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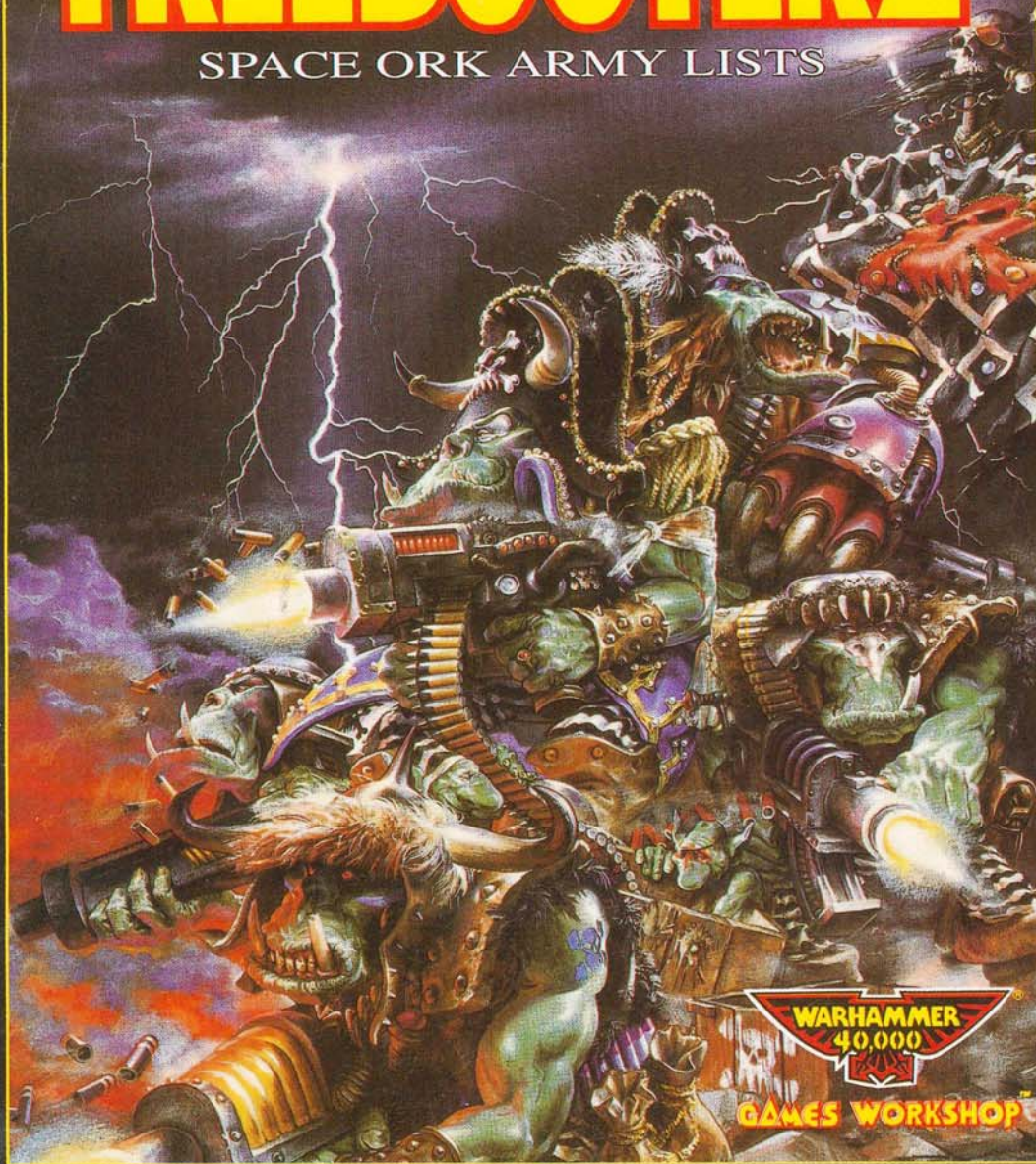
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FREEBOOTERZ

SPACE ORK ARMY LISTS



Freebooterz contains new Warhammer 40,000 army lists for the Death Skull, Evil Sunz and Bad Moon Clans, plus a comprehensive army list for the many types of Ork Freebooterz.

The list includes Freebooter Pirates, Stormboyz of Khorne, Outcast Oddboyz, Renegade Mekaniaks, Renegade Runtherdz, Bad Docs, Gretchin Bandits, Outcast Retinuees, Renegade Speed Freeks, Wildboy Outlaws, Bad Ork Bikeboyz, Weirdboy Warpheadz, Dreadmobs, Freebooter Minderz, Chaos Renegade Ork Warbands, Ork Mutant Mobs, Possessed Warpheadz, Ork-Genestealer Broods, and Orkophile Human Mercenaries.

This volume also contains a practical guide to painting your Freebooterz, as illustrated by Zogdog's Ork-Genestealer Brood and Kaptin Badrukk's Flash Gitz, a description of how to model and paint your own Ork buildings for the tabletop.

In addition, new game rules cover four Ork war machines: the Traktor Kannon, the Hand of Gork, the Pulsa Rokkit and the Bubble Chukka.

**GAMES
WORKSHOP**

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**WARHAMMER
40,000**

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WHITE DWARF

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Ivan Bartleet



Andy Chambers



Phil Lewis



Michael Perry



Rick Priestley



Nigel Stillman

GAMES WORKSHOP™

APRIL STORE NEWS WARHAMMER FANTASY BATTLE & WARHAMMER 40,000 BRING'N'BATTLES

From April, we're going to be running bring'n'battle games of Warhammer Fantasy Battle and Warhammer 40,000 every Saturday in all of our stores.* To take part, just come along with a regiment or squad of painted miniatures and join forces with the other players.

We'll be running these games with the beginner in mind, so it doesn't matter if you've never played before – we'll have an expert player on hand to show you how the game works, explain the rules and give you useful tips on tactics. If you're new to the hobby and haven't got a small force of painted models, don't worry – you'll be able to play using part of the store's own miniature collection.

As well as these regular bring'n'battles, there will be other special events at each store including demonstration and participation games, tournaments, painting workshops and competitions. Check the store noticeboard for details – if you can't get in to the store, give them a ring and ask what's going on over the coming weeks. There'll be games to join in whether you're a novice or an expert player.



BEGINNERS' MINIATURE PAINTING

Every Games Workshop store has an area permanently set aside for you to learn the basic techniques for painting your units of Citadel and Marauder Miniatures. We supply the paints and brushes – all you need to bring along are some models to paint.

If you've never painted miniatures before or you've only just started, we'll be happy to show you how it's done. There'll always be a member of the store staff or a local expert painter on hand to show you what you need to know and give you helpful advice.

GAMES CLUBS

Every store runs a Games Club on one or more evenings a week where you can fight your battles – just have a word with the store manager to check there's a table free. And if you haven't got any opponents, your local Games Club is the perfect place to find other players – if you bring along a unit of painted miniatures, there'll usually be a battle you can join in.



GAMING LEAGUES

The Games Workshop Gaming Leagues are being contested right across the country. Each store has its own Leagues for Warhammer Fantasy Battle, Warhammer 40,000, Space Marine, Space Hulk and Blood Bowl. The winners of the local Leagues earn a place in the League Championships at Games Day with a chance to become National Champion.

To enter the Leagues, call in to your local Games Workshop store and ask for an entry form. Once you've joined the League, you play 12 games to establish your League position. You're more than welcome to play these games at the store – if you have any trouble finding opponents, talk to your local store manager and he'll be able to help.

'EAVY METAL LIVE

Ivan Bartleet and Tim Prow of Games Workshop's 'Eavy Metal team are visiting the Croydon and Oxford stores in April to demonstrate many of the techniques we show you each month in White Dwarf.

Ivan and Tim will be concentrating on how you can quickly get great results when painting units for your Warhammer armies.

Feel free to bring your own miniatures to the store for some hands-on advice from our expert painters.

Ivan Bartleet
Oxford
20th April

Tim Prow
Croydon
20th April



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We're looking for an energetic, enthusiastic person who is already immersed in the world of hobby gaming to join Games Workshop as Assistant Editor for White Dwarf.



As Assistant Editor you would be closely involved with every aspect of the preparation and production of the magazine, from putting together informative and entertaining articles to organisational tasks like co-ordinating the retail information. You must be a committed Warhammer Fantasy Battle and Warhammer 40,000 player with your own army or armies and with a good knowledge of Citadel Miniatures. We want someone who can bring a wealth of experience of the miniature gaming hobby to bear on this demanding job.

Some familiarity with magazine production, Macintosh computers or DTP systems would be an advantage but the right attitude to games and miniatures is far more important. Basic editing skills would also be a definite plus. You'll need sound organisational skills and the ability to work well on your own or as part of a team. You must be prepared to work long hours, including weekends, to meet very strict deadlines. And although a keen hobby enthusiast, you need a mature, responsible and professional attitude to the job.

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If you're interested in this job, write with a full CV and covering letter explaining why you want the job and what you can offer, along with any relevant written or gaming material that you think will help your application, to:

Simon Forrest, Games Workshop Design Studio
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SPACE MARINE™

AN EPIC BATTLE

VALEDICTORS 3RD REGIMENT VERSUS BURZURUK'S BAD BOYZ

BY ANDY CHAMBERS

Recently Jervis and I fought a particularly entertaining game of Space Marine on one of our 8' x 4' set-ups at the Games Workshop studio. Having arranged to play the previous day we got in early to sort out our forces and discuss plans over a cup of coffee. With a notebook to record each turn as it happened we were ready to begin. I ought to say at this point that it is almost impossible to photograph a wargame in progress, so I used an instant camera to take pictures as we played, and went back to the table again a few days later to retake the photos using proper lighting and cameras.

We decided to play Orks versus Space Marines. Jervis volunteered to play the green skins, and I took the courageous forces of the Emperor, which suited me since I have a Space Marine force I use pretty regularly for Ork bashing.

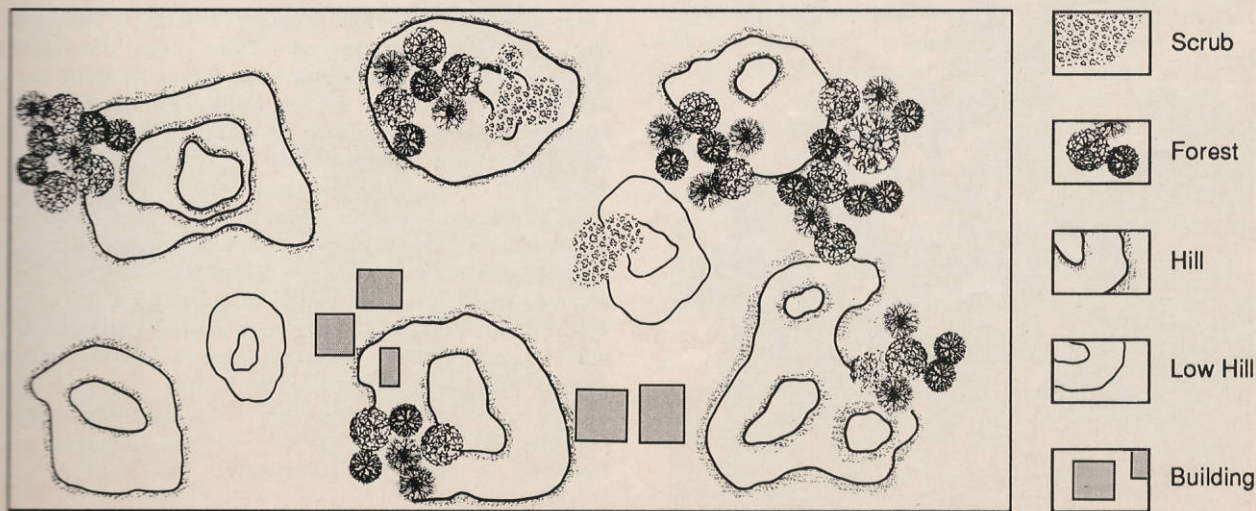
We kicked off by setting up the terrain using a prototype random generation system (which we might put in a future White Dwarf when it's ready). Once the terrain was placed (see the map below) we both went away to prepare our forces for the conflict. As a straight encounter battle we both had 6000 points. We decided to limit ourselves to choosing at least two thirds of our points from one army list with the other third being available for expenditure on Titans, allies, etc.

SPACE MARINE BATTLEPLAN

As the Space Marine player, I picked my main force from the Valedictors regiment published in *White Dwarf* 126. I definitely wanted to spend a full third of my points on buying Titans which left me 4000 points to spend on Space Marines, out of which I wanted to use my Capitol Imperialis if I could and the regimental commander with a Terminator detachment as my 'ace-in-the-hole'. The Orks, however, would have an overwhelming numerical advantage so before I went in to buying such expensive forces I had to make sure I had some troops capable of holding the line and stopping the Orks over-running me.

To start off I picked the 2nd Company of the 2nd Battalion. This was an obvious choice because it gave me two Space Marine tactical detachments, which are always useful 'bread and butter', and a detachment of Land Speeders. Though Land Speeders are rather vulnerable they can be useful to slip round behind an inattentive foe or just to lurk around behind cover as a deterrent. I reckoned Jervis would probably send an Evil Sunz warband through the open ground on my left flank and I wanted to have the Speeders available to harass them if he did. This would force the Orks to advance a bit more cautiously and give me more time to organize a welcoming committee.

THE BATTLEFIELD



SPACE MARINE EPIC BATTLE

I mounted one tactical detachment in Rhinos and the other in Land Raiders. Rhinos are a good choice because they're quick and cheap, and once they've dropped off their infantry they can also be used to harass enemy infantry formations (like Ork warbands) or even *in extremis* to overrun them. The Land Raiders were chosen to get the infantry into position and then supply some basic tanks for anti-vehicle work. Unfortunately Land Raiders are pretty useless against opposing infantry but they're great for supporting your own men. I also picked the battalion Vindicators to support the second company. Looking at the terrain convinced me that Jervis would put the bulk of his warbands down the two valleys around either side of the hill at the centre of his table edge. From experience we've learnt that warbands work best in relatively open ground - cover tends to impede their movement and causes them to bunch up. If I was right about all this it meant that a big fight was bound to break out in the buildings on my left and I figured the short range fire power of the Vindicators would help stave the Orks off.

I next picked the 3rd Company of the 3rd Battalion, which is a robot company comprising of fifteen Conqueror type robots. I wanted these robots for several reasons. Firstly they are nice and cheap at 450 points for the whole company. They carry a heavy bolter and an autocannon each giving them long range hitting power, albeit a little weak, and shorter range anti-infantry fire power which is always useful against Orks. I also wanted something to slow the Orks down which could be trusted not to move until they were all wiped out. I decided to deploy the robots in a position where they would move forward and block the valley on my right to impede the Orks moving through it.

A plan was starting to form in my mind. I would begin by rushing forces forward into the buildings on my left. From this strongpoint I could keep up continuous fire on the warbands coming through the valley opposite. Meanwhile I would send the robots to block the valley to the right while a second force swung wide around the right flank, taking advantage of the cover afforded by the woods before bursting out onto the warband which

would hopefully be engaged with the robots. This would leave me in a commanding position, and if everything went according to plan the forces on the right should be able to sweep across and bale out the doubtless beleaguered strongpoint late in the game.

Fighting Orks before has taught me that you need to combine tactics of sitting in position and blasting them (which is often tempting) with manoeuvre and counter attacks, taking advantage of the fact they come in big, unwieldy formations of mainly infantry. It takes a ferocious amount of casualties to actually stop a warband so it's often best to try to hit them in the flanks in an effort to distract them or slow them down.

Now that I had a definite plan my choice of troops was made a lot easier. For the robot company battalion support detachment I picked Contemptor Dreadnoughts to help defend the buildings on the left. Contemptors can be surprisingly good for blunting warbands at the last moment. They're also cheap and a lot more flexible than robots (though they're no use at all against vehicles) and the models are a personal favourite of mine. Unless I wanted to take any more companies in full I was now limited to picking up to two detachments from anywhere in the first battalion. My points were already running at close to 3000 and the regimental commander and his Terminators would be 700 points on their own so I couldn't really afford any more full companies.

To qualify for the regimental level stuff I needed three battalion level detachments. As I already had two I chose the Whirlwinds from the first battalion to provide my troops with some indirect fire support. Because Orks lack artillery of their own you can use indirect fire to inflict some harassing casualties on them right from start without fear of retaliation. This took my total up to exactly 3000 points.

From the regimental level detachments I took some Terminators and the regimental commander. I also took a Capitol Imperialis as the regimental HQ vehicle for 250 points, which took my running total up to 3950. I decided to go over 4000 points on the Space Marines and bought a detachment of Mole Mortars (remember we had to spend *at least* two thirds of our points on the main attack formation so this was permissible) taking the points spent so far up to 4150. The Mole Mortars would be deployed to assist the robots on the right.

I was now left with 1850 points to spend on Titans. I chose the Titans from my own Titan Order, the Head Hunters. I wanted something fairly heavy to assist the strongpoint defences on the left and something quick to accompany the flanking force on the right. For the heavy support I chose a Warlord IV, one I designed myself using the rules in Codex Titanicus. The Warlord IV has six void shields and is armed with a mix of autocannon, a multi-launcher and a macro cannon. It was commanded by a Princeps of Elite status who would make it to Ace if he survived this battle. For the flank attack I picked two Warhounds, both standard types armed with heavy plasma guns and autocannon. One Warhound was commanded by an Ace with the duckback skill (now there's something you don't see every day!) the other Princeps merely being experienced. These gobbled up the rest of my points quite sufficiently.



KEVIN WALKER

DA ORK BATTLEPLAN (Jervis Johnson)

I'd played quite a few games of Space Marine with Andy by now, more often than not as Orks, with fairly mixed results but no startling Ork victories as yet. Still, the experience had been educational, and I hoped to do better this time. Previous games had taught me that the Orks must not split their forces up, or they get destroyed. I also needed to make sure that I had good fields of fire for my Boyz, so that I could shoot with as many units as possible.

Bearing these points in mind I decided that I would concentrate my attack on the right and attempt to draw the Space Marines into a fight in and around the more forward group of buildings. The large hill on my right flank provided an excellent position with good fields of fire for the units supporting the attack. Assuming I could capture the buildings I'd then wheel my units round and roll towards my left flank.

Having got the plan sorted out, I selected my army using forces from the sample Ork horde 'Burzuruks Bad Boyz' published in White Dwarf 128. I could spend a full third of my points on Gargants and Mekaniak special weapons. I was tempted to take two Great Gargants because they pack so much firepower, but it would mean that I couldn't afford any Mekaniak weapons, so I decided against it and took only one. The Gargant I chose was armed with autocannon, macrocannon and a gut-buster. I wanted to use him for fire support, which meant that he'd mainly be stationary, so any close combat weapons would be a waste. I also took a Slasher (mobile enough to provide close support for my attack), a pair of Mekaniak Organ Rokkit Launchers for long range indirect fire, and a couple of Shokk Attack Guns, for which we were trying out some new rules.



ADRIAN SMITH



KEVIN WALKER

My main assault force would be infantry, as they'd be best suited to fighting in the dense terrain in and around the buildings. To lead the first wave I took Burz Womba (Death Skulls) and his hordes of Gretchin, so that they could absorb any flak on the way in. For the second wave I chose Wagnash Maguk (Goff), because his warband would provide me with plenty of Ork Boyz to overwhelm the Space Marine defenders. Wagnash's band also included a lot of Stormboyz, which I'd be able to spread around to provide support wherever needed.

Next I needed to pick a warband to hold my left flank. I wanted these guys to capture the hill in the centre, and then slow down any enemy moves to my left. In the end I decided to take Kargak Ratglob's (Goff) warband. They had the benefits of being cheap and having lots of Boyz with heavy plasma guns for long range firepower. To hold the right flank I took Fatlob Kushuk (Bad Moons). The four Braincrushas in his warband could pound anything that set up in the open areas opposite my right flank, and the warband would be fast enough to move up quickly if my attack in the centre worked as planned thanks to their Battlewagons.

The points I had left over were just enough to buy me the Snakebite warband Guruk's Snortaz. I decided to use the Boarboyz as a mobile reserve to offer some resistance to Andy's Terminators if they turned up, or to quickly support the attack on the centre if things started going badly.

My final set-up is shown on the map opposite. I used the Shokk Attack Guns and one of the Stormboyz detachments to provide a bit more firepower for Kargak's Warband on my left, and positioned my artillery behind him where it could reach most areas on the table with its Rokkits. My Gargant, Slasher, some Stormboyz and Fatlob's warband all set up on the hill on my right so they could move up to the crest and support the attack in my centre. The rest of my troops formed up in the valley between these two flanking forces, and prepared to capture the buildings in front of them.

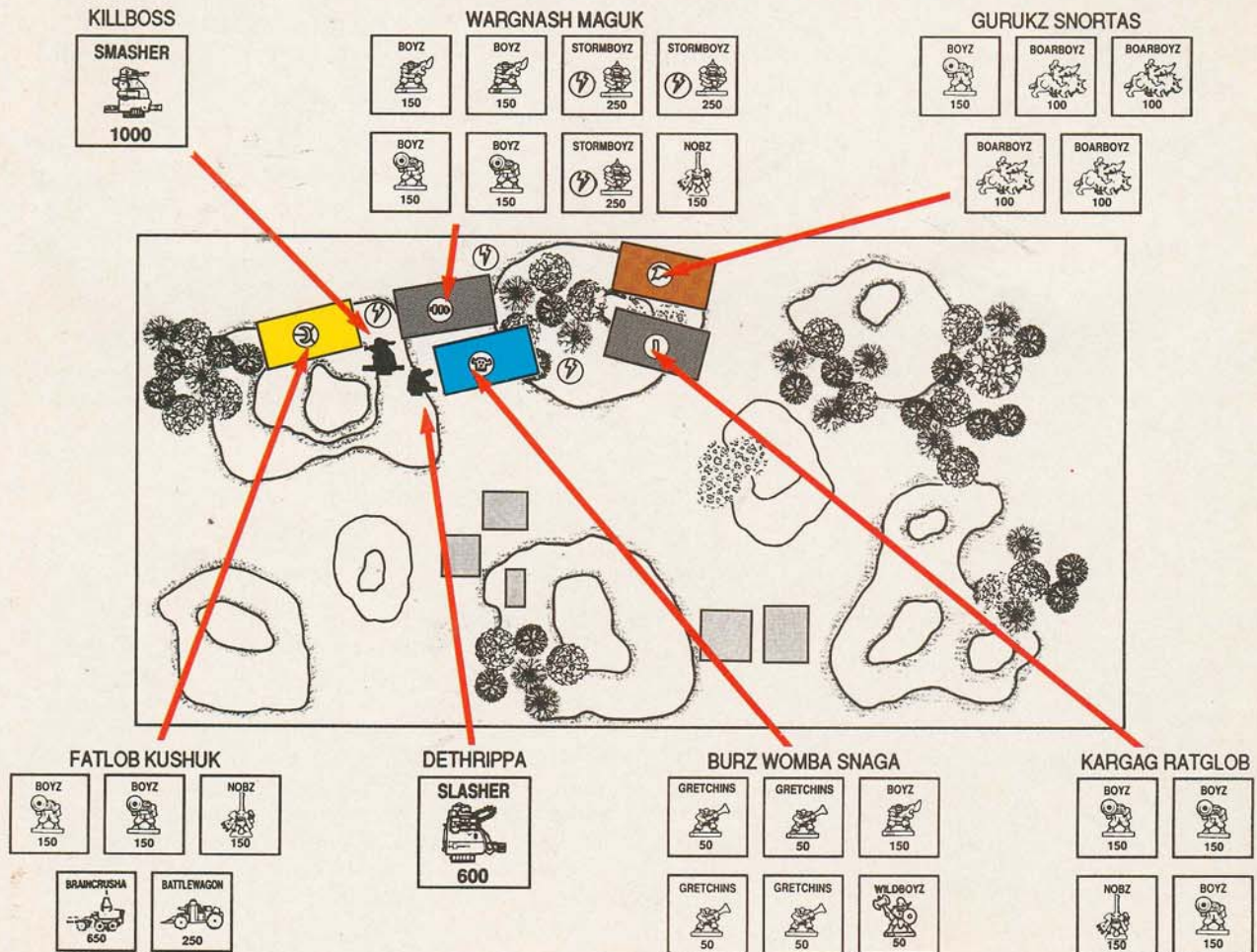
BURZURUK'S BAD BOYZ



Burzuruk's Bad Boyz before deployment.

Front, left to right: Burz Womba Snaga (Death Skulls); Gurukz Snortaz (Snakebites); Wargnash Maguk (Goffs); Stormboyz (from Wargnash's warband); Kargag Ratglob (Goffs).
 Centre, left to right: Stormboyz (from Wargnash's warband); Killbooz; Stormboyz (from Wargnash's warband); Fatlob Kushuk (Bad Moons).
 Rear, left to right: Dethrippa; Braincrushas (from Fatlob Kushuk's warband).

INITIAL ORK DISPOSITION



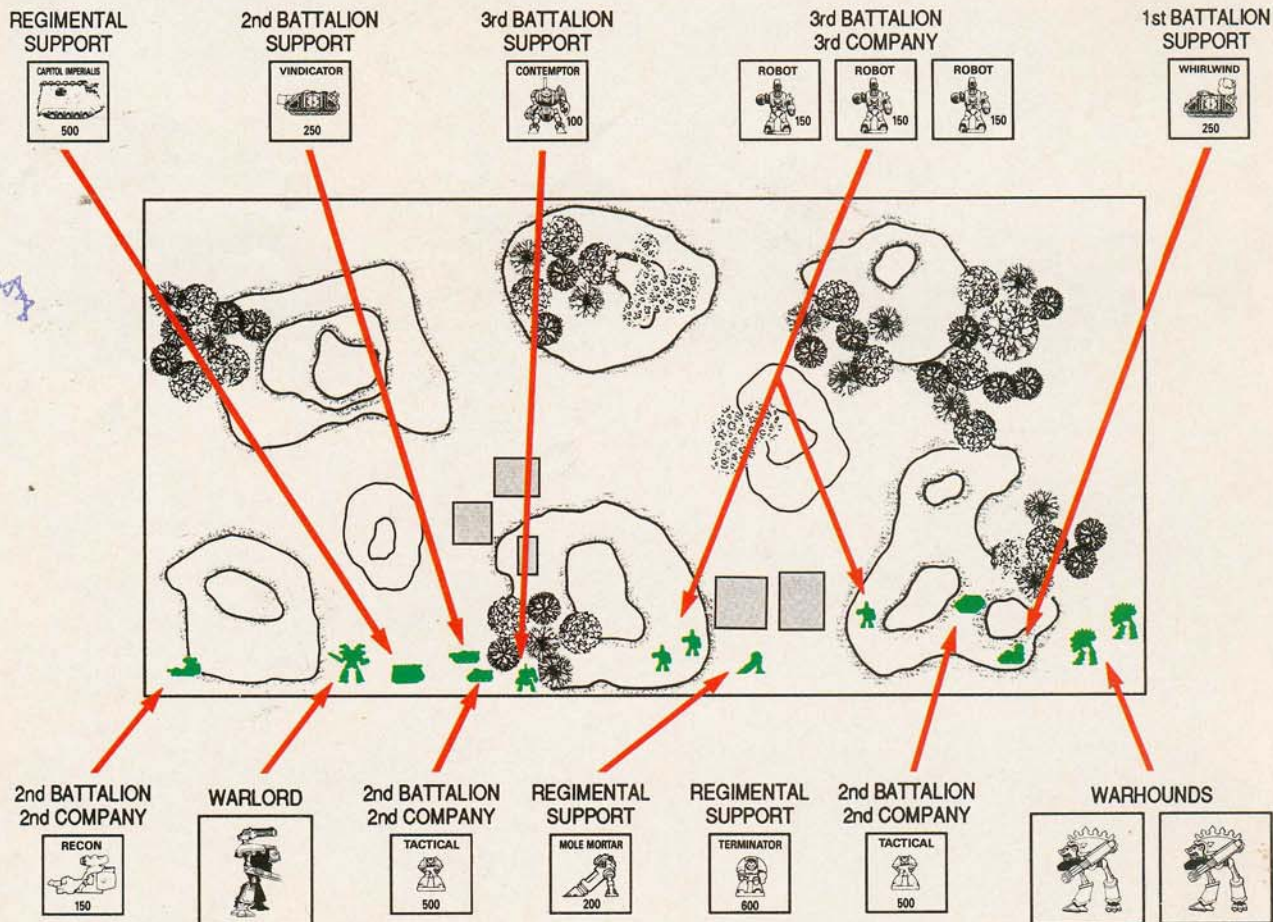
VALEDICTORS - 3RD REGIMENT



The 3rd Regiment Valedictors before deployment.

Left side, front to back: 2nd Battalion, 2nd Company Tactical Squads and transport; 2nd Battalion Support (Vindicators); 2nd Battalion, 2nd Company Recon (Land Speeders).
 Centre, front to back: 2nd Battalion, 2nd Company Tactical Squads and transport; Regimental Support (Terminators); Head Hunters Warlord IV; 1st Battalion, 1st Company Support (Whirlwinds); Regimental Support (Mole Mortars); Regimental HQ (Capitol Imperialis).
 Right side, front to back: 3rd Battalion, 3rd Company Conquerors; Head Hunters Warhounds, 3rd Battalion Support (Contemptors).

INITIAL SPACE MARINE DISPOSITION



See the Games Workshop Mail Order page for details of how you can buy Epic scale Space Marine and Ork armies at a special discount price

SET UP AND TURN ONE

Both myself and Jervis noted down the initial deployments of our troops on maps (more as an aid to our own memories than anything else) but we still erected a screen of box-lids across the table so that we set up in complete ignorance of each other's dispositions.

The only change I made to my planned deployment was moving the Capitol Imperialis from transporting and supporting the robots in the centre to supporting the Titan on the left because I thought the left flank looked too vulnerable with only a detachment of Land Speeders and a Titan to cover it.

When the screen came off I immediately saw that I had made a serious miscalculation (see map 2). Instead of the Orks being nicely spread across a broad frontage as I had anticipated they were concentrated almost exclusively on my left, opposite my intended strongpoint. I think this may have been a mistake on Jervis' part as the warbands would inevitably get in each other's way when packed in to such a tight area. On the other hand, such a bold move could enable him to overrun half of my forces while the rest lay too far away to help.

Luckily, moving the Capitol Imperialis across had helped the situation but things still looked grim. I decided to try and carry through with my plan and take advantage of the fact that there was nothing to oppose me on the right until I got in range of the warband on the hill in Jervis' centre.

Meanwhile, the force which was heading for the buildings to the left would try to hold up the Orks for as long as possible before withdrawing back onto the hill behind and turning to fight again. Hence for me the battle had turned into a delaying action until the cavalry arrived. The Terminators would be held in reserve to be teleported in as a hammer blow to shatter the Orks at some point.

In the first turn the Space Marine infantry in their Rhinos hurtled forward in a bid to reach the buildings as quickly as possible. I took great care to ensure that they were shielded behind the buildings from the oncoming

Gargants - one good airburst round from their belly guns at this point would have caused complete carnage. The Dreadnoughts and Vindicators also scrambled for cover behind the buildings and it started getting pretty cramped. The Warlord swung ponderously round and advanced towards the buildings at a more measured pace, keeping its guns trained on the opposing Gargants as it did so.

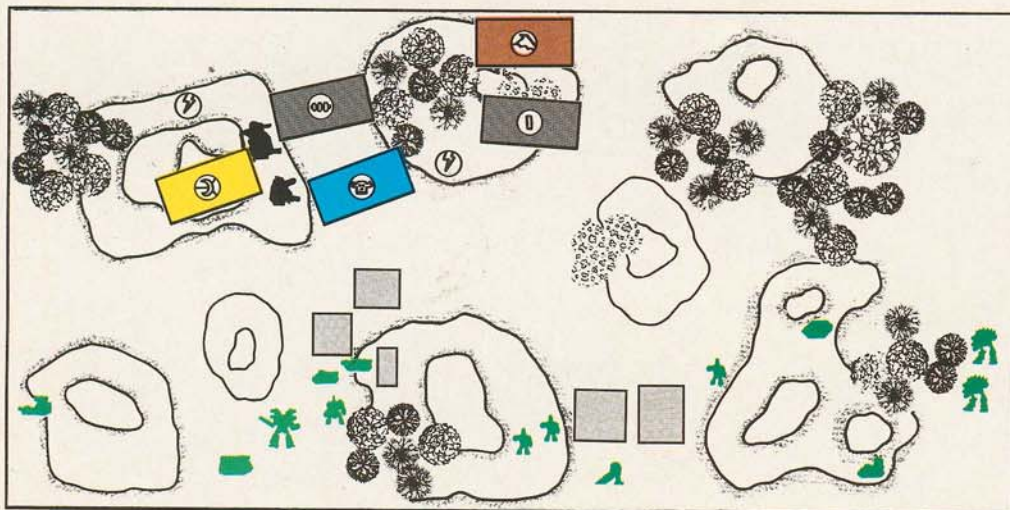
I fully intended for the Warlord to cut loose against the Slasher Gargant at the first opportunity in an effort to cripple it quickly before attacking the Great Gargant. This plan was shattered as the Bad Moon warband on the left moved into position at the top of the hill, led by four Braincrushas. The Braincrushas' macro cannon armament could turn the Space Marines (and the buildings) into so much dogmeat if allowed to fire unchecked.








But even as I sweated about them, the Gargants, fairly bristling with guns, were waddling into position on the lower slopes of the hill. The Capitol Imperialis moved forward to support the Warlord but its slow speed meant it would be out of range until the following turn.

Meanwhile, two Ork warbands swept forward along the valley floor: Goffs preceded by numerous swarms of Death Skull Gretchin which were being used as a skirmish screen to soak up casualties before the Boyz closed in. My robot company, bless their little mechanical hearts, were unperturbed by all this and stoutly advanced towards the hill in the centre of the Orks' side of the table and the second Goff warband firmly ensconced on it. Several detachments of Stormboyz were also moving forward into positions where they could lay down covering fire.

Behind the hill, at the Orks' centre, a Snakebites warband composed entirely of Boarboyz stood as a reserve to exploit breakthroughs, plug gaps or deal with the Terminators if and when they turned up. Out on the right flank my Warhounds and the other infantry detachment in their Land Raiders leapt forward on their long, sweeping drive down the right to try and make sure the day wouldn't turn out green.

TURN ONE



-  Killboss
-  Wargnash Maguk
-  Gurukz Snortas
-  Fatlob Kushuk
-  Burz Womba Snaga
-  Kargag Ratglob
-  Dethrippa
-  Stormboyz

Firing on the first turn opened with an exchange of multi-launcher fire from the Whirlwinds and rokket salvos from the Orks, neither to much effect. The Warlord then let rip – after much consideration I'd decided I'd be better off trying to destroy the Braincrushas before they fired than whittling power fields off the Gargants. With a shower of lucky dice rolls the Warlord did some truly impressive damage, destroying all but one of the Braincrushas (including the Warboss!) and inflicting more casualties on the rest of the Bad Moons. In return he took fire from both Gargants and lost most of his shields.

Overall I feel that it was well worth taking the flak for the destruction the Warlord wreaked. Fortunately neither Gargant had its belly gun loaded with airburst, nor did they opt to fire while their movement was still upsetting their aim.

By the end of the first turn I had captured the buildings on the left and the hill on my right. Jervis had advanced - almost to the head of his valley - but I wasn't unduly worried by this. Overall I was in a good position to begin turn two.

TURN TWO

I started off turn two with the choice of taking the Warlord onto first orders and slugging it out with the Gargants or heading for the buildings (which were still two moves away). I opted to keep the Titan moving; I've seen too many Princes get blown to pieces in duels with Gargants by trying to weather the damage they receive and hit them back. This never works because it always takes such a phenomenal amount of damage to kill a Gargant in comparison to a Titan. They often carry more weapons and this sort of slugfest denies the Imperial a chance to get his shields back to full strength. As a matter of fact this self-same Princeps had his first Titan shot from under him in my first battle against Gargants in exactly those circumstances. The rest of the Space Marines (and Orks) pretty much continued with their pre-planned tasks.

As we started moving the Space Marines deployed into the buildings on the left, but in a rather fragmented fashion. Outside, the first Gretchin were rapidly approaching, and the Dreadnoughts moved out to fire on them. On the left the Land Speeders skimmed forward to try and engage the Bad Moons and keep them occupied, while the Capitol Imperialis also crawled into range.

Once again the Whirlwinds rained fire on the Orks, this time targetting the rapidly approaching Gretchin, again with singularly little effect. If I had used my brains I would have hit the Great Gargant but those scurrying

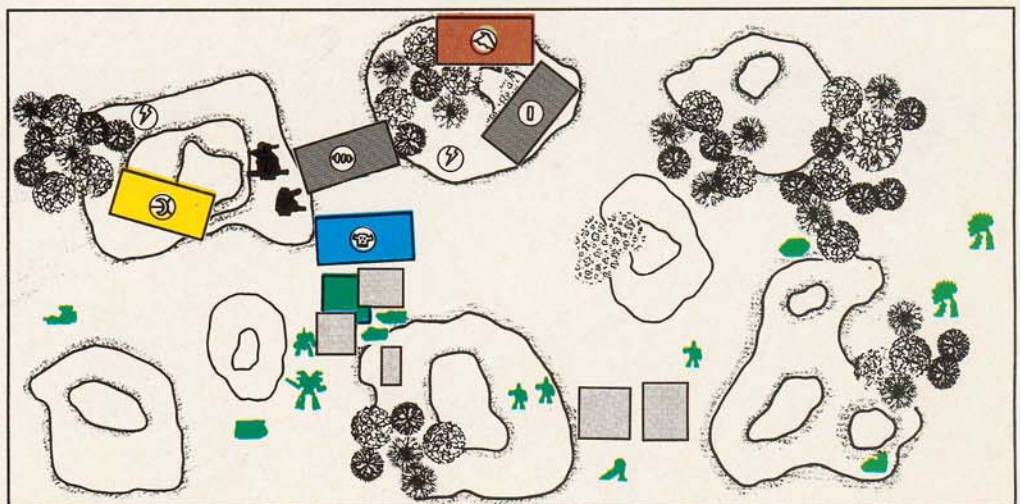
Gretchin seemed awfully numerous and very close. The Stormboyz then opened up on the robots and knocked a couple out. The Great Gargant hammered into the Warlord again, this time stripping off all its remaining shields. Only purest chance prevented the Warlord being annihilated there and then, as it was it got off with losing its multi-launchers and some other light damage. This was nothing short of amazing considering the hail of autocannon, macro cannon and gut buster shells it took. By way of return it blew most of the power fields off the Gargant, but this wasn't sufficient to worry Jervis much.

In retrospect it was foolish to try and hit the Gargant in return. I achieved nothing, and should have concentrated on destroying more troops and vehicles instead. As it turned out I didn't fire another shot at the Great Gargant for the remainder of the battle as there were always closer targets which I could damage more easily. If I had thought about it I would have realised that was going to be the case.

On a brighter note the Capitol Imperialis picked off the remaining Braincrusha with its Defence Laser and the Dreadnoughts shot up some Gretchin. Unfortunately, all the Land Speeders achieved was getting two of their number shot down. On the up side, by the end of the turn I had advanced as far as the woods on my far right. Overall though, not a good turn for the Space Marines and time to reassess my battle plan!

TURN TWO

-  Vindicators
-  Contemptors
-  Conquerors
-  Whirlwinds
-  Land Speeders
-  Warhounds
-  Mole Mortars
-  Warlord
-  Capitol Imperialis
-  Rhinos
-  Land Raiders



TURN THREE

Things were really starting to hot up by now (see the map below): the first Ork warband was nearly at the buildings, the Warlord had no shields left up and had already taken damage, and the flanking force was still a good few turns away. Overall, things were looking grim for the forces of humanity. The Titan would have to run for cover behind the buildings if it was going to survive - though it could manoeuvre to keep firing on the Bad Moons as it did so. Meanwhile the Capitol Imperialis would have to fill the breach for a while.

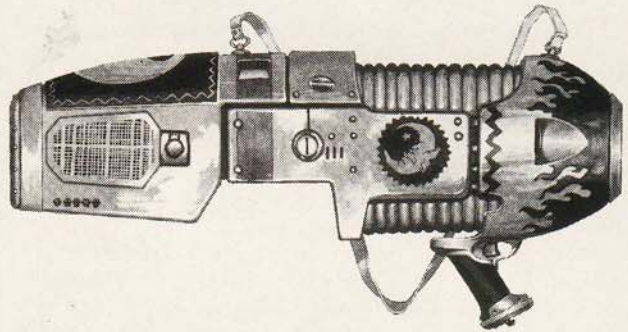
I also decided to make a quick sally out with Vindicators and Rhinos lurking behind the building and push the Dreadnoughts forward to try and break up the oncoming Gretchin and Wildboyz. If I was successful then I could hopefully inflict enough casualties to break the Death Skulls completely, thus denying the Goffs moving up behind their skirmish screen. The Land Speeders would make an attack run at the Bad Moons to distract them while the Warlord pounded them with its remaining weaponry and the Capitol Imperialis hit them with its side guns. With this (slightly shaky) scheme in mind I ordered my troops and swung into action.

Fortunately for me this turn the leaderless Bad Moons ended up on charge orders (orders are randomized for leaderless Orks) and the large Goff warband following the Death Skulls went onto first fire orders so they could snap fire at the retreating Warlord. When the Warlord did move off he luckily took no damage from their heavy plasma guns and this gave the Space Marines in the building another turn's grace before the big Goff warband arrived. The Slasher Gargant also started to move down off the hill. The Deathskull Gretchin and Wildboyz hurled themselves against the buildings but were caught by the Dreadnoughts charging around one corner and the Rhinos round the other.

To finally close the trap the Vindicators trundled round after the Rhinos, the huge muzzles of their Thunderers pointed threateningly toward the Death Skull Warboss. To the right, the Warhounds were just coming into range of the second Goff warband and the Land Raiders moved

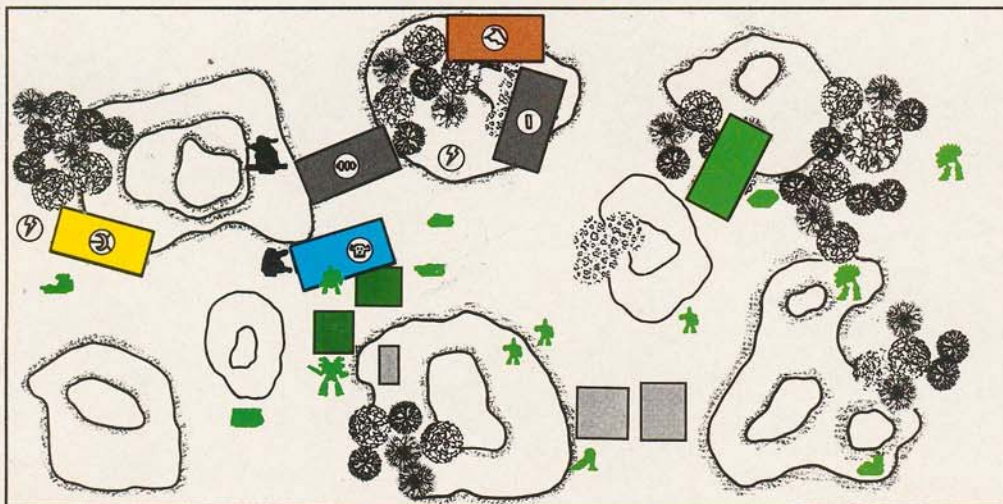
into cover behind a wood to dismount their infantry before they had to run the gauntlet of plasma fire up to the hill. The robots were also closing on the hill like an implacable steel noose, their fire intensifying as they closed the range.

The Imperialis took a hammering from the Great Gargant, starting a fire onboard (this was quickly extinguished the following turn). In return the Imperialis and the Warlord shot up the Bad Moons so badly that they took no real further part in the action (though they stoically refused to break this turn), apart from blasting the remaining Land Speeders out of the sky. The buildings became an absolute maelstrom of destruction as Gretchin, Wildboyz and Ork Boyz fought Space Marines, Dreadnoughts and overrunning Rhinos.



The Gretchin and Wildboyz who reached the buildings were hurled back by the Space Marines inside and took heavy casualties; the Space Marines came out completely unscathed. The Dreadnoughts and Rhinos also took a good toll, though a Dreadnought was destroyed by some particularly lucky Gretchin and a Rhino fell at the hands of Ork Boyz. The Vindicators killed the Warboss and all but two stands of the warband. Unsurprisingly, the shattered remnants of the Death Skulls broke and ran. The Goffs on the hill fired salvo after salvo of rokkits and heavy plasma guns at the distant Warhounds and robots, but to little effect.

TURN THREE



-  Killboss
-  Wargash Maguk
-  Gurukz Snortas
-  Fatlob Kushuk
-  Burz Womba Snaga
-  Kargag Ratglob
-  Dethrippa
-  Stormboyz

TURN FOUR

Last turn had been very good for me. I had succeeded in withdrawing my Warlord and mauled two warbands to the point where they were out of it. But despite this I had a feeling that it was time to vacate the buildings and withdraw to other positions before the Slasher got too close or the big Goff warband arrived. The flanking force was now getting close and could start applying some pressure on the Orks' flank, but I still had two Gargants to worry about. After some deliberation I decided to send the Warlord back out again, because otherwise the Capitol Imperialis was going to get crucified.

My decision to withdraw was a timely one. The Slasher carried on steaming forward, crushing two Dreadnoughts underfoot, the Goff warband pouring after it. The Snakebites finally committed themselves and charged down into the valley to support the Goffs.

The sorry remnants of the Bad Moons caught the atmosphere and charged forward as well. The Rhinos and Vindicators turned tail and headed back behind the buildings, the Vindicators taking fire from some Stormboyz as they withdrew but coming out of it unscathed.

The two remaining Dreadnoughts and the Space Marine infantry started pulling back out of the buildings and up the hill to their rear. The Titan emerged to engage the Slasher before it got any further and the Capitol Imperialis halted and channelled all power to weapons. On the right the Warhounds weaved and jinked as they closed in on the hill, their supporting infantry and Land Raiders charging from behind the wood (see the map below).









The Great Gargant was doing all the damage, but much as I wanted to hit it, I knew I couldn't let the Slasher get too close with its Chainfist. The Capitol Imperialis was nicely placed to maul the Slasher and the Bad Moons with its side guns and broke them at last. Before the Warlord could fire it took another deadly salvo from the Great Gargant, knocking down his shields again and writing off his macro cannon. The Warlord's return salvo stripped the remaining power fields off the Slasher but scored no

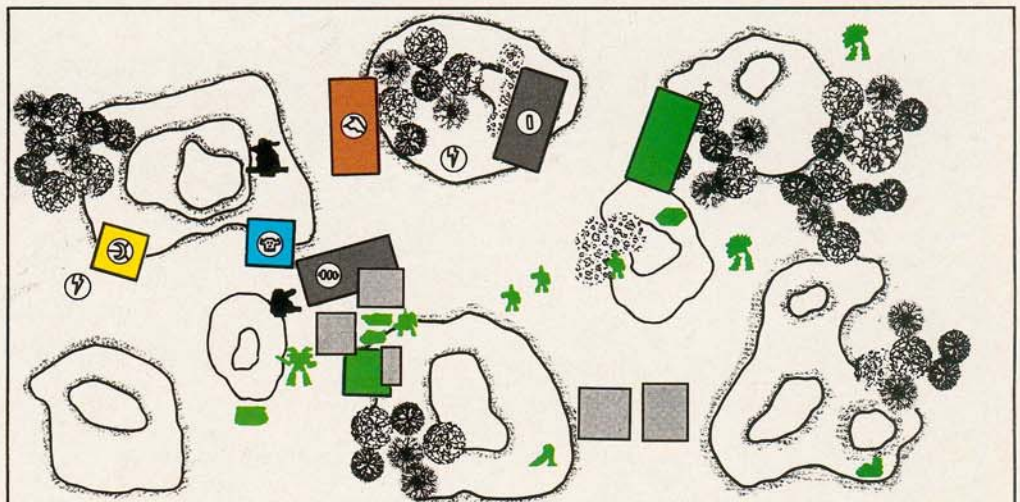
damage. The Warhounds and Whirlwinds also finally started scoring some telling damage on the Goffs defending the hill. The robots shot up some Stormboyz though the brave young Orks refused to break.

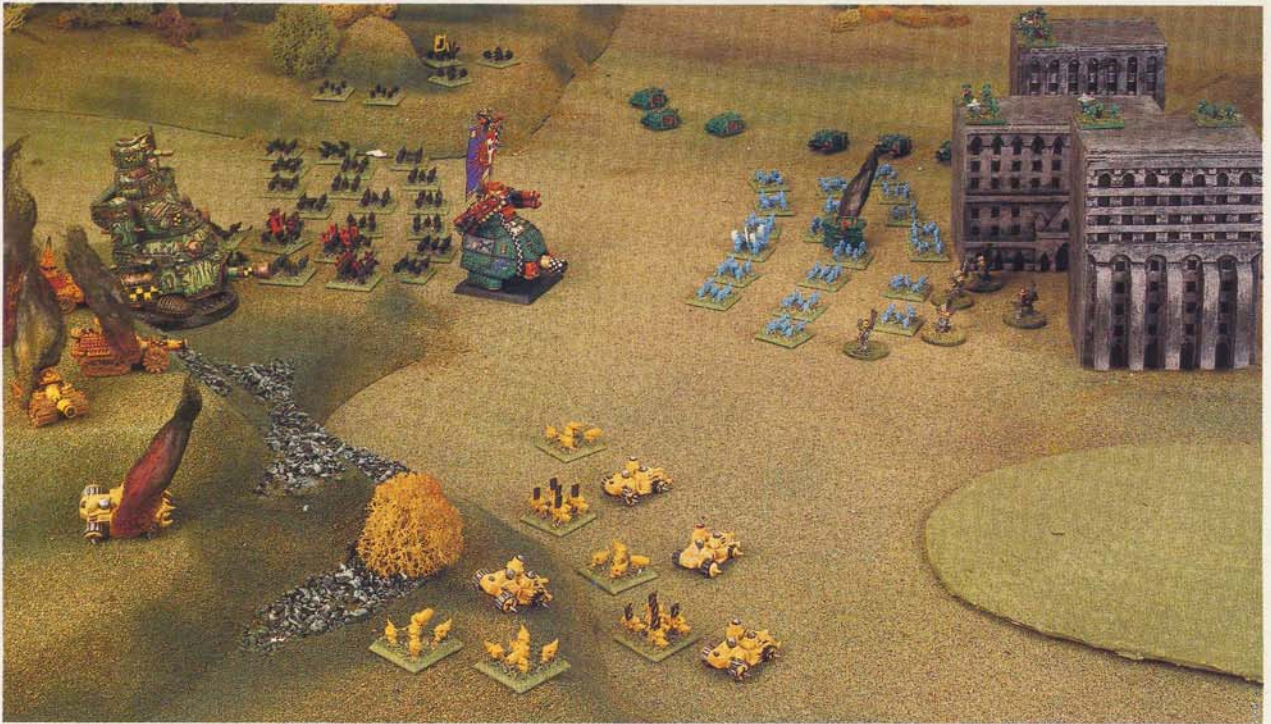


At the end of the turn the Death Skulls rallied near the Great Gargant but were too badly mauled to rejoin the conflict. The faithful robots also finally plodded into the cover of the scrub to the right. I decided to commit the Terminators against the Goffs on the hill in the following turn. Now that the Snakebites had moved off I felt confident that the Terminators should be able to mangle the Goffs quite quickly. The approaching flank force would then be able to mop up the remnants with little trouble and keep moving. Overall then, things were progressing well for my Space Marines.

TURN FOUR

-  Vindicators
-  Contemtors
-  Conquerors
-  Whirlwinds
-  Land Speeders
-  Warhounds
-  Mole Mortars
-  Warlord
-  Capitol Imperialis
-  Rhinos
-  Land Raiders





Turn 3. The Death Skulls Warband, Burz Womba Snaga, attempts to storm the buildings supported by Gargants, Stormboyz, Goffs and Bad Moons. The Space Marines defending the buildings counter-attack with Dreadnoughts, Rhinos and Vindicators. Unsurprisingly, the Gretchin attacking the buildings failed to beat the Space Marines inside and were repelled with heavy losses.



Turn 4. The Death Skulls having been almost wiped out, the Slasher Gargant and the Goff Warband, Wagnash Maguk, renew the attack. As the Slasher stomps flat several Space Marine Dreadnoughts in its charge forward, Warlord Titan IV, moves out of cover to try and stop the onrushing Gargant. In the background the Space Marines are withdrawing from the buildings to form their next defensive position on the hill behind.



Turn 5. Caught in a withering crossfire between the damaged Warlord Titan and a Capitol Imperialis (just out of shot here) the Slasher is hit and immobilized, with several fires started in the process. In the background, part of the Robot company can be seen, still advancing.



Turn 5. Space Marine Terminators teleport into the heart of the Goff Warband, Kargak Ratglob, as their brother Space Marines begin a flanking attack supported by two Head Hunter Warhound Titans. At the bottom of the picture Snakebite Boarboyz can be seen coming to the Goffs' aid, all to no avail as the Warband is quickly shattered by the Space Marines' combined assault.

TURN FIVE

The Warlord was looking in a bad way so I decided to withdraw it into the cover of the buildings again, which would also hopefully take it out of charge range of the approaching Slasher. The Space Marines around the buildings would have to continue withdrawing for another turn, and I also decided to pull the Vindicators across to try and help in dismembering the Slasher.

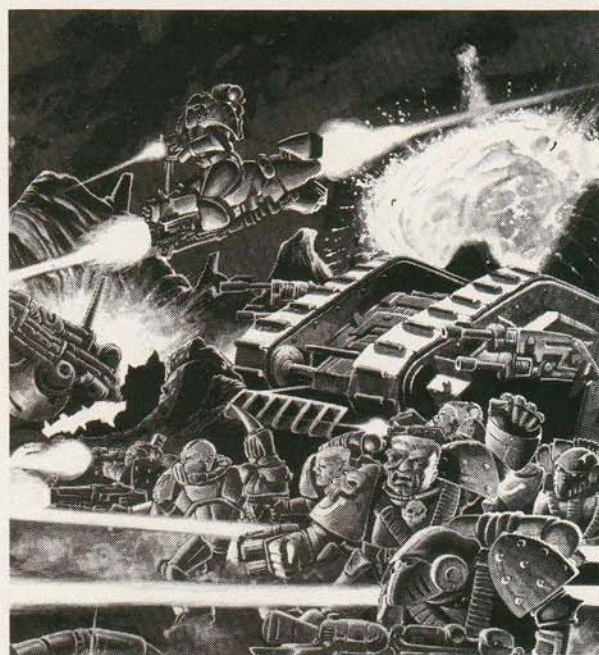
The Warlord once again succeeded in disengaging and withdrawing behind cover, though with the Slasher closing rapidly. The Space Marines still in the buildings completed their withdrawal successfully and the Warhounds loped forward to almost point blank range as the Terminators teleported in I rolled a four for the Terminators' teleport which would have failed if the regimental commander hadn't been with them and supplying his +3 modifier to the roll. Fortunately the deviation took me straight into the heart of the Goff warband on the hill and the Terminators gleefully engaged the Warboss and his retinue in close combat.

Unfortunately this little party was gate-crashed by the Snakebites who hurled themselves back up the hill to aid their compadres. The Goff warband charging the buildings would be into them on the next turn and were so far almost completely intact. To counter this I moved the Vindicators to pound them instead. As luck would have it the approaching Goffs had also come closer to the robots than the Stormboyz so they became the robots' priority targets.

The Warlord and the Capitol Imperialis caught the Slasher in a withering crossfire, immobilizing it and starting several fires. The Great Gargant hit the Imperialis again but only succeeded in knocking down its shields. The robots and the Vindicators, aided by supporting fire from the Whirlwinds and Mole Mortars, did considerable damage to the Goffs though it wasn't enough to break them.

On the hill the Terminators smashed the few Boarboyz who had reached them and slaughtered the centre of the Goff warband in a vicious close combat. Though the

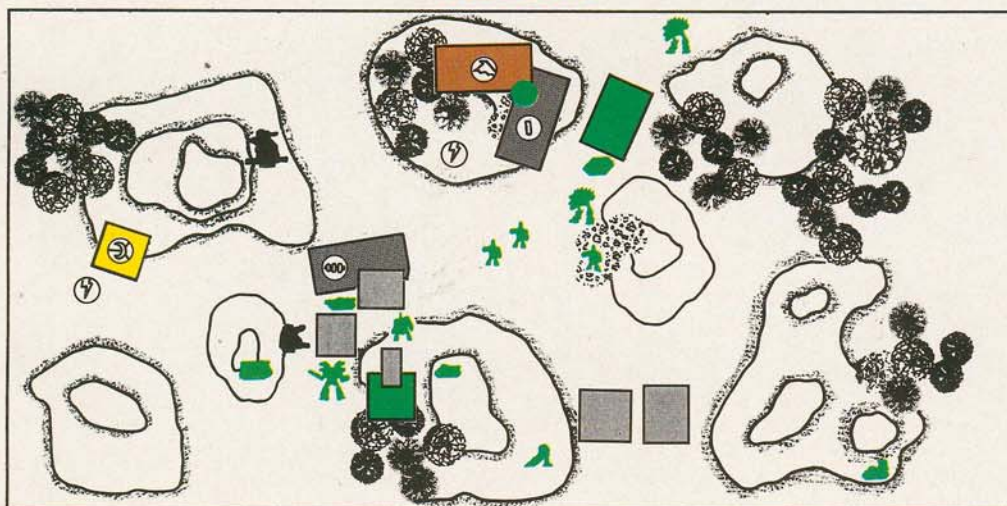
Warboss miraculously survived, he and the remnants of his warband broke and routed down the hill, taking further fire from one of the Warhounds, the Land Raiders and the rest of the robots as they did so. The other Warhound shot up the Snakebites which had failed to join the combat with the Terminators.



KEVIN WALGER

The Orks were teetering precariously after this onslaught; all that it would take to rout them entirely would be another warband breaking or the Slasher being destroyed. Things seemed to be pretty much in the bag, though overconfidence at this stage in a battle can often lead to a shocking change in circumstances. I only needed to destroy the remaining Orks' will to fight. I determined to try and smash them as quickly as possible but keep my head and resist the temptation to fling everything triumphantly forward.

TURN FIVE



- Killboss
- Wagnash Maguk - (000)
- Gurukz Snortas
- Fatlob Kushuk - (3)
- Borz Womba Snaga
- Kargag Ratglob - (1)
- Dethrippa
- Vindicators -
- Contemptors
- Conquerors -
- Whirlwinds
- Land Speeders -
- Warhounds
- Mole Mortars -
- Warlord
- Capitol Imperialis -

TURN SIX - VICTORY!

I put the Terminators onto first fire orders to secure the top of the hill and blow away any Boarboyz who got in the way. Likewise the Capitol Imperialis and the Warlord also went on to first fire orders to try and silence the Slasher once and for all. I was very tempted to ram it with the Imperialis, but I had a nasty feeling I might regret it if the Slasher blew up. Both Warhounds continued charging forward to overrun the Snakebites and the routing Goffs.

For their part the Orks dug their heels in, the large Goff warband stopping short of the buildings and going onto first fire to try and hit the Capitol Imperialis again (see the map opposite). The Great Gargant kept its weapons grimly trained on the Imperialis and a couple of Stormboyz korps rallied and prepared to fight again.

The Warhounds routed the remnants of the Goffs on the hill and sent the Boarboyz packing. Robots, Vindicators, Terminators, Mole Mortars and Whirlwinds sent a hail of fire into the remaining Goff warband but failed to shift them. The Capitol Imperialis managed to wipe out half of one Stormboyz Korps and start more fires on the Slasher. The Warlord finally destroyed the Slasher with a weapon hit which caused a flashback to the magazine.

The loss of the Slasher was indeed enough to shatter the Orks' already shaky morale and they finally gave up the fight. So, with the Orks in full flight and the Space Marines mopping up the stragglers and recovering the geneseed from their fallen brothers Jervis and I sat down to review what the battle had demonstrated to us.

CONCLUSIONS

The Space Marine casualties were remarkably light: five Land Speeders, three robots, three Dreadnoughts and a Rhino, plus quite heavy damage to the Warlord and the Capitol Imperialis. On the Ork side things were rather more serious. Apart from the Slasher, the Orks lost fifty seven infantry stands, four Braincrushas and three Battlewagons.

From a tactical point of view I think that Jervis had a better plan to start off with. I (in my arrogance) simply assumed he would deploy where I thought he would. Fortunately I pulled the situation back and in the end managed to win the day.

I don't know why the Orks suffered so many casualties, and can only guess that while I spent my time shooting infantry Jervis was spending his time trying to destroy my Capitol Imperialis and Titan. In the end the losses sustained by his infantry were too great, his attack failed and the Titan still refused to go down.

With the benefit of hindsight it's easy to say that it was a mistake to do this, but if the roles had been reversed and I'd seen a Titan inflicting crippling damage on one of my warbands *on the first turn* I probably would have tried to destroy it as well. Both the Titan and the Capitol Imperialis did sterling work in propping up the left flank throughout the battle, a testimony to their firepower and durability.

I think that Jervis made a few crucial errors once the game was underway: the Boarboyz were held in reserve for too long and possibly should have been committed against the buildings from the outset. Their speed would have stopped me deploying into the buildings at all and by the time I had fought them off the other two warbands would have arrived. A vehicle-based warband of say Evil Sunz would have had the same effect. Such a unit would probably have helped to offset the Orks' slow infantry assault and put more pressure on me.

Attempting to close assault the buildings with the Gretchin was an act of madness - they had virtually no chance of winning and took far worse casualties trying than if they had stood off and shot. The second warband

dallied too long firing at my Titan to little real effect, allowing the Space Marines to withdraw in front of them with virtually no casualties. Having committed himself to making a concerted rush against one side, Jervis fell into the trap of allowing circumstances, casualties and concern about my intentions to slow down his advance to the point where he ended up trapped between the two forces he had sought to out number locally and destroy. If the Goffs had overrun the buildings and were occupying them by the time the flankers arrived it would have been a very different story.

Apart from my over-ambitious deployment the only other serious mistake I made was in committing the Land Speeders against the Bad Moons. The attack achieved nothing and the Land Speeders were completely destroyed. There were numerous other minor foul-ups, like the slow and chaotic deployment of the Space Marines into the buildings, but Jervis never really made me pay for my mistakes.

Jervis was also a little unlucky at pivotal moments in the game. With better dice rolls the Warlord and the Capitol Imperialis could have been destroyed several times over. The combined punch of the Terminators and Warhounds arriving when they did finally took the wind out of the Orks' sails and put me in control of the situation as I then had the Orks trapped in open ground between two forces.

From a rules point of view we concluded that the rules for the Mekaniak Rokkits were too time-consuming and the Rokkits themselves ineffective. The Shokk Attack Guns also achieved little, though with both these and the Rokkits Jervis had some of his worst luck of the game. On the other hand, the Terminators really swung the battle for me. Combined with their regimental commander they were completely unstoppable, and even without him they would have been outrageously hard to beat in close combat.

On the subject of Terminators, Jervis and I agreed to write down the location that they will be teleported to at the start of future battles, though you can still decide what turn to 'port them in on.



ELDAR GUARDIANS

All the Eldar who live on the Craftworlds are trained to fight as Guardian troops and every Eldar is ready to fight if needed. In times of emergency almost the entire population can be mobilised. Some Eldar will have been Aspect Warriors in the past, following one of the Paths of the Warrior, each of which represents one aspect of the Bloody-Handed God. The military skills of these Eldar are harnessed to provide officers for the Guardian squads.

In this article, we take a look at how to paint Eldar Guardian squads from four Craftworlds. We cover squads from Iyanden Craftworld in detail, showing you four different stages of painting. The first stage is to paint the model in *flat colours*. As soon as you've done this, your models are ready for playing games of Warhammer 40,000. Most gamers will want to take their models onto at least the second stage, *black-lining*, but this doesn't stop you playing one or more games with models that are only painted in flat colours until you've got time to paint them further. The third and fourth stages are *ink washes* and *highlights* which add more detail and realism to the models. It's up to you how far you take each squad – if you want to stop at the first or second stages, that's fine. And of course you can choose to paint some squads to one stage, some to another – if you follow these simple guidelines, they'll all look good on the tabletop.



Part of a battle between our Goff army, Waa-Ghazghkull, and an Eldar force from the Iyanden Craftworld. The two Eldar Guardian squads are fighting alongside a squad of Dark Reaper Aspect Warriors and, emerging from the wood, a squad of Fire Dragon Aspect Warriors – an Eldar Warlock stands between the Guardian squads. The Orks on this flank are led by Warboss Ghazghkull himself with his Retinue of Goff Nobz. On the hill at the rear stand Kaptin Badrukk's Flash Gitz Freebooter mob. Behind the Warboss and his Retinue is a Goff Rok band – their thunderously loud musik gets any nearby Goffs worked up into such a frenzy that they can fire at twice the normal rate.

IYANDEN CRAFTWORLD

We'll use the four squads from Iyanden Craftworld to demonstrate all four painting stages. The same basic techniques apply to all the Eldar Guardian squads, so we'll just give you brief details of what colours were used for squads from the other Craftworlds.

BEFORE YOU START

The first thing to do with any miniature, whatever stage you're painting it to, is to trim off any excess flash (the thin spikes and films of metal that adhere to models as part of the casting process). If the model has separate arms, weapons etc, glue it together using superglue and then glue it into its base. Finally undercoat the model with white paint – a spray can of matt white car primer is the best thing for this though you must spray the models in a well-ventilated area, preferably outside.

STAGE ONE: FLAT COLOURS

For this stage you define the basic colours of each area of the model without worrying about anything like shading or highlights.

You'll find that if you're fairly neat about getting the colours in the right places you'll have a more than presentable unit of models in no time at all – certainly good enough to get on and play a few games of Warhammer 40,000 before you take them further.

The colour scheme for the Iyanden Craftworld is yellow armour with blue helmets and weapons. For the yellow areas, we used Sunburst Yellow and for the blue areas Enchanted Blue.

We painted the chain mail parts of the armour with Gun Metal and the metal parts of the shuriken catapults with Mithril Silver. Packs and holsters were painted with Bestial Brown, and Chaos Black was used for small areas like laspistol handles and valves on the backpack.

Finally we painted a couple of small dabs of Go Fasta Red in the helmets' eye sockets.

Banner

The leader of each squad carries a banner that identifies the squad's Craftworld and the squad itself. For the Iyanden Craftworld, all the banners



Stage One: Iyanden Craftworld Battle Squad armed with shuriken catapults



Stage Two: Iyanden Craftworld Close Combat Squad armed with laspistols and power swords

show the Iyanden symbol in yellow and orange on a blue background.

The coloured serrated end of the banner identifies the squad – for this squad, the end of the banner is purple. This colour is often repeated on an Eldar's sash when a sash is worn.

We've provided black and white copies of all the Guardian squad banners we've used. You can photocopy these, paint them and cut them out to use on your own Eldar troops.

The banners are fixed to banner poles by folding them over and gluing them back on themselves. We've made these banner poles from pins.

The poles are superglued into a small hole drilled into the top of the backpack. We used a pin-vice for this (a small hand-held modelling drill – see the modelling article in last month's White Dwarf for more details).

Bases

We first painted the bases with Goblin Green. Once this was dry, we painted a coat of thinned-down PVA glue on the tops of the bases and then stuck the models into a box of sand so that their bases were completely covered.

Once the glue had dried (which only takes a few minutes) we removed the models and shook off any excess sand. This left us with a roughly-textured base which we lightly brushed with a Bilious Green/Sunburst Yellow mix to create the appearance of grass.

STAGE TWO: BLACK-LINING

To black-line a model you simply paint a thin line of Chaos Black wherever two colours join and in the cracks and creases that are sculpted into the miniature.

This helps define the separate areas and gives the appearance of shadows in the depressions. Don't worry if you slip occasionally – it's easy enough to touch up any mistakes later.

If you find that your black paint is a little too thick, mix it with some Black Ink – this will flow smoothly and still give you a good, dark line.

Notice how the black-lining really helps to sharpen up the detail on the models. For example, take a look at the eye and mouth pieces of the helmets and at the lines separating the fingers.



Stage Three: Iyanden Craftworld Guardian Squad armed with lasguns



Stage Four: Iyanden Craftworld Guardian Squad armed with lasguns

STAGE THREE: INK WASH

With the first stage you blocked out the main colours and with the second stage you defined the colours and shadows – units of models painted this far will certainly look great in any battle. The third and fourth stages add the fine touches that give the models that extra bit of realism.

Although you'll probably eventually want to take most, if not all, of your units to stage two, you might keep the later stages to just a few units, perhaps your elite squads, and the character models.

When you're first building your army, you'll want to get units ready to play as soon as possible, so it's often worth leaving these later stages until you've got enough basically-painted models.

There's plenty of time to come back to them once you've started to fight battles with your army.

For stage three you give areas of the model an ink wash. This is a thin glaze of ink that adds extra richness to the colour. With darker inks this stage also creates a shadow effect as the ink pools in creases and hollows.

We gave the models a wash of Yellow Ink over the armour to get a richer, deeper tone. Then we used Black Ink over the silver parts of the lasguns. This had the dual effect of dulling the silver to make them look more realistically metallic and helping to pick out the details where the ink settled into the depressions.

The helmets weren't given an ink wash because we deliberately wanted to leave them with a smooth, flat finish.

Blue Ink would have considerably darkened the tone and we wanted to preserve the lighter colour.

The identifying colour for this unit is red, as seen by their banner. They also wear a red sash. This was painted with Blood Angel Orange as part of the first stage. We gave the sash a wash of Red Ink to deepen the tone and to create shadows in the folds – this works well because we started with orange so there's a noticeable difference where more Red Ink remains.

STAGE FOUR: HIGHLIGHTS

Where the third stage used an ink wash to provide shadows, this stage picks out highlight details. This is done with a lighter shade of the base colour, either using a lighter-coloured paint or by mixing Skull White with the base colour.

For this squad, we used Sunburst Yellow mixed with Skull White to highlight the armour, Enchanted Blue with Skull White for the helmets and lasguns, and Mithril Silver for the metallic parts of the lasguns.

The aim is to pick out the raised areas and edges – ie those areas that would catch the light. You don't want to be too heavy-handed with this – the idea is to get the effect of highlights, not to lighten the tone of the whole area.

For the chain mail, we used a mix of Mithril Silver and Boltgun Metal. This was drybrushed on to make the links of the armour stand out.

Drybrushing is a quick highlighting technique that involves applying a small amount of paint to the chosen area with a brisk brushing motion going against the contours of the model. (Drybrushing is described in detail in the Marauder Undead article elsewhere in this issue.)

If you look at the Go Fasta Red gems on the chests of this unit, you'll see that there's a tiny dot of Skull White on the top of each gem. This is an excellent and very quick way of providing a highlight for anything made of glass or crystal, including things like gems, visors and goggles.



BIEL-TAN CRAFTWORLD

This squad is painted to Stage Two. The armour is Skull White. The mail armour and the metallic parts of the shuriken catapults are Chainmail. The remaining parts of the shuriken catapults are Blood Angel Orange. The helmets are Woodland Green, with Goblin Green for the sashes.

Once the basic colours were completely dry, we used Chaos Black to line the edges of the armour plates and so forth.



Stage Two: Biel-Tan Craftworld Battle Squad armed with shuriken catapults

SAIM-HANN CRAFTWORLD

This squad is painted to Stage One. The armour is Blood Angel Orange with Bolt Gun Metal for the chain mail parts. The helmets are Skull White, with Striking Scorpion Green in the eye sockets. The blades of the power swords are Chainmail and the hilts are Shining Gold. The laspistol is Chaos Black.



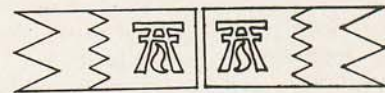
Stage One: Saim-Hann Craftworld Close Combat Squad armed with laspistols and power swords

ULTHWÉ CRAFTWORLD

This squad is painted to Stage Two. The Ulthwé colours are very dark and most areas of the models were painted Chaos Black. The helmets, shuriken catapults and sashes were painted Sunburst Yellow. The eyes were picked out with Go Fasta Red. The yellow and red areas were then lined with Chaos Black – there was obviously no point in lining the areas that were already black! Finally we drybrushed the chain mail and metallic parts of the shuriken catapults with Mithril Silver – this takes the unit a little further than the normal Stage Two but the drybrushing effect is so quick and effective that it was well worth it.



Stage Two: Ulthwé Craftworld Battle Squad armed with shuriken catapults

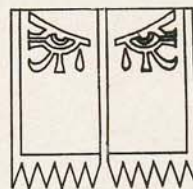


Iyanden Craftworld



JES GOODWIN

BIEL-TAN CRAFTWORLD



Ulthwé Craftworld



Biel-Tan Craftworld

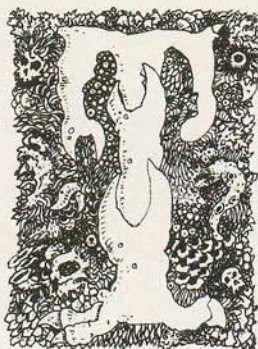


Saim-Hann Craftworld

You can photocopy these black and white banners, paint them and cut them out for use with your own Eldar Guardian Squads

THE MAGICIAN'S SON

A Warhammer Fantasy story
by Barrington J. Bayley



here have been goblins hereabouts," Muenchbek said. "I can smell them, by Manann."

"Smell them?" Vukotich, his younger companion, shifted uneasily and looked about him. "How do you smell them? What do they smell like?"

"Oh, you wouldn't be able to do it." Muenchbek was peering through the trees, bulky in his thick leather jerkin and brass-studded morion. "Hmmm."

The trail was slight and the forest dense. Earlier in the day there had been bright sunlight, but now a mist had descended and the gloom and darkness of endless wilderness lay all about. "I didn't think to find them this far south," the Marienburger said gruffly. "Oh well, we'd better keep moving."

Vukotich didn't like the situation and hung back. Muenchbek, when he did not hear the tread of his buskins behind him, stopped again and looked back, battle-axe resting on his shoulder. His white teeth showed through his beard in a mirthless grin. "What's the matter? Are you afraid now?" He raised his arm and pointed back along the trail. "Back to Middenheim then. Beg in the gutter. Better still, try your luck in Bretonnia or some place like that. Wade in farm muck minding pigs and chickens — perhaps that's what you're used to." And he turned his back and went lumbering on.

After a few moments Vukotich followed. Muenchbek's taunt had made him angry — he'd never told Muenchbek much about his early life, other than that he'd spent some of it in Kislev. But it was not advisable to walk alone in a goblin-haunted forest.

Vukotich had been wandering the streets of Middenheim looking for work as a hired sword when he'd had the good luck — though as dusk began to press, he was not sure it had been good luck at all — to meet up with the mercenary Muenchbek, himself having just arrived in Middenheim after taking part in some kind of trouble somewhere, and also looking for work. But pickings in Middenheim were thin. On hearing of a campaign against the east being prepared in Kislev, Muenchbek had decided to try his luck there, and it struck him that Vukotich, with his acquaintance of the region, would make a useful companion-at-arms. Vukotich hadn't much liked the idea of journeying back to Kislev, which he'd been only too keen to leave behind him, but Muenchbek had persuaded him.

Actually they were eating better now than they had in Middenheim. The forest had plenty of game and both men were expert trappers and hunters. But though his belly was full of venison, Vukotich felt an empty sensation in his stomach as he paced after his companion, taking the precaution as he did so of fastening his bowstring.

The trail swerved north and passed by a tumble of stone

and rock. Muenchbek paused. He raised his head, and sniffed.

"They're here," he hissed. "If I can smell them, they can smell us!"

And at that moment something came scrambling over the rocks that reared over their heads to their left. They were green as moss, green as green leaves, as if they had grown like a vegetable cancer in the forest, squat and burly, lower jaws fanged, toad-like skin rippling with muscles. For weapons they carried small swords and cudgels studded with spikes, blades and slivers, which Vukotich saw come tumbling down on him.

There were three of them. Vukotich dropped his bow and snatched his sword from its scabbard. Muenchbek's great battle-axe was already swinging, biting into the shoulder of the first goblin, which grunted and gobbled with pain, ichor-blood gushing to the ground. The creature rolled aside, leaving Muenchbek to its two companions and making for Vukotich, swinging its fearsome cudgel into its left hand.

For an instant Vukotich froze. He knew now what Muenchbek meant by the smell of goblin. Its blood, its sweat, had an overpowering tang, like crushed ants, like pickled melon gone bad, like an apothecary's acid that tickled the nostrils and made one hold one's breath. He sidestepped to avoid the cudgel's spikes and jabbed at the creature's left arm, hoping to incapacitate it, but produced no more than a rivulet of dark blood from the timber-hard bicep. He heard a throaty rumble, saw the great mouth gape, and then a forest of spikes was hurtling for his face.

Instinctively he brought up his sword, and at the same time ducked. The bludgeon flew past, one iron spike coming within a hair's breadth of gouging out his eye — and after it came the goblin, the heavy clammy body striking him and carrying him to the ground.

It took him a moment to realise that the goblin was motionless. That it was, in fact dead, the blood from its wounded shoulder dripping over his jerkin. He struggled to free himself and stood up. A very long, light green arrow protruded from the goblin's back.

Where it came from he had no time to think, for he saw that Muenchbek was hard pressed. Keeping his two attackers at bay with wide sweeps of his axe, the Marienburger had his short broadside in his left hand, moving like a dancer to prevent them from bracketing him. But the goblins knew something of footwork too. Suddenly one was behind him, weapon raised for the death blow. Vukotich snatched up the fallen goblin's bludgeon, and brought it down with all his might on the flat, green head.

The spikes went into the goblin's skull with a crunch of bone, all the way to the timber. The club was wrenched from Vukotich's grasp as, still standing, its own weapon still raised, the creature turned to look at him. The expression on its face was one of surprise, almost puzzlement; the bludgeon balanced on its head like a hat.

Then the tip of Muenchbek's broadsword appeared briefly from its burly chest, like the flicker of a snake's tongue, and the goblin toppled like a fallen tree.

A breathless laugh came from Muenchbek. "It's hard to kill a goblin by hitting it on the head. They can fight with half their brain gone. Thanks for your help, comrade."

Behind him the third goblin lay sprawled, its torso hacked open in several places. To make sure Muenchbek stepped to it and chopped through its neck.

"Someone helped us," Vukotich said, pointing to the arrow that had saved him. Muenchbek stared at it.

"An elf arrow... made of the lornalim wood they use."

They both stared up the trail. At first there seemed to be nothing. Then, as if condensing out of the mist, a slim figure appeared and sauntered towards them. As it came nearer Vukotich saw the longbow, the fletches of tall arrows, the pointed ears and honey-coloured skin.

The elf glanced at the goblin corpses. "Well done," he said, in a cool distant voice. "Though I do not think you have dealt with them all."

Muenchbek was clearly uneasy. "We owe you thanks," he said gruffly. "But what brings you here?"

"I have been following you for over a day."

"Why?"

"Curiosity. I sense entertainment."

The elf spoke Reikspiel, the common dialect of the Empire, with an incisive, too-correct accent. Muenchbek grunted, but whatever he might have replied was cut off by a loud moan from the other side of the rock pile. He cautioned Vukotich to silence, and together they padded towards the stones.

"Do not fear," said the elf loudly. "It is another of your kind."

Muenchbek and Vukotich forced their way through the bushes and up a bank to come out behind the rock pile. There, they discovered a man, bound and gagged, lying on the ground and glaring pleadingly at them.

To Vukotich he seemed about Muenchbek's age, perhaps a bit younger, his hair lank, his beard white and bushy. He wore a long grey belted cloak decorated with arrow designs, and a brimmed hat. The goblins had not bothered to strip him when they tied him up, and he attempted desperately to speak through the gag when his rescuers found him.

"My son!" he gasped when Muenchbek removed the cloth from his mouth. "Please! You must help me get my son back!"

"Calm yourself." Muenchbek stood while Vukotich cut the man's bonds with his knife. He clambered to his feet, rubbing his chafed wrists. He was tall, thin, and slightly stooped. "The goblins have him. We must not delay! Rescue, sirs, rescue — I beg of you!"

"Tell us who you are and what has happened."

"I am Rodrick Semperphilius — at your service, sirs. We were travelling from Kislev to our home in Talabheim when the goblins took us — we were told these woods were safe!" A look of agony crossed his features. "They were taking me off as a thrall, but my boy they meant to have sport with. You must help me — before it is too late!"

He was quaking with fear and anxiety. With pale blue eyes he looked straight into the eyes of Muenchbek. "You must help me — you must help me — you must help me — you must help me..."

Muenchbek's eyes became empty and vacant, and the refrain went on like a chant. Then Vukotich witnessed a remarkable thing. His comrade started, as if suddenly waking up, and his eyes blazed with sparkles, spots and flashes of a purple colour. He had never seen anything like it, and some of the feeling he had felt during the encounter with the goblins returned, this time with a bottomless quality to it, as if something he had known and trusted was turning strange and unpredictable.



Muenchbek

PAUL BONNER

Angrily, Muenchbek shook his battle-axe. "Try to trance me, would you, wizard?"

Semperphilius seemed surprised by the mercenary's briefly changed appearance. But he stood his ground and became calm.

"I see that you, too, know of magic."

"That's enough of that talk," Muenchbek retorted in a blustering tone.

"As you wish," said Semperphilius. "Then I will pay you — in gold. Good gold. For pity's sake you must help me! In the name of all the gods, you cannot leave a child in the hands of those... monsters!"

Muenchbek was inspecting him thoughtfully. "Well, you are right," he said presently. "What he will suffer at their hands is scarcely thinkable. So how many are there, and where are they?"

A great sigh of hope came from Semperphilius. "If you continue your course you will have to face them anyway, for they are less than a mile away. I think there are at least a couple of dozen of them."

Muenchbek shook his head. "That is too many."

"Can you not render yourself invisible?"

"I have no such powers, wizard," Muenchbek told him. "You overrate me."

"There is confusion powder in my satchel... but the goblins have it."

"Well, Vukotich and I cannot kill that many goblins between us, that is certain."

Vukotich nodded agreement.

The wizard bit his lip. "I have gold, much gold in Talabheim!"

"Gold will not kill them either," Vukotich put in, "especially if it is in Talabheim."

Semperphilius went down on his knees and wrung his hands as if in prayer. "Save my son — there must be something we can do!"

And all eyes turned to the elf, who had climbed the rock tor and was looking down on them.

"I will aid you," he said softly.

"That could turn the balance," Vukotich said.

"Yes," agreed Muenchbek, "especially with that bow of

yours, elf."

"Aye." The elf pulled out one of his arrows and balanced it on a finger. It seemed almost as long as a spear. "These are goblin-killers."

"I will give you gold," Semperphilus promised.

"Gold?" The elf laughed. "We will talk of payment later."

"Yes, time enough for that," Muenchbek said. "We'd best get moving, and hope your boy is still in one piece!"

Despite the need for haste, Muenchbek and Vukotich nevertheless found the opportunity to discuss payment for their services with the magician as they trudged the trail. They were to receive one hundred and fifty gold Reikmarks and two hundred gold Eagles of the Kislev currency, roughly one-third now if Semperphilus' satchel was recovered and the rest when they had escorted him and his son to Talabheim. The elf had given his name as *Cuolsh-an-Eshain*, as near as Vukotich's ear could make it. From time to time Vukotich glanced in his direction, wondering what payment the elf had in mind for his part in their enterprise.

The smell of woodsmoke reached them, which pleased Muenchbek: it would mask their human odour. Semperphilus pointed and nodded.

Gradually they worked their way through the woods until they looked down into a glade where the goblins had built a fire. The human boy they had was there too, a lad of about seven years, stripped naked and bound to a frame made of staves cut from nearby trees. His face was slack and despairing, a grimace of fear. Two goblins were smearing mud and clay over his body in thick gobs.

"They mean to roast your son alive, magician," Vukotich murmured. "He's for their supper."

A low moan escaped Semperphilus' lips.

Cuolsh-an-Eshain leaned close and whispered in a low voice like distant chimes. "Here is our plan. You two enter the glen where the big oak grows, and attack. Your appearance will distract them so they do not run for cover when my arrows start to fly. Be on your way, now, and quietly."

The strategy seemed effective to Muenchbek and Vukotich. Hearing the chortles and grunts of the goblins as they talked in their own ugly language, they made their way carefully down the slope and pushed through the undergrowth until they could peer through the foliage into the glade.

"All right," Muenchbek said. "I'll lead. Keep close behind me. Cover my back. Use your sword to spit them before they reach their weapons."

Vukotich nodded. Through the woodsmoke he caught the whiff of goblin sweat.

Then they crashed their way into the open.

Muenchbek's broad back was ahead of him. The great battle-axe flew, biting a goblin neck and laying it open so that the head flopped.

The goblins were slow to respond at first, stopping to stare with looks of comic indignation. Vukotich jabbed one in the side with his sword, making a deep thrust. The creature responded by reaching for him, taloned fingers groping, and he slashed viciously at its arms until it fell back and limped away.

Muenchbek headed straight for the boy. A cudgel hurtled across the clearing, flung like a stick, and would have brained him had not Vukotich shoved him forward so that the missile passed between them and thudded into the earth. But now the goblins were rousing themselves and seizing their cudgels, as well as long jagged knives, and a veritable wall of death

would have come upon the two humans had not a sound like a very high-pitched bee entered the glade and slim light wooden shafts begun darting with incredible rapidity one after the other, each finding its lump of green target.

In only one case was Cuolsh-an-Eshain's aim deficient. A large goblin wearing a helmet charged at the pair of humans waving its arms, an arrow through its head from ear to ear, uttering a peculiar growling wail. Muenchbek was already occupied; Vukotich found himself in the goblin's embrace, fangs reaching for his neck, his sword wrenched from his grasp. He reached up with both hands, seized the implanted arrow on either side of his attacker's head, and tried to push it back, using all his strength.

It was useless. The goblin's neck muscles were like a bull's.

But a moment later it slumped, and fell away from Vukotich. Without his realising it, his sword had gone right through the creature as it rushed at him.

He planted a foot on the body and pulled out the blade with difficulty. Suddenly it was all over. The death of their leader panicked the remaining goblins, and they ran off into the woods. Seven dead or dying goblins lay in the clearing, four of them killed by the elf's arrows.

The two mercenaries moved from corpse to corpse, making sure of them with their swords. Down the opposite bank, crashing through the undergrowth with joyous abandon, came Semperphilus the magician.

"Reiner! Reiner!"

Their grisly work finished, Vukotich stood by as Muenchbek freed the boy. His father caught him up in his arms in an ecstasy of relief. Tears coursed down his cheeks.

"You are all right now. You are safe." He began rubbing the mud off his son's body. The boy, for his part, remained dumb. He seemed numbed by his experience.

Vukotich felt a hearty slap on his back. "Well, we're doing well," Muenchbek said. "Two military encounters in one day? And as luck would have it, we're still alive! Well, how did you like it?"

"It was straightforward enough," Vukotich replied stiffly.

Muenchbek laughed. "In time you can even get a taste for it. The thought of dying can come to mean nothing to you." He gestured and lowered his voice. "That young boy, though, will need a bit of care."

"Yes," replied Vukotich automatically, though he wasn't much concerned. He saw Cuolsh-an-Eshain descend into the clearing. "Did you not think it risky to trust the elf?" he asked. "What if he had simply left us to be slaughtered?"

Muenchbek shrugged. "Oh, an elf usually does what he says he'll do. It's in other ways you have to be careful, and our magician friend has maybe been a little rash, in his need for help."

Before Vukotich could ask what he meant by that, Muenchbek had left his side, offering his water-bottle to Semperphilus to clean the boy up a little.

The two mercenaries searched the clearing, and found the magician's satchel and Reiner's clothes, which had been ripped from him. Muenchbek then settled down cross-legged, and with the sewing kit which Vukotich had learned every professional soldier carried with him, and which to his amusement Muenchbek called his 'housewife', set about stitching them back together.

Before long Reiner was clothed and seemed a little consoled, though he still said nothing. Muenchbek came to his feet.

"We'd best not camp the night here. The gobbos could return with more of their kind, though I imagine none are too near. Still, we'll put a mile or two between us and this place."

"Wait," Cuolsh-an-Eshain ordered calmly. He had been

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CROYDON

GRAND OPENING SAT 13th APRIL

**UNIT 35
DRUMMOND CENTRE
KEELEY ROAD
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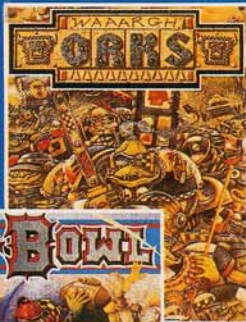
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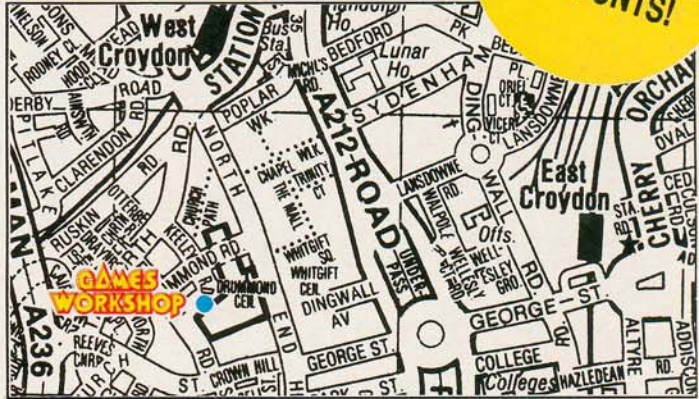
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standing patiently by. "There is something to be settled first."

In answer to their quizzical stares, he continued, "My payment, of course."

"Yes, of course," Semperphilus said fussily. "What is it I can give you?"

"I will take the boy," Cuolsh-an-Eshain said.

Semperphilus clutched Reiner to him and glared at the elf in alarm.

"Come now, it is a fair exchange," Cuolsh-an-Eshain reasoned. "I have saved him from an early death, and one which would have been excruciatingly painful. Furthermore, you will be relieved of any anxiety on his behalf, for no more harm will befall him while in my ward."

Violently Semperphilus shook his head. "No. No. Ask for something else."

"There is nothing else I want or would ask. Your own kind you can pay with gold, but you cannot tempt an elf with riches, for we know how to gain all we need. It is no great pleasure for us to keep a child of your race, for human youth is such a passing thing, but I sense a special quality in this boy. He will be well cared for, and will learn something of elf craft, which many humans covet."

"No!" Semperphilus thrust Reiner behind him. "You shall not have him! He is mine! Begone, elf! Begone!" Wildly he looked to the two mercenaries. "I have hired you — protect us!"

Vukotich frowned but then Muenchbek looked doubtful, and put his hands behind his back. "You hired the elf too," he said. "I see no reason to intervene if you break an agreement."

It was all too much for Reiner, who burst into tears. Vukotich looked questioningly at Muenchbek. The mercenary shrugged. "The boy will be all right with the elves," he said.

Vukotich could not understand such a disavowal of interest in the boy Muenchbek had just risked his life to rescue. He remembered how strange his eyes had looked only a short while ago. Was Muenchbek something other than he seemed?

Or was he simply afraid of Cuolsh-an-Eshain? What if Vukotich made a stand? Would he back him up, or leave him to his fate?

"The boy's been through enough," said Vukotich, thinking of the rest of the money the magician had promised them. "He belongs with his father."

Cuolsh-an-Eshain looked at him coolly. His elf's eyes were so distant and unwavering, so disturbingly *different* from human eyes, that Vukotich felt unnerved.

"This is no concern of yours," the elf said in a silvery tone. "It is between myself and the man who hired us."

"Leave it alone, Vukotich," Muenchbek warned in a low voice. "The elf can have the boy for all I care."

Vukotich took a watchful step back, half-expecting the elf to make a move, to reach for the slim blade he carried in a delicately inlaid scabbard.

But the elf only smiled lightly. "Perhaps he is a little too old, after all. There is not much youth left in him."

Without another word he strolled to the north side of the clearing. In a moment he had sidled into the forest and disappeared from view.

Semperphilus closed his eyes and uttered a great shuddering sigh of thanks. But something of a sullen feeling descended between Vukotich and his companion.

The magician's satchel proved to contain about eighty Kislev Eagles and a few Reikmarks, as well as assorted phials and little casks — wizard's appurtenances, Vukotich guessed — and some parchments. Muenchbek gave

half the money to Vukotich, placed his own share in a thick leather purse he carried next to his body and, somewhat reluctantly Vukotich felt, returned the satchel and its remaining contents to Semperphilus.

It was only then that the magician disclosed his route home. A day's journey back along the trail would bring them to a path south which eventually led to a tributary of the river Reik. He knew a forest settlement on the banks of the river where a boat could be obtained. From there on the journey should be easy, unless beset by river pirates.

As agreed, they quit the goblin camp and made as much distance as they could before darkness proper fell. Muenchbek found them a hidden hollow well off the trail, shrouded by the branches of an ancient tree, and there he built a fire and produced some strips of dried venison for their supper. It was not till then, once they had settled, that Vukotich noticed the tension between the two men, bordering on enmity. At first he thought it hardly surprising, seeing that Muenchbek had refused to oppose the elf's claim to Reiner. But, it emerged, there was more to it.

It began with shadow-boxing, in all apparent innocence, and Muenchbek politely enquiring if Semperphilus was a native of Kislev.

"No, I am of the Empire," the magician said. "I moved to Kislev for safety. There was such trouble in the Empire, and I had my son to think of." He glanced fondly at where Reiner, exhausted, lay sleeping, his blond curls gleaming in the firelight. "But now that the uprising is finished and things have settled down, I decided to move back, especially as Kislev is arming itself for war now, and who knows how that will end? Why those who stand over us want to imperil us with their wars I do not know. Pardon me, I had forgotten that you too are a man of war."

"Your accent escapes me," Muenchbek remarked casually, as though the matter was barely worth a mention. "Native Reikspiel, I suppose, but which province? It seems unlike any I have ever heard, and I thought I knew them all."

Semperphilus poked the fire with a stick and assumed an air of boredom.

"When I was young we moved from town to town a good deal. My parents were strolling musicians. I was never in one place long enough to acquire a regional accent. Yours is plain to me, however."

"True, you can never mistake a Marienburger."

The two fell silent, and Vukotich chose that moment to seek to satisfy his own curiosity. "I have never met a magician before," he said to Semperphilus. "Does it take a long time to become one? What magic can you work?"

"You have never met a magician before?" Semperphilus widened his eyes, looking first to Vukotich and then to Muenchbek with mock incredulity. "Magic? has your *mentor* taught you none?" He spoke the word *mentor* scathingly, as though it were an insult.

"You mistake us," Muenchbek said before Vukotich could respond. "The only thing Vukotich is learning from me is soldiering, nothing more. Neither am I an adept or even an apprentice, as you seem to suppose."

"Then perhaps the case is worse," the magician said, "for you have meddled with the dark powers, those which the foolish who have wrapped themselves in seductions delude themselves into thinking light and brilliance."

Seeing the wary look on Vukotich's face, Muenchbek turned to him. "Vukotich, our friend is going to tell you that there are different kinds of magic, some based on benign, natural forces and on the lawful gods, and others that draw on wild forces from beyond this world, on daemons and unimaginable powers — powers of what is called Chaos. Semperphilus would have us believe he practises the first

kind, which is difficult and takes long study and training. The second kind is comparatively easy, but wildly dangerous. However, the truth is—

"Which kind do you practise, Muenchbek?" Vukotich demanded to know. "The wild kind? Is that why you can smell goblins?"

Muenchbek's reply was clipped, as if he hadn't wanted his ability mentioned. "When I was a young man I fell in with a secret cult in Marienburg, but only for a short time, till I realized the dangers. I know no magic as such, can work no spells, but when you come in contact with Chaos you sometimes receive small 'gifts', such as my heightened senses. So... I can do what I can do."

Muenchbek's ability interested Vukotich and he must have shown it, for Semperphilus pointed a finger at him and spoke in a voice harsh with warning. "Young man, you are in danger. The wild power of Chaos brings only evil and destruction. Your companion admits he is tainted by it and will lead you to your doom. What care has he for you?"

"Enough of that!" growled Muenchbek, his anger beginning to show. "Our arrangement doesn't give you leave to act like a priest!"

Vukotich, for his part, felt duty-bound to side with his comrade-in-arms, and thought of a retort to make to Semperphilus. "Well wizard, you didn't object when I went with Muenchbek to rescue the boy from the goblins!" But he had already begun to question his partnership with the other man.

No one seemed willing to converse further, and with the hooting of nocturnal birds in their ears, they all settled down, in a somewhat surly mood, to sleep.

Next morning Muenchbek disappeared at dawn, taking Vukotich's bow and quiver with him, and returned an hour later with a deer calf he had shot. This he expertly butchered and cut the best part of the meat into strips which he roasted quickly over the revitalised fire. So they breakfasted, stuffed what was left into their travel satchels, and went on their way.

Sleep had given Reiner a remarkable recovery, outwardly at least. Vukotich found him to be a lively lad, though somewhat naive and unknowledgeable even for his age. His upbringing, he guessed, had been unusually sheltered. The day turned out sunny and Reiner chatted guilelessly to him as they went along, but when they started to scout further ahead among the trees Semperphilus objected to Reiner being out of sight, and anxiously called them back.

They took a southwards path towards the end of the day's march and camped in a ravine through which it passed. Next day, early in the afternoon, the sound of running water became audible and they came upon a smallish river which Semperphilus called the Kleiflusch. It was again growing dark when, making their way along its left bank, they found the hamlet he had promised.

It was deserted: a huddle of huts which appeared not to have been inhabited for some time. The disappointed magician tutted and fussed, until Reiner, exploring on the other side of the wretched settlement, uncovered a boat moored among the reeds. It was just large enough to hold the four of them, and had one oar missing. Muenchbek selected a branch from a nearby tree, lopped it off, and spent half an hour using his battle-axe to rough-hew a replacement from the unseasoned timber.

"Best we stay here for the night," Muenchbek announced.

Vukotich agreed. "At least there'll be a roof over our heads for a change."

The area around the hamlet was pleasantly wooded, the

undergrowth not dense. For only the second time since their meeting, the magician condescended to demonstrate his skill. Off in the distance, where glimmers of fading sunlight still penetrated the tree cover, a pair of large and plump game birds of a type Vukotich had not seen before, with speckled feathers, were perched on a tree branch. They were almost out of arrow shot, but he decided to try for one of them and strung an arrow to his bow, pacing slowly forward to try to get closer.

Semperphilus tapped him on the shoulder, put a finger to his lips to caution silence, and waved him aside. The magician then extended his right arm in the direction of the two fowl, hand outstretched with the fingers slightly apart. His face and body grew rigid, eyes staring like a madman's, and he seemed — though Vukotich was not sure — to murmur an incantation.

After a while of what seemed intense mental effort on his part, the fowl took to the air. Vukotich thought they had lost them — but no. In leisurely fashion, they flapped beneath the boughs, and flew straight towards the magician to alight almost at his feet. He bent, snatched up each bird by the neck, one in each hand. He straightened and raised his catch in triumph.

"A tasty dish for supper!"

Suddenly Semperphilus froze. His eyes narrowed. He seemed to be peering into the forest.

"The elf is following us," he muttered. "He still wants Reiner."

"How do you know?" Vukotich asked him.

"I know."

After dusk, when they had eaten, Semperphilus spent some time laying a magical protection around the hut, taking Reiner with him. Told of the wizard's fears, Muenchbek professed the same disinterest as before.

"I've told you, the elf can have the boy for all I care," he said.

Vukotich made no comment to that, surprised though he felt at his companion's attitude. Instead he changed the subject. "Is it true that there are different colours of magic?"

Muenchbek nodded casually. "I believe there are eight colleges, each with its own colour. Wizards from the colour colleges can be distinguished by their dress and totems - without which their magic is useless. I think our friend belongs to the Grey College - the dagger and arrow designs on his cloak and hat are special symbols of theirs. Grey Wizards travel a lot - and be too free with their advice! They're also said to be unreliable."

He paused and went on thoughtfully: "Listen, Vukotich, what we were talking about last night — about the different kinds of magic. Don't take too much notice of what Semperphilus tells you. The truth is that all magic comes from Chaos ultimately — no one kind is 'better' than another. Magicians like Semperphilus' kind rail against the Chaos gods and daemons, and they are wise to do that. But all magic is dangerous - it imperils the soul."

Just then Semperphilus and his son returned to the hut, the wizard sweating with his efforts, and the two mercenaries lapsed into silence.

That night as he lay sleeping, Vukotich dreamed that he was a game fowl, such as he had eaten that evening. He had a speckled brown body and long tail feathers streaked brown and green which trailed behind him as he flew. In his dream the rigid face of the magician appeared, as though carved from wood, the eyes like glass, and in a loud voice ordered Vukotich to fly through a cave made of tree

boughs. The moment the voice stopped, Vukotich's neck was seized in a fist which choked the life out of him while he dangled. But it was not Semperphilus' fist. It was Muenchbek's! His companion was laughing, eyes sparkling and luminescing as when they had met the magician. He was laughing at Vukotich, at how easily he was led, laughing in triumph before tossing away his limp body.

Vukotich awoke with a start, sweating. He was in the hut. The sun was high, its rays slanting down through the chinks between the logs where the mud and moss had fallen out.

How could he have slept so long? By his side Muenchbek was snoring, grumbling fitfully in his slumber. Vukotich looked to his other side. Reiner was not there. Neither was his father.

Muenchbek came awake with a shout when Vukotich shook him.

"We've overslept. And the wizard and the boy are gone."

"WHAT?"

Muenchbek jumped to his feet, making the cabin seem tiny with his bulk, and realizing what time of day it was, glared wildly about him. His glance jumped to the wall near which their heads had lain, and where they had leaned their weapons to be handy to grab in an emergency — his battle-axe, Vukotich's bow and arrows, and both their swords. All were gone.

With a bellow, he dashed outside, Vukotich following more slowly.

"The boat's gone too," Muenchbek announced brusquely. "Together with our employers, needless to say." He paced up and down. "It was I who prepared the food, and I don't think he had a chance to put anything in it, so it wasn't that. Tell me, did you dream you saw Semperphilus' face in the night?"

Vukotich nodded. "Yes, I did. I dreamt he turned me into a bird."

"So did I. That was it then. He reached into our sleeping minds with his mental power, and made us sleep deeper and longer so they could make off with no trouble. He couldn't trance me in a waking state, but when you're asleep it's different."

Vukotich only grunted. He and Muenchbek had played their part; once on the river there was little danger — certainly none from goblins. The magician and his son would soon float into more settled areas of the Empire and be perfectly safe — and Semperphilus would get out of paying them the rest of their agreed fee.

"Did he steal your share of the money?" he asked. He still had his; he'd already checked.

Muenchbek reached beneath his jerkin and brought out his purse, which was fastened round his waist by a chain. He unfastened an elaborate clasp, opened it and ran his fingers through the contents, jingling coins.

"Not unless he's making me see, hear and feel what's not there." He returned the purse. "And I'd know if he were trying a trick like that."

"Perhaps he couldn't take it from you without waking you."

Muenchbek lowered his eyes, as if thinking a thought he did not want to voice.

"I expect that's it," he said flatly.

Or perhaps it wasn't the money, Vukotich thought to himself. Perhaps Semperphilus wanted to get away from Muenchbek, away from the taint of Chaos.

The mercenary was in a temper. "That magician. A fine one he is, with his talk of law and righteousness! Just what you might expect from a thief and a cheat!" He reached behind him, under his jerkin, and brought out a long, broad-bladed knife. "I still have this, at any rate."

Semperphilus



PAUL BONNER

He glared at Vukotich. "We're carrying on down the river. Come on, there's work to do."

Soon Muenchbek was labouring like a bullock, short of tools as he was. First he found a piece of felled tree trunk which, with Vukotich's help, he used as a battering ram to demolish two of the huts. From the ruins he selected a pile of logs which they collected together on the river bank. Then he ran into the forest and was gone for quite a long time. When he returned he trailed behind him a great mass of creeper which he had cut for use as rope. They set to work binding the logs together in two layers, one laid at right angles to the other. By midday they had built a raft large enough to carry them both, though Vukotich wondered what its chances were of holding together if it collided with an obstruction.

Tethering it to a sapling, they pushed the raft on to the river. Muenchbek stepped aboard and jumped up and down to test its buoyancy, watching it dip and bounce in the water. He pronounced himself satisfied, and gestured to Vukotich.

"Come on, let's get going."

But Vukotich hung back.

"What do you intend to do now?"

"Go after our money, of course, and a reckoning with the magician."

"Is it worth it?" Vukotich asked. "We still have the money he gave us, and that's quite a lot. And maybe there's no more gold to be had from him? We could go on to Kislev, or even back to..."

He stopped. In truth, he too wanted to go after Semperphilus — apart from the money, the wizard had taken his weapons. But he did not really want to go anywhere with Muenchbek any more. The bluff, affable man who had been so staunch and dependable, now seemed unpredictable, with weird and disturbing properties.

Briefly Muenchbek considered the proposal. Then he shook his head vigorously. "We're carrying on down the river."

"No. You are. I'm not coming."

Muenchbek glowered. "Not coming? What in Manann's

name do you mean?"

"I just don't trust you any more. Perhaps there is something wrong with you. Perhaps you're tainted after all. I helped you build the raft — and you can have my share of the money. But I'm going on to Kislev"

The two men faced up to each other, barely suppressing their antagonism. Vukotich did not relish having to confront his comrade. Though they were nearly evenly matched now, Muenchbek had over twenty years' more experience.

Abruptly Muenchbek held up a hand and began to sniff the air.

"Goblins," he announced. "Their smell's on the breeze again."

Vukotich turned, just in time to catch a glimpse of a green shape moving through the trees.

Muenchbek had seen it too.

"Well," he said, "are you still going to try to walk out of here on your own?"

For an answer, Vukotich clambered onto the raft. Muenchbek loosed the mooring and poled them into the current.

Behind them, a group of green-skinned figures, perhaps ten in number, emerged from the forest. One raised its cudgel and howled in frustration.

The raft drifted on down the river, leaving the goblins far behind. Once they were out of sight, Muenchbek threw Vukotich a fierce look. "I'm still going after the magician."

Vukotich made no answer, just shrugged. Muenchbek threw back his head and laughed. Was it just a reflection of the sunlight sparkling on the water or did Muenchbek's eyes shine with those unearthly lights, as they had before? Vukotich remembered the magician's warning and the dream of Muenchbek squeezing the life out of him with his massive fist.

He settled down on the other side of the raft from where Muenchbek was doing his best to control its motion with a crudely made paddle, and neither spoke as the river bore them away.

Muenchbek tossed him some strips of dried meat, which they both washed down with river water. At about mid-afternoon he shouted to Vukotich to take up the pole. He had spotted a jetty, and behind it a tidy thatched-roof village. Vukotich reminded Muenchbek that Semperphilus was making for Talabheim.

"Talabheim is where he said he lives," Muenchbek replied. "What reason have we to believe him?"

With difficulty they managed to bump their craft against the timbers of the jetty and tie it up there. Vukotich followed Muenchbek onto the dirt track that wound through the village. Few people were about. Children played outside the doors of their houses. From one door a woman peered out, dragged her children inside and slammed it.

Muenchbek beckoned a small boy, who approached curiously. "Have you a Meister Semperphilus living here? Semperphilus the magician?"

The child stared dumbly, and only shook his head when Vukotich asked, "Do you know a boy called Reiner?"

Muenchbek sighed. "Well, it seems an unlikely place, after all. Let's get going."

They took to the river again, and as the afternoon wore on passed a stretch of forest charred and blackened by fire from which green buds were by now beginning to appear. Further on was evidence of a battle, possibly related to that fire — rusted casques and cuirasses, horse skeletons and tumbled bombards. This gave Muenchbek food for thought, for

Semperphilus had said he fled the civil strife, during which Talabheim had not been threatened as far as he had heard. His interest was aroused when they swept round a bend in the river and saw another jetty, this time with a more sizeable town belonging to it. Boats lined the jetty, leaving no room for their raft, so they contrived to ground it a few yards upriver. Wading through the marshy rushes, Muenchbek suddenly stopped, and picked up a fragment of timber, then another. He inspected the area, noting how the rushes had recently been flattened.

"Someone has smashed a boat up here. Most of it must have been thrown into the river." He scanned the boats tied to the jetty. The magician's was not among them. Possibly he held a piece of it in his hand.

If Semperphilus had tried to destroy the evidence of his presence, then he had failed. Muenchbek strode into the village, Vukotich following behind. Many of the houses here were slate-roofed, and beyond the outskirts were cultivated fields where the forest had been cleared. A tavern stood at the end of the main street. He headed straight for it.

The shadows were long; the sun would soon vanish behind the tops of the trees. A musty smell greeted them as they entered the inn's tap room. It was too early for customers, and the landlord was polishing pewter tankards. He looked wary at the entry of such a stranger as Muenchbek.

"Welcome to Gladbeich," he said, when he had served them two measures of foamy beer. "Will you be staying long?"

Muenchbek drained his tankard in one go and wiped the foam from his beard before he answered. "We are here on behalf of one of your neighbours. A Meister Semperphilus. Be good enough to direct us to his house."

The landlord looked about to deny all knowledge of Semperphilus, but Muenchbek was looking directly into his face, and Vukotich, for the second time that day, had the feeling of a formidable power issuing from his eyes. At any rate, the landlord thought better than to lie.

"Ah, you mean Doctor Semperphilus, the learned gentleman. His house is a mile along the road, into the forest. But you will not find him there. He left for foreign parts more than a year ago."

Impatiently Muenchbek gestured to Vukotich to finish his beer or leave it and stalked out. Well, Vukotich reasoned, he'd come this far. He might as well see this business through. Kislev could wait. He drained his beer and went after the other man.

As they paced the winding path into the forest with dusk falling around them, Vukotich asked himself what the magician might do against them. If he simply gave them their fee, all well and good. But what if he decided to try a spell?

And then there was Muenchbek and his own strange powers. How far could he trust the man?

It was with that thought in his mind that they came upon the wizard's house. It was set back from the road, almost hidden among the foliage of screening trees, so that a casual passer-by might well have missed it. Constructed of stout timbers and fitted with windows of coloured glass, it plainly belonged to a person of means.

Muenchbek did not approach straight away, but drew Vukotich behind some bushes and watched the building. Vukotich realized that he was waiting for darkness. He intended to enter uninvited.

A light came on within. Muenchbek appeared ready to move. "Semperphilus has mental powers," Vukotich whispered. "Won't he know we're breaking in?"

"I think his attention might be too preoccupied at this moment," Muenchbek replied enigmatically, and moved off through the trees. They skirted the house, approaching from

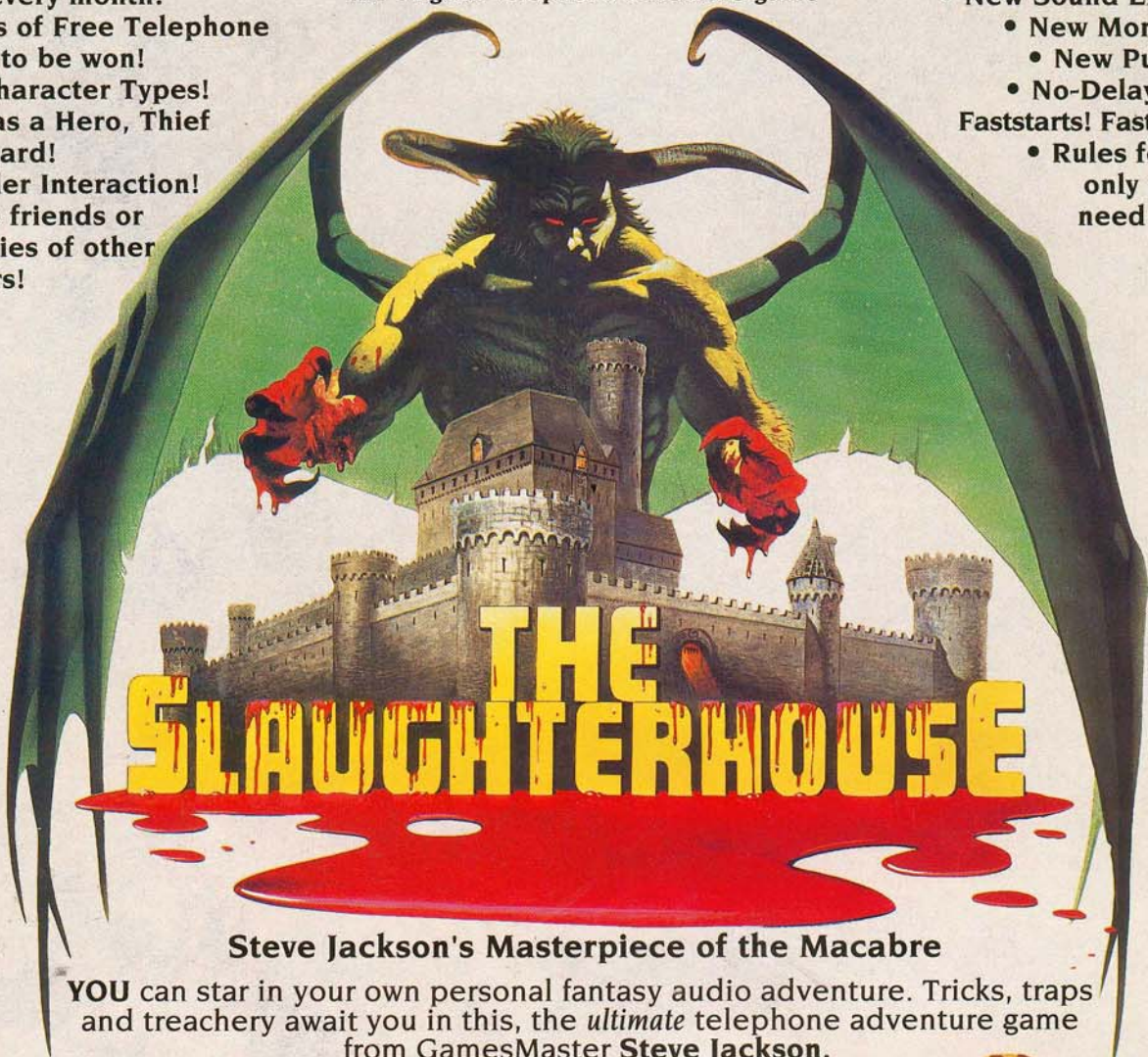
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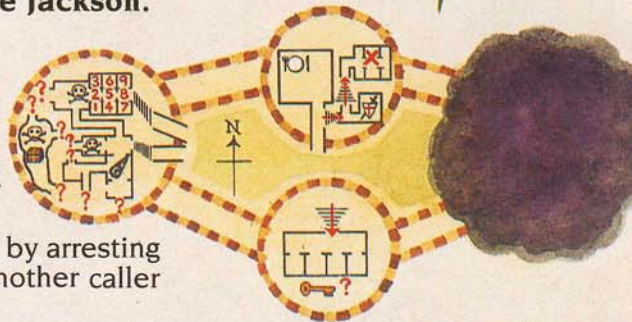
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the rear through an overgrown garden. There was a back door of solid thick planking, which proved to be bolted from within. Muenchbek sidled to a shuttered window and went to work with his knife, so expertly as to make Vukotich believe he had been a burglar at some time in his career. He prized out several small glass panes, scraped at the surround and ended by quietly wrenching loose the frame and pushing in the shutters. They climbed through with only a subdued scuffling for noise.

They had entered a small room used as a library, piled and littered with books and scrolls. Muenchbek opened the door and both men stepped through. Here the gloom was lessened, for sconces in the walls of a passage further off had been lit. Vukotich hesitated, trying to guess the layout of the building.

Then a long, piercingly high-pitched wail of utter despair sounded through the house, coming from somewhere ahead and a little above. Vukotich recognized the voice. It was Reiner's.

It galvanized them both into action, blundering along a corridor and finding a stairway which they mounted three steps at a time. At the top, Muenchbek threw open a door.

Vukotich followed him through. They were on a gallery overlooking a large, brightly lit room. Below was an utterly bewildering scene.

Reiner lay bound to a low table, or altar. Incense burned in crucibles on either side of him. Behind his head a purple flame poured up from a huge, peculiarly shaped candle. His face was a mask of terror, just as when he had been a prisoner of the goblins, but this time his frightened expression was mingled with disbelief, for standing over him, a long, wavy-bladed knife held over his heart in two hands, was his own father.

Semperphilus was clad in a cloak of dark grey silk and a tall iron crown studded with blood-red gems. He seemed unaware of the entry of the intruders, for he was deep in mental concentration, and the face which looked down on his son was as pitiless as a raptor's.

"No, father, no!" Reiner shrieked.

Vukotich shouted in astonishment as Muenchbek took out his own knife — and in the same motion hurled it straight at the boy!

As the knife flew through the air, Vukotich realized that Muenchbek had thrown the knife hilt first — that was not trying to kill Reiner. Then the knife struck the boy on the head and knocked him unconscious.

Semperphilus, haggard of face, backed up against a wall.

"There is no need for this," he said harshly to Muenchbek. "I will pay you any sum you ask."

"I don't want gold," Muenchbek grumbled. "I want the boy."

"No!" The magician shook his head vigorously. "I will make you as wealthy as a prince. I will teach you magical secrets."

The conversation was mystifying to Vukotich. "What in Taal's name is going on?" he demanded.

For answer Muenchbek pointed to Semperphilus. His voice was angry. "Take a look at this magician, Vukotich. Look at this loving father, while I tell you a tale. How old would you say he is? About forty, would you say? But see, isn't his face already a little bit more lined than when you last set eyes on him? Well, he isn't forty. He's very old, perhaps as much as a thousand years."

The magician's face now turned ugly as Muenchbek went on, "There are ways to become immortal. There are Champions of Chaos that live in the realm of the Chaos Powers, but they are no longer human. You can become a vampire, one of the undead, but that is like a living death. No, our friend wanted to enjoy life forever as a normal human

Vukotich



PAUL BONNER

being, to stay reasonably young indefinitely. Well, there is a foul way to do that. Every time the adept begins to age, he must sacrifice a child and absorb its youth, its life forces, into his body. But not just any child will do. It must be between six and twelve years of age, and the same sex as the recipient. Most important, the operation will not work at all unless the child is the magician's own child."

Muenchbek's eyes smouldered. "That's why Semperphilus was always so anxious about the boy. It was his own life he was protecting! He's reached the time when he needs to make the infusion. So he's come back here, where he has his magical apparatus and the special herbs and drugs to assist the transfer of life force. I can smell goblins far off and I smelled something about him, too. I smelled age upon him. He was far older than he looked. Then there was the business of his speech. Centuries ago, when he first learned Reikspiel, people spoke it differently, and he's never lost the accent."

Vukotich glanced at the still unconscious boy. "Why did you knock Reiner out!"

"For the ceremony to work, the child has to know what's happening to him. That's the nastiest part of all, perhaps. With the boy unconscious, Semperphilus would have killed him for nothing."

"Then I was wrong about you."

"Yes, Vukotich. You have to trust your comrades if you're a soldier, and not listen to old men you meet in the forest. Especially grey wizards, known for their unreliability."

He took a step forward, clenching his fists. "Every twenty years or so this wizard sires a son, only for the purpose of slaughtering him like a pig somewhere around his ninth birthday! How many of your children have you murdered down the years, wizard? How many? Well it's over now. We're taking your boy away and you can die a natural death as the gods intended."

The magician still held the sacrificial knife in one hand. His eyes went sidelong, directing their attention to a design above the doorway at the end of the room — an eight-pointed star. "There is the emblem of pure Chaos. When I was an apprentice there were no colour colleges. There was only magic. But that was a long time ago..."

While their gaze was averted he casually reached out with

his free arm. There was an inset shelf, and an open cask upon it. Suddenly he had flung aloft a handful of coloured ash which flared like gunpowder, turning into a cloud which surrounded Muenchbek. In that cloud giant pythons writhed, threatening to devour him.

How easily Semperphilus had turned the situation around! The fog dispersed in seconds, but Muenchbek was clearly confused and did not know where he was, while the wizard had fully recovered. He began intoning words in a strange language which hardly seemed like speech at all, its syllables striking the air like hammers. Muenchbek's eyes sparked and spat golden light, but he was no match for Semperphilus now. His back arched. His arms spread as if forced up by another.

Semperphilus let out a stentorian bellow.

"DIE!"

And Muenchbek began to topple.

Suddenly Vukotich spotted the knife Muenchbek had thrown at Reiner, gleaming on the floor in the lamplight. He snatched it up and ran straight for Semperphilus. The wizard parried the lunge with his sacrificial blade. To Vukotich's dazed mind that blade became a dozen two-handed swords, while his own puny knife became red-hot in his hand, forcing him to drop it with a pained cry. Then the prick of the wizard's knife-point was at his throat, and he heard the wizard laugh.

Vukotich was only vaguely aware that the door had opened to admit a green-clad figure with pointed ears and honeyed skin, a figure which leaped to his side with astonishing speed. A slim, silver sword flashed as it entered Semperphilus' chest. The wizard made a peculiar sound, a sort of gulp. His eyes rolled back in their sockets.

His arms seemed to flap as he fell to the floor.

The mind-dazzling mist of magic dissipated. Vukotich could see clearly again. He saw who his rescuer was.

It was the elf, Cuolsh-an-Eshain.

"Then you were following us!"

Calmly the elf cleaned his sword blade. "Following you? I was ahead of you much of the time. Elves do not need to sleep as much as you do! Yes, I followed you into the house. For which you should be grateful."

Now Muenchbek was climbing groggily to his feet. "I had an idea you knew what was happening," he said.

Distantly, Cuolsh-an-Eshain nodded. "I can sense age, and the wizard was too old for a human. I guessed at the method he was using, and decided to save the boy if I could. Well, I have preserved his life for the second time. And I claim him as my reward. You cannot deny me."

Vukotich stared past Cuolsh-an-Eshain. The magician was rising to his feet. He was tearing apart his vestments and mouthing incantations, glaring at the wound made by the elf's sword.

New skin was forming over the incision! Like a mouth closing, the wound healed up!

And from out of the wizard's mouth there burst a ball, an expanding bubble, a sparkling miasma of pure magic. It engulfed Cuolsh-an-Eshain. The elf seemed to cavort as he struggled in the nimbus, wrapped in tendrils of light as if struck by lightning.

Vukotich's vision wavered. On the floor lay the sacrificial knife dropped by Semperphilus. Muenchbek was still confused, and would not act straight away. In a few seconds the elf would be dead. But the wizard's attention was still engaged on his spell, he could attack.

He snatched up the sinuous knife, plunging it into the body of the wizard. The knife scraped bone. He felt the meaty sensation of flesh being penetrated. He wrenched out the knife and stepped back.

There was an endless moment. Then Semperphilus screamed.

"NO! NO!"

He gabbled the arcane tongue again, but his strength was used up. Shaking his head in disbelief that this could happen, Semperphilus collapsed to his hands and knees, then sagged until he lay face down on the floor, his cloak covering him, the magic ball in which he had trapped the elf fading away as life left his form.

Vukotich stepped forward and turned the body over with his foot.

Muenchbek came up beside him. "He's done for this time, thank Manann."

The lifeless face had already aged about fifty years.

"I dare say there's much gold hereabouts, buried nearby maybe," said Muenchbek thoughtfully. "But there's no knowing what magical traps are set over it. We'd best give it a miss."

Cuolsh-an-Eshain was standing motionless, eyes closed, seemingly in a coma, his face unusually pale. He hadn't yet recovered from the magical nimbus, Vukotich realized. Now was the time to decide what happened to the boy.

Muenchbek saw what was in his mind. He placed a hand on Vukotich's shoulder and spoke in a low voice. "Let the lad go with the elf. He'll be much better off. What can we do? We're on our way to fight wars for Kislev."

Vukotich looked from Muenchbek to the elf, and back again. He shrugged.

"You're right — he'd only slow us down."

Muenchbek chuckled softly. "To most people Law is good and Chaos is evil. But it's not that simple. Followers of Law can be evil — and sometimes, there is good in Chaos. After all, magic is derived from it, of whatever school. Still, Chaos is a temptation to be resisted. Steep yourself in it and you're doomed, because no human being can control it in the end. You'll end up not even human."

He paused. "Vukotich, you remind me of myself at your age. There's something about you — I feel sure that you'll come up against Chaos sooner or later. You must understand it before you can resist it."

Vukotich didn't know whether to be flattered or insulted. Suddenly, the elf opened his eyes, and he felt their cool, too-distant stare upon him. That stare told him that Cuolsh-an-Eshain had heard everything they had said.

"You choose wisely," Cuolsh-an-Eshain said. "A life among elves is better than your dull lives. It will be a delight to care for him. A human child is like a flower to us, it blossoms so briefly. But let us make sure the boy is unhurt."

On the altar, Reiner was stirring. Vukotich saw the purple bruise the knife-hilt had made on his temple. The elf began to untie the ropes that bound him.

"Once he is of our company, he will soon forget his old life," said Cuolsh-an-Eshain, gazing down on his prize.

He aided Reiner to sit up. The boy raised his face to his rescuers.

"Why did my father try to kill me?" he asked plaintively.

None of them had the heart to answer.

The Magician's Son will be appearing in Games Workshop's new Warhammer Fantasy anthology. Featuring stories by John Brunner, Brian Craig, Bill King and Jack Yeovil, among others.

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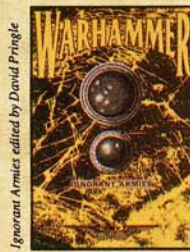
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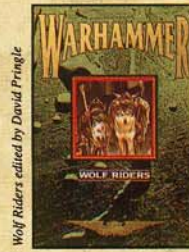
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Drachenfels by Jack Yeovil



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BRETONNIAN KNIGHTS

A Knight's coat of arms serves to identify him so that both the enemy and his own kinfolk and retainers can locate him in the thick of the fighting. The heraldry of the noblest and most famous Knights unmistakably announces their presence on the battlefield, bolstering the morale of their own troops and striking fear into the hearts of enemies who will have heard many tales of their renowned bravery, heroic deeds and martial prowess.

The bold geometric patterns of Bretonnian heraldry mean that you can quickly and easily paint visually exciting units of Knights. You can get great results using a simple flat colour technique (ie painting the main colour of each area without adding any shading or highlights). Once you've painted your basic colour scheme, the Knights are ready to use in a game of Warhammer Fantasy Battle – if you want you can add more detail once you've played a few games with them.

You can also add heraldic devices to your Knights' trappings. A device is a symbol or image that is painted on top of the background pattern. Geometric shapes such as crescents and fleurs-de-lis are popular, as well as images of monsters, magical creatures and heroic animals – lions, unicorns, mermaids, griffons, dragons are among the devices used by Bretonnian Knights. Some devices are used singly, such as a rearing lion, while others may be repeated several times, especially the more geometric devices.

Brettonnia is modelled on medieval France. We've kept its colourful and flamboyant flavour as a contrast to the harsher Germanic feel of the Empire. We've also based Bretonnian heraldry on the heraldic colours and motifs of history.

There are strict rules defining the use of colours and patterns in heraldry but we won't go into all the complexities here. We'll give you a few simplified ground rules and show you some heraldic patterns and devices. We've also simplified the heraldic terms and used common words rather than the precise technical language of heraldry.

If you're interested in finding out more about heraldry, there are plenty of good books on the subject and they'll all make excellent sourcebooks for painting Bretonnian Knights as well as other Human warriors from Bretonnia and the Empire.

Look at the painted Bretonnian Knight miniatures and the two pages of painted designs for ideas about heraldic patterns and devices. We've picked some of the most common, but you don't have to restrict yourself to these – you can come up with your own variants or use history books to get different ideas.

HERALDIC COLOURS

A Knight's heraldic colours are shown on his shield, his surcoat and on the caparison of his warhorse. This gives you a large area on which to paint the bold heraldic colours.

Bretonnian heraldry uses a limited set of strong colours to create the patterns and devices worn by its Knights:

Colour	Citadel Paint	Colour	Citadel Paint
White	Skull White	Yellow	Bad Moon Yellow
Black	Chaos Black	Green	Striking Scorpion Green
Red	Go Fasta Red	Purple	Fire Dragon Crimson
Blue	Moody Blue	Orange	Hobgoblin Orange

The first five colours are by far the most common. Green, purple and orange are used less frequently.

Metals and Colours

When you're painting heraldic devices, there's a special rule of heraldry that defines what paints you use for the device and the background. Yellow and white are used to represent silver and gold and are called **metals** (note that you don't actually use silver or gold paint). The others are known as **colours**. The rule is that a coloured device only goes on a metal background and a metal device only goes on a coloured background – metals never go on metals and colours never go on colours.

For example, a white or yellow lion can go on any of the colours and a coloured lion, say red, can go on either a yellow or white background. But a red lion can't go on a blue background because they're both colours, and a white lion can't go on a yellow background because they're both metals.



This Knight shows a single chevron repeated on the shield and the front and back of the caparison. The background is Skull White mixed with a little Orc Brown to soften the colour so it doesn't look too stark. The chevron is Go Fasta Red. Go Fasta Red has been repeated on the lance – using coloured lances adds to the overall flamboyant appearance of a Bretonnian Knights unit. The Knight's surcoat is simply Skull White/Orc Brown – we left the chevron off because it's a bit tricky to paint it around the Knight's arms and straps.



Bretonnian Knights charge into battle against an Undead horde

PAINTING THE HERALDRY

Painting these patterns on your Knights is simplicity itself. Because they're large blocks of solid colour, a single coat of paint without any washes or highlights works just fine. There's only a few things to bear in mind.

- 1) Start with the lighter colour – it's easy to paint over a light colour with a darker colour.
- 2) Leave each colour to dry before you paint the next one otherwise you'll blend the two together at the edges. You want a clean, crisp division between the colours.
- 3) If you're an inexperienced painter, keep to the simpler devices to start with: crescents, crosses and so on. If you're painting the more involved devices, remember that heraldic beasts are highly stylised – you're not trying to paint a realistic lion, griffon, dragon or whatever.
- 4) With the more complicated devices, you can leave them off the Knight's surcoat if you want. Either paint the surcoat in the background pattern or as just one of the background colours or metals.

LINEAGE

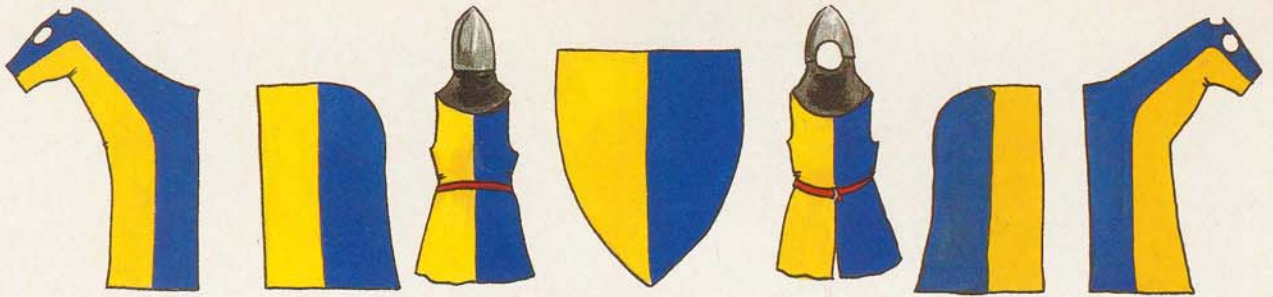
As well as clearly identifying him on the battlefield, a Knight's heraldry also shows his lineage, connecting him with a long line of noble ancestors and showing how he's related to other noble families. These relationships through descent and marriage are of prime importance to a proud nobility such as

the Bretonnians' and they are often the basis of grand alliances brought together in times of war.

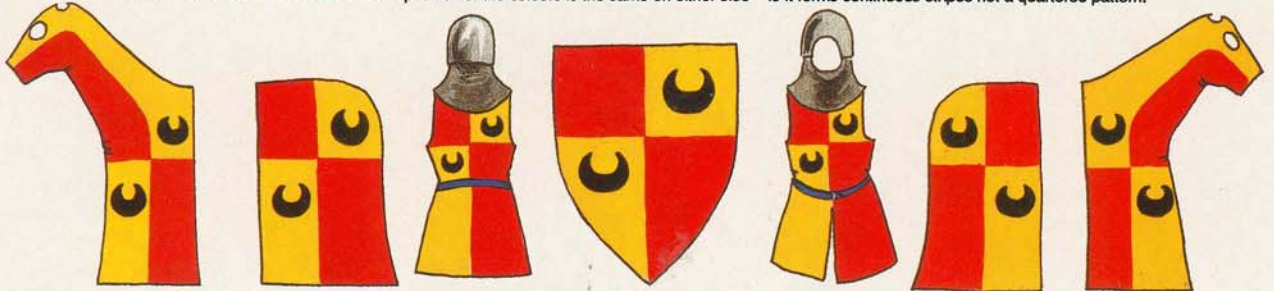
A unit of Knights may contain members of a number of unrelated noble families fighting alongside each other, each with its own distinct heraldry. Or you can have some of the Knights related and sharing common heraldic elements – although each model will have its own colours and devices, there'll be a visual link between them.

There are various ways you can show a Knight's noble family ties through his heraldry – here's a few simple options:

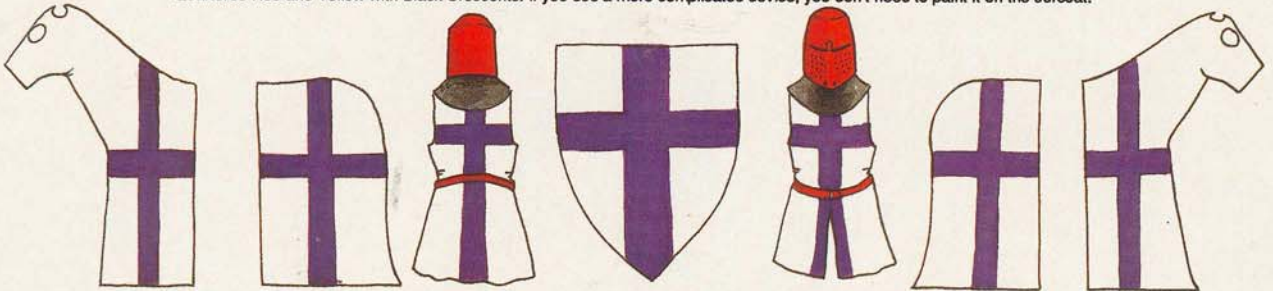
- 1) Use the same colours and metals in different patterns. For example, in the photo above, the Knight with the halved blue and white pattern may be related to the Knight in the rear rank with the quartered blue and white pattern.
- 2) Use the same background but move the device to different positions or add different devices. For example, kinsmen of the Knight bearing the red chevron might have their own devices painted beneath the chevron, or to either side of the point.
- 3) Use the same device but vary the background. For example, the white axe device might be common to all the Knights from a certain Dukedom but each displays it on a background of his own colours and pattern.
- 4) Combine two coats of arms to indicate close ties between two noble families through marriage. This can lead to some complicated designs so it's best done with simple patterns and devices.



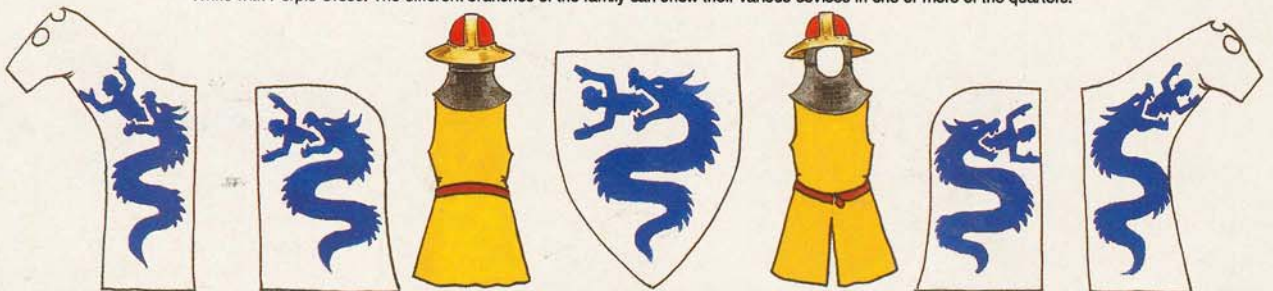
Halved Yellow and Blue. Notice that the position of the colours is the same on either side – ie it forms continuous stripes not a quartered pattern.



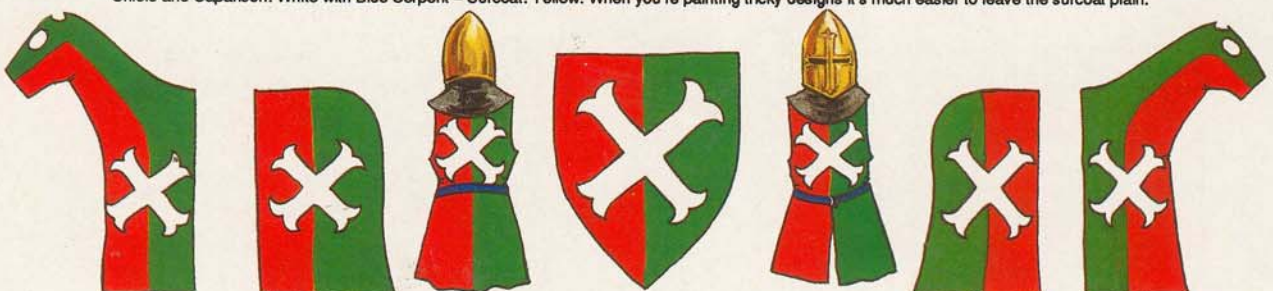
Quartered Red and Yellow with Black Crescents. If you use a more complicated device, you don't need to paint it on the surcoat.



White with Purple Cross. The different branches of the family can show their various devices in one or more of the quarters.



Shield and Caparison: White with Blue Serpent – Surcoat: Yellow. When you're painting tricky designs it's much easier to leave the surcoat plain.



Red and Green with White Diagonal Cross. You don't have to give the cross the curved ends, especially on the surcoat.



Halved Diagonally White and Red



Yellow with Red Lion



Halved Horizontally White and Mulberry with Fleurs de Lis



White with 5 Blue Diamonds in Bar



White with Green Mermaid



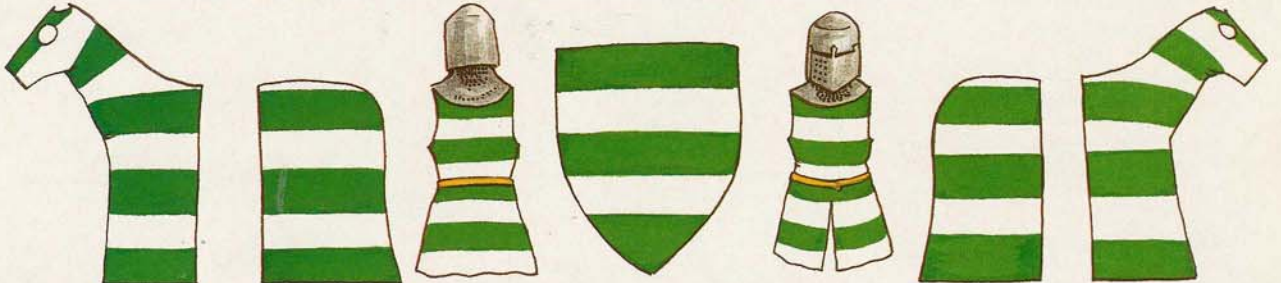
Quartered Orange, 2 White Bars (Blue Points) and Yellow



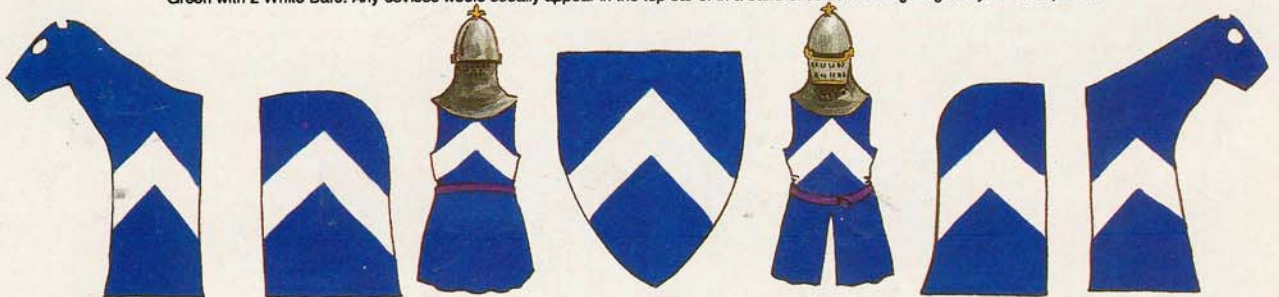
Yellow with Red Band. Notice how the band is repeated on the two parts of the caparison – It's not a continuous diagonal.



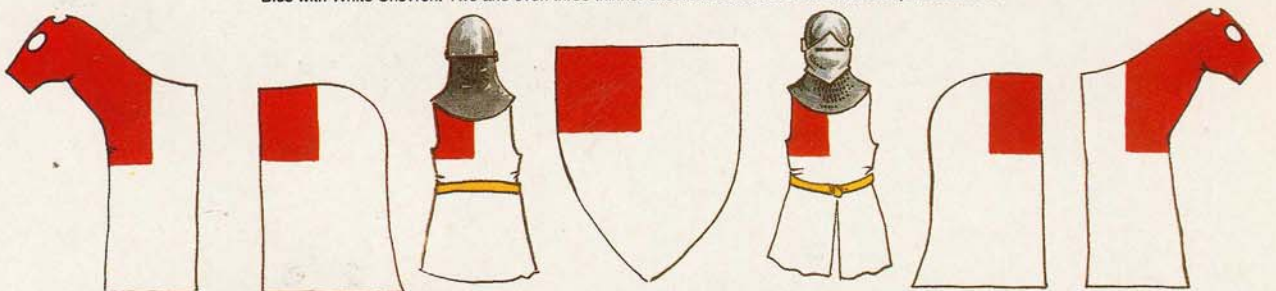
Shield & Caparison: Red with Yellow Griffon – Surcoat: Red with Yellow Border. The simpler surcoat design keeps the yellow on red colour scheme.



Green with 2 White Bars. Any devices would usually appear in the top bar or in a band of colour running diagonally over the pattern.



Blue with White Chevron. Two and even three thinner chevrons one above the other are quite common.



White with Red Quarter. Notice that on the surcoat the red quarter is in the same corner when viewed from front and back.



White with Black Ermine Pattern in Red Border



White with Blue Stars and Saw-Toothed Orange Top



Blue with White Diagonal Cross



Halved Yellow & Red Black Ermine Pattern in White Band



White with Blue Bar and Black Dagger above



Orange with 2 White Chevrons and 3-pointed Label



We've picked out these three Knights to show you how their heraldry has been painted. In each case the colour schemes have been kept simple but, as you can see from the photo on the previous page, they look splendid when fielded as a unit. If the colour schemes were more complicated, the effect wouldn't be as striking.

The first Knight has a solid Chaos Black ground with a Skull White axe device. The axe is stylised into simple shapes, mainly straight lines, so that it's easy to repeat the same image on the caparison and shield. The surcoat is just Chaos Black – painting the axe here would be a bit fiddly. Notice that

we've painted the warhorse white to maintain the bold black/white contrast.

The second Knight has a quartered pattern painted with Go Fasta Red and Sunburst Yellow – the yellow is repeated on the lance. This Knight's device is a Chaos Black crescent in the yellow quarters. As this device is so simple, we've also painted it onto the Knight's surcoat.

The third Knight has a halved pattern painted in Go Fasta Red and Striking Scorpion Green. The red has been carried through to the Knight's lance and helmet. The cross is Skull White – the forked-tongue ends are easy to paint but could just as well

have been straight, especially on the surcoat where the cross is much smaller.

The plate mail on all these Knights has been painted Mithril Silver then lined with Chaos Black to show up the separate plates. The chain mail has been given a coat of Chaos Black and then dry-brushed with Mithril Silver – this quickly picks out the links leaving black behind them (drybrushing is described on the Marauder Undead pages).

The horses have been painted in various shades of brown and then lined with black – Tanned Leather (lightest), Snakebite Brown and Bestial Brown (darkest) were the paints used.



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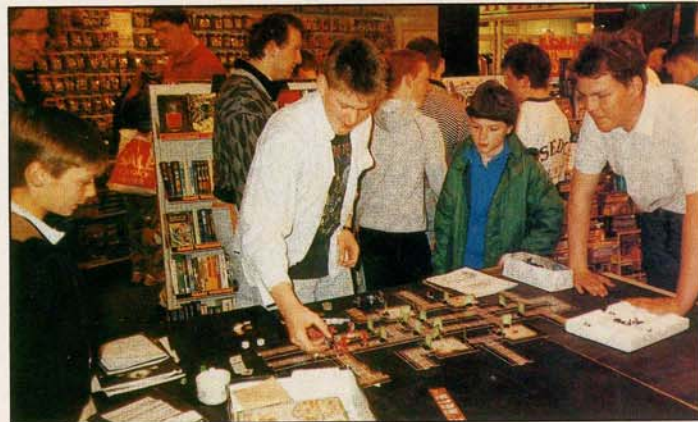
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QUESTIONS AND ANSWERS

BY RICK PRIESTLEY

This month I've grouped together a series of questions about hand-to-hand combat procedure and Combat Results. I've also taken the opportunity to print a summary of the Combat Results table combining information which is otherwise scattered throughout the Warhammer Fantasy Battle rulebook.

Thanks to everyone who has written in with queries – it really does help me to identify items of explanation and rules which leave room for doubt or ambiguity. If you have any questions regarding the Warhammer Fantasy Battle rules, I will be pleased to provide an answer as long as you include a stamped self-addressed envelope or 2 International Reply Coupons if you live abroad. Please leave enough space on your letter so I can write answers directly on the sheet of paper as this saves time and enables me to get back to you more quickly.

ROUT TESTS

In hand-to-hand combat is it necessary to take a rout test every time a unit is pushed back – or does the unit only test if it also suffers 25% casualties in the combat round?

Generally speaking a unit takes a rout test every time it loses a combat round. However, a unit does not have to take a rout test if it hasn't yet lost at least 25% (ie a quarter) of its original numeric strength during the battle.

For example, a unit which begins the game with 20 models does not have to test for rout until it is reduced to 15 models or less. Thereafter the unit takes a rout test every time it loses a round of hand-to-hand combat. A unit of 10 models tests once it has lost 3 models (as 2 is less than a quarter).

Obviously, this means that larger units have a little more resilience than small units – they can sustain more casualties before they are forced to take a rout test. This is why troops such as Goblins sometimes crowd into very large units – it gives them a bit more clout!

Note that the 25% rule doesn't help you if you're fighting an enemy you fear. If you're beaten in hand-to-hand combat by troops you fear then you are routed automatically without recourse to a

rout test and regardless of the casualties caused. This emphasises just how important it is to avoid combat with Undead and large Monsters unless you are reasonably sure of beating them.

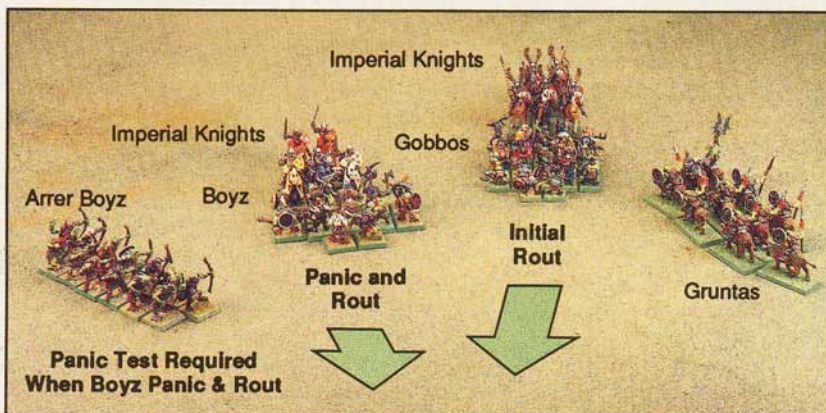
PANIC TESTS

A unit must take a panic test if a friendly unit routs within 12". If units rout because they fail their panic test, do other friendly units within 12" of them have to take a further panic test or not?

If a unit routs from a hand-to-hand combat engagement then friendly units within 12" must take a panic test. The key rule is that the test is made when a unit routs from *hand-to-hand combat* and not under other circumstances. Therefore, units which rout but which are not engaged in combat do not cause other units to take a panic test. Of course if a unit is engaged in hand-to-hand combat when it takes and fails a panic test, then its subsequent rout is also technically a rout from hand-to-hand combat and so will initiate further panic tests (see the example below).

The best and simplest procedure to adopt is to work out all combat results for the hand-to-hand combat round, and take any rout tests necessary. Then, once all routs resulting from combat have been established, take any panic tests required. Then take any further panic tests where appropriate. Only move routing troops once all rout and panic tests have been taken. Note that when hand-to-hand combat opponents rout as a result of a panic test (rather than a rout test) then the enemy units get a free hack as they turn, and pursue just like troops which have beaten their enemy in combat and routed them.

Remember that troops must also take a panic test at the start of their turn if there are already friendly routing units within 4". In this case, units routing for whatever reason cause panic, not just those that were routed from combat. This means it is possible for routers to cause a wave of routs through your army as they run towards the rear. This is a particular problem for commanders of Goblins, Skaven and other troops that have a low Cool value. Such troops are inclined to lose heart and run off at the slightest sign of a setback.



In the example above, the Gobbos rout from hand-to-hand combat obliging the Orc Boyz and the Gruntas to take an immediate panic test (2D6 against Cool). The Arrer Boyz are more than 12" away from the routing Gobbos and don't have to test. The Gruntas pass their test but the Boyz fail and are routed. Because they are themselves engaged in hand-to-hand combat all units within 12" of the Boyz must test for panic – in this case this affects only the Arrer Boyz as the Gobbos are already routing and the Gruntas are too far away.

MAGIC WEAPONS

If a character is carrying a magic weapon with several abilities, can he use all the abilities in the same combat round, or can he only use one ability per round? If only one can be used does he have to declare this when he strikes? If two opposing characters are armed with magic weapons, both of which have Trance or Parry abilities, which model works out the effects of his magic first, or do both work out their magic at the same time?

It is the case that the magic abilities for weapons, standards, and instruments in Warhammer Armies pose problems of interpretation when used in certain combinations and against certain types of troops. Most players are aware of this problem and come to some sort of agreement with their opponent before the game. I suggest you adopt the following policy towards the use of magic weapons.

A character may only use a single magical ability in a single round of hand-to-hand combat. The exception to this rule is if the character has a Frenzied Blade in which case he is automatically subject to frenzy and may continue to use another magic



ability in combat. If you want to use either the Trance or Parry ability these are declared before other combat begins – all Trance and Parry results are worked out immediately and simultaneously, regardless of initiative or previous Trance or Parry results.

The results of other magical abilities are resolved when the character works out his hit, wound, or when the opponent takes his save, whichever is appropriate. Simply announce you are going to use an ability before rolling the dice to hit, wound or save.

COMBAT RESULTS

Do Wounds caused in hand-to-hand combat count towards your total for winning the combat round if they are saved? Also, if a Hero with 2 wounds takes 3 wounds is the extra 1 wound counted towards your total?

In both cases they don't count. Only wounds which are actually suffered count towards your Combat Results total. The Combat Results Table below, which gives a resume of the Combat Result modifiers, may prove useful to many players.

COMBAT RESULTS TABLE

Work out the result of each separate hand-to-hand combat engagement as follows.

Once both sides have fought each counts the number of wounds it has inflicted. Wounds which have been saved aren't counted, only those actually suffered. Each side adds the following bonuses to its total. Once each side has added up its Combat Results the two scores are compared and the highest scoring side wins the combat round.

Charged That Turn +1

This bonus is only applied once regardless of how many units charged into the hand-to-hand combat engagement. If several units are involved, some of which charged that turn and some of which didn't, this bonus applies so long as the charging troops caused at least half the number of wounds inflicted by their side. If no wounds are inflicted at all the charge bonus still applies so long as at least one unit charged that turn.

Followed Up +1

The side which won the previous combat round adds this bonus to represent the impetus gained as enemy troops are pushed back. As with charges the bonus is applied only once regardless of the number of units engaged.

Note that if a side is both charging and following up in the same round (as can happen when a fresh unit charges into an established engagement) then it is possible to get both bonuses – ie +2. This shows what a good idea it is to hit the enemy when he's at a disadvantage and demonstrates the value of keeping a second line of troops just for this purpose.

Standard +1

This bonus is added for each friendly unit in the engagement that has a standard in its front rank. Unlike charges and follow ups this bonus can be added several times if there is more than one unit which has a standard. For example, if two units are engaged and both have standards then you add +2, and so on.

Army Standard +1

If the Army Standard is being carried by a unit in the hand-to-hand combat engagement then a further +1 bonus is gained. This applies in addition to a normal +1 bonus for a unit standard, so the bonus is +2 for a unit which has the Army Standard and its own standard.

2nd, 3rd, or 4th Rank +1 per rank (maximum +3)

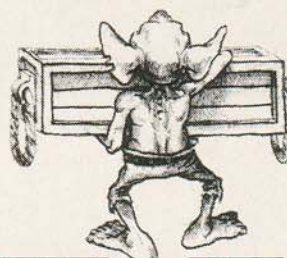
If a unit begins the combat round deployed in 2 full ranks it receives a bonus of +1 to its Combat Result. If deployed in 3 full ranks it receives a further +1 making a total of +2. If deployed in 4 or more full ranks it receives a further +1 making a total of +3 (the maximum rank bonus allowed). The rank bonus represents the fact that solid formations of troops are much harder to push back because the rear ranks lend their weight to the troops at the front, shoving them forward and stepping into any gaps left by casualties. Similarly a deep formation can steamroller into the enemy line, knocking aside and scattering the enemy troops.

This bonus only applies to full ranks, not partial ranks, and there must be at least 4 models in the front rank for any rank bonuses to apply. (Formations narrower than this can be so easily overwhelmed that no benefit is conferred. The guys in the rear ranks get swamped by enemy on their flanks.)

Note: Where an engagement involves several units on each side and some are in deeper ranks than others you may count the deeper bonus.



FREEBOOTERZ



BY BRYAN ANSELL, RICK PRIESTLEY & NIGEL STILLMAN

Freebooterz are Orks who have abandoned their tribes to form roving bands of outcasts. Many Freebooterz are treacherous and unpleasant characters – not the sort of individuals that are tolerated in normal Ork society. But Freebooter Mobz are often available for hire as mercenaries or can be persuaded to join a battle with promises of loot and a good fight. A cunning Warboss will not overlook the potential of hiring Freebooterz to fight alongside the Orks of his own tribe.

Here we present a selection of the Freebooterz that may be hired as part of a Warhammer 40,000 Ork army. The full list can be found in the forthcoming *Freebooterz* book, along with army lists for the Bad Moons, Death Skulls and Evil Sunz clans.



Freebooterz can be included in an Ork Warband as described in the Army Lists. If you want to include a Freebooter Mob in your Warband, roll a D100 to determine what kind of Freebooterz offer themselves for hire. If you don't have appropriate models to represent the Mob you've generated, roll again until you obtain a Mob of Freebooter Pirates or any other Mob for which you have models. As you can re-roll in this way you can always field a Mob of Freebooter Pirates if you want. Freebooter Pirates are the most common type of Freebooter. Once you've generated a Mob for one battle you may always include it in future Warbands because the Freebooterz are still in the area and can be hired again.

D100 FREEBOOTERZ MOB

01-15	Freebooter Pirates
16-20	Khorne's Stormboyz
21-25	Outcast Oddboyz
26-30	Renegade Mekboyz
31-35	Renegade Runtmaster
36-40	Bad Docs
41-45	Flash Gitz
46-50	Gretchin Bandits
51-55	Outcast Retinue
56-60	Renegade Speed Freeks
61-65	Wild Ork Outlaws
66-70	Bad Ork Bikeboyz
71-75	Weirdboy Warheadz + Madboyz
76-78	Dreadmob
79-83	Freebooter Minderz
84-88	Chaos Renegade Ork Warband
89-91	Ork Mutant Mob
92-94	Possessed Warhead
95	Ork-Genestealer Brood
96-100	Human Mercenary Band

BAD ORK BIKEBOYZ

Ork Bikeboyz who opt for a roving nomadic lifestyle are known as Bad Ork Bikerz, and are very bad characters indeed. The tribe breathes a deep sigh of relief as they roar off up the road to cause trouble somewhere else. Their favourite sport is running over ranks of drilling Stormboyz, but they are quite happy to practice on Gretchin, Snotlings, Madboyz and anyone else who wanders in front of them. Bad Ork Bikerz are willing to fight for anyone for free, just for the fun of it, and nothing is more important to them than their beloved bikes which they polish and pamper constantly. When not actually riding their bikes they enjoy maintaining them. Maintenance consists of taking the bikes apart and putting them back together again, hopefully leaving out (or 'saving') as many bits as they can in the process.

FOR 200 POINTS

1 KAPTIN ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A HAND WEAPON (SUCH AS KNIFE, CLUB OR SWORD) AND RIDING A BIKE OR WARBIKE (CHOOSE WHICH YOU WANT).

AND

4 BOYZ ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A HAND WEAPON (SUCH AS KNIFE, CLUB OR SWORD) RIDING A BIKE OR WARBIKE (CHOOSE WHICH YOU WANT).

PLUS

AS MANY EXTRA BOYZ AS YOU WANT ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A HAND WEAPON (SUCH AS KNIFE, CLUB OR SWORD), AND RIDING A BIKE OR WARBIKE (CHOOSE WHICH YOU WANT) AT 40 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FREEBOOTER KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
FREEBOOTER BIKEBOYZ	4	3	3	3	4	1	2	1	7	6	7	7

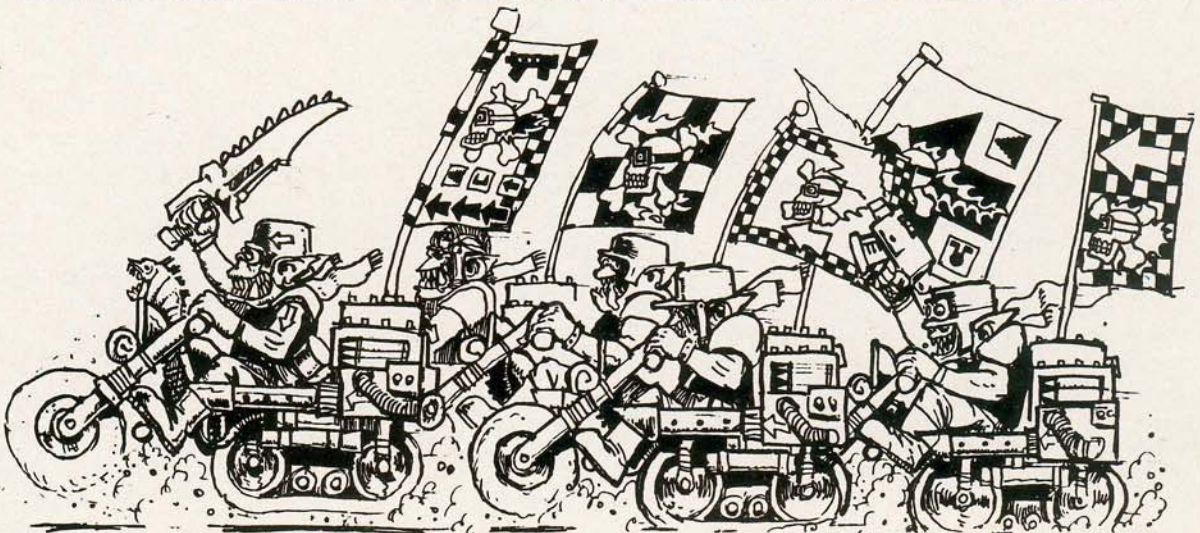
EXTRA WARGEAR: Any Bikeboy including the Kaptin can be equipped with any of the extra gear shown on the chart below. All the Bad Ork Bikeboyz can have any of the equipment indicated, and they can all have the same or different gear if you want.

WEAPON	COST/MODEL	WEAPON	COST/MODEL
ADDITIONAL BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWERSWORD	7	MELTA STIKKBOMZ	4
PLASMA-PISTOL	5	SMOKE STIKKBOMZ	1

KAPTIN'S GEAR: The Kaptin can have any of the special gear from the Freebooter Weapon Charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Kaptin can roll as many times on as many charts as you want. He does not have to carry all the equipment he generates, but all equipment must be paid for. Any items not carried are assumed to have been left behind at the Freebooterz' camp and may be used in future games if you wish.

CHART	COST/ROLL	CHART	COST/ROLL
ASSAULT WEAPONS	5	FORCE FIELDS	10
RANGED WEAPONS	5	BIONIK BITZ	20
HEAVY WEAPONS	50	KUSTOM WEAPON	25
STIKKBOMZ	5		

ATTENDANTS: The Bikeboyz have only a few servant Grotz on account of their nomadic lifestyle which prohibits them carrying very much. A few of the Bikeboyz allow Gretchin servants to cling onto the pillion as they ride along, and these servants may carry banners on behalf on their masters. Mostly though they just cling on tight and keep their eyes firmly shut.



OUTCAST ODDBOYZ

Mekaniaks, Painboyz and Runtherdz have much in common and tend to get on better with each other than with the other Orks. They often feel that ordinary Orks just do not understand or appreciate them. Now and again a group of such disgruntled Oddboyz will get fed up with the tribe and wander off. Perhaps a Mek has become tired of making the same kind of predictable Battlewagon for the Warboss, perhaps the Runtherd can no longer bear to see his carefully nurtured Runtz being used for mine clearance, or perhaps no one wants the Doc's patent special de-luxe bionik bitz. It's all enough to make them go their own way and show the rest what they can do on their own. They soon find employment as mercenaries, especially in the service of those who do not know quite how eccentric they are... but they will soon find out!

FOR 75 POINTS

1 PAINBOY ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL, (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

1 RUNTHERD ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL, (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

1 MEKANIAK ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL, (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

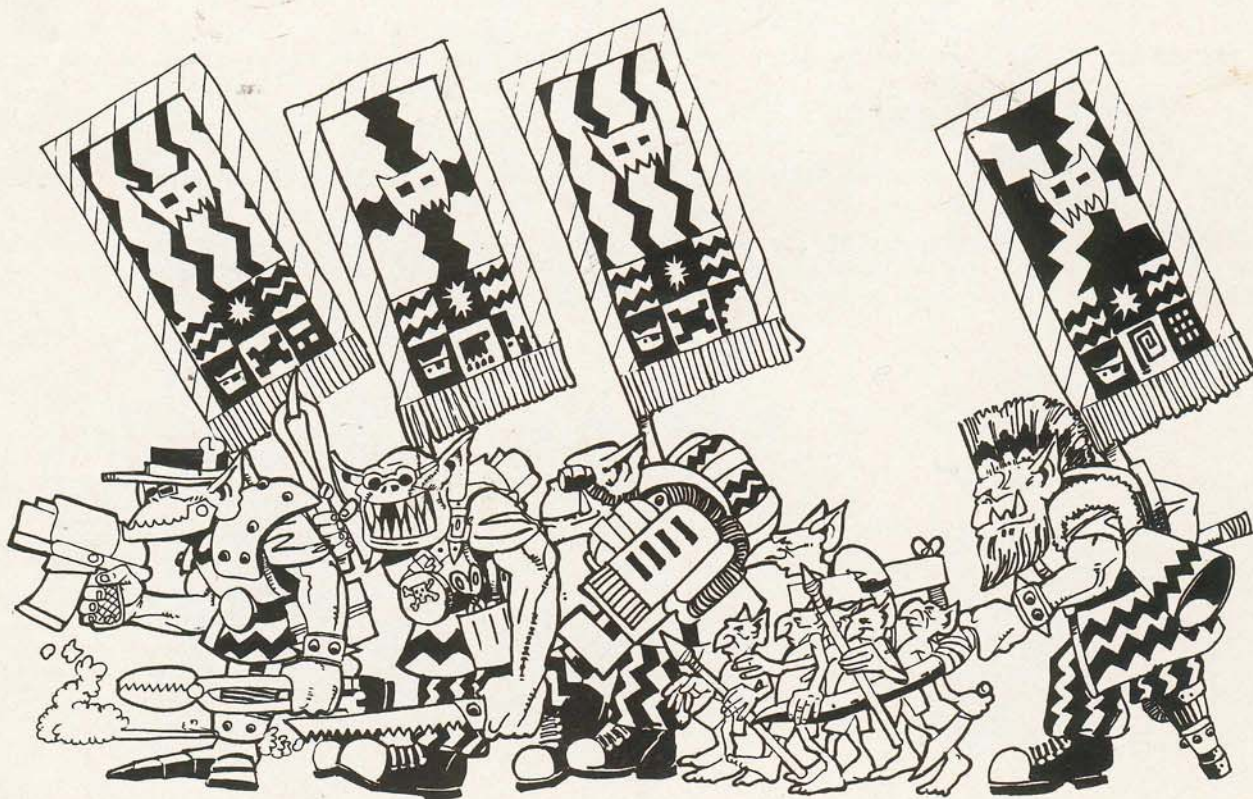
PLUS

UP TO 3 MORE OF THE ABOVE ODDBOYZ (CHOOSE WHICH YOU WANT) AT 15 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK	4	4	4	4	4	1	3	1	7	7	7	7
PAINBOY	4	4	3	4	4	2	3	1	7	8	7	7
RUNTHERD	4	4	4	4	4	1	3	1	7	7	7	7

OPTIONAL WARGEAR: Oddboyz can have the following extra gear for the points shown.

- BOLT PISTOL 1
- SHOKK ATTACK GUN (Meks only) 50



FREEBOOTER BANNERS FOR YOU TO PHOTOCOPY AND CUT OUT



OUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)



OUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)



OUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)



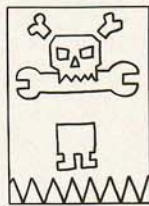
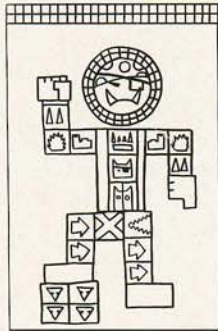
OUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)



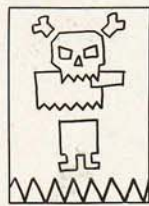
BAD ORK BIKEBOYZ
BANNERS



BAD ORK BIKEBOYZ
BANNERS



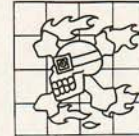
DREAMDOB
BACK BANNERS



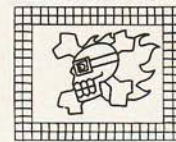
DREAMDOB
BACK BANNERS



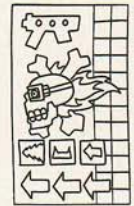
DREAMDOB
BACK BANNERS



BAD ORK BIKEBOYZ
BANNERS



BAD ORK BIKEBOYZ
BANNERS



BAD ORK BIKEBOYZ
BANNERS

The Oddboyz are able to obtain and fabricate a great deal of equipment for their own use or to trade with other Orks for things they need. If you want you may generate equipment from the charts indicated below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times as you like on as many charts as you wish, and any items generated may be distributed amongst the Oddboyz as required. Any equipment not used must still be paid for; it is assumed to be left at home and may be used in future games.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	5
ASSAULT WEAPONS	5	BIONIK BITZ	15
HEAVY WEAPONS	5	KUSTOM WEAPONS	10
STIKKBOMZ	5		

ATTENDANTS: Oddboyz are usually surrounded by Gretchin and Snotling servants to carry tools and weapons, fetch food and ammunition, and perform other vital tasks on behalf of their masters. The Outcast Oddboyz may be accompanied by any number of non-combatant servants of this kind for no extra points.

ODDBITZ FOR MEKS: Each Mekboyz in the Outcast Oddboyz Mob entitles you to buy either a vehicle or a Tin Boyz Mob to include in the Mob. These are chosen from the lists given in the Freebooter Oddbitz section. A Tin Boyz Mob must be controlled by a specific Mekboyz. See Freebooter Oddbitz for more details, options, and points values.

ODDBITZ FOR RUNTHERDZ: Each Runtherd in the Outcast Oddboyz entitles you to buy a single Oddbitz chosen from the Freebooter Oddbitz section. Oddbitz are always some kind of large weapon with a crew of Runtz trained by the Runtherd. See the Freebooter Oddbitz section for details and options.

ODDBITZ FOR PAINBOYZ: Each Painboyz in the Outcast Oddboyz entitles you to buy a single Dreadnought. The Dreadnought fights as an independent model. See the Freebooter Oddbitz section for details and points values.

HERDZ: Any Runtherd may be accompanied by a Herd of either Snotlings or Gretchin. A Gretchin Herd consists of any number of Gretchin models, each armed with a hand weapon and shield, at 3 points each. A Snotling Herd consists of any number of Snotling bases at a cost of 15 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN 3 points each	4	2	3	3	3	1	2	1	5	5	5	5
SNOTLING BASE 15 points	4	2	2	1	1	3	3	3	4	4	4	4

An entire Snotling Herd may be equipped with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin, or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their strength in hand-to-hand combat. This bonus is determined for the whole unit during each round of close combat, so the bonus and overall effect of the Snotlings will vary in an unpredictable way from round to round.

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

RENEGADE SPEED FREEEKS

The Cult of Speed is a constant social problem for the Orks. Nobody minds a few reckless races around the stronghold, but sometimes it gets out of hand, especially if the Warboss's fleet of new red wagons gets smashed up by crazed hoodlums in ramshackle Mekboy Hot-Rodz. The Warboss is sometimes left with no option but to banish the offenders together with their vehicles. From that moment on they become a roving band of troublemakers looking for adventure, willing to fight for anybody. All they want is some red paint for their buggies and enough teeth to buy a can of high octane squig gas to keep the engines running. They are usually a good choice of mercenaries from a prospective employer's point of view, since there is a fair chance that they will hurtle into the enemy and pursue them into the distant horizon never to be seen again and not stopping to collect their share of the booty.

FOR 75 POINTS

1 KAPTIN ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

5 BOYZ ARMED WITH WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

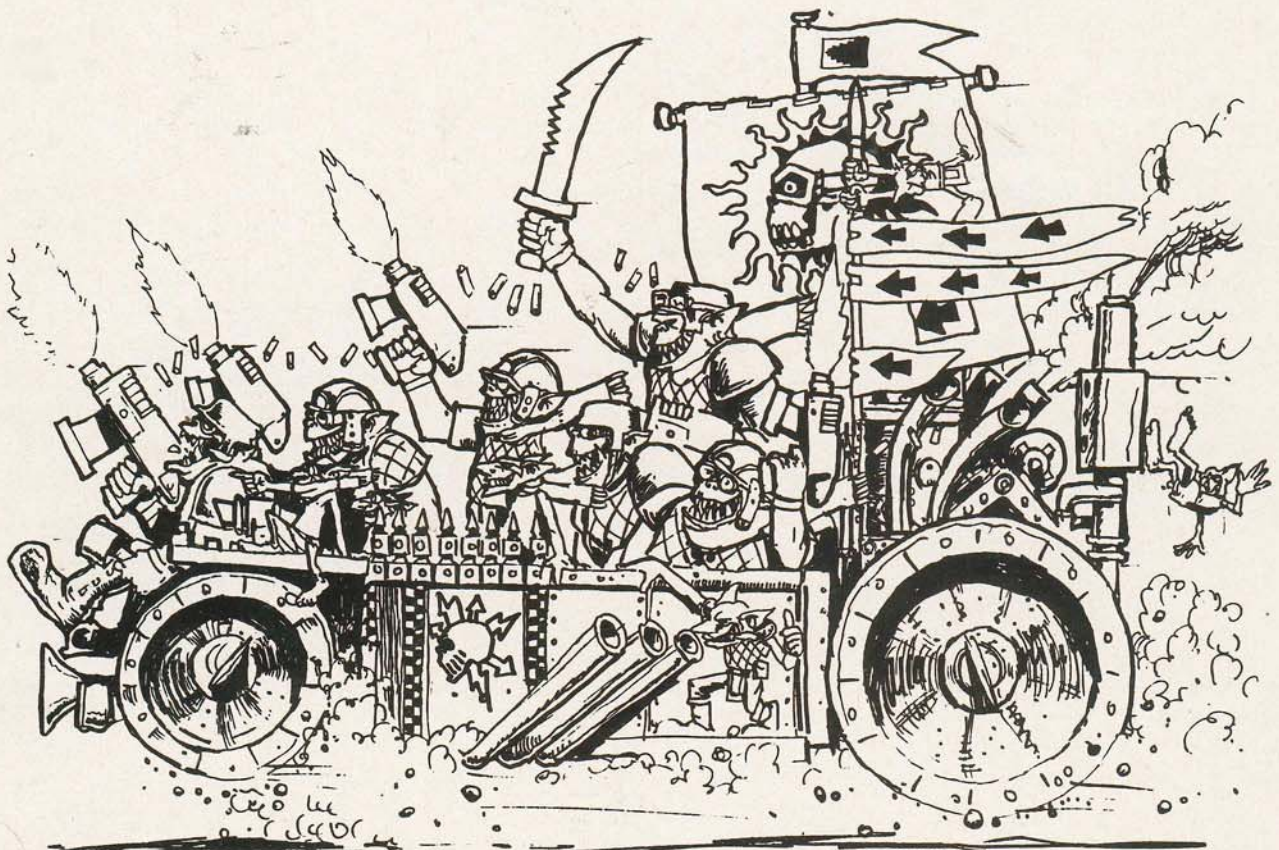
AND

1 BATTLE WAGON

PLUS

AS MANY EXTRA BOYZ AS YOU WANT ARMED WITH WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AT 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
FREEBOOTER BOYZ	4	3	3	3	4	1	2	1	7	6	7	7



FREEBOOTER BANNERS FOR YOU TO PHOTOCOPY AND CUT OUT



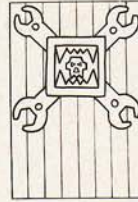
STORMBOYZ OF KHORNE BACK BANNER



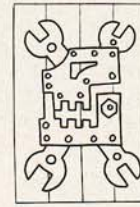
OUTCAST ODDBOYZ MEKANIAK'S BACK BANNER



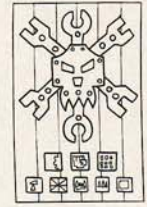
ORK MUTANT MOB BACK BANNER



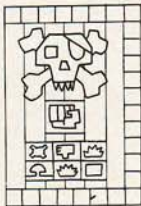
RENEGADE MEKANIAK BACK BANNERS



RENEGADE MEKANIAK BACK BANNERS



RENEGADE MEKANIAK BACK BANNERS



FREEBOOTER PIRATEBACK BANNER



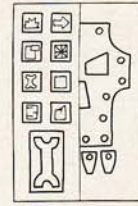
OUTCAST ODDBOYZ RUNTHERD'S BACK BANNERS



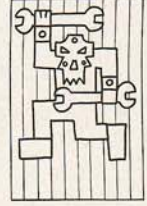
FREEBOOTER MINDERZ BACK BANNER



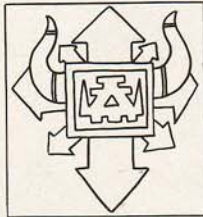
WEIRDBOY WARPHEADZ BACK BANNER



RENEGADE MEKANIAK BACK BANNERS



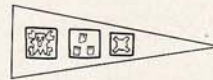
RENEGADE MEKANIAK BACK BANNERS



CHAOS RENEGADE ORK WARBAND'S BANNER



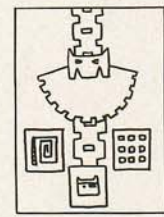
OUTCAST ODDBOYZ PAINBOYZ'S BACK BANNER



GRETCHIN BANDIT BACK BANNER



RENEGADE RUNTHERD BACK BANNERS



RENEGADE RUNTHERD BACK BANNERS

EXTRA WARGEAR: The Mob can have any of the extra gear shown on the chart below. The Boyz all have the same gear. The Kaptin may also be armed with gear from this list as well as the random charts given below.

WEAPON	COST/MODEL	WEAPON	COST/MODEL
ADDITIONAL BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINSWORD	2	KRAK STIKKBOMZ	2
POWERSWORD	7	MELTA STIKKBOMZ	4
PLASMA-PISTOL	5	SMOKE STIKKBOMZ	1

KAPTIN'S GEAR: The Kaptin can have any of the special gear from the Freebooter Weapon Charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Kaptin can roll as many times on as many charts as the player wants. He does not have to carry all the equipment he generates, but all equipment must be paid for. Any items not carried are assumed to have been left behind at the Freebooterz' camp and may be used in future games if you wish.

CHART	COST/ROLL	CHART	COST/ROLL
RANGED WEAPONS	5	FORCE FIELDS	10
HEAVY WEAPONS	50	BIONIK BITZ	20
STIKKBOMZ	5	KUSTOM WEAPON	25

VEHICLES: Speed Cultist Freebooterz are famous for their vehicles, which are always painted and decorated in the most extravagant manner and often heavily modified by their proud owners. The Mob has a Battle Wagon automatically but this may be replaced or augmented by any other vehicles chosen from the list below. These vehicles are cheaper than for other Mobz because the Renegade Speed Freek Freebooterz are such excellent mechanics.

WAR BUGGY	50
WARBIKE	35
WARTRAK	50
BATTLE WAGON	20

SPECIAL RULES: The Renegade Speed Freeks are so obsessed with tinkering with their vehicles that they can keep them in working order without the aid of Mekaniaks. If an enemy player uses a Malfunction Card on a Speed Freek vehicle the Ork player does not have to counter it with a Repair Card, but rolls a dice instead. On the D6 score of a 3 or more the vehicle has been maintained by its owner and is not affected by the Malfunction. Should a score of 1 or 2 be rolled the vehicle is affected by the Malfunction, but a Repair Card may be expended as normal to cancel out its effects.

KHORNE'S STORMBOYZ

Most Stormboyz eventually grow out of their obsession with marching about, dressing in uniforms, and other militaristic behaviour. However, a few individuals find it hard to give up the old ways, watching their mates drift away or die, while the new Stormboy recruits often come to regard them as cranky old-timers. Some become Stormboy Kaptins and continue to lead Stormboy Mobz in combat, but others are drawn into one of the Freebooter bands which worship the Blood God Khorne. Worship of the Chaos Powers is not tolerated amongst sane and sensible Orks, but the cult is rampant amongst Freebooter Stormboyz. The Blood God epitomises the martial virtues which they hold dear, including a harsh disciplinary code, binding rules governing their conduct as honourable warriors, and, of course, a life of almost continual blood-letting. Stormboyz of Khorne are good hand-to-hand fighters and easily find employment. Their strange sense of honour permits them to fight with equal vigour on behalf of Human Chaos Champions and other Chaos Forces, as well as for Ork Warlords. Khorne's Stormboyz who survive long enough may be rewarded with gifts or attributes of which they are very proud. Once committed to the Blood God the Orks know they can never return to normal Ork society. They are destined to fall on some far flung field, their blood and bleaching bones a sacrifice to Khorne. You only have to look at the face of any idol of Khorne to see how that Power thrives on the worship and sacrifice of Orks such as these.



FOR 90 POINTS

1 KAPTIN WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN.

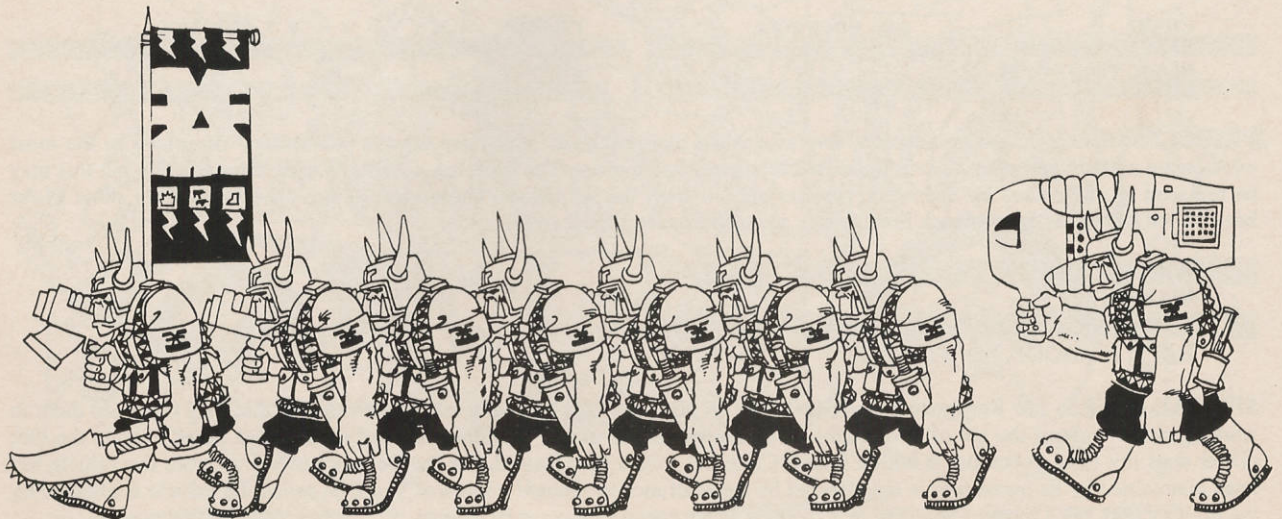
AND

6 STORMBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 STORMBOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

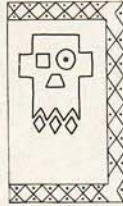
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KHORNE'S KAPTIN	4	5	4	4	5	2	4	1	8	7	8	7
KHORNE'S STORMBOYZ	4	4	4	3	4	1	2	1	7	6	8	7



FREEBOOTER BANNERS FOR YOU TO PHOTOCOPY AND CUT OUT



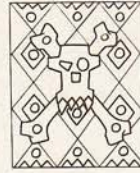
FLASH GITZ
BACK BANNERS



FLASH GITZ
BACK BANNERS



FLASH GITZ
BACK BANNERS



FLASH GITZ
BACK BANNERS



FLASH GITZ
BACK BANNERS



WILDBOY OUTLAWS
BACK BANNER



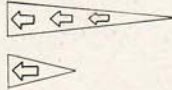
HUMAN MERCENARIES
BANNER



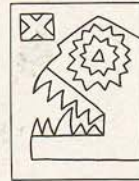
FLASH GITZ
BACK BANNERS



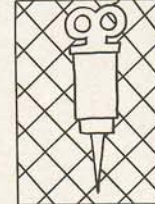
RENEGADE SPEED FREAKS
BANNERS



POSSESSED WARHEAD
BACK BANNER



BAD DOC
BACK BANNERS



BAD DOC
BACK BANNERS



ORK-GENESTEALER
BROOD'S BANNER

HEAVY WEAPONS: A Khome's Stormboy with a heavy weapon can have any weapon chosen from the list below. Extra points are paid for this weapon so it's up to you how much you spend. Stormboyz of Khome are hardened warriors whose experience gives them plenty of opportunity to pick up heavy weaponry - for this reason they pay relatively little for heavy weapons compared to some other Orks.

HEAVY WEAPON	COST FOR WEAPON
AUTO-CANNON	30
HEAVY BOLTER	5
HEAVY PLASMA GUN	60
HEAVY STUBBER	5
MULTI-MELTA	30

HEAVY WEAPON	COST FOR WEAPON
MISSILE LAUNCHER	20
FRAG MISSILES	1
KRAK MISSILES	10
MELTA MISSILES	4

EXTRA WARGEAR: The Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same gear, even the Boy with the heavy weapon. The Kaptin does not have to have the same gear but can do so if he wants.

WEAPON	COST/MODEL
EXTRA BOLT PISTOL	1
PLASMA GUN	5
CHAINWORD	2
POWERGLOVE	15
POWERSWORD	7

WEAPON	COST/MODEL
PLASMA-PISTOL	5
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
JUMP PACK	2

KAPTIN'S GEAR: The Kaptin can have any of the special gear from the Freebooter Weapon Charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Kaptin can roll as many times on as many charts as the player wants.

CHART	COST/ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST/ROLL
FORCE FIELDS	10
BIONIK BITZ	10
KUSTOM WEAPONS	25

THE KAPTIN MAY HAVE UP TO D4+1 CHAOS REWARDS. A Stormboy Kaptin may have up to D4+1 Chaos Rewards, but does not have to have any if you do not want them. If you decide to give your Kaptin rewards you will need a copy of Realm of Chaos - The Lost and The Damned and Realm of Chaos - Slaves to Darkness. Roll the dice indicated to determine your maximum number of rewards, then roll for each reward in turn referring to the Chaos Rewards Table in The Lost and the Damned as you do so. You may stop rolling rewards at any point, but must accept any rewards you roll. Any Gift rolled on the table may be exchanged for a randomly generated Gift of Khome as described in Realm of Chaos - Slaves to Darkness. Any Chaos Reward rolled a second or subsequent time may be either taken by the Kaptin or passed on to one of his Stormboyz.

For every Chaos Reward given to the Kaptin roll on the Followers Reward Table in either Realm of Chaos volume to establish if any other Stormboyz gain rewards. Any rewards generated in this way may be applied to any Stormboy the player wishes - so one Stormboy can be given several rewards if you prefer.



ORK STORMBOYZ

Stormboyz are rebellious Orks who are youthfully obsessed with drillin', marchin', salutin' and other unOrky behaviour. Mostly they grow out of their obsession but a few die-hards can't give up their disciplined ways and become Stormboy Kaptins or find themselves drawn into one of the Freebooter bands which worship the Blood God Khorne.

Stormboyz rebel against their clan style in the same way that teenagers rebel against the dress of their parents. The older Orks just wait for them to grow out of this phase, putting up with their strange behaviour and youthful enthusiasms.

As part of their rebellion, Stormboyz become obsessed with discipline in their dress as much as in their marchin' and salutin'. Each Stormboyz Korps adopts its own uniform. Shiny polished jackboots, buckles and helmets are common. Such Human-style military trappings are frowned upon by traditionally-minded Orks.

The blue and grey uniform of the Stormboyz shown here is typical. Every Stormboy wears smart yellow-striped blue trousers, a grey shirt with its neat yellow epaulettes, and steel-topped jackboots polished until the Drillboss can see his face in them.

Khorne's Stormboyz

Stormboyz usually grow up to become proper Orks with a proper respect for their clan's traditions and a proper disrespect for

uniformity and regulation. But a few find that they just can't give up the militaristic trappings and strict discipline of their youth. Many of these leave their clans altogether, unable to fit into decent Ork society, and join up with a Stormboyz Freebooter unit.

Stormboy Freebooterz worship the Blood God Khorne. The cult of the Blood God is not tolerated by sane and sensible Orks but is widespread among Stormboy Freebooterz. The Blood God epitomises the values they hold most dear: a harsh disciplinary code, binding rules that govern their conduct as warriors, and a life of constant blood-letting. They sell their skills as mercenaries fighting with Ork Warlords and Chaos forces. Once they've committed themselves to the Blood God, these Stormboyz can never return to normal Ork society – they know their fate is to fall in battle, their blood a sacrifice to Khorne.

The dress of these Freebooterz reflects both their Stormboy origins and their obsession with the cult of the Blood God. Each Korps has its own uniform of highly-patterned tunics. They wear extravagantly-horned helmets and their uniforms always include a lot of red, black and gold, the colours of Khorne.





STORMBOYZ

For these Stormboyz we've chosen a typically militaristic uniform, more like a Human uniform than a proper Orky outfit. We've deliberately used a simple two-stage colour scheme to show that you don't need to spend a long time painting your units for them to look good. The main photo shows how effective these Orks look as a unit on the tabletop. In fact, you could quite happily field the unit after only the first stage of flat colours has been painted on – if you want, you can add extra stages later once you've played with the unit.

Assembling the Stormboyz: although it's not necessary when putting the Stormboyz together, we decided to repose them slightly by changing the positions of their right arms. As these models use plastic arms and boltguns, this was easily done. The arms were cut off at the base of the sleeve and moved in towards the body slightly – this allowed us to position the bolters across their bodies so they were supported by their left hands. To accommodate this, we also had to cut a sliver off the back of the bolters where they fitted to the Orks' chests. We used superglue to reassemble the arms and to stick them to the metal bodies.

Stage One – Flat Colours: Once the models have been undercoated white, the first stage is to paint the basic flat colours on each area. We've used Elf Grey for the tunic, Enchanted Blue for the trousers and a 2:1 mix of Goblin Green and Bileous Green for the Ork's skin. The boots and braces are Chaos Black. All the metal parts, like the helmet, toecaps and boltgun, are Mithril Silver. The red on the boltgun and the braces are Red Gore. The epaulettes and the piping on the trousers are Sunburst Yellow.

Stage Two – Black-Lining: Once all the basic flat colours were dry, we added very fine black lines wherever two colours met to make sure the colours were sharply defined. As these black lines often fall along creases and shadow areas, they begin to give the model a real 3D effect.

We also added a coat of gloss varnish to the Stormboyz' helmet and boots to give them an extra shine so they look carefully and lovingly polished.

Backplates: You'll notice that the Stormboyz don't display a household symbol on their backplates. During their obsession with disciplined militarism, the Stormboyz leave their households and live in a Barraks, usually found at the edge of the Ork settlement where the Stormboyz have a parade ground with plenty of room for marchin', drillin' and shoutin' orders. This unit displays a typical Stormboyz symbol on its backplate and armband – a stylised flash of lightning.

Banner: The last thing we did to get these models ready for battle was add a banner to the Drillboss. The banner shows a large black jackboot plus the lightning flash used on the Stormboyz' backplates and armbands. The jackboot is the Ork glyph for Stormboyz (it also means Drill and March, concepts closely connected to the Stormboyz in Ork minds).



KHORNE'S STORMBOYZ

We've also painted the unit of Stormboy Freebooterz with a two-stage technique of flat colours and black-lining. Comparing the photos above with the main photo, you can see how the paint scheme really comes together when the Orks are seen in context with the rest of their unit.

Stage One – Flat Colours: We painted all the skin areas in Goblin Green. For their tunics we chose a striking black and yellow striped pattern. We first painted all the tunic areas with Chaos Black. Then the stripes were added with Skull White followed by Sunburst Yellow over the white – if we hadn't started with white, the yellow wouldn't have shown over the black.

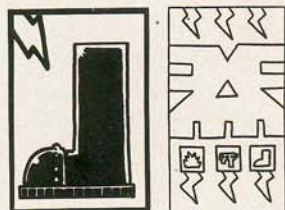
The Khorne's Stormboyz' flak armour is Go Fasta Red. Pouches, stikkbomb handles and so on we painted with Bestial Brown. Boltguns, hand weapons and stikkbomb heads are Chainmail. We painted the jackboots Chaos Black with Shining Gold toe and heel caps. The helmets are Chaos Black with Shining Gold for the edging symbol and horns.

The backplate shows a typical Khorne's Stormboyz skull symbol. The backplates were first painted Chaos Black and then the symbol was painted on with Skull White.

Belt and straps are Chaos Black with the studs picked out in Mithril Silver. We also picked out the skull and crossbones on the side of the stikkbombz, this time in Shining Gold. Finally the Orks' eyes were painted with Go Fasta Red and their fangs with Skull White.

Stage Two – Black-Lining: Once we'd painted on all the base colours, the models were ready for their first battle and in fact we did play a couple of games with them before getting around to the black-lining stage. (They were fielded as part of Waa-Ghazghkull, the Goff warband we described in White Dwarf 134.) For the black lining we used a fine brush (00 is about right) and painted a thin line of Chaos Black between each area of colour.

Banner: This banner, in Khorne's colours, shows a huge Khorne symbol, the lightning flashes typical of Stormboyz, and three Ork glyphs: those for Attack, Freebooterz and Stormboyz.



You can photocopy, paint and cut out the Stormboy and Khorne Stormboy banners for your own Ork Stormboy units.

RENEGADE RUNTMASTER

These are Runtherdz who follow the teachings of an obscure and probably deranged Runtherd philosopher called Naflug who devised a unique way of training Runtz to a higher level of performance, creating what he claimed were 'Super-Runtz'. The technique involved ringing of bells and rewarding the Runtz with juicy squigs among other things, but the results were indeed remarkable. The Super-Runtz performed better on the battlefield and were generally more aggressive and dangerous. Naturally this alarmed most traditionally-minded Orks, who viewed the idea of Super-Runtz as a threat to the stability of Ork Kultur. No-one would buy Naflug's 'Super-Runtz' and he wandered off into the wilderness in disgust to live alone with his Herdz. This happened a long time ago, but it is clear that his teachings influenced many Runtherdz that he met on his wanderings and his methods are perpetuated by a few eccentric Runtherdz. Those steeped in Naflug's heretical philosophy are known as Runtmasters, and gather a following of other Runtherdz eager to learn the secrets of the new breed. Such groups and their Herdz are usually shunned by their tribe and soon wander off, selling their services to any Warboss desperate and reckless enough to try the dreaded 'Super-Runtz' in battle.

FOR 75 POINTS

1 RUNTMASTER ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

UP TO 2 RUNTHERDZ ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AT 15 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTMASTER	4	5	4	4	5	1	4	1	8	8	8	7
RUNTHERD	4	4	4	4	4	1	3	1	7	7	7	7

Any Ork can have extra gear which the Renegade Runtherdz have bought or traded. If you wish to use any of this gear then it is randomly generated from the charts indicated below. You may roll as many times on as many charts as you wish, and any equipment generated may be distributed among them. Any equipment not carried is assumed to have been left back at camp and may used in future battles. All equipment must be paid for as it is generated, even equipment which is not carried.

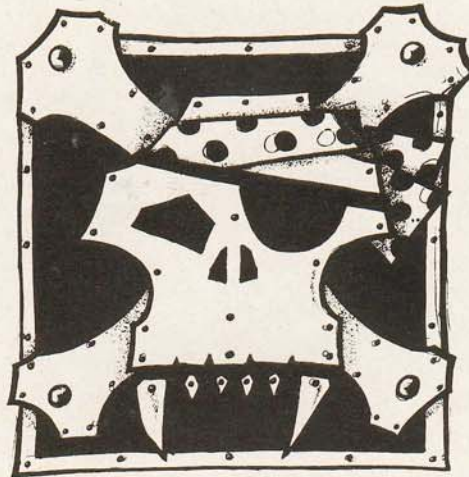
CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	15
ASSAULT WEAPONS	5	BIONIK BITZ	20



ATTENDANTS: The Mob can be accompanied by unlimited unarmed and non-combatant Snotlings and Gretchin who may function as bearers and servants but who take no part in the fighting.

HERDZ: Any Ork Renegade may be accompanied by a Herd of specially bred and extremely ferocious Super-Runtz. These may be either Snotlings (Super-Snotz) or Gretchin (Super-Grotz). A Super-Grotz Herd consists of any number of Gretchin models, each armed with a hand weapon and shield, at 5 points each. A Super-Snotz Herd consists of any number of Snotling bases at a cost of 20 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SUPER-GROTZ 5 points	4	3	3	3	3	1	4	2	x	x	x	x
SUPER-SNOTZ 20 points	4	3	2	2	2	4	4	4	x	x	x	x



An entire Super-Snotz Herd may be equipped with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin, or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their strength in hand-to-hand combat. This bonus is determined for the whole unit during each round of close combat, so the bonus and overall effect of the Snotlings will vary in an unpredictable way from round to round.

Herdz of Super-Grotz may be given additional weapons at the points cost shown. Herdz are not normally allowed weapons of this kind, but Super-Grotz are brighter and better trained than ordinary Gretchin, and the Runtmaster is indulgent with them. If chosen these weapons must be given to each model in the herd at the following cost per model.

- BLUNDERBUSS 1
- FRAG STIKKBOMZ 1

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

SPECIAL RULES FOR SUPER-RUNTZ: Super-Runtz have enhanced abilities as a result of their careful selective breeding and thorough training. However, this sort of thing is quite unnatural to their kind. Their tiny minds are not really suited to such stress and can crumble if put under further pressure. This is represented by volatile characteristics which fluctuate between that of a timid Runt and a brave Ork (or as Naflug called it 'Faktor X'). Whenever a Super-Runt unit is required to test against any of the Ld, Int, Cl, or WP characteristics marked x on the profile, first roll a D6+3 to determine the characteristic value for that test. For example, a roll of 4 gives a value of 4+3 = 7 a respectable score (especially for a Runt). If they fail any test, Runtz ignore the usual result and instead go completely crazy, losing control of their actions and running amok over the battlefield. They move in a random direction each turn, shooting at the nearest non green-skinned unit and charging into hand to hand combat if within reach. Once in close combat they will fight to the death and so ignore rout tests. The Runtz' minds are so completely cracked that they cannot even feel wounds and so ignore all but the most severe damage - giving them a D6 saving throw of a 5 or more for the rest of the battle. Any Super-Runtz which survive the battle can be calmed down and returned to their normal state in time for the next fight.

RENEGADE MEKBOYZ

During the time of Waa-Ork Meks from every corner of the galaxy gather to construct Gargants and other war machines. Strong friendships are struck, and after the Waa-Ork has gone its way, some Meks cannot bear to part from their new comrades and indeed, many have completely forgotten where home is anyway. What else can they do but stick together just like in the old days of the Waa-Ork, making new and better devices to their hearts content. Soon a local Warboss will hear about their work and they will be given some great commission. And so the various bands of Mekaniak Freebooterz are ready to be hired by any Warboss desperate or reckless enough to take them on.

FOR 90 POINTS

1 MEKANIAK KAPTIN ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

4 MEKANIAKS ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK KAPTIN	4	4	5	4	4	1	4	1	8	8	8	7
MEKANIAK	4	4	4	4	4	1	3	1	7	7	7	7

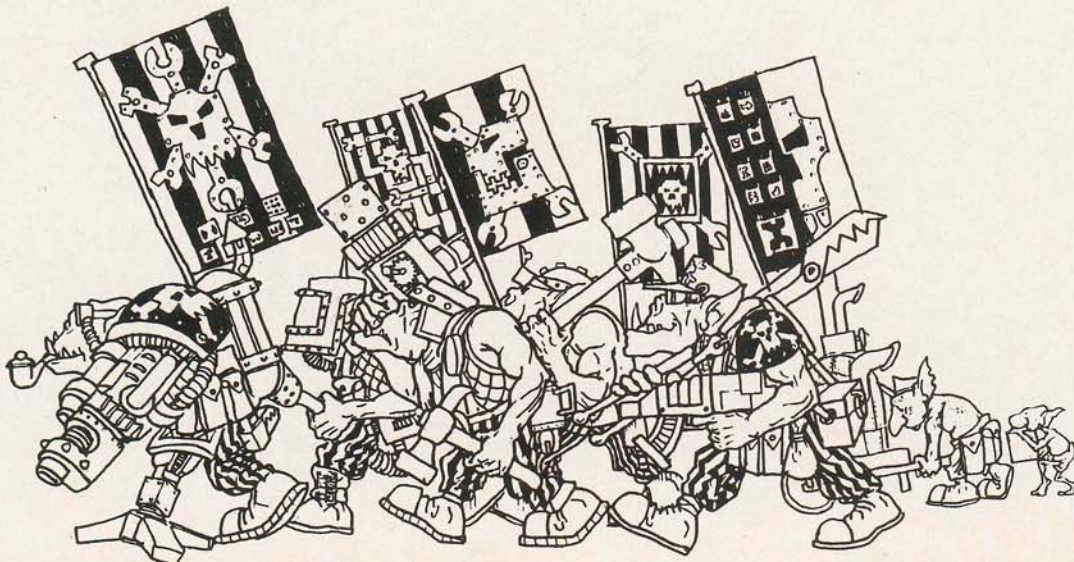
OPTIONAL WARGEAR: The Mekboyz are able to obtain and fabricate a great deal of equipment for their own use or to trade with other Orks for things they need. If you want you may generate equipment from the charts indicated below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times as you like on as many charts as you wish, and any items generated may be distributed among the Mob as required. Any equipment not used must still be paid for; it is assumed to be left at home and may be used in future games.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	5
ASSAULT WEAPONS	5	BIONIK BITZ	15
STIKKBOMZ	5	KUSTOM WEAPONS	10

ATTENDANTS: Meks require a great many Gretchin and Snotling servants to carry tools and spare parts as well as to fetch food and ammunition, and perform other vital tasks on behalf of their masters. The Renegade Meks may be accompanied by any number of non-combatant servants of this kind for no extra points.

ODDBITZ FOR MEKS: Each Mekboy in the Mob entitles you to buy either a vehicle or a Tin Boyz Mob to include in the Mob. These are chosen from the lists given in the Freebooter Oddbitz section. A Tin Boyz Mob must be controlled by a specific Mekboy. See Freebooter Oddbitz for more details, options, and points values. Vehicles are driven by Ork Boyz who are part of the Renegade Mekboyz Mob.

SPECIAL RULES: If you include a Mob of Renegade Mekboyz then you may reasonably expect to benefit by receiving 5 extra Mek repair cards. Unfortunately Renegade Meks are not as reliable as all that. They will promise faithfully to give the buggies a thorough going over, but the chances are they'll only do half a job before sloping off for a pint of fungus ale and a game of Spit the Grot - reliability is not their strong point. So, rather than taking 1 repair card per Mek as you normally would, roll a D6 subtract 1 and take the number of cards indicated. This isn't too bad as you will still end up with an average of 2 or 3 cards, and you might even end up with a truly first class job and 5 cards. You could equally well end up with no cards at all. That's the trouble with Renegade Mekboyz (unreliable gits).



GRETCHIN BANDITS

These are bands of Gretchin who have run away from the tribe, or just as likely, have been driven out for making a nuisance of themselves following Orks about and pretending to be just as good. There is nothing left for such Gretchin except a life of banditry in the wilds, where they will prey on Ork and alien alike, ambushing travellers and extorting anything worth having from them. The most cunning and audacious Gretchin will soon emerge as the leader. Most Warbosses would not bother to recruit such skumbos, but sometimes it proves to be a wise policy to prevent the little nuisances spying for the enemy or creeping into the camp at night to filch things. They are easily persuaded into fighting alongside Orks as mercenaries, and a cunning Warboss soon learns to expend them in battle for some worthwhile purpose, thus saving him the cost of paying them later. If surviving Gretchin ever discover this cunning plan, the Warboss can expect to suffer spiteful acts of revenge. Poisoned squigs or booby traps in the drop are the usual ploys.

FOR 25 POINTS

1 GRETCHIN KAPTIN ARMED WITH BLUNDERBUSS, A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD),

AND

5 GRETCHIN ARMED WITH BLUNDERBUSS, A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

PLUS

AS MANY EXTRA GRETCHIN AS YOU WANT ARMED WITH BLUNDERBUSS, A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AT 4 POINTS EACH

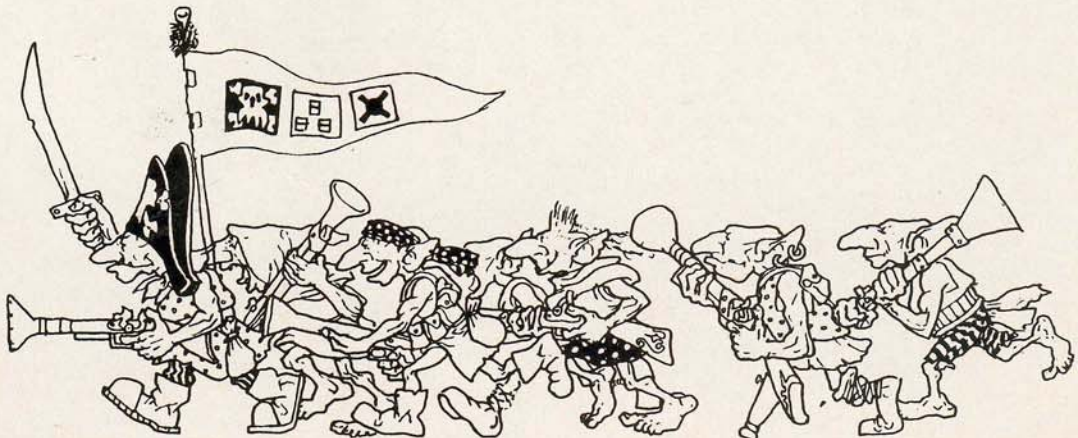
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN KAPTIN	4	4	5	4	4	2	4	2	7	7	7	7
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5

EXTRA WARGEAR: The Mob can be better armed than Gretchin entrepreneurs usually are due to looting and scavenging on the battlefield. They can have any of the extra gear shown on the chart below. The Gretchin have what they can grab on the battlefield, or during the share-out, so they do not all have to have the same gear; each model can be individually armed. They usually have to make do with second rate stuff that the Orks have left behind. Unfortunately Gretchin are not strong enough to use most of the hefty Ork wargear, and find discarded or unexploded stikkbomz to be the most practical scavenged weapons to use. The Kaptin can be armed from this list as well as the random Kaptin's Gear charts listed below.

WEAPON	COST/MODEL	WEAPON	COST/MODEL
FRAG STIKKBOMZ	1	ANTIQUE PISTOL	1
SMOKE STIKKBOMZ	1	MUSKET	1
PRIMITIVE SHIELD	1	SAWNOFF SHOTGUN	1
FLAK ARMOUR	2	SHOTGUN	1
CHAINMAIL	1	STUB GUN	1

KAPTIN'S GEAR: The Kaptin can have any of the special gear generated from the charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Kaptin can roll as many times on as many charts as the player wants. He does not have to carry all the equipment he generates, but all equipment must be paid for. Any items not carried are assumed to have been left at home and may be used for future games if you wish

CHART	COST/ROLL
STIKKBOMZ	5
FORCE FIELDS	10
BIONIK BITZ	20



WEIRDBOY WARPHEADZ

Warpheadz are deranged Weirdboyz whose minds have been saturated with warp energy just once too often. While other Weirdboyz suffer agonising spasms when they use their powers the Warpheads have become so perverted by the sensation that they actually enjoy it. They become addicted to the near fatal thrill that wracks their body every time they use their powers. Warpheadz are Weirdboyz of great mental endurance. Simply to have become addicted they must have withstood levels of power that would cause most Weirdboyz' heads to explode. Warpheadz know from experience that they can stand a lot of psychic stress and survive. This makes them reckless and confident, and quite unlike other Weirdboyz who are miserable and depressed, feeling that they are doomed to die painfully on some battlefield. Warpheadz are also cunning enough to have slipped away from their Minderz and wandered off for good, so they are likely to be fairly bright as well as innovative. Warpheadz are really half-way to becoming Madboyz and share many of the same manias. Not surprisingly, they attract a following of real Madboyz who latch on to them. Of course the Warpheadz are only too pleased to have such dangerous and devoted henchmen, and their chanting is second to none, sending the Warpheadz into an unparalleled ecstasy of warp induced power.

Warpheadz, accompanied by their Madboy retinues, indulge their addiction to the warp by blasting away at anything that takes their fancy: trees, rocks, and animals, purely for the thrill of it. Many Warpheadz wander from tribe to tribe earning teeth by putting on shows of pyrotechnic psychic extravaganza for the entertainment of the locals. Not surprisingly, these travelling shows are very popular, and a Warphead who puts on a good display might end up being hired by the Warboss to do his stuff in the next battle. Warphead showmen dress even more elaborately than other Weirdboyz, and their retainers are also dressed for the carnival roles as clowns, bouncers, buskers, ringmasters, jugglers, puppeteers and other sideshows. The whole troupe travel about in garishly decorated vehicles covered in bunting, adverts and bells.

FOR 100 POINTS

1 WEIRDBOY ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

4 MADBOYZ ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

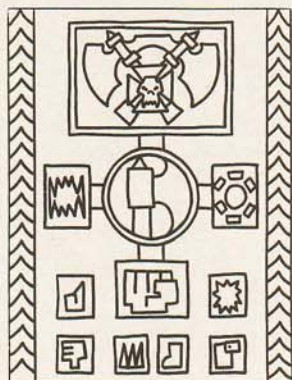
PLUS

AS MANY EXTRA MADBOYZ AS YOU WANT ARMED AS ABOVE AT 7 POINTS EACH.

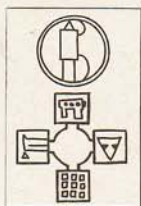
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY	4	4	3	4	4	1	2	1	7	6	7	7
MADBOYZ	4	3	3	3	4	1	2	1	7	6	7	7



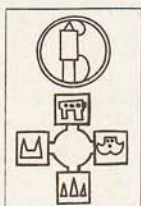
BLOOD AXE BANNERS FROM WAA-BOGROTS WARBAND, A SAMPLE ARMY FROM 'ERE WE GO FOR YOU TO PHOTOCOPY AND CUT OUT



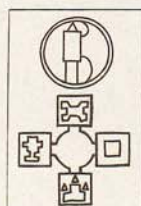
SKUMGROT'S BOSS POLE



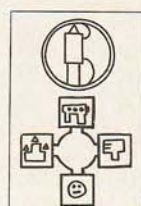
NAZ-KUL'S BACK BANNER



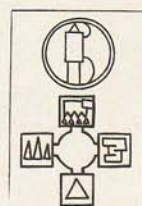
GORWAZ'S BACK BANNER



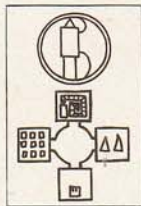
MEKGRIM'S BACK BANNER



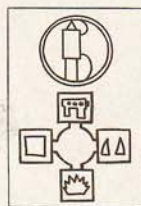
BADROT'S BACK BANNER



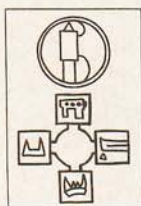
DOC DREGWORT'S BACK BANNER



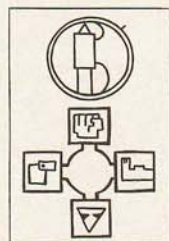
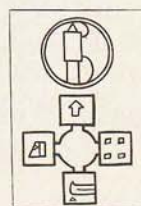
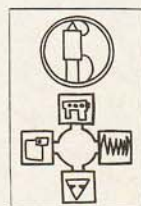
GRIMGOG'S BACK BANNER



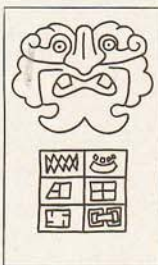
GOBWORT'S BACK BANNER



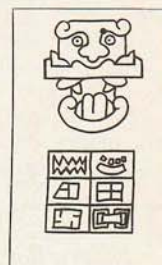
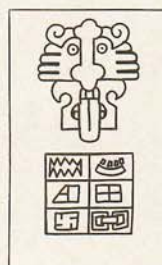
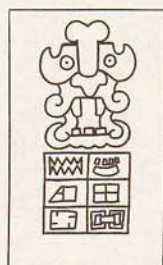
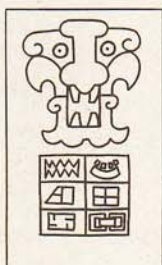
EXTRA BANNERS FOR NOBZ IN SKUMGROT'S RETINUE



SKUMGROT'S BACK BANNER



OGRYN'S BACK BANNERS (There are 8 Ogryns)



OPTIONAL WARGEAR: The Weirdboy Warpheadz buy equipment from the settlements they visit, or sometimes accept weapons and other gear in exchange for putting on their pyrotechnic psychic extravaganza. If you want, you may generate equipment from the charts indicated below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times as you like on as many charts as you wish, and any items generated may be distributed amongst the Mob as required. Any equipment not used must still be paid for; it is assumed to be left at home and may be used in future games.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5	BIONIK BITZ	20
FORCE FIELDS	5		

ATTENDANTS: The Warpheadz can be accompanied by any number of unarmed non-combatant and slightly mad servants who carry banners and placards advertising their travelling shows. Gretchin soon acquire a carnival manner of their own which they practice endlessly until it becomes habitual. For example, some juggle with coloured balls, other ride little unicycles, while others dress as clowns in outrageous costumes. A few carry hoops through which they train Squigs to jump. One Gretchin often adopts the costume and inflated manner of a Ringmaster complete with top hat and tails.

SPECIAL RULES FOR WARPHEADZ: Warpheadz are so powerful that they add an extra 2D6 power points to their energy store during each turn of chanting. Fortunately, Warpheadz can stand a lot of psychic energy before they suffer a head explosion. A Warphead's power points limit is found by rolling a D10 and multiplying the result by 10 as normal, then adding a further D6 multiplied by 10. Freebooter Weirdboyz are even less stable than other Orks of their kind, so roll on the following chart during each turn of chanting to see if an attack is unleashed:

D6	Effect of Chanting
1	The chanting continues
2-3	The chant reaches critical pitch. The Weirdboy has the option to unleash an attack or wait for more power to build up.
4-6	The psychic surge cannot be held any longer and an attack bursts out of the Weirdboy



MARAUDER UNDEAD

With most models you can quickly get a good effect by just blocking in the main areas of colour without worrying about shading or highlighting. However, there are some models for which this isn't the most appropriate finish and by adding a simple extra stage you can get a much better effect. This extra stage is known as *drybrushing*.

Drybrushing means that you paint the model, or an area of the model, in a dark shade of the required colour and then build up a lighter finish with a second coat of paint. It's called drybrushing because of the technique you use for this second coat.

You clean the majority of the paint from the brush until it's almost dry and then swiftly but gently run it over the model. This leaves a small amount of paint on the raised areas of the model with each brush stroke. The cumulative effect of a number of strokes builds up the lighter shade on the model.

This technique is used for models or areas of models with a rough texture – it's the rough texture that the drybrushing picks out and which makes this simple technique so effective.

In the case of Lord Morgul's Night Warriors, the Marauder Undead allied contingent featured elsewhere in this issue, we've used drybrushing to paint the Skeletons. It's just as effective on creatures with fur such as Wolves and Boars, models dressed in fur clothing or metal armour, particularly chain mail, and for wood textures.

HOW TO DRYBRUSH

- 1) Pick your colour and then choose a darker shade of that colour. If you haven't got a darker paint, add a little black or an appropriately coloured ink to darken your tone.
- 2) Once you've applied the base coat leave it to dry before beginning to drybrush otherwise you'll just mix and streak the two shades of paint.
- 3) For the drybrushing, use an old brush – this technique is a bit rough on brushes and you don't want to damage a new brush that's still got a good point.
- 4) Once you've dipped your brush in the paint, wipe most of it off on the side of the paint pot. Then wipe almost all the rest off on a piece of scrap paper. You want to leave almost no paint on the brush – don't worry, there'll still be plenty of fine particles that you can't easily see but that will adhere to the raised surfaces of the model.

At first you won't believe how little paint you need on the brush but you'll quickly get the hang of it.

- 5) Apply the paint with a rapid but light movement of the bristles. Brush against the flow of the texture or contours of the model. This way the brush deposits paint on the raised areas to make them lighter but doesn't touch the depressions, leaving them shaded.

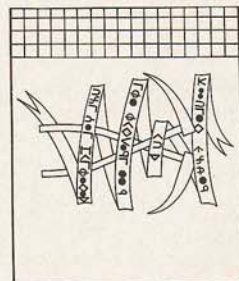
- 6) Usually one drybrush will give you a great effect of shadow and highlight. If you want, you can add more than one drybrush and build up the highlighting effect. For each drybrush, use a lighter shade and lighter action until you're using the smallest amount of pure white for the very last drybrush.

It's up to you how many drybrushes you apply. For most models in a unit one coat is fine but you might want to put a bit more work into character models.

CHOOSING A THEME

Lord Morgul's Night Warriors also show the effective use of a theme for your army to give it a strong, coherent appearance on the tabletop. For these Undead we've used a lot of red and black – good colours for Undead – to unify the different units and create a real impact.

We used the Marauder Miniatures shield with a bat motif for the Skeleton Warriors so we also painted the same bat image onto the unit's banner. The lettering comes from the Dark Tongue and identifies the unit as belonging to Lord Morgul – we've also added the phrase "And The Dead Shall Walk Amongst You" beneath the bat symbol. Lettering like this is best drawn on the banner with a fibre-tipped pen once the banner's been painted. For details of the Dark Tongue see *The Lost and the Damned*, the second volume of *Realm of Chaos*.



You can photocopy these banners to use for your own Undead units. We trimmed the ends of ours to give them a tattered appearance suitable for Skeletons – just cut small snips out of the banner with a modelling knife.



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WIGHT A

WIGHT B

LICHE

VAMPIRE

NECROMANCER

In the dark hollows of a dying wood in the shadow of the Grey Mountains is the palace of Lord Morgul. All around the palace, where once lay flowering gardens, are the tombs of his warriors. Rats scurry among the worm-eaten coffins and pale lichens grow over the cracked headstones.

When the time of war approaches, words of dark magic echo through the marbled halls, stirring the tattered banners of Lord Morgul's conquests with their chill wind. From the graveyards there is a great groaning and creaking as coffins open and tombstones are pushed aside. With the rattle of fleshless bones, the Skeletons rise from their graves, warriors once more, tireless in the service of their lord.

Skeletons are not the best of warriors with their low Weapon Skill and Initiative. But they do have two very useful advantages in battle. The first is that they cause Fear in any unit they charge. This makes them particularly effective against enemies with low Cool such as Orc and Goblin or Skaven armies. If they charge into an enemy unit they may well rout it before any blows are struck. If the enemy stands its ground but loses a combat round it's automatically routed, potentially spreading panic amongst other troops and causing an entire section of the battle line to crumble and flee the field.

The second advantage is that Skeletons are immune to psychology and never rout from combat. No matter how powerful an enemy unit or how many casualties it causes, the Skeletons fight to the very last. This means that even if they can't beat an enemy unit, they can tie it up for several turns. This can be very useful, for example, in holding a flank while the main army goes to work elsewhere.

And, of course, the magical ability of Lord Morgul himself should not be overlooked, including the various Necromantic spells that allow him to summon more Undead warriors to the battlefield.

LORD MORGUL'S NIGHT WARRIORS UNDEAD ALLIED CONTINGENT

Lord Morgul - Necromancer (Level 15 Wizard) 180pts
Magic Sword: Enchanted Wound

20 Grim Reapers 382 pts
Double-Handed Weapons (Scythes), Standard Bearer with
Magic Standard: Hellfire Banner
Level 10 Champion Leader with Magic Sword: Hellhoned
Blade

20 Skeleton Warriors 290 pts
Hand Weapons, Standard Bearer
Level 10 Champion Leader with Magic Sword: Fireblade

10 Skeleton Warriors 150 pts
Hand Weapons, Bows
Level 5 Champion Hero

Total Allied Contingent Value 1002 pts



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MODELLING WORKSHOP

WARHAMMER 40,000 ORK GOBSMASHA

BY PHIL LEWIS AND IVAN BARTLEET

This month we take a look at how to build Ork Battlewagons for Warhammer 40,000. We focus on how we built a Gobsmasha, with templates for its basic shape and examples of the sort of Orky details you can add. Once you've seen how to make a Gobsmasha, you'll be able to have a go at any of the Battlewagon designs. The techniques are simple and the materials easy to come by so this is the perfect thing to build if you're a novice modeller.

We've already shown you how to convert the plastic Citadel Battlewagon kit to make a Blitzcannon and one variant of the Gobsmasha. In this article, we show you how to build Ork Battlewagons from scratch just using cardboard, glue and a few odds and ends from your bits box. We've kept everything simple so even if you've never made a model before, you'll be able to build yourself a Battlewagon without any trouble.

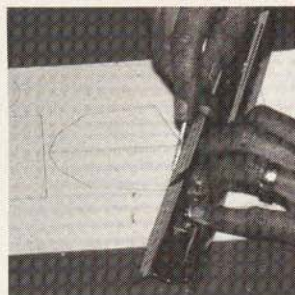
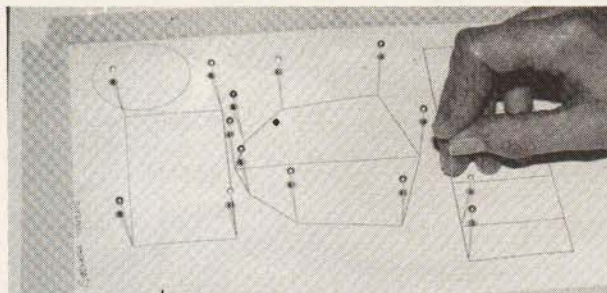
The materials are cheap and easy to get hold of – you'll probably have most of the things around the house anyway. And the techniques are simplicity itself: if you can cut a straight line and glue two pieces of card together you can

make an Ork Battlewagon – it's as easy as that! Here we've included templates for one variant of the Gobsmasha along with full instructions for putting the vehicle together. There's also photographs of several other Battlewagon types.

As you'll see, we've made a straightforward version of each Battlewagon that keeps to one or more basic box shapes with simple wheels or tracks. On top of this basic shape you can then add as much Orky detail as you want – pipes, exhausts, hatches, plates, boilers, rivets, guns, mesh, ladders, valves, gauges, ropes, wires... you name it, the Orks add it to their Battlewagons.

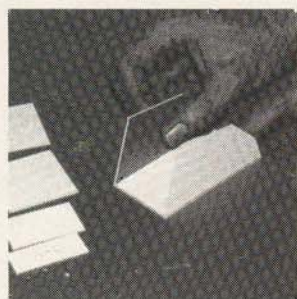


BUILDING THE GOBSMASHA



Photocopy the templates and fix them to your card sheet with masking tape or small pieces of sellotape. Keep the templates as flat as possible so that you get an accurate copy on the card.

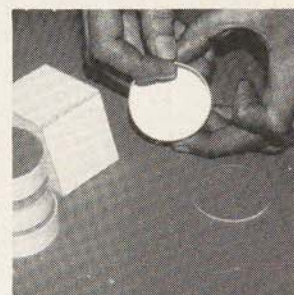
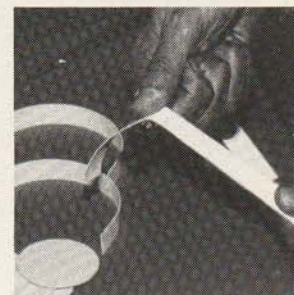
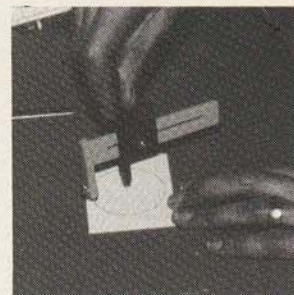
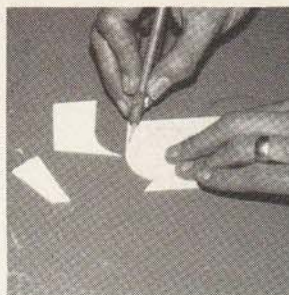
Now use a pin and push a hole through the marked points on the templates into the card underneath. Once you've gone round all the holes, remove the templates from the card. Use a pencil to join the holes in the card – you should get the same shapes as the templates.



Cut out the 8 pieces that make up the body of the Gobsmasha. Glue the two sides to the base and then fix the body panels in place – see the diagrams.

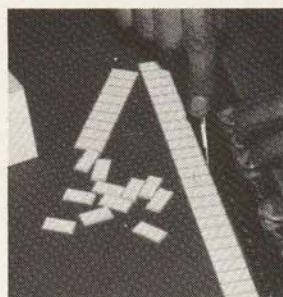
There are two easy ways to make the wheels. One way is to cut all the pieces out of card and glue them together – this is described below. The other way is to use the plastic lids of coffee jars (or any other sort of jar that has a lid with a deepish side) – these should be about 50mm (2") across. All you need to do for these is cut out a circle of card to fit into the bottom of the lid and make it solid – you can use the lid itself as a template and then trim the card slightly smaller than the circle you've drawn round the lid.

If you can't get hold of 4 coffee jar lids of the same size, you can easily make your wheels out of card. For these, you'll find a compass is the best thing to draw the shapes. You need circles of about 25mm (1") radius. Cut these out either with your modelling knife or, if you're using fairly thin card, with a pair of scissors. Alternatively, if you've got one, you can use a circle cutter – this is a tool rather like a pair of compasses but with a blade instead of a pencil.



For the wheel rims, cut out 4 strips of thinner card about 16-17mm ($\frac{2}{5}$ ") wide and 160mm ($6\frac{1}{2}$ ") long. You'll need to curve these to fit round the outside of the wheel hubs. The best way to do this is to pinch one end of the strip between your thumb and a pen or pencil and then pull the strip through. Repeat this a couple of times for each strip until it's roughly curled round into a circle – this will help prevent creases when you stick it to the wheel hub.

To get the length of each rim correct, hold it in place around one of the hubs and mark where it overlaps – cut it off here. Glue the rim into place flush with the side of the wheel using all-purpose glue and hold it firmly until the glue sets. Once the glue's dry, glue the other hub into place.



Now you need to cut out and glue on the plates that create the tread of the wheel. These should be about 20mm ($\frac{3}{4}$ ") long and 10mm ($\frac{3}{8}$ ") or so wide. You'll need about 17 plates of this size to go right round the wheel. Simply glue the plates into place so that they butt up to each other and slightly overlap on each side of the rim.

It doesn't matter if all the plates aren't exactly the same size – this is an Orky vehicle, after all! And if you have to cut the last one a bit thicker or thinner than the others, just put it at the bottom of the wheel where it won't show. If you've used coffee jar lids for the wheels, you may be able to skip this stage if the lids are suitably ribbed. Once you've made all four wheels, stick them to the body of the Gobsmasha with all-purpose glue.



The last thing you need to make is the battle cannon. For this, the best thing to use is something like a Smarties tube but any tube about 25mm (1") across will do fine. Cut it down to about 50-60mm (2" or so) and glue it into place on the front of the Gobsmasha.

Your basic model's now finished and, with a quick coat of paint, it's ready to take to the tabletop as part of your Warhammer 40,000 Ork army. If you want, you can go on to add extra detail to the Battlewagon, either now or after you've played a few games using it as it is.

TOOLS AND MATERIALS

We used the following tools and materials to make our Gobsmasha. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

Wherever possible, we've listed alternative materials. Although we used the materials mentioned in the article, we know it's not always easy to get hold of some of these items. It's perfectly alright to substitute other materials and use whatever you've got to hand.

Modelling knife with replaceable blades (remember to work with new sharp blades – these are much safer than blunt blades).

Steel ruler (a plastic or wooden ruler will be ruined in a very short time).

Stiff card – we use mounting card which can be bought at art shops for around £1.50 for a 500mm x 800mm sheet. However, any stiffish cardboard will do just as well. If you've only got thin card, like cereal packets, try gluing a couple of layers together with all-purpose glue before you start.

Smarties tube or any similar cylinder about 25mm (1") across and at least 50-60mm (2") long – brass rod, plastic tubing or even balsa dowelling is fine.

ADDING DETAIL

When you're adding detail to your Battlewagon, you don't have to follow the examples we've given here. Remember that every Mekaniak personalises the Battlewagons he builds. Although there are certain general resemblances between types, no two Battlewagons are ever exactly the same.

If a Battlewagon design proves particularly successful in battle, however improbable or outrageously lucky its success, the design will be copied by Meks who saw the Battlewagon in action or heard rumours of its effectiveness. Even so, no Mekaniak will ever build a perfect copy of a Battlewagon – partly because each Mek has to make do with whatever materials he can scavenge and partly because it's a point of honour for a Mek to do the best kustomisin' job he can.

To give you some inspiration for kustomisin', we've described the details we added to our Gobsmasha. For your own Battlewagon, look through your bits box and see what odds and ends of weapons, sprue offcuts, spare model parts and so on you can find – from these you can make all sorts of extra worky bitz, flash bitz and gubbinz!

We made the rivets from small sections of plastic sprue, stuck into place with superglue. Superglue is easier to use and more precise for this kind of thing – if you use all-purpose glue for fiddly little bits like rivets you'll probably end up with long fine strands of glue all over your model! We've found the easiest way to position the rivets is first to put a tiny drop of glue into the right place, then use a pin or the end of your modelling knife to pick up the rivet and push it onto the glue – hold it for a few seconds until the glue sets and then simply withdraw the pin or knife.

Coffee jar lids or any similar deep-sided lid about 50mm (2") across. If you can't get hold of four of these, you can easily make them from cardboard – see the instructions.

All-purpose glue suitable for card, plastic, balsa wood etc, available from model or stationery shops.

Superglue available from model, stationary and DIY shops.

SAFETY FIRST

It's worth reminding you that modelling tools can be dangerous if they're carelessly used. Remember, they're sharp and they cut – and it's so much easier to make these models if you've still got fingers.

The most important safety rule is: **make all cuts away from your fingers.** It's much safer to cut through a sheet of card with several light strokes than with one heavy stroke. You're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with light strokes.

Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt ones which you have to press very hard to cut through anything.

If you're unsure of what you're doing, then ask for some help, especially if you're a young modeller.

We used lengths of plastic sprue for the exhaust vents at the rear of the Gobsmasha, along with some spare parts from a Rhino kit.

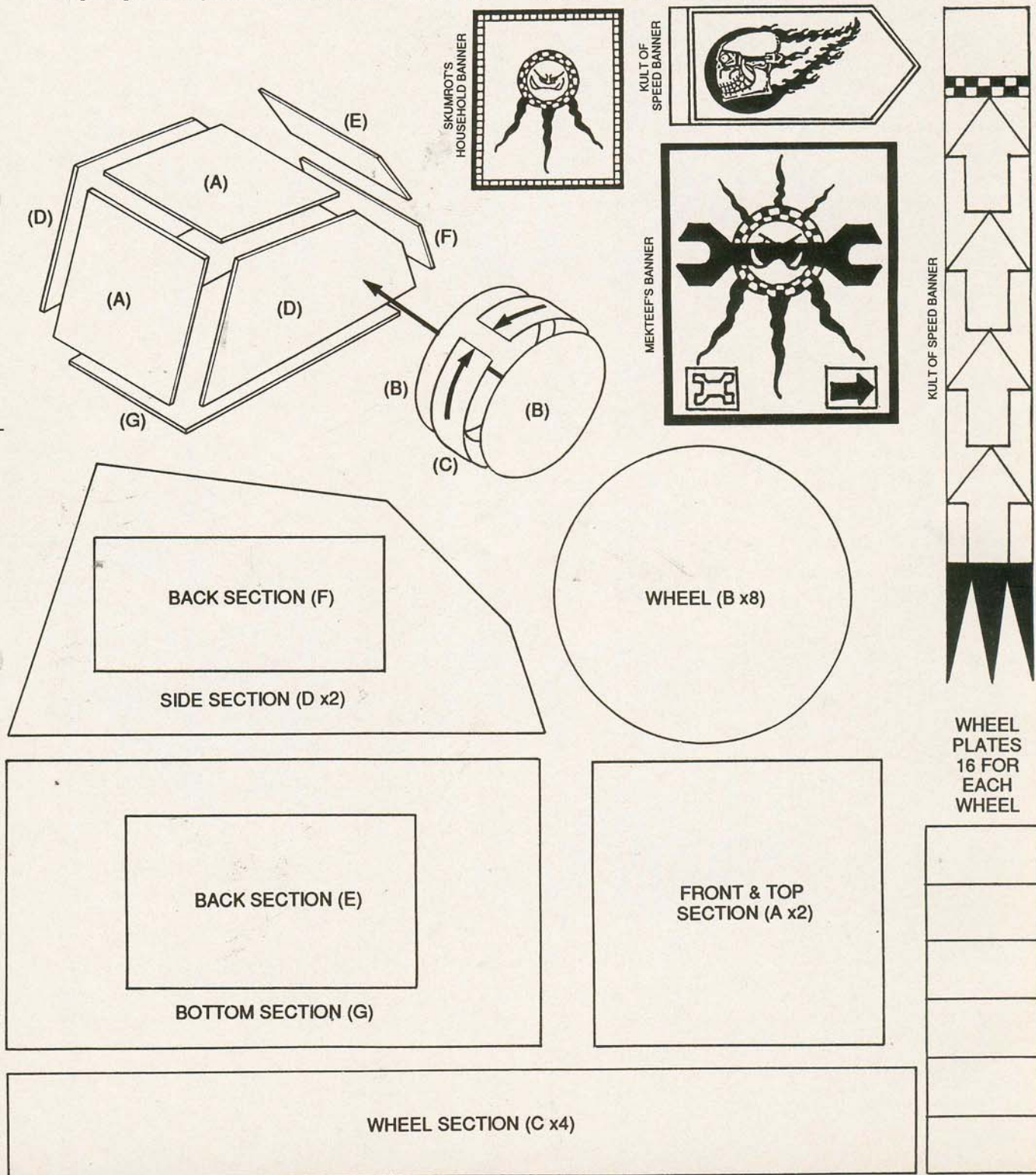
Rather than glue our gun straight onto the Gobsmasha, we've stuck on a spare ramp plate from a Rhino kit and glued the battle cannon onto the plate.

The wider end of the battle cannon (added for its extra imposing appearance and increased noise) is a sawn-down Citadel Paints pot. We simply sawed the bottom off the pot with a hacksaw, glued the pot onto the barrel and then filled any gaps with plasticine. Note that holding something round like a paint pot while you saw it is a bit tricky – if you're a

young modeller, we recommend that you ask a parent to help you with this bit.

Many Gobsmashas have extra weapons like heavy bolters or heavy plasma guns. You can add one or more of these to the front of your Gobsmasha by simply cutting the back off a plastic Citadel weapon and gluing it beside the battle cannon.

We've added extra plates to the body and wheels of the Gobsmasha with thin card. We then used thicker card (or you could use two layers of thin card) to make the wheel struts – this is so they stood out from the triangular plates on the wheels. The hubcaps and hatches are plain round shields from Marauder Miniatures.



PAINTING THE GOBSMASHA

We made this model to add to Waa-Skumrot, an Evil Sunz army (the list for Waa-Skumrot appears in the forthcoming *Freebooterz* book containing army lists for Death Skulls, Blood Axes and Freebooter Mobz as well as the Evil Sunz). The Battlewagon belongs to Mekteef and flies his banners. We also rolled on the Kult of Speed table in 'Ere We Go and determined that it is driven by a Speed Freek.

Being an Evil Sunz vehicle, we decided to paint it in their favourite colour of bright red – as everyone knows, red wunz go fasta! Its Evil Sunz Mek owner and Speed Freek driver helped us decide on the banners and symbols for the vehicle.

To start with, we gave the whole model an undercoat of Skull White. Over this, we painted a base coat of Go Fasta Red. For the highlights we used a mix of Go Fasta Red and Blood Angel Orange, finishing up with a final highlight of just Blood Angel Orange.

We wanted the rivets on the body to be a bit lighter so they stood out, so we used a mix of Blood Angel Orange and Sunburst Yellow.

We painted the wheels with a mix of Chaos Black and Black Ink. We drybrushed this with Boltgun Metal and then gave it a wash of Orange Ink mixed with Brown Ink for a rusty

sheen. Finally, the wheels were highlighted with Mithril Silver. The triangular plates between the struts were painted red in the same colours as the rest of the vehicle body.

For the check patterns, Evil Sunz faces and symbols, we started with a black outline of the relevant shape painted with a fine brush (00 or 000) using Chaos Black thinned with Black Ink – this allows the paint to flow freely while keeping it black. We then carefully filled in the colours.

The banners are based on designs that have been drawn for the forthcoming *Freebooterz* book. We photocopied the designs and then painted the colours in. The Kult of Speed banners have a Go Fasta Red background, with Chaos Black and Sunburst Yellow designs. The Mek and household banners use a mix of Bleached Bone and Skull White for the background. For the detail of the symbols we used Go Fasta Red, Chaos Black, Sunburst Yellow and Striking Scorpion Green.

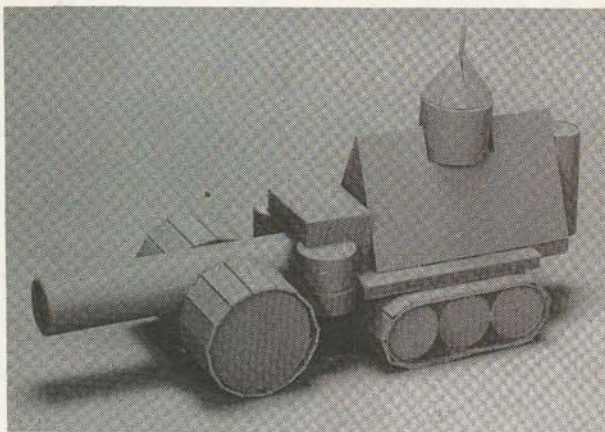
We've included black and white copies of the banners from our Gobsmasha – you can photocopy these for use on your own Battlewagons if you want. If you're making any Ork vehicles or putting together an Ork army, you'll be interested to know that we're soon going to be releasing a set of Ork glyph transfers to make it even easier to add glyphs to vehicles, back plates and banners.

MAKING OTHER BATTLEWAGONS

The guidelines we've given you for making the Gobsmasha apply to making the other types of Battlewagons for your Warhammer 40,000 Ork army.

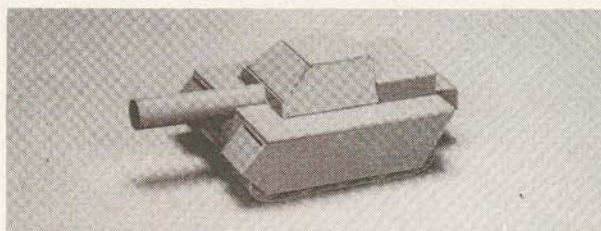
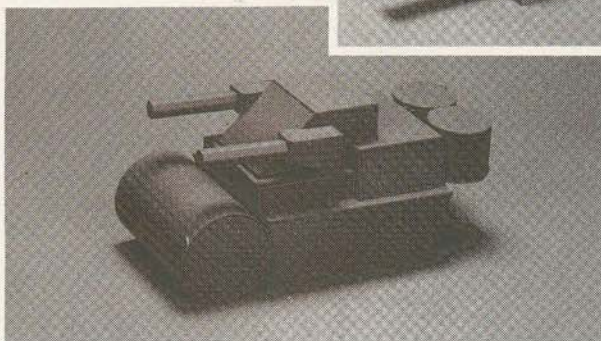
We've included templates and photos of four other Battlewagons to show you their basic construction – from the photos you'll be able to tell how the Battlewagons are assembled using the templates.

We haven't added any detailing so you can easily see the outlines – when finished all of these Battlewagons would be just as kustomised as any other Ork vehicle.



Braincrusha: the wheels (about 45mm/1 1/4" diameter) are made the same way as the Gobsmasha's. The track wheels are the same but only 25mm/1" in diameter – you can use round Citadel shields as hubs. We made the barrel from a Smarties tube again – any cylinder about this size will do. The spiky turret uses a cocktail stick as its central support with triangles of card stuck onto it. The sloped roof can be tiled with overlapping squares of card – we find about 10mm/ 3/8" square works well but you can use whatever size you think looks best. (Scale: approx 250mm/10" long including the barrel.)

Bonecruncha: we made the front roller out of card but the tube from a roll of kitchen foil would do just as well. The engine cylinders at the back were also made with card but cut-down Citadel Paint pots would work (remember what we said earlier about cutting these) – the caps from used tubes of glue make good exhaust vents. The guns are simply bios cut in half, or pencils would do fine. The inset photo shows an alternative turret to make a Bonecrusha Battlewagon – this replaces the current slope-fronted turret and its two guns. (Scale for both: approx 160mm/6 1/2" long.)



Lungbursta: we used brass tubing for the barrel but any sort of tube will do – a large biro or balsa dowelling works fine. The tracks are made from a strip of card – the wheels are large Citadel shields. (Scale: approx 150mm/6" long including the barrel.)

BRAINCRUSHA



EXHAUST WRAP-AROUND



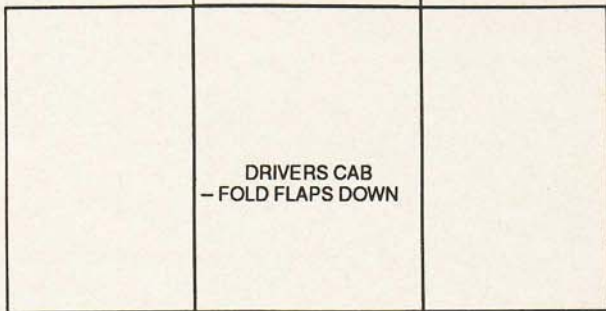
EXHAUST BACK



TRACK WHEELS (x12)



EXHAUST TOP & BOTTOM (x2)

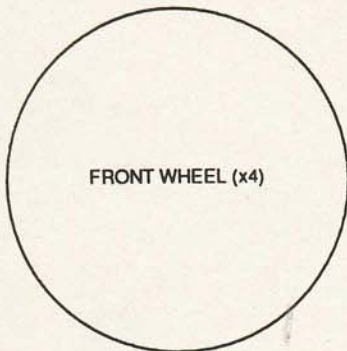


DRIVERS CAB - FOLD FLAPS DOWN

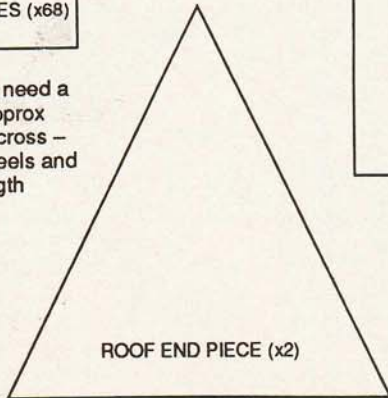


WHEEL PLATES (x68)

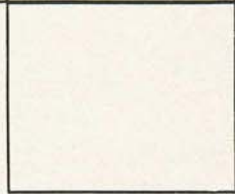
For tracks you need a card strip approx 28mm (1 1/8") across - wrap round wheels and cut to length



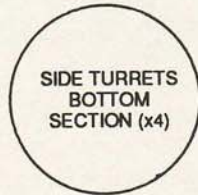
FRONT WHEEL (x4)



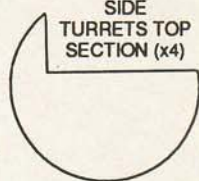
ROOF END PIECE (x2)



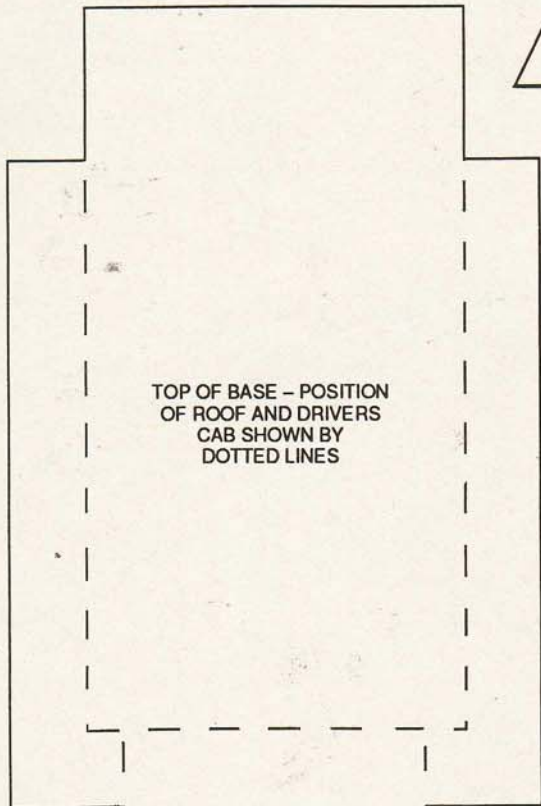
SIDE TURRETS TOP SECTION (x4)



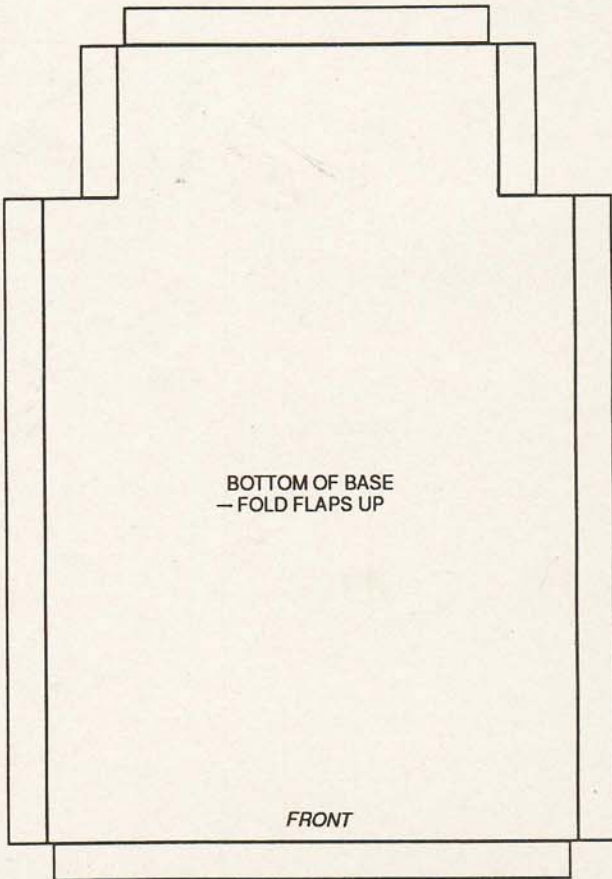
SIDE TURRETS BOTTOM SECTION (x4)



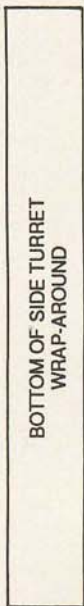
TOP OF SIDE TURRET WRAP-AROUND



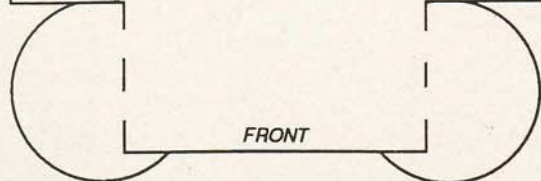
TOP OF BASE - POSITION OF ROOF AND DRIVERS CAB SHOWN BY DOTTED LINES



BOTTOM OF BASE - FOLD FLAPS UP



BOTTOM OF SIDE TURRET WRAP-AROUND

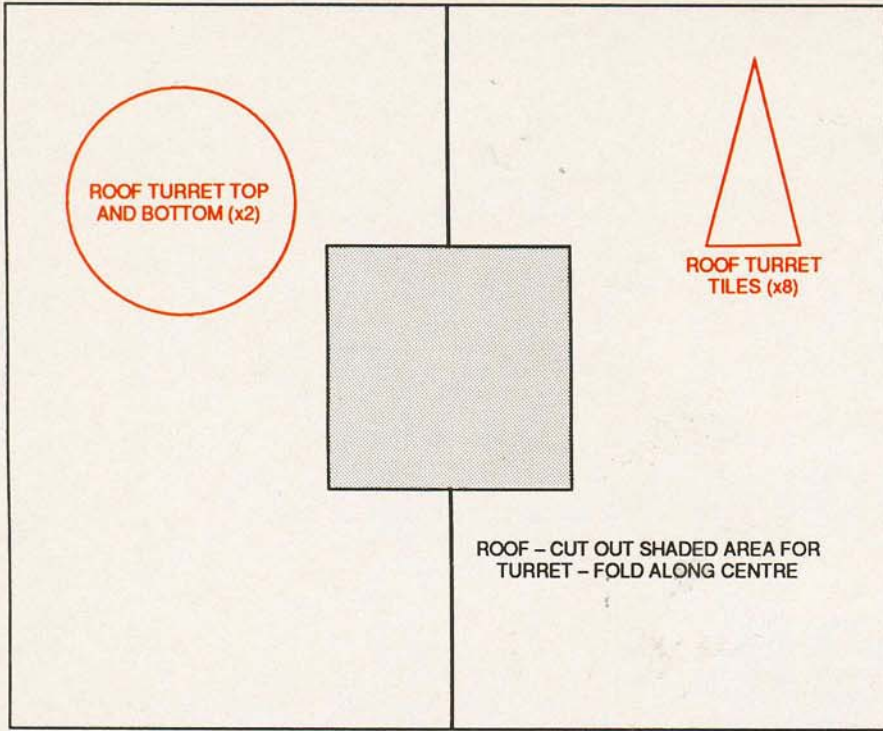


FRONT

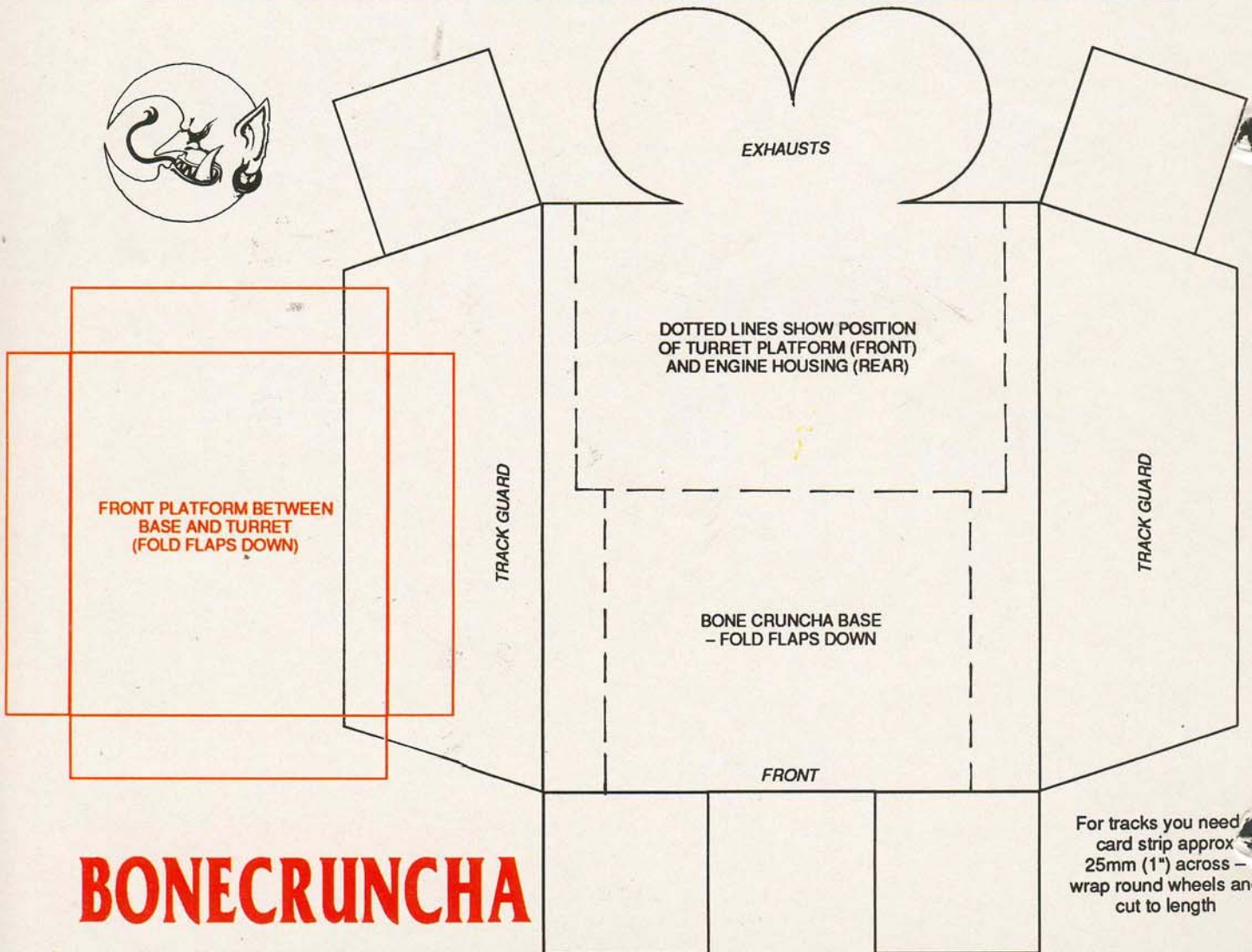
FRONT

TEMPLATES CONTINUED ON NEXT PAGE





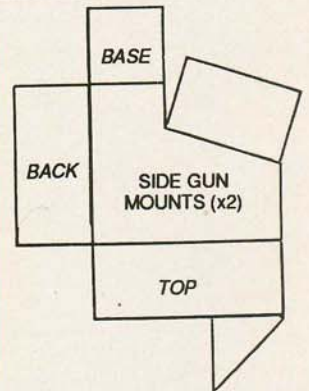
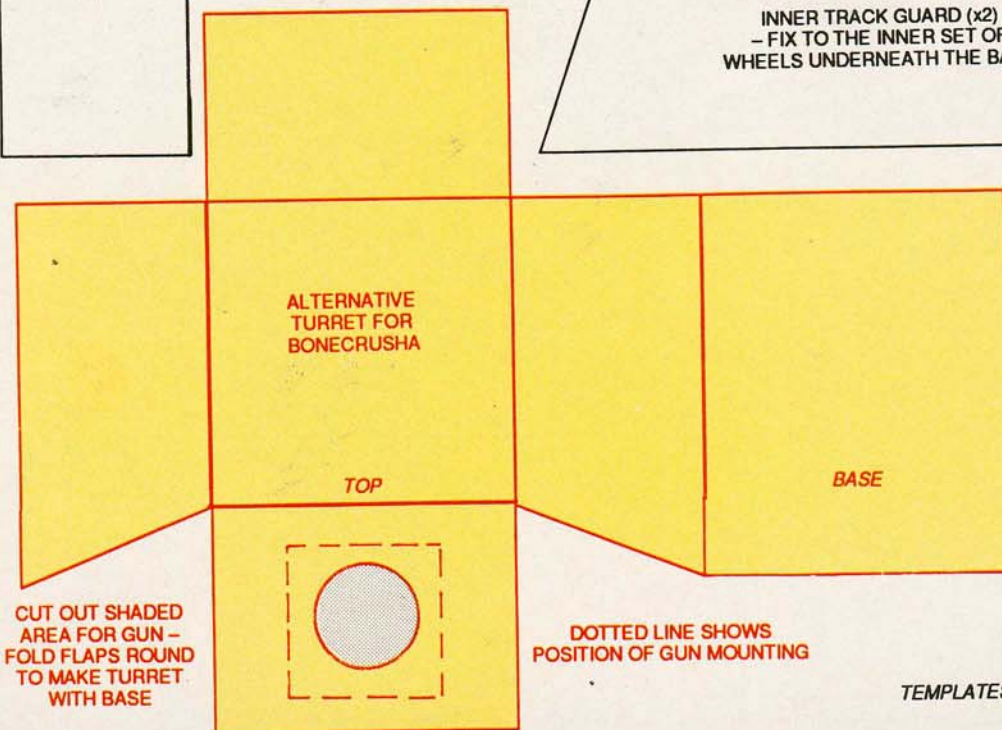
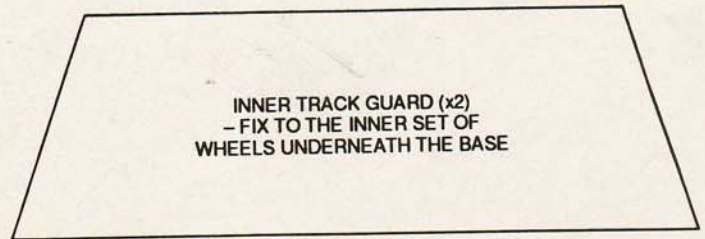
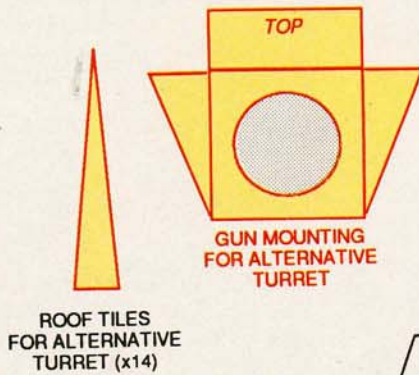
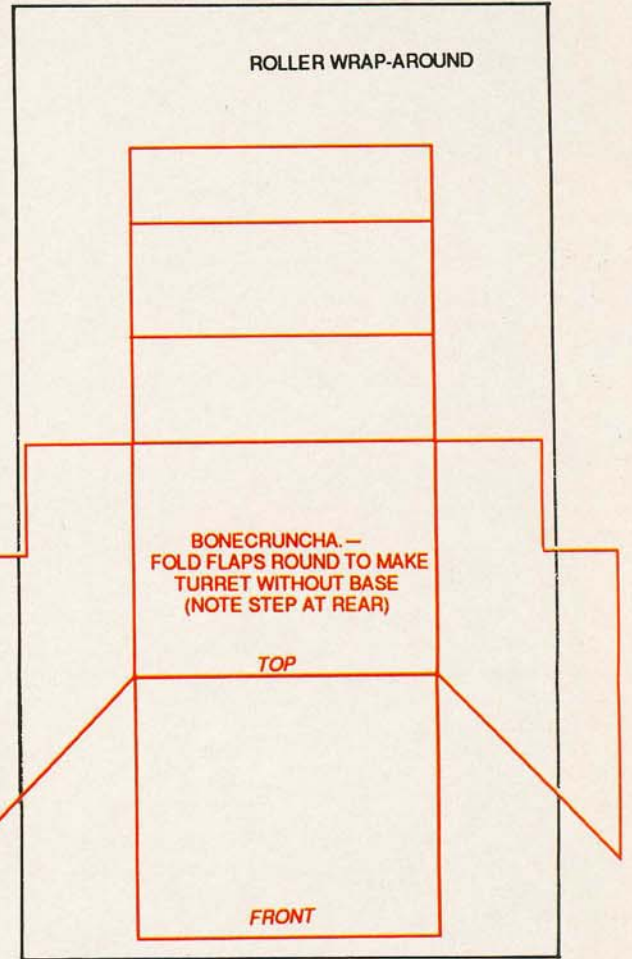
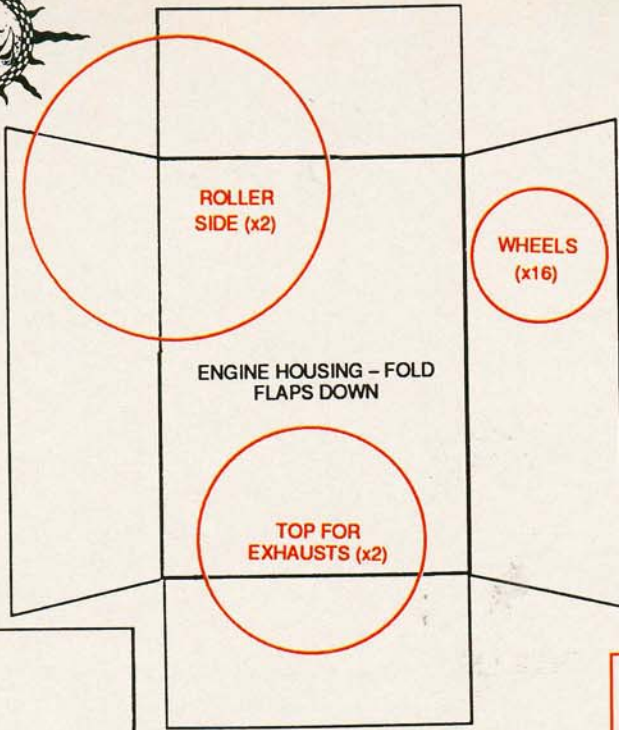
BRAINCRUSHA CONTINUED FROM PREVIOUS PAGE



For tracks you need card strip approx 25mm (1") across - wrap round wheels and cut to length

BONECRUNCHA





FOLD FLAPS DOWN FOR LEFT GUN MOUNT AND UP FOR RIGHT GUN MOUNT

TEMPLATES CONTINUED ON NEXT PAGE

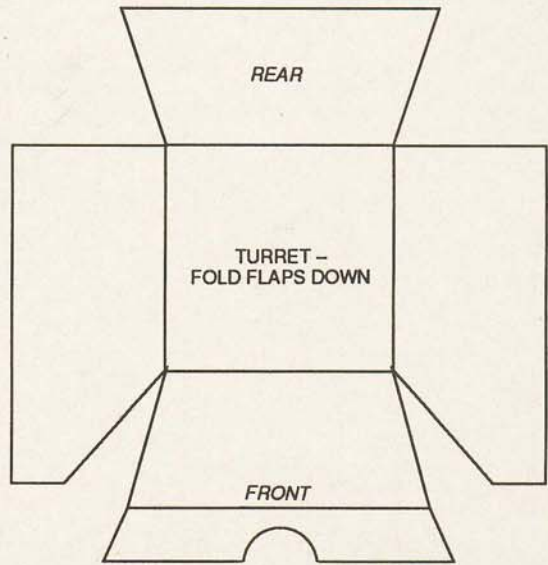
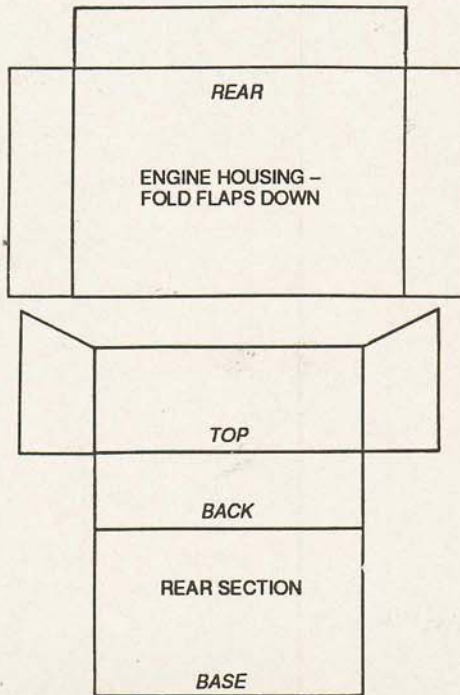
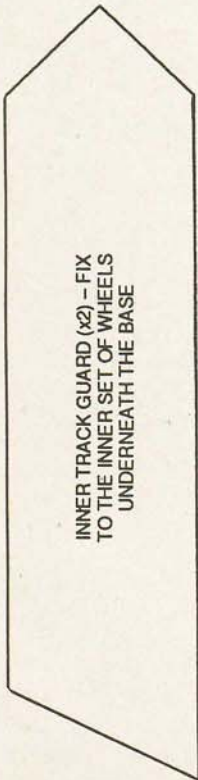
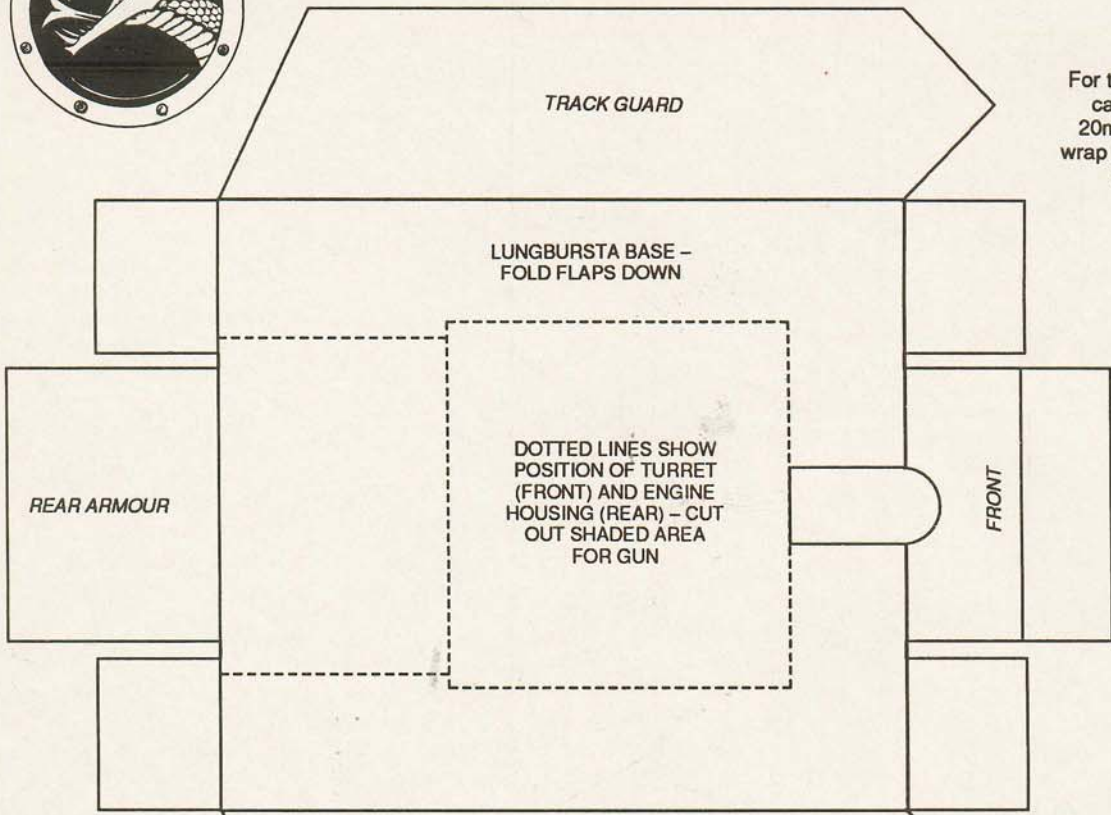




LUNGBURSTA



For tracks you need a card strip approx 20mm (3/4") across – wrap round wheels and cut to length



FOLDING CARD FLAPS
We've designed some of these templates so you can just fold your card to get the right shape. If you're using fairly thin card, simply score the card with your modelling knife and fold it up or down as indicated. Score along the outside of the fold so that you get a hinge effect on the inner side. If you're using thicker card, you may need to cut the pieces out separately and glue them together.



BATTLEWAGON GOBSMASHA

DATA RECORD: ORK1b (variant)

The Orks call any Battlewagon that is heavily armoured, completely enclosed and has a Battle Cannon a Gobsmasha, no matter what it looks like. While this variant is based on the Epic scale 40K Gobsmasha, your Gobsmasha model may look completely different. As long as it's dead shooty the Orks don't care what shape it is. If your Warboss is particularly rich, or just likes to show off, you may decide to mount more heavy weapons on the vehicle. The hit diagram allows for two extra guns mounted next to the Battle Cannon, and shows the position of the Ork gunners needed to fire them. If you decide to model your Gobsmasha without these side-mounted weapons, the shaded areas should be treated as being part of the Battle Cannon.

Type	Wheel	Fast Speed	20
Crew	1 Driver	Combat Speed	14
	3 Gunners	Slow Speed	6

Transport Up to 6 Orks plus as many non-combatant Gretchin and Snotling servants as can squash inside or hang on to the outside.

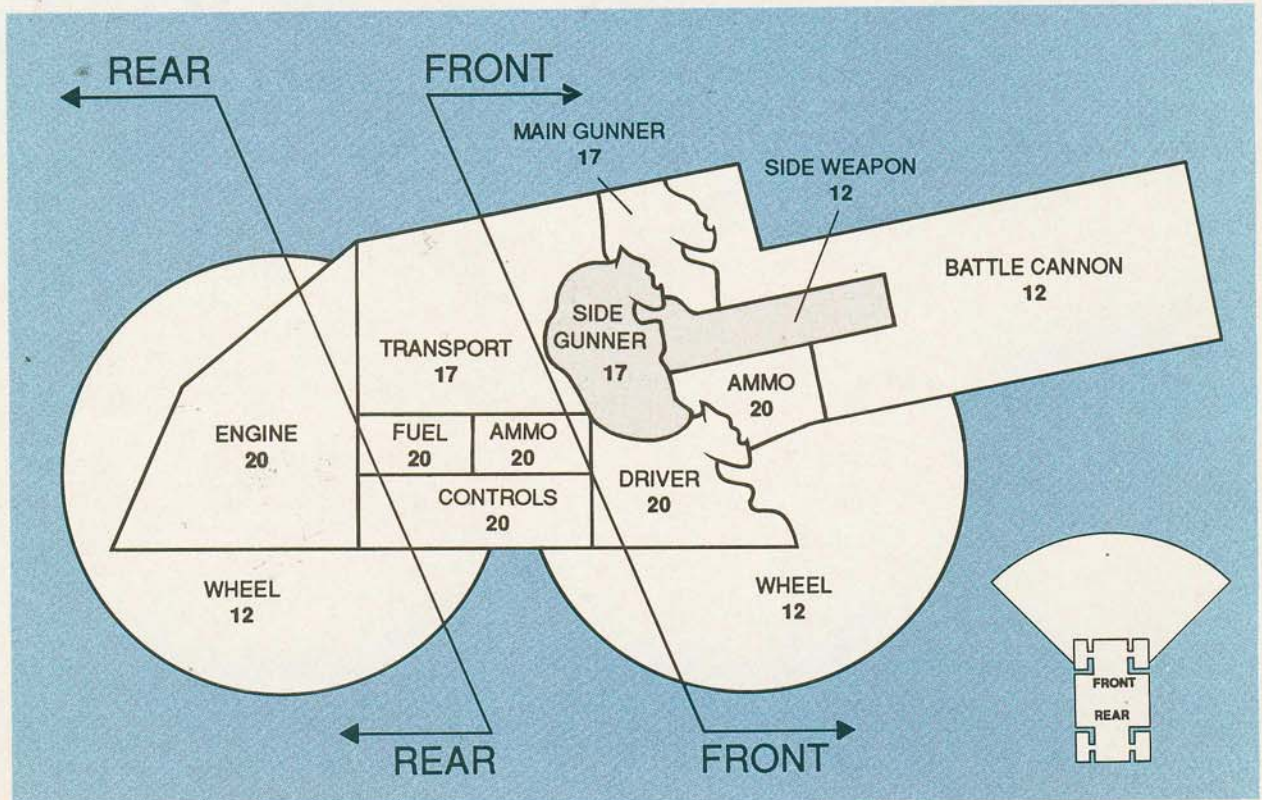
Weapons Battle Cannon with 90° field of fire to front.
 Optional Heavy Plasma Gun or Heavy Bolter in left station with 90° field of fire to front.
 Optional Heavy Plasma Gun or Heavy Bolter in right station with 90° field of fire to front.

BATTLE CANNON

The Battle Cannon is a larger and more robust version of the automatic self-loading cannon or Autocannon. Even Autocannon come in all sorts of sizes, and the Battle Cannon is effectively a very large version of the same weapon. It fires a large shell packed with high explosives (every Mekaniak swears by his own formula). It is effective against both infantry and vehicle targets.

Short Range	Long Range	To Hit S	To Hit L	Strength	Damage	Save Mod.	Special
0-20"	20-72"			8	2D6	-3	Mounted only Area 1½" radius

The Battle Cannon causes far more damage than an ordinary Autocannon and has a wider area template. It is far too heavy and bulky for a foot trooper to carry, so it must be carried on a vehicle or a special weapon carriage of some kind. This is indicated on the profile above by the entry 'mounted only'. The Battle Cannon has a 1½" radius effect and players must provide themselves with the appropriately sized card template.



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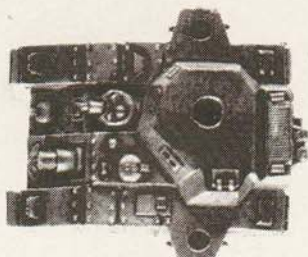
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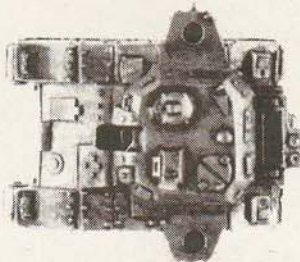
**BATTLE CANNON/
LAS-CANNON
TURRET
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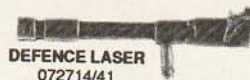
**SPONSON
TURRETS 1
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**SHADOWWORD
SUPER HEAVY TANK DESTROYER**



**SHADOWWORD CHASSIS
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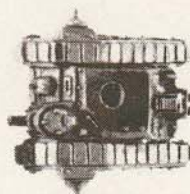
**DEFENCE LASER
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**SPONSON
TURRETS 2
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**LEMAN RUSS
BATTLE TANK**



**LEMAN RUSS
CHASSIS
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**BATTLE CANNON
TURRET
072714/49**



PREDATOR

**AUTO CANNON
TURRET
072714/4**



**PREDATOR
CHASSIS
072714/1**



**LAS-CANNON
SPONSON'S
072714/5**



**PREDATOR
LEFT SIDE
072714/2**



**PREDATOR
RIGHT SIDE
072714/3**



WHIRLWIND



**WHIRLWIND
CHASSIS
072714/6**



**WHIRLWIND
MULTI LAUNCHER
072714/8**



**WHIRLWIND/
VINDICATOR
SIDES
072714/7**



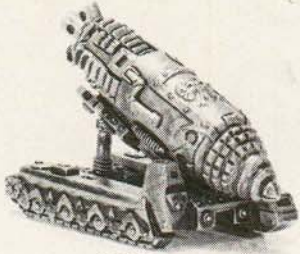
VINDICATOR



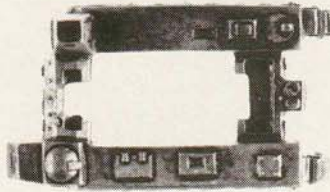
**VINDICATOR
CHASSIS
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IMPERIAL MOLE



IMPERIAL MOLE TRANSPORTER
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MOLE
072714/23



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072714/24



LIFTING PLATFORM
072714/25



IMPERIAL TERMITE



SURFACED TERMITE
072714/21



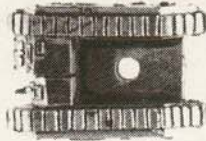
TERMITE TRANSPORTER
072714/19



TERMITE
072714/20



MANTICORE



MANTICORE/BASILISK CHASSIS
072714/43



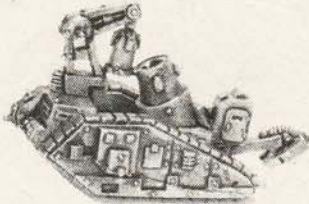
MANTICORE MULTI LAUNCHER
072714/47



BASILISK



MACRO CANNON
072714/44



BOMBARD



BOMBARD CHASSIS
072714/45



SIEGE MORTAR
072714/46



DEPLOYED DROP POD



DROP POD
072714/35



DEPLOYED DROP POD SHELL
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ASSAULT POD CARGO
072714/38



SUPPORT POD CARGO
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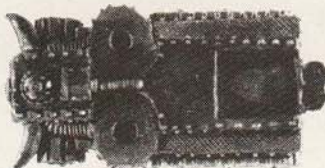
DEATHWIND CARGO
072714/39



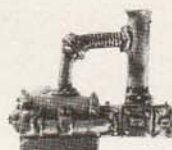
ORK BATTLEWAGONS



SKULL HAMMA



**SKULL HAMMA
CHASSIS**
072789/1



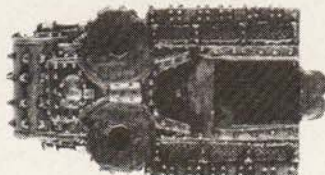
BOILER
072789/2



**ORK BATTLE
CANNON TURRET 1**
072789/3



GIBLET GRINDA



**GIBLET GRINDA
CHASSIS**
072789/22



**ORK BATTLE
CANNON TURRET 2**
072789/24



**BATTLE CANNON/
OBSERVATION TOWER**
072789/23



BRAIN CRUSHA



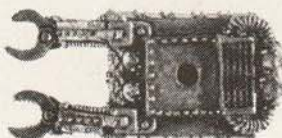
**BRAIN CRUSHA
WITH MACRO CANNON**
072789/19



**OBSERVATION
TOWER**
072789/20



GUT RIPPA



**GUT RIPPA
CHASSIS**
072789/17



**ORK BATTLE
CANNON TURRET 3**
072789/18



BONE CRUNCHA



**BONE CRUNCHA
CHASSIS**
072789/4



**DUEL AUTO
CANNON TURRET**
072789/5



BOWEL BURNA



**BOWEL BURNA
CHASSIS**
072789/25



**ORK BATTLE
CANNON TURRET 4**
072789/26

EPIC ORKS



**SPLEEN RIPPA
WITH BATTLE CANNON**
072789/16



**GOBSMASHA
WITH BATTLE CANNON**
072789/27

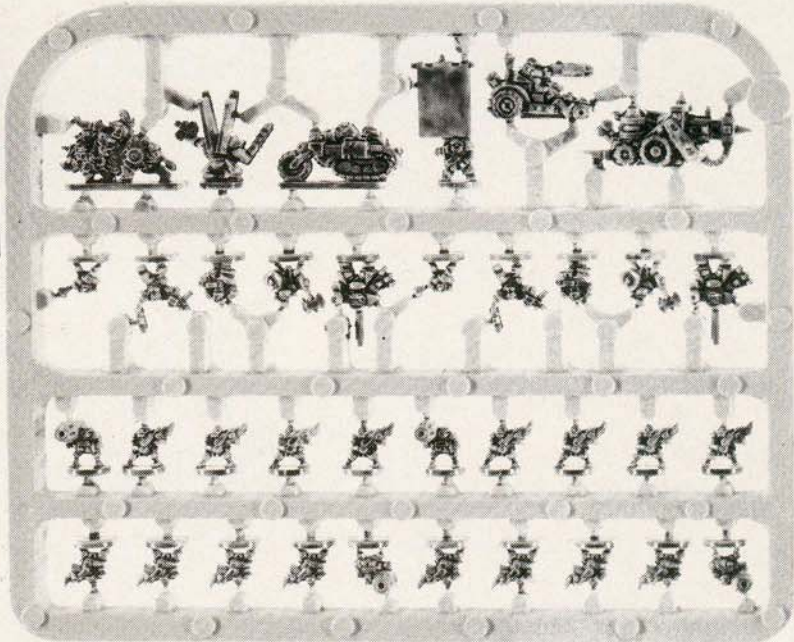


LUNG BURSTA
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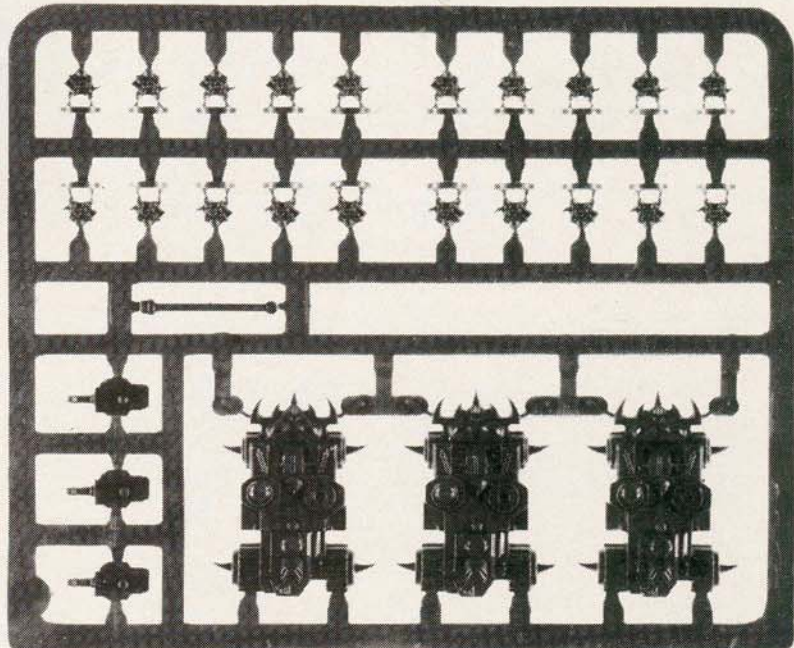
EPIC ORK INVASION SPRUES
Each sprue contains
1 Boarboy, 1 Standard bearer,
1 War buggy, 1 Warboss, 1 Warbike,
2 Stormboyz, 2 Wildboyz, 1 Tractor
Beam, 2 Madboyz, 16 Orkboyz,
2 Gretchin, 2 Nobz and 4 Orks with
Heavy Weapons



ORK HORDE
This box set contains 10
of the highly detailed
plastic sprues as shown
on the right

ORK HORDE SPRUES
Each sprue contains
3 Battle Wagons and
20 Orkboyz

All the sprues are complete
with plastic epic bases



071519 ELDAR

DESIGNED BY JES GOODWIN

071519/1 **ELDAR GUARDIANS**



071519/1A
ELDAR WITH SHURIKEN PISTOL

071519/1B
LEADER WITH SHURIKEN CATAPULT

071519/1C
LEADER WITH POWER GLOVE & HAND FLAMER

071519/1D
ELDAR WITH LAS CANNON

071519/1E
ELDAR WITH LAS PISTOL & HAND FLAMER

071519/2 **ELDAR GUARDIANS**



071519/2A
LEADER WITH HAND FLAMER & POWER SWORD

071519/2B
ELDAR WITH MISSILE LAUNCHER

071519/2C
LEADER WITH POWER SWORD

071519/2D
ELDAR WITH SHURIKEN PISTOL & CHAINSAW

071519/2E
ELDAR WITH LAS PISTOL & SHURIKEN PISTOL

071519/3 **ELDAR GUARDIANS**



071519/3A
ELDAR WITH MELTA GUN

071519/3B
LEADER WITH SHURIKEN PISTOL & CHAINWORD

071519/3C
ELDAR WITH LAS PISTOL

071519/3D
LEADER WITH POWER GLOVE & POWER SWORD

071519/3E
ELDAR WITH LAS PISTOL & SHURIKEN CATAPULT

071519/4 **HARLEQUINS**



071519/4A
HARLEQUIN WITH SHURIKEN PISTOL & FORCE SWORD

071519/4B
HARLEQUIN WARLOCK WITH LAS PISTOL & HARLEQUIN'S KISS

071519/4C
HARLEQUIN WITH SHURIKEN PISTOL & CHAINWORD

071519/4D
HARLEQUIN WITH SHURIKEN PISTOL & FORCE SWORD

071519/4E
SOLITAIRE WITH LAS PISTOL & HARLEQUIN'S KISS

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071519 ELDAR

DESIGNED BY JES GOODWIN

071519/5

HARLEQUINS



HARLEQUIN WITH
POWER GLOVE &
FORCE SWORD



HARLEQUIN WITH
NEURO DISRUPTER &
FORCE SWORD



HARLEQUIN
WITH
SHURIKEN PISTOL



HARLEQUIN AVATAR WITH
SHURIKEN PISTOL &
CHAINSWORD



HARLEQUIN WITH
PLASMA PISTOL &
HARLEQUIN'S KISS

071519/6

HARLEQUINS



HARLEQUIN WITH
SHURIKEN PISTOL &
POWER GLOVE



HARLEQUIN WITH
SHURIKEN PISTOL &
POWER AXE



HARLEQUIN WITH
SHURIKEN PISTOL &
POWER AXE

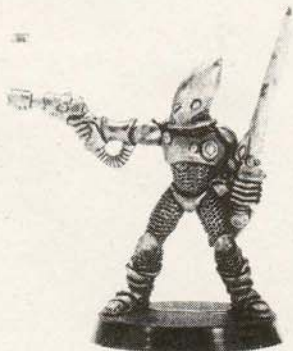


HARLEQUIN WITH
SHURIKEN PISTOL &
FORCE SWORD



HARLEQUIN WITH
SHURIKEN PISTOL &
POWER GLOVE

ELDAR GUARDIANS



CLOSE COMBAT GUARDIAN
WITH POWER SWORD
AND LAS PISTOL
071584/2



BATTLE GUARDIAN
WITH SHURIKEN
CATAPULT 1
071584/4



GUARDIAN WITH LAS GUN 2
071584/5



GUARDIAN WITH LAS GUN 1
071584/3



BATTLE GUARDIAN
WITH SHURIKEN
CATAPULT 2
071584/1

BRETONNIAN KNIGHTS



**KNIGHT WITH SWORD
AND OPEN HELM 1**
074166/8



**KNIGHT WITH SWORD
AND GREAT HELM 1**
074166/6



**KNIGHT WITH SWORD
AND OPEN HELM 3**
074166/9



**KNIGHT WITH SWORD
AND OPEN HELM 2**
0745166/10



**KNIGHT WITH SWORD
AND NASAL HELM**
074166/4



KNIGHTS LEGS
074166/1



**THIS IS A EXAMPLE OF A
COMPLETE BRETONNIAN KNIGHT**



**KNIGHT WITH SWORD
AND KETTLE HAT**
074166/5



**KNIGHT WITH SWORD
AND GREAT HELM 2**
074166/11



**KNIGHT WITH AXE
AND OPEN HELM**
074166/3



**KNIGHT WITH MACE
AND VISORED HELM**
074166/2



**KNIGHT WITH SWORD
AND OPEN HELM 4**
074166/7



**KNIGHT WITH
VISORED HELM 1**
074166/19



**KNIGHT WITH
RAISED VISOR**
074166/13



**KNIGHT WITH
KETTLE HAT**
074166/16



**KNIGHT WITH
VISORED HELM 2**
074166/14



**KNIGHT WITH
OPEN HELM**
074166/22



**KNIGHT WITH
OPEN HELM 2**
074166/21



**KNIGHT WITH
GREAT HELM 1**
074166/20



**KNIGHT WITH
OPEN HELM 3**
074166/17



**KNIGHT WITH
OPEN HELM 4**
074166/15



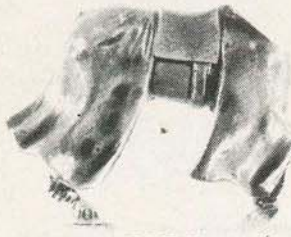
**KNIGHT WITH
GREAT HELM 2**
074166/18



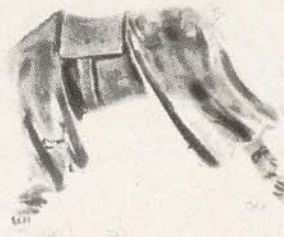
LANCE 1
074166/12



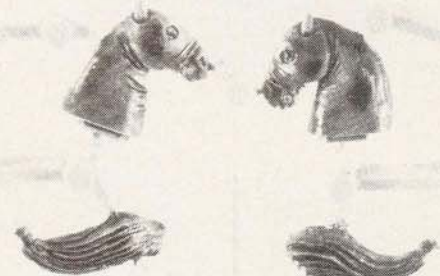
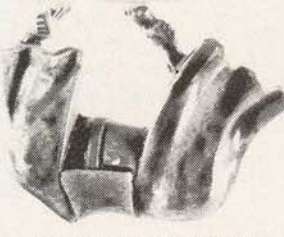
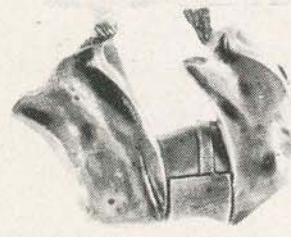
LANCE 2
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HORSE WITH CAPARISON 1



HORSE WITH CAPARISON 2

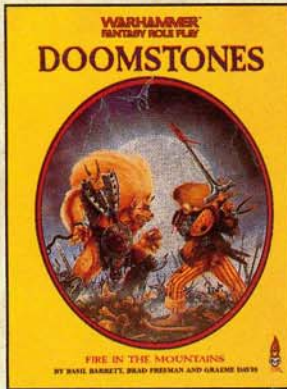


HORSE'S HEADS AND TAILS

FLAME WARHAMMER FANTASY ROLE PLAY

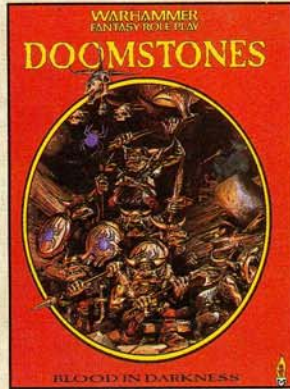
Warhammer Fantasy Roleplay is a roleplay adventure game in the unique fantasy setting of the Old World. The Old World stretches from the twisted northern Chaos Wastes to the pirate coast of south Tilea; from the Elf-haunted Laurelorin Forest to the cities of The Empire; lands packed with intrigue, danger and adventure. You play a wizard, pit fighter, mercenary, outlaw – any of over 100 character types – skilled in the arts of battle and sorcery, an adventurer in the perilous and Chaos-infested Warhammer world, opposed by Orcs, Goblins, Skaven, Undead creatures of the night and dozens of other monstrous enemies (all available as Citadel Miniatures). Warhammer Fantasy Roleplay provides an unmatched depth of background and atmosphere, with a fast, detailed and flexible game system, exciting combat and powerful magic.

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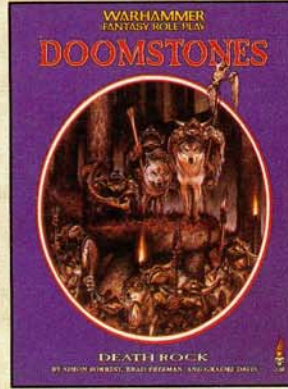
FIRE IN THE MOUNTAINS

The Yetzin Valley stands at the southern end of a vital pass over the Vaults Mountains. A hundred years ago, the valley was conquered by the Orcs of the Bloodaxe Alliance – theirs, however, was a brief and bloody reign, and is now all but forgotten. A chance discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior-priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire. £7.99



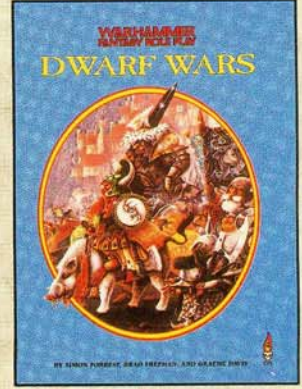
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The century-old path of a renegade Orc war chief leads through the foothills of the Vaults Mountains to the relics of a mutiny, an ancient Dwarven shrine and a second Crystal of Power. Finding the shrine is just the beginning – beyond lie age-old Dwarven defences and the tunnels' current dwellers. Blood in Darkness mixes investigation and combat to present Warhammer Fantasy Roleplay adventurers with a constant challenge. £6.99



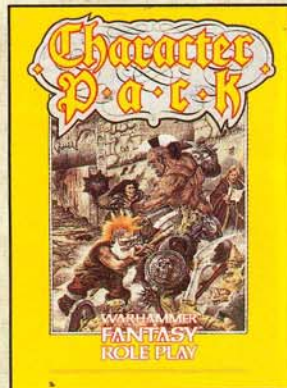
DEATH ROCK

The Orcs of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the great monastery of Eyrie, standing high on a pinnacle of rock above the Winter's Teeth Pass. A century ago it was to Eyrie that the Dwarf-mage Yazeran fled with the fabled Crystal of Air. Now the adventurers must reach the monastery and find the Crystal before the Orc army, driven on by its sorcerous master, attack. And to succeed, they must first solve the puzzle that Yazeran left behind. £6.99



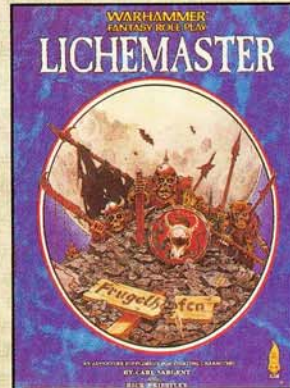
DWARF WARS

A lost Dwarfhold has been found: Kadar-Graving, Hold of legendary Hargrim, a Dwarf-King without equal. To the Dwarfs, there is no greater symbol of rulership than Hargrim's Crown. But finding the crown won't be easy. Large parts of the Hold are in ruins and the Royal Tombs are ringed by deadly traps. Whoever reaches the Hold first can be sure the enemy is not far behind. £7.99



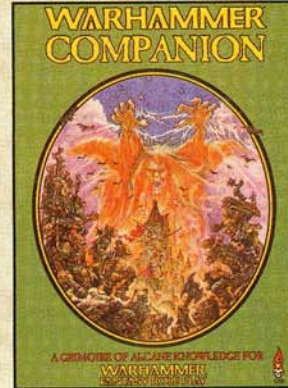
CHARACTER PACK

This pack contains 50 character sheets for Warhammer Fantasy Roleplay plus a 16-page booklet detailing the Graf Manfred – a large city inn. The Graf Manfred is an ideal adventure location or base for adventurers, and its staff and regulars are presented as 22 fully-detailed and ready-to-use NPCs. The pack also includes adventure outlines to get your started. £4.99



LICHEMASTER

Fifteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew. High in the Grey Mountains, an Undead Army masses among the peaks. In an isolated monastery, one monk suspects the truth. But where will the Undead strike? And how can they be stopped? £7.99



WARHAMMER COMPANION

A rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Within these covers you'll find four complete adventures, a wide range of articles presenting new character careers, spells, magical items and advanced rules, plus a special selection devoted to Jack Yeovill's Warhammer novel, Drachenfels.

IN THE WORKS

As well as the books we've already published, we're working on a range of new Warhammer Fantasy Roleplay supplements and adventures. We'll be announcing these in White Dwarf as soon as they're available, but for now here's an outline of some of our ideas.

We're working on a village pack set in the lands where the Empire, Tilea and the Border Princes join. Going under the working title of *Death's Dark Shadow*, this will probably contain new rules, adventure outlines and several fully-detailed adventures. The villages of the Old World are not always what they seem and who knows what dark secrets the players may uncover?

Sometime in the future, we're also hoping to do a book based on Jack Yeovill's Warhammer novel, *Drachenfels*, with the castle of the Great Enchanter as a location for Warhammer Fantasy Roleplay adventures. This should include large-scale maps of the castle, with rules for the castle's own magical abilities and plenty of castle-based encounters. For the bravest of adventurers, there may even be a chance to battle against Drachenfels himself.

Over recent months, adventure locations from the city-port of Marienburg have been appearing in White Dwarf. As well as the published material, we're building up a large stock of unpublished locations, including details of many places that have only been referred to in White Dwarf. These include locations and NPCs such as graveyards, criminal gangs, the Thieves' Guild, pit fighters, docks, boatyards... Eventually, we'll gather this material together into a city adventure pack.

Also in the pipeline but how near release are a book on Lustria and a magic supplement. Lustria is a strange new land of adventure across the sea where the alien technologies of the Slann lie ruined in the jungle. The planned magic book will be a major supplement that vastly expands the Warhammer Fantasy Roleplay magic system with complete details of many different types of wizard and a huge range of new spells.

WHITE DWARF

We also produce regular Warhammer Fantasy Roleplay articles for White Dwarf and there's plenty more planned for future issues. Keep an eye on the magazine for details of future releases.



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