory. An experimental weapon gone awry has saturated the atmosphere with psychoreactive agents that seem to penetrate even the most protective breathing gear and affect even seemingly emotionless beings such as Necrons. The gas causes bouts of raging fury and hatred so strong that only iron wills can fully resist the effects. Now, your forces must face the enemy in this dangerous environment.

SET-UP

- 1 Both players roll a D6. The player with the highest result may choose one of the long table edges to be his Deployment Zone.
- 2 Units may be deployed up to 12" onto the board. The lower-rolling player gets the opposite board edge.
- 3 The player who chose his Deployment Zone deploys one of his units first.
- 4 Players then alternate deploying their units until both forces are entirely on the table.
- 5 Both players roll a D6. The player with the highest result may choose to go first or second.

RESERVES: None.

GAME LENGTH: The game lasts six turns.

LINE OF RETREAT: Units that are forced to Fall Back will do so toward the nearest table edge of their Deployment Zone as per the normal Fall Back rules.

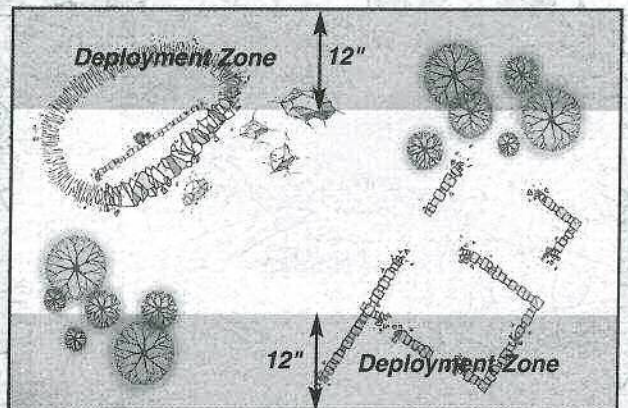
MISSION OBJECTIVES

Use Victory Points to determine the winner as per the rules on p85 of the Warhammer 40,000 rulebook.

SCENARIO SPECIAL RULES

Psychoreactive Atmosphere, Victory Points

Psychoreactive Atmosphere. Each unit must pass a Leadership check at the beginning of each of its turns. If a unit has a special rule that allows it to pass a Leadership check automatically, roll 2D6 instead. On a result of 2-10, the unit acts normally. On a result of 11-12, the unit is affected as if it failed the Leadership check. Units that fail the Leadership check must advance as quickly as possible toward the closest enemy unit and charge if the unit is able to do so. If there is any option that would enable the unit to charge (eg, not firing rapid fire weapons), the unit must take that option. Roll for a reaction to the Psychoreactive Atmosphere for each unit on each of its turns.



HUNGER STRIKE

Two forces have been trapped on Soldana V by warp storms for many months, far longer than their meagre amount of supplies can stretch. Although fresh water is abundant on Soldana V, there are no food sources that remain... except for the two armies themselves! Maddened by hunger, both forces clash in an effort to secure enough of a meal to survive until the warp storms end and escape is possible.

SET UP

- 1 Both players roll a D6. The player with the highest result may choose one of the long table edges to be his Deployment Zone.
- 2 Units may be deployed up to 18" onto the board. His opponent gets the opposite board edge as his Deployment Zone.
- 3 The player who chose his Deployment Zone deploys one of his units first.
- 4 The players then alternate deploying their units until both forces are entirely on the table.
- 5 No unit (except Infiltrators) may be deployed within 24" of any enemy unit.
- 6 Both players roll a D6. The player with the highest result may choose to go first or second.

RESERVES: None.

GAME LENGTH: The game lasts six turns.

LINE OF RETREAT: Units that are forced to Fall Back will do so toward the nearest table edge of their Deployment Zone as per the normal Fall Back rules.

MISSION OBJECTIVES

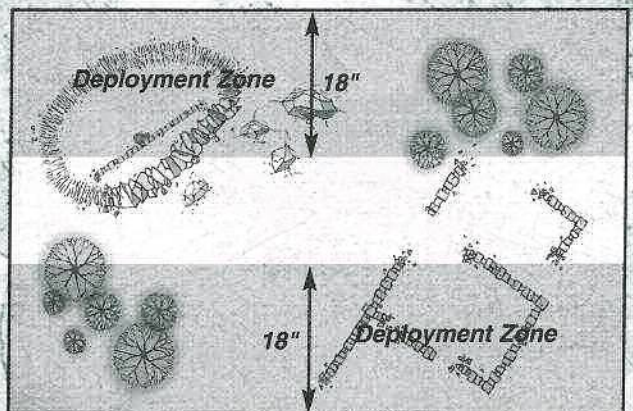
This scenario uses the Victory Points special rule to determine the winner.



SCENARIO SPECIAL RULES

Infiltrators, Feeding Frenzy, Victory Points

Feeding Frenzy. Every time a model is killed in close combat, the unit that killed the model receives a number of food counters equal to the number of Wounds on the slain model's profile. On a piece of paper, record the number of food counters captured by each unit. If a unit carrying food counters is destroyed, the food counters are lost and should be erased from the recorded amount. Each food counter held at the end of the game is worth 10 Victory Points.



OUT OF AMMO

Your army has expended all available ammunition taking a strategic position. Now, the enemy is making another push. You must somehow hold out with no ammunition until your reinforcements arrive.

SET UP

- 1 Both players roll a D6. The player with the highest result is the Defender.
- 2 Both players then roll another D6. The player with the highest result may choose one piece of terrain to represent the objective.
- 3 The objective can be anything you may possess in your terrain collection, eg, a building, a hill, a bridge, or a crashed spacecraft.
- 4 The Defending player then sets up this piece of terrain anywhere on the board but at least 12" away from any board edge. The long board edge furthest from the objective is the Attacker's board edge.
- 5 The Defender deploys all of his units that are not in Reserve on or within 12" of the objective.
- 6 The Attacker then deploys any Infiltrators he may have in his force at least 18" away from any enemy models.
- 7 The Attacker takes the first turn and may move any remaining troops from his own board edge.

RESERVES: None.

GAME LENGTH: The game lasts eight turns.

LINE OF RETREAT: Attacking units that are forced to Fall Back will do so toward their own board edge. Defending units that are forced to Fall Back will do so toward the opposite edge. All units use the normal Fall Back rules and must move along the shortest possible route.

MISSION OBJECTIVES

At the end of the game, count up the number of Wounds represented on the profiles of all models within 5" of the objective. The army with the largest number of Wounds within 5" of the objective wins.

SCENARIO SPECIAL RULES

Ammunition Depleted, Infiltrators, Reserves (see below for details)

Ammunition Depleted. Aside from any units held in Reserve, Defending units are out of ammunition and cannot fire in the Shooting phase throughout the entire game. This rule does not apply to any units held in Reserve.



A TANGLE OF TANKS

An Adeptus Mechanicus supply ship has been shot down during its landing approach and has scattered flaming debris over a large portion of the battlefield. Armoured columns from both sides have been dispatched to salvage a valuable capsule of experimental technology that was jettisoned just prior to the ship's destruction.

SET UP

- 1 Both players roll a D6. The player with the highest result places the first piece of terrain.
- 2 Players then alternate placing pieces of terrain until both players are satisfied with the battlefield.
- 3 After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest dice result.
- 4 The player with the highest result may select the Deployment Zone he wishes to deploy in.
- 5 The player with the lowest result then places his first unit.
- 6 Players then alternate deploying one unit at a time until their entire forces (except for units that are going to Deep Strike) are on the table.
- 7 Units are not required to be placed in any particular order.
- 8 Both players roll a D6. The player with the highest result may choose whether to go first or second.

RESERVES: None.

GAME LENGTH: The game lasts eight turns.

LINE OF RETREAT: Units that are forced to Fall Back will do so toward the nearest table edge of their Deployment Zone, as per the normal Fall Back rules.

MISSION OBJECTIVES

This scenario uses the Victory Points special rule with the following additions.

The army with the highest total combined Armour Value within 6" of the objective at the end of the game earns +300 Victory Points. Each vehicle that is destroyed is worth an additional +50 Victory Points to the army that destroyed the vehicle.

SCENARIO SPECIAL RULES

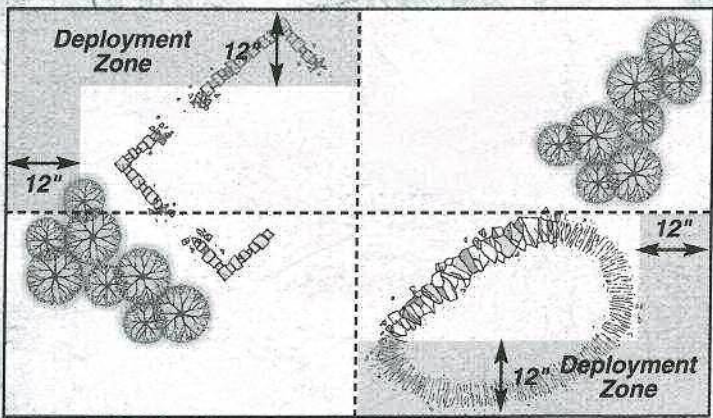
Deep Strike, Tech Salvage, Victory Points

Tech Salvage. Six markers will be placed on the battlefield to indicate potential locations where the technology capsule may be hidden. Both players roll a D6. The player with the highest result places the first marker. Players then alternate placing one marker at a time until all the markers are on the table. No marker may be closer than 6" to the table edge, and no marker may be closer than 8" to another marker.

To inspect a marker, a model that is not a vehicle must end its turn in contact with the marker. In the Shooting phase, instead of shooting, the model may inspect the marker (the rest of the unit may shoot as normal). Roll a D6. On a result of 5-6, the model has found the objective. On a result of 2-4, the model has found nothing of consequence (remove the marker). On the result of a 1, the model sets off an explosive device! Centre the large blast template on the model inspecting the marker. All models completely or partially under the template suffer a S5, AP5 hit. Vehicles under by the template are also hit.

The objective cannot be moved in any way.

Armies. Both players select their forces to an agreed points value. For this scenario, neither side is required to follow the Force Organisation Chart. Instead, each side must contain at least one unit of infantry and an appropriate Transport. Otherwise, only selections from your army list with an Armour Value can be chosen for this scenario.



ARMoured FURY

Goarmall III is a hotly contested Ork world on the border of the Imperium. The indigenous Orks have bored a tangled network of seemingly random tunnels that crisscross the entire planet. Due to the world's highly polluted and nearly unbreathable atmosphere, the Orks have constructed a crude but effective system of rails that allows the transport of heavy vehicles (which many Orks seem to love) along these tunnels. Vehicles that travel through these 'rale-tunnulz,' as the Orks call them, can spring up almost anywhere on the planet's surface. Two rival armies seek to take advantage of these rale-tunnulz in order to conquer Goarmall III once and for all!

SET UP

- 1 Both players roll a D6. The player with the highest result places the first piece of terrain.
- 2 Players then alternate placing pieces of terrain until both players are satisfied with the battlefield.
- 3 After terrain is placed, players roll a number of dice equal to their Strategy Rating and choose the highest die.
- 4 The player with the highest result may select the Deployment Zone he wishes to deploy in.
- 5 The player with the lowest result then places his first unit. Players then alternate deploying one unit at a time until their entire forces (except for those units that are going to Deep Strike) are on the table.
- 6 Units are not required to be placed in any particular order.
- 7 Both players roll a D6. The player with the highest result may choose to go first or second.

RESERVES: None.

GAME LENGTH: The game lasts six turns.

LINE OF RETREAT: Units that are forced to Fall Back will do so toward the nearest table edge of their Deployment Zone, as per the normal Fall Back rules.

MISSION OBJECTIVES

This scenario uses the Victory Points special rule to determine the winner.

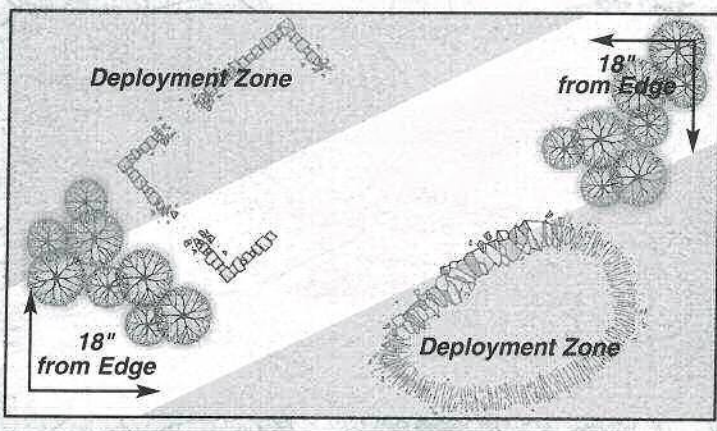


SCENARIO SPECIAL RULES

Ork Rale-Tunnulz, Victory Points

Ork Rale-Tunnulz. Both players may elect to Deep Strike any or all vehicles if they wish as per the normal Deep Strike rules.

Armies. Both players select their forces to an agreed points value. For this scenario, neither side is required to follow the Force Organisation Chart. Instead, both sides may only select units with an Armour Value from their army lists.



LORDS OF STEEL

A convoy of battle tanks has been lured into a trap! Masses of enemy troops have been lying in wait for the convoy's arrival and now sweep down upon their prey. The surprised tanks must fight their way out of this ambush in order to survive.

SET UP

- 1 Number the short board edges 1 and 2.
- 2 The Defender must split his army into two equal forces, one for each short board edge.
- 3 Each force must contain whole units – units may not be split up between forces!
- 4 Number these separate forces 1 and 2 to correspond with the short board edge numbers.
- 5 The Attacker deploys all his forces in his Deployment Zone first.
- 6 The Defender then deploys his units. The Defender's units may not be placed within 18" of any enemy unit.
- 7 Both players roll a D6. The player with the highest result may choose to go first or second.

RESERVES: None.

GAME LENGTH: The game lasts eight turns.

LINE OF RETREAT: Defending units that are forced to Fall Back will do so toward the closest short board edge. Attacking units that are forced to Fall Back will do so toward the centre of the board. All units use the normal Fall Back rules and move along the shortest possible route.

MISSION OBJECTIVES

The Attacker must get as many tanks off the board as possible. If the Attacker can get 50% or more of his tanks off either of the short board edges, he has earned the victory. Otherwise, the Defender wins.

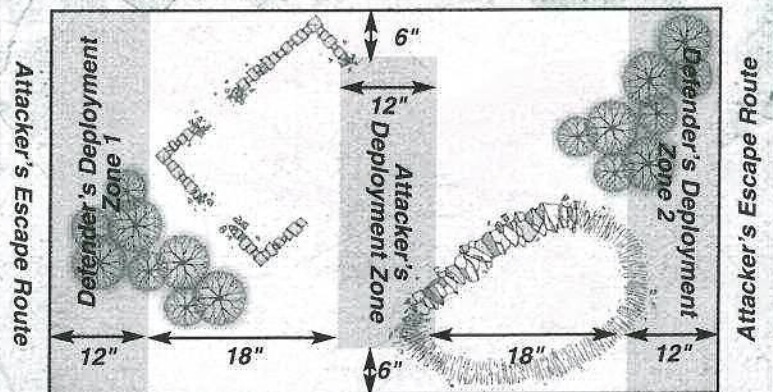


SCENARIO SPECIAL RULES

Prepared Battlefield

Prepared Battlefield. The Defender has had time to prepare his trap. The Defending player may place three markers after deployment is complete but before the game begins. When placing the markers, the Defender nominates each one as either a booby trap or a minefield. When any enemy vehicle moving within 4" of a minefield marker, replace it with a minefield (see page 205 of the Warhammer 40,000 rulebook). Enemy vehicles moving over the minefield (including the one that revealed it) trigger a mine on the roll of a 4+ and suffers a S6 hit against its rear armour (glancing hit only). The Defender may choose to detonate a booby trap whenever an enemy vehicle is within 6" of the marker. When the booby trap is detonated, the Defender rolls a D6. On a result of 3+, the booby trap inflicts a single S8, AP2 hit. After resolving the attack, remove the marker from the table.

Armies. Both players select their forces to an agreed points value. For this scenario, the Attacker may only select units with an Armour Value from his army list and is not required to follow the Force Organisation Chart. The Defender selects units from his army list as per the Raids Force Organisation Chart but may not select any unit with an Armour Value, including Transports.



Seek and Destroy

In the inaugural Battle Report for the updated edition Warhammer 40,000 games developers Pete Haines and Alessio Cavatore go head to head. Pete leads the fanatical Black Templars Space Marines against the alien Eldar of the Biel-tan Craftworld commanded by Alessio. With a plethora of close combat troops on both sides this one is going to be bloody.

For those who have been in a sensory deprivation tank for the last few months I should point out that an updated version of the Warhammer 40,000 rules is about to hit the streets. It's an exciting time so how better to explain the changes than through a Battle Report?

We decided that a classic Space Marines against Eldar match-up would ensure we had a wide range of troops in action and improve the chances that the game would throw up examples of how the rules have changed. We decided on the Seek and Destroy mission as it is a straightforward fight and would not distract us from getting the rules right! It

doesn't matter how long you work on a set of rules they only start to impress themselves on your memory when you have the printed version. In Seek and Destroy as well as getting Victory Points for enemy killed you get points for friendly units surviving.



Alessio Cavatore: OK, I'll admit it: I'm terribly excited about playing my first Warhammer 40,000 Battle Report! Not only that, I also get to use the army that I have fielded for many years: the Eldar of the Biel-tan craftworld.

The reason I love Eldar is Aspect Warriors. Practising martial arts myself, I love the idea of supremely skilled warriors that spend centuries training in exotic war arts and shape their entire existence around the chosen aspect of Kaela Mensha Khaine, the Eldar god of war. Biel-tan is the one list that allows the player to field Aspect Warriors as Troops, and that made my choice easy. But Biel-tan armies tend to be very small and, because those points-costly models are still only Toughness 3 and often only Armour 4+, they also tend to be tricky to use. It doesn't take much to wipe your Aspect Warriors out. At an average of 20 points each, that hurts.

True to my list, I picked all the Aspect Warriors in the Eldar book, except for

Swooping Hawks and Dire Avengers, which in my opinion are not too good against Space Marines but fare better against armies with lower Armour Saves. I was particularly happy about the Shining Spears which are better in this version of the game thanks to their new turbo-boost rule. The ability of rapidly redeploying where needed, combined with a 3+ Invulnerable Save on that turn, is a very welcome bonus. The icing on the cake is the Exarch, which allowed me to field a superb bright lance: hitting on 2+, with a permanent Invulnerable Save of 3+ (the Evade power), and the ability of popping up from cover, firing and then diving back out of sight!

An Avatar and a Wraithlord offered me some hand-to-hand muscle (not to mention the extra starcannon!) and a Farseer with Mind War could back them up by trying to melt the brain of any Space Marine armed with nasty power fists before they got into contact.

D-cannons are a must-have. Their lethal barrage is great for scaring the enemy off, giving you control over a large section of the table. To complement it I took a Fire Prism, able to disintegrate quite a few Space Marines in a single shot...

DEPLOYMENT

The absence of a Whirlwind among the enemy ranks was great news. I really hate things that fire big template killing Banshees, Reapers and Dragons on 2+, so I decided for a concentrated, defensive set up. I would hide my vulnerable troops behind the wood and the hill on my centre-left and open fire on the advancing Space Marines with everything I had. If I managed to deal enough damage as they came forward, then my close combat troops would stand a chance. But if the Black Templars got into combat in good shape, we were going to experience a world of pain!

I decided that the centre wood was the place where I'd make my last stand. Everywhere else I didn't think I could muster enough force so I would refuse close combats and fall back towards the wood.

Finally, the Scorpions infiltrated the battlefield with the intention of Dreadnought-hunting.

Winning the roll to go first was a good start to the game, giving my Shining Spear Exarch a chance to take a shot at the Land Raider before it even got to move! Even so, knowing Pete, it was going to be a tough battle.

Skordanos felt the burden of his command like a yoke around his neck. Duty demanded a swift, violent victory over the xenos, and he expected nothing less.

The Eldar, deadly and cunning, sought to defile one of the Emperor's planets. The Black Templars would not permit such an indignity. Locating the xenos had been a long and arduous task. The Eldar evaded them at every turn, as if they sought to divert them from their goal of hunting down Ghazghkull. Skordanos chided himself for the thought, there was no reason behind the folly of the xenos, only senseless evil.

The Thunderhawks began their final descent, engines screaming as they prepared to land. Skordanos opened the vox-link with a thought, addressing all elements of the battle group.

++This is Skordanos. We attack in pattern Alpha-two. Take the fight to the xenos and leave none alive. We have wasted enough time bringing them to bay++ The voices of the Black Templars took up the Hymns of Devotion, singing the Catechisms of Hatred as the transports began the last approach.

The ramp on the Thunderhawk began to lower and Skordanos saw his men already deploying. As he watched the vehicles moving to take up positions, pride filled his breast. Then he spied the enemy, lurking near the ruined Shrine, their strange alien vehicles glinting in the morning sun, and his pride was replaced with cold hatred.

His voice was a roar heard above the howl of engines and hydraulics. ++Kill them, kill them all!++

GAMES DEVELOPERS
 PETE HAINES AND ALESSIO
 CAVATORE GIVE THE UPDATED
 VERSION OF WARHAMMER
 40,000 A BAPTISM OF FIRE.



BIEL-TAN ELДАР WARHOST



ELДАР FARSEER71 pts
 Farseer with Rune armour, shuriken pistol, Witchblade and the psychic power Mind War.



AVATAR OF KHAINE80 pts
 Avatar armed with The Wailing Doom.



5 HOWLING BANSHEES117 pts
 Equipped with Banshee masks, shuriken pistols and power weapons.



1 Howling Banshee Exarch
 equipped with a Banshee mask and Executioner.



WAVE SERPENT120 pts
 Wave Serpent with a Spirit Stone, twin-linked shuriken catapults and twin-linked shuriken cannons.



5 WARP SPIDERS174 pts
 Equipped with Warp Jump Generators and Death Spinners.



1 Warp Spider Exarch equipped with Warp Jump Generator, Death Spinner, Powerblades and the Withdraw skill.



4 FIRE DRAGONS116 pts
 Equipped with fusion guns and melta bombs.



1 Fire Dragon Exarch armed with a fusion gun, melta bombs and has the Burning Fist skill.



4 STRIKING SCORPIONS127 pts
 Equipped with Mandiblasters, shuriken pistols and chainswords.



1 Striking Scorpion Exarch equipped with a Mandiblaster, shuriken pistol, Scorpion's Claw. He has the Stealth skill.



2 DARK REAPERSS169 pts
 Equipped with Reaper launchers.



1 Dark Reaper Exarch equipped with Eldar missile launcher. He has the Fast and Crack Shot skills.



2 SHINING SPEARS205 pts
 Equipped with laser lances and twin-linked shuriken catapults.



1 Shining Spear Exarch equipped with a bright lance, twin-linked shuriken catapults He also has the Evade skill.



FIRE PRISM150 pts
 Equipped with a Holo-field, Spirit Stone, Prism cannon and twin-linked shuriken catapults.



WRAITHLORD120 pts
 Equipped with two Dreadnought close combat weapons, flamer, shuriken catapult and starcannon.



SUPPORT WEAPON50 pts
1 D-cannon accompanied by 2 Guardian crew armed with shuriken catapults.



GRAND TOTAL1,499 pts

Biel-Tan Eldar vs Black Templars Space Marines



Pete Haines: Before the game even began I had a difficult question, namely which Space Marines to use? I have always had a liking for the Black

Templars and really enjoyed using them in a previous Battle Report. It gives me a chance to use some kit that my own armies – Imperial Guard and Iron Warriors – lack. Whilst I'm an experienced player of armies made up of power-armoured warriors, my personal preference is for firepower and counter-attack potential. The Black Templars are far more of a 'go-get-'em' kind of army, which against the subtle pixie-tricks of the Biel-tan Eldar could easily find itself being picked off from afar by a dizzying array of xenos firepower. I decided I had to be uncompromising in my army selection. Against a sophisticated army being played by a shrewd and talented opponent you can tie yourself up in tactical knots trying to second-guess what they might do. Instead it can be more effective if you elect to impose your game plan on them.

For my HQ picks I included the mandatory Emperor's Champion and a fairly conventional Marshal. I wanted the Marshal to act as a super Veteran Sergeant to give one squad some extra oomph and knew from my previous use of the Black Templars that the Emperor's Champion could be the bane of virtually anything.

The core of the army, however, is the three Troops picks. All standard Black Templar squads, one has a lascannon and plasma gun to provide some fire support or maybe even decoy enemy assault units away from the real fight. The second would be augmented with a load of novices and would be riding in a Land Raider Crusader. The Crusader, with its vicious array of guns, assault ramp and vast transport capacity, is a lovely piece of kit. Yes, I was worried about bright lances and D-

cannon but I put my fears to one side and decided to let the Eldar worry about the Crusader instead. This squad would be joined by the Emperor's Champion and would lead my assault. The last squad was mounted in a Rhino and would be joined by the Marshal. I decided to arm them with bolters and use them in close support of the Crusader squad. In the revised Warhammer 40,000 rules you cannot assault after disembarking from a Rhino that has already moved in the turn. It is more destructive therefore to use bolters and disembark firing. With one meltagun in the unit and the Marshal's combi-melta there was the potential to even hurt a Wraithlord.

To add a real cutting edge to my three Troops squads I included a full strength Assault squad. I really like these guys, able to vault terrain with a bounding leap and plunge into the enemy – I was keen to see what I could achieve using them, the Crusader squad and the Rhino squad in a coordinated fashion. I was fairly sure that if I could get all three into the same part of the enemy line they could do considerable harm. One of the things about the new rules that I was well aware of from play-testing is that combinations of units are particularly effective. This made it easy to round out the army with a Dreadnought, a Land Speeder Typhoon and an Attack Bike. All of these are able to move forward with the strike force whilst firing in support of them. In terms of points they are also quite cheap. Because they will be firing there is always a chance they will draw fire from the enemy in return thereby increasing the protection they offer to the main assault troops. In this army shots aimed at anything other than my three main strike units will probably be a waste so I have to encourage it. The aforementioned Land Raider Crusader was my only Heavy Support pick. When I used one of these last it got taken out on Turn 1 by an Ork Zzap gun before it got a chance to do anything. I was hoping for a better show this time, though a bright lance might well have the same effect.

DEPLOYMENT

When using an army you're not intimately familiar with deployment can be a real problem. It's very easy to place a unit then discover it is in just the place a subsequent unit needs to be. Regular use of an army gives you an intuitive feel for what fits where, lacking that I would need to use the power of mental thinking. I placed the Land Raider at the centre of my formation, flanked by the Rhino and the Dreadnought. Behind this wall of steel I placed the Assault squad and the Attack Bike. As I was deploying strongly to the right I used Squad Zealous Rage and the Land Speeder Typhoon to extend my left flank and draw attention from where the real strength was.

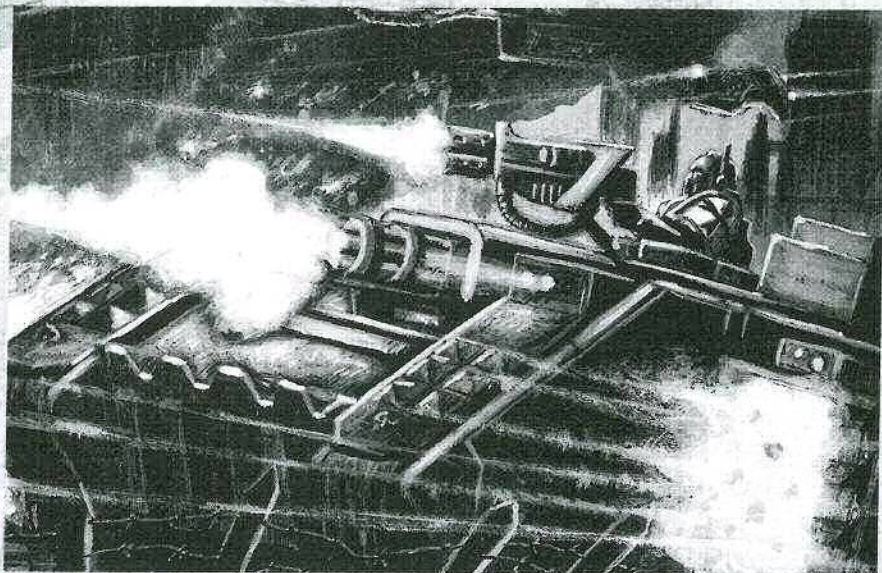
THE PLAN

I had one real intent, get in close. Whilst I had some options at long range I undoubtedly had a lot more close in. To be brutally honest the Eldar had plenty of close-up options too with their Avatars, Scorpions, Wraithlords, Fire Dragons and Banshees but fundamentally they are weak xenos who will probably pass out at the sight of Templar cold steel. The issue, however, was how fast to advance and towards which point? I reckoned that I would need the shooting of the Land Raider Crusader so couldn't just put pedal to metal meaning it was likely to be Turn 3 or 4 before I reached the Eldar lines. Looking at Alessio's deployment I was aware that the Shining Spears, Warp Spiders and Striking Scorpions were sufficiently isolated to be picked off. If I was going to fight them it would be nice to do it while they were still a long way from the Wraithlord and the Banshees. If I just headed straight for them though they would probably just skeddaddle back to the rest of their mates so I had to advance along a line that carried the promise that I would avoid them and swing in on the centre. There was a chance this might make them delay a turn or so and be vulnerable to a change in my line of advance. Clearly Alessio planned to use the hill to duck behind after hopping out to fire, a good tactic, but one that would need to be abandoned at precisely the right time. If I could snip off the flank force without heavy loss I could then attack the centre with my entire army.

So my plan then was to charge but to use a bit of misdirection into the bargain.

THE VOW

As a Farseer seemed inevitable I flirted with taking 'Be pure in mind, body and soul' as this would give me a head start across the table. However, this also meant we were liable to get a short game (win or lose) and reduce the opportunities to find significant rules changes to discuss. So I went for the more conservative 'Suffer not the unclean to live'. As the Eldar have higher Initiative than me anyway losing 1 Initiative for +1 on to wound rolls seemed like a safe bet.





BLACK TEMPLARS STRIKE FORCE



MARSHAL SKORDANOS.....92 points
Equipped with auspex, Terminator honours, purity seals, power weapon and combi-meltagun combi-weapon.



EMPEROR'S CHAMPION ..105 points
Equipped with Artificer armour, Terminator honours, purity seals and an Iron Halo and armed with a master-crafted bolt pistol and the Black Sword.



DREADNOUGHT108 points
Equipped with smoke launchers, assault cannon and Dreadnought close combat weapon.



**BLACK TEMPLARS SQUAD
BLACK NEMESIS**196 points
8 Initiates equipped with bolt pistols and close combat weapons.



1 Initiate equipped with a flamer.
5 Neophytes equipped with bolt pistols and close combat weapons.



**BLACK TEMPLARS SQUAD
ZEALOUS RAGE**111 points
4 Initiates equipped with bolters.
1 Initiate equipped with plasma gun.
1 Initiate equipped with a lascannon.



**BLACK TEMPLARS SQUAD
FURIOUS WRATH**.....155 points
7 Initiates equipped with bolters.
1 Initiate equipped with meltagun.
1 Initiate equipped with bolt pistol and power weapon.



RHINO53 points
Equipped with smoke launchers and a storm bolters.



**BLACK TEMPLARS ASSAULT SQUAD
DIVINE FURY**280 points
8 Initiates equipped with bolt pistols and close combat weapons.
2 Initiates equipped with bolt pistols and power fists. All are equipped with frag grenades and jump packs.



LAND RAIDER CRUSADER 258 points
Equipped with extra armour, smoke launchers, twin-linked assault cannon, multi-melta and 2 hurricane bolters.



LAND SPEEDER TYPHOON ..75 points
Equipped with a twin-linked Typhoon missile launcher and heavy bolter.



ATTACK BIKE65 points
Equipped with a multi-melta.

GRAND TOTAL1,498 pts



ELDAR TURN 1

Sticking to my plan, my defensive centre remained stationary while the left and right flanks advanced in a surrounding move, aimed at threatening the slower elements of Pete's army, like the Tactical squad and the Dreadnought, which could be left behind as the Assault squad and the vehicles advanced quickly into the centre.

The Wraithlord and Wave Serpent aimed their guns at the Land Speeder, hoping to catch it flat-footed, before it could make a mess of my light troops behind the wood.

My Shining Spear Exarch readied his bright lance and then I committed a very bad mistake, that years of gaming should have wised me up against: I tempted fate! "Anything but a 1!" I shouted as I rolled to hit the Crusader with my deadly lance weapon, and... sorry, I cannot continue... I should have known better...

After this ominous first shot, the Fire Prism actually managed to hit the Crusader, but its shot could not touch the behemoth, barely scratching it let alone disabling it as I had hoped. Shooting at the Land Speeder proved more effective, and my Wave Serpent's twin-linked shuriken cannon blew it out of the sky.

Finally, the Dark Reapers did what they do best and, thanks to the fact that they could see only two of the members of the Black Templars squad between two intervening woods, ended up killing the two visible Marines and splitting the squad in two. This meant that in the next turn the enemy would have to move back into coherency, stopping

their lascannon from firing! Not too bad an end result. Pete rolled their Morale check, hoping to fail (as you do with Black Templars), as this would have allowed them to re-form their lost coherency, but luckily for me they passed it. All in all, not a bad start to the game for the gracious and determined warriors of the Biel-tan.



The Eldar forces cautiously move into position.



The Black Templars start their advance towards the Eldar.

BLACK TEMPLARS TURN 1

I thought I had put the Typhoon in a safe place. I had such plans for it. Under the new Warhammer 40,000 rules it can move 12" and fire both its weapon systems. It would have been ideal for strafing artillery or aspect warriors. Never mind, as first turns go it could have been a lot worse.

Onto my moves. I advanced at 6" with the Crusader and used it to provide some cover for the Rhino and Assault Squad Divine Fury. Just to be on the safe side the Rhino used its smoke launchers. I resisted the urge to do this with the Crusader as I just knew they would be needed later and 14 Armour makes

you a bit cocky. My advance was deliberately non-committal and was intended to establish myself in the central position. For those unfamiliar with the theory 'central position' involves placing yourself so that you can attack more than one grouping of the enemy. They either concentrate their force as you advance on them (tricky) or fight as separate detachments (convenient).

As a whim I decided to use the Turbo-boost rule to get my Attack Bike into a safe position behind a wood. From here they could also support my right flank.

My only shooting was from the Dreadnought

MIXED ARMOUR

The new rules clarify the way you deal with mixed armour. Alessio had one model with Sv 3+ (the Exarch) and three models with Sv 4+ (the other two Dark Reapers and the Farseer). The majority armour type must make saves first, so Alessio would have three saves of 4+ and one of 3+. After this the remaining wounding hits are applied again so the remaining three hits fall on the save 4+ guys. The end result was that the Farseer was wounded and two of the Dark Reapers were laid low.

BLACK TEMPLAR TURN 1



and the Land Raider Crusader. The Dreadnought opened up on the Striking Scorpions and either missed or failed to wound. The Land Raider Crusader picked on the Dark Reaper squad and poured a hail of fire into the wood they were loitering in. I scored three AP4 wounding hits from the assault cannon and four AP5 wounding hits from the hurricane bolters. As there were two types of armour in the Eldar unit this gave us a chance to use the revised Mixed Armour rules (see box).

TURBO-BOOST

Previously available only to the Dark Eldar, all bikes and jetbikes are able to turbo-boost now. This permits them to make a move up to 24" long and count their Armour Save as Invulnerable to enemy shooting in the next turn.



EMERGENCY DISEMBARKATION

Whenever a transport takes a penetrating hit any passengers must immediately bail out. This can be dangerous if their transport was moving quickly when it was hit or if the vehicle is destroyed. In normal circumstances the passengers have to take a Pinning test. The logic behind this is simply that being inside a vehicle when it is destroyed is not a walk in the park.

The Black Templars make an emergency disembarkation from the Land Raider Crusader.

ELDAR TURN 2

Surprised by the entire Marine army moving towards them, the Scorpions hurriedly began to move back towards their hill and the Shining Spears popped up for another round of shooting at the Land Raider. In order to shoot at my Dark Reapers, Pete had chosen not to use his smoke launchers, and the Shining Spear Exarch was hoping to take advantage of this. The troops in the centre held their ground and prepared to give the enemy another volley, while my units on the right moved closer to their targets. The Wraithlord rolled a double 1 for its Difficult

Terrain test, but since, in the new rules, he counts as a Monstrous Creature he got to re-roll the test. With a 6, the powerful construct rampaged through the trees towards the Crusader.

Finally in range, the D-cannon opened up against the Land Raider, but missed. The Shining Spear Exarch followed it up with a bright lance shot, and this time I did not roll a 1! The bright lance is a lance weapon, and as such treats Armour of 13 or more as 12 – very convenient against an Armour 14 Land Raider! Thanks to the Lance rule I managed

to score a penetrating hit. Now, if only I could roll a 4+ to destroy it, even a 3 to immobilise I would make me happy, because then the Black Templars would have to walk around without its formidable protection, but instead I rolled a 2... Again! I chose to destroy its multi-melta to protect my Wraithlord. Once again my concentrated shooting had failed to get the intended result against one of Pete's most dangerous units.

The squad of the Emperor's Champion had to disembark, but they passed the Pinning test they had to take for bailing out. They were now outside the armoured hull of the Crusader though, making some very tempting targets. The Fire Prism missed, but the Reaper Exarch killed one and the Farseer tried to engage the Emperor's Champion in a Mind War, which ended in a draw.

On the right, the Wave Serpent's shuriken hits bounced off the power armour of the Black Templars squad, but then the Wraithlord fired its starcannon at them, killing two. As a result, they failed their Morale test and advanced towards the Wraithlord – perhaps not the wisest of choices.

ELDAR TURN 2



PERILS OF THE WARP

Veteran gamers will notice that the drawback of being attacked by the Perils of the Warp when using a psychic power is now more severe than it used to be, making this process a lot scarier.

BLACK TEMPLARS TURN 2

Ouch! My lovely multi-melta! Shot clean off. Worst still, because it was a penetrating hit the passengers on the Land Raider were forced to bail out and the Emperor's Champion subjected to a Mind War. On the plus side Squad Zealous Rage rampaged forward in response to shooting casualties.

As the smoke cleared from the multi-melta power couplings it became apparent to Squad Black Nemesis that their Land Raider was still viable. They therefore re-embarked and continued to advance aiming between the two Eldar troop concentrations. The Rhino advanced with them, as did the Dreadnought and the Attack Bike. The Assault squad

THE NEED TO BE SENSIBLE

Although the new rules are designed to work with all existing Codexes there is the odd place where terminology changes. The way the Black Templars advance after failing a Morale test is one such case. Described in the Codex as a Sweeping Advance, this is no longer appropriate as Sweeping Advance is something different. The effect, though, is unchanged and the Black Templars can still contact their enemies in this circumstance; it's just not a Sweeping Advance.



moved to the right flank and started to close in on the cluster of Aspect Warriors. I would have liked to have been less blatant with them but with a D-cannon around I knew I had to keep them away from the Crusader for fear of scattering.

Once again the Dreadnought let fly at the Striking Scorpions killing two of them. The Crusader, relying on its Machine Spirit as the

crew were stunned, ladled a generous portion of fire onto the Farseer and Dark Reaper Exarch. The Farseer was wounded (he was now only a couple of 'Perils of the Warp' attack from joining the Infinity circuit!) and the Exarch was killed.

Squad Zealous Rage fired their lascannon at the Wave Serpent but sadly its infernal alien force field thwarted my consecrated death ray. I finished off my shooting with a splendid bit of appalling inaccuracy as the Attack Bike squandered the Emperor's ammunition firing at the Scorpions.

The shooting hadn't been great with only my Dreadnought managing to take out any Eldar on the right flank. But two fatalities was all that was needed as the Striking Scorpions broke and fled off the table to find a nice rock to hide under. This left Alessio with a reduced left flank and some real problems.

Even more amusingly the Farseer had a fit of the vapours, having seen his Dark Reaper mates gunned down, and lifted up his skirt to run. Fortunately for him he didn't quite make the table edge.

These two Morale test failures really put a bright spin on the turn for me. I could only hope that the Farseer wouldn't regroup.

REGROUPING AT THE TABLE EDGE

I noticed when playing 3rd edition that any attempts to regroup out of the normal turn sequence were problematic. Also, when done by units like Space Marines that regroup automatically, it could be a little too easy to stay on the battlefield. Consequently table edge regrouping has now been dropped from the rules; the moral is, don't loiter within 12" of your own table edge.



ELDAR TURN 3

Failing all those Armour Saves, then the Morale tests on 9 and 10 and then seeing the Scorpions roll high enough to reach the table edge and disappear in Pete's turn was not pleasant! Luckily my turn began well as my Farseer rallied.

Both the Warp Spiders and Shining Spears backed off from the advancing Space Marine horde, but on the other side the Fire Dragons disembarked with the intention of frying the remains of the Black Templars squad and the Wraithlord began to move back towards the centre, considering that the battle would probably be decided in a big scrap right in front of my D-cannon.

The Shooting phase started well, with the D-cannon shot scattering from the Land Raider onto the Rhino and easily going through the vehicle's armour. A penetrating hit with an Ordnance weapon on a transport was promising, and I proceeded to roll on the Damage chart hoping for a 6 that would annihilate both the vehicle and its cargo!

Instead I rolled another 2 and destroyed the Rhino's storm bolter... To add insult to injury, the transported squad passed its Pinning test after being forced to disembark. Looking at it positively, the Rhino's crew was now stunned as well (a nice addition to the effects of the Penetrating Hit chart), which meant the Marshal's squad was probably going to advance on foot and leave their transport.

Next the Shining Spear Exarch fired its lance at the Crusader. He hit, penetrated its armour again and I rolled again on the Damage chart shouting: "Not another 2!"... Guess what? I rolled another 2, destroying the assault



cannons. Three penetrating hits and three 'armament destroyed' results! I hate the Damage chart! I hate dice!

Once I calmed down, the squad of the Emperor's Champion had to disembark once more from their smoking Land Raider. If Pete failed the test, they would have to sit there and be shot at for another turn! For a fleeting

moment the dice rocked, close to an 11, but no, it wasn't to be...

Next the Warp Spiders sprayed the Assault Bike with a hail of Strength 6 shots. Unfortunately every single wound was saved by the bike's armour and then the Fire Prism also missed its target, the Wraithlord only managed to kill one Templar with its three starcannon shots.

RAPID FIRE

Nowadays if you are firing at a target within 12' you get two shots with a rapid fire weapon whether you move or not. On the downside you may not charge after shooting, but with any luck there may not be anything left to charge by then.

The only shooting that actually achieved something was Fire Dragons melting the two remaining members of the Tactical squad. At this stage it felt like a major achievement! In the Assault phase, both the Spiders and jetbikes used their special abilities to put as much distance between themselves and the advancing enemy as they could.



Fire Dragon Aspect Warriors disembark from their Wave Serpent to confront the enemy.



A wave of Black Templar Space Marines crash into the Warp Spiders on the hill.

BLACK TEMPLARS TURN 3

It's a good thing that Land Raider Crusaders come with a lot of guns because they seem to get shot off a lot. OK, so now my Crusader has a bright lance hole and a chasm into the Warp across its hull but the reliable war machine was still running! Time to get back in and advance.

I reckoned that the Crusader had pushed its luck enough and fired its smoke launchers as it moved in to cut the Eldar left flank off from the centre. The Marshal's squad were close enough to the enemy to race forward, preparing their bolters for sustained close range fire. The Attack Bike roared up the slope of the hill to bring those irksome Shining Spears into range. My Assault squad started to cut back towards the rest of my force. I was still keen to keep them on the periphery of the action to minimise casualties for now but it was clear that I would have to commit them next turn. The Dreadnought rumbled on, the poor old ancient one straining his servos to keep up with the rest of the army.

All in all I was reasonably pleased with the position. I was in. My troops were now in place to begin the serious fighting next turn and still had my three main strike units intact. A bit of shooting was clearly called for. As far as targets went, it was pretty obvious who I would shoot at. The Warp Spider squad had tried to get out of harm's way and had rolled a very unfortunate 3 for their teleporter packs, making them too tempting to resist.

The Dreadnought, Marshal Skordanos, Squad Furious Wrath and the foremost warriors of Assault Squad Divine Fury massed their fire to lay waste to the Warp Spiders. The bulk of the fire came from the Tactical Squad Furious Wrath who used the updated Rapid Fire rule to excellent effect.

Altogether five Warp Spiders shuffled off to the webway in the sky, leaving their Exarch standing alone and exposed. As planned, the Attack Bike engaged the Shining Spears, killing two of them. Once again the Eldar seemed to lack the stomach for a good old

fashioned bloodbath, and the Shining Spear Exarch duly failed his Morale test and raced off the table, taking his bright lance with him.

Of the three Aspect Warrior units that had originally constituted the Eldar left flank all that now remained on the table was a lone Warp Spider Exarch. This was as good as I could possibly have hoped for. I had isolated the right side of Alessio's force and destroyed them piecemeal. Now my assault would begin on the centre in earnest. Only an Avatar, Wraithlord and a squad of Banshees to worry about (gulp!).





The Eldar counter-attack begins as the Avatar and Banshees charge forwards.

ELDAR TURN 4

During the Space Marines' Turn 3 I kept failing my Armour Saves, and I also failed the Morale test for the Shining Spears Exarch who left the battlefield with his bright lance.

This turn was going to be my last chance of shooting up the enemy before they were upon us, so everything in my army got set for the now inevitable onslaught.

The Avatar got in position to charge the Land Raider or its squad and the Banshees took position right behind him, ready to either assault the transported squad if I managed to make them come out again, or to use their fleet of foot movement to put some distance between themselves and the content of the Crusader if I failed to crack it open.

The Wraithlord and Wave Serpent with the Fire Dragons closed in to countercharge and the lonely Warp Spider Exarch, passing his Leadership test for being the Last Man

PLACING BLAST MARKERS

The Blast marker must now be centred on a model, making the process of determining how many models are hit simpler and faster.

Standing, bravely advanced towards the Black Templars Assault Marines with the suicidal intention of charging them and trying to take with him at least one power-fisted enemy. It was a remote chance, but still a chance. Forgetting that the Crusader had blown its smoke launchers, the D-cannon fired, hit and scored a glancing hit, managing to shake its crew because of the vehicle's reinforced armour. The Farseer killed the Attack Bike in a successful Mind War and the Fire Prism scored a hit on the Rhino's squad! One full hit and four partials that translated into three rolls where I needed 2+ to kill Space Marines: nice! Except that I managed to roll two 1s, killing only one enemy...

After that shooting, all I had managed to achieve was to kill one Templar with the Wraithlord's starcannon and get another penetrating hit on the Rhino with the shuriken cannon from the Wave Serpent. Guess what? Another 'armament destroyed'. Luckily the Rhino was out of guns, so it got immobilised instead. One more hit like that and it would finally be destroyed.

VEHICLE DAMAGE

Multiple Immobilised and Armament Destroyed are not good news anymore, because immobilised vehicles treat further immobilised results as armament destroyed and vice-versa. Also, an immobilised and weapon-less vehicle that suffers another one of these results is destroyed. This way the damage will accumulate, ultimately leading to the vehicle's destruction.

In the Assault phase the Spider Exarch failed to kill any enemy and was squashed like a bug (pun intended). The unpleasant result of this was that the Assault squad ended up even closer to its targets in my battle line as Pete luckily rolled a 6 for their consolidation distance as per the revised consolidation rules (see box).

The Avatar scored a hit against the Crusader, but sadly rolled a total of 13 on his armour penetration, failing to do anything, and was now sitting in charge reach of both the squad inside the transport and the Assault squad behind it. Oh dear...

MASSACRE!

If all enemies are wiped out in close combat, the winning squads get to consolidate D6 inches instead of the normal 3!

ELDAR TURN 4



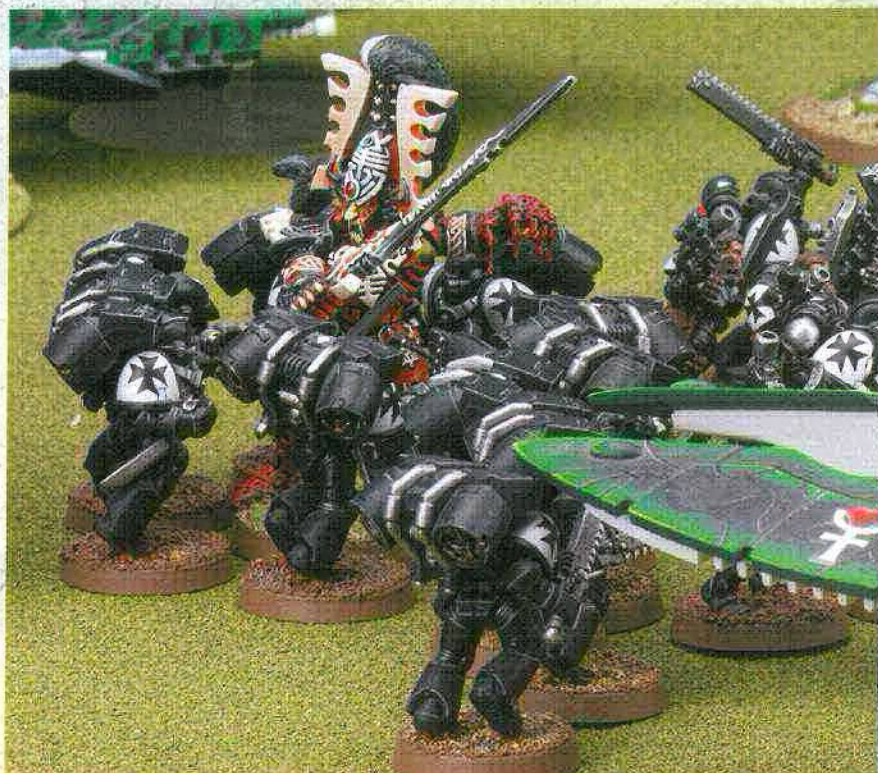
BLACK TEMPLAR TURN 4

The Eldar fire was falling off now, they were inflicting casualties but it was attritional in nature and all my key units were still capable of offensive action at near full capacity. Moreover I was sitting in front of the enemy lines at the start of Turn 4, right on schedule.

The Crusader's side hatches opened and the Emperor's Champion led Squad Black Nemesis towards the D-cannon, Farseer and Banshees. The Crusader then backed off to deny the Avatar any more attacks.

DISEMBARKING

As mentioned earlier you may not assault after disembarking from an enclosed transport that has already moved this turn. The Land Raider is an exception to this as its assault ramp is specifically designed to deliver its passengers into battle.



Black Templars Assault-Marines mob the Avatar.

The Marshal and Squad Furious Wrath turned back to cover the flank of the advance and hopefully unleash their meltaguns against the Wave Serpent. Squad Divine Fury powered forward into the crucible of combat intent on engaging the Avatar. My Dreadnought took cover behind the immobilised Rhino and looked around for targets.

The Assault squad let rip with a hail of bolt pistol fire inflicting two wounds on the Avatar. Squad Furious Wrath fired their meltagun and combi-melta at the Wave Serpent and managed to shake it but were undone by the spirit stone. The Dreadnought tried a speculative shot at the same target but achieved nothing. Squad Black Nemesis fired with their flamer and a lot of bolt pistols at the Banshees killing the Exarch and four others. As was becoming customary, a lone Aspect Warrior survived but rather originally did not run away this time.

My last bit of shooting involved turning a single hurricane bolter on the D-cannon killing one of the crew. Just when Alessio was basking in the rare joy of a Morale test passed, the crewman promptly failed his test and ran off, leaving the D-cannon behind.

ARTILLERY

Artillery are a new unit type that combine elements of the Vehicle rules with infantry rules. When you fire at them you may hit the gun model or the crew. The principles are quite similar to those for Ork Big Gunz but have been expanded out to create a new type of unit.

The Assault squad followed up their shooting with a charge on the Avatar. The opportunity to brutally slaughter an Eldar war-god doesn't

come along often but the Black templars were eager to grab it. Managing to contact the Fire Prism into the bargain, they began the attack. The Avatar managed to swipe a couple of Space Marines but took two wounds itself and collapsed. The benefits of the vow I had selected were becoming apparent, the Black Templars scoring wounds far more easily than would otherwise have been the case. The Fire Prism was also hit and stunned but was saved by its Spirit Stone.

The Assault squad consolidated after the combat and lined up to face the inevitable counter-attack from the towering Wraithlord.

Despite the machine's scary presence, Two of my Assault Marines had power fists so I was pretty confident I would be able to deal with whatever came my way. After so heroically downing the Avatar, I was sure the Wraithlord would be next.

CHARGING

It is possible to charge multiple units but only if you can maintain unit coherency while doing so. If you fired, however, then one of the units you charge must be the one you fired at.

BLACK TEMPLAR TURN 4



ELDAR TURN 5



ELDAR TURN 5

Getting the Avatar seriously wounded by bolt pistol fire (three wounds from six pistol hits is pretty unlucky) and then cut down in close combat by enemies that needed 5's to hit put me in a terrible position. Also, failing a Morale test with the D-cannon and having to flee just when the Emperor's Champion squad was in range (in the open and very tightly packed!) was a particularly cruel joke on the part of fate.

The situation was not looking good, but not everything was lost. My plan was to concentrate all my remaining firepower (a Fire Dragons squad, a starcannon and a flamer) on the Assault squad and then charge

into whatever survived with the Wraithlord and the remaining Banshee. That would give me a reasonable chance of killing them all in combat. I would then consolidate into the Emperor's Champion's squad.

The Farseer's mission was to increase the Wraithlord's chance of survival by frying the brain of the Champion. There was still hope! The shaken Fire Prism's only action was to direct all energy to the engine and get the hell out of there to a safe position.

The Fire Dragons began very well by melting three Assault Marines, but then the Wraithlord let me down by killing only a single enemy with his starcannon and flamer

(rolled too many 1's) Once more the Farseer's Mind War didn't get through the mental discipline of the Champion (was this due to fanatical zeal?) and the Wave Serpent's shuriken hits bounced off the Dreadnought's armour. I was hoping the Assault squad would fail their Morale and come closer to my Fire Dragons, so that they could assault them, but the Templars passed it.

To conclude the Shooting phase, the Banshee decided to run across the wood, to get into position to charge the Assault squad, but rolled only a 1. In the Assault phase she then proceeded to get a 1 and a 2 for her charge move across the wood, failing to make contact with the enemy (by less than an inch, for dice sake!). Obviously her hair got stuck in some thorns, or maybe she got distracted and stopped to pick up a colourful exotic flower – that would teach me to send girls into battle!

The Wraithlord was left alone to charge the Assault squad. He managed to hit twice and kill only one enemy. Luckily the Templars were equally as poor and so he emerged unscathed. He won the fight but the fearless Templars stayed where they were, passing their Armour Saves for the No retreat! rule.

NO RETREAT!

Fearless units that lose a fight must now take a number of Armour Saves based on how much they're outnumbered by, and monstrous creatures like the Wraithlord count as ten models from the point of view of outnumbering!



The Wraithlord and Fire Dragon Aspect Warriors open fire on the Assault Marines.



The Wraithlord crushes the Emperor's Champion as defeat looms for the Biel-tan forces.

BLACK TEMPLAR TURN 5

The Eldar were quickly running out of troops but to their credit they were still giving it a go. I just had to be careful I didn't make any significant mistakes and lose the upper hand. There was virtually no shooting left to do – one of my problems being that I didn't have anything really capable of dealing with the Wave Serpent and Fire Prism. But practically, I reasoned, as long as I kept everything else tied up in combat they wouldn't pose a threat to my men.

The Emperor's Champion left Squad Black Nemesis and headed for the Wraithlord, taking his black sword in a two handed grip as he strode towards the massive machine. Squad Black Nemesis closed in on the last Banshee. Squad Divine Fury moved (quite slowly) through the wood to intercept the Fire Dragons. At this stage it became apparent that I was running out of troops too!

There wasn't much shooting, and what there was was ineffective. The Crusader targeted the Farseer but was thwarted by his Rune armour. The Dreadnought hit the Wave Serpent a couple of times but wasn't able to find a chink in its armour.

With a roar the Champion charged the Wraithlord and Squad Black Nemesis mobbed the Banshee. Alessio decided to target Champion and directed all the Wraithlord's attacks on him. The Champion was hit three times, his Iron Halo being effective against

two, but still he fell. Inspired by his sacrifice the remaining members of Assault Squad Divine Fury used their power fists to good effect and beat the Wraithlord. Squad Black Nemesis also overwhelmed their lone Banshee opponent for no loss.

BLACK TEMPLAR TURN 5





A Black Templars firing squad lines up to finish off the Farseer.

ELDAR TURN 6

This was probably going to be the deciding turn for the Wraithlord. If the wraithbone colossus could get the two Templars armed with power fists before they could get him, he was going to survive to the end of the game, as there was nothing in Pete's army that could reach it in one turn with a high enough Strength to wound it. Unfortunately there were three members of the Assault squad still left, and so the Wraithlord needed to hit and wound with all his Attacks to be sure of surviving their returning blows.

The Fire Dragons advanced towards the Marshal's unit, with the intention of shooting it (together with the Wave Serpent) and then charge whatever was left. The Farseer got in position to either Mind War the Marshal or charge the Crusader with his Strength 9 witchblade. The Fire Prism aimed its cannon at the Dreadnought.

Finally being successful, a psychic Mind War attack against the Marshal proved devastating – killing him outright! The Fire Prism hit the Dreadnought and went through its armour, but only managed to stun it.

The concentrated fire of the Fire Dragons and their transport hit the ex-Marshall's squad, but a startling combination of Armour Saves and Cover Saves meant I didn't kill a single enemy... obviously on this planet they had heat-resistant trees!

This left an embarrassed Fire Dragons squad facing off against too many Space Marines for their taste, but since it's always better to charge than to be shot and charged, they decided to go in anyway, trusting in the Exarch's Burning Fist power.

In the ensuing combat two of my Aspect Warriors were cut down as they charged through the trees. Another Fire Dragon was gunned down at point blank range before he could attack back. The Exarch fought on,

dispatching two Templars, but the thick enemy armour was just too much for the rest of the squad and they lost the fight (by only one point of combat resolution). They then failed their Morale test (now there's a surprise) and got caught and slaughtered in a Sweeping Advance as they retreated, regardless of their superior Initiative!

SWEEPING ADVANCE

In this new version of the rules, a unit that is running from close combat and its pursuers both add their Initiative and the result of a D6. If the pursuers equal or beat the fleeing unit's result, they catch them and destroy them.

The Wraithlord killed only one Space Marine and was predictably torn to pieces by the enemy. This left the Farseer on his last wound facing two squads of Black Templars and a Crusader... It didn't take a psychic to foretell a hail of bolter shells heading his way.

BLACK TEMPLARS TURN 6

Even on Turn 6 I am beset by pixie tricks. My Marshal was struck down by foul witchery in his moment of glory. My only satisfaction was that if the Farseer really could see the future he would have known not to have got out of bed that morning.

Intent on avenging my cruelly slain Marshal, Squad Black Nemesis and the Land Raider Crusader formed a firing squad and took careful aim on the Farseer. The Assault squad moved on to attack the Fire Prism while Squad Furious Wrath put their meltagun to use once more. The Farseer was executed in a hail of fire, a most fitting manner deserved for his wicked crimes against Humanity and the Imperium. Unfortunately I didn't get everything I wanted as the Fire Prism escaped with a mere shaken result but the task was done. All that remained of Biel-tan's finest was a couple of vehicles, all their once-proud Aspect Warriors were dead or fleeing from the field of battle.

THE FINAL SCORE

Pete: In this mission you score Victory Points for the damage you do to enemy units and for the scoring units you have left on the table at the end of the game. Scoring units include mobile vehicles and units that haven't been reduced to below half strength, though unit transports don't count for this purpose so the days of holding objectives with empty Rhinos are gone forever! When we added up the scores after our battle we discovered that I had scored 2,046 points (1,229 for damage inflicted on enemy units, 765 for my own surviving scoring units) and Alessio had scored 764.5 (614.5 for enemy units and 150 for the Fire Prism). Using the new Margin Of Victory table this gave me a Victorious Slaughter! The game had been very tight and the final margin reflects the fact that with Black Templars you will tend to win big or lose big.



BIEL-TAN ELДАР WARHOST



Alessio Cavatore: What can I say? It was one of those games where you keep rolling low for your saves and immediately after roll very high for Morale tests, and then roll high once more to penetrate vehicles' armour and then very low again, failing to achieve any result on the Damage chart...

Also, Pete's rolls were quite the opposite, I don't remember him failing a single save (from armour or cover), and his rolls to hit and wound were rather spectacular (my poor, doomed Avatar!).

Sometimes if you keep your head clear and fight on, you can turn the result around even in games with such kind of one-sided luck, but that often relies on the opponent getting over-confident and making mistakes. Unfortunately here I was facing a grizzled veteran in Pete, who is certainly not going to commit any mistakes for you to exploit to turn the situation around. Instead he stayed focussed like a well-oiled machine, always keeping the pressure up and never giving up the advantage.

Except for the actual result I was quite pleased with the way the game played out. It highlighted quite a few of the latest changes we've implemented in the rules. And they worked really well! I'm referring in particular to the increased effectiveness of rapid firing at close range and the new Vehicle rules, that certainly make for a more dynamic and realistic game.

In hindsight I think that I can identify two tactical mistakes I made during this game: the main one was to concentrate a bit too much firepower on the Land Raider. It probably was a better idea to ignore it (with



the exception of the bright lance of course) and shoot up everything else. The infantry and other vehicles were softer targets against which my shooting would have achieved more. The second mistake was to charge the Warp Spider Exarch against the Assault squad in a desperate attempt to take a power fist out, which ended up giving them an extra D6' move. The Exarch's Strength 6 gun would have been better employed to harass the Dreadnought and Rhino's rear armour, by jumping behind them, opening fire and then using the second jump ability to get to a safe distance... but of course if I did that he would have failed his Last Man Standing test and run away, wouldn't he?

Grrr... damn dice... moan... whine... it's just not fair.

BLACK TEMPLAR SPACE MARINES



Pete Haines: I am beginning to think I am destined to become a Black Templar player. That's two Battle Reports with them and two wins so far.

In this game there was a moment in Turn 3 where I really wasn't that confident that the win was on. In many ways the decisive thing was Alessio's appalling luck at Morale tests which deprived him of quite a few Aspect Warriors and elevated the value of my shooting considerably. On the plus side my plan worked, more or less, and I was able to fight the Eldar a few at a time. If I had been hit by all the Aspect Warriors at the same time, supported by the Wraithlord and the Avatar, I fear that even the Black Templars would have been hard pressed to prevail.

The new Warhammer 40,000 rules were given a thorough workout. Considering the relative complexity of some of the combats, the presence of mixed armour units and numerous independent characters everything played very smoothly indeed. Similarly the vehicle-borne assault of the Black Templars succeeded despite the various ways in which the rules now make it harder to accomplish.

In my estimate it took the best part of two years for gamers to fully come to terms with the 3rd edition rules and although the updated Warhammer 40,000 is not nearly as radical a change as that, it is going to take some time for all the tactical implications to be understood.

The important thing that came out of this game is that it is going to be fun learning...



So that's victory for the Black Templars – but it's not about the winning...

Chapter Master

Blood Angels, Space Wolves, Ultramarines; these are but three of the many great Space Marine chapters we are familiar with. But have you ever had the hankering to design your own chapter and have it recognised the world over? If you live in Sweden, Norway, Holland, Denmark, Finland, Poland or Belgium, now's your chance.

This Autumn Games Workshop Northern Europe will be holding its most ambitious contest to date. Called Chapter Master, the competition is to design your own chapter including its unique badges, heraldry and livery. If your chapter is judged the best not only will you win enough Space Marines of your choice to make a 2,000 points army, but you will get to see your own chapter immortalised in the pages of White Dwarf.

To enter this great competition all you need to do is paint your chosen designs and markings of your chapter onto three Space Marine models. These must be from a chapter that is loyal to the Emperor. They may be strange, exotic or just plain weird but they must be loyal chapters. No traitors!

Although you can convert your models if you wish, we want to see every aspect of your chosen chapter. This means that we'd like to see examples of the following Space Marines:

- A Tactical Marine.
- An HQ Marine (i.e. Space Marine Hero, Librarian or Chaplain).
- A Devastator OR Assault Marine.

Once you've finished your models please take them along to any participating Retail, Elite or Partnership store in Northern Europe (a full listing can be found from pages 94). The best chapters from each store will then be sent to Games Workshop in Nottingham HQ for the grand final.

Here are two example chapters, created by GW Outriders, to inspire you.

The Sons of Pertinax

The Sons of Pertinax were created by Chris Birks, an Outrider (*for more details about Outriders and what they do see WD293 The Outriders Gathering*) who hails from Norway.

As well as modelling the three great models shown below and creating their distinctive

colour scheme and design, Chris has also penned a substantial piece of background text, detailing the organization and history of the chapter.

The Sons of Pertinax are a 17th Founding chapter whose gene-seed is thought to have originated from the Imperial Fists. They are a codex chapter in every aspect of their organization and chapter markings, though their name changes to include that of its current Chapter Master, Pertinax being the incumbent of the post at the time being. The chapter is also an amalgam of diverse cultures, as it recruits from the many worlds they are committed to defending.

Despite its current loyalty, the chapter's history is far from spotless, and it is currently on a crusade of repentance. Their mission is born out of the heinous acts of its former Chapter Master, Commodus. The megalomaniac Commodus was a rare example of a renegade Space Marine Commander who was investigated by the Inquisition after attempting to subjugate an entire planet to his will. He was eventually tracked down and slain by a Callidus Assassin. But the taint of Commodus remains, and now, under the auspices of Pertinax, the chapter seeks its redemption.



SHIELD

The shield strapped onto the back of this Commander's power armour is a common motif of the Sons of Pertinax. Chris has used shields on his Space Marines as he feels this brings the Chapter's crusading nature to the fore.



LAURELS

The laurels were added to this Devastator Space Marine's shoulder pad to provide some added detail. They come from the Empire Knightly Order boxed set and continue the crusading theme Chris has established with his shields.



PURITY SEAL

This purity seal was made by Chris. These details really personalise the force. Like the Commander, this model also has a shield taken from the Empire Detachment boxed set. It has no effect on the game, but looks great!

**CREATE YOUR OWN CHAPTER IN THIS
COMPETITION EXCLUSIVE TO GAMES
WORKSHOP'S NORTHERN EUROPE
RETAIL, ELITE AND PARTNERSHIP STORES**

The Sons of Ares

The Sons of Ares are the creation of Thomas Kyrsting, an Outrider who works in Denmark. Thomas is an avid painter and converter of models and his Inquisitor and Techpriest featured in the Outriders' Gathering article (see *White Dwarf* 293).

These four models that form Thomas's example for the Chapter Master competition are merely part of a much larger force that he is currently assembling.

All of Thomas's models are converted and a knightly theme prevails with many Space Marines bearing shields, axes and spears. The ornate quality of the chapter is supported by the use of Death Watch shoulder pads on many of Thomas's Space Marines.

They shall be pure of heart and strong of body, untainted by doubt and unswayed by self-aggrandisement. They will be bright stars in the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of man. So it shall be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh.

Words of the Emperor

THE PRIZE

The winner will receive enough Space Marines to create a 2,000 points army and their chapter will be featured in *White Dwarf*. Trophies will also be awarded for the Best Painted Chapter and Best Converted Models. Please ensure your models are submitted to a participating store by the following date:

Wednesday 1st December

For further details contact Games Workshop Northern Europe on:

+415 918 8506

Though this is our Danish Mail Order line, any queries from any country for the competition may be directed there.



HAMMER

The Commander's power weapon has been created using the hammer from Lord Coteaz. Additional details in the form of purity seals have been added to the hammer head to create the feel of an arcane and powerful weapon.



BANNER

Thomas painted this intricate banner, which bears the chapter insignia of the Sons of Ares, by hand. Many of our staff are having a go at creating their own chapters, though luckily for you they cannot enter the competition.



SHIELD

The use of shields is a theme that Thomas adheres to throughout the chapter. On this Assault Marine the shield further evokes a knightly feel. Also notice the use of the chapter symbol on the face of the shield.



BULLET

This Sons of Ares Trooper is slamming a fresh clip into his bolter. Thomas has even modelled a bullet in the clip using Green Stuff. This makes the model very dynamic, and also creates a sense of narrative for the Space Marine.

CHAPTER MASTER COMPETITION TERMS AND CONDITIONS

1. Only residents of Denmark, Finland, Sweden, Norway, Belgium, Holland and Poland are eligible for entry, 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 household. An entry must consist of painted Citadel Miniatures and include an HQ, Tactical and either a Heavy Weapon or Assault Space Marine model in accordance with the Warhammer 40,000 game rules.
3. Entries must be received by a participating store no later than 01/12/04. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. One winner from the submitted entries will be chosen at the Judges' sole discretion by 1/1/05.
5. The prize consists of (1) Space Marine Citadel Miniatures equivalent to 2,000 points in accordance with the Warhammer 40,000 game rules and (2) accreditation in *White Dwarf* magazine (UK edition only).
6. The winner will be notified by 15/1/05. The winner must confirm receipt of the prize notification and provide all details requested by the Promoter including proof of age within 2 weeks of the above date, failing which the Promoter reserves the right to draw an alternative winner.
7. By accepting the prize, winners agree that the Promoter can use their name and likeness for advertising and promotional purposes, for the purposes of data protection legislation any prize acceptance will be deemed to be consent to that use, unless otherwise stated in writing.
8. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the above terms and conditions.

Promoter: Games Workshop Limited, Willow Road, Lenton, Nottingham NG7 2WS, United Kingdom.

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Serve the Emperor with your own Space Marine chapter!

GAMESDAY & GOLDEN DEMON 2004

PAINTING YOUR MODELS IS ONLY THE BEGINNING...

With Golden Demon 2004 only weeks away, it's time to prepare yourself. This essential survival guide to the big event will help you though the competition. From handing over your exquisitely detailed entry (probably only finished 15 minutes before the doors opened) for the judges' scrutiny, to collecting it at the end of the day while wielding the Slayer Sword, all you need to know about Golden Demon is contained herein. Read on for vital information.

Games Day is Games Workshop's biggest event. Besides Golden Demon, there are enormous games, seminars, previews as well as many other activities to take part in and happenings to attend. So when the doors open at 10am on Sunday October 3rd there's likely to be queues, hundreds of people all rushing around doing various things, not to mention the crew from Games Workshop making sure the event runs smoothly. It can be a bit chaotic, so it pays to be prepared.

GOLDEN DEMON CATEGORIES

The full details of Golden Demon 2004 were previewed in White Dwarf 295. Here's a quick reminder of this year's categories.

CATEGORY 1

Warhammer 40,000 Single Miniature

CATEGORY 2

Warhammer 40,000 Squad

CATEGORY 3

Warhammer 40,000 Vehicle

CATEGORY 4

Warhammer 40,000 Monster

CATEGORY 5

Warhammer Single Miniature

WHEN AND WHERE TO QUEUE

The Golden Demon tournament opens for entry registration at 9am, one hour before the main event opens its doors. To log in your entry you can either queue by the Golden Demon entrance (door CH10 at ground level, north car park) or enter through the main Games Day doors (after 10am). There will be signs around the arena directing you to the Golden Demon entrance but if you get lost, simply ask one of the dozens of Games Workshop staff who are bound to be milling around. It goes without saying that the earlier your miniature is on display the better, as this gives it more chance to catch the judges' eyes. The last entry must be booked in by 12pm to allow the judges to complete their first round of judging by 12.30pm.

BOOKING IN YOUR ENTRY

Before you approach the Golden Demon booking tables you must have completed your entry forms. It's very important you fill in a separate entry form for each entry you have as this will help us to keep track of all the hundreds of entries we'll be looking after on the

day. Complete the whole form using clear block capitals – that way when we announce you as a winner we'll get your name right. Entry forms can be photocopied from the Golden Demon article in White Dwarf 295 or printed out from the Games Workshop website at: www.games-workshop.co.uk/gdentryform

Printed versions will also be handed out on the morning of the event if you've forgotten to bring yours. Obviously you should have filled in as much information as you can before you reach the booking-in tables as this will speed up the registration process (and give us a bit more time to peruse all those stunning entries too!). Once you reach the booking-in table, hand over your entry form and you will receive a competitor's receipt and an entry number card. You'll notice that a number is printed on both parts of the card. This number is recorded on your entry form and the category number will be circled on all three items. Your entry card will then be carefully filed and you'll be given a Golden Demon competitor's sticker.

HANDING YOUR MODEL OVER

Now your entry has been allocated a number, all that's left is to place your miniature in the appropriate category cabinet. From the booking-in table, move over to the display area. Each cabinet has a sign on top of it, stating which category it is used for. Simply find the appropriate cabinet for your entry and hand over your miniature and the entry number part of the card to a staff member. They will display the entry on the card behind a glass screen. Keep the competitors' receipt part of the card safe as you'll need this to collect your entry later. If you have no receipt you will not be able to collect your miniature!

If entries become damaged, repairs can be made at the repair table situated next to the booking-in area. Carrying cases or packing you may have for transporting

CATEGORY 6

Warhammer Regiment

CATEGORY 7

Warhammer Monster

CATEGORY 8

Duel!

CATEGORY 9

Diorama

CATEGORY 10

Large Scale Model

CATEGORY 11

The Lord of The Rings
Single Miniature



your entries cannot be left in the Golden Demon area and must be taken away by entrants (bringing a rucksack along with you is a good idea).

MAKING THE GRADE

The judges mark all entries that are selected for the second round by placing a small, round, green sticker on the relevant entry number card. These successful entries are then moved to the winning entries cabinet for the appropriate category. From these groups the first, second and third place winners for each category are chosen.

COLLECTING YOUR ENTRIES

After 1pm all entries not in the winning cabinet can be collected. Go to the cabinet containing your miniature and present your competitor's receipt to a staff member. They will check that the number on your receipt is the same as that on the entry number card. They will then hand your entry back to you.

By 2.30pm the final judging will be complete. The three prizewinners in each category will be placed on a separate shelf in a cabinet, together with a sign announcing that they have won. By 3pm if you're lucky enough to have won an award you'll hear your name announced over the tannoy as all the Golden Demon winners are called out over the arena public address system. The winners are asked to gather by the Games Day stage at 3.30pm.

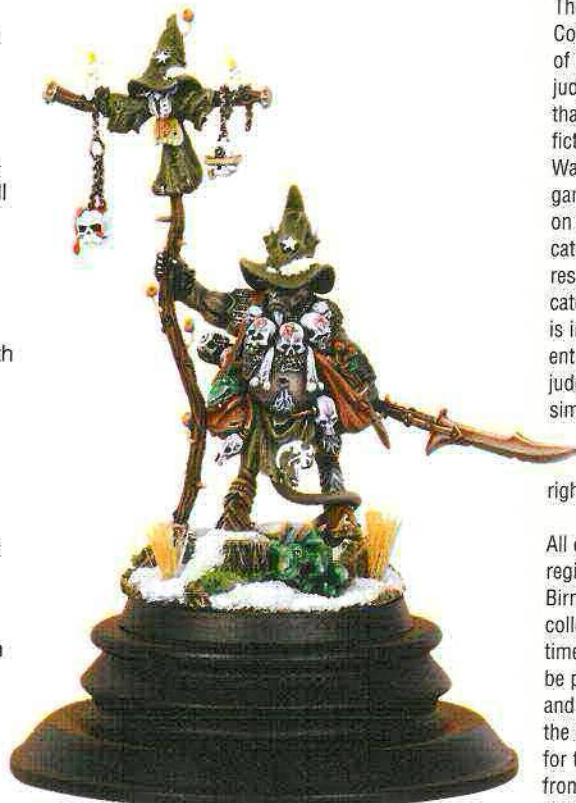
At 3.40pm the judges will present the trophies to the winners of the 11 Golden Demon categories, the Young Bloods and the Open Competition.

At 4pm the first place winners from each category will be introduced on the Games Day stage, and one of these eleven skilled painters will become the Slayer Sword winner. After a brief

introduction, a GW Studio personality will open the all-important envelope and announce the winner of this year's tournament, who will then strike the traditional pose by lifting the Slayer Sword in triumph, hopefully not slicing the said personality in two.

All the winners are invited to Nottingham where they will be given a tour around Games Workshop HQ while their miniatures are photographed for inclusion in White Dwarf.

Good luck!



*Warhammer Single Miniature 1st place:
Beastman Shaman by Joe Hill.*

GAMES DAY TIMETABLE

9.00 am	Golden Demon competition opens for entry booking in (Door CH10).
10.00 am	The Games Day event opens.
12.00 pm	Last entries must be submitted before 12pm.
12.30 pm	1st round judging will be complete.
1.00 pm	All miniatures that are not in the winning entries area may be collected.
2.30 pm	Final judging complete – all winning miniatures may now be collected.
3.00 pm	All category winners are asked over the arena tannoy to gather by the main stage by 3.30pm
3.30 pm	Winners assemble by the main stage for Golden Demon presentation.

COMPETITORS' GUIDELINES

You can only enter once in each category, and all entries to Golden Demon, Young Bloods and the Open competition must be painted Citadel miniatures, Forge World or Imperial Armour models or scratch-built models that you have sculpted yourself.

We welcome conversions and scratch-built models, based upon our Warhammer and Warhammer 40,000 game worlds (ie, original designs of your own making) in all categories, but these should be consistent with the atmosphere of the game worlds and spirit of the miniatures ranges that we produce. At this time, due to the nature of our license, we cannot accept scratch built models based upon The Lord of The Rings intellectual property. Conversions made entirely from our The Lord of The Rings range are acceptable. Overall, the judges will be looking for well-painted models that adhere to the imagery and ethos of the fictional worlds represented in Warhammer, Warhammer 40,000 and The Lord of The Rings games. All single miniatures must be mounted on the appropriate gaming bases. Read the category descriptions carefully. It is your responsibility to enter a miniature in the correct category. When models are being booked in, it is impossible for us to check that every single entry has been entered correctly. Whilst judging, we may spot such anomalies but we simply won't have time to correct these and models will be marked down or excluded accordingly as we see fit. We reserve the right to refuse entry.

All entries must be personally handed in and registered at the National Indoor Arena, Birmingham, on 03/10/04. All entries must be collected from the show stands at specified times by the entrant in person. These times will be published in the Games Day Programme and will be announced over the PA system on the day. All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes. We simply will not have the room behind the stands to store these nor the staff to look after them. We will all be busy looking after the entries themselves (rather more precious, you'll agree!).

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered at the competitor's own risk.

Entry to any of the competitions gives Games Workshop the right to photograph and publish details of models entered as we see fit. Finally, remember that the point of the painting tournaments is to showcase the efforts of all those who paint miniatures in our hobby and to have some fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and we will not enter into any correspondence regarding them.

ORDERING DIRECT

Games Workshop Direct is the ultimate service for Games Workshop hobbyists. With a quick trip to the internet or a chat on the phone to one of our friendly Hobby Specialists every Citadel miniature you want can be dispatched to your address. But Direct is far more than merely an ordering service.

HOBBY SPECIALISTS

Besides handling your orders for all Games Workshop merchandise, our Games Workshop Direct staff are on hand to help you get the most out of your hobby. All of our staff are Hobby Specialists, gamers like you who can't get enough of modelling, painting and gaming with our miniatures. As dedicated hobbyists they can answer all of your hobby questions and provide tips on modelling and painting techniques, such as advice on colour schemes, tackling difficult models, suggesting components for conversions or assembling more complicated kits.

They can also provide assistance with making an army list, from devising a starting force to expanding an existing one. They're also available to give helpful advice on how various units work on the tabletop, discussing any special rules and tactics for using them in a battle and assessing their relative strengths and weaknesses.

Our Direct Sales staff are also a great source of gaming knowledge. If you have any rules queries they are happy to help and suggest solutions to ensure you get the best out of your gaming.



GAMES WORKSHOP DIRECT

• COMPONENT PART SERVICE

All hobbyists love to personalise their armies. With Direct you can order individual models from boxed sets and blisters or even individual components from multi-part kits. So if you want to create a fantastic conversion using Archaon's sword and a Griffon's head, Direct is the place to go.

• CLASSIC AND COLLECTOR'S MODELS

The Games Workshop range of models is constantly evolving. Due to limited space, we cannot stock Citadel Miniatures' full array of models in our Hobby Centres. From alternative marks of Space Marine armour, to different models of dragons or even models for the enigmatic Eldar Harlequins, Direct has a dazzling selection of figures you won't find anywhere else.

• ADVANCE ORDER

Can't wait for the latest book or model? Direct allows you to order them in advance, delivering them to your address as soon as they are released.

• EXCLUSIVE MODELS

Available only through Games Workshop Direct, these models, like the awesome Valtan on foot, make excellent army centrepieces or painting projects. Call the Hobby Specialists to see what special edition models are currently in stock.

• NEW RELEASES

Get all the latest releases as soon as they are available!

• SUBSCRIPTIONS

Get your essential hobby purchase every month guaranteed with a subscription to White Dwarf. You can also place an order for our other periodical publications, including Inferno! and Fanatic magazine.

• DELIVERED TO YOUR DOOR

No need to leave the comfort of your home or brave the elements to get your Games Workshop goodies. And there's just one standard postage charge no matter how much you order.

• HOBBY SPECIALISTS

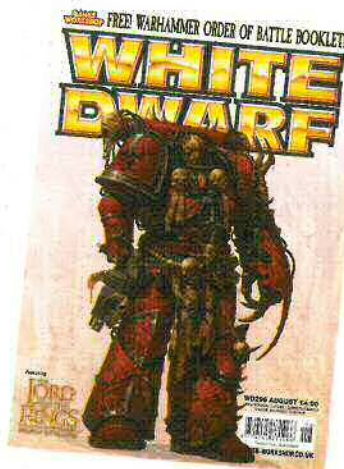
All our Games Workshop Direct staff are Hobby Specialists. They can answer all of your gaming questions and provide tips on modelling and painting techniques.



Get exclusive models like Valtan on foot only from Direct.



Components and classic miniatures are only a phone call away.



Subscribe to White Dwarf, Inferno!, Warhammer Comic or Fanatic Magazine.

CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Lines are open from 9am-9pm Monday to Saturday and 10am-6pm on Sunday. Faxes, e-mails and letters will be answered immediately. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

- **ON THE INTERNET**

Visit our well-established store at: www.games-workshop.co.uk/store

- **IN-STORE**

Order from any Games Workshop Hobby Centre at the in-store order point.

- **BY PHONE**

Call the Hobby Specialists on: 0115 91 40000

- **BY E-MAIL**

E-mail the guys on: HobbySpecialists@gamesworkshop.co.uk

- **BY FAX**

Fax your order straight to Direct on: 0115 916 8002

- **BY POST**

Or the old-fashioned way: Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS

COLLECTORS' GUIDES

Collectors' guides are an amazing resource for gamers and collectors alike. Each book focusses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models gathered together in logical order so you can build the force you really want without scrabbling through a load of old catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

Collector's Guides now available from your local Games Workshop include:

- Chaos Space Marines
- Imperial Guard
- Empire
- Orcs and Goblins
- Chaos
- The Lord of The Rings
- Coming Soon : Space Marines

QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to make the most from your Snotling Pump Wagon, or suggesting a fitting colour scheme for your new regiment of the Knights of the Blazing Sun, to finding out the Strength of a Railgun, the Hobby Specialists have all the answers. Here's a recent question that keeps cropping up.

Q. As Karl Franz is the Prince of Altdorf and therefore the Elector Count of the Reikland, can one unit of state troops in my army take a Magic banner if he is used as the army general?

A. Although Elector Count numbers among Karl Franz's titles, his position as the Emperor takes precedence over this. Therefore, he does not follow the rules for being an Elector Count and his army cannot have a Magic banner in a state unit. Boris Todbringer and the other named counts, on the other hand, are only Elector Counts and do have this special rule.



The Games Workshop hobby takes many forms – playing great games of Warhammer, Warhammer 40,000, The Lord of The Rings or one of our other games systems, converting and painting miniatures or collecting and refining a powerful army.

Your local UK Games Workshop hobby centre is the perfect place to try all these things, as well as getting expert advice from our staff. Here's a look at all the different services your local centre can offer you...

WHAT'S IN STORE FOR YOU?

A Games Workshop hobby centre is more than just a shop...



FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!



FULL RANGE OF PRODUCTS

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs throughout Sundays, so whether you want to learn how to charge your Knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On Sunday evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



VETERANS

Many Games Workshop hobby centres run evenings (usually Tuesdays and Thursdays) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.



HOBBY CENTRE GAMING ROOMS

A growing number of our 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! The following Games Workshops all have Gaming Rooms: GW Aberdeen, GW Bromley, GW Burton, GW Carlisle, GW Chester, GW Exeter, GW Ipswich, GW Macclesfield, GW Maidenhead, GW Middlesbrough, GW Newcastle, GW Newport, GW Poole, GW Shresbury, GW Uxbridge, GW Worcester.



HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops spread throughout the UK. What follows is a complete listing of all the stores that sell Games Workshop products. Alternatively, you can find a list of all our retail outlets on our website at: www.games-workshop.co.uk

We also have Games Workshop hobby centres in 16 different countries across the world (and independent stockists in even more). Call **0115 91 40000** to find out where they are. Most Games Workshop stores are open seven days a week and open late for gaming evenings, but please contact your local store

for more details. Stores highlighted in yellow indicate new stores. Stores in green are elite Northern European stores; stores in blue are Northern European partnership stores.

Just to be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. If you're still unsure as to where your nearest stockist is located, why not give us a call on **0115 916 8200**.

Hobby centres marked with a cross (x) have Gaming Room facilities.

AVON

GW BRISTOL (CENTRAL):
15 Broad Walk, Tel: 0117 925 1633
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 329, The Mall, Tel: 0117 925 2528
BRISTOL, Area 51:
Tel: 0117 925 6552
PORTSMOUTH, Makit:
Tel: 0117 925 4173
YATE, Hoggossaurus Toystore:
Tel: 01454 507640

BEDFORDSHIRE

GW BEDFORD:
10 Claydon, Tel: 01234 273 893
LEIGHTON BUZZARD, Cuddlers:
Tel: 01455 717115
LUTON, Onakars:
Tel: 01582 489392

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 12 Market Street, Tel: 01628 691 747.

GW READING:
113 Sheepen Street, Tel: 0118 939 8603.

GW SLOUGH:
101 High Street, Tel: 01753 875 875

BRACKNELL, Onakars:
Tel: 01344 881294

NEWBURY, Miniature Merchants:
Tel: 01635 534176

NEWBURY, Swamps:
Tel: 01635 56165

SANDHURST, Toyworld:
Tel: 01298 876580

WINDSOR, Onakars:
Tel: 01753 864416

WINDSOR, W.J. Daniels:
Tel: 01753 862105

BIRMINGHAM AREA

GW BIRMINGHAM:
115 Corporation Street, Tel: 0121 236 7089

GW DUDLEY:
Unit 36, Millery Hill Centre, Tel: 0121 694 481 018

GW SOLIHULL:
600 Warwick Road, Tel: 0121 735 7397

GW SUTTON COLDFIELD:
45-47 Gwyneth Park, Tel: 0121 710 2100

GW WOLVERHAMPTON:
Unit 96, Market Centre, Tel: 01902 210 466

GW WALSALL:
Unit 27, Old Square Shopping Centre,
Tel: 01910 275 207

ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 01827 709 9172

GREAT BARR, Gaming Crypts:
Tel: 0121 369 6652

EDGECASTON, Wayland's Forge:
Tel: 0121 687 6126

PERRY BAR, Toy Revolution:
Tel: 0121 353 8500

RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 7320

SUTTON COLDFIELD, Digital Dragons:
Tel: 01919 617 732

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 25, The Outrage Centre, Tel: 01494 331 404

GW MILTON KEYNES:
Unit 1, Willow End Enterprise, 602 Silbury Boulevard,
Slough, Gillingham, Tel: 01346 294 571

BUCKINGHAM, Abacus Toys:
Tel: 01219 43182

GERARDS CROSS, Howard Marshalls:
Tel: 01763 281052

MILTON KEYNES, Doeren's Books:
Tel: 01494 688499

PRINCES RISBOROUGH, Treats:
Tel: 01494 374 785

CAMBRIDGESHIRE

GW CAMBRIDGE:
4 Bridge Street, Tel: 01223 313 300

GW PETERBOROUGH:
3 Westwood Street, Tel: 01733 830 052

ELY, City Cycle Centre:
Tel: 01223 671221

HUNTINGDON, Sports & Fashions:
Tel: 01480 454 241

PETERBOROUGH, Westgate Department Store:
Tel: 01753 583431

ORTON, FN Hobbies:
Tel: 01753 739232

SAWSTON, The Toy & Model Centre:
Tel: 01223 803050

SAWSTON, Toys Plus:
Tel: 01223 803050

ST. NEOTS, Westgate Department Store:
Tel: 01454 423422

TEVERSHAM, Invention Ltd:
Tel: 01263 203410

WISBECH, Westgate Department Store:
Tel: 01938 392825

CHESHIRE

GW ALTRINCHAM:
Unit 1, 17 Cradock Street, Tel: 0161 929 9836

GW CHESTER:
112 Foregate Street, Tel: 01244 311987

GW MACCLESFIELD:
Unit 30, Chestergate Mall, Grosvenor Centre,
Tel: 01625 518053

GW STOCKPORT:
42 Market Square, Tel: 0161 474147

CONGLETON, Deans Toys & Cycles:
Tel: 01292 373177

CREWE, ABC Models Sports:
Tel: 01773 560448

NANTWICH, Funfayre LTD:
Tel: 01270 626346

NORTHWICH, Level 1:
Tel: 01606 430657

NORTHWICH, The Model Shop:
Tel: 01606 471633

RUNCORN, Halton Daemons:
Tel: 0182 323054

STOCKPORT, Goodings Toymasters:
Tel: 0161 422049

WIRRAL, Iafa:
Tel: 0151 596 1289

WIDNES, R G Marsh Ltd, Widnes:
Tel: 0154 241450

CLEVELAND

GW MIDDLESBROUGH:
Unit 21, 39 Dundas Street, Tel: 01642 234 091

HARTLEPOOL, Westgate Department Store:
Co. Durham, Tel: 01432 261777

HARTLEPOOL, Illusions:
Tel: 01432 253189

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street,
Tel: 01752 353 047

BODMIN, Bricknells:
Tel: 01208 277088

FALMOUTH, Wonderland Falmouth:
Tel: 01302 317077

HAYLE, Blowatts of Hayle:
Tel: 01326 763015

HELSTON, Eddy & Son:
Tel: 01304 872747

NEWQUAY, Planet Hobbyworld:
Tel: 01637 359341

ST AUSTELL, Mod for Miniatures:
Tel: 01708 722597

COUNTY DURHAM

GW DARLINGTON:
78 Swanburne, Tel: 01225 540 533

BISHOP AUCKLAND, Windsock Models:
Tel: 01208 559 766

CONSETT, Kwipcart:
Consett, Co. Dur, Tel: 01507 243031

DARLINGTON, Lamb's:
Tel: 01225 460312

TEESDALE, Toy Shop:
Tel: 01833 617349

CUMBRIA

GW CARLISLE:
Unit 2, Park Lane, Tel: 01228 692316

BARROW-IN-FURNESS, Heaths:
Tel: 01228 829 436

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01524 45171

BRAMPTON, The Card Centre:
Tel: 01607 73257

COCKERMOUTH, The Toy Shop:
Tel: 01900 824152

COCKERMOUTH, Playtimes:
Tel: 01900 826659

KENDAL, North West Warriors:
Tel: 01229 734666

KENDAL, O'toughlins:
Tel: 01229 725044

KESWICK, J B Dixon Limited:
Tel: 01753 721 361

PENRITH, Harpers Cycles:
Tel: 01753 554745

WHITEHAVEN, Robinson's Model Shop:
Tel: 01549 69531

WORKINGTON, KSA Models and Hobbies:
Tel: 01600 873336

WORKINGTON, Toymasters:
Tel: 01900 812312

DERBYSHIRE

GW DERBY:
42 Saxon Gate, Tel: 01332 371 887

BELPER, Frearsons:
Tel: 01773 653144

BURTON ON TRENT, Toymaster Kingdom:
Tel: 01298 344600

BUXTON, D & E Knowles & Sons:
Tel: 01298 24203

CHESTERFIELD, Cooperative Society:
Tel: 01298 250250

CHESTERFIELD, Speeding Bullet:
Tel: 01298 224647

DERBY, Toymaster Kingdom:
Epsa Centre, Tel: 01332 365135

ILKESTON, Ilkeston Co-op:
Tel: 01157 427777

MATLOCK, Shawes LTD:
Tel: 01329 282402

SWADLINCOTE, Slipstream Models:
Tel: 01534 552950

DEVON

GW EXETER:
51a Sidwell Street, Tel: 01392 490 309

GW PLYMOUTH:
84 Cornwell Street, Tel: 01752 791 121

GW TORQUAY:
12 Market Street, Tel: 01302 201 036

BARNSTAPLE, The Battlezone:
Tel: 01274 211944

BIDEFORD, Bideford Toys:
Tel: 01307 471689

BOSCOMBE, Marcello Toymaster:
Tel: 01262 509795

BRIDGEND, Paraphernalia:
Tel: 01456 694362

DARTMOUTH, WG Pillar & Co:
Tel: 01603 832109

EXETER, PJ Hawkins and Sons:
Tel: 01392 305930

EXMOUTH, Gamezone Models:
Tel: 01392 347723

HONITON, Honiton Toy Shop:
Tel: 01404 6171

KINGSBRIDGE, The Trading Post:
Tel: 01454 552 300

NEWTON ABBOT, Austins:
Tel: 01608 538444

PAIGNTON, The Model Shop:
Tel: 01603 351335

PLYMOUTH, Model Shop:
Tel: 01752 321 451

TAVISTOCK, Kaleidoscope:
Tel: 01892 018236

TEIGNMOUTH, Jackmans Toybox:
Tel: 01392 411666

TIVERTON, Wings 'N' Wheels:
Tel: 01884 243819

TONNES, Kabooms:
Tel: 01893 883918

TORRINGTON, Angling Pastimes:
Tel: 01803 401388

DORSET

GW BOURNEMOUTH:
24 Post Office Road, Tel: 01202 310 297

GW POOLE:
Unit 12 Tranigale Centre, Tel: 01202 695 634

BOURNEMOUTH, Battle-Scar:
Tel: 01202 205104

BOURNEMOUTH, Marcello Toys:
Tel: 01202 776797

BOURNEMOUTH, Roberts Toys & Games:
Tel: 01202 283701

BRIDPORT, Frosts Toymasters:
Tel: 01304 452295

GILLINGHAM, Mervyn's Toys & Models:
Tel: 01747 823 808

SHAFTSBURY, Hardings:
Tel: 01747 824158

SHAFTSBURY, Howards:
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FINLAND

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JÄMSÄ, Jaakko Saari:
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MIKKELI, Muppelo:
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TAMPERE, Ilmi Koskikeskus:
Keskustie 26, 33100, Tel: +358 3 2051650

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VAASA, Nirunaru:
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ZWOLLE, Games-n-us:
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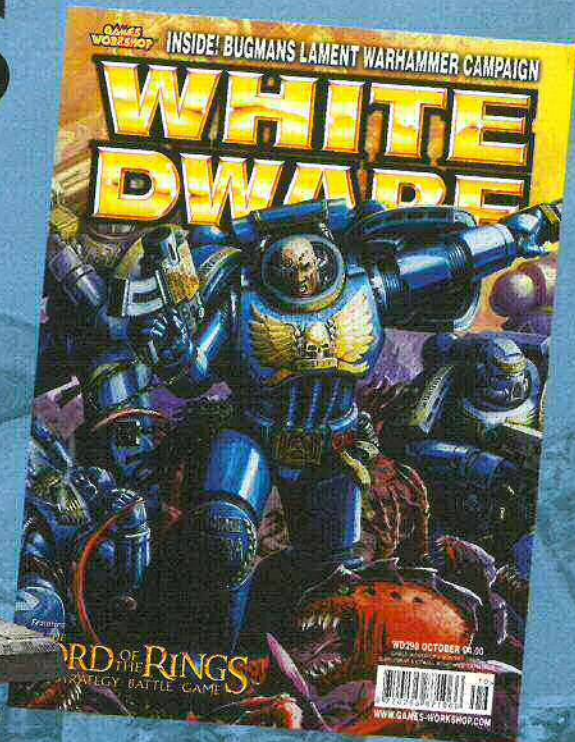
BUGMAN'S BACK...

The greatest Master Brewer in all Dwarf history is back! Join us for the first of a series of articles detailing the historic fall of his fabled brewery in our new Warhammer campaign – Bugman's Lament.

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This special edition Josef Bugman miniature is only available by visiting Bugman's Bar in Games Workshop HQ in Nottingham.



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THE LORD OF THE RINGS

- New information and background on the insidious Harad.
- The brave Knights of Dol Amroth do battle in a new two-part mini-campaign from Mat Ward.
- The awesome Mûmak plastic kit is given the full conversion treatment by White Dwarf's Paul Rudge.



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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

• A Tale of Good & Evil Finale

• Armies of the Serpent Lord: Collecting the Haradrim

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• Offensive Oliphaunts: Múmak Tactics

Armies of the Serpent Lord

Adam Troke unveils his new Haradrim army

Always willing to lead the forces of Evil into battle, Adam Troke provides a guide as to how he went about selecting and collecting his new army of Harad.

I get enormous enjoyment from playing as the Evil side. There's a certain charm in marching ranks of Evil warriors at the enemy with no care for their survival. When Mat began to write the rules and detail the background for the Haradrim I saw a new beast raising its head. They are an Evil army composed of Men, sworn to the service of the Dark Lord, with warriors as skilled and disciplined as the defenders of the White City. It wasn't long after the first sprues of the models began to arrive that I made my move.

After careful consideration I decided that I would make a good-sized army of Harad, able to fill the requirements for most scenarios they were called to perform in. The force would also have the versatility to play in points matches and tournament style games too. With that in mind I decided that I would establish a strong theme with my force. I love the idea of an army being led to battle by political agents, soldiers duped into doing the evil bidding of shadowy lords. So I chose Rurgâz, a Hâsharin to lead

Hagûd's Command

	Points
War Mûmak of Harad <i>commanded by Hagûd</i>	275
24 Haradrim Warriors <i>with spears</i>	144
12 Haradrim Warriors <i>with bows</i>	72
Total points:	491

This force relies on the awesome power of the Mûmak to destroy the enemy. With no Heroes aside from the Mûmak commander, this force really is a gamble to use, however, it is a gamble that often pays off and is always entertaining to play with. By keeping the bow-armed Warriors in the howdah and the spearmen out of trouble the Mûmak can hopefully break the enemy force, allowing the spear-armed Haradrim to emerge and mop up the terrified survivors.

my army. Not only are these Heroes brave and cunning, but they are also amongst the most skilful fighters available. I decided that I would support my Hâsharin with Ashâr, a Haradrim Chieftain on foot (largely because the model looks fantastic), and another Chieftain (Hâlríc) mounted on a horse for high-speed killing potential. Even after I had added a Banner Bearer to my force my total expenditure was only around 230 points. Not bad when you consider I have three Heroes, one of which is a deadly Hâsharin!

The men of Harad are as adept at fighting and shooting as any other, and without the heavy armour of Minas Tirith they are cheaper in points and thus available in larger numbers. I decided upon two boxes worth of Warriors of Harad to begin with as twenty-four spearmen are a good core for an army of Harad.

Cheap, dependable troops capable of fighting in two ranks, Haradrim Warriors are the mainstay of my force. By adding twenty-four Haradrim with bows I have given them significant missile support – the Poisoned Arrows special rule making them even more deadly than usual. To my core force I decided to add five Haradrim Raiders with lances. These would range ahead of my army, delivering hit and run attacks on the flanks of my enemies, using their lances and bows to deadly effect.

Now, the astute amongst you will have realised this is well over 500 points, and quite a long way past the 50 model limit imposed by the Tournament rules. However, there is method behind my madness. Such a big army puts me a long way towards playing most of the scenarios in the Pelennor Fields, and gives me the diversity to tailor my army when playing points matches.

Of course, I left the best until last. My army needed a Mûmak to smash its way through the ranks of my enemies. This beast of war is such a terrifying opponent I have seen very competent generals go completely to pieces when facing one.

Mine is painted in the same bold livery as the rest of the force and commanded by the capable Hagûd. Its awesome presence lends an air of formidability to my army, and it's

The Minions of Rurgâz

	Points
Rurgâz (Hâsharin)	90
Ashâr	51
<i>Chieftain with bow and spear</i>	
Hâlríc	65
<i>Chieftain with lance, bow and horse</i>	
1 Haradrim Warrior <i>with Banner</i>	30
24 Haradrim Warriors <i>with spears</i>	144
5 Haradrim Raiders <i>with lances</i>	60
10 Haradrim Warriors <i>with bows</i>	60
Total points:	500

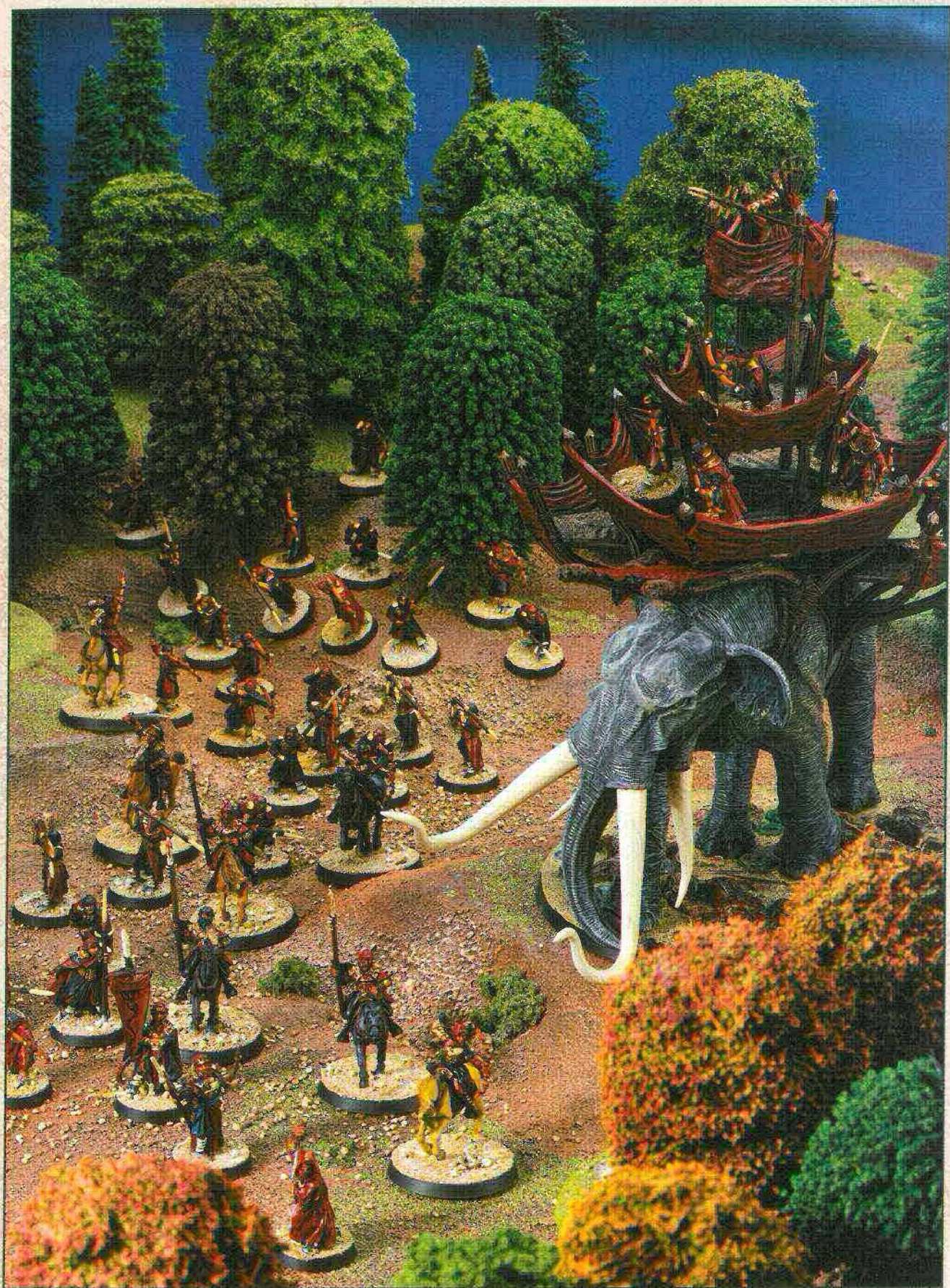
This force has enough Warriors to excel in a war of attrition, using its numbers to overwhelm the enemy, while Rurgâz can hunt down and kill any elite Warriors or Heroes in the enemy force.

the perfect addition for scenarios and points matches. Because of its sheer bulk and impressive power a Mûmak works as the ultimate distraction in games. It is capable of crushing the ranks of the enemy with unparalleled ease.

Up until now my force has proven highly successful, and during the play-testing phase of The Pelennor Fields supplement my army became a regular sight pitted against the Knights of Dol Amroth, the Rangers of Ithilien and the might of Rohan.

But there is still so much of Middle-earth to conquer, and I really want to get some more Raiders painted as their lances should prove decisive in a number of engagements. After this I think I will look to expand my force to include contingents of Easterling Warriors and Mordor Orcs. Easterling Warriors will provide my army with a core of high Defence troops, capable of taking far more abuse than the cheaper Haradrim Spearmen. By including some Mordor Orcs I will have the perfect excuse to field a Mordor Troll and maybe a Mordor War Catapult too.

This will create a great Pelennor Fields theme, and allow me even more tactical flexibility. Middle-earth will be mine!



Adam's force marches to war and victory for the Dark Lord!

OFFENSIVE OLIPHAUNTS

Fighting with and against Mûmakil

Mûmakil are huge monsters that make a fearsome addition to any Evil force. Veteran Mahûd Adam Troke discusses how to use one of these awesome beasts to its full crushing potential, as well as how the forces of Good can stop the unstoppable.

I believe I was the first member of Games Development to kill a Mûmak. Others in the office and amongst our play-testers had beaten Haradrim armies containing one, but I believe I am correct in saying I killed it first. With Dáin Ironfoot, a wedge of Khazâd

Guard and Dwarves with two-handed weapons, I charged towards the beast. Down came their axes and, as they bellowed the warcry of their ancestors, the mighty creature staggered and toppled to its doom, trumpeting fitfully as it fell.

A sight that could put a dampener on any general's day.



I have also managed to get some very pleasing results from my own Mûmak. The psychological effect it has on your opponent alone justifies its enormous points cost.

But the Mûmak can be an intimidating proposition to play with and against. It has four pages of rules, making it the most complex model in the game. It also dominates whatever battlefield it is placed upon. Fortunately for you, I'm going to share my hard-won experience. This is not to say I always beat Mûmakil, or always win with them, but even when you lose, you learn something new.

Squashing the Enemy

Mûmak tactics have, to my mind, four laws. Follow these laws and you will never go far wrong. They are:

1. **Crush the weak**
2. **Beware speed bumps**
3. **Show no mercy**
4. **Keep moving**

Crush the weak: Let's not beat around the bush here. Killing the weak warriors of Good is what the Mûmak does best. That's why we (us Evil players that is) are willing to pay out premium points for one. The best

way to go about this is to make the most of the trample attack. The Mûmak is most deadly when it is on the move. If your enemy can bog you down and prevent you from moving, beware! Worse, once he has stopped your precious Oliphaunt, he might be able to muster enough attacks to wound it. This can send the beast raging off into a stampede, something no Evil general wants. Always aim your Mûmak at the largest concentrations of enemy warriors. It doesn't really matter if they are mounted or on foot, either way you'll likely kill them. So long as you are trampling through as many as you can, you're fulfilling Law 1. With three Strength 9 hits against each model you contact, large groups tend to become red stains beneath your Mûmak's feet. Killing anything other than Mighty Heroes of the scariest type is really a foregone conclusion. Only bad dice rolls will save them!

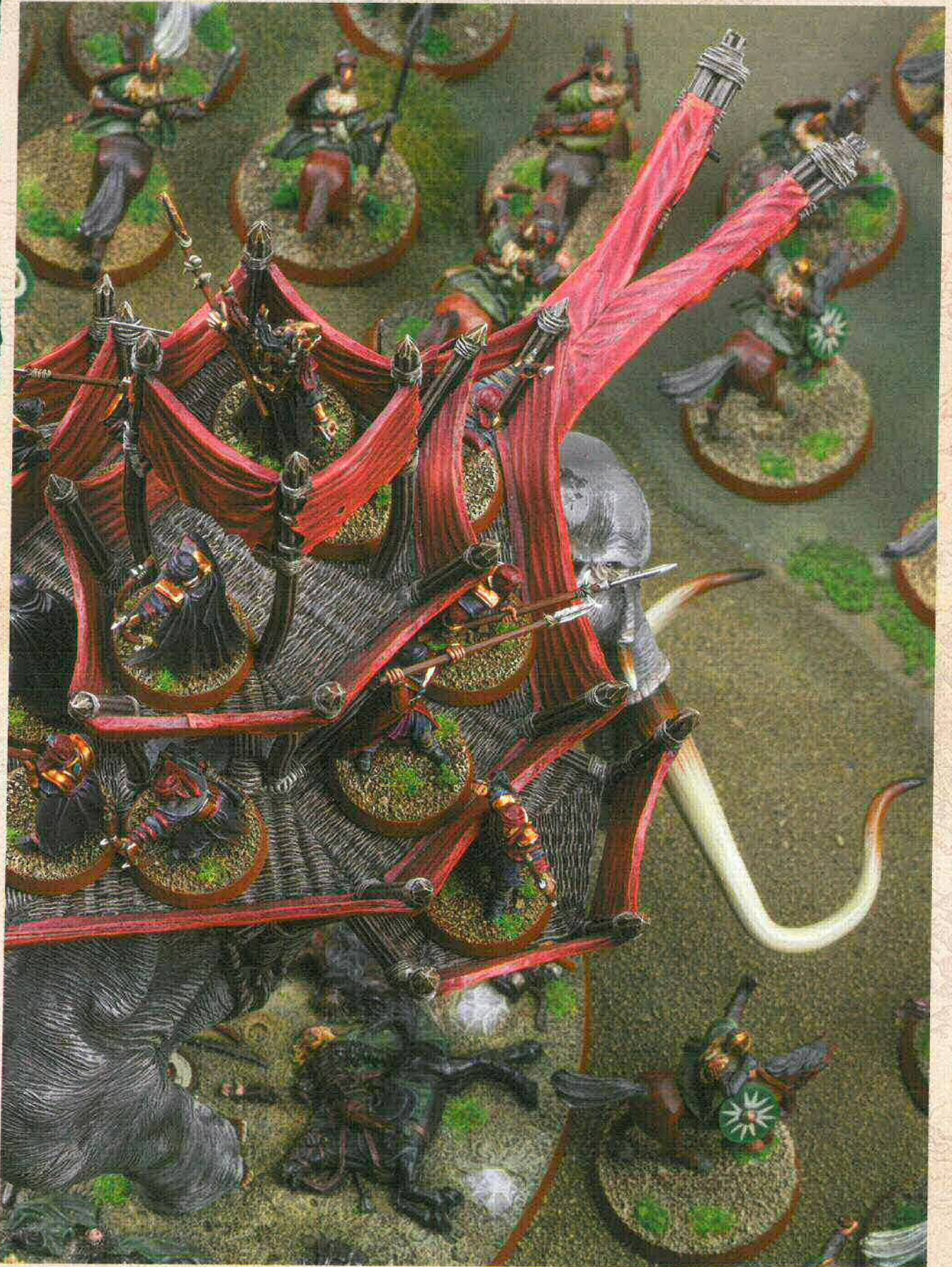
Beware speed bumps: Too many times I've thrown away a game with a Mûmak because I've deviated from this law, and it is so simple! Speed bumps fall into two categories: terrain and Heroes. Terrain is easy to avoid. Plan your moves carefully, ideally before the battle. Always know what you want to do in your next turn. In your mind's eye, decide where you want your lovely Oliphaunt to go, who you want it to squash, and how you will avoid scenery as you do so.

Heroes present a much deadlier threat to your glorious beastie. They have multiple Wounds and Fate. Aragorn or Imrahil, for example, are nearly impossible to kill in one fell charge. Your opponent will be willing (if they are smart) to throw such a Hero in your path. Be wary of falling for the ruse and trampling into them. Kill their weaker friends first, isolating them from support and optimising your chances of bringing down the Hero later. Since the Mûmak causes terror, the Hero might not be able to charge you anyway.

Show no mercy: Don't feel bad about crushing your own men. Life is cheap in the armies loyal to the Red Eye. This law sounds a little mean and nasty. To be honest, it is. But if you can pin a Knight of Dol Amroth in combat with a Haradrim spearman and then reduce them both to jam with a charging Mûmak, why not? This isn't to say you should make a habit of killing your own warriors for its own sake, but don't shy away from it. It can be a highly effective battle tactic. I've been known to use a Haradrim Chieftain to launch a heroic combat to keep enemies in battle long enough for the Mûmak to smooch them all.

Keep moving: Whenever possible keep your Mûmak on the move. The Commander on





Riders of Rohan flee before a titanic Mûmak.

the howdah has two Might points, three, if you splash out on a Mahûd. These are best spent on Heroic actions which can allow you to get the jump on an enemy. There is simply no point spending the better part of 300 points on a Mûmak to have it charged and pinned in place by a plucky Knight of Dol Amroth or an Elf. Keep that monster moving and squashing your enemies, and you're that bit closer to victory.

Stampede!

Mûmakil are sturdy beasts, easily capable of slaughtering far more points worth of troops than they cost to field. But that deadly power comes at a cost: Stampede. One Stampede can ruin everything. There are a number of times that I have lost whole wedges of men to a Mûmak that, stricken by pain, and moved by my cackling opponent, has crashed through my own lines. Be aware of this. One well-placed arrow can ruin all your carefully laid plans. Since it can only move 8"/20cm, keep it that far away from your other men until the battle lines crash and you are at reduced risk from your opponent's archers. Archers, along with the already mentioned mighty Heroes, are the largest threat to the animal. Close on the enemy fast to minimise the number of shots that come your way. Also fill your howdah with bows. Haradrim bows are excellent, thanks to their (incredibly tricky) Poisoned Arrows rule. From the top of a howdah they are both well protected and given a marvellous field of fire. By concentrating your own arrows on the enemy's bowmen, you give them something very serious to worry about and can hopefully kill enough of them to keep your Mûmak safe.

Stop that Mûmak!

The Mûmak is a deadly monster, capable of crushing your best efforts if given the chance. By now you could be forgiven for thinking that defeat is certain if one of these behemoths is arrayed against your army. But it is not invincible. By picking your fights carefully, concentrating your forces and running away when you need to, victory can be yours! Below I have listed six basic tips that best highlight the ways of negating, killing or crippling the mighty Mûmak:

1. Avoid it
2. Pin it down
3. Hide like a coward!
4. Everything counts in large amounts
5. Bodyguards and Mighty Heroes
6. Trebuchet!

Avoid it: Don't worry too much. As frightening as a Mûmak may be, the first thing to realise when taking one on is that you don't have to kill it unless the scenario you are playing demands it. Make the most of this by avoiding it and picking off

everything else in the enemy force. Haradrim Warriors are not especially well armoured or armed, so kill them off as quickly as you can. Sometimes, in tournament scenarios, this on its own can be enough to secure your victory.

Hide like a coward: It's not brave, it's not heroic and it is certainly not befitting of a Hero, but it does work. Find a piece of difficult terrain and stay in it. Your warriors can waggle their tongues, beat their shields and cry defiance from the safety of their cover. Mûmakil cannot enter difficult terrain for fear of stumbling or damaging their howdah. Still, more often than not, scenarios call for you to move your models, so it doesn't always work. While spending the whole game lurking in difficult terrain is a little dull, and often unproductive, nobody would blame you if you used terrain to your best advantage. After all, who wants to be squashed flat by a Mûmak?

Pin it down: Stop the thing moving. This is the most obvious way of reducing the amount of damage it can do. Keep Heroes with Might nearby, and if priority is lost, declare a heroic move and get something into base contact with the Mûmak to stop your men being squashed. This is a risky plan because the commander can issue heroic moves too. However, in a world where options are very limited, a little gamble might be your best choice. Of course, if you can shoot the commander first (made easier if he is a Mahûd, thanks to his position on the Mûmak) then you can curtail this risk altogether.

Everything counts in large amounts: It's a good expression when it comes to Mûmak killing. Inevitably there will be those games where staying out of a Mûmak's way or slowing it down is not enough, especially when bringing the beastie down is the order of the day.

If you are going to kill it, kill it properly. Don't make half efforts. When I slew the Mûmak I charged it with Dáin and about ten other Dwarves. With the best will in the world no monster can prevail long with that many axes tearing chunks out of it. Everything counts, so throw it all in! The same is true of cavalry charges. Half a dozen Knights of Dol Amroth or Knights of Minas Tirith led by a Hero can cause the Mûmak some very serious grief. The bonus that a two-handed weapon or a lance gives you in combat can really put the frighteners on a Mûmak. It's far easier to wound a Defence 7 monster with one of these in your hands!

If you are going to shoot it, really shoot it. Fire every available shot you have, pepper it with arrows, and cause the Commander to

take Courage test after Courage test! Make the thing's life a misery. It's not subtle, but it works better than most tactics.

Bodyguards and Mighty Heroes: Warriors with the Bodyguard rule always pass Courage tests while the Hero they are protecting lives, so they make the perfect candidates to slow rampaging Mûmaks. They won't flee the beast due to a failed Courage test. As well as this they generally have a higher Fight value too, often as good as the Mûmak's. If you charge a Mighty Hero into the combat too, you are more likely to win, and do some serious wounds to the beast. Imrahil with a lance will wound it on a 5+, and Aragorn with Anduril on a 4+. Heroes of other races are just as good. Dáin and Balin with their dreaded axes are a menace to the Mûmak, Glorfindel and Elrond equally so. All these Heroes can withstand a pounding from the beast, and so are ideal for the dangerous duty of confronting it. Wound it multiple times in combat and watch as the Commander fails his Courage rolls and the Mûmak begins to Stampede away.

Trebuchet: I've been nice until now. I really have. But there is one dirty trick I've been saving until last. If you are feeling really mean this is the one for you. Include a Battlecree Trebuchet and an Engineer Captain in your force. Target the howdah with your Trebuchet, and laugh like a hyena! Make sure that your shots hit and wound thanks to the Captain's Might points. The rocks hurled by the Battlecree Trebuchet are powerful enough to shatter the howdah like matchwood, making every model on it take falling damage as they crash to the ground. Any survivors are in dire peril as the Mûmak must then pass Courage tests on its paltry Courage value of 2 or begin Stamping.

But you'll have to be lucky. Lucky and fast. The Trebuchet only has a 50% chance of hitting, and even then you'll need to roll on the Scatter table. The Mûmak will close on you quickly and you have a minimum range of 18"/42cm, so you will only get two or three turns of shooting before the Mûmak gets too close to target. This is not a friendly tactic, and requires use of a costly siege machine. But when it works, it works brilliantly. We swear it on the precious.

In the end, fighting a Mûmak is an incredibly heroic thing to do. I'll personally never forget the incredible feeling of bravery and honour as Théoden and his Rohirrim gather their might and charge the lines of approaching Mûmakil in *The Return of the King* film. You can recapture that feeling by taking one out in the game. There are worse ways to lose than sallying valiantly against a raging Oliphant!

ROHIRRIM!

Mark Renye's mighty 1,200 points Rohan Company

Mark Renye is a big fan of the horse masters and has mustered a huge Company of Rohan for his games of The Lord of The Rings. The entire Company now weighs in at around 1,200 points, so Mark rarely gets to field the entire host. However, having a huge selection of Rohirrim to choose from means that Mark can cherry-pick what he brings along to each game and tailor his force to fit in with the scenario being played.

Mark does try to field his Rohan characters in certain fixed ways, no matter the scenario at hand. For example, Gimli and Theoden are always fielded together, while Eomer is fielded only in an entire Riders of Rohan army. These pairings fit both the story of the book and film and his tactics.

Mark doesn't normally field all his Rohirrim at once. His usual strategy relies on the hit-and-run nature of the cavalry models, whose manoeuvrability and sheer hitting power make them a force to be reckoned with. Mark thus mainly uses his infantry models to replace mounted Rohirrim when the riders' mounts fall.

Below: Mark Renye painted a number of characters on foot in case their mounts were slain: (from left to right) Gimli, Gamling – Captain of Rohan, Aragorn, Theoden – King of Rohan, and Legolas).





Top Left: Eomer, Captain of Rohan
Left: Aragorn on horseback.
Below: Riders of Rohan.



Above: Theoden, King of Rohan.



Top: Gamling, mounted Captain of Rohan carrying the Royal Standard of Rohan.
Left: Mark Renye's entire Rohan Company mustered for War.



BATTLE COMPANIES

New rules for playing experience-based campaigns in Middle-earth

Adam Troke, Alessio Cavatore and Matt Ward reveal new rules that allow The Lord of The Rings strategy battle game players to play campaigns using small warbands of models. As players' characters fight, so their renown grows, allowing them to develop into heroic warriors of legend!

Alessio: As usual, I've been spending my time thinking about new ways to play The Lord of The Rings. I was considering games like Necromunda and Mordheim, where the players collect a small group of warriors and lead them through a series of games against similar warbands. Those of their warriors which survive these dangerous encounters gather experience and in time improve, their profiles increase and they acquire useful skills, turning into mighty heroes. These games, a bit of a mix between a wargame and role-playing, can get really addictive, so I thought it would be a good idea to come up with a similar system for The Lord of The Rings.

It actually proved easy to create Battle Companies, as The Lord of The Rings game is already a skirmish system where every model moves individually. This means that we could concentrate on the Experience and Upgrades system without having to worry about changing the system's mechanics. Beautifully simple! I'm sure you'll agree Adam Troke, who wrote the majority of these rules, has done a great job.

Please keep in mind that we're still working on these rules, but we've decided to publish them here to so you can playtest them and give us some feedback. Enjoy!

Feedback

If you want to give Alessio and The Lord of the Rings team feedback on the Battle Companies rules, please get in touch with them by writing to the following address:

Games Development
LOTR Battle Companies
Games Workshop
Willow Road
Lenton
Nottingham
NG7 2WS



Consistent success using the Battle Companies rules could make your heroes as mighty as the members of the fabled Fellowship.

Battle Companies

Adam: Even at the time of writing this I am still very much the 'new boy' in The Lord of The Rings design team, so you can imagine how excited I was when Alessio gave me the task of creating a 'small campaign system' for The Lord of The Rings strategy battle game. I spent a long time considering my options, writing and rewriting rules as we played games and found out what did and didn't work.

As Alessio has already pointed out, this really is a work-in-progress. We've got the rules to a point where we like them now, having tweaked them through trial and error and a lot of really great games! If, after playing Battle Companies for a while, you find that something works really well or (shock horror) doesn't then feel free to let me know what you think!

Battle Companies focuses on small warrior bands. Each is led by a Hero who is, in the beginning, very inexperienced. However, after a few games, you will start to see him change, becoming more and more powerful, while other members of your Company gain

promotions or, if they are good enough, maybe even become Heroes themselves!

The rules contained in this article explain how to create and use warbands of Mordor, Gondor, Rohan, Isengard, Dol Amroth and Harad in your games of Battle Companies. There are five scenarios for you to enjoy, a roster sheet and all the rules necessary to track the status of your Company as they go from battle to battle. All you need in addition to this are copies of The Return of The King and Siege of Gondor rules manuals and a small collection of The Lord of The Rings miniatures. These rules are only a starting point, as in later articles we'll be adding rules for other races and nations of Middle-earth, new scenarios and special rules.

By following the few simple steps listed below you can be playing games of Battle Companies with your forces within minutes of reading this article. All you really need to worry about is which of the people of Middle-earth you will lead into battle. Once you've done that, gathered your models and filled in your roster sheet, you're ready.

Step One: Gather your force

When you have made your choice between Gondor and Mordor, gather up the models you need. Naming them individually will help enormously when it comes to record-keeping, and entering their details onto a record sheet. Once you have selected your force you may choose one Warrior to be your Hero, you should make up a suitable name/title for him. This warrior represents a lieutenant, sergeant, master-at-arms or some other 'greater minion', literally an aspiring Hero of the Dark Masters of Mordor, or the noble lords of Gondor. Add one Fate point to his profile, this warrior is considered a Hero in all ways from this point onwards.

Adam's Orc Warband

My first Battle Company is a Company of Mordor. To represent my Hero I decided to use an Orc Captain I had converted a while ago. I named him Nurbog. After doing this I named the rest of the Orcs I got for starting a new Mordor Warband, filling out my record sheet with their characteristics (it's a good idea to photocopy this several times, as you'll need to update it frequently). Once I'd come up with a background story for my little patrol, I was ready to go and play some games!



Adam's Orc hero Nurbog before he started out on his road to glory. Infamy awaits him!

Step Two: Play a game

Find an opponent. Take a look at the scenarios at the end of this article and agree with them which scenario you are going to play. During the game, record how many wounds each Warrior and Hero inflicts, and

keep models removed from play as casualties to one side. This is essential for step three. If two or more warriors win a combat and inflict wounds together, the controlling player may choose which of the models counts the kill as his own.

Step Three: Injuries

Once you have finished your game, it's time to work out the seriousness of the injuries your warriors have sustained. It's very important that this phase is remembered, and ideally should be the first thing players do after the battle is over. Even before the obligatory post-match cup of tea, beer or orange squash!

Every Hero and Warrior removed as a casualty should roll on their respective Injury table (opposite and below). You'll notice that your Warriors are far more likely to die of their injuries than Heroes. This reflects the heroic nature of The Lord of The Rings and streamlines the game, preventing too much book-keeping.

It is very important that all your Injury rolls are worked out directly after your battles is completed, and ideally players should make these rolls together, and before playing another game.

If any Hero or Warrior rolls the 'Dead' result all their equipment is lost, and cannot be given to another member of the Company. If a Warrior or Hero has a mount that is killed during a scenario do not roll on the Injury table for it. All mounts are considered to survive their wounds, or the character secures himself a new one. The only way a mount can be lost is if the rider dies, in which case the steed is lost along with the rider's other possessions.

Hero Injury Table

2D6	Effect
2	Dead – The Hero's adventure ends here... remove the warrior from your roster.
3	Lost in Battle – The Hero lies wounded somewhere on the field of battle. The players should, as soon after their bookkeeping is completed, play Scenario 3 with the lost Hero as the objective. The Hero may not act, or be attacked for the duration of the game. If his side wins, he is returned, and makes a full recovery. If not, he is considered Dead .
4	Arm Wound – The damaged arm may no longer be used, either to carry a shield or wield a weapon. Therefore the Hero can only use a hand weapon or dagger from this point onwards. A second arm wound will force your Hero to retire, as per the Dead result.
5	Leg Wound – The first leg wound gives a -1"/2cm move penalty. A second leg result will cause your Hero to retire, as per the Dead result.
6	Flesh Wound – The Hero must miss his next game.
7	Full Recovery – The Hero may play the next game as normal.
8	It's just a Scratch! – The Hero must miss his next game. Alternatively he may choose to roll again on this chart, but the second result will apply.
9	Niggling Injury – Before each game the Hero must make a roll. On the score of a 1, the Hero's injury is plaguing him and he cannot take part in the game. A Hero can have more than one Niggling Injury, in which case he must make one roll for each.
10	Chest Wound: -1 Strength permanently. Additionally, he must miss his next game.
11	The wounds of a Hero – The Hero's patrons are so impressed by the Hero's self-sacrifice that his force gains +D6 Influence this game. Additionally, he makes a Full Recovery.
12	Protected By The Valar – Saved from injury by the Valar, or perhaps some darker power, the Hero is protected from any serious harm. The Hero permanently gains +1 Fate. Additionally, he makes a Full Recovery.

Warrior Injury Table

1D6	Effect
1	Dead – This Warrior's adventure ends here.
2-3	Injured – This Warrior must miss his next game.
4-6	Full Recovery – This Warrior may play next game as normal.

Step Four: Experience

Once you have resolved all the injuries sustained by your Company, it is time to see which of them, if any, have gained enough Experience to improve in some way. Heroes gain an Experience Point:

- Each time they remove a wound from any enemy model. If an enemy Hero regains this wound thanks to a Fate roll, the Experience Point is not lost.
- Each time he plays in a scenario.
- Each time his side win a scenario.

Every time a Hero gains 5 Experience Points he may roll once on the Hero Advance table below.

No Hero in a Battle Company may have more than 3 Might and 3 Will. If you roll a result for your Hero that you cannot use, either because the Hero already has the Special Rule or because his profile has reached its maximum, you may choose any other result from the same table. Should they have all the Experience increases available on the table, they may choose from any result available to your Hero.

The way in which Warriors improve is quite different. When playing games it is important to make a note of how many wounds individual Warriors inflict. To see if your surviving Warriors receive promotion, roll a dice for each Warrior at the end of every game. Add the number of wounds the Warrior inflicted in the game (WA) and compare this number to the Warrior Promotion table to see if he advances. Warriors may not carry over wounds inflicted in previous games.

As you can see, it is very difficult but not impossible for a Warrior to become a Hero.

Hero Advance Table

D6 Effect

- 1 **Fight/Shoot** – The Hero's Fight or Shoot characteristic is improved by 1. The controlling player may choose. To a maximum of 6/3.
- 2 **Strength/Defence** – The controlling player may choose between Defence and Strength. Each may only be improved once.
- 3 **Courage** – The Hero's Courage characteristic is improved by 1 to a maximum of Courage 6.
- 4 **Attack/Wound** – The controlling player may choose. The Hero's Wounds and Attacks may not exceed 3 each.
- 5 **Special Rule** – Roll again on the relevant race Advance table.
- 6 **Choose** – One result from above.

Warrior Promotion Table

D6+WA Effect:

1 to 6 **No Effect**

7 to 8 **Elevated in status** – The Warrior is promoted. Not all Warriors are eligible for this. See your race promotion table for those who can be promoted and the result. If they are ineligible, count as **No Effect**.

9+ **A Hero in the making** – This result is available to all Warriors. From now onwards the Warrior is treated as a Hero, and may gain Experience. He also adds one Fate point to his characteristics. He starts with no Experience Points, but will begin to accrue them as normal from the next game onwards.

It is also clear to see how important good record keeping is, to make sure you can add the correct number to the dice you roll on the Warrior Promotion table. The Mordor force list only allows Orc Warriors to receive promotion. This is because the types of Orcs are born into the roles they fulfil.

Step Five: Influence

Influence represents the patrons of the different Companies sending reinforcements, and support to the Heroes leading them. The more victories the Company gains, the more a patron will offer them aid. Influence is measured with Influence dice. Players always receive 2 Influence dice for playing in a scenario. Additionally players receive:

- +1 Dice for a draw.
- +2 Dice for a win.

Influence may be stored or used immediately. To use Influence dice, make a roll on your Influence table. You may roll as many times as you have Influence dice remaining. Once an Influence dice has been rolled it is lost.

Players may purchase additional weapons and equipment for Heroes and Warriors from the armoury with Influence dice. All

models must be armed with the correct weapons and equipment.

Warriors may be armed with any equipment available to them in their entry section in The Return of The King and Siege of Gondor rules manuals. Heroes are not bound by this and may make any purchases their race's Equipment Options allow.

Step Six: Calculate the Battle Company's rating

As you play games with your Battle Company it becomes important to track its progress. To do this, simply calculate the cost of all the Warriors and Heroes within your Battle Company using the points system within The Return of The King rules manual. Add the total Experience gained by any Heroes within your Company to this score. The total is your Company's rating.

Before you play a game compare the ratings of the two Companies. For every full 15 points difference, the Company with the lower rating receives one re-roll which can be used at any point during the game (but not in the after-game sequence). Additionally, after the game, the smaller Company receives one extra Influence dice for each 15 points difference in ratings.



Here two Orcs roll high enough to wound the Warrior of Minas Tirith. Since the Good model has one wound on his profile, the Evil player may choose which Orc counts as having inflicted it.

Mordor Battle Company

The Orcs of Sauron are an ancient race, twisted creatures created in a mockery of the Elves by the evil Morgoth, the master of Sauron. On occasion the Orcs and their dark masters have suffered shattering defeats, scattering them to the four corners of the world, where they fight and bicker amongst themselves. But now is not such a time...

Since Sauron began to regain his strength, the Orcs have been multiplying in number. Now he has returned to his black tower in Mordor, the armies of this foul maggot-breed seem numberless. Though they are cowardly, and fearful of sunlight, in large numbers the Orcs can be deadly opponents.

There are many different kinds of Orc, from the weak and puny Snaga and Goblins to the mighty Uruks. Though they vary in strength, their will for evil remains the same, no matter what their size. A Battle Company of Orcs represents a roving band, perhaps a patrol upon the marches of Mordor, or a band of reavers out to burn and destroy the lands of Men.



Mordor Orcs on the rampage.

Mordor Starting Force

- 2 Orcs with bows
- 3 Orcs with two-handed weapons
- 3 Orcs with hand weapons and shields
- 3 Orcs with spears

Mordor Equipment Options

Weapon	Cost in Influence dice
Shield	1
Orc bow	1
Warg (Orc Heroes and Trackers only)	2
Two-handed weapon	1
Spear	1
Throwing Spear (Warg Riders only)	1

Mordor Influence Table

D6	Result
1	No reinforcements
2	Orc Warrior with spear
3	Orc Warrior with shield
4	Orc Warrior with bow
5	Choose one of the above
6	Roll again on table below

D6	Result
1-2	Orc Tracker
3-4	Mordor Uruk-hai
5-6	Warg Rider

Mordor Advance Table

- | D6 | Effect |
|----|--|
| 1 | Might/Will – The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point. |
| 2 | Favour of The Court – When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with the ability in the Company. |
| 3 | Blade Master – The hero may re-roll one dice per turn to see which side wins a fight. |
| 4 | Deadly Strength – The Hero can now wield a two-handed weapon without the -1 penalty to his dice score. |
| 5 | Rally to Me – This Hero has a range of 12"/28cm when he makes a Stand Fast roll from now onwards. |
| 6 | Might – The Hero gains 1 point of Might. |

Mordor Promotion Table

Troop Type	Promotion Option
Orc with bow	Orc Tracker – Alter the Warrior's statistics appropriately. The Warrior may choose to ride a Warg for the cost indicated overleaf.
Orc with spear/hand weapon & shield	Warg Rider – All weapons and equipment are traded for that of a Warg Rider.
Orc with two-handed weapon	Morannon Orc – Alter the Warrior's statistics & equipment appropriately. The Warrior may choose additional equipment at the cost overleaf.

Gondor Battle Company

The Realm of Gondor is the largest, most powerful of all the lands of Men, peopled by descendants of the Númenoreans, long-lived men who once lived upon the great continent of Atalanté, within sight of the Undying Lands. Though Sauron tricked the kings of Númenor, bringing about their downfall, many of them made their way to Middle-earth, even as their island home was swallowed by the sea, and made there the new kingdoms of Arnor and Gondor to rival the beauty of their former realm.

But the glory of Númenor is long dimmed. The northern kingdom of Arnor long ago fell, and Gondor is beset by evil enemies.

But though the blood of the Númenoreans is much thinned, and the Men of Gondor now almost as short lived as the lesser Men of Middle-earth, there yet flows within their veins some of the glory of old. They are noble warriors, stout of heart and noble of purpose, and they yet hold that the hordes of Sauron may be stopped, and that there will be a king in the White City once more.

A Battle Company of Gondorians can represent many things. A scouting force sent out to judge strength of the enemy, the protectors of a region, or the garrison of a small outpost. Whatever their role, the Men of Gondor can be relied upon to fulfil it with honour.



The Men of Gondor prepare for war.

Gondor Starting Force

- 2 Warriors of Minas Tirith with bows
- 3 Warriors of Minas Tirith with hand weapons and shields
- 2 Warriors of Minas Tirith with spears and shields

Gondor Promotion Table

Troop Type

Warrior of Minas Tirith with bow

Warrior of Minas Tirith – spear & shield

Warrior of Minas Tirith – sword & shield

Promotion Option

Ranger of Gondor – Alter the Warrior's statistics appropriately. If the Warrior had a spear in addition to his bow, he may retain this.

Knight of Minas Tirith – All weapons and equipment are traded for that of a Knight of Minas Tirith.

Citadel Guard/Guard of the Fountain Court – The player may choose which. Alter the Warrior's statistics appropriately. Include the special rule: **Bodyguard**. May choose additional equipment at the cost indicated overleaf.

Gondor Influence Table

D6	Result
1	No reinforcements
2	Warrior of Minas Tirith with shield
3	Warrior of Minas Tirith with shield and spear
4	Warrior of Minas Tirith with bow
5	Choose one of the above
6	Roll again on table below

D6	Result
1-2	Ranger of Gondor
3-4	Citadel Guard OR a Guard of the Fountain Court
5-6	Knight of Minas Tirith

Gondor Equipment Options

Weapon	Cost in Influence dice
Shield	1
Bow	1
Horse (Heroes and Citadel Guard only)	2
Lance	1
Spear	1
Longbow (Citadel Guard only)	1

Gondor Advance Table

- D6 Effect**
- 1 **Might/Will** – The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
 - 2 **Courageous** – The Hero may reroll all failed Courage tests.
 - 3 **Blade Master** – The Hero may reroll one dice per turn to see which side wins a fight.
 - 4 **Favour of The Court** – When rolling on the Influence table, one Influence dice can be rerolled for each Hero with the ability in the Company.
 - 5 **Rally to Me** – This Hero has a range of 12"/28cm when he makes a Stand Fast roll from now onwards.
 - 6 **Might** – The Hero gains one Might point.

Rohan Battle Company

The brave warriors of Rohan have long resisted the darkness. Sturdy and strong, the people of Rohan make excellent warriors and take great pride in their skill at arms. Through time they have fought against the Orcs, the Dunlendings, Easterlings and the mighty Uruk-hai of Saruman. Despite all this, they have prevailed thanks to their long friendship with Gondor and the might of their people.

The military of Rohan is divided into Éoreds, these comprising of knights and warriors, loyal to one of the Marshals of the Mark who ride to battle beneath his banner. To be accepted into the Éored of a Marshal is a great honour, something that every warrior of the Rohirrim aspires to, and often warriors who seek this honour will find themselves assigned to a Battle Company for a time to prove their worth and valour against Rohan's many enemies.

Rohan Special Rule: Expert Rider.

Any mounted Warrior or Hero of Rohan is considered to be an Expert Rider. Add this to the model's profile when they gain a horse.



The Men of Rohan defend their land.

Rohan Influence Table

D6 Result

- 1 No effect
- 2 Warrior of Rohan with shield
- 3 Warrior of Rohan with shield and throwing spear
- 4 Warrior of Rohan with bow
- 5 Choose one of the above
- 6 Roll again on the table below.

D6 Result

- 1-2 Rider of Rohan
- 3-4 Rohan Royal Guard
- 5-6 Rohan Royal Guard on horse

Rohan Equipment Options

Weapon	Cost in Influence dice
Bow	1
Horse (Hero and Royal Guard only)	2
Throwing spear	1
Shield	1

Rohan Starting Force

- 2 Warriors of Rohan with bows
- 3 Warriors of Rohan with hand weapons and shields
- 3 Warriors of Rohan with throwing spears and shields

Rohan Promotion Table

Warrior of Rohan with bow

Rider of Rohan – All weapons and equipment are exchanged for the equipment of a Rider of Rohan.

Warrior of Rohan with throwing spear and shield

Rohan Royal Guard – Alter the Warrior's statistics appropriately. Include the special rule: Bodyguard. May be equipped with a throwing spear at cost indicated.

Warrior of Rohan with hand weapon and shield

Rohan Royal Guard – Alter the Warrior's statistics appropriately. Include the special rule: Bodyguard. May be equipped with a throwing spear at cost indicated.

Rohan Advance Table

D6 Effect

- 1 **Might/Will.** The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
- 2 **Favour of the Court.** When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with this ability in the company.
- 3 **Blade Master.** The Hero may re-roll one dice per turn to see which side wins a fight.
- 4 **Courageous.** The Hero may re-roll all failed Courage tests.
- 5 **Horse Lord.** This Hero may use his Fate points to restore Wounds suffered by his mount, instead of himself.
- 6 **Might.** The Hero gains one Might point.

Isengard Battle Company

When Saruman the White, wisest of all the Istari, fell from grace and cast his lot in with the Red Eye of Mordor he was given the key to creating an army bred for destruction. The Uruk-hai, mightiest of all the breeds of Orcs, were reared in huge numbers Orthanc's pits, and there Saruman mustered his army.

Intent on doing the bidding of his new master, Saruman unleashed his creations into the Westfold. Hacking and burning, they wrought terrible devastation, separating into small roving bands seeking out villages and killing at random.

An Isengard Battle Company represents such a group of raiders – Orcs, fighting Uruk-hai and evil men of Dunland – descending on Rohan with unbridled cruelty and aggression. As the Company gains momentum and inflicts damage on its enemies the minions of Saruman flock to join it, swelling its ranks with vile warriors.

Note on Isengard Battle Companies: *Wild Men of Dunland and Orc warriors within an Isengard Battle Company do not receive promotion in the same way as the Uruk-hai. On a 1-8 there is no effect. On a 9+ they become Heroes.*



A starting force for the forces of Isengard.

Isengard Starting Force

- 3 Uruk-hai with hand weapons and shields
- 3 Uruk-hai with Orc bows

Isengard Equipment Options

Weapon	Cost in Influence dice
Orc Bow	1
Warg (Orc Heroes only)	2
Throwing spear (Warg Rider only)	1
Shield	1
Spear (Orcs only)	1
Crossbow (Uruk-hai Hero only)	1
Two-handed weapon (Orc/Dunlending only)	1

Isengard Influence Table

D6	Result
1	No reinforcements
2	Wild Man of Dunland
3	Orc Warrior with spear, bow, shield or two-handed weapon
4	Uruk-hai with Orc bow
5	Uruk-hai with shield
6	Roll again on the table below

D6	Result
1-2	Orc Tracker
3-4	Mordor Uruk-hai
5-6	Warg Rider

Isengard Advance Table

D6	Effect
1	Might/Will. The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
2	Favour of the White Hand. When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with this ability in the Company.
3	Blade Master. The Hero may re-roll one dice per turn to see which side wins a fight.
4	Courageous. The Hero may re-roll all failed Courage tests.
5	Heedless Determination. Each time this Hero suffers a wound, they may roll a dice. On a 6 the wound is ignored, exactly as if a Fate roll had been passed.
6	Might. The Hero gains one Might point.

Isengard Promotion Table

Uruk-hai with Orc bow	Uruk-hai with crossbow – Exchange the Warrior's Orc bow for a crossbow.
Uruk-hai with hand weapon and shield	Uruk-hai Berserker – Exchange the Warrior's statistics, weapons and equipment for those of an Uruk-hai Berserker.

Dol Amroth Battle Company

Dol Amroth lies on the shores of the Bay of Belfalas, the largest stronghold of Men south of the White Mountains. The haven of Dol Amroth has always been a bulwark against the forces of Sauron, its warriors standing firm against the attacks of Orcs and Haradrim incursions. The city is most famous for its knights. Strong of arm and valorous of deed, they are said to be the equal of a dozen lesser Men. It is to the rank of knighthood that all warriors of South Gondor aspire, but such worthiness must be proved in battle. The neighbouring fiefdoms will often send warriors to be trained in the service of experienced Dol Amroth Battle Companies and it is common for experienced Company commanders to have many fiefdom warriors in his ranks.

Dol Amroth Special Rule: The Path of the Knight: *The boldest amongst the Warriors of Dol Amroth are able to join the ranks of the Swan-knights. If a Warrior of Minas Tirith in a Dol Amroth Battle Company is promoted to a Hero, they are automatically upgraded to a Knight. All of their weapons and equipment are exchanged for those of a Foot-knight of Dol Amroth (they have neither horse nor lance). Any fiefdom Warriors that are drafted into the Company cannot be promoted, though they may exchange their equipment normally.*



The Men of Dol Amroth are skilled warriors.

Dol Amroth Influence Table

D6 Result

- 1 No effect
- 2 Fiefdom Warrior (of Gondor) with bow
- 3 Fiefdom Warrior (of Gondor) with shield**
- 4 Fiefdom Warrior (of Gondor) with shield and spear***
- 5-6 Roll again on table below

D6 Result

- 1-2 Warrior of Minas Tirith with bow
- 3-4 Warrior of Minas Tirith with shield
- 5-6 Warrior of Minas Tirith with shield and spear

*If you have the Fiefdom rules from a previous White Dwarf, you can use a Hunter of Anfalas or Warrior of Morhond instead.

**If you have the rules from a previous White Dwarf, you can use an Axeman of Lossarnach or Clansman of Lamedon instead.

***If you have the Fiefdom rules from a previous White Dwarf, you can use a Spearman of Pinnath Gelin or Warrior of Pelargir instead.

Dol Amroth Starting Force

- 1 Knight of Dol Amroth (on foot)
- 2 Warriors of Minas Tirith with hand weapon and shield
- 2 Warriors of Minas Tirith with spear and shield
- 2 Warriors of Minas Tirith with bow

Dol Amroth Equipment Table

Weapon	Cost in Influence Dice
Shield	1
Bow	1
Horse – Knight of Dol Amroth only	2
Elven blade – Hero only	1
Spear	1

Dol Amroth Advance Table

D6 Effect

- 1 **Might/Will.** The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
- 2 **Parry.** Once per turn, the Hero may force his opponent to re-roll a single dice when determining who wins the fight.
- 3 **Blademaster.** The Hero may re-roll one dice per turn to see which side wins a fight.
- 4 **Courageous.** The Hero may re-roll all failed Courage tests.
- 5 **Great Leader.** This Hero's Stand Fast range is 12"/28cm, not 6"/14cm.
- 6 **Might.** The Hero gains one Might point.

Dol Amroth Promotion Table

Warrior of Minas Tirith	Foot-knight of Dol Amroth – Alter the Warrior's statistics appropriately. All weapons and equipment are exchanged for the equipment of a Knight of Dol Amroth (does not have a horse).
Foot-knight of Dol Amroth	Knight of Dol Amroth – The Knight is automatically granted a horse. Add the steed to his profile.

Haradrim Battle Company

For the Haradrim, conflict has always been a way of life. Each Haradrim Battle Company is led by the son of a chieftain, eager to prove himself against the foe. In this way, he hopes to earn sufficient respect from his fellows to one day succeed to the leadership of his tribe. As a Haradrim Battle Company grows in reputation and skill, it will attract more experienced warriors in the form of Haradrim Raiders. It may even find itself sent on missions at the behest of the Lords of Umbar. Such duties are often hazardous, but the rewards that can come from such travails are great enough to tempt most aspiring chieftains.

Harad Special Rule: The Gaze of the Hāsharii: At the cost of one Influence dice, a Haradrim leader can ask the Hāsharii to shadow his company and strike the enemy before battle. If this is done, before the next game, each player rolls a D6. If the Haradrim player's total is higher than that of his opponent, he may select any Warrior in the enemy company to be removed as a casualty before the game begins. If the opponent rolls higher, there is no effect. Additionally, no chieftain in Harad rules without the consent of the Hāsharii, the agents of the Lords of Umbar. These stern overseers rarely tolerate failure. If a Haradrim battle company suffers a defeat, it gains one less Influence dice than normal.



A starting force for the Haradrim.

Haradrim Starting Force

5 Haradrim Warriors with spear
5 Haradrim Warriors with bow

Haradrim Equipment Options

Weapon	Cost in Influence Dice
Bow	1
Horse – Hero only	2
Lance – Hero or Raider only	1
Spear	1

Haradrim Influence Table

D6	Result
1	No effect
2	Haradrim Warrior with dagger
3	Haradrim Warrior with spear
4	Haradrim Warrior with bow
5	Roll twice more on this table, re-rolling any further results of 5
6	Roll again on the table below

D6	Result
1-3	Haradrim Raider
4-6	Haradrim Raider with lance

Haradrim Advance Table

D6	Effect
1	Might/Will. The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
2	Poisoned Blade. The Hero's close combat attacks become poisoned in exactly the same way as his ranged attacks.
3	Spearmaster. The Hero may use the shielding rule if armed with a spear.
4	Courageous. The Hero may re-roll all failed Courage tests.
5	Master of Poisons. This Hero must re-roll 1s and 2s when rolling to wound with poisoned attacks.
6	Might. The Hero gains one Might point.

Haradrim Promotion Table

Haradrim Warrior with spear	Haradrim Lancer – All weapons and equipment are exchanged for the equipment of a Haradrim Raider armed with a lance and bow.
Haradrim Warrior with bow	Haradrim Raider – All weapons and equipment are exchanged for the equipment of a Haradrim Raider armed with a bow.

Battle Companies Scenarios

Here are five mini-scenarios for players to use with their Battle Companies. Players should use their imagination and improve or alter these if they wish, even making entirely new scenarios if they want to! Many of the victory conditions for the scenarios below involve calculating the percentage of

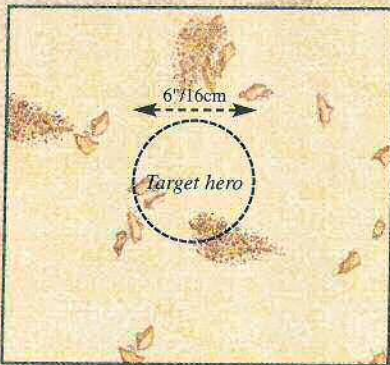
models remaining in a Company. This should be the number of models who started the game, not including any who have missed the battle due to injury.

Sometimes the game will go against one Company, and there will be little point continuing. A player can quit the field,

giving victory to his opponent, in any Priority phase in which his Company is below half of its starting strength. If they do this, then the game ends immediately, and the surrendering player is considered to have lost. Further to this they also lose one Influence dice from the total number they receive at the end of the game.

Rescue

A Hero finds himself separated from his main force and under attack from the enemy. As his foes seek to cut him down, his companions race to his rescue. This opportunity is too much for the attackers to pass up, providing they can slay the Hero without too much loss.



Layout: A 48"/112cm x 48"/112cm board with as much or as little terrain as the players desire. More terrain definitely makes for a more exciting game. Players should feel free to use their imagination in setting up the board.

Starting Positions: Each player should roll a dice. The lowest scoring player is the defender and should place one of his Heroes (this is the target Hero) and up to two of his Warriors within 3"/8cm of the centre of the board. The opposing player may place his entire company within 18"/42cm of one board edge.

Objectives: The defending company must save their Hero. The attackers must try to kill him while he is cut off from the majority of his Battle Company. The game finishes at the end of the turn in which the target Hero is slain, or the attacking company is reduced to below 50% of its starting numbers.

Defender victory: The defender's Hero is rescued if the attacking company is reduced to below 50% of its starting numbers.

Attacker victory: The attacking force is victorious if the target Hero placed in the centre of the board is killed.

Draw: The game is a draw if both sides achieve their objective in the same turn.

Special Rules

Surprise: The attacker always has priority in this scenario.

To the rescue! The company of the target Hero are keen to rescue their comrade and leader. They move onto the board from the opposite table edge to the attacking player in the first Move phase.

Against the odds: Should the target Hero survive the game he will gain 1 extra Experience point in addition to the normal amount for playing and surviving.

Take the High Ground

Somewhere in the area lies an object of immense importance to both sides, from a signal fire which needs to be urgently set alight, a haul of weapons, or the entrance to a hidden tunnel. Whatever it is, its defence is paramount.

Requirements: A 48"/112cm x 48"/112cm board, with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination when setting up the board. Players will also need a marker, preferably no larger than a cavalry base, to act as an objective.

Layout: The Objective marker should be placed in the centre of the board. Each player should then roll a dice. The highest scoring player should choose a board edge. His opponent takes the opposite edge. These are the players' starting edges. The edges not chosen are considered the 'side' edges for this scenario. Players should roll again to determine Priority.

Objectives: Once a side has been reduced to 50% of its starting number, roll a dice at the beginning of each Priority phase.

On the roll of a 1 or 2 the game automatically ends. Whoever controls the objective in the centre of the table is the winner (see Victory below).

Special Rules

Wild Search: Both Companies have split up their warriors to broaden the search. To represent this, no models will start play on the board. At the end of each player's Movement phase players should roll a dice for each model in their Company not on the board (Might may not be used to influence this roll). The first turn will thus consist mostly of these rolls.

D6 Result

- 1-2 The model is delayed and doesn't move on to the board this turn. This model still counts as part of the Company's total size for rolling for the game end and Courage tests.
- 3 The model moves onto the board from either side edge (both the side, and the entering point are chosen by the opponent).
- 4 The model moves onto the board from any point on either side edge, chosen by the controlling player.

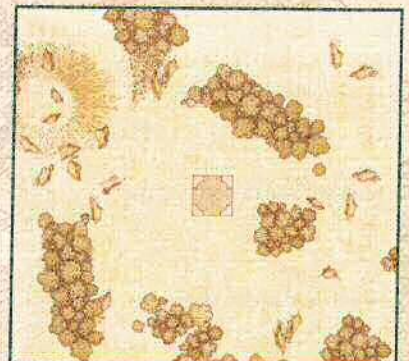
- 5-6 The model moves onto the board from the controlling player's edge.

Newly arrived models act normally, but may not charge, on the turn that they initially arrive.

Victory: Your side has at least twice as many models within 3"/8cm of the objective compared to your opponent.

Defeat: Your opponent has at least twice as many models within 3"/8cm of the objective compared to you.

Draw: Any other situation results in the game being a draw.



The Chance Encounter

Two opposing Companies travelling through the wilderness happen upon each other. An enemy apparently alone and cut off from support is not an opportunity to pass up. Quick thinking and a strong arm will win the day here.

Layout: A 48"/112cm x 48"/112cm board with as much terrain as possible. More terrain definitely makes for a more exciting game so players are encouraged to use their imagination.

Starting Positions: Each player should roll a dice. The lowest scoring player should choose a board edge and deploy his company within 12"/28cm of his

chosen side. His opponent should then place his own company within 12"/28cm of the opposite edge. Players should roll again to determine priority.

Objectives: The leaders of the opposing Companies are seeking a quick victory over their enemy without too many losses. At the end of the turn in which one side is reduced to 25% of its starting number the game ends. Models who flee from the battlefield do not count as casualties.

Victory: Your Battle Company is reduced to 25% of its starting number.

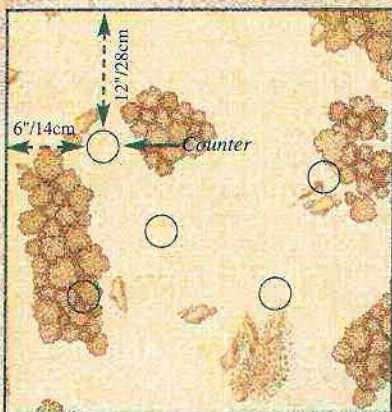
Defeat: Your Battle Company is reduced to 25% of its starting number and your opponent's is not.

Draw: The game results in a draw if both players' Battle Companies are reduced to 25% in the same turn.



Recovery

An item of power lies somewhere on the field of battle. Whatever the item, the masters of both Companies seek its capture, regardless of the costs. Aware their rivals are also scouring the area for the item, the Companies will have to act fast to find the item and escape intact.



Layout: A 48"/112cm x 48"/112cm board with as much or as little terrain as the players desire. Roll a dice, the player with the highest score chooses a table edge, his opponent takes the other.

Players will need five counters to represent the objective. Scraps of paper or spare bases can be used. These should be numbered on the reverse so that the number cannot be seen from the top. The players should mix up the counters, and then take it in turns to place them on the tabletop no closer than 12"/28cm to either of the players' board edges, and no closer than 6"/14cm to the side edges.

Starting Positions: Both companies enter play on the first turn.

Objectives: Both sides must attempt to obtain the item, whatever the cost. Once a Warrior or Hero has it, he must try to evade the enemy Company and escape from the opposing player's board edge.

Victory: The company that moves the object off the opposite board edge wins.

Defeat: Your opponent's company has retrieved the item and escaped successfully with it.

Draw: Both players fail in their objective.

Special Rules

Cumbersome: The objective is either very heavy or sealed in some heavy box. Models carrying it fight as if armed with a dagger and move at half their normal movement. Due to its bulk, the item cannot be carried on a horse or Warg. Any mounted model wishing to carry the item must dismount.

There are Glories to be had: The Warrior or Hero who takes the item successfully off their opponent's board edge will be well rewarded. A Warrior who carries the item from the board counts as though he has rolled 'Hero in the Making' following the game. If carried off by a Hero he receives a free roll on the Experience table, in addition to other Experience bonuses.

Hold The Line

In an area of pivotal strategic significance one Company finds itself guarding a road, mountain pass or forest path. With orders to stand their ground and hold this route against all enemies, it is with consternation that they spy an enemy force advancing, desperately seeking passage.

Layout: A 48"/112cm x 48"/112cm board with as much terrain as possible. More terrain definitely makes for a more exciting game so players are encouraged to use their imagination. Additionally, a road or pathway should travel between two opposite board edges.

Starting Positions: Each player should roll a dice. The lowest scoring player is the defender, and should place his force within 6"/14cm of the centre of the road.

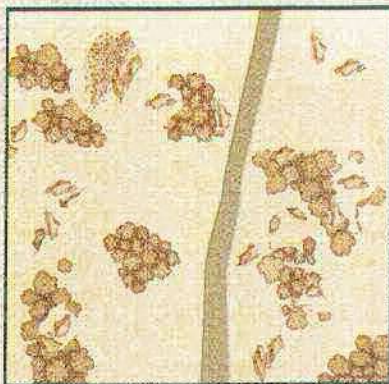
The highest scoring player counts as having priority for the first turn, and may move his warriors onto the board along the road following the normal rules.

Objectives: If 33% of the attacking Company manage to move off the opposite table edge, the attacking force wins. Otherwise, the defenders are victorious. Models who flee from the battlefield do not count as casualties, neither do they count towards the number of models who must break through. However, the game only ends when one side's models are either incapacitated or have left the table, regardless of whether the victory conditions have been met.

Attacker Victory: If 33% of the attacking force (not including fleeing models) move off the opposite table edge, they win.

Defender Victory: If the attacker fails to move 33% of his models off the opposite table edge the defender wins.

Draw: Neither of the above is true.



A Tale of Good & Evil

A Tale of Good and Evil concludes with the assault on Gondor

Having fought lots of games leading up to the Siege of Gondor, it was high time that Steve and Adi fought some siege battles. Rather than base the games at Minas Tirith itself, they preferred an isolated garrison somewhere within the borders of Gondor. Fascinated by the idea of actually building a full-blown castle, Adi and Steve began to plan out their fort, the construction of which is featured in the Siege of Gondor supplement.

Building The Castle

Adi: After building gaming boards and ruined buildings, we wanted to take the next step, and build a full set of fortifications. The plan was to make a complete castle that could stretch across a four-foot board, but, so we could use it in different combinations for different scenarios, we decided to build it in sections, which would also make it easier to store away. We decided two walls and two towers would give us something quite substantial.

We based the design of the castle on the fortifications originally published in The Two Towers rules manual. This terrain set featured a tower with a removable back wall for easy access and playability. Although we liked the overall effect of the

building, we wanted to make some modifications. For a start we decided to use foamboard rather than ceiling tiles to build the model. Though this material is easy to cut and as light as foam, it is nevertheless very strong.

The original castle design had battlements with inch wide arrow slits for easy access by models. When we came to do our own battlements, we focused on making them narrow, which looks more real, rather than going all out for playability. In the end this feature was carried over onto all the castle sections. We began building the fort with a single tower, followed by the first wall. In the end we had three walls and two castle towers, with a gate built into a smaller section of wall. This gatehouse looked best when flanked by the two towers.

Top Tip

There's a trick to shaping foamboard. Slice through the card layer first then cut through the foam. This is easier than trying to cut through all the layers in one go. I found this particularly important for keeping the battlements square when I cut them.

Warcry Trebuchet

Steve: I figured I'd better get some artillery to protect the castle with. A Battlecry Trebuchet seemed to fit the bill perfectly. Of course, to get a decent shot at the approaching besiegers, I would need to put it somewhere where I could get a good line of sight. Mounting it somewhere on the walls of the castle itself seemed to be the obvious answer. After looking at some castle designs and talking to some of our resident experts, we settled on the idea of building a bastion tower into a section of the castle walls to hold the Battlecry and its crew. Naturally enough, the first order of business was to get it assembled so that I could tell how much space I would need. A quick look at the size of the Battlecry told me that making a small scenic base to protect the model during gaming would be a good idea.

I marked out a roughly rectangular base on a piece of hardboard, using the bottom of the Battlecry as a guide, and cut it out with a sharp knife. I made sure that the wood was the same thickness as the bases on the rest of my models so that it would fit in with my army better. To give it a little atmosphere, I added pieces of plastic ruins to the base.



The finished castle, complete with bastion section.

The Crew

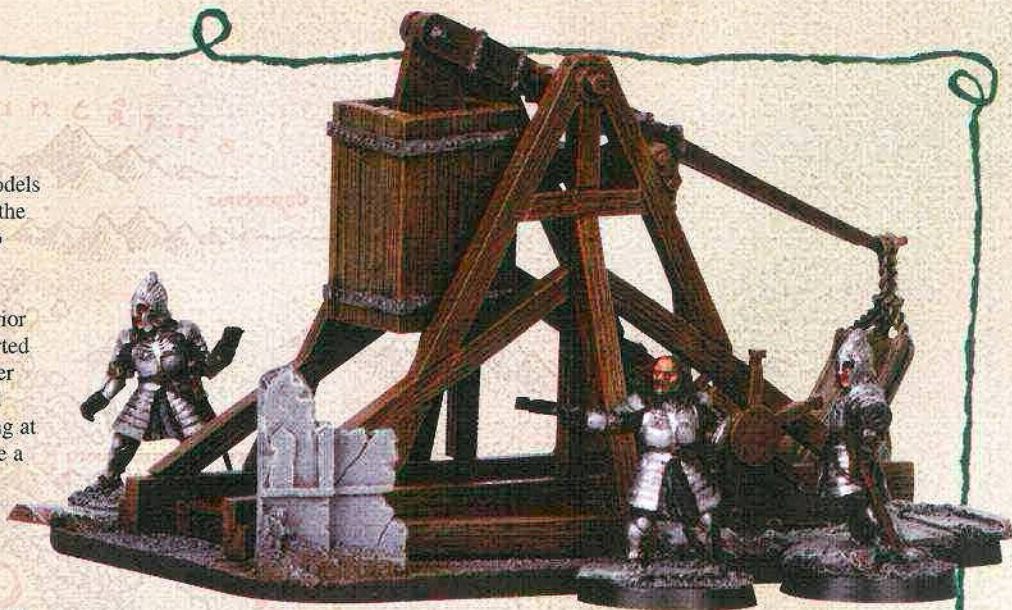
As I've already got into the habit of converting a good proportion of the models in my army, I found myself looking at the crew and wondering what I could do to personalise them.

I've been thinking about having a Warrior of Gondor without a helmet since I started putting this army together, but just never encountered a suitable model or a good head to use. By chance, as I was looking at my artillery leader, I happened to notice a model of King Théoden, lying on the desk of Mat Ward. One quick comparison later, and I knew that I'd found a suitable victim.

After I'd managed to get a Théoden of my own to use, it was a simple matter to saw off both heads and replace them, putting the King's head on the artillerist's shoulders. A



Steve's converted artillery captain.



little Green Stuff was all that was needed to repair some minor damage to the hair, and I had a remarkably good fit.

I altered the poses of the other crewmen slightly, repositioning the arms on each model by gently bending them, making sure that the pose still looked natural.

The Bastion

The only requirement for the bastion was that it had to fit into the existing castle structure, and that it would need to be able to hold the Battlecry and its crew. As we had already created a set of templates for a

normal wall, all we had to do was modify the original design slightly.

The simplest way to create a bastion was to take the design of a normal section of castle wall and then extend it outwards from the middle. That meant changing the design of the top of the wall to a 'T' shape and breaking up the front to accommodate the extension. This may look complicated, but in fact building the new section was easy to do once we'd taken the time to make sure that the crenellations on the battlements matched up and that the extension was big enough to take my siege machine.



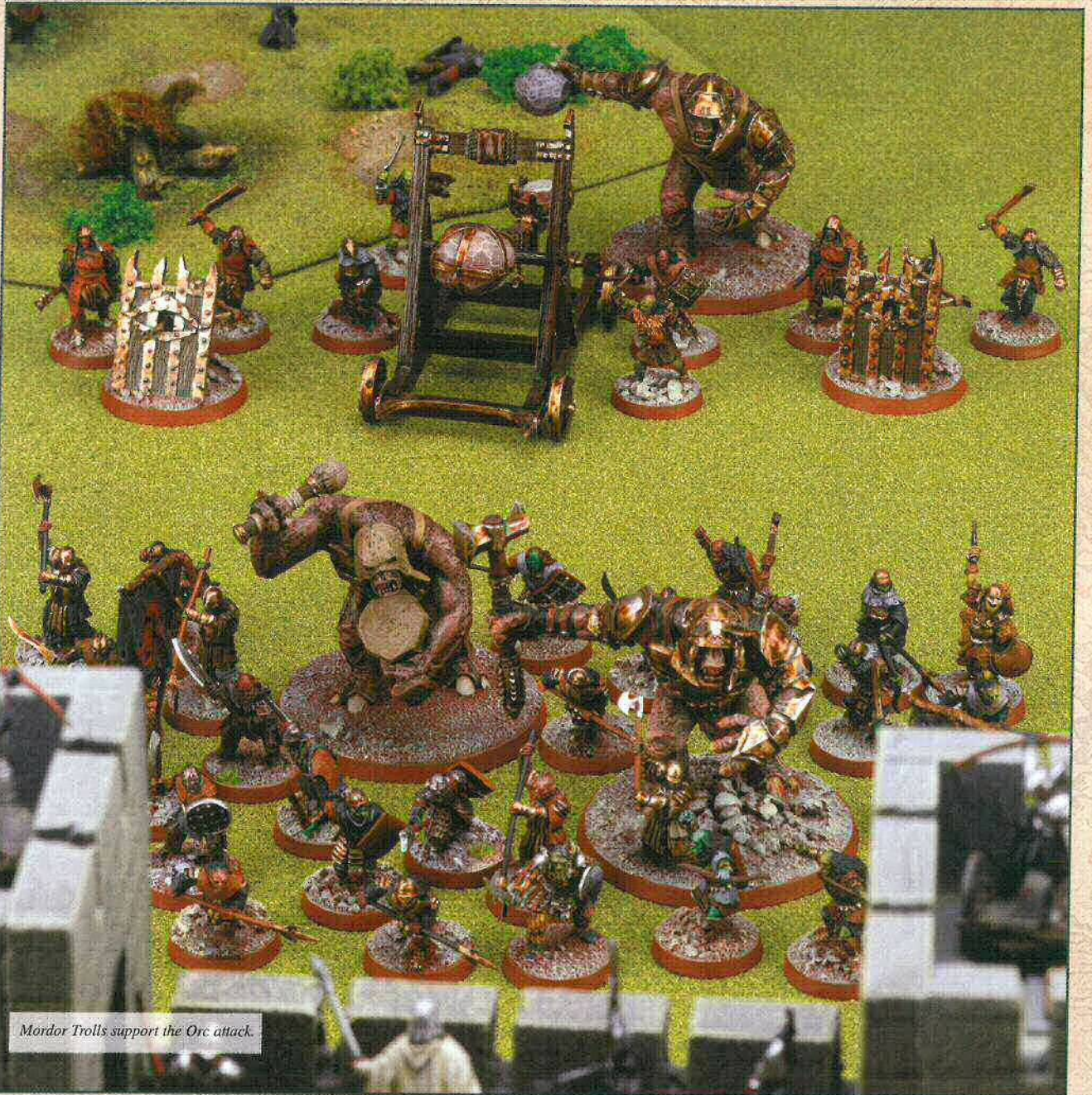
Mordor Trolls

Adi: When you see a movie certain scenes stick in your memory. The Mordor Trolls at the Black Gate in *The Two Towers*, which are much larger than a Cave Troll and have an armoured helmet, looked very impressive. I even went to see the film a second time with an eye to sculpting a helmet on a Cave Troll. This I did, and I was quite pleased with the results.

I was really looking forward to the final film, as I expected to see more of the Mordor Trolls in action, particularly during the siege. I wasn't disappointed.



Adi's converted Mordor Troll.



Mordor Trolls support the Orc attack.

Construction

The first thing to do was put the model together on its base, ready for painting. Large models like Trolls are made in separate parts, in this case head, body and limbs. The Mordor Troll also has separate armour plates to add to the helmet and a brutal-looking club. To get the joints between the pieces as smooth as possible, I used a file to flatten any gaps before assembly. If I can avoid using Green Stuff to fill unsightly gaps, I will. This isn't because I don't like using Green Stuff, I just prefer to spend a little time getting a good fit between the pieces in the first place.

When assembling a multi-part model, it's often a good idea to put the larger pieces together first, so I stuck the limbs onto the body. The armour plates I attached to the Troll's helmet before gluing the completed head onto the body. I then positioned the model on the 60mm base so that there was space at the front for extra details.

Colour Scheme

I began by painting a coat of Dark Flesh onto the monster's skin, followed by a wash of Chaos Black. This helped to add some real shadow to the scaly texture. I then began to build up highlights on the scales with drybrushing. Starting with Dark Flesh, I then applied Terracotta, Dwarf Flesh and finally Elf Flesh. I painted the scales on his back much lighter than those on his face, legs and hands.

The metal I painted in my usual style: Chainmail all over followed by a wash of Brown Ink. Some final highlights were layered onto the edges of the metal. All my Mordor Orcs' metal is painted this way and it worked equally well on the large armour plates and hand weapon here. The claws I painted Kommando Khaki. I then added lines to the nails painted with Brown Ink. Similar to the rest of my Mordor models, I painted the straps and cloth with Bestial Brown then washed them with Chaos Black. To finish off, I picked out the buckles in Chainmail and teeth in Kommando Khaki.

Now for the base. It's this stage that can make a model. To fill the space I'd left I decided to glue one of my already-painted Mordor Orcs to it. I chose one of the models with a two-handed axe. It's not my favourite weapon choice but actually looks great on the base of the Troll! To fit with the colours I'd painted the Troll I repainted some of the cloth on the Orc using Bestial Brown and Kommando Khaki. Once I'd finished highlighting the Orc, I textured the base with sand and some large gravel. I then painted it in my usual way; a basecoat of Dark Flesh drybrushed with Codex Grey and Bleached Bone.



Adi was so excited he swapped the parts of two Trolls to create an armoured Loader Troll and a Drummer Troll!

The Witch-king of Angmar

One of the most pivotal scenes in the Battle of the Pelennor Fields is the attack on Théoden by the Witch-king and his subsequent fall at the hands of Éowyn and Merry. Here's how Adi took three Nazgûl to make The Witch-king, a Ringwraith and a dead Fell Beast.

The Witch-king

Adi: I really wanted to get both the Witch-king on Fell Beast and the Witch-king on foot painted at the same time. Once I had finally strong-armed the Witch-king on foot off Steve – he'd wanted it for himself – I noticed how exaggerated the horns were on his helmet. To get the appearance of the model more in line with photos I'd seen of the Witch-king's helm, I filed them down a little, and also took the file to his immense morning star. One or two of the spines had flash in-between which needed removing before I could paint him. However, once I'd done this my attention wandered, so I postponed painting the model straight away as I wanted to get stuck into the Fell Beast.

Converting the Fell Beast

Parts from both Fell Beast models are interchangeable, which makes personalising the kits really easy. After trying out a few combinations I rejected doing anything drastic. Deciding to keep things minimal I swapped the left leg from the Witch-king's Fell Beast for the leg from the original. This was only a minor change but looked quite effective. The rest of the Witch-king's mount remained as it was. I was going to create a second Ringwraith on Fell Beast with the remaining parts, but before I built it I got distracted again. I had another idea. What about making a dead Fell Beast to go with my Witch-king on foot?



Red dotting

Here's a tip that makes pinning flush-fitting pieces together easier. Drill your first hole in one half of the model. Get a short pin – about a millimetre longer than the hole is deep – put it in the hole and put a blob of red paint on one end. Now press the two halves of the model together. The pin will create a red depression. Use this as a guide for drilling the second hole. Remove the 'dotting pin', then pin and glue as normal.





Converting the Dead Fell Beast

Although a dead Fell Beast seemed to be a good idea, actually making it happen was a different story. First I had to get another Witch-king on Fell Beast model and then I tried to get it to lie flat on its belly.

At first I tried to cut up the body of the Witch-king's Fell Beast to get it lying collapsed flat on the ground. I even took a large chunk out of its back to help with the shape. In the end that didn't work at all, so I decided to lay the beast on its side instead. The original body was now in two halves (groan) so I decided to use my spare Fell Beast instead. This looked better anyway, as its tail folds up underneath it.

Fell Beast selected, I set to work. I had to cut away the section of wall that helped support the creature's body on the base. I

kept this as I thought it would make a nice little terrain piece in its own right. Using brute force, I managed to bend the tail under the body a little more. Once again I swapped the legs around to get a better pose. Another touch was to bend the fins on the monster's back so they appeared to be sagging towards the ground. It was now just a case of sorting out the wings. Once again, easier said than done...

At first I really struggled getting the wings to fit in the body's new position, as the skin that attached the wing to the body got in the way. Then it struck me. Why don't I just cut the skin completely away and replace it with Green Stuff later?

Immediately I hacked away the skin leaving just the shoulder joint of the wing. This was a much easier shape to use. Now I

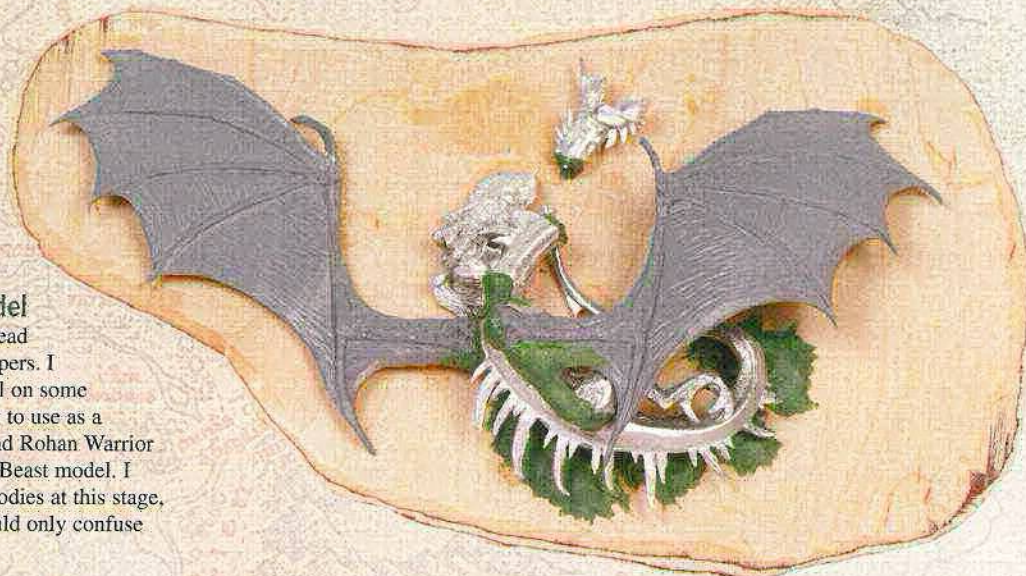
could position the wing folding naturally across the model. With a little trimming, I was able to get the other arm to lie across the ground just as convincingly. All I had to do was Green Stuff the membrane back onto the wing lying across the body.



Basing up the Model

The next step was to behead the monster with my clippers. I now positioned the model on some plywood that I was going to use as a base. I also added the dead Rohan Warrior from the base of the Fell Beast model. I could have added more bodies at this stage, but decided that they would only confuse the composition.

Now it was all in position I mixed up a sizeable chunk of Green Stuff to sort out the wings and the neck wounds and to build up the base underneath the monster's body. Once I'd superglued it all in position I cut out the base with a saw and bevelled the edge with a craft knife.



I then started on the texture on the base. I used a mix of small pebbles and fine grit mixed with sand to get a nice variety to the surface, and tried to bunch together the larger pebbles to make patches of stone.

Once the PVA wood glue was dry I painted on a coat of watered-down glue to help seal the surface, otherwise it tends to rub off when drybrushing. This works really well, and I do it on all my models' bases.

Painting the Fell Beast

To make my life easier I decided to work on both the living and dead models of the Witch-king's Fell Beast. Using the Fell Beast Masterclass article (White Dwarf



284) as a rough guide to colour, I mixed equal amounts of Chaos Black, Codex Grey and Dark Flesh together to make a good warm grey that looked nice and solid when applied to the model.

To pick out the different textures of the model's skin I drybrushed Codex Grey over the top of the grey mix. I was surprised how effective this was, and found that I could vary the intensity of the highlights by simply brushing more heavily over certain areas of the model.

Drawing more inspiration from the Masterclass article, I painted the membrane between the wings with Brown Ink, which looked quite natural. The final touch was to

paint the monster's armoured head in the same way as the rest of the army: a solid coat of Chainmail followed by a wash of Brown Ink. As I did both together, the finished models look pretty much identical though, of course, one is dead.

And the real coup was twisting Steve's arm into painting the dead Rohan Riders!



The Leftovers

As I'd intended, I had enough parts left over to make another complete Fell Beast, this time carrying a Ringwraith. The only problem was that I'd cut a huge wedge out the back of the creature's body to change its



pose when making the dead model. However, with a new pin in place and plenty of Green Stuff, I was able to resurrect the model. After adding the extended legs from the Witch-king's mount, I pinned the tail to the wall cut from the original Fell Beast. I then tried to get the model to stand up on a normal round base.

Whoops. That didn't work! It was way too top heavy. So I cut a new, extended base from wood and I was back in business. I then pinched one of Steve's Riders of Rohan and placed it under the claws of the beast. That looked great. Next I experimented with

placing different models in its other claw, ending up with a panicked horse.

Then someone suggested adding a rider from the horse being carried off to its doom. This, I thought, would finish the whole thing off very well, so I chose a suitable Rohan Warrior and sliced away the front of the model until he lay flat. I then cut and repositioned the feet. The final touch was to attach another horse running off the base from under the captured rider. I then painted the Fell Beast and rider in the same way as the Witch-king. I did own Rohirrim this time, as Steve wasn't playing ball any more.

That's all folks! Despite it being the last in the Tale of Good and Evil series we'll no doubt see more great Lord of The Rings models from Adi and Steve in the not too distant future.



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