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GAMES WORKSHOP'S MONTHLY GAMING SUPPLEMENT AND CITADEL® MINIATURES CATALOG

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WOOD ELVES

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CODEX SPACE MARINE® CHAPTERS

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Embattled Space Marines of the White Panthers Chapter fend off a Tyranid assault.



A Spyrrer team gets a nasty surprise as Mad Donna leads the House Escher counter-attack!

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Warhammer campaigns are the in thing this month at the Studio. As I said a couple of month's ago, we've been planning one for some time and it now looks like taking off. All over the office, small bands of warriors are appearing: Dwarfs, Undead and lots of Wood Elves.

In fact, it's choice that is providing the only problem for us.

Which army to take?

Which campaign system to use (being an inventive lot,

we've managed to come up with three different campaign systems...)? Well it's a nice

problem to have, much better than having no ideas at all. At the moment the Dwarfs are by far the most

popular army with three hosts ready for battle and more on the way, but others are coming up fast. Chaos hordes

loyal to Khorne and Slaanesh are on the horizon as well as

several Wood Elf kindreds. The smoldering forges of Zharr-Naggrund are working far into the night as the

Chaos Dwarfs prepare for war. And me? I'm still digging up my Undead.

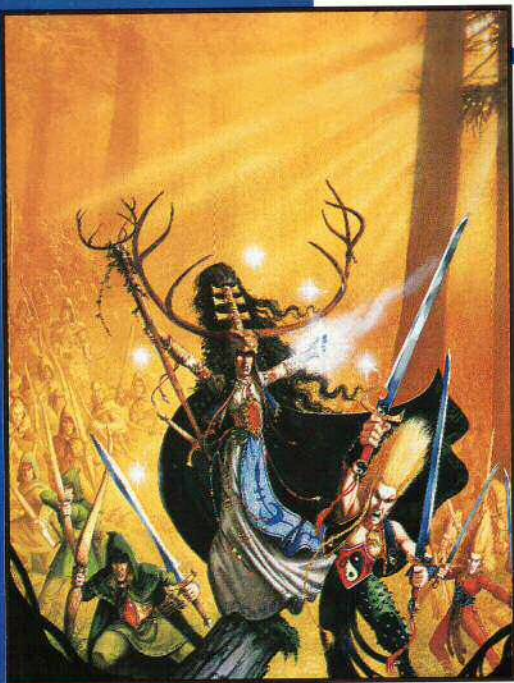
But all is not well. Our generals' attention is being diverted to other tasks. Mutterings of bolters, power armour and the

Eye of Terror have been heard in the tea room. What can it be to sap their

loyalty? Ah yes, Andy and Jervis are working on Warhammer 40,000 Codex Chaos...



Jake



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"Victory goes to
he who rolls the
most dice!"

Stillmania returns,
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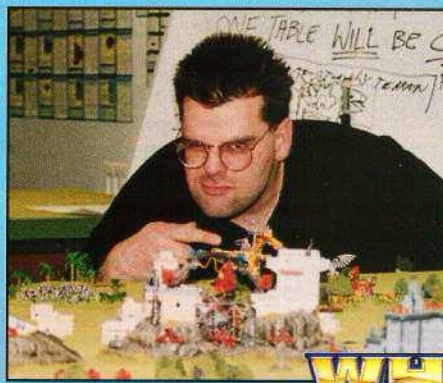


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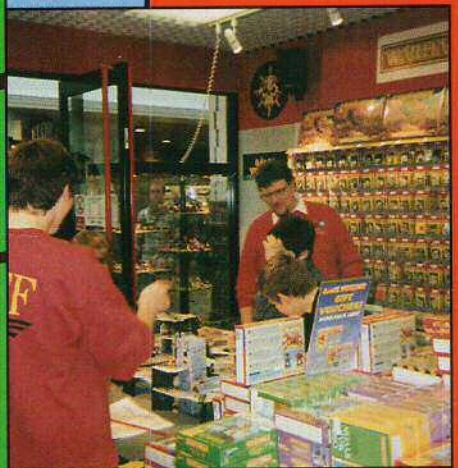
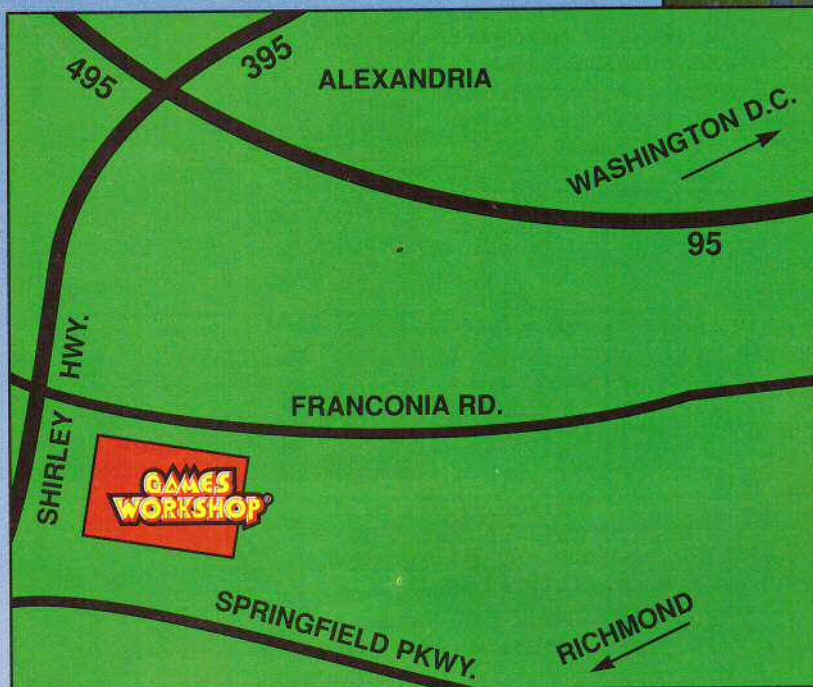
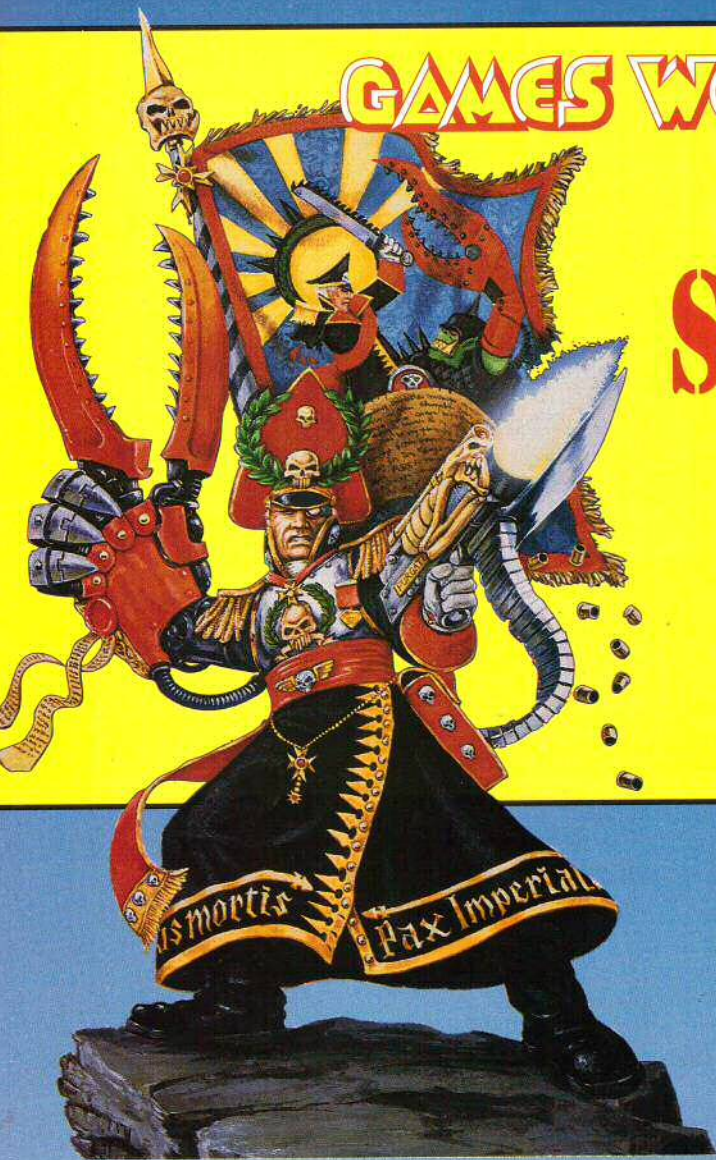
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DURTHU THE TREEMAN



Durthu resembles a wizened and gnarled old oak tree. He is ancient beyond reckoning and has endured in the depths of the forest for untold ages. If the Forest of Loren is invaded, Durthu will be disturbed by the sounds of battle and destruction. Enraged, he will lurch through the forest seeking out the intruders and attack them with a savage fury that defies description.

TREEMEN

With their massive, trunk-like legs and thick branching arms, Treemen look like great old oaks, their clawed feet spreading like roots into the ground. In battle, Treemen use their immense bulk and powerful limbs to smash anything that stands in their path.



WARRIORS OF LOREN



By Jake Thornton

Jake takes a look at the new, improved Wood Elves, including their awesome, demi-god leaders and their unusual allies.

THEY'RE BACK!

It's been a while since I've seen the staff here as excited about a project as they've been about the Wood Elves. Every time a new model came in, or one of the artists completed a picture, there was an instant crowd as everyone gathered round for a glimpse. As soon as any models could be scrounged they were quickly taken away and painted up, returning after a few days to grace the desks or computers of their lucky owners.

WOW!

Warhammer Armies – Wood Elves looks, on the surface, like any other army book, but its mild mannered exterior hides a hardy warrior race that has held out against all invaders for many centuries. Whether it was the marauding Orcs and Goblins, the greedy

Dwarfs or the verminous Skaven, the Wood Elves have repelled all those who would

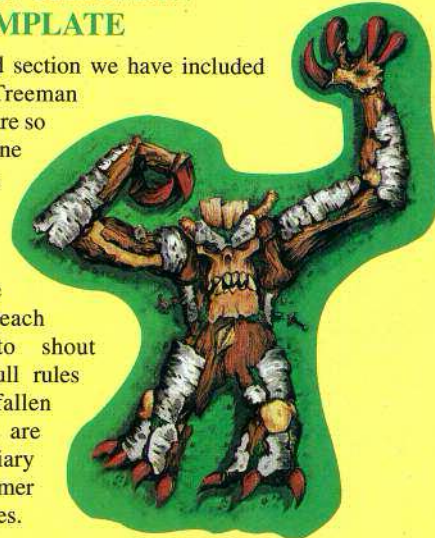
seek to defile their sacred forest realm. Even the mighty army of the Empire has been forced to retire and lick its wounds after clashes with the Wood Elf kindreds. This sounds as if the Wood Elves are under constant attack, and it is true that they suffer from the depredations of greedy barons and unscrupulous adventurers who have heard of the riches that lie in the forest. But they have allies too.

OLD ALLIANCES

For many years the Wood Elves have been aided in time of war by the noble Bretonnians. This long-standing alliance has held firm for centuries, and has benefited both sides on many occasions. However, it is perhaps their more unusual allies that mark out the Wood Elves as special.

FALLEN TREEMAN TEMPLATE

On this issue's card section we have included the new fallen Treeman template. Treemen are so big that when (if?) one is killed in combat, its body is quite likely to cause some damage as it crashes to the ground (that'll teach your opponent to shout "Timber!"). The full rules for using the fallen Treeman template are given in the Bestiary section of Warhammer Armies – Wood Elves.





WOOD ELF GLADE GUARDS

When their forest homes are threatened by invaders, the Wood Elves must quickly muster their forces. Often their first line of defence are the Glade Guards, whose preternatural skills allow them to move through the densest woods and undergrowth without hindrance. Using their speed, the Glade Guards can quickly surround their foes, holding them up until more warriors are prepared for the bitter defence of their sacred lands.



As the Skaven advance into the shadowy realm of the Forest of Loren, a Wood Elf host emerges from the trees to give battle.

FROM THE FORESTS...

Deep within the Forest of Loren lurk the strange and ancient creatures known as Treemen. Over many years the Treemen have watched the Wood Elves and have come to trust them, so that now they will fight alongside them to protect the forest that is home to them both. No other army can field these creatures and they are among the most feared aspects of the Wood Elf host.

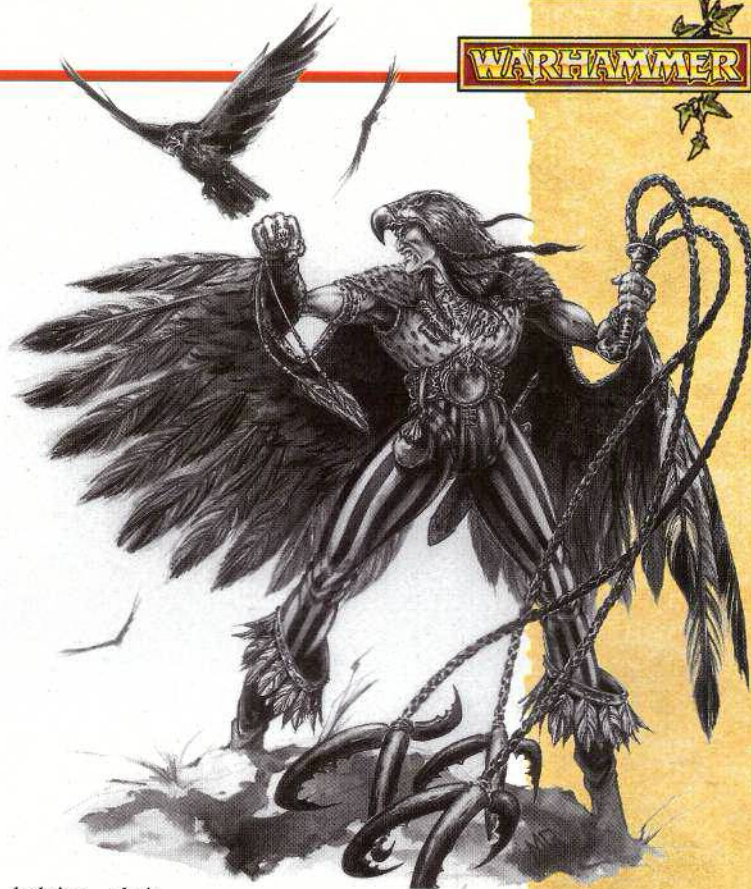
Great Eagles too form a common part of Wood Elf armies, allies from the Grey Mountains. But what of the Wood Elf warriors themselves?

“NORMAL” TROOPS?

The army of Loren does contain more normal troops, armed with spear and bow, but even here it is exceptional. Wood Elves are the best archers in the Warhammer world, and their prowess is rightly feared by their enemies. Take this into account and even their “normal” regiments start to look a bit out of the ordinary.

WARDANCERS

Apart from their legendary skill with the bow and the awesome power of the Treemen, the Wood Elf army is generally known for the frenzied dervishes known as Wardancers. These lethal warriors fight in loose formations which allow them free reign to leap and strike at their foes,



dodging their blows in reply. However, even this is not the end of the Wood Elves' special units.

WOOD ELF ARCHERY

The core of the Wood Elf army has always been its archers. Most of the warriors of the various Wood Elf kindreds fight with the longbow as their principle weapon. Indeed, few warriors have swords, shields or armour since the Wood Elves do very little metal working and must trade with outsiders for metal. The Wood Elves are loath to fell trees to fuel furnaces and hate the foul fumes. They dislike the dull colour of iron and try to have as few dealings with Dwarfs as possible!

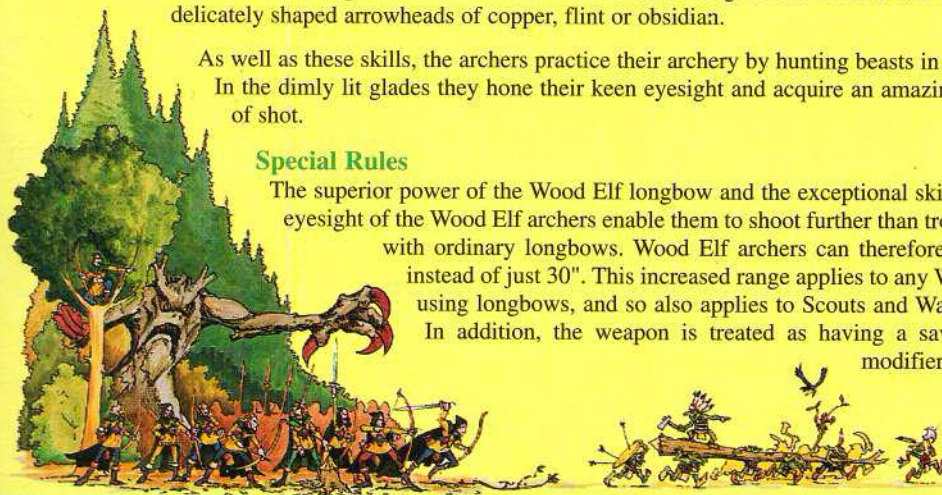
All this means that metal has always been rare in Athel Loren. Instead of forging metal weapons of war, the Wood Elves made elegant and powerful longbows. They carefully selected the best trees from which to cut their bowstaves and arrow shafts and soon became expert bowmakers and archers. Soon they surpassed the skills of the High Elves of Ulthuan in the practice of archery and were certainly masters above any other race.

The Wood Elves know many secrets of how to make powerful bows from laminated strips of rare trees. The bowstrings themselves are said to be woven from the hair of Elf maidens. The flights of the arrows are chosen from the feathers of particular birds to ensure accurate flight. The arrows are tipped with delicately shaped arrowheads of copper, flint or obsidian.

As well as these skills, the archers practice their archery by hunting beasts in the forests. In the dimly lit glades they hone their keen eyesight and acquire an amazing sureness of shot.

Special Rules

The superior power of the Wood Elf longbow and the exceptional skill and keen eyesight of the Wood Elf archers enable them to shoot further than troops armed with ordinary longbows. Wood Elf archers can therefore shoot 36" instead of just 30". This increased range applies to any Wood Elves using longbows, and so also applies to Scouts and Waywatchers. In addition, the weapon is treated as having a saving throw modifier of -1.



WOOD ELF STANDARD BEARERS AND WARDANCERS



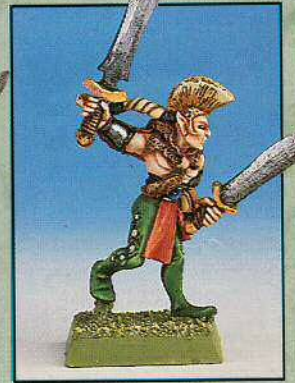
Standard Bearer

In times of war the Wood Elves of Loren muster small but formidable armies, ready to protect their homelands from any foe. If their woodland settlements are threatened by outsiders, they are both tenacious and ruthless in defence. At the sound of the battle horn, the Wood Elves surge forward, falling upon their enemies with primordial fury. Wood Elf Champions cleave their way through the enemy ranks, their warcries echoing with the wrath of nature itself. Like a storm scattering the fallen leaves in autumn, the victorious Wood Elves rout their enemies from the forest.

Wardancers are fantastically agile elite warriors, and are exceptionally fleet of foot. In battle, these warrior troubadours use their amazing acrobatic skills to the full, leaping and darting through the enemy ranks. They dodge away from deadly blows with lightning speed, and strike back with murderous accuracy.



Standard Bearer



Wood Elf Wardancers



Champion



Musician

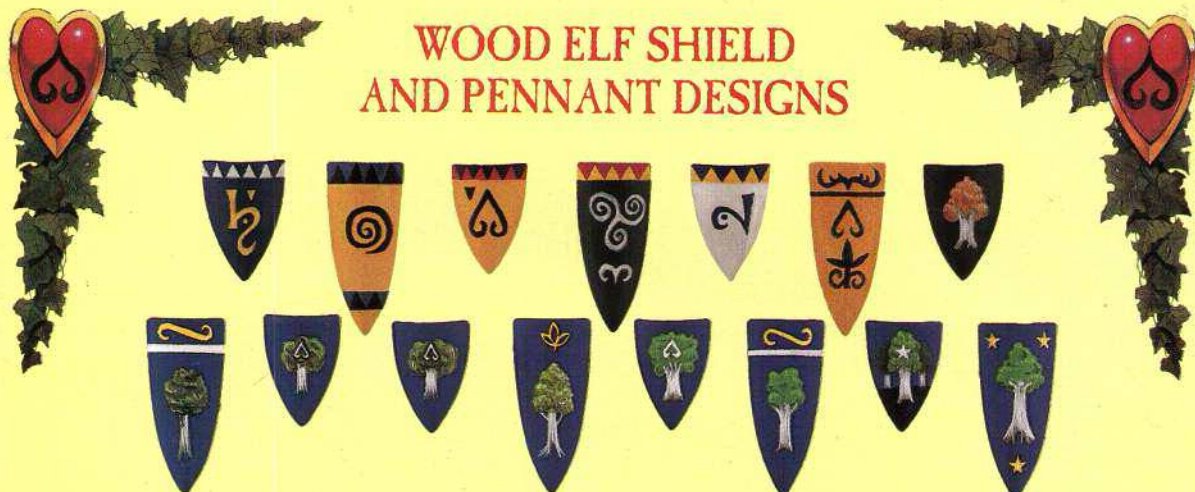


Champion



Musician

WOOD ELF SHIELD AND PENNANT DESIGNS



Many Wood Elf kindreds decorate their shields with depictions of the sacred Oak of Ages, which is where the spirit of the forest dwells. Others choose various signs and symbols such as the Eyes of Isha or the sacred spirals, seen as the markings on the wings of Ariel in her Sylph aspect. Another potent symbol depicts the antlers of Kurnous of the wild hunt. Other favoured motifs are the watchful eyes of the owl, a leaf rune of the sacred tree of the glade in which the kindred dwells and the various triple and double spirals representing the sacred dances of the equinox.



Pennants, which serve the kindreds as standards, depict similar motifs to the shields. Sometimes Mages will divine arrangements of signs which endow the standard with magical properties. Certain symbols can attract magical energy from the forest. There are legends of wounded Elven warriors being wrapped in a standard after a battle and making a miraculous recovery!





ORION, KING OF THE WOOD ELVES

When his realm is threatened, Orion assumes the aspect of Kurnous, summons the Wild Hunt, and goes forth to hunt the foe. All Athel Loren trembles as the Hunt stampedes through the forest and races across the moors. The dogs of war crawl from their hiding places and gallop at Orion's heels, howling with savage anticipation. Spears of lightning crack down from the sky, and thunder rolls across the treetops. The sound of Orion's mighty bellowing echoes through the woods, causing saplings to topple and stones to crack open. The ravens and crows fly up from their roosts on the Tree of Woe to glut themselves on the fallen bodies of the enemy.

BETTER THAN THAT!

As he delved deep into the little understood world of Athel Loren to compile Warhammer Armies – Wood Elves, Nigel Stillman stumbled across yet more strange and deadly creatures lurking in the forest. Last month we described the Dryads, alluring shape-shifters who could assume a number of different forms, all equally deadly. In battle, regiments of

Dryads fight alongside the Wood Elves and Treemen, lending their considerable aid to the protection of the ancient woods.

Warhawk Riders are another new addition to the armies of Athel Loren. Although the Warhawks are smaller than the Great Eagles they are just as vicious, and even with an Elf rider on their back, their speed and agility make them a force to be reckoned with.

HISTORY

Nigel also explores the full history of the Wood Elves, and provides a detailed map of their realms (shown, much reduced, on the left). The reasons for their distrust of the Dwarfs become amply clear with the tale of Thorkund Axe-Crazy, a fabled adventurer who disappeared into the Wood Elf realms many years ago, and whose fate is still unknown to the Dwarfs. The effect of all this background is to really enhance the feeling of the army. No longer are you just pushing little models around the tabletop, you are Orion, King in the Wood leading your kindreds to battle!





TALISMANIC WAR PAINT

Wardancers decorate their bodies with talismanic signs and symbols. These are not just to overawe the foe, but also ward off hostile magic. Spirals and magical designs such as the sacred

“Eyes of Isha” are especially favoured and potent as magical protection. The designs are painted with dye made from berries and forest plants and shades of blue are the most often used.



RANK AND FILE

Aly Morrison was the first to start on the project with a range of basic troops to form the backbone of the Wood Elf host. You'll already have seen his Archers in last issue, and this issue we've included several pages of 'Eavy Metals showing his Glade Guards (that's spearmen to the uninitiated) and command sections. These troops are so central to the Wood Elf armies that it's hard to imagine an army of Loren without them. This is especially true of the Archers whose deadly skill is the envy of their foes (see the box on page 13 for more on their exceptional bowmanship).

SPECIAL TROOPS

Gary has been making the more exotic troop types such as the Wardancers, Glade Riders (cavalry) and Waywatchers, among others. These too have a central place in the army and who would go to battle without Wardancers? You've already gone past the 'Eavy Metal and I think their elegance speaks for itself. Flick back and take another look.

AND THERE'S MORE...

Orion isn't the only special character in the book. His Queen, Ariel, the Wood Elf army Battle Standard Bearer Lothlann the Brave and the Treeman Durthu are just some of the dozen characters described.

All this plus the usual bestiary, army list and 'Eavy Metal section, help you to explore the Wood Elf army in much more detail than ever before. If you ever wanted to lead an army of these brave warriors into battle then now's your chance!

You won't have seen the others I mentioned yet, they're treats to come over the next few months. Still, rest assured that they meet the high standard that Gary's set himself with the Wardancers (and if you read his interview on page 60, you'll find out that Steve thinks Gary's Waywatchers are some of the best models he's ever seen!)

Several of these regiments are mounted, either on Elven Steeds or on Warhawks. For these models, Gary has just made the riders... which brings me to the last of the three designers.

IN MINIATURE

So far I've managed to avoid mentioning the impressive range of models that accompanies the Wood Elf book, but I can't hold out any longer!

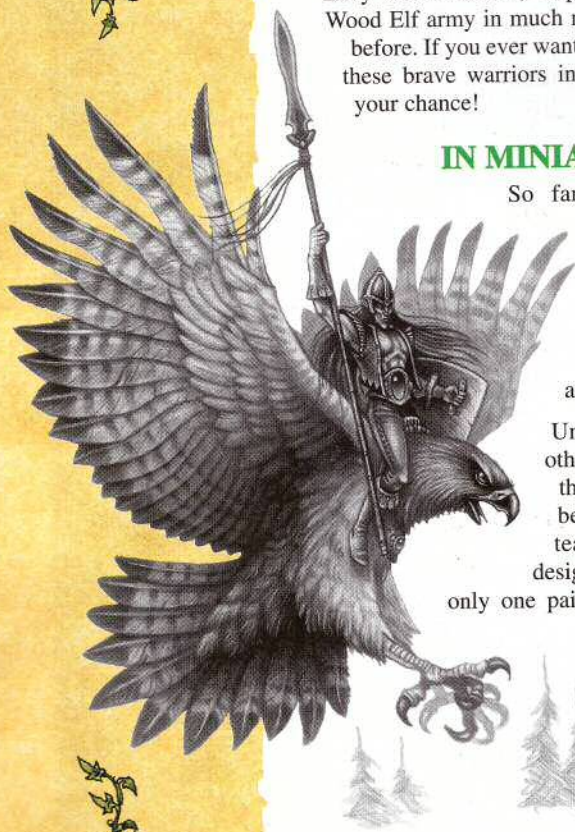
Unlike some of our other miniature ranges, the Wood Elves have been sculpted by a team of different designers rather than by only one pair of hands. This has meant that each of the three sculptors could direct their full enthusiasm at fewer models, and so the whole range has benefited.

MONSTERS!

More than any other army, the Wood Elves are in tune with nature and march to war accompanied by all manner of strange beasts. This gave our monster specialist Trish Morrison a field day as there were loads of new beasties to make! Last month saw the release of the first of these in the form of the Dryads, smaller cousins of the Treemen. On the facing page you can see Trish's Great Eagles, traditional allies of the Wood Elves. These are splendid models, but take my word for it, the best is yet to come. Next month we release the Forest Dragon.

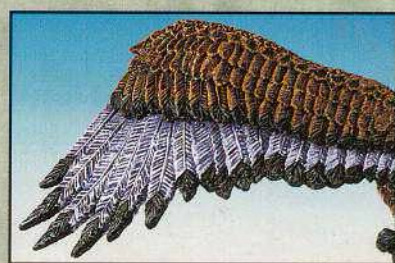
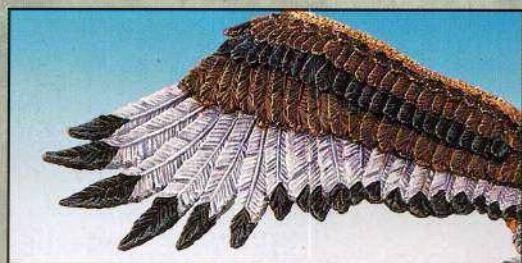
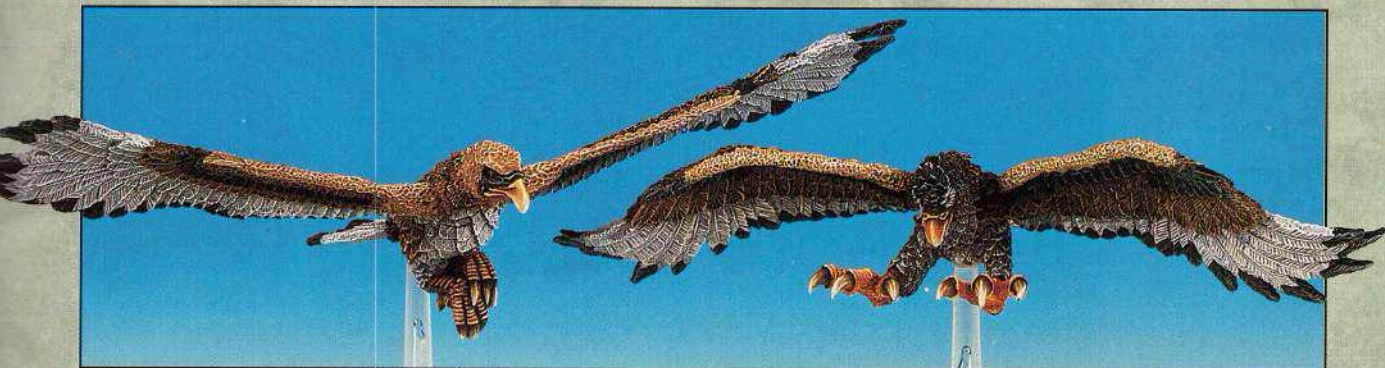
SO?

What else can I say? Warhammer Armies was a long time coming, but is well worth the wait. So grab your bow, collect your arrows and head for the battlefield – the *Horn of the Wild Hunt* calls you to war!



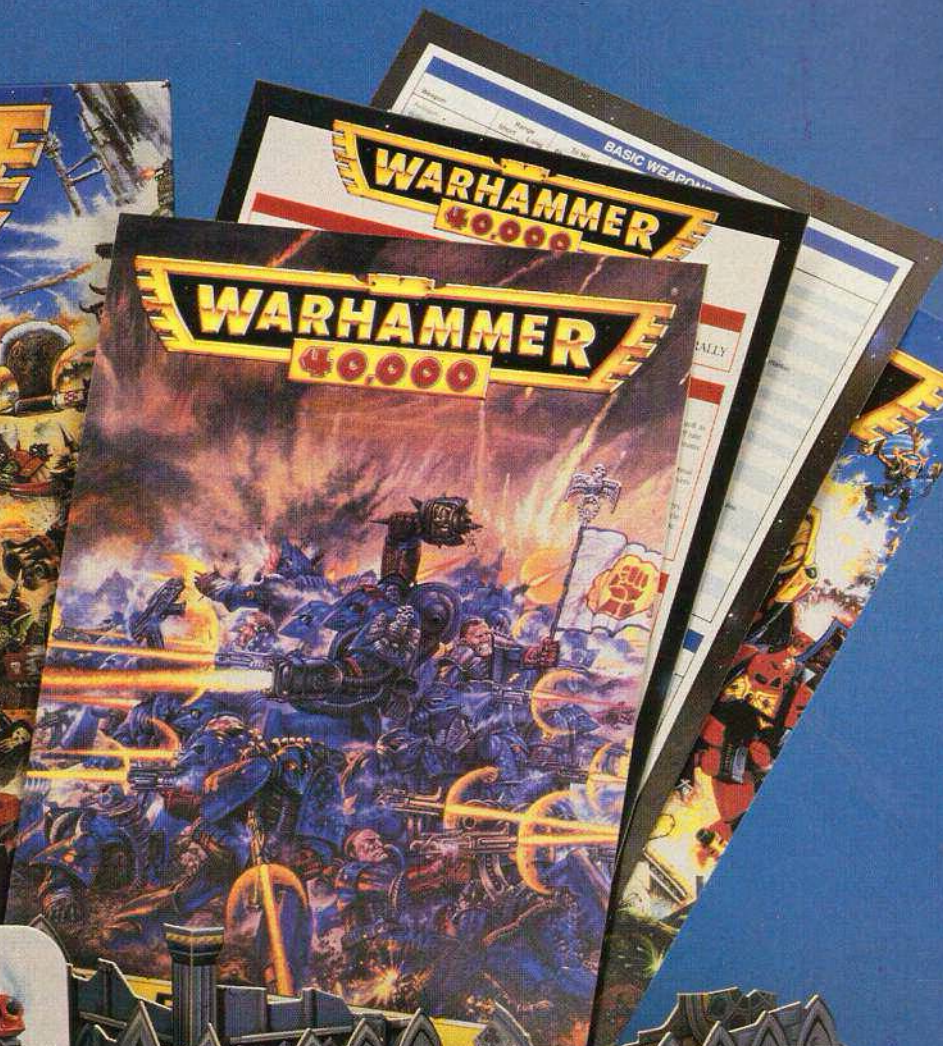
EAGLES

Since the dawn of time, the ancient and proud race of Great Eagles has lived among the peaks and crags of the Grey Mountains on the edge of the Forest of Loren. Here the most skilled and adventurous Wood Elves seek them out and attempt to befriend these proud birds. Those special few who are fortunate enough to succeed in winning the trust of a Great Eagle gain a true friend for life, as well as a loyal mount. Great Eagles are a fearsome sight in battle, swooping down from above to tear into the enemy with their razor-sharp talons.



Great Eagles swoop down to attack an embattled Chaos Dwarf Lord and his retinue.





MINIATURES SUPPLIED UNPAINTED. CONTENTS AND COLOURS MAY VARY FROM THOSE SHOWN.



FOR THEY SHALL

By
Ian Pickstock

Tch! You folks don't know how lucky you are! Codex books, painting schemes, iconography, chapter organisations, special characters...

I remember when you got nowt but a rulebook, and White Dwarf was all in black and white. There weren't any of the chapters as we know them today – you had to make it all up yourself!

But it was lots of fun, so why don't you read my article on Space Marine chapters and have a go at inventing one yourself.

GENESIS

Deciding to collect a Space Marine army is not an end in itself, far from it! You must then decide which of the thousand Space Marine chapters you are going to collect – the options for building a Space Marine army are almost limitless! We currently have three Codex books which together cover four of the Space Marine chapters in detail, but as you can imagine this still leaves a lot of areas left for you to fill in yourself, if you want to. Over the next few pages I'll be taking a look at some of these options, showing photos of various Space Marine chapters painted by Studio staff and Golden Demon winners, looking briefly at the background of the Space Marines and opening up some avenues for you to explore when inventing your own Space Marine chapter.

The first rule of the Codex Astartes is that every Space Marine chapter should, at its founding, be given its own name, badge and colour scheme. Each chapter is therefore in some way made unique. Well, if names, colours and badges are a good enough start for the Codex Astartes, then they should be good enough for us too...

BAPTISM

Names are always a tricky one. When we are developing new products and ideas, finding names for tanks, special characters, planets, and so on can often be a bit of stumbling block. Here

at the Studio we have a vast array of dictionaries and thesauri covering mythology, phrase and fable, and ancient Latin and Greek. These books have loads of great words, but they can be expensive, so later on I've included a (very short) list of words that you can use to start a few ideas.

CHAPTER SYMBOL

Your chapter badge should be something that represents your chapter name. Remember that the main things that will limit your choice of symbol are going to be your painting skill and the time available. That shoulder pad suddenly seems very small if you try to apply an incredibly complicated design, while your "extra, extra, super-fine detail brush" (only available in selected stores) appears to have grown to the size of something more suited to painting the ceiling!

Secondly, you're going to have to paint your design on at least twenty or thirty shoulder pads not to mention Dreadnoughts and vehicles, so even the most accomplished miniature painter will need a lot of time. Warhammer transfer sheets can be a good source of heraldry for your Space Marines' chapter badges, and I would recommend reading Mike's Masterclass on using waterslide transfers, from White Dwarf 194. Mike gives all sorts of useful tips, like how to modify transfers to make new badges and icons.

The chapter badge isn't the only symbol I'm going to discuss – Space Marines also have markings for their company and squad type. Even

THE FALCONS by Mark Boardley

At the 1995 Golden Demon Awards the *Best Warhammer 40,000 Squad* category was won by Mark Boardley's Falcons Space Marines. This is a perfect example of inventing your own Space Marine chapter. Every single miniature in Mark's squad has been altered or converted to

create a very individual squad that captures the feel of his new chapter. Notice how the Space Marines in MkVI armour, with the front of the helmets painted bone, resemble the Falcons' Chapter icon. Other nice touches include using the back banner from Marneus Calgar.



KNOW NO FEAR

WHITE PANTHERS by Matthew Jones

At the 1994 Golden Demon awards we held a special Design a Space Marine Chapter competition. This was won by Matthew Jones with his White Panthers Space Marines and his design was used by 'Eavy Metal team leader Neil Hodgson to paint a full tactical squad. The White Panthers are a Codex Chapter and follow the strictures of the great

to me closely. Yellow banding on both shoulder pads indicate that this squad is part of the Chapter's second company. The right shoulder pad bears the Codex tactical squad marking, while the left carries the White Panthers' Chapter symbol. The chapter only differs from the Codex with its inclusion of the older MkVI power armour.



if you have decided to collect a pure Codex Astartes chapter, like the Ultramarines, you may have to make changes to your choice of markings. For instance, the Codex Astartes dictates that all Sergeants should be marked out with red helmets, but obviously this won't work if you choose a red colour scheme for your chapter.

Take a look at some of the examples on this page. Some chapters display their company markings on their helmet or chest eagle, but company markings could easily be displayed on knee pads, or the shoulder pad could have the marking, along with the chapter and squad insignias.

The Space Wolves have the most radical system – rather than having one uniform chapter badge, each of the Great Companies has its own symbol, chosen by its leader, the Wolf Lord. In a Codex chapter, the company marking is usually designated by a colour. However, you could choose a system of intricate markings like the Blood Angels, or simply use numbers.

COLOUR SCHEMES

Space Marines favour bold striking colours: reds, greens, blues, black, white, and so on. They certainly wouldn't wear camouflage or passive pastel shades. A good start is to choose two contrasting colours. We have a number of examples of this here. The Eagle Warriors show the simplest way of combining two colours, with

a simple split down the middle. The left side is painted blue and the right is painted white. A further variant could be to split the colours at the waist: paint the legs one colour and the breastplate, arms and shoulder pads another.

Quartering is another way of combining two contrasting colours. The left leg, right arm and right side of the breastplate are painted one colour and the right leg, left arm and left side of the breastplate are painted a contrasting colour.

By this time you should be ready to try and paint your first Space Marine. The plastic Space Marines that come in the Warhammer 40,000 boxed set are ideal for practising your colour scheme (and later your badge designs) on. Once you are satisfied with your chosen scheme, go on to complete the rest of the squad. And to help you do this, I'm going to hand you over to Adrian for a couple of pages...

TWO TONE

These two Space Marine miniatures are prime examples of how you can combine two contrasting colours to form a striking colour scheme.

The Eagle Warriors have a simple vertical split down the centre of the armour. Note the company marking on the knee pad.

The Brazen Claw use a quartered design. It is important with this type of colour scheme to ensure that you remain consistent. Always paint the same colours on the same side!



"I'll be back!"

HOW TO PAINT



by
Adrian Wood

"I usually have at least two or three armies on the go at the same time!"

ARMY PAINTER

Thanks Ian, now on with my bit. I love painting armies. In fact, there's nothing better than having a fully painted army to game with, especially one that you've really spent some time over. I paint quite quickly, in comparison with Jake who likes to take his time – I usually have at least two or three armies on the go at the same time! I spend every spare moment I have painting squads of Space Marines, Orks and Eldar. At the bottom of the page I have set out my own guide to painting squads of miniatures. Why don't you have a go right now? Really, I mean it! It doesn't matter what they are: Orks, Eldar Guardians, Imperial Guard, whatever. Everyone has a spare squad under their beds that they've never got round to painting. Go and get them right now!

Got your squad? Great. I've decided to paint a squad of Space Marines, but the guide will do for any army. Why not follow each step as you read it – you'll soon have a squad ready to do battle!

PAINTING APPROACH

All finished? OK, now that you've painted your squad of troops, let's talk about why I paint in this way. I haven't always painted like this. For some time I used quite a different approach to painting squads. I would paint all the detail on one area at a time, rather than painting up the whole model to the same level. I would paint the trousers on all my Orks, painstakingly shading and highlighting them before moving onto the boots, flak armour, guns and skin. This style of painting looks really effective, but it does take a very long time to complete a squad. The problem was that I had too many ideas I wanted to do, too many armies I wanted to paint, but I didn't want to sacrifice the standard of the paint job.

BASE COLOURS

Base colours are, in my opinion, the key to good painting and the solution to my problem. One day

1. CLEAN UP

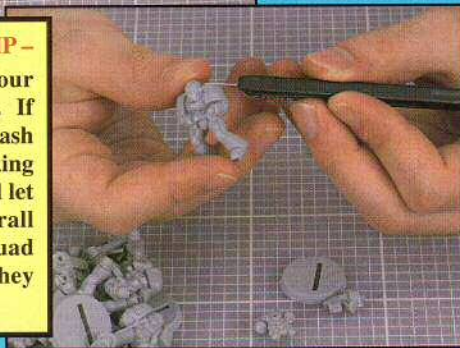
Firstly, I make sure that each model is prepared properly. They have to be carefully cut from their sprue (for plastics), for which I usually use my modelling knife (although some modellers prefer to use clippers). I then begin to clean away all the flash that surrounds the model. This raised ridge of plastic or metal is left over by the moulding process, but you can

easily scrape away this excess with your trusty modelling knife. I always scrape away from my body in case I slip with the knife, remember it's *safety first!*



MODELLING TIP –

Always clean your models carefully. If you don't, the flash will end up looking unsightly and will let down the overall look of the squad however well they are painted.



2. ASSEMBLY

I use liquid polystyrene cement (superglue for metal) to glue any multi-part miniatures together, and then stick the unpainted troops into slottabases. I find it's better to finish assembling your models before you undercoat them, as this makes the joints stronger (and much less visible).



Oh dear, BS 1. Even with a template weapon like a spray can, the Orks can't hit the Space Marines!

3. UNDERCOAT

When I undercoat I use a cardboard box and spray *outside*. Two light coats of spray are better than one thick one, as this prevents the detail from being filled in. Although it's recommended that you leave your models to dry overnight, I'm not usually that patient and like start painting as soon as possible. Make a cup of tea and listen to a couple of records while you wait fifteen minutes until the models are dry to the touch. Then you can break out the pots and brushes and start painting!



ARMIES - MY WAY!

I wanted some muscle for an up and coming battle with my Orks, and I decided to shade and highlight an old mob of Goffs that I had base coloured about a year before. The paint job was neat, and it seemed I had them finished in no time at all. I remembered Mike McVey's advice about painting miniatures for armies: always paint on the base colours first so that you can get your squads into battle straight away. Then, at a later date, you can come back and add shading, highlighting and details *if you want to*. Over the months, I have realised that it is definitely the best approach to painting squads for an army.

In comparison to my original style, this method is much faster, but doesn't sacrifice quality. I always paint neat base colours on all my models, then I can go back to them later, adding shading and highlighting to finish them off.

If a model has been neatly painted in base colours, you can see clearly what areas really need highlighting and shading, like the armour for instance. Pouches and belts are a good example of what not to highlight as they don't need anything

PAINTING TIP - A word about undercoats. I almost always undercoat my models white. This is the best colour onto which you can paint your base colours, making them nice and bright. Occasionally I will use a black undercoat if the model is mostly black, but I don't recommend it as an undercoat myself as it makes models look dull. Experiment for yourself. You might also like to try other colours like the sprays of Shadow Grey, Ultramarines Blue, Dark Angels Green and Blood Angels Red which are mainly intended to undercoat Space Marines, but have other uses too.

more than a base colour to look good. Remember that you're painting *an army*. As long as the individuals in the squad are neat they'll look fine, it's the overall look of the squad which matters.

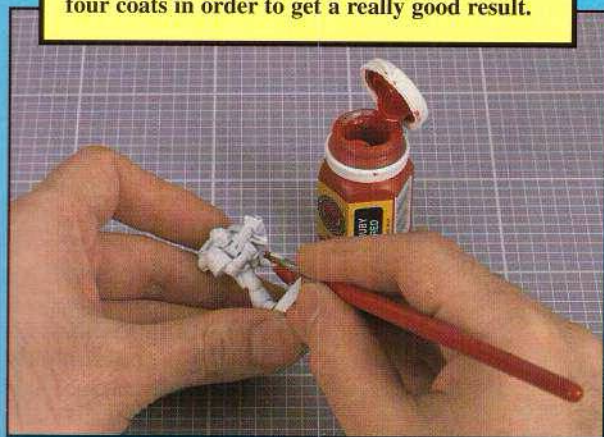
NOW PAINT AN ARMY!

Painting miniatures for armies is great fun, and seeing an army grow and take shape always spurs me on. Now that you've painted up a complete squad, go on and paint the rest of the army!

"Painting miniatures for armies is great fun, and seeing an army grow and take shape always spurs me on."

PAINTING TIP - THIS IS IMPORTANT!

Before you apply any paint to your miniatures, thin down your colours slightly with some water. It is *much* better to paint two or three thin coats of paint rather than one thick coat. It stops all the detail from being filled in. For some colours, such as Blood Red, I use three or four coats in order to get a really good result.

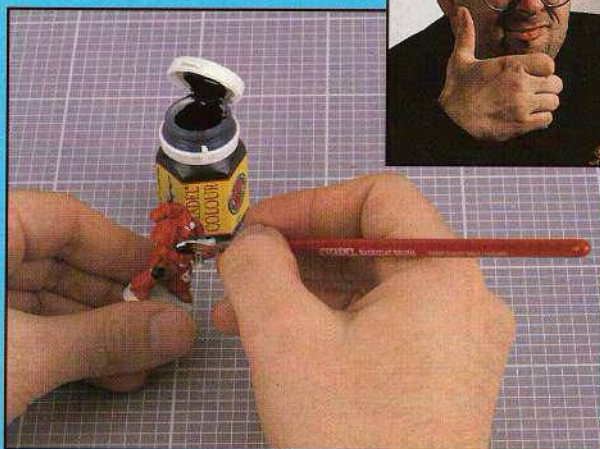


4. BASE COLOURS

Start by painting the biggest area on the model, in this case the Space Marine's armour. Take your time, making sure the paint is evenly applied and neat. I always work on a complete squad in one go, painting one colour at a time on all the models. Once you have painted the armour on the first two, the rest are easy!

Once you've painted the armour, move onto the next part of the model, maybe the holsters and pouches. Try to be as neat as possible, painting over mistakes with the original colour. I wanted to paint the chest eagle yellow, so I re-undercoated this part white first. This is because yellow is such a thin colour that it will not paint over a darker colour. Next, use Chainmail on any metal areas. Two coats of Chainmail easily covers any colour, so there should be no need to re-undercoat.

Last of all, I paint the base Goblin Green all over. Now you have a completely base coloured squad, all finished and ready for action, eager to crush your enemies in glorious battle!



CRUSADE ARMIES

IAN'S (NOT VERY) SHORT LIST

Stuck for a name for your Space Marine chapter? Well take a look at this list of words and see what you can come up with!

- Angels, Black, Blood, Brazen, Brothers, Celestial, Champions, Crusaders, Dark, Death, Destroyers, Devourers, Devils, Doom, Eagles, Emperor's, Fists, Falcons, Fire, Flesh, Griffons, Guard, Hawks, Imperial, Inferno, Iron, Jaguars, Knights, Lions, Lords, Mailed, Marauders, Millennial, Night, Nightmare, Omega, Obsidian, Panthers, Paladins, Questors, Rampagers, Red, Silver, Sons, Space, Storm, Taloned, Talons, Tearers, Templars, Tigers, Ultima, Ultimate, Ultra, Vengeance, Valedictors, War, Warriors, White, Wolves, Zephyrs.

So, now you've invented your own chapter and maybe, with Adrian's help, you've painted a tactical squad or two, or even a whole army! It's fun, isn't it? Well, now you can go and do it all again – invent another Space Marine chapter and form a Space Marine Crusade army!

Every so often the Adeptus Terra announces a Crusade against an alien world, rebel governor, or other such insurgent. This is a call for the Space Marines to provide troops for an army. The chapters regard it as a matter of pride to contribute units towards a Crusade, so small groups of Space Marines come from all over the galaxy. They join and serve together for the duration of the Crusade, earning great honour for their different chapters.

A crusading force is chosen from the Space Marine army list in the Ultramarines codex exactly as normal. However, there is no need for all the units to come from a single chapter. You can include units from as many such Codex Space Marine chapters as you wish.

You can apply a similar sort of Crusade system to the Blood Angels and Dark Angels, allowing you to pick an army that doesn't just include Blood Angels, but the Successors of the Blood Angels. This of course is highly appropriate for the Dark Angels – you can imagine all of the Unforgiven Chapters gathering under a mysterious shroud of secrecy to mount a Crusade against the Fallen!

Although chapters such as the Space Wolves, Dark Angels and Blood Angels also contribute forces towards a Crusade, if you wish to include them you must pick them as Allies from your Support allowance. The reason for this is to



maintain some balance to the Space Marine army, otherwise it would be all too easy for players to pick armies that consisted entirely of elite squads and vehicles from the various army lists. Imagine a force with Space Wolves Long Fangs and Wolf Guard Terminators, Dark Angels Ravenwing Land Speeders and Blood Angels Death Company! The same applies to any specialist squads, characters and vehicles that you might invent for own chapter (more later). Inventing anything other than a name and a colour scheme means your chapter is non-Codex.

ARMY BADGES

ARMY BADGES

When an army of the Imperium goes to war it is standard practice for the Imperial Commander to choose a symbol to act as the campaign badge. This "field sign" is known as the Army badge and serves to identify all the troops and equipment which are operating under his command. The Army badge is painted onto the armour of all the Space Marines as well as their vehicles and other equipment. Even allied regiments of Imperial Guardsmen wear the Army badge.

The design of an Army badge is quite straightforward: a geometric shape with a simple icon is the norm. Space Marines normally paint the Army badge onto their right greave.



If you like painting lots of different colour schemes, you could collect a Space Marine Crusade army. However, Crusade armies are also an ideal opportunity to combine your Space Marines with those of your friends and fight huge multi-player games. This reflects the way Crusades work – lots of different armies uniting against the enemies of the Imperium.

The miniatures in this photo are from a variety of sources, including the 'Eavy Metal team and several different gamer's armies.

The Army badge is used only for the duration of the campaign. Once this is over the various forces which comprise the army are dispersed and the Army badge is removed or replaced. If a squad, regiment or indeed individual has performed exceptionally in the campaign, the Army badge may be incorporated into their uniform or heraldry as a permanent honour.

This is particularly the case with banners, and many of the lavish designs seen on company and personality banners are, in part, derived from honoured Army badges from earlier, hard-fought campaigns.

CRUSADE BADGE

A crusading army will operate in exactly the same manner, and all the units from all the chapters will be unified with an overall Army Badge for the duration of the Crusade.





So far we have looked at creating your own chapter and forming Crusade armies. All of this has mainly concerned itself with Codex chapters, ie ones that follow the strictures of the Codex Astartes. However, not all of the Space Marine chapters adhere to this revered tome so closely.

The ways in which a Space Marine chapter strays from the Codex can vary greatly. Some Space Marine chapters have different organisations or include specialist squads within their ranks. Other chapters may adopt different styles and attitudes to warfare. Remember that the Codex Astartes covers every aspect of a Space Marine chapter. Chapters like the Blood Angels and Space Wolves, who adopt a more aggressive close combat role, are breaking from Codex traditions even without their non-standard squads and organisations. You too can invent your own non-Codex chapters, though remember that whatever you decide to do you will have to get the permission of your fellow gamers to use your non-Codex Space Marines in a game.

The key to coming up with a good Codex variation is to consider the chapter as a whole. Although your initial idea might just be a new Space Marine troop type, for example a whole squad armed with flamers, you must think how that troop type will fit in with the rest of the chapter. Will these squads form a specialist company like the Ravenwing? Perhaps each battle company has one or two units that replace the company's assault squads, or it could be something that is reserved for veterans.

Another good idea is to consider why your chapter varies from the Codex. Perhaps something significant happened to the chapter during a campaign, or maybe one of its leaders or its Primarch decided not to follow the Codex in favour of his own methods and teachings. Whatever it is, writing a little bit of background for your chapter is a good way of convincing your mates to let you use your special squads and characters in a game, and is useful for developing your special characters (see later).

BECOME AN INQUISITOR

Still a bit confused? Well I have done some digging around old rulebooks and so on to see if I can piece together some details of any other chapters to give you a few examples. I always enjoy this sort of thing – whenever we write a new version of a game, or any new product for that matter, we try and remain faithful to any background text printed in previous editions. This way we build up a sort of ongoing history of the Warhammer 40,000 universe (and get loads of awful questions for tournament quizzes).

Of course, as things go out of print and are made obsolete by newer products, the older versions gradually become harder to get hold of, so doing this sort of thing is akin to an Inquisitor delving into the colossal vaults and archives of the Adeptus Administratum. In the end though, I didn't find much about any Space Marine chapters, so I made most of it up!

I am particularly interested in the five loyal First Founding Space Marine Legions that we haven't covered in the three Space Marines Codex books. I've taken two of these five chapters, the Iron Hands and Salamanders, as well as two other interesting chapters, the Lamenters and Scythes of the Emperor, and come up with a few ideas for making them a bit more unique. Remember that these are only my ideas, not hard and fast rules.

IRON HANDS

I thought it would be good to do a chapter whose fighting style differs from the other Space Marines. The Iron Hands chapter specialise in siege warfare, forming a "Ring of Iron" around their enemies. During the Horus Heresy, the Iron Hands laid siege to a great many renegade systems, placing a stranglehold on a large number of armies that had pledged allegiance to the Warmaster. In the time immediately after the final battle for Earth, the Iron Hands inflicted massive casualties on renegade forces as they fled for the safety of the Eye of Terror. The Iron Hands therefore have the following special rules to represent their preference for static warfare. The Devastator Squads of the Iron Hands Chapter may be equipped with up to eight heavy weapons. An Iron Hands Space Marine may use his *Rapid Fire* skill whilst on overwatch.

PERMANENTLY SCARRED

After reading through Epic Hive War and Codex Ultramarines, I found that during the Second Tyrannic War both the Lamenters and the Scythes of the Emperor Chapters were all but destroyed by the onslaught of Hive Fleet Kraken. As a result of this catastrophe, both chapters are on a massive recruitment drive and have a higher proportion of Scouts to normal Space Marines. Armies of these Space Marines must therefore have a squad of Scouts in their army for every squad of normal or Veteran Space Marines (including Terminators).

The First Companies of both of these chapters consist entirely of survivors of the Second Tyrannic War. These Space Marines are amongst the most experienced in fighting against the Tyranids. In the war against Hive Fleet Kraken, these two chapters have been instrumental in the destruction of millions of Tyranids, the Lamenters and Scythes of the Emperor actually boarding Hive ships and destroying the hive mind synapses before the creatures come out of their intergalactic hibernation.

Lamenters and Scythes of the Emperor Veterans could be immune to all *Fear* and *Terror* effects caused by Tyranids and their weapons. In addition, you could make them *Hate* Tyranids.

SALAMANDERS

The Salamanders are named after the mythical fire-breathing beast, so I thought it would be highly appropriate to reflect this within the chapter's organisation. A single Tactical combat squad may replace its bolters with flamers at an additional cost of +6 points per model.

Another interesting thing about this First Founding chapter is the absence of any Successors. Were none created? Have they been destroyed or tainted by Chaos? If so, surely this would be recorded. Maybe they are lost, fighting in some distant corner of the universe valiantly trying to reunite themselves with the rest of the Imperium. As you can imagine, you could come up with a very individual Space Marine chapter based on the lost successors of the Salamanders.

SPECIAL CHARACTERS

Another way in which you may further define the individuality of your Space Marine chapter is to invent your own special characters. If you have read last issue's article *The J Files* you'll remember that Jervis said that special characters are not about creating awesome, mega-death, "You haven't got a chance without 'em", super-warriors. Special characters are about having a really superb model with rules that complement the history and background of the chapter. You don't even need to invent new bits of weaponry or armour – a Space Marine Captain armed with two

or three well chosen pieces of wargear is usually enough. So, a Lamenters Captain might have loads of bionic upgrades (arms, legs, eyes etc), after he was put back together following an encounter with a Carnifex in the Second Tyrannic War! Of course, you'll have to convert a model and this is what makes your Captain a *special* character.

SPECIALISATION

As you can see, many different factors can affect the background of a Space Marine chapter. Some chapters are shaped by the principles and preferences of their founding Primarch. Some may have been involved in a particularly momentous or cataclysmic battle, the consequences of which may have altered the chapter, while others may differ from the norm for reasons so obscure or secret that the chapter itself is unaware of its own history!

So, there are lots and lots of things you can do to make your chapter special. For me it is the background and history of the Warhammer 40,000 universe that makes the game unique. All the suggestions I have presented here have attempted to keep with the flavour of the Warhammer 40,000 universe. However, at the end of the day, they're your miniatures and your armies, you can paint them any colour you like. In fact, we always find it refreshing to see people painting their miniatures in their personal colour schemes. Mind you, if you paint your Space Marines pink with polka dots (the colour being the company markings!) don't expect anyone to take you very seriously...

INQUISITOR TOBIN

Just as I was putting the finishing touches to this article, Jervis informed me that he had found a particularly interesting web site on the internet, run by Isaac Tobin.

Isaac starts off with an article covering much the same subjects that I have discussed, and then goes on to show the Sons of Sanguinius and the Storm Warriors, two chapters of his own invention. His web site includes computer generated artwork for his chapter, background history, army lists and special characters. Isaac really has shown what inventing your own chapter is about.

So if you have access to the net, why not give Isaac's web site a visit and check out his Space Marines. The address of the site is:

<http://www.aloha.com/~isaac/>

THE DARK FOUNDING

Not all the foundings of the Space Marine chapters are recorded in exact detail. However, the Adeptus Terra maintains a bank of original gene-seed from every single chapter created since the Horus Heresy. There is one notable exception: the Thirteenth founding, also known as the Dark Founding. No one knows how many chapters were created by the Dark Founding or what became of them. Perhaps the secret lies in some deep vault in the mile-high Sanctum Archives of the Adeptus Terra. Maybe the Space Marines of the Dark Founding are still out there somewhere, waiting to return to the world that created them...

NECROMUNDA



Miniatures supplied unpainted.
 Contents and components may vary from those illustrated.
 Plastic moulding may vary due to the complexity and detail of the mould.

Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda's many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.



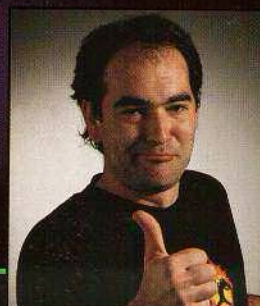
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GOLIATH FIGHTER

THE J FILES

2. UNEARTHED SECRETS



By
"Rambling"
Jervis Johnson

In the last issue of *White Dwarf* I talked about the difference between competitive "tournament" games and less formal "friendly" games. To continue this theme I thought that this month I'd discuss the special rules and restrictions I've imposed on the Warhammer and Warhammer 40,000 armies that will be used in this year's Grand Tournament. Before I do so, however, it's probably worth rambling on about why I felt it necessary to impose any restrictions and special rules at all.

EQUAL POINT BATTLES AND SPECIALISED ARMIES

The army lists we publish are designed to cover as wide a spectrum of playing styles as possible, from tournament style games at one end, via "equal point battles", through to special scenarios and campaign games at the other end. Of these, the "equal point battle" (for want of a better term!) is what we would consider the full army lists to be most suitable for.

In an "equal points battle" each player is allowed full reign to pick anything allowed in the army list they are using, and has full access to any and all of the material we've published for the game being used. There is no doubt that games of this type can be highly competitive, but work best when played between two friends who play together quite frequently. This is because much of the pleasure of playing this type of battle comes from coming up with a particularly clever combination of troops, characters, magic items (for Warhammer) or wargear cards (for Warhammer 40,000) to create a highly specialised army which will, when combined with a suitably cunning plan, wipe out your opponent's army in the first turn!

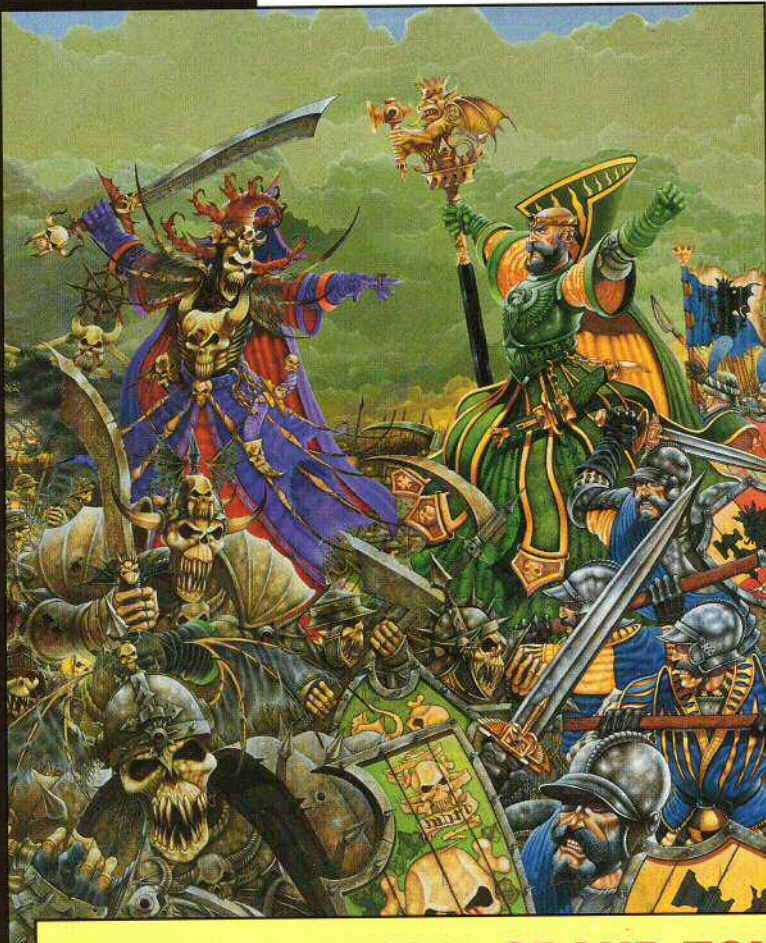
Of course, tricks like this rarely work more than once against an opponent that you fight against regularly. By the next time you fight, he will almost certainly have come up with a new army of his own, which will have been customised to take your old one apart. Nonetheless, I'm sure that every single one of you reading this article has experienced the malicious thrill of coming up with an especially destructive army, and has also felt the feeling of impending doom when your grinning opponent reveals his latest creation and he's got you bang to rights!

Unfortunately, what is merely a clever ploy when used against a regular opponent will often appear to be outrageous exploitation of the army lists if tried against a new opponent at a games club or in a tournament (and quite rightly too!). This is because in such situations your opponent has no chance to modify his army to defeat you "in the next battle". All this can sometimes give a player using a highly specialised army an undue advantage – one that they don't really deserve.

Of course, this isn't always the case. We generally find that players who bring highly specialised armies along to a tournament come unstuck when they come up against a player who knows how to deal with such a force. This is because specialised armies are very much an "all or nothing" affair – you either win big time or lose big time, and it's noticeable that generally players who bring more sensible, balanced armies win tournaments (well, the ones I've run!). Look at Wai Lam and Lawrence Widdicombe's Eldar armies in last month's *White Dwarf* for examples of two such well-balanced armies. Even so, this is of little comfort to a player who has just suffered a disastrous defeat at the hands of a very specialised force.

Wai Lam and Lawrence Widdicombe, last year's Warhammer 40,000 tournament winners, both had well-balanced forces and were able to defeat the many different armies and opponents they had to face.





Because of this, some gamers who play in lots of tournaments feel that the only way to deal with such behaviour is to rewrite the army lists. By including draconian restrictions as to what you can and cannot take, they try to effectively ban players from using specialised armies. The problem with this is that tournament style games are only one way amongst many of playing our games, and our army lists have to cater for all the myriad of ways that the games can be played. We therefore prefer to make our lists as flexible as they possibly can be, and then apply specific limitations under certain circumstances, such as when playing scenarios. Many of the scenarios recently published in *White Dwarf* make for good examples of limitations being imposed on our published army lists. For example, in the *Fortunes of War* article from *White Dwarf* 194 Gavin and Jake presented a Magic Duel scenario in which the players were allowed to use nothing but wizards!

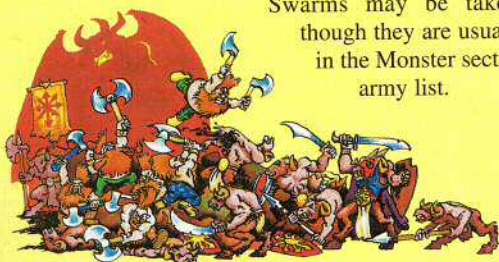
Tournament games also benefit from the use of some limitations to the full army lists. In this case the limitations are imposed to attempt to guarantee that players have an enjoyable and testing game, rather than to recreate a particularly unique set of circumstances as is the case with a scenario. As an example of this I've included details below of the special rules we'll be using in the Grand Tournament that we're holding later this year.

WARHAMMER GRAND TOURNAMENT RULES

The following special rules apply to the games played in the Warhammer tournament:

1. The following special limits apply to the armies used in the Warhammer tournament:

- No special characters may be taken at all.
- Wizards with a magic level of 5 may not be used, even if the 5th magic level is gained from a Magic Item (like the *Book of Ashur*).
- No more than one Greater Daemon may be used in any one Chaos army.
- Allies may not be included in your army.
- No Magic Items or Chaos Rewards with a value greater than 50 points may be used. Dwarf Rune items may not bear Runes with a total value over 50 points.
- No riderless monsters may be used. Swarms may be taken, even though they are usually found in the Monster section of the army list.



- No more than one war machine or chariot may be chosen for each regiment of troops included in the army.

2. No spells that require 3 power to be cast will be used. Remove any such cards from the spell decks at the start of the battle before any cards are dealt out. Players draw spells from their own deck, even if their opponent draws from this deck as well (ie each player draws spells from his own deck rather than both players drawing from a single deck).

3. All models used must be of the appropriate type for the troops they represent, ie you may not use models to substitute for something else from the army list. You may use converted miniatures to represent troop types that are in the army list, but are not yet available in the Citadel range. In addition, special character models may be used to represent normal characters chosen from the main army list (ie you could use Teclis to represent a High Elf wizard), as long as what the model is meant to represent is obvious from its appearance. The intent of this rule is to make sure that when an opponent looks at your army "what he sees is what he gets".

4. Only material from Warhammer, Battle Magic, Arcane Magic, the Warhammer Armies books, Chronicles of War, and *White Dwarf* magazine may be used. You must bring along a copy of the army book or army list you will be using, as well as copies of any material you will be using from *White Dwarf* magazine, so that your opponent can check the rules and characteristics that apply to your troops.

WARHAMMER 40,000 GRAND TOURNAMENT RULES

The limitations for the Warhammer 40,000 Tournament are broadly similar to the limits imposed on the Warhammer Tournament, as follows:

1. The following special limits apply to the armies used in the Warhammer 40,000 tournament:

- No special characters may be taken at all.
- No more than one Greater Daemon may be used in any one Chaos army.



- Allies may not be included, with the exception that Space Marine and Imperial Guard armies may include Assassins using the new rules from White Dwarf issues 189, 190 and 191.

- The rules for Unique, Rare and Uncommon Wargear cards in White Dwarf 195 will be used.

- No more than one of each type of Vehicle card may be taken.

- No more than one vehicle or support weapon (or any other item, for that matter) can be chosen from the Support section of the list per squad included in the army.

2. No psychic powers that require 3 force cards to be cast will be used. Remove any such cards from the psychic power decks at the start of the battle before any cards are dealt out. Players draw powers from their own deck, even if their opponent draws from this deck as well (ie each player draws powers from his own deck rather than both players drawing from a single deck).

3. All models used must be of the appropriate type for the troops they represent, ie you may not use models to substitute for something else from the army list. You may use converted miniatures to represent troop types that are in the army list, but are not yet available in the Citadel range. In addition, special character models may be used to represent normal characters chosen from the main army list (ie you could use a Marneus Calgar model to represent an Ultramarines commander), as long as what the model is meant to represent is obvious from its appearance. The intent of this rule is to make sure that when an opponent looks at your army "what he sees is what he gets".

4. Only material from Warhammer 40,000, Dark Millennium, the Codex books, Warhammer 40,000 Battles, and White Dwarf magazine may be used. You must bring along a copy of the Codex book or army list you will be using, as well as copies of any material you will be using from White Dwarf magazine, so that your opponent can check the rules and characteristics that apply to your troops.

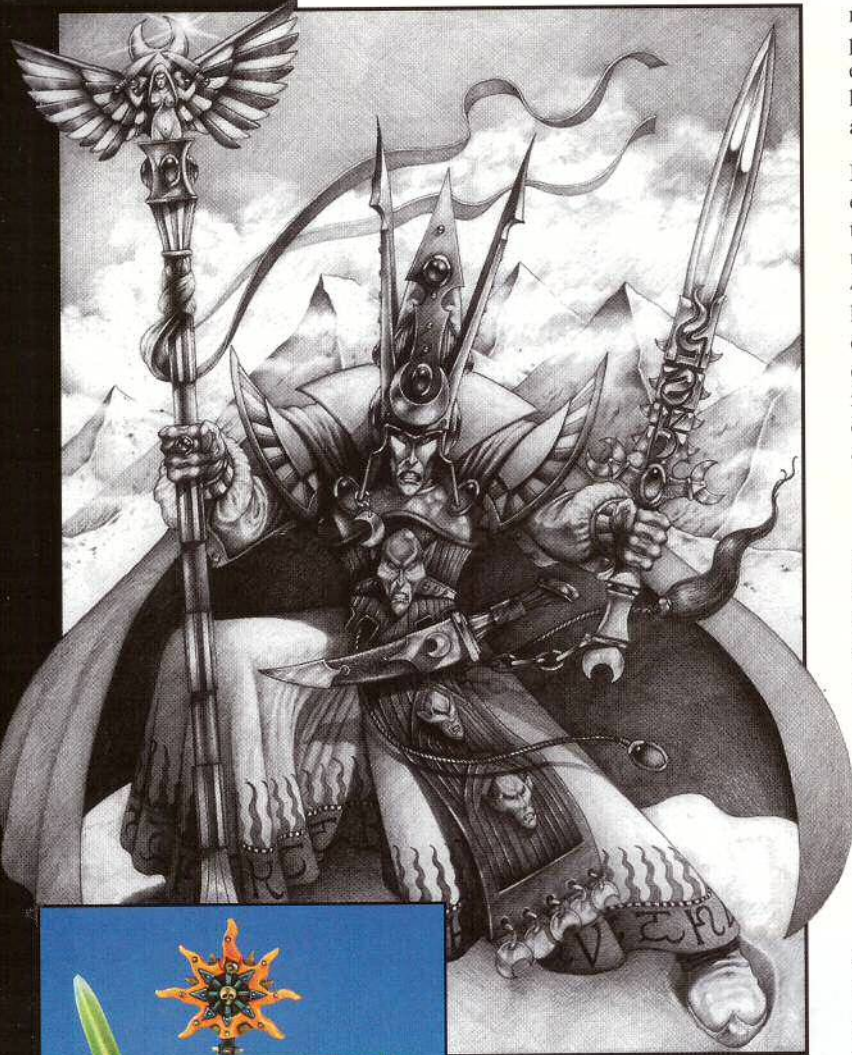
GRAND TOURNAMENT RULES

The objective of the tournament rules is to allow players as much flexibility as possible when choosing their armies, while at the same time limiting the potential for over powerful "all or nothing" armies where victory or defeat can rest of the outcome of a single combat.

These rules don't have to be restricted just to tournament games of course, and in fact they can provide an interesting alternative scenario in their own right. They're also a good set of limitations to use for club games, or any other situation where players are fighting against each other for the first time.



Both the Warhammer and Warhammer 40,000 tournament rules stipulate that no special characters are to be used. However, you may use special character models to represent normal characters from the army lists.



“...lets face it, even a 3000 or 4000 point game isn't going to produce armies that are immensely big. Certainly not ones on a mega-apocalyptic, “armies of Nagash crushing the Empire” scale of things anyway...”

WOT NO POWER THREE SPELLS?

Most of the special rules above are (I hope!) pretty much self-explanatory. Of them, the two that raise most comment are the ban on special characters and the restriction on the use of power 3 spells or psychic powers. The reason for the ban on special characters was covered in last month's J Files,

so I won't bore you with it again this month (*Hooray!* – Ed), not that this will stop me going on about why I've banned high level spells (*Boo!* – Ed).

The reason I've banned level 3 spells and psychic powers is in order to allow psykers/wizards to have some affect on the game, but not to dominate it. In Warhammer in particular, and to a lesser extent in Warhammer 40,000, the use of a powerful spell or psychic power can win or lose the game for a player in a single turn, especially when playing in the relatively small games typical of those fought in tournaments. The limit does

mean that it's slightly more likely that a wizard or psyker will not be able to draw a set of spell cards equal to his level, but only if there are several high level wizards of the same type in the same army, so I do not foresee this being a problem.

I've placed limits on the use of war machines and expensive magic items in the Warhammer tournament, and on the use of vehicle cards and unique items of wargear in the Warhammer 40,000 tournament, for the same reason. Overall I hope that the limits will provide a fairly close and even game where a player will have to perform consistently well throughout the entire battle, rather than deciding everything on a single extremely important combat or attack. Of course, only time will tell if I've got the mix right...

CONCLUSION

But enough of tournament style games, fascinating though they are. The point I'm trying to make is that applying limitations to the army lists we publish is something we happily endorse, and indeed something we do all the time ourselves. This is because the full lists have, by necessity, to cover *all* of the options available to the army they represent. On the other hand, lets face it, even a 3000 or 4000 point game isn't going to produce armies that are immensely big. Certainly not ones on a mega-apocalyptic, “armies of Nagash crushing the Empire” scale of things anyway, and therefore including all of the different things allowed by the army lists in such a small force can lead to some strange looking armies, to say the least!

Take the Battle of Armageddon, for example. Warlord Ghazghkull led millions of Ork Boyz against the hive cities of Armageddon. Defending them were thousands of Armageddon hive gangs, hundreds of Imperial Guard regiments, an entire Titan Legion and no less than three Space Marine Chapters. Maybe if all the gamers in the world got together we might just have enough miniatures to fight the Battle for Armageddon properly (*like Ichar IV – Ed*). But remember in all those millions of miniatures, amongst thousands of armies, there is only one Commander Dante, only one Warlord Ghazghkull and only one Commissar Yarrick...

The same can be applied to anything in your army that is a bit special. Not all Mekboyz know how to make a Shokk Attack Gun. There isn't always gunpowder to field Empire Great Cannons. Over half the fighting troops of an Eldar craftworld are actually Guardians, while the Legion of the Damned are something most Space Marine Commanders are very lucky to see once in their lives (and these guys live for over five hundred years!). Similarly, the great Mage Lord Teclis isn't going to be stirred from the Tower of Hoeth just because a few Dark Elves have landed on the coast of Tiranoc, and Emperor Karl Franz isn't going to leap onto Deathclaw every time some Orc Warboss decides to attack an Empire village.



Owing to the limited resources of our 'Eavy Metal team, our Studio armies tend to have one of everything. This makes them nicely balanced and ideal for battle reports. However, it also stops us from fielding unusual armies with lots of cannons, monsters, wizards or whatever.

Don't get me wrong, I'm not saying don't use these miniatures, far from it! Personally there's nothing I enjoy more than sitting down and trying to come up with a fiendishly nasty combination of characters, squads and wargear that's really gonna knock my opponent for six (one day I'll even come up with a combination that works!). But, used in every single game, the characters stop being so special, the games become boring and predictable, and this is clearly not a good thing.

Fortunately, it's easy to come up with a few special limits or extra rules which will keep your games interesting and make sure that you don't get stuck in a rut. You've just got to look on each army list as a starting point which provides a broad picture of squad sizes, points values and equipment, and from there you can manipulate them any way you please. For tournaments you can pare them down so that the type and mix of troops is more controlled and predictable, and therefore the games emphasise tabletop tactics and gameplay. At the other end of the spectrum you can remove all restrictions and go for a "throw all your miniatures on the table" scrap, like the enormous battle we reported as the *Gathering of Might* where we ended up dispensing with the army list restrictions altogether!

Personally, I find that playing a game with a unique combination of limits on what I can take, be it a scenario, a special tournament style game, or whatever, is fascinating, and leads to interesting battles

unlike any I've played before. You can't ask for much more than that now, can you! And with that I'll say goodbye until next time, and ramble on my merry way... (disappears into the sunset singing "I was born under a wandering star" in a tuneless manner).



Warhammer Quest



In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain eight new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?



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GAMES®
WORKSHOP

ON THE WARPATH

By Gav Thorpe

Nothing betrays the approach of the silent and deadly stalkers hunting you. As the pollutant smog curls so thick you can barely see your fellow gangers, you could almost believe that you were all alone. Nothing could be further from the truth. Out there in the darkness, where the corrosive slime trails create a lethal labyrinth, your enemy closes in for the kill. There's no sound except the distant gurgle of sewer pipes and the creaking groan of a derelict ventilation fan.

Suddenly the gloom is rent by the muzzle flash and crack of a crude rifle. Whooping blood-curdling screams, monstrous half-beasts leap from the shadows, blasting away with antique weapons, carving a bloody path with their knives and axes, clubbing down any who fail to get away. As they move in, you realise the ultimate horror. This isn't a band of crazed mutants lusting after your blood, they are ordinary men dressed in furs. They are Ratskins on the warpath, and they're after *your* scalp!

THE TRIBES

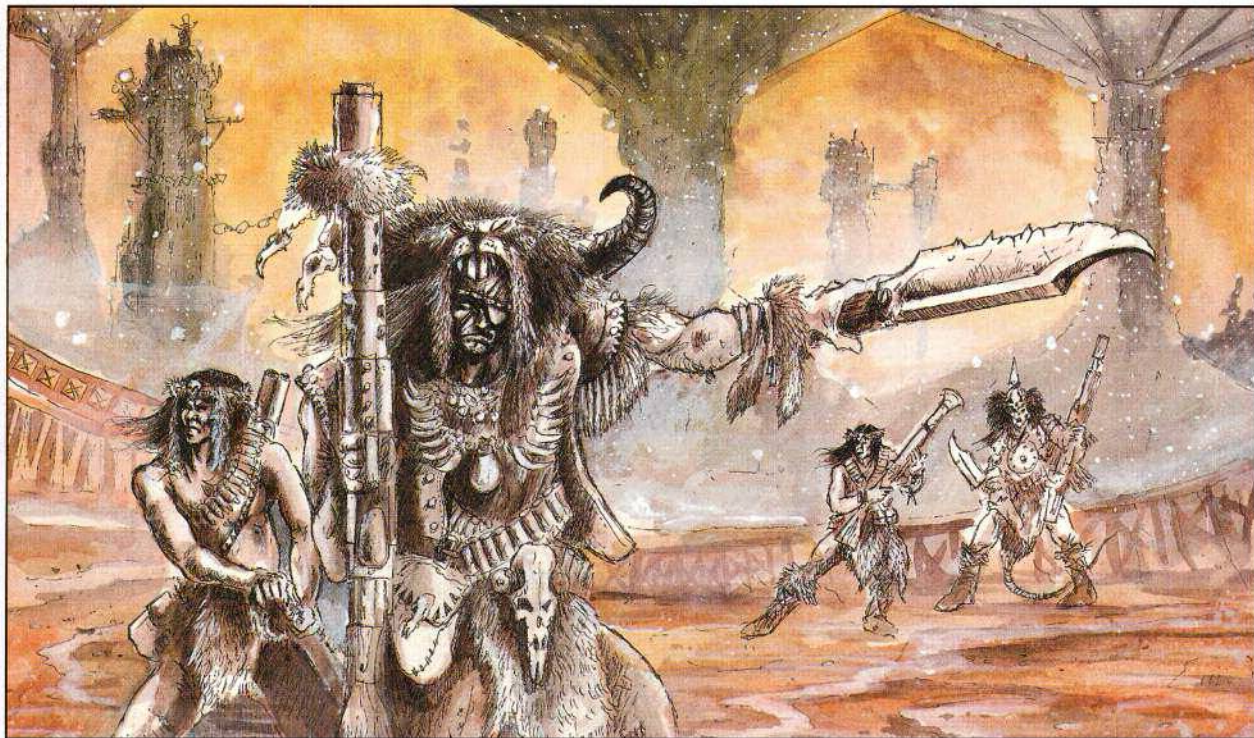
Ratskins are the indigenous people of the Underhive. Who their ancestors were remains a mystery, lost in the vaults of time and memory. Perhaps they are descendants of the original pioneers who started building Hive Primus, or maybe they

were on Necromunda long before the Imperium arrived and erected its glittering hive cities. It's not even certain whether the Ratskins themselves truly know their origins, since their history is wrapped up within their ancient and superstitious worship of the hive spirits.

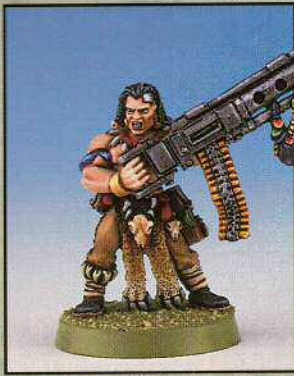
Whatever their beginnings, Ratskin tribes are content to leave the Underhivers to themselves, using their native skills to avoid them and move their settlements into less hospitable terrain whenever the Underhivers spread too near. Sometimes they may fight the newcomers to protect one of their sacred Archeotech sites, but rarely do the peaceable Ratskins worry themselves with the affairs of those escaping the hive city. Individuals may help the Underhivers as scouts, but these are the exception rather than the norm, and are almost always outcasts who have been thrown out of their tribe, or have fled after breaking one of the Ratskins' taboos.

RATIONAL HATRED

Unfortunately, some Underhivers see this peaceful outlook as weakness and attack the Ratskin tribes with merciless acts of violence. Any Ratskins unfortunate enough to be caught are either killed or sold into slavery. The Ratskins' lands are



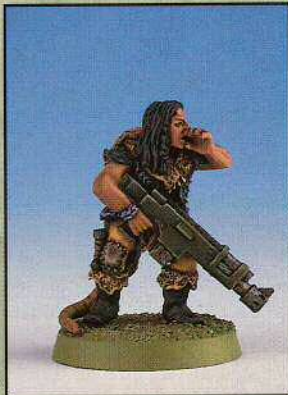
RATSKIN RENEGADES



Brakar – The Avenger

Among the many inhabitants of the Hive, the Ratskins are often considered to be some of the most peaceful. However, ruthless Underhivers exploit their gentle nature, burning their homes and enslaving their children for profit and gain. Such desperate situations can cause outbreaks of unappeasable rage amongst the Ratskins, who band together as renegades and outlaws to wreak revenge on their oppressors.

One of the most savage figures in Ratskin folklore is Brakar – the Avenger, he that rains death. He stalks the Underhive with his trusty heavy stubber, aiding bands of Ratskin Renegades in their battles against those who would plunder and raze their homes.



Ratskin with autogun



Ratskin Chief



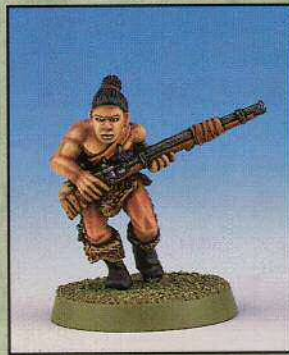
Ratskin Shaman



Ratskin Brave with hand bow



Ratskin Brave with stub gun and knife



Ratskin Brave with musket



Ratskin with lasgun



Ratskin with musket



turned into fungus farms and filtration plants, their prized heirlooms kept as pretty trinkets or sold to foppish nobles who care not that they are buying goods stained with Ratskin blood. For those who escape, there is only one truly honourable option – the warpath. The Ratskin dons his war paint, chants his own memorial and prepares to die in battle – after killing as many Underhivers as possible, of course! These are the Renegade Ratskins, bands of bloodthirsty warriors whose hatred of the soulless Underhivers can only be quenched with a lake of their blood and a mountain of scalps! When a Ratskin war party is running riot, it's bad news for everybody – regardless of their own feelings towards the natives...

FORCE OF NATURE

Ratskins are perhaps most famed for their uncanny ability to move through the Underhive unharmed and unhindered. They can cross gunk-filled domes, track their prey in almost total darkness and set up cunning ambushes to trap their foe. Even others born and bred in the Underhive cannot match the Ratskins' skills when it comes to dodging acid rain, skulking through clouds of toxic fog and walking untouched through howling vent shaft hurricanes. The Ratskins' senses are extremely acute, and it is said they can track their prey simply by sound and smell. Whether this is strictly true has never been put to the test, but their ability to fight in poor visibility is undisputed. All of these factors make the Ratskins an extremely difficult gang for their foes to prepare against, since they can often choose the ground to fight over and avoid the worst effects of the dangerous and unforgiving Underhive environment.

THE HIVE SPIRITS

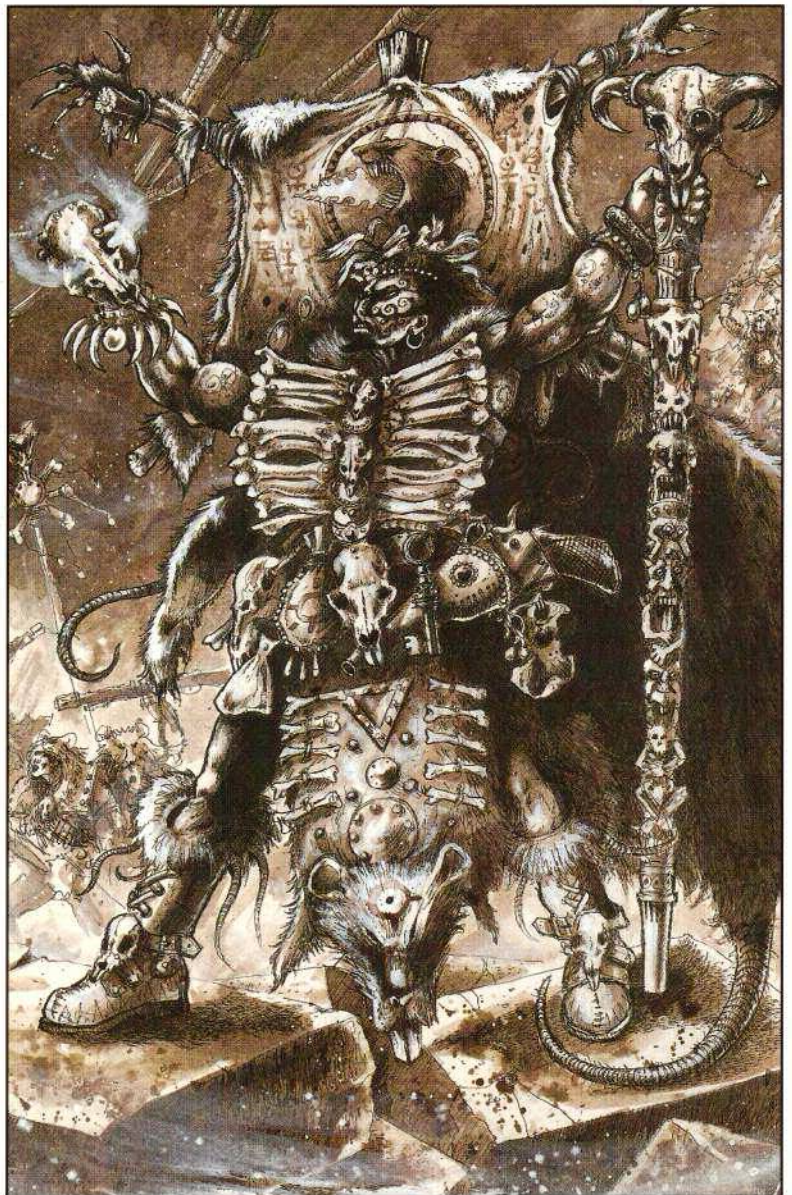
Central to the Ratskins' traditions and beliefs is their worship of the hive spirits. These entities are said to dwell within every part of the hive, including the inhabitants (human or otherwise). A powerful Shaman can summon these hive spirits to do his bidding, using their mystic powers to affect the minds of the enemy and the structure of the hive itself. Many Imperial anthropologists and religious researchers have put forward the theory that the Ratskins are descended from the original Adeptus Mechanicus who colonised Necromunda. The basis for this claim is the importance of Archeotech in the rituals and worship of the Ratskins. It is said that this is a distorted, evolved version of the tech-Priests' Machine God. Of course, most Underhivers couldn't care less, it's only the awesome (and very real) powers of the Shamans that concern them.

THE SHAMANS

Almost every Ratskin tribe has a Shaman. He serves as a counsellor, religious leader,

doctor and adviser to the Chief. In the day-to-day running of the tribe, the Shaman uses his psychic powers to guide the hunters to the swarms of giant rats, lairs of particularly valuable serpents, and so on. The Shaman performs the rituals of worship, and it is his sacred duty to tend and protect the ancient Archeotech sites that are scattered across his domain. It is also the Shamans who make the much-prized Blindsnake Pouches which can give a warrior early warning when he is going to be shot at.

In battle, the Shamans wield even more power. The powers available to these psychic Ratskins vary considerably, and their potency seems to be linked to the amount of Archeotech under the Shaman's wardship. Although there is no way to categorise every instance of a Ratskin Shaman's power, there are a number of ways they can influence a battle. Foes who have survived the encounter claim that some Shamans can send their body forward in spirit form: a terrifying ghost who





implanted into the mind of the Shaman's Chief, just as surely as a new clip of ammo snapped into a bolter.

HE THAT RAINS DEATH!

As if this wasn't enough, the Ratskins have a highly skilled and well-armed mentor. Nobody knows his real name or his origins, not even the man himself! He was found near death in a long-disused Underhive tunnel, with horrendous wounds to his head and cradling the largest heavy stubber anyone has ever seen. The Ratskins who found him nursed his wounds with stinger mould and other natural curatives, and in time he became an appreciated member of the community. He proved to be an extremely deadly hunter, his heavy stubber bringing down beasts too large even for the worthy Ratskin warriors.

Then disaster struck. The tribe was attacked while the stranger was away, and he returned to find a Van Saar gang picking over the mutilated bodies amid the charred ruins of his new home. Roaring his hatred, he opened fire with his heavy stubber, cutting down his enemies with short, efficient blasts of firepower. Of the Van Saars, only half escaped, many of them with scars from the encounter. Since this traumatic episode the stranger has wandered the Underhive, lending his support to Ratskins in peril, his heavy stubber blasting apart the enemy from afar while the Ratskins close in for the kill.

To the Ratskins this man is known as Brakar, named after their god of war, vengeance and destruction – The Avenger, He That Rains Death!

can draw blood yet cannot be harmed itself. On other occasions it has been reported that the Shaman commanded the hive itself to rise up in anger, showering the opposing gang with debris, calling forth hordes of vermin to sweep across the battlefield, or even for a darkness to descend upon the unwary!

Most horrifying of all is the so-called steal prowess ritual. Captives taken in battle are subjected to a lengthy and painful ceremony during which the Shaman enters an unbreakable

trance. Using his vast reserves of willpower, the Ratskin Shaman plucks knowledge from the captive, literally tearing into his psyche to wrench all of the information about a certain skill or ability from the screaming victim. This stolen knowledge is then

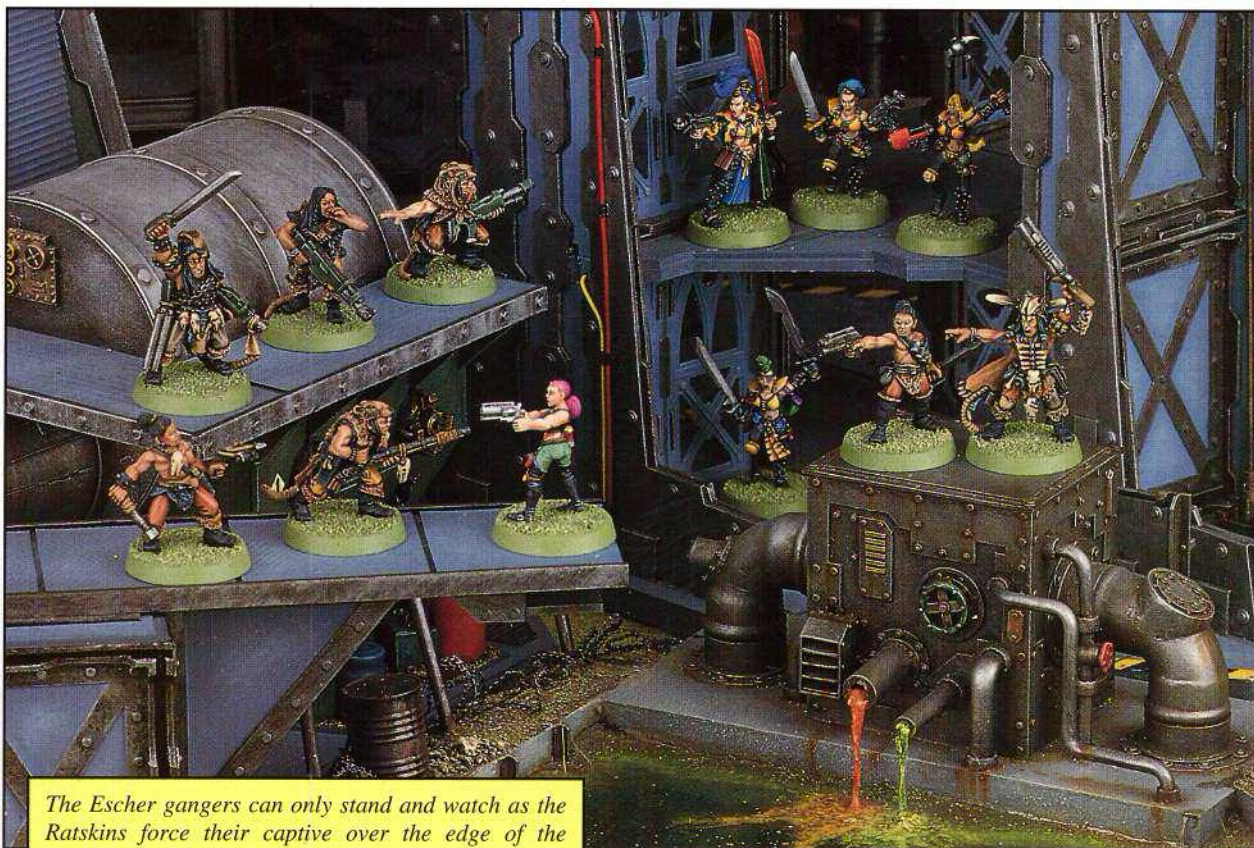


THE BLACK RIPPERJACKS

So why am I so interested in the Ratskins? Well, I think they're probably the best gang in Necromunda (though there are those who disagree with me) and so I lead the Black Ripperjacks into battle in the Studio campaign (along with my sneaky Delaques, of course!). For the last part of this article I'm going to give you the chance to learn from my mistakes, so that your Ratskin gangs will go from strength to strength in your campaign.

CHOOSE YOUR GROUND

Firstly, and most importantly, is the Renegade Ratskins' ability to alter the scenario roll. This means that rarely will you be ambushed (unless you want to be...) and will actually be able to dictate things for most of the time, regardless of you and your opponent's relative gang ratings. Secondly, you should always insist that the Treacherous Conditions table is used. The ability to ignore Treacherous Conditions is one of your greatest strengths and should be exploited to its maximum at every opportunity.



The Escher gangers can only stand and watch as the Ratskins force their captive over the edge of the walkway and into the slime pool!

ARMING UP

I made quite a mistake when I was starting up the Black Ripperjacks – my guns. For a number of reasons (not least because the only models available when I started were the standard Ratskin scouts), my gang ended up being rather over-equipped for Ratskins, with lots of autoguns, shotguns and so on. My braves have pistols to complement their mauls, and everybody has a Blindsnake Pouch. In retrospect, I would probably have been better off saving money by buying more primitive weapons, and having a couple of extra warriors in the war party. In some battles I was badly outnumbered, and this cost me dear – it was really nasty going up against Spyrer Teams!

Also, most of your gang will tend towards a very close fighting style, with Stealth, Agility and Combat skills. This means that a good proportion of your warriors will be best used getting in really close and taking out the foe in hand-to-hand combat. This doesn't really go that well with carrying a lasgun about. If a warrior happens to pick up a shooting skill or a Ballistic Skill increase, no matter – you can always buy a better gun later!

MISSED ME!

However, I don't regret the number of Blindsnake Pouches my gang bought. These have proved invaluable, and are probably most useful when the Treacherous Conditions reduce the visibility of the enemy. When your opponent can only see sixteen or so inches, he has two options. He must either move

forward and close the range, which stops him from holding off and pounding your gang with long ranged firepower, or he must sit and wait for you to come to him. Any opponent worth his salt who waits for you will place the majority of his gang on overwatch, which brings the 4+ save into effect.



Wakonda choked back his grief and surveyed the devastated village. Bodies lay where they had fallen, holes blasted in their backs with brutal autoguns, their shattered limbs hung twisted, smashed by mauls and charred by flamers. The air was filled with drifting, sulphurous debris from the burning lodges, and the Shaman had to constantly spit out gobbets of ash to keep from coughing. As he turned to the rest of the hunting party he spied a shred of red robe clinging to the knife of a fallen child, no more than six cycles old.

"The Firebringers. They have come with their false gods and seek to drive us away. It is time to change your paint my braves, my loyal hunters." The Shaman gestured to Spitting Snake, the Chief, and stepped to one side as the remaining warriors prepared the dead for their funeral pyre.

"Great Chief, the Firebringers have headed towards the dust falls and even now camp by the spider spring. We must leave soon or they will cross the great rift and be lost to us."

As the flames leapt higher into the air, Wakonda chanted the verses of death and donned his mask – the visage of a snarling rat. Raising his arms in supplication he called upon the hive spirits to do his bidding.

"Oh great Sinaa, mighty Kanassa, vengeful Brakar, lordly Ek Chuah, grant me your power, hear my bidding. Guide us to the faithless Firebringers that we may adorn the head-stakes with their worthless skulls. Grant me the power to bring vengeance for the people, and that my knife may bite many scalps before it is sheathed once again!"

With this, Wakonda and the rest of the war party drew their long-bladed hunting knives, slit open their arms and let the blood drip into the dying embers of the pyre.

"For the blood of the people, death and vengeance to the Firebringers!"



SKILLS

When I pick my skills (or which table I roll on, at least) I like to go for a characterful mixture, rather than just taking a selection of skills that will be good in the game. The Ratskins are pretty specialised anyway, and benefit greatly from Combat and Stealth skills, so I generally pick one of these categories and go overboard on that skill type.

For instance, my Chief has only Combat skills, to augment his autopistol and sword weapon choice. On the other hand, the majority of my Ratskins have mainly Stealth skills, allowing them to sneak ahead of my Chief, Shaman and braves and set up ambushes and so on. The braves usually get a couple of Agility skills first, giving

them a bit of speed to get closer (with *Sprint* or *Leap*), or better protection with *Dodge*.

ARCHEOTECH

My last piece of advice is this: find out which gangs have Archeotech sites and fight them as much as possible. By using *Ambush* at every opportunity, and some sound battlefield tactics, you might be lucky enough to capture this territory off your foe, increasing the power of your Shaman (by the way, I reckon that every Ratskin war party should include a Shaman, regardless of what else you take). If you can get extra powers for your Shaman, his value grows astronomically and his flexibility in battle increases. My particular favourite powers are *Steal Prowess* and *Slime Dance*.

NAMES

I'd just like to make a quick note about naming your Ratskins. One interesting option is to follow the tradition of the North American Indians: after the child is born, the mother names it for the first thing she sees. Of course, in the Underhive this will give you names like Leaking Sump, Scuttling Spider or Rusty Pipe...

AAAIIEEEEE!

So, don your war paint, chant your hatred of the Underhivers and strap on your best scalping knife. Just remember, there's no dishonour in dying – it's just losing that stains your eternal soul!



REDEMPTIONISTS

Redemptionists are religious fanatics who believe that mankind has fallen from the path of righteousness and is destined to drown in the filth of its sin if left unchecked. In order to cleanse the population of abominations and heretics, zealous bands of Redemptionists crusade deep into the Underhive. There are few who have enough faith and presence to go down amongst the vile unbelievers, and the task of leading the crusades falls to the Redemptor Priests. These individuals are feared and reviled by the normal folk of the Underhive – horrifying tales of their unthinking cruelty and merciless faith keeping even the most unruly in line. But these terrible images of fiery doom are no mere tale to frighten children: the grim forces of the Redemption really do lurk in the shadows...



Redemptor Priest with sword and flamer



Redemptionist Brethren with two autopistols



Redemptionist Deacon with grenade launcher



Redemptionist Zealot with a massive axe



Redemptionists spread the purifying flame of enlightenment to an unwilling Van Saar gang...

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'EAVY METAL MASTERCLASS

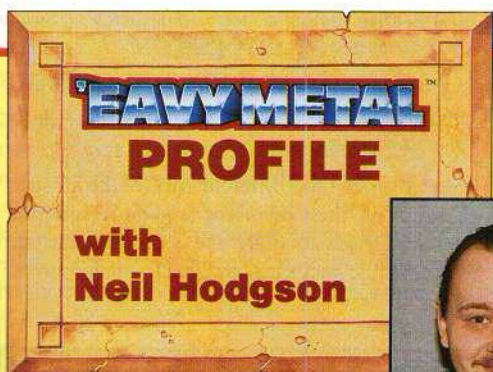
By Mike McVey

Welcome to the 'Eavy Metal Masterclass. After the aberrations of the last couple of months, this month's column is back to the more familiar format where I'll be looking at some of the painting dilemmas highlighted in your letters. Speaking of letters, thanks to everyone who's written in with their problems and ideas. Sorry I can't reply to individual letters, I'd like to, but if I did I'd never have time to get any painting done!

We're going to be looking at a couple of different things this month, including the first part of a feature on horses. It was working on one of my current projects that brought this to mind. I

haven't painted any horses for a while and I really had to plumb the depths of my painting memory banks to achieve the effects I was after. So, it's obviously time for a refresher course!

The next question has been brought up by a number of people, Matthew Barker and Michael Francis among them. They want to know how the gold effect on Commander Dante's power armour was done. This is just one example of people asking for painting details about some of the models featured in White Dwarf. Starting this month I'm going to cover some of these miniatures now and then, by asking the painter in question to take us through the techniques they used.



GOLDEN BOY

"The method used to paint Dante's gold power armour

was taken from the way that gold is painted on artwork. Artists don't usually use metallic paint to get a gold effect, but paint-in the highlights and shading that give the sharp reflections instead. So I found some examples to have a look at how the highlights had been applied. In fact, whatever I'm painting, I always keep reference material nearby.

I began by applying a base coat of Vomit Brown over a white undercoat to give myself a bright base to work on, and then started to define the shape

by working deeper colours into the recesses and details. For this I used first Chestnut Wash, then Brown Wash and finally a mix of Brown Wash and Black Wash. These were applied with a fine brush and not washed over. It's important to keep the shading fairly minimal and accurate, as it's the contrast between light and dark that gives the best effect.

The highlights were built-up by adding Skull White to Vomit Brown until the colour was almost pure white. At this point the model looked a little pale and chalky, so I needed to get some depth back into the colour. I used a mix of Yellow and Flesh Washes, watered down and applied evenly to the whole area (remember with washes not to let them form into pools and puddles – the aim is just to tint the colour below and make it brighter). The next step was to add some small, sharp highlights with Skull White. I picked out the edges and most obviously raised areas. Finally, at the end, I went back and used a little Brown Wash to re-define the highlights. That's it!"



David Gallagher's Blood Angels painting shows Commander Dante resplendent in his gold armour.



PAINTING HORSES

Well organised troops such as Reiksguard Knights will look best on horses that are all the same colour...

PAINTING TIP – I have mentioned in previous articles the importance of using reference when painting miniatures, and horses are a prime example of this. Your miniatures will look so much better if you get the colours and markings right, rather than a rough approximation. There are all sorts of books and magazines available, I prefer to use illustrative drawings rather than photographs as they give a better feel for the true colour. Public libraries are a great source of these reference books.

As I mentioned earlier, the main topic of this month's Masterclass is painting horses. This is an area that seems to cause a few problems and I've had countless letters on the subject. As cavalry form a vital part of many armies, I thought it was worthwhile covering them in some detail. I'm going to start with the basics this month and move on to some more advanced techniques in the next couple of articles.

ASSEMBLY

To put the components together, all you need to do is run a little glue round the edges of the pieces and gently press them together. I prefer to use liquid polystyrene cement, as you can generally get away with less filling. Don't forget to glue the tail to one half of the body before you attach the other half. I also find it easier to clean the mould lines off the pieces before you glue them together.

It's a simple matter to fill any gaps, just mix up some modelling putty, roll it out into a long, thin sausage and lay it along the join. I use a modelling tool to smooth it into the surface, but you can just as well use a cocktail stick or the handle of a paintbrush.

COLOUR CHOICE

Choosing the colour of your horses is one of the most important stages in the whole process and needs to be thought about from a couple of different angles. You need to consider the colour scheme you've used on the troops themselves, and try to tailor the horses to fit with this. For example, it's no good painting the horses for a regiment of Chaos Knights white as they would look out of place. Try and pick a colour that adds to the style of the unit.

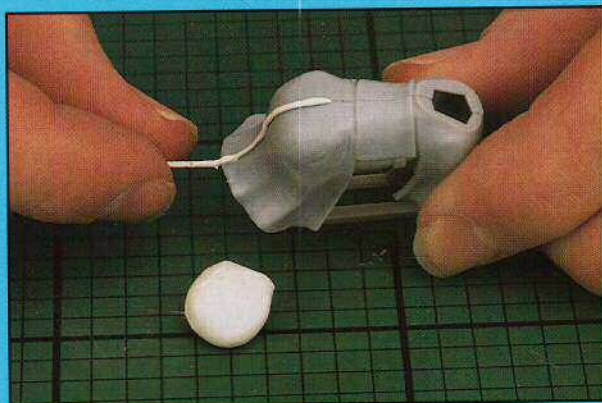
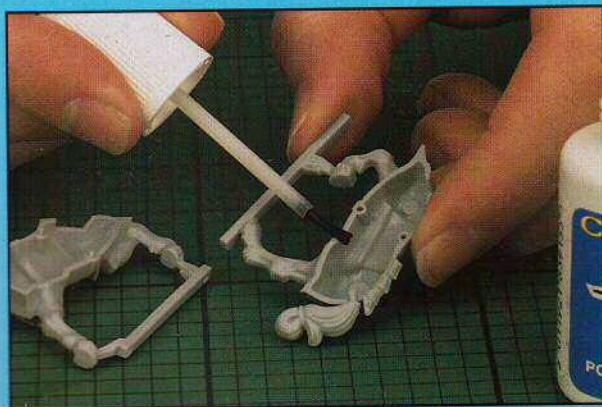
Another point to consider is the feel of the troops, are they ordered and regimented or wild and undisciplined? By carefully choosing the way you paint your horses, you can help to get the right feel for the regiment. Well organised troops such as Reiksguard Knights will look best on horses that are all the same colour, while skirmish troops such as Kislev Horse Archers will look best in units of different coloured mounts.

PAINTING

Once you've chosen the colour of your cavalry mounts, the next stage is to get your brush mucky and start painting!

There are really four different areas of the horse to worry about, each involving a slightly different approach. These areas are: the coat, the mane and tail, the bridle and reins, and details such as eyes, teeth and hooves.

STEP 1 *Having selected and cleaned up the two halves of your horse, the first step is to glue the tail to one half of the model. The next step is to glue the two halves together. I prefer to use liquid poly so a thin coat is applied to both edges before pressing the two halves firmly together. While the glue is still bonding, you can shift the two halves slightly in order to get the best fit.*



STEP 2 *On some occasions, especially with the caparisoned horses, or on conversions, it may be necessary to fill in some gaps. Note that this technique doesn't just apply to horses but all multi-part miniatures (it's very useful when constructing tanks). First roll out some putty into a long sausage, and then lay it along the line of the join.*

The coat: There are many different colours and patterns of coats to be found on horses, but this month we're just going to look at how to actually apply the paint. I'll be going through specific colour schemes next month.

The first thing to concentrate on is smoothness of colour, it's really important to cover the undercoat properly to avoid patchiness. This may take a couple of coats of paint, in fact it's far better to apply two thin coats rather than one thick one. I try and avoid getting the coat colour on the mane and tail at this point as you may want to use a lighter colour for them – besides, it's always good practice to be neat!

The mane and tail: These look better in a lighter or darker colour. Again, look at some reference material to get the colours right. A lighter colour can easily be shaded with an appropriately coloured wash, and a darker colour with a light drybrush. As with the coat, it's important to get a good flat colour to work over.

Bridle and reins: As a general rule I use one of two different colours for these areas – black or rich brown, depending on which one looks best against the colour of the horse. But as we all know, rules are supposed to be broken so experiment a little, the only things that I avoid are bright and garish colours such as red, yellow and

MIKE'S PLASTIC HORSE ANATOMY...

The mane

The bridle and reins

The saddle



The coat

The tail

The hooves

bright blue. These are fine for details and decoration, but no more than that.

That's all for horses this month. Next issue we'll look at some more specific painting tasks, including how to paint a variety of different markings as well as eyes, teeth and hooves for your horses. We'll also look at converting horses into more dramatic poses for all your special character models.



STEP 3 *The final stage is to smooth the putty into place. As you can see I am using a sculpting tool, however this is only because it was conveniently to hand. You can just as easily use a cocktail stick, or the handle of a paintbrush. I then wet the end of my finger and run it down the join for a really smooth finish. Don't forget to wash your hands afterwards as the putty may be toxic if swallowed.*



Cavalry models can be some of the most impressive miniatures in your collection. This High Elf army standard bearer is a simple conversion I made for the Warhammer Armies Painting Guide and I think it looks great!

AND FINALLY...

We're going to finish this month with a look at one more sticking point mentioned in your letters. This one is from Adam Lichters who writes from Gloucester:

How do you darken the colour of paints? When I try, I use Chaos Black, but the colour just ends up looking dirty and messy.

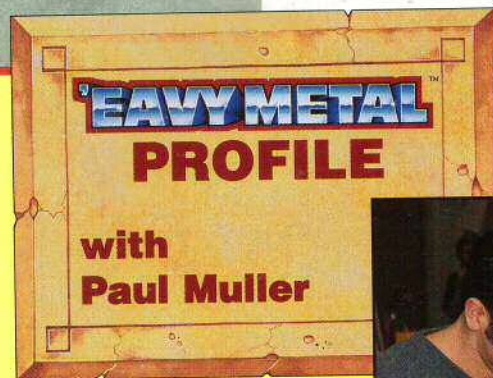
This really brings up an essential point of miniature painting – maintaining the brightness of colours. The idea is to deepen a colour for shading, not darken it. This is achieved by adding either a deeper shade of the same colour or appropriately coloured washes. For example, yellow is shaded with orange, orange with red, and red with red ink.

Adding Chaos Black to a colour will usually

result in making it dull and dirty, just as Adam discovered. There are, of course, exceptions to this. White can be shaded by adding black, and small quantities of black are sometimes very useful for taking the edge off a particularly vibrant colour when you are shading.

Painting white effectively is always a tricky undertaking, as you invariably cannot highlight the white areas. It's not as if you can create a lighter shade of white, so you have to give the miniature definition by using shading.

Perfect examples of this are the white robes worn by the Dark Angels Space Marines that form the Chapter's Deathwing. To show you how this superb effect was achieved I'll hand you over to Paul Muller with the second of our 'Eavy Metal profiles. Well, that's it for this month, I hope I've provided you with lots of handy hints and tips. Next month we'll also be looking at a new diorama that I've been working on over the last few months. Keep those letters coming in!



DARK COWLS

The second profile this month covers two more Space Marine characters: Commander Azrael



and Interrogator-Chaplain Asmodai, both superbly painted by Paul Muller.

"The Dark Angel personalities are amongst Jes Goodwin's finest work and called for the utmost attention and care while painting. I consider the finished miniatures to be some of my finest work (or anyone else's!).

Both of these miniatures have basically two-colour schemes. Azrael is green and off-white, while Asmodai is black and off-white. The off-white colour that I used on the robes is perhaps the most significant part of the colour scheme of both miniatures, as it acts as a neutral backdrop for the rest

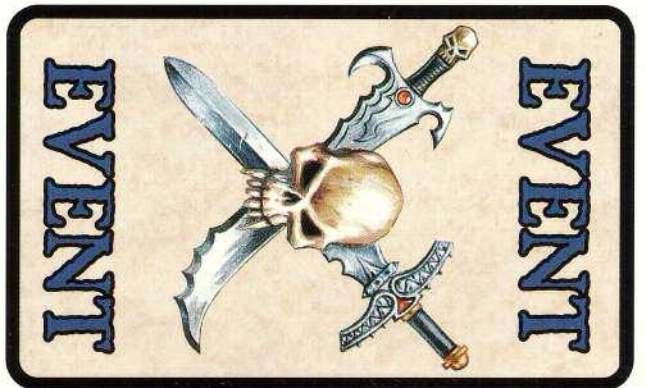
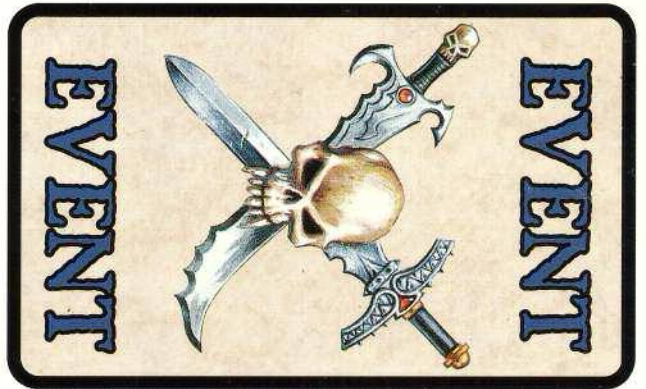
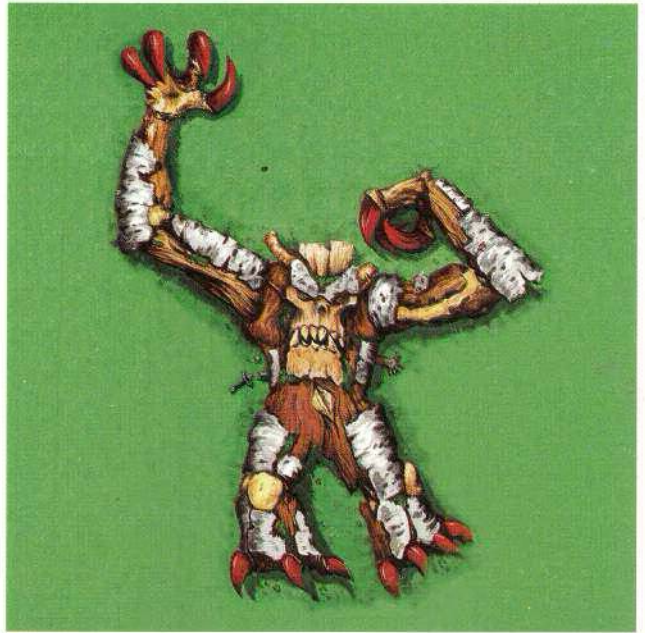
of the colours and the details. To soften the white on the robes I applied lots of thin washes of Bleached Bone and Snakebite Leather in the deep recesses. Don't apply too much paint and don't let it form into puddles or it will dry patchy. Let each wash dry completely before applying the next (this is a very time-consuming process).

To base coat the green armour I used a mix of Chaos Black and Dark Angels Green and highlighted this by blending up to Scorpion Green with Skull White edges. The last few light green highlights should be kept very small so that the overall effect is dark and sinister.

Asmodai's armour was much quicker to paint. The edges of the black armour were picked out with Shadow Grey and Space Wolves Grey, and as with the green the overall effect was kept very dark.

I am particularly pleased with Azrael's face. I used a base of Bestial Brown/Bronzed Flesh, blended up to Bleached Bone and Skull White highlights. I managed to get a really good contrast between the colours, resulting in a gaunt appearance to the face. I usually blend a little blue into the area below the eye to give a sunken look. A spot of red is added to the black for the hair to give it a more natural appearance, while flecks of grey give Azrael an air of age and experience."





YOUR NEW CARDS

This month we provide new Air Ducts sections for your Space Hulk games, a fallen Treeman template for Wood Elf armies in Warhammer, and new Event cards to be used in conjunction with this issue's Warhammer Quest *Lost Kingdoms* article. Also included on card for the first time are the Eldar Phoenix Lord Jain Zar's *Blade of Destruction*, *The Silent Death*, and *The Mask of Jain Zar*.



E **SNAKE PIT** **E**

The floor of the room is covered with writhing snakes, coiling about your legs and hissing loudly. Unless your Warriors tread warily they may be bitten.

For each square over one that a Warrior moves in a turn, roll a D6. On a roll of a 1 the Warrior is bitten by an irritated snake and suffers 1 Wound. The snakes' bites carry potent venom, see the rules for *Poison* in the Warhammer Quest Roleplay book on page 85.

The Monsters of the dungeon are used to the snakes and suffer no penalty to their movement.

NO TREASURE FOR COMPLETING EVENT

E **SHIFTING SANDS** **E**

A deluge of hot sand starts to pour into the dungeon through grilles in the walls of this room. Although there is time to escape, this makes the Warrior's footing unstable.

While on this board section, each Warrior must roll a D6 and add their Strength at the start of the Warriors' Phase. On a roll of 6 or less the Warrior is unbalanced and falls over - place him prone for the turn. The rules for being prone are given in the Warhammer Quest Roleplay Book on page 36.

Draw another Event card immediately

NO TREASURE FOR COMPLETING EVENT

E **ALARM** **E**

As they enter, one of the Warriors trips a wire which sets off a cacophonous din of gongs and bells. The Warriors should really watch their step from now on as the Monsters know they're coming!

All Monsters for the rest of the dungeon gain the *Ambush* (6+) ability. This means that the Monsters will attack as soon as they are placed if you roll a 6 on 1D6 when they are put on the board. This is in addition to a Monster's normal *Ambush* ability, should it have one.

NO TREASURE FOR COMPLETING EVENT

E **SLIDING WALL** **E**

As the Warriors enter, the wall behind them starts to grind across the doorway, blocking off the route out of the dungeon.

Unless one of the Warriors discards a weapon or door spike to wedge the sliding wall in place, the exit is closed off, just as with the *Cave-in* Event.

Draw another Event card immediately.

NO TREASURE FOR COMPLETING EVENT



**WARGEAR
CARD**



**WARGEAR
CARD**



**WARGEAR
CARD**

THE SILENT DEATH

25 Points

The Silent Death is a triple-bladed throwing weapon whose edges were forged in the anti-flame of the warp. Black fire licks around its keen surfaces, sharper than any mortal substance. When the weapon is thrown it may strike several targets. Nominate your first target and roll to hit. If successful, nominate a second target within 2" of the first – if this is hit nominate a further target within 2" of the second, and so on. Continue rolling to hit until you miss or until there are no further targets within the weapon's range and/or within 2" of the last target, after which the Silent Death automatically returns to the thrower's hand.

RANGE	TO HIT	SAVE	ARMOUR						
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL	
0-12	12-24	-	-1	5	1	-2	D6+5		

ELDAR ONLY

THE MASK OF JAIN ZAR

20 Points

This is the first and greatest of all Howling Banshee masks after which all others were merely copies. It functions in a similar way to an ordinary Banshee mask but is more effective. An enemy who is charged may not fire Overwatch at the charging Eldar and must hold his ground. During the first round of combat, when the Eldar charges, his opponent rolls no attack dice because of the mask's paralyzing effect. In addition, in the second round of combat the enemy must roll 4+ on a D6 to escape the mask's effect – otherwise he rolls no attack dice again. The mask has no effect in the third and subsequent rounds. If the Eldar wearing the Mask of Jain Zar is charged by an enemy the mask has no effect.

ELDAR ONLY

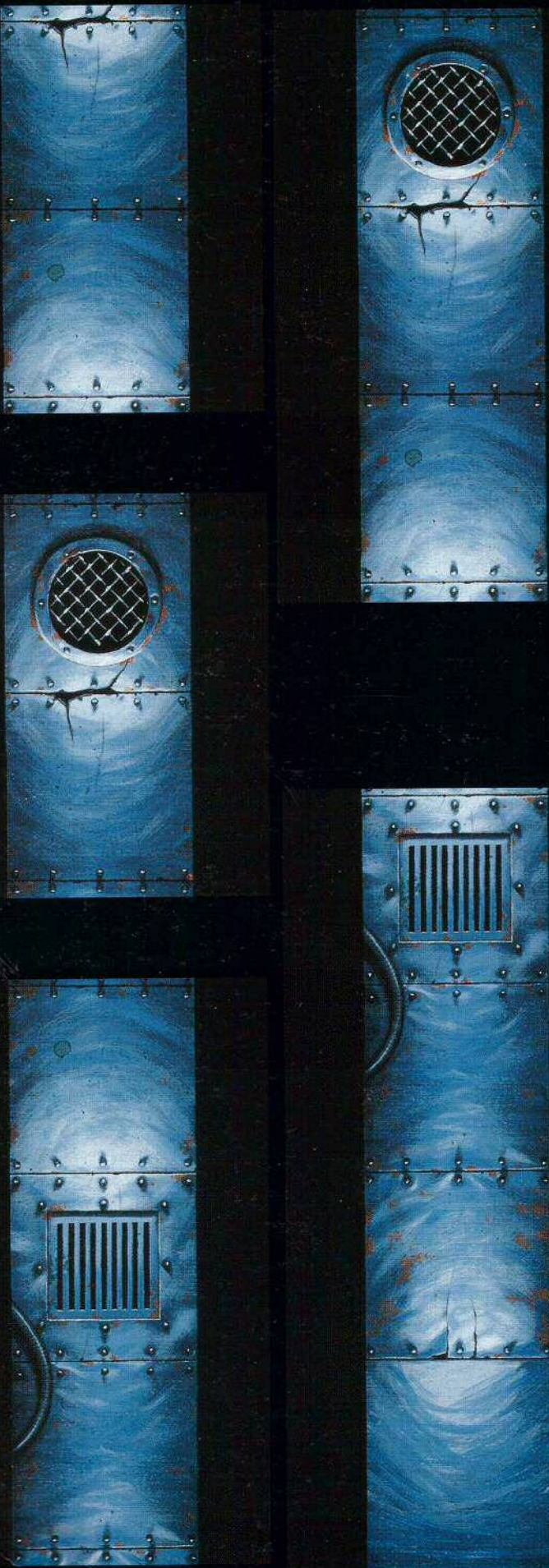
THE BLADE OF DESTRUCTION

12 Points

This long and elegantly curved blade was made in the distant past and retains much of its original power. It is amongst the most potent of all Eldar weapons to survive from the time of the Fall. It is light and easy to wield with blurring speed. An Eldar armed with the Blade of Destruction may make two parries against opponents in hand-to-hand combat.

RANGE	TO HIT	SAVE	ARMOUR						
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL	
Close combat only		7	1	4	D6+0/2+7	Parry twice			

ELDAR ONLY



EPIC

EPIC CONFLICT IN THE WAR-TORN UNIVERSE OF THE 41ST MILLENNIUM

Minatures supplied unpainted. Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.



The fate of the galaxy itself hangs in the balance as gigantic armies of warriors, tanks and mighty Titans clash in apocalyptic conflict.

As the commander of an entire army, each player relies on his tactical skill to defeat his opponent. Though luck plays its part, ultimate victory belongs to the best general.

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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

THE LOST KINGDOMS

By Ian Pickstock and Gavin Thorpe

Concluding our two-part article on foreign travel, this issue we present rules for a life on the ocean wave. Now your Warriors can seek their fortunes in distant lands. Of course, they have to survive the perils of the sea first!

THE SEAPORT

Last issue we introduced the Seaport settlement where your Warriors could carouse their way along the waterfront taverns, make some money trading or get press-ganged into the navy! Well, now they've had their fun, here are the rules for ocean journeys and the fabled Lost Kingdoms.

THE LOST KINGDOMS

Whenever two or more adventurers gather, talk usually turns to the Lost Kingdoms. They are very distant and the much-used phrase usually refers to exotic countries such as the Southlands, Lustria, Nippon and Cathay. These realms are rumoured to be replete with treasure-filled catacombs just ripe for a band of Warriors to explore. However, reaching them is not without risks. A party seeking the Lost Kingdoms must first survive the perils of a busy Seaport, find a Captain brave or stupid enough to give them passage and then cross thousands of miles of sea. The hazards of sea travel are many, from storms to attacks by the massive Kraken. Pirates too sail the waters looking for suitably rich pickings...

Before they can go anywhere, the Warriors must locate a Captain willing to transport them across to the Lost Kingdoms. This can be a bit precarious and haphazard, and it greatly depends on how desperate the Warriors are. Most Warriors will arrive in the Seaport hoping to get a reliable Captain with a sturdy ship and a trustworthy crew. However, as time passes the Warriors may have to lower their standards a little. Certain results on the Harbour Events and Waterfront Tavern tables (last issue) indicate that the Warrior has found a Captain willing and able to give them passage across the rolling waves. To find out exactly the calibre of their prospective Captain, roll on the Captain's Table, opposite.

BOARDING

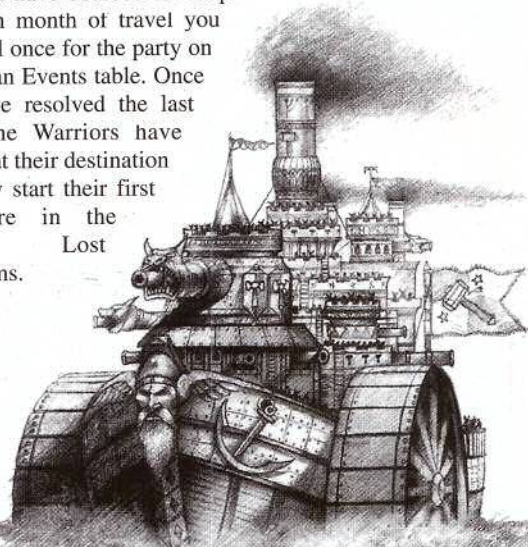
Once you have found a Captain, you must find out when he departs. To see how long you have before the ship leaves, roll a D6. On a roll of a 1-2, the ship leaves tomorrow, on a roll of a 3-4 it leaves the day after tomorrow and on a 5-6 you have

two days to spend before the ship leaves. On the day the ship leaves, the party may do nothing except board the ship – you may not visit any locations and there is no need to roll for a Settlement Event. Note that if you meet another Captain before your ship leaves you may choose to sail with him instead, in which case roll again for the time of departure. You are free to change your mind if several Captains become available (or if you just don't like the look of the Captain you've got), but once a Captain has set sail it is too late! Remember that if you decide not to board a particular ship, you risk staying too long and rolling on the Catastrophic Events table.

OCEAN TRAVEL

Ocean travel is dealt with in a similar way to wilderness travel. However, the distances involved mean that each journey is divided into months rather than weeks. Each result on the Captain's Table gives you a rough idea of how long it will take to reach a Lost Kingdom, but do not roll for the exact length until you have boarded the ship.

For each month of travel you must roll once for the party on the Ocean Events table. Once you have resolved the last event the Warriors have arrived at their destination and may start their first adventure in the exciting Lost Kingdoms.



CAPTAIN'S TABLE

D6 ROLL

CAPTAIN AVAILABLE

- 1 **Sorry, mate!** The weather has taken a turn for the worse and no more ships will be leaving the port for months. You must leave the settlement and play a normal adventure.
- 2 **Cap'n Bob.** Bob wears a patch over one eye, although you swear he keeps changing which eye. Unfortunately, Bob is such a bad navigator that the journey takes D6+6 months. In addition, if you roll an Uneventful Month, then Bob will have landed the ship somewhere and the Warriors must fight a normal adventure before continuing on their way. There's no such thing as an uneventful month with Cap'n Bob!
- 3 **Cap'n Scurvy Pete.** Scurvy Pete is low-down pirate and not a particularly good navigator. The journey will take you D6+3 months. In addition, Scurvy Pete and his crew will steal a randomly determined item of treasure from your Warriors on a roll of a one on 1D6 (roll for each Warrior at the end of the journey).
- 4 **Blackbeard.** Blackbeard swears to know the location of a secret passage that will allow the Warriors to get to their destination in a fraction of the normal time. Roll a D6. On a roll of 1-3 Blackbeard has been addled by too many Whalebusters, there is no sign of the passage and the journey takes 3D6 months. On a roll of 4-6 the short cut is as good as Blackbeard said and the journey only takes D6 months (remember to roll for this *after* you have set sail...).
- 5 **Captain Cook.** Cook is a superb sailor, navigator and intrepid explorer. Cook's motto is slow and steady and although the journey takes 2D6 months, each Ocean Event may be re-rolled once (you must accept the second result).
- 6 **Lord Admiral Krueger.** You have managed to get passage aboard Admiral Krueger's war galleon, the Empire's most famous warship: the KLF II. Krueger has hired you as mercenaries, paying you 50 Gold for each Ocean Event successfully dealt with (not an Uneventful Month). The journey takes D6 months.

HARBOUR LOCATION

You may visit one Harbour location each day, as with any other Settlement location.

SAILORS' WARES

This store contains everything needed for survival in the harshest conditions. Your Warrior may purchase the following items, using all the normal rules given in the Warhammer Quest Roleplay book. Any Warrior may purchase these supplies.

EQUIPMENT	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Hemp Rope	7	50	10	Like normal rope, except that you may ignore the first 1 rolled for breaking.
1D6 swigs of Rum	6	75 each	-	See result 7 on Waterfront Tavern table (last issue).
1D6 Sea Rations	8	75 each	10	Each sea ration restores 2 Wounds. At the end of each adventure roll a D6 for each ration. On a roll of 1 they have gone mouldy and must be discarded.
Silk Robes	8	100	10	Your Warrior looks like an exotic merchant and may ignore the first 1 rolled when trading commodities in the Seaport (see last issue).
Oriental Sword	10	500	50	Add Warriors WS instead of S to damage rolls.
Parrot	7	75	5	The parrot sits on your Warrior's shoulder and warns him when he is about to be ambushed. If your Warrior is attacked by Ambush Monsters roll a D6. On a roll of a 6, the parrot warns him and the Monsters lose their Ambush ability.
Eye Patch	5	50	5	Makes your Warrior look like a hardened seafaring type, allowing you to reroll any result in The Brig once per incarceration!
Bucket and Spade	7	50	20	Your Warrior may dig through a <i>Cave-in</i> , taking 2D6 turns during which he may do nothing else. Can't be used if there are Monsters on the same board section.
Pirate Hook	5	50	5	Your Warrior may attempt to hook a Monster and swap places with it. Roll a D6 at the start of your turn and add your Strength. On a result of 7 or more, you may swap your Warrior model with that of an adjacent Monster. Your Warrior may move and fight normally from this new position.
Compass	8	250	30	This allows the party to navigate better in the wilds. For any wilderness travel, you may reduce the journey time by D3 weeks.



As the seafaring Warriors wave goodbye to Cap'n Bob they are set upon by the native Savage Orcs!

LOST KINGDOM ADVENTURES

Reaching the Lost Kingdoms is well worth the added risks of travelling across the seas. The rumours of fabulous wealth are usually true and a band of trusty adventurers skillful (or lucky) enough to return home from these exotic realms are usually rich enough to live like lords – at least for a while...

In this issue's card section you will find four new Event cards to be used in Lost Kingdom dungeons. Simply shuffle these in with the rest of your Event cards when you are playing a Lost Kingdom adventure.

Generate the adventure and play using all of the normal rules. However, every time you gain a piece of treasure, roll a D6. On a roll of 4, 5 or 6, you make take an additional treasure item. In the case of Treasure cards or Dungeon room treasure, this must be shared out by the party as usual. For Objective room treasure, each Warrior should roll separately and may take an extra item of Objective room treasure for themselves if they can roll a 4 or more.

LOST KINGDOM CAMPAIGNS

You can play several adventures in the Lost Kingdoms. However, this is very difficult for the Warriors since they are strangers in a strange land and dare not get too involved with the locals lest they be caught out by some local tradition or taboo (and end up with their heads on a stake, or worse...). For this reason, the only settlements they can *safely* visit while in the Lost Kingdoms are Seaports and Cities, which are more cosmopolitan than the majority of settlements. This makes it

fairly important that the party "stocks up" before it makes a quest into the Lost Kingdoms (try saving bandages, stockpiling rope, etc.).

If the Warriors cannot reach a Seaport or City they have set out for (because of a *Blizzard*, for example), or they opt to risk visiting a smaller settlement, this can be very dangerous. The Warriors may spend their time as normal, but must roll two Settlement Events each day and must also roll on the Catastrophic Events table after seven days (rather than fourteen). All items bought in the Lost Kingdoms while not in a Seaport or City cost twice as much as normal.

However, the Warriors can travel through the wilderness from dungeon to dungeon without stopping at a settlement, which takes D6+3 weeks. Resolve this just as if you were travelling to a settlement, rolling for Wilderness Hazards and so on.

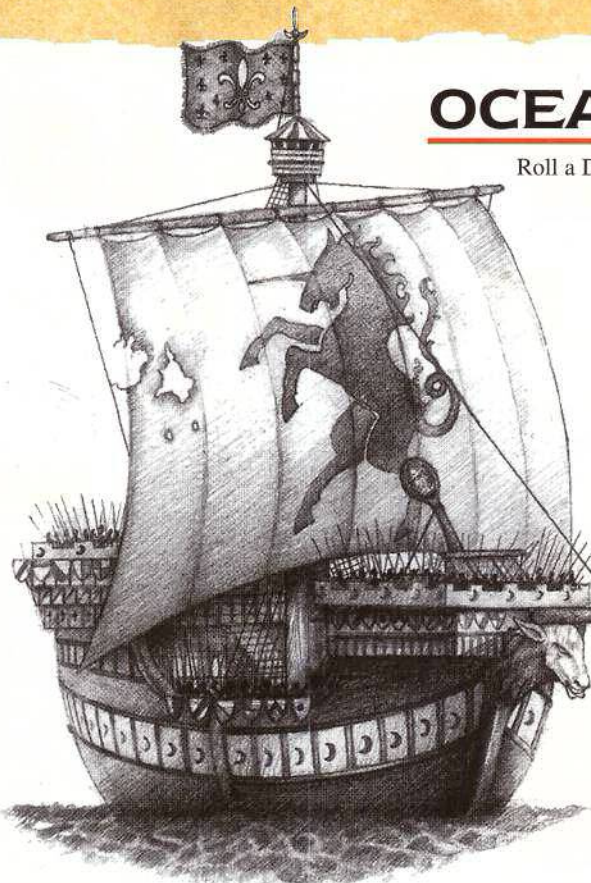
THERE AND BACK AGAIN

To return to the Old World the Warriors must once again find a Seaport and Captain willing to carry them aboard his ship. This is worked out exactly as travelling to the Lost Kingdoms, except that when the sea voyage is finished the Warriors are back in the Old World and all the normal rules apply.

Of course, if you're playing with a Gamesmaster, there are lots of things you can do in the Lost Kingdoms. The sea journeys too provide great scope for adventure. The Warriors might get trapped on a ship haunted by a Vampire, or get swallowed whole by a Leviathan! Anyway, here's the Ocean Events table. Have fun and don't get drowned!

OCEAN EVENTS TABLE

Roll a D66 for the party for each month of travelling.



beat off the Kraken's tentacle. If this fails they are badly mauled as the ship is tossed around before the Kraken is finally driven off – each Warrior immediately loses D6 Starting Wounds for the next adventure.

21-22 MAN OVERBOARD!

One of the Warriors is watching a school of dolphins playing alongside the ship when the vessel suddenly hits a trough and pitches violently, throwing him overboard. Randomly determine one Warrior, who must discard all of the armour he has or sink to the bottom of the sea!

23 UNEVENTFUL MONTH

24-25 BECALMED

The Warriors' ship is becalmed and the blazing sun beats down on them incessantly for days. Each Warrior must roll 1D6 and add their Toughness. On a score of 6 or less the Warrior is overcome by heatstroke and suffers -1 Strength for the duration of the next adventure.

26 PIRATES!

A dreaded black sail appears on the horizon and soon the ominous form of a pirate ship can be seen crashing through the waves towards the ship. The speedier corsairs soon manage to overhaul the ship and send over a boarding party to take possession. You must fight them off! Each Warrior gains his usual number of attacks and must roll to hit and damage against an opponent with Weapon Skill 3, Toughness 3, 4 Wounds. Warriors with multiple attacks may attack more than one pirate if they kill a previous foe. Once all the Warriors' attacks are worked out, roll 1D6. If the score is more than the number of pirates killed by the Warriors, they are overpowered and taken captive! Captive Warriors lose half of their gold and D6 randomly determined treasure items before being *Marooned* (see result 33 below). If the D6 score is equal to or less than the number of pirates the Warriors defeat, they are beaten off the attack and the ship's Captain rewards them each with D6x50 gold for saving his vessel.

31 RESCUE

The ship comes across a lifeboat bobbing around in the middle of the ocean. On board are several important dignitaries, who are so grateful for being rescued that they offer to give the crew a large reward upon their safe return. Once the Warriors reach an Old World Seaport they can claim their portion of this reward (2D6x100 gold each).

32 UNEVENTFUL MONTH

33 MAROONED

The Warriors have ended up marooned on a distant coast and must make their way back to civilisation on foot. They don't know where they are, or even if they're in the Old World. The Warriors must travel to a settlement as usual, but this takes an extra D6 weeks. When they arrive roll a D6. On a roll of 1, 2 or 3 they are in the Lost Kingdoms, on a 4, 5 or 6 they are in the Old World. Follow all of the rules given earlier if the Warriors are in the Lost Kingdoms.

11 WHIRLPOOL

One dark evening the Warriors sight another sail. Soon the two Captains are talking heatedly and the stranger reports a massive maelstrom on your route. Your Captain has to chart a new route to avoid the whirlpool, and this adds an extra D3 months to your journey.

12 SEA WAR

Your ship is caught up in a massive armada of Empire warships which are scouring the seas for the enemy. Although this offers some protection, the going is slower. If you wish to split from the fleet, your journey is unaffected. However, if you wish, your ship may join the armada adding D3 months to your journey time. Whilst your ship is with the fleet treat the following Ocean Events as Uneventful Months) – *Kraken Attack*, *Pirates!* and *Sea Serpent*.

13 UNEVENTFUL MONTH

14-15 STORMY SEAS

The ship is enveloped by a tumultuous storm which tears at the sails and washes the decks free of anything not securely lashed down. Each Warrior must roll 2D6 for each item of treasure, on a roll of a double 1 that piece of treasure has been washed overboard during the storm and is never seen again.

16 KRAKEN ATTACK!

A calm afternoon is suddenly shattered as an immense tentacle crashes from the water to crush the ship. As everybody dashes to defend the ship a Kraken surfaces and tries to sweep the crew from the decks. Each Warrior must make a to hit roll against an opponent with a weapon skill of 3. If your Warrior hits, roll for damage as normal (the Kraken is Toughness 4). Between them, the Warriors must inflict at least ten Wounds to

34 ▶ **UNEVENTFUL MONTH**

35 ▶ **SEA SERPENT**

A massive serpent crashes up from the waves, smashing the masts and rending a large hole just above the waterline. Roll 2D6 at the start of every subsequent month of the journey. On a roll of a 1 the ship starts to sink and everybody must take to the lifeboats! Roll one more month on the Ocean Events table and then refer to the *Marooned* result above.

36 ▶ **MUTINY**

The ship's rum supply running out is the last straw for some of the crew, and they decide to take control! Your party must decide which faction they wish to side with – the mutineers or the Captain and his followers. Once you have decided, you must work out who wins the resulting power struggle. For the mutineers roll 2D6 and note down this score. For the Captain, roll 1D6 and add the number for his result on the Captain's Table (eg +6 for Admiral Krueger). The faction with the Warriors' support may add +2 to their score. Whoever scores highest wins. If the Warriors backed the right side then the journey continues as normal. If they're on the losing side, they are cast adrift in a small boat. Roll one more Ocean Event and then see the *Marooned* result above.

41-42 **SCURVY**

An outbreak of Scurvy rages through the crew, and the Warriors must eat their own supplies to avoid the worst affects of the disease. Every Warrior must eat a set of Provisions each month for the next D3 months or lose 1 Wound permanently for each month spent eating ship food.

43-44 **UNEVENTFUL MONTH**

45 ▶ **GOOD CATCH**

The Warriors spend the relaxed, balmy evenings dangling lines over the side of the ship. Each Warrior catches enough fish to make up D3 Provisions which can be used as normal.

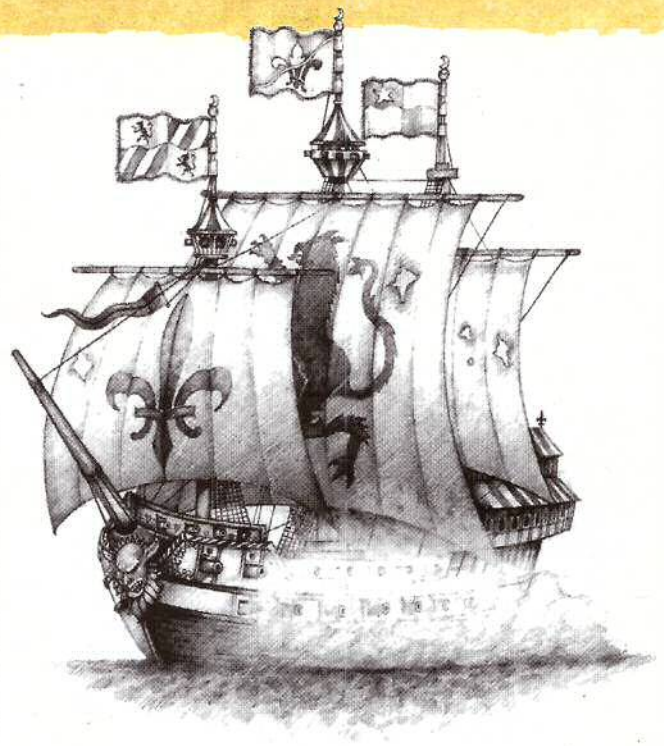
46 ▶ **LOST TREASURE**

Whilst getting water from a deserted island, the Warriors stumble across the buried treasure of a long-forgotten pirate. The little hoard contains D6 Treasure items, divided up as the Warriors see fit.

51-52 **UNEVENTFUL MONTH**

53 ▶ **NATIVES**

Whilst re-supplying the ship, the Warriors run into some natives. The Warriors can attempt to trade with the natives for food if they wish. For each item of Treasure or Trinket a Warrior offers, roll 1D6. On a roll of 1, 2 or 3 there is no exchange, but he can offer something else instead if he wishes. If your Warrior rolls two ones in a row, the natives get deeply offended and chase the party off – each Warrior suffers 1D6 Wounds with no deductions (which can be healed with Provisions, etc before the next adventure starts). On a roll of 4 or more the Warrior is given D6 Provisions in exchange for the item (and may keep offering new items until he is chased off, if you wish).



54 ▶ **UNEVENTFUL MONTH**

55 ▶ **PEARL DIVING**

Anchored off a tropical coast, the Warriors spy some of the locals diving for pearls. A Warrior can try this for himself by rolling 1D6 and adding his Toughness. The result multiplied by ten is the gold value of the pearls he recovers (eg a 6 means pearls worth 60 Gold). An unmodified roll of a 1 means the Warrior is exhausted and must stop immediately.

56 ▶ **UNEVENTFUL MONTH**

61 ▶ **CAPTAIN NEMO**

There is a fountain of spray in front of the bows and a massive Dwarf Nautilus surfaces. The Captain introduces himself as Khazra Nemo, famed Dwarf explorer. He offers the Warriors new passage if they will pay him 50 Gold each and defend his ship. If they accept, the rest of the voyage takes only D3 more months during which the party may treat any Ocean Event as an Uneventful Month if they can roll a 4 or more on 1D6.

62 ▶ **UNEVENTFUL MONTH**

63 ▶ **NORTH-WEST PASSAGE**

The Captain has found a new route, utilising the winds and currents. This reduces the journey by D3+1 months, to a minimum of one more month.

64-65 **UNEVENTFUL MONTH**

66 ▶ **LAND AHOY!**

The cry goes out – land has been sighted! It is up to you whether you want disembark or not. If you leave, the Captain lets you off and sails over the horizon. After investigating you have an inkling of where you are. Roll 1D6, on a roll of 1, 2 or 3 you've been left in the Old World, on a 4, 5 or 6 it really is the Lost Kingdoms. Proceed to your next adventure immediately, regardless of where you are.

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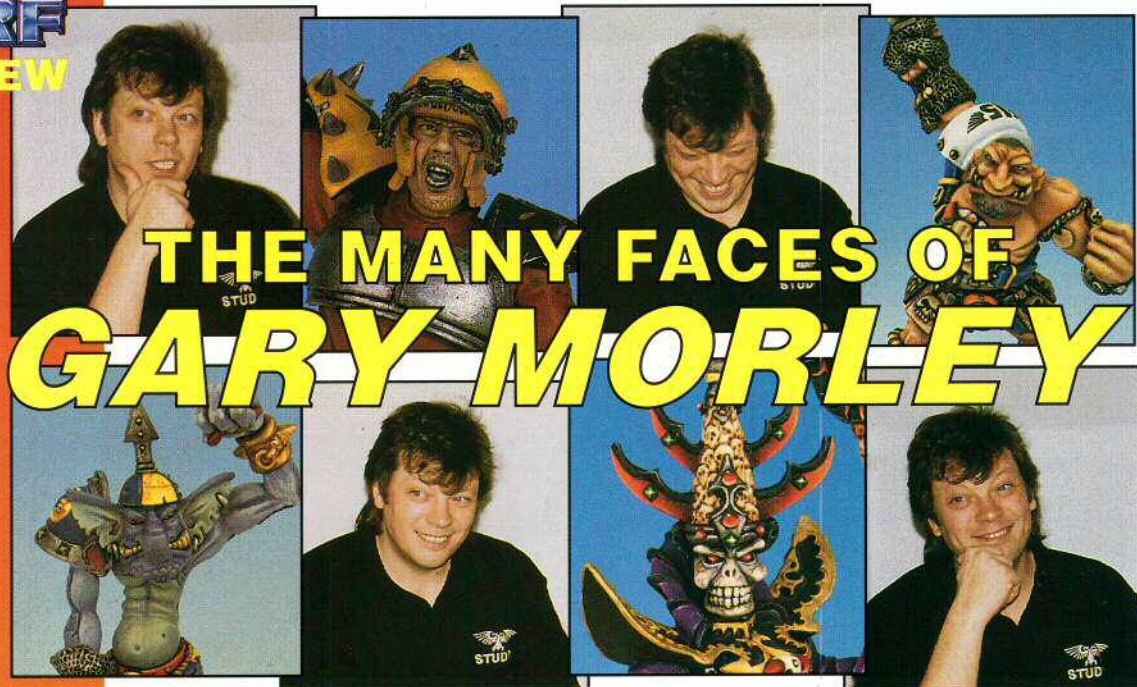
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Gary Morley is the man behind the dark glasses – master figure sculptor, Blood Bowl coach extraordinaire, and racer of fast cars. We finally managed to pull Gary away from his new Wood Elf models long enough to talk to him about... well, you'll just have to read on to find out what he had to say to our fearless reporter, Steve Anastasoff.



Before designing the Goliath gang for Necromunda, Gary converted this gang of concept models, using bits and pieces from a whole host of different figures.

Steve: OK Gary, now you have your dark glasses on, why don't we start off at the beginning. How did you get into sculpting? How did it all begin?

Gary: I was originally working for several different companies making historical

and fantasy miniatures, but I've always wanted to work for Games Workshop, from right back when they first started.

Steve: So how long have you been here now?

Gary: I've been here for about three years... er, three years and seven months. The first thing I did was Ghouls, four Ghouls.





Gary is a huge Blood Bowl fan... so much so that he's sculpted this entire Norse Blood Bowl team just for himself!

Steve: So, looking back on what you first did, looking back on those first Ghouls, what do you think of them now? I mean, how would you do them differently? Would you do anything differently?

Gary: I think I was still learning then...

Steve: What about the Undead characters, Nagash for example?

Gary: Yeah, I'd like to remake him though. That was the first multi-part model I ever made, at least of that size, so I wasn't too dissatisfied with it overall, but I think I could do better next time.

Steve: I've noticed that most of the stuff you've done is fantasy, is that because you prefer doing fantasy?

Gary: Well, I don't want to go down in history as saying I don't like models with guns, but I think that out of the two major systems Warhammer is my favourite. I would like the opportunity of making a range for Warhammer 40,000 though.

Steve: I know that you're a big Blood Bowl fan, but what other games do you like to play?

Gary: Apart from Blood Bowl, I've only really played Warhammer. I'm building a new Bretonnian army with some Wood Elf allies at the moment. I've made a start with some of the old miniatures.

Steve: As well as the fantasy stuff, you've also been making a lot of Necromunda miniatures recently. You did all the Goliaths, and I don't know if you've noticed yet, but in the "Most Wanted" campaign that's been running across the country the Goliaths actually came last. I was just wondering how you felt about that?

Gary: How do I feel about that? Well... ha, ha, ha... Oh, I don't know.

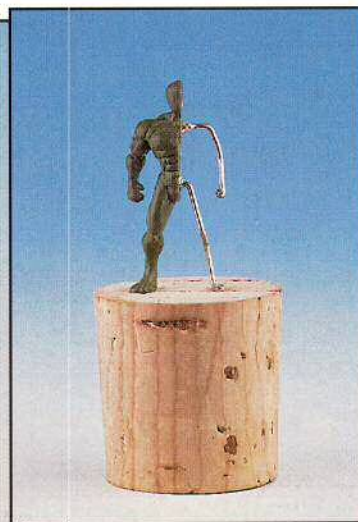
Steve: At least the Van Saars came second, and you did them as well! I think one big thing that people would like to know about is where you get your inspiration from. Are there any

"I've always wanted to work for Games Workshop, from right back when they first started."





These are just some of the many tools that Gary uses for sculpting. All miniatures start off as a wire frame, around which the miniature is sculpted out of "green stuff", a type of modelling putty.



position. It would make a very good model like that.

Steve: Someone was pointing out earlier that some of your Wood Elf miniatures reminded them of characters from the film *Braveheart*. Have there ever been any times when you've been watching a film or something and you've just thought, oh wow that's so great, I have to go away and sculpt something just like that, capture that feel?

Gary: Certainly. When I was doing Blood Bowl miniatures, *Salute to the Jugger* and films like that were an inspiration. I'm a big film fan, *Blade Runner* is one of my all time favourites, though I like historical dramas as well. Yeah, I think possibly we're all influenced by everything that goes on around us. Sometimes just a tiny bit of detail or a character movement will give you inspiration for a position for a model.

particular artists you admire, or a period in history or any particular mythological backgrounds that you like to draw from?

Gary: Well, I'm influenced by John Blanche's and Wayne England's concepts a lot. When I start a model I won't necessarily sketch it out because the briefs are generally quite good, so I usually go away with an idea in my head. I find it works better that way, though occasionally I will sketch the whole thing out. Some of the figure designers draw everything out completely and then stick to that, but that doesn't really work for me.

Steve: Recently you've been working on the *Waywatchers*, which I think are some of the best models I've ever seen. What kind of things influenced the way you did those?

Gary: Well, as far as artistic styles are concerned, I think the pre-Raphaelites are one of my favourites. It's a gut thing, really. It's just that I can really appreciate the art.

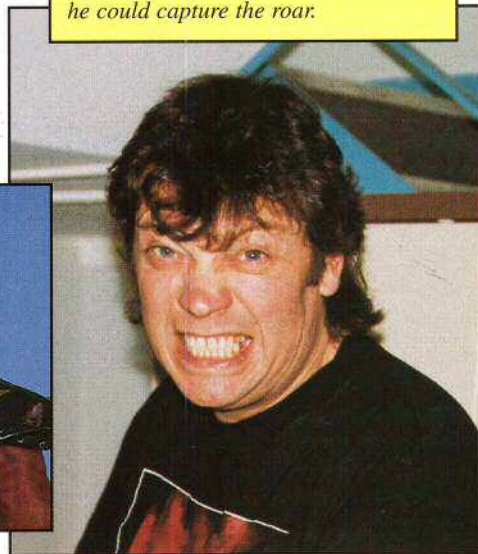
Steve: I see you've got Mark Gibbons' drawing of Orion there, you're going to be doing him next. Is that going to be based very closely on Mark's drawing?

Gary: Yeah, I think pretty much. I mean Mark's very good, he's another good source of inspiration. Mark really captures the spirit of Nigel's text from the Wood Elf book. The way he's holding the spear would make a good

Notice the resemblance? Not surprising really, considering that Gary used a mirror when he was sculpting the face of this model, so that he could capture the roar.



*"...recently you've been working on the *Waywatchers*, which I think are some of the best models I've ever seen..."*



Steve: Are there any particular things that you like sculpting more than others?

Gary: Well, I used to make historical miniatures for another company before I came here. I like sculpting historical miniatures, as well as fantasy. Actual bits of sculpting that I like best, well faces are probably my favourite part of the model... next to finishing it!

Steve: Talking of faces, I noticed that your Blood Bowl star player, the Golden Demon entry, bears a striking resemblance to yourself... was that intentional?

Gary: Yeah, when I did that I used a mirror, to get the roar, to make sure I got it right.

Steve: So how did that guy come about and how long did it take you to make it?

Gary: When I worked it out it was something like fifty hours. Blood Bowl's a particular passion of mine. I've always been a bit disappointed by the fact that I never actually got a chance to do the metal human Blood Bowl team. That's not to say that the plastics aren't good, but this is how I would have liked to have seen them...

Steve: How would you have done him differently in 28mm?

Gary: There are a lot of things that, when you're sculpting in 28mm, that you just wouldn't be able to do, or just wouldn't look right on this sort of larger scale. One of the characteristics of Games Workshop is that things are made purposely over

large to emphasise the strengths of a character. Once you start to upscale you start to realise...

Steve: ...just how big those Goliath muscles really are!

Gary: That's right, yeah! So on this I've just toned down that exaggeration.

Steve: So are there any kinds of things that you don't like doing? Anything you don't like sculpting...?

Gary: Well there's nothing in particular. There are times of course when, in the practice of making miniatures, you go away and very often think, well I could have done this differently. When you're working constantly you don't always see things that you might notice otherwise. Generally, with most things, if they go wrong I'll put them right there and then.

Steve: So you're not fed up doing leaves yet?

Gary: No, no, no... though they take a while...

Steve: Do you paint your own miniatures as well? Or when you've finished sculpting do you just think "I've had



"...the beauty about fantasy sculpting is that you can run riot..."

Gary converted this Imperial Guard squad by cutting the heads off a squad of Mordian Iron Guard and reattaching them to the bodies of Catachan Jungle Fighters and Cadian Shock Troops.





Notice how much the little additions, such as the grass on the Wardancer's base and the feathers on the Elector Count, add to the overall effect of Gary's miniatures.

enough of this model I don't want to look at this any more?" Do you like to actually get down and paint all your own miniatures?

Gary: Well, I occasionally paint my own miniatures. It's one of the questions we're often asked, as figure designers, do we paint our own models. When we're working on something we mostly don't think about the colour, we're just thinking about the form. You can sit there when you've finished it, and think it would look nice in a certain colour, but I think really that's for others to decide. It's fantasy, so you paint the miniatures however you want. As far as painting, I think I get most enjoyment when I'm actually making the miniature. When it's done, it's done, so picking up a model I've made to paint isn't as satisfying as painting somebody else's.

Steve: Do you get an extra sense of satisfaction when your model's gone down to the 'Eavy Metal team, they've done their stuff and you can see it in the pages of White Dwarf?

Gary: Yeah, it's always good to see. Occasionally though I think I'd have done it differently.

Steve: Another thing I want to ask you is about motivation. What actually motivates you? What drives you to come into work when you get up in the morning?

Gary: Well it all began when I was about nine and I got my first box of Airfix soldiers. I was first introduced to wargaming when I was about 16 or 17, well proper wargaming, and then it went on from there. It was historical to start with. Historical battles still feature quite a lot in my wargaming, but the beauty about fantasy sculpting is that you can run riot, well within the limitations of the brief. My first game was American civil war.

"...it all began when I was about nine and I got my first box of Airfix soldiers."

Gary's original Blood Bowl team, Morley's Marauders, became the first team to win the Studio Blood Bowl trophy, a feat Gary hopes to repeat this season!



Steve: When did you start sculpting, how long ago was it?

Gary: The first miniature I ever sculpted was in 1979, a 15mm English civil war soldier. Unfortunately I had to give it up for about 12 months. Although I carried on with the hobby, I didn't really seriously think that you could make a living out of it, at least not a good one. I think it was 1986 that I began painting miniatures for a living...

Steve: Painting for a living?

Gary: Yeah... then the company I was working for suggested that I started sculpting and I thought, hmmm...

Steve: So, have you ever had any formal training?

Gary: No. The only kind of training I ever had was going to visit a sculptor in York and he sculpted in a very weird way. He does everything in relief on the back of a plate...

Steve: Yeah, that's very weird. Do you ever do any sculpting for yourself, just purely for your own pleasure?

Gary: I have done, yeah, but not a great deal.

Steve: Would you consider yourself an artist as well as a sculptor?

Gary: No probably not, no... I think primarily for figure designers you need something different...

Steve: So what makes a good figure designer?

Gary: For Games Workshop, you need an appreciation of Games Workshop's style. You also need a good appreciation of anatomy. It's a tricky one actually, to ask a figure designer. Perhaps it shouldn't be tricky, but...

Steve: What about things outside Games Workshop, are there any other great passions in your life?

Gary: Well, apart from wargaming... I just went for a day out at Donington, driving racing cars very fast around their racing track. If I had the money I'd do more of that...

Steve: It seems to be a popular release for Games Workshop designers, driving cars and bikes very fast...

Gary: Well, maybe that's just because we sit around all day...



Steve: You've also been working on a project with Dave Andrews, Formula Waaagh! Did that come about after your racing trip, or was it the other way around?

Gary: Formula Waaagh! was an idea of mine and Dave's that had nothing to do with my racing. We knew the new Ork Buggies were being worked on, and we thought it would be a really fun idea.

Steve: Perhaps you'd better just let everyone know what Formula Waaagh! is?

Gary: It's something we're working on for next Games Day, something a bit wacky. The idea is that each player has a team, a bit like a Blood Bowl team, with drivers, Gretchin mechanics and so on. We're going to build a big track to race around. You'll be able to have small, fast cars, or large heavier ones that are better at handling oil slicks or things like that.

Steve: And finally, what's your favourite miniature out of all the ones you've ever made?

Gary: Well I always like doing character models, but I've got a lot more miniatures to make yet and my real favourites are always the ones that I've got to do next!

Steve: Thank you.

"...you need an appreciation of Games Workshop's style. You also need a good appreciation of anatomy. It's a tricky one..."



As a special demonstration game for next Games Day, Gary Morley and Dave Andrews have been building and test driving these Formula Waaagh! Ork Buggies. Both are based around the new, and as yet unreleased, Warhammer 40,000 Ork War Buggy.

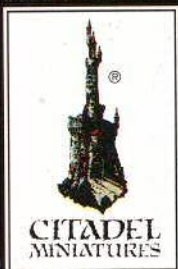
WARHAMMER 40,000

IMPERIAL BASTION



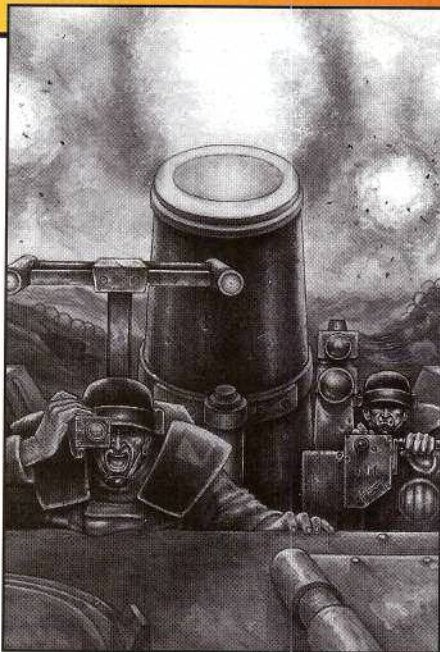
The Imperial Bastion makes an impressive centerpiece for any Warhammer 40,000 battle. It can be used as a game objective, to provide a theme to your battlefield or just to add interesting terrain to your games. The overall dimensions are 23cm high, 30cm wide and 23cm deep. This box contains one complete

Imperial Bastion plastic and card model including detailed assembly instructions. We recommend that you glue your Imperial Bastion model together to give it extra strength. Glue not included. Imperial Bastion artwork by Richard Wright.



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INCOMING...!



Imperial Guard armies are unimaginably vast, and the co-ordination of such large forces is difficult and time consuming. Inevitably an Imperial Guard attack is unwieldy and clumsy, but once it has gained momentum it is unbeatable. Compared to the small, manoeuvrable and precise forces of Space Marines, the Imperial Guard is like a crude hammer-blow next to a surgical incision.

The tactics of the Imperial Guard reflect the structure of its armies and the large scale actions they are involved in. The Guard relies upon mass of firepower to overwhelm the enemy. To bolster this the infantry are supported by large tank formations and artillery whose massive shells pound the enemy in preparation for the attack.

PRELIMINARY BARRAGE

The barrage of heavy artillery is a strong feature of the Imperial Guard both in attack and defence. A heavy pounding is the ideal way to soften up the enemy and open gaps in their lines. To represent this, the Imperial Guard player is allowed to mount a preliminary barrage before the game begins.

Once both sides have deployed, but before either side has taken its first turn, the Imperial Guard player can bring down a barrage of fire upon his enemy. To represent the effect of the barrage it is convenient to base the amount of fire on the number of heavily armed vehicles in the army. All

barrage shots are worked out as follows. Count up the number of Leman Russ battle tanks, Basilisks and Griffons. For each of these count one towards the total shots in the barrage.

All the applicable models deployed on the tabletop can be counted towards the barrage. Any models kept in reserve can also be included if the player wants. Obviously, the player will have to indicate which reserves are contributing, thus giving away some details of his reserve forces. Each barrage has the following profile.

Weapon	Str	Dam	Save	Armour	
				Penetration	Special
Barrage	8	2D6	-3	3D6+8	2" Blast

The Imperial Guard player fires each of his barrages one after the other until all have been fired and the barrage is over. Barrages are directed onto their targets by the commanding officer of a Command squad or a Command HQ. For each barrage take a 2" blast marker and place it in sight of the commanding officer of any of your Command squads or the Command HQ. The target must be the closest target to the officer as if he were himself shooting. See the Choosing a Target rules in Warhammer 40,000.

As each marker is placed roll a Scatter dice (marked with HIT and arrows) together with an Artillery dice (marked MISFIRE and the numbers 2, 4, 6, 8 and 10). Consult the Barrage chart on the following page.

COMM-LINKS

It is common for some Command squads to include a Guardsman equipped with a powerful communications system or **comm-link**, as they are known. These systems enable the unit's officer to call down support from heavy weaponry behind the front lines.

Comm-link units are heavily shielded from stray electromagnetic interference and use an oscillating frequency that is almost impossible for the enemy to detect. Even if the enemy did intercept the scrambled messages it is doubtful whether they could make much sense of them without complex deciphering equipment.

If a Command squad or Command HQ includes a Guardsman with a comm-link then the squad's commanding officer may call down a barrage during the game. The commanding officer can

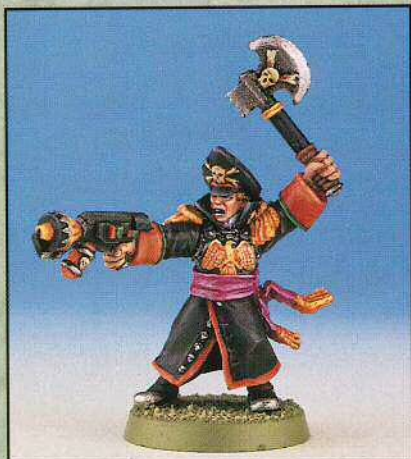


By Rick Priestley

The use of heavy barrages is an essential part of the military doctrine of the Imperial Guard. In this article, Rick Priestley gives us the full rules for using barrages and comm-links in Warhammer 40,000.

IMPERIAL COMMISSARS

Commissars are held in fear and respect by the soldiers of the Imperial Guard. Their role is to maintain the discipline and honour of the Emperor's fighting troops and, if necessary, to give their lives as an example to their comrades.



Commissar with hand flamer and power axe



Commissar with boltgun and sword



Commissar with power fist and sword

COMM-LINKS



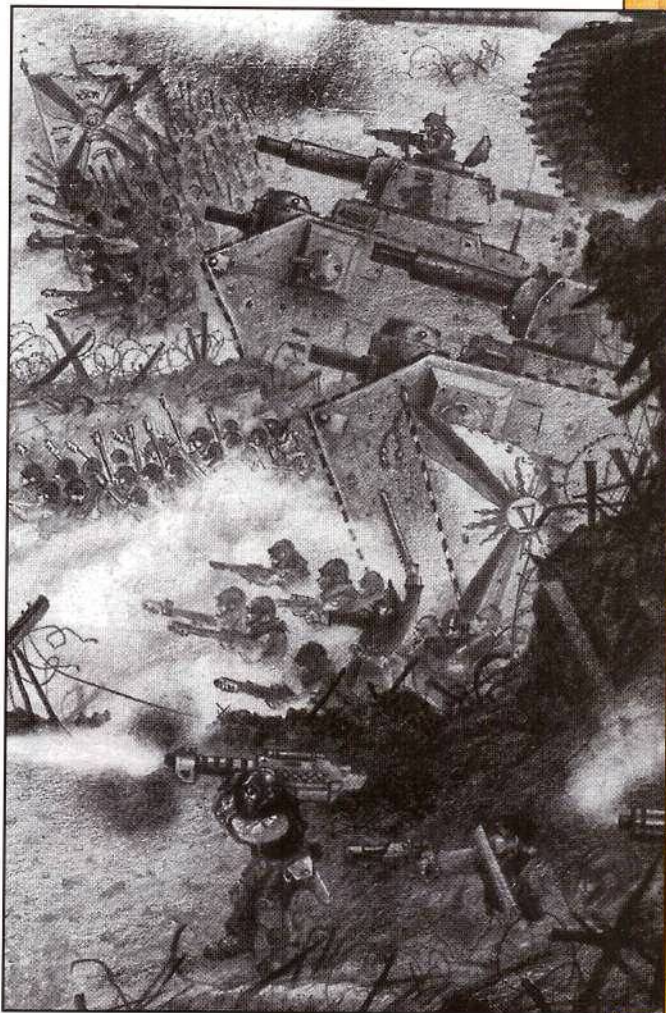
only do this if he is still alive! Once the squad's officer is dead, or the model carrying the comm-link is killed, the comm-link cannot be used to bring down further bombardments.

CALLING DOWN FIRE

At the start of his first turn the Imperial Guard player rolls a D6. If you roll a 1 roll again until you get a score of between 2 and 6. The score establishes the levels of electromagnetic interference on the battlefield. The higher the value the worse the interference and the more difficult it will be to call down fire.

At the start of the second and each subsequent turn, the Imperial Guard player can call down one barrage for each commanding officer whose squad includes a Guardsman with a comm-link. Roll a dice for each request for bombardment. If the dice score is equal to or beats the interference level already established then the message gets through successfully and you can work out a barrage as described below. Work out one barrage for each successful request. If the dice score is less than the interference level then the request does not get through and nothing happens.

Work out the results of any barrages before taking the rest of the turn. This enables the Imperial Guard to move into gaps created by barrages, or to exploit the destruction of the enemy in the most appropriate way.



This is essentially the same process as a preliminary barrage except that the amount of fire is likely to be less.

BARRAGE

Although many different heavy support weapons and even orbiting spacecraft would contribute to these barrages, a convenient way of representing this fire is to treat each barrage as a single shot (in the same way as a preliminary barrage). Each shot will have the following profile:

Weapon	Str	Dam	Save	Armour	
				Penetration	Special
Barrage	8	2D6	-3	3D6+8	2" Blast

For each successful request for bombardment take a 2" blast marker and place it in sight of the commanding officer of the squad that requested it. The target must be the closest target to the officer as if he were himself shooting. See the Choosing a Target rules in Warhammer 40,000. Once the marker has been placed roll the Scatter and Artillery dice, exactly as for a pre-battle barrage, and move the marker to its final position as indicated in the Barrage chart.

BARRAGE CHART

SCATTER DICE	ARTILLERY DICE	RESULT
 (any roll)		No effect. If the Artillery dice is a <i>Misfire</i> then the shot is a dud.
	 (any number)	Direct Hit. Models under the marker are hit, models partially under are hit on a D6 roll of a 4+ as usual.
	 (any number)	Stray Shot. Move marker distance indicated in the direction of the arrow. Then work out hits as normal.



(any roll)



No effect. If the Artillery dice is a *Misfire* then the shot is a dud.



(any number)

Direct Hit. Models under the marker are hit, models partially under are hit on a D6 roll of a 4+ as usual.



(any number)

Stray Shot. Move marker distance indicated in the direction of the arrow. Then work out hits as normal.

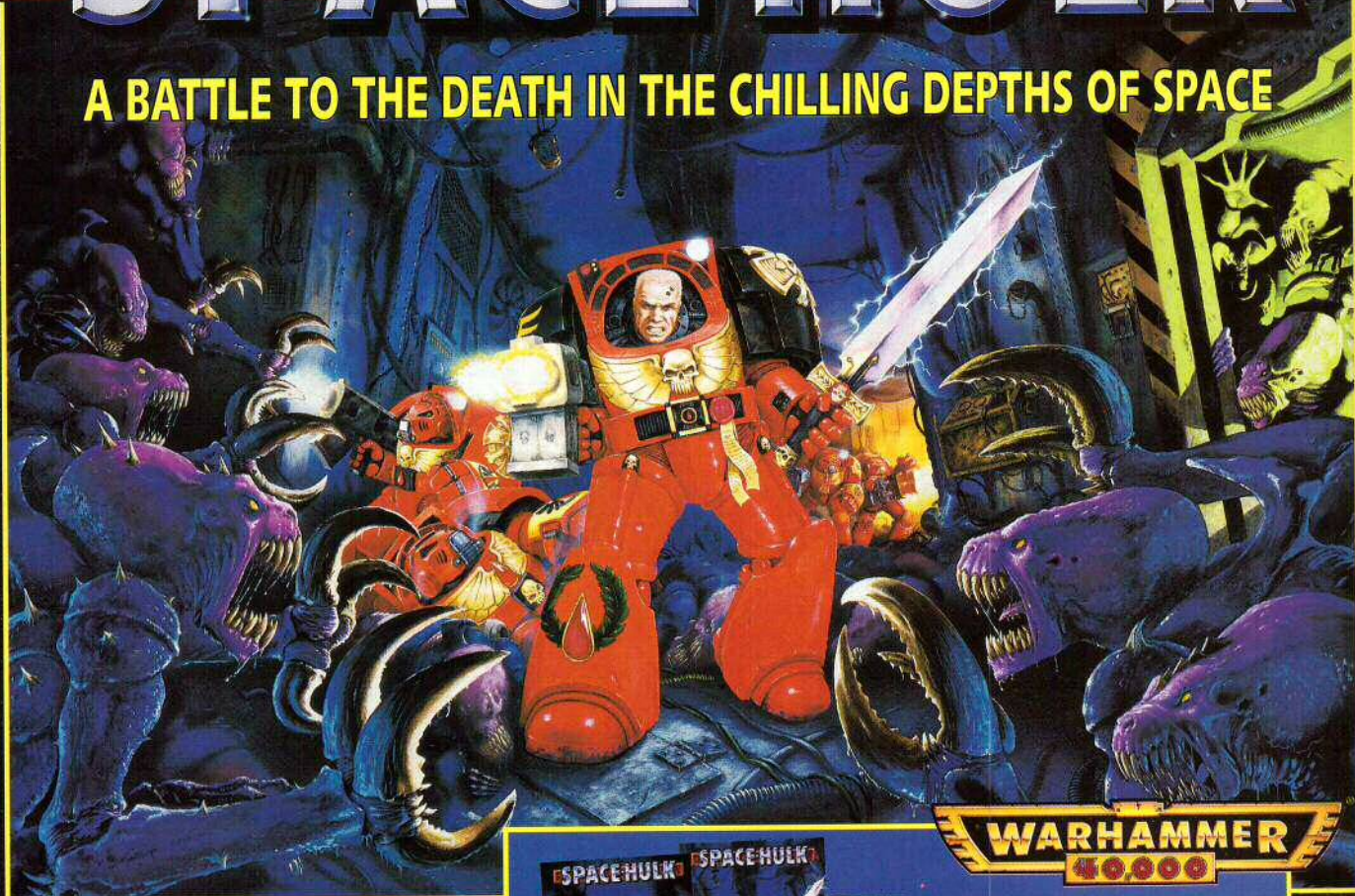


"Negative, NEGATIVE! That was co-ordinates Alpha-zero beta, not..."

Imperial Guard barrages can go astray for a variety of reasons.

SPACE HULK

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



WARHAMMER
40,000

In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.

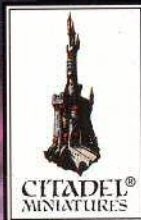


Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.

In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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GAMES
WORKSHOP

ARMY-GEDDON

A while ago we started hearing rumours that the staff at our Plaza (Oxford Street) store were getting quite good at painting – their store armies were possibly the best across the whole chain, or so we were told. Well, we hear this kind of stuff all the time and didn't pay much heed (cynical souls that we are) until someone mentioned that their store manager was Richard Gunnson. Richard is a great painter and has already had his miniatures in White Dwarf in the dim and distant past. Perhaps there was something to this rumour after all. To find out more we sent along one of our intrepid reporters to investigate. Posing as an innocent gamer, he tracked down the store's top painters and managed to get the following comments out of them before being rumbled – some people are just too modest!

RICHARD GUNNISON (DA BOSS)



"I've been painting Orcs and Goblins for absolutely ages.

The army's just about done, with only one thing left. I'd really like to add a big Warlord character in a chariot pulled by three mean-looking war boars. I think it'll look excellent and will finish the army off nicely: the crowning glory of the horde. I've also just started an Imperial Guard force. As soon as I saw the Catachan Jungle Fighters I just had to get some squads painted up. The whole range is great – just what I've always thought the Imperial Guard should be. It feels great to start a new army and see it growing."

DEAN CLAYTON

"Painting and modelling are in my blood! Although I do enjoy gaming (it's part of why I paint), painting and modelling are my favourite part of the hobby. I've been painting for about ten years, but I really started to improve round about two years ago. Of all the miniatures I've painted recently, Mephiston is



Each of our stores has its own armies and possibly some of the best you'll see are those painted by the staff of our Oxford Street store.

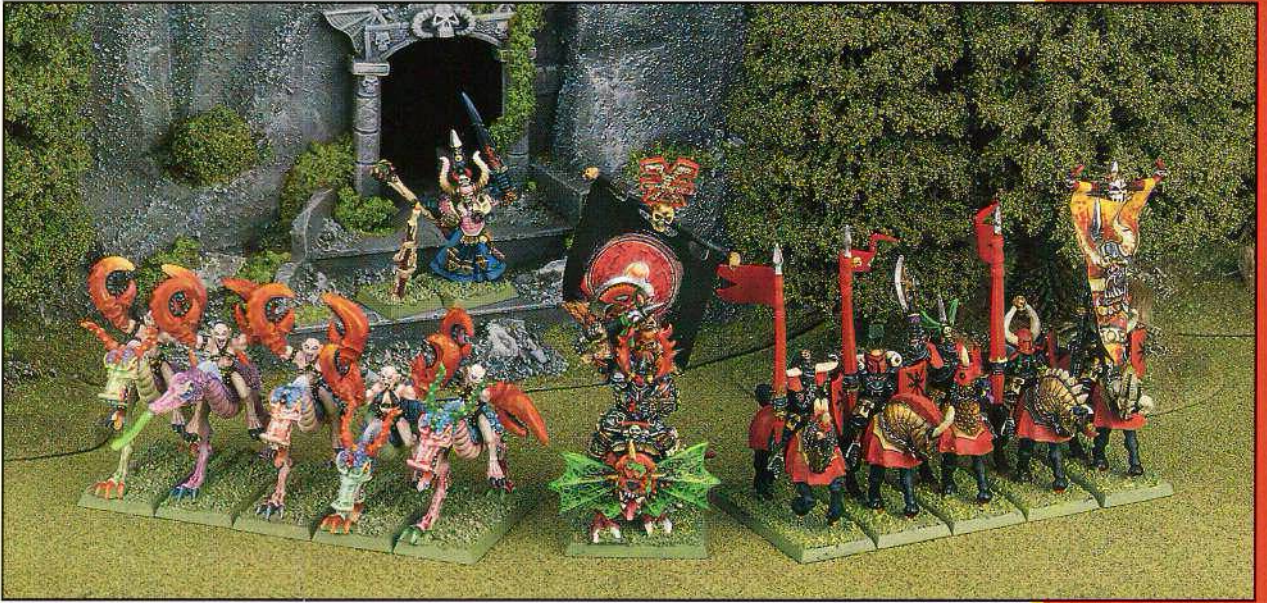




my favourite. It's a cool figure and only needed a few tweaks to get it just the way I wanted. I use a white undercoat which gives a lot of scope for experimentation, and I've been experimenting a lot with washes just lately. I

think the best approach to painting models is that tidy base coats are better than a full-blown "technical manual" gone wrong. If you've got a bit more experience, nicely defined details are a must. I would suggest that anyone converting their models should start small. If you start with a weapon or head swap you'll find that things grow and your conversions get more complex almost by themselves!"





JO BAIN

"I've been painting for about nine years now, starting off with the original plastic Skaven. Looking back they were pretty awful as I'd used enamel paints and it hadn't

really worked out... Unlike most of the 'Eavy Metal stuff, I use a black undercoat on my models, except my Blood Angels who need a good white undercoat to get the best red effect.

I prefer to keep my conversions simple, small and subtle, like a swapped backpack or a weapon

change. I converted Jain Zar's *Silent Death* into Asmodai's *Blades of Reason*, for example. I like painting more than gaming as I feel it's a bit more creative and I can do it whenever I like – you don't need a spare opponent to paint with! I'm a fairly prolific painter. I've been assembling my High Elf force since the army book came out and could probably muster 10,000 points of the pointy-ears if I wanted to. My Dark Angels are also going well, I've completed just over 4,000 points in the last six months, which I think is really good going! My Epic Eldar force has got dozens upon dozens of Titans and keeps me busy to this day – an army's never really finished, is it? There's always something else to add.

Of course, the best way to improve is just to get your brushes out and practice, practice, practice!"

If you want to talk to Dean or Jo about anything at all, or want to look at the miniatures on these pages for real, then just pop into the Plaza store – they'll be happy to see you.



WARHAMMER 40,000

SPACE MARINE VEHICLES

SPACE MARINE PREDATOR



SPACE MARINE RHINO



SPACE MARINE RAZORBACK



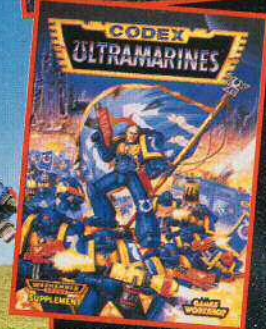
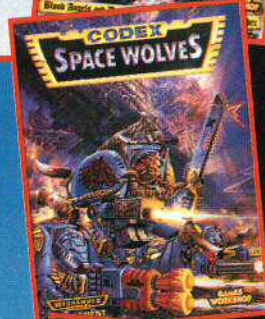
SPACE MARINE LAND SPEEDER



SPACE MARINE WHIRLWIND



SPACE MARINE DREADNOUGHT



These models are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. They are Citadel Miniatures Expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. The plastic components are moulded in a hard styrene compound which is particularly suitable for modelling and painting. All these boxed sets contain waterslide transfers, some also include self-adhesive banners.

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**GAMES
WORKSHOP**

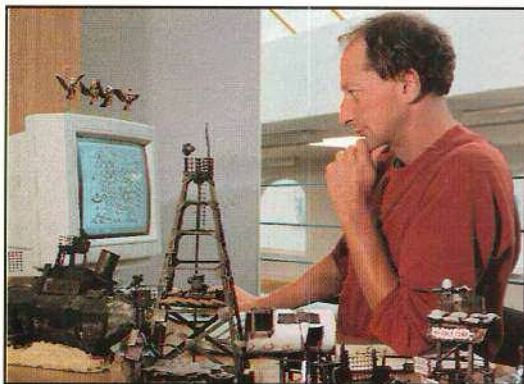
• THE EPITOME OF WARHAMMER •



STILLMANIA



• OR, DOES FUN STILL EXIST? •



STYLE OF PLAY

There is more than one way to play Warhammer. Not many people know this. Most of the games I hear about or see being played seem to be stereotyped and predictable. Two 3000 point armies clash (or rather, stand around thinking about it) and fight doggedly, wearing each other down until two or three awesome characters end up stalking each other across the stricken battlefield. Everyone else has either been slain or has fled. It's a bit like chess, where the entire board is cleared until it's down to a king, a rook and a queen stalking the losing player's king and trying to secure checkmate. This isn't the heroic battles of history or literature that I've read about!

What is the reason for this? I can tell you now, for certain, that it isn't the game or the rules. I have played and seen many exciting and decisive games which are not at all like those I have just described, and these games were played using the very same rules and troops as anyone else has. What then is the secret ingredient? It is using *your imagination!*

There are some styles of play which definitely lack imagination. I would like to identify a few of these:

- A fussy obsession with the right kind of magic item and worse still, the quest for the all-powerful combination of magic items. No doubt you only ever play against complete novices if you rely on these tactics – they don't scare me!
- Playing too defensively: relying on shooting, magic and war machines to beat your opponent whilst hiding your

own troops in their deployment area. This means they are well placed to flee right off the table when they go, and if you are playing a decisive opponent rest assured, they will go!

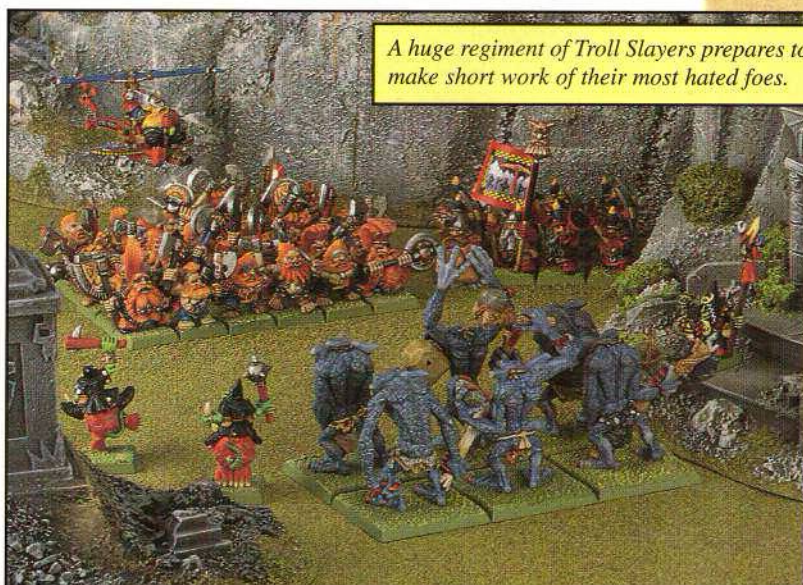
- Using tiny units of too few models. By attacking in detail you will be defeated wholesale! Don't let a mob of fifty Goblins with a colossal rank bonus grind you down!

- Not playing to the spirit of the rules, or worse still, not reading the rules for yourself and believing in hearsay. Who hasn't seen occasions when all present have known perfectly well what the rules intend, but someone has chosen to stretch the letter of the rules to gain an advantage. If you can see what the rules intend, then the rule has succeeded in communicating the way to proceed. You can't get out of it I'm afraid, it has! Play in the spirit of the rules and the game will benefit. Play the game for the game's sake!

- Always playing against inexperienced players. Some players only ever take on players they know to be less experienced than themselves. They know (or think they know) the rules better, and unfortunately manage to convince a new player of their knowledge. As long as they avoid crushing defeat by the experienced tacticians they can maintain a myth of invincibility! Be fair to newcomers to the game and accept the challenge of an experienced opponent – you may learn something!

A personal view by Nigel Stillman

Nigel loves gaming. He loves painting up armies, modelling terrain and creating impressive battlefields (many of you will have seen his creations in Modelling Workshops). However, what Nigel loves best is fighting battles. Proper battles...



A huge regiment of Troll Slayers prepares to make short work of their most hated foes.

“Play in the spirit of the rules and the game will benefit. Play the game for the game’s sake!”

Here’s the counter tactics for the last problem! It’s a good idea for newcomers to the game to seek each other out and play plenty of small, friendly games just to learn the rules. Put aside all concerns about winning for the time being, just concentrate on learning the rules. Discuss and debate the interpretations between yourselves and hone your tactics to perfection. Then you will be ready to take on the more experienced players and the “know-it-all’s”. Then you will see for yourself whether or not they really know anything!

NEW IDEAS

As part of playtesting new armies and campaign scenarios, some completely new approaches to playing Warhammer have been revealed to us. We have never had so much fun with 1000 points! The following explains some of these ideas...

SMALL ARMIES

For a long time everyone always played with a 3000 point army. It was getting to the stage where players felt that they couldn’t start playing Warhammer at all until they had collected and painted 3000 points. Even the most industrious and diligent players were becoming old before their army had taken the field! Then came Jervis’ tournament. He, in his infinite wisdom, set the armies at a sensible and manageable size of 2000 points. Suddenly it became possible to gather an army rather more quickly.

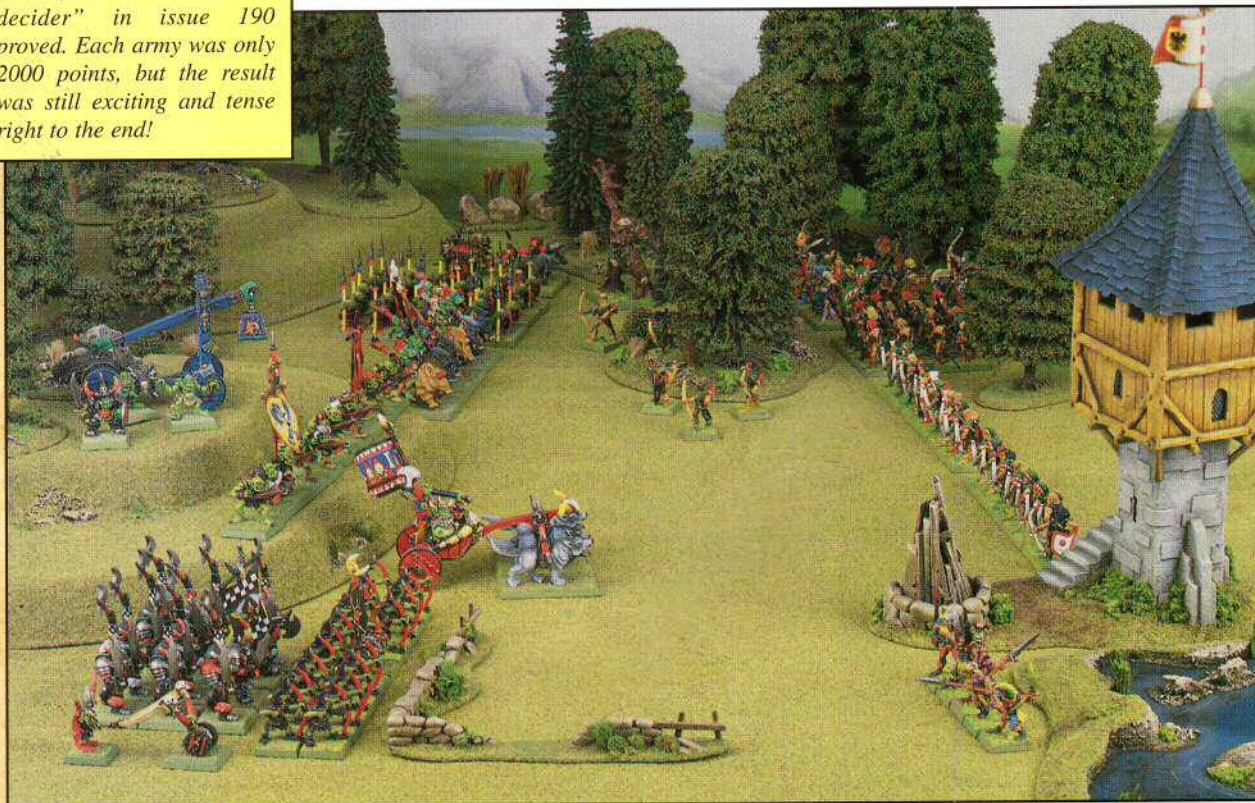
When you set your target on 2000 rather than 3000 or more points, you begin to think differently about the composition

of your army. Perhaps the biggest influence is the welcome knowledge that you can expect to meet opponents who have a similar army. The emphasis falls back on useful tactical units rather than awesome, all-powerful characters and monsters at a colossal points cost. These have their place, and a tactical scheme can be built around them, but they become just another tactical option rather than a necessity. This is the way it should be.

This is not to say that collecting 3000 points is going too far, it isn’t. You probably need 3000 points in your collection to have a good choice of units to pick a 2000 point army from. Also, there will always be occasions when you want to use the full 3000 points, especially if you indulge in a campaign. One of the good things about a campaign is that it will generate opportunities for armies of 1000 points, 2000 points and 3000 points or more. In this way the tactics and strategy of Warhammer can be explored to the full.

Through playtesting scenarios I have discovered that quite amazing battles can be played with armies of only 1000 points. The General of such a force can be a Hero or a Master Wizard. Since the battle is a scenario, there is an objective to the game and a “sudden death” victory condition. This means that if one side gains the objective, the battle ends suddenly in a victory for that side. Otherwise the game continues for a set number of turns (ie until dusk puts an end to the hostilities). In a campaign involving several battles, victory in one of the battles results in an advantage in the next battle or the final battle.

You can have really good battles with relatively small armies, as our “Tournament decider” in issue 190 proved. Each army was only 2000 points, but the result was still exciting and tense right to the end!





The massed regiments of the Gathering of Might (White Dwarf 181) can serve as an inspiration. Although the battle itself was also massive, the awesomely destructive potential of the large units wasn't lost on the players!

The effect of this is to concentrate the mind on choosing an army of 1000 points which can win the objective. You end up thinking completely differently to the usual set piece battle. You also end up playing differently. Players become more decisive. It no longer makes sense to hang around the deployment zone shooting for ages. Troops are sent forward in reckless attempts to snatch victory, and guess what, they usually do!

DRAMATIC SCENARIOS

A scenario is a brief story, plot or script if you like, for the battle. It tells you a few facts about the encounter. These are basically why the battle is being fought, what the objectives and victory conditions of each side are, the forces available to each commander and any special rules you care to invent for the purposes of the battle. What a scenario does is introduce a little bit of thought into the game which will make it a lot more interesting. Think about all the adventure films you have seen, especially the storyline, and consider how the film director might approach a game of Warhammer. Well, you and your opponent are the directors! Do you think of the game as a drama or as a competition? There are occasions when it can be either or both, but on the whole, I think there is more fun to be had by thinking of it principally as a dramatic event.

Often two players will set up a table and deploy their armies into battle lines without a thought as to where or why the battle is being fought. This is a very dry and abstract thing to do. With all the rich background information there is for the armies of the Warhammer World, isn't this a rather unimaginative way to go about it? Should

every battle be the same old fight with just a different opponent? I think this comes from the same dark abyss of the mind as the desire for all the armies to be the same: really rather bland, with war machines in all of them and cavalry in the Dwarf and Skaven army lists, tree-loving Wood Elves wielding tree-chopping axes and a host of other things not in character with the army's race or culture (alas, we frequently get requests for this type of nonsense...). The time to clean out the cobwebs is nigh!

The standard set piece battle with two 3000 point armies is actually a scenario. It is the "pitched battle" scenario. Both armies have obviously marched to the battlefield, encountered each other, camped for the night and deployed at sunrise a bowshot apart.

Actually, there are, at the very least, a dozen ways in which two large armies can approach the battlefield and deploy. One example of a possible variation which I have tried a lot recently is where each player deploys one unit alternately. The player who finishes deploying his army first (ie has the fewest units) is allowed to move a unit a few inches forward for each remaining unit his opponent deploys. This represents a small, compact army gaining ground while a larger rambling horde struggles to organise a battle line. By varying the game in this small way you can give prominence to completely different tactics and style of play. Other possibilities include troops arriving on side edges of the table as reinforcements, and deployment zones which are deeper or surround the opposing army.

"Think about all the adventure films you have seen, especially the storyline, and consider how the film director might approach a game of Warhammer. Well, you and your opponent are the directors!"



Over a weekend, some of the studio staff fought out an Undead attack on an Empire castle. They played down the length of a 12'x6' table – a simple but effective way of making the battle something different.

“...such monstrosities as 20 Knights Panther (they’ll take on an entire army!), 50 Halberdiers (here to stay), 50 Flagellants (are the enemy hitting us or is it the fleas in my rags?), 50 Dwarf Slayers (the ones that reach the foe are very angry), 60 High Elf Spearmen (can you believe it – we don’t care about flame cannons!), 24 Kislevite Horse Archers (come and get us, you fanatics!)... ”

These variant ways of deploying for battle imply the story behind the battle in some way. Perhaps both sides are rushing for possession of a dominant terrain feature in the middle of the battlefield, it could even be a temple containing magic items. Perhaps one force has been

surrounded and is grimly holding a village from attack on three sides, or one side has been outflanked and is caught between two prongs of the enemy army’s attack.

You can weigh up the strategic advantages and disadvantages to either side and compensate in some way by the arrangement of the terrain or by allowing one force to have more points than the other (shock, horror, gasp!). There is no reason why two armies should always be the same points value when the game is not part of a competition. If you decide that the victory condition for the smaller army is to hold out for a certain number of turns and the victory condition of the greater army is to win by the fourth turn, then both sides can

win. In this way you have introduced an objective. In this case the



objective is to hold out until nightfall or win before darkness allows the foe to get away. It is in fact a rearguard action, and the task of the smaller force is to delay. The battle is obviously part of a larger campaign. Other objectives could be the capture of a vital feature such as a bridge, the slaying of an important character, breaking through enemy barring the pass or ford and so on.

THE BIG BATTALIONS

The minimum number of models in a Warhammer regiment is usually five. For some reason, everyone seems satisfied with minimum-sized units of elite troops. Whether it is five Knights Panther, five Cold One Knights or five Chaos Knights, the story is always the same: small units of the best troops. Why limit the elite troops to such small units? Surely victory goes to the side with the most of the best troops? The implication of this strategy is that the rest of the points value of the army is being used either on other small units of elite troops or, more likely, on numbers of unreliable, less hard-hitting troops. The points are probably also allocated to war machines, magic items and wizards. Small units of elite troops therefore go hand-in-hand with a defensive strategy relying partly on holding back, missile fire, awesomely equipped characters and magic.

You could argue that it is common sense to go for small units of troops rather than big units, especially since big regiments cost a lot of points and take a long time to paint. Perhaps you can console yourself with this after being stung by defeat. If your opponents follow the same strategy, then they too have concentrated on missile fire, magic, war machines and characters. What do you think they’re going to aim at with all this stuff – your small, elite regiments of course!

I have recently started to adopt a completely different tactical doctrine. This is to deploy big units of the best troops. By “big units” I mean such monstrosities as 20 Knights Panther (they’ll take on an entire army!), 50 Halberdiers (here to stay), 50 Flagellants (are the enemy hitting us or is it the fleas in my rags?), 50 Dwarf Slayers (the ones that reach the foe are very angry), 60 High Elf Spearmen (can you believe it – we don’t care about flame cannons!), 24 Kislev Horse Archers (come and get us, you Fanatics!), 20 Winged Lancers (smash through Black Orcs and Savage Orcs and shout “who’s next”), 100 Goblin Archers (overwhelming) or 30 Crossbowmen (a wall of bolts). I have either used these myself and won, or been horribly defeated by such things at the hands of my foes (which went a long way to making me respect big units).

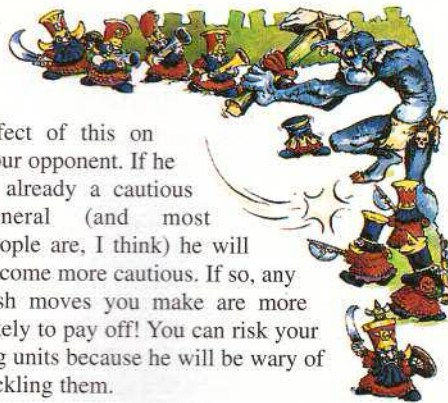
I first started using big battalions just for the hell of it. Then I saw that it worked. It brought victory! I began to believe in profiles and put my trust in armour rather than magic items! The doctrine could be succinctly expressed as “Victory goes to he who rolls the most dice!”

Big units have always been the best option with such troops as Goblins and Skaven. The low points cost and the need for the rank bonus make big units the most sensible option. Even so, the units could be a lot bigger than those generally used. It's amazing what 50 Goblins can do! The tactical advantage of numbers applies equally well to better quality troops, if not more so. The main disadvantage is the high points value invested in a single unit.

My favoured army now consists of several big units led by characters including wizards, supported by skirmishers, one or two small units, a unit of flying troops and one or two war machines. One of the big units will probably be a huge unit of fairly low points value troops.

The others will be big units of very good troops. The emphasis of the entire army is thus on offensive action with most of the points invested in shock troops. Such an army attacks immediately and aims for a quick, decisive victory. It is a tiger which goes for the throat! This kind of army is very different from the sort that is most often seen, which tends to feature missile troops, awesome characters and numerous average sized units of average troops.

Not only do big units fight well, but they also look good. Don't underestimate the psychological



effect of this on your opponent. If he is already a cautious general (and most people are, I think) he will become more cautious. If so, any rash moves you make are more likely to pay off! You can risk your big units because he will be wary of tackling them.

Big units of good troops represent such a points investment that you will want them to be reliable, persistent and difficult to beat. This means looking at the Leadership, protecting against magic and giving the unit every possible advantage in combat. Pick troops with good Leadership for your big shock units. It's always worth including a standard bearer and musician as the advantages these confer on the unit is especially useful to a big unit. A big unit should have a very big and impressive standard. The unit should also be led by a Hero rather than a Champion, to gain the extra

"Victory goes to he who rolls the most dice!"

The best tactical doctrine in the world... probably.

Big regiments have a far better chance of surviving a battle and therefore depriving the enemy of victory points.



Big regiments may be a case of “all your eggs in one basket”, but if your basket is tough enough then this isn’t a problem...

Leadership. The General, and perhaps the Army Standard Bearer and a Wizard can join a big unit to make it even more resilient, as well as gaining protection for themselves.

This is where magic items come in. The Hero and any other characters with the unit can have magic items which help the unit. Pick only the most useful magic items, which are not always the most expensive. Pick magic items which go with the intended tactical role of the unit. There is no need to load down the characters with items, this is a waste of points. These points are better spent on more troops in the unit to make it bigger! I

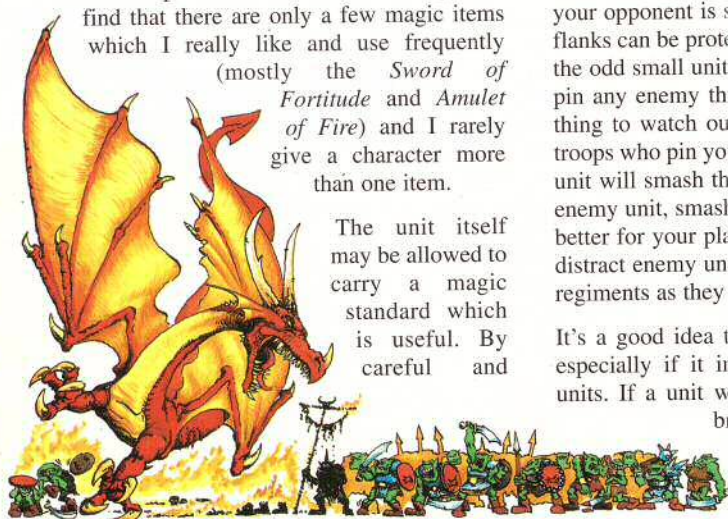
find that there are only a few magic items which I really like and use frequently (mostly the *Sword of Fortitude* and *Amulet of Fire*) and I rarely give a character more than one item.

The unit itself may be allowed to carry a magic standard which is useful. By careful and

economical choice of items you can give the unit some protection from magic and perhaps enhance its fighting ability a bit. However, the Leadership value and number of models in the regiment are the key factors. A unit that cannot be easily wiped out and won't flee is already fairly resistant to whatever the enemy hurl at it. You should combine this with striking hard and fast before the enemy have a chance to damage it much.

The flanks of a big regiment are vulnerable, but often, if the unit is smashing through all before it, the enemy which could have posed a threat to its flanks are fleeing in panic anyway. Either that or your opponent is scared to attack with them. The flanks can be protected by skirmishing troops and the odd small unit who can face off or attack and pin any enemy threatening the flanks. The other thing to watch out for are small units of enemy troops who pin your big regiment. Usually the big unit will smash them, pursue, crash into the next enemy unit, smash that, and so on. However, it is better for your plans if you can counter-attack or distract enemy units who may try to pin your big regiments as they advance.

It's a good idea to advance with all your army, especially if it includes big, high points value units. If a unit with good Leadership panics or breaks, this is in fact an atypical action for the unit. The unit can be expected to rally, since the odds are generally



This large regiment of High Elf Archers is better able to fight in hand-to-hand combat – something very useful against a mighty close combat army like the Chaos horde shown here.



WARHAMMER ARMIES

DARK ELVES



The Dark Elves sail out from the cold bleak lands of Naggaroth on terror raids all across the Old World. This massive boxed set contains a complete **2,000 point Dark Elf army**, including units of Black Guard of Naggaroth, Witch Elves, crossbowmen, Cold Ones, Harpies, and more. No Dark Elf army would be complete without repeater bolt throwers - so we included two of them! There are also character models, sorcerers, and a Dark Pegasus. To fully outfit your models we have added a set of self-adhesive standards and banners for your army.

To go along with your horde of Citadel Miniatures, the box includes a booklet containing a full army list for all the models in the box, complete with points values, characteristics, and magic items. This is a great, one-stop way to collect an entire Warhammer Fantasy army!



SPACE HULK

DEFILEMENT OF HONOUR

by Dean Bass



Sergeant Avernus ordered the squad onto overwatch. Something was not right, the scanners were not making any sense at all. According to the readout, he should be standing virtually on top of one of the foe right now, yet he was alone in the centre of a room.

"Target moving again, vectoring left, directly on your position", reported Brother Lukas.

This was madness. The beast should be here in the room. He checked his own scanner. The alien appeared to be moving back towards him again, from his right. Turning that way, Avernus found his eyes being drawn to a grille high on the wall. Cursing himself, he readied his storm bolter – he had been such a fool! He was not on top of the foe, the creature was above him! The grille on the wall was an entry to some sort of air duct system which was providing an attack route for the enemy.

Without warning the grille shot out from the wall, smashed by the powerful claws of the heavily-muscled Genestealer as it leapt from the hole. Barking orders to his men, Avernus squeezed the trigger of the storm bolter, sending round after round into the foul creature...

The following three missions can be played either as a series of separate games, or linked together to form the *Defilement of Honour* campaign. In the campaign, you play through each mission and record the result, adjusting the next mission with the rules given in its background. In this way, the missions build up to form an overall story.

If you are playing *Defilement of Honour* as a campaign, then the Space Marines must win the final mission to win the campaign. In addition, if the Space Marines also win the first two missions they will gain high honour in the histories of the Blood Angels Chapter. The Genestealers will win the campaign if they win the third mission, but they can greatly increase their chances of doing so if they win either of the first two.

AIR DUCTS

A network of air ducts runs just below ceiling level in the corridors and rooms. Some of the air ducts are large enough to allow Genestealers to move through. Air ducts are shown on the mission maps, and are treated like corridors with the following additional rules:

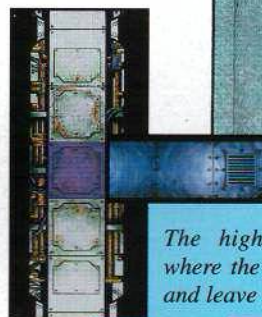
GENESTEALERS

- Genestealers or Blips may enter an air duct from the square directly in front of the air duct at a cost of 2 APs.
- Genestealers or Blips may move from the end of an air duct into the square directly in front of the air duct at a cost of 1 AP.
- With the exception of entering and leaving, Genestealers and Blips move through air ducts exactly as if they were corridors.
- When converting a Blip in an air duct, you may only place Genestealer models in the air duct. Models which cannot be placed in the air duct itself are lost. The opposite is also true: Blips in a corridor or room cannot convert into an air duct.

The diagram to the right shows the permitted entry/exit square for an air duct.

SPACE MARINES

- The air ducts are too high to allow Space Marines entry and although the Space Marines can see the opening of the air duct they have no line of sight into the air ducts themselves. This means that the Space Marines cannot fire at Genestealers inside air ducts, and Blips are not forced to convert.



Entry/exit square.
The highlighted square shows where the Genestealers can enter and leave an air duct.

- The only exception to this rule is that a heavy flamer may be fired at the first square of the air duct. This may only be done by a Space Marine directly in line with the opening and with no models in between. Either one or two flame counters may be placed on the first square of the air duct. If there is a Blip on the targeted square, convert the Blip first and then roll for the Genestealer on the flamed square.

HINT: A Space Marine on overwatch guarding an air duct will have to target the exit square (the square directly in front of the air duct). Then when a Genestealer is moved from the air duct into the exit square the Space Marine can fire at it.

CLOSE ASSAULT FROM AIR DUCTS

If a Terminator is standing in an exit square it may be attacked in close assault by a Genestealer inside the air duct. The resulting combat cannot be drawn, if the result would be a draw the Genestealer wins and the Space Marine is removed. In any case, the winning model is left in the exit square. Note that a Terminator on overwatch in an exit square does not fire at a Genestealer attacking from an air duct as he has no warning before the Genestealer strikes!

Defilement of Honour is a campaign for Space Hulk, using the air duct sections from this month's card.

Example of Close Assault from air ducts.
A Space Marine standing in an exit square is attacked by a Genestealer in the air duct. The Space Marine rolls a 5 and the Genestealer rolls a 5, 4 and 1. The result is a draw so the Space Marine is removed and the Genestealer placed in the exit square.



Mission 1

STOP THE TIDE

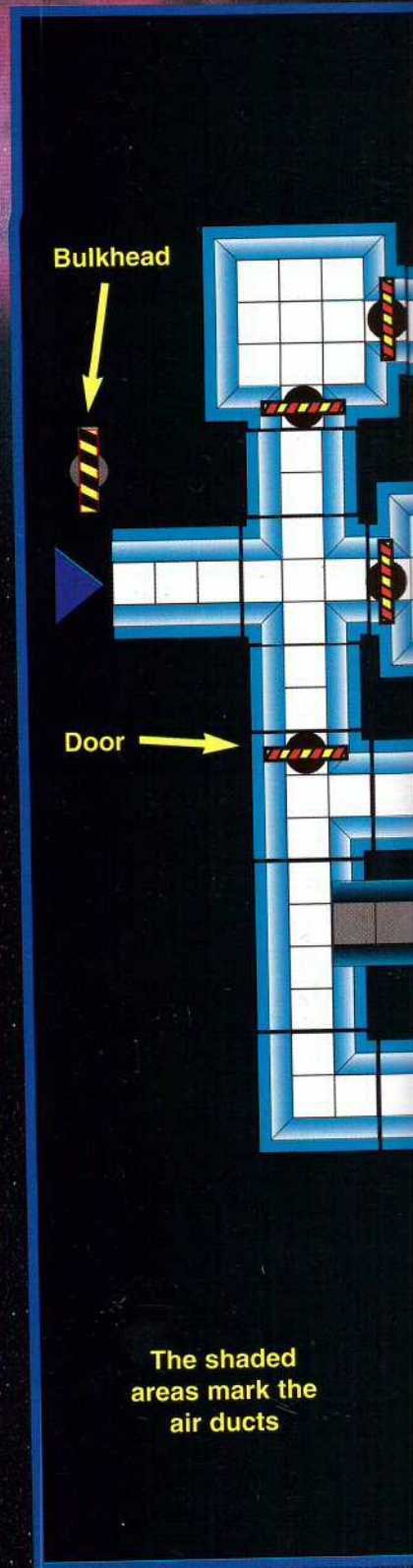
Space hulks do not usually move under their own power, the winds and tides of warp-space usually determine the course of these derelict clusters of ships. The *Defilement of Honour* was different, being equipped with a functioning engine room of sorts, as well as an ancient navigational computer in control of its course, programmed in some distant millennia. The Blood Angels knew that the *Defilement of Honour* only represented a threat as long as it was under its own power. If the engines were shut down and its progress through the warp stopped, the hulk could then be examined at leisure and then destroyed. No longer such a threat, the Genestealers could be methodically tracked down and slaughtered with ease.

Further scans of the ship provided details of the internal configuration of the vessel and the number of Genestealers present. There appeared to be two separate groups of aliens, at different ends of the hulk. The brood centred on the engines would be a problem for the troops sent to shut them down, but the larger group congregated at the nav-comm was even more of a threat. If they were allowed to reinforce the beasts at the engines, the mission would surely be doomed.

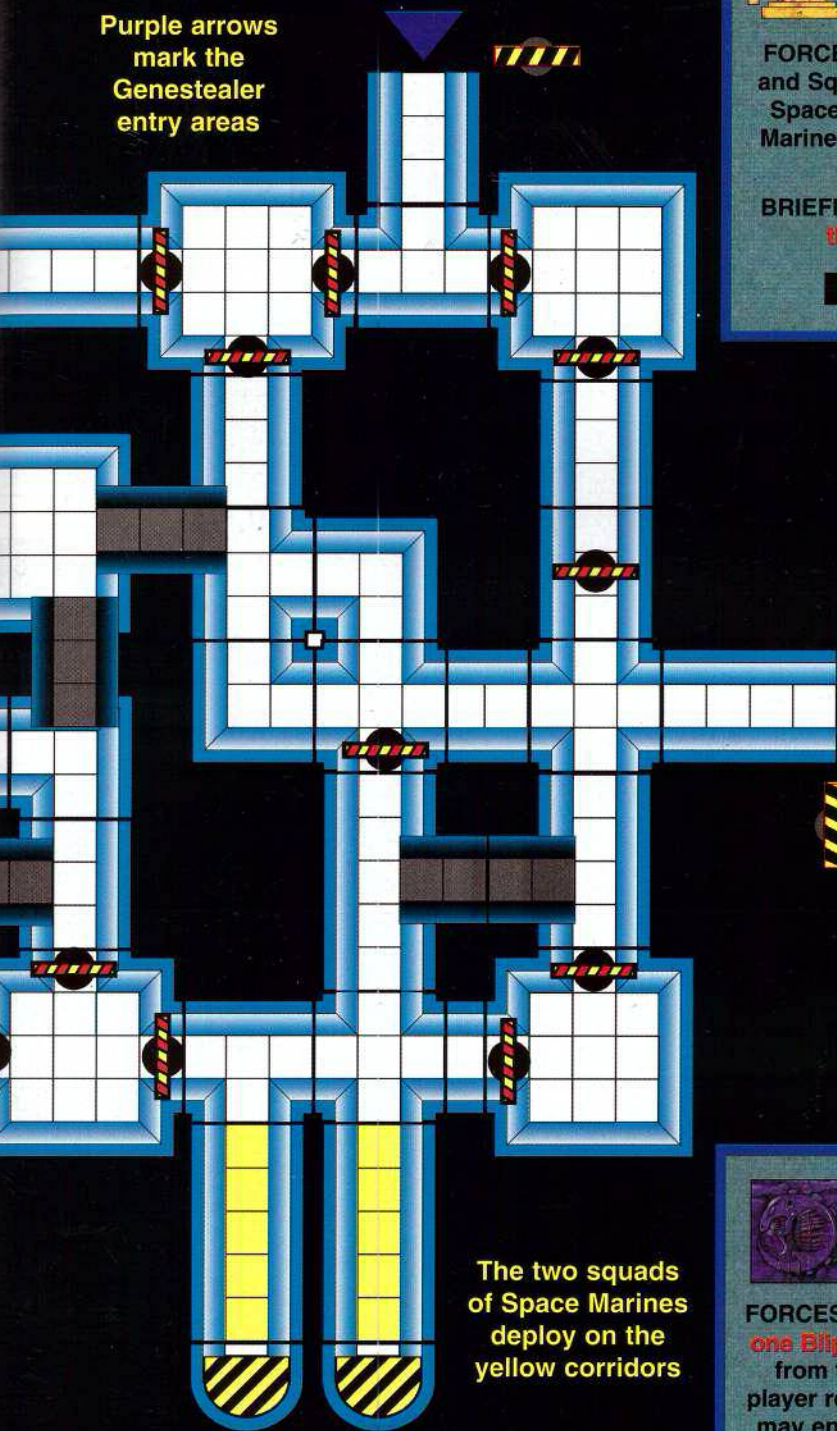
Sergeant Avernus was charged with command of a small strike force, just two squads, sent to seal the passages between the computer area and the engines. He felt honoured to be chosen for such a vital mission and swore that he would be victorious or die trying. The scans had shown that there was one section of the hulk that, if sealed, would effectively isolate the computer area. If Avernus and his troops moved fast they could complete their mission before the foe realised what was going on.

BACKGROUND

The two squads must seal all three Genestealer entry areas by closing the bulkheads there.



Purple arrows mark the Genestealer entry areas



The two squads of Space Marines deploy on the yellow corridors



SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Avernus and Squad Seraphus (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins by sealing all three entry areas marked on the map below

The Space Marines move first in this mission.



“Emperor’s blood, they’re all around us! Open fire!”

Sergeant Avernus as concealed Genestealers launch their attack.



GENESTEALERS

FORCES: The Genestealer player begins the game with one Bilp counter in each of the four air ducts. Starting from the third Genestealer phase, the Genestealer player receives two reinforcement Bilps per turn which may enter play through the entry areas shown on the map. If two entry areas are sealed this is reduced to one reinforcement Bilp per turn.

BRIEFING: The Space Marines are trying to seal all the entry areas. The Genestealer player wins by killing all of the Space Marines before they achieve their mission.



Mission 2

SHUT DOWN

Sergeant Marcus was pushing his men to advance as quickly as possible. There had been no word yet from the force lead by Sergeant Avernus, but the main mission could wait no longer. The hulk was of a maze of passages and as the Genestealers were able to pass through the air ducts so easily, there was a worry that even if Avernus was successful, too long a delay would enable the Genestealers to find another way through.

Squads Marcus and Acheron were detailed to stop the powered hulk, no easy task because no one could be sure how difficult it would be to gain control of the colossal craft. However, scans of power linkages indicated a functioning computer in the Drive Room that could be used to shut down the engines.

BACKGROUND

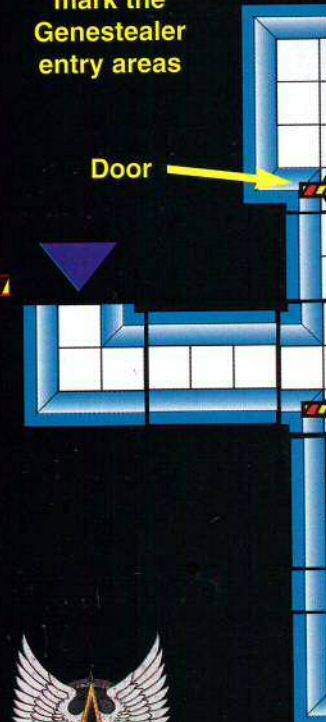
The Space Marines must battle their way to the power controls in the Drive Room and stop the hulk. There are bulkheads at the entry areas which can be used to seal off the Genestealers.

If you are playing this mission as part of a campaign and the Space Marines lost Mission 1, more Genestealers can break through from the engine section. This means that the Genestealers gain an extra reinforcement Blip per turn until two of the entry areas have been sealed.



Purple arrows mark the Genestealer entry areas

Door



"Watch your backs my Battle-Brothers, these infernal creatures must be destroyed..."

Sergeant Marcus instructs his squad as they attempt to seal off the Genestealers' access to the engines.

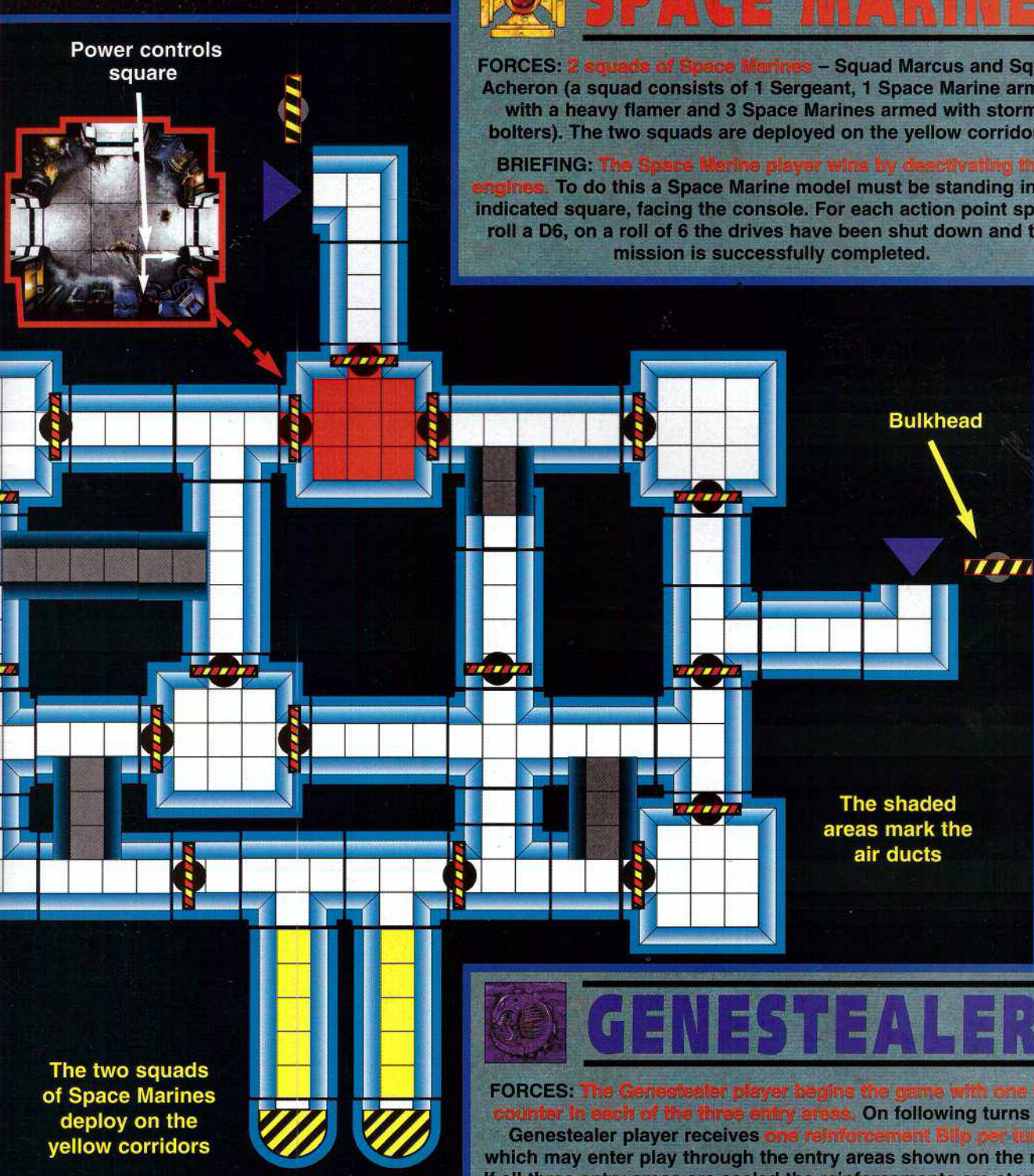


SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Marcus and Squad Acheron (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins by deactivating the engines. To do this a Space Marine model must be standing in the indicated square, facing the console. For each action point spent, roll a D6, on a roll of 6 the drives have been shut down and the mission is successfully completed.

Power controls square



Bulkhead

The shaded areas mark the air ducts

The two squads of Space Marines deploy on the yellow corridors



GENESTEALERS

FORCES: The Genestealer player begins the game with one Blip counter in each of the three entry areas. On following turns the Genestealer player receives one reinforcement Blip per turn which may enter play through the entry areas shown on the map. If all three entry areas are sealed the reinforcements are stopped.

BRIEFING: The Space Marine player is trying to deactivate the engines. The Genestealer player wins by killing all of the Space Marines before they achieve their mission.

The Genestealers move first in this mission.



Mission 3

TAKE CONTROL

Brother Marius had been detailed by Sergeant Diablo to be the rearguard of the squad. Survivors of the first two strikes against the Genestealers had reported that the devilish beasts had used air ducts to move behind them and launch vicious attacks against the hard-pressed Space Marines. Diablo had taken the reports very seriously, well aware that the force needed to move very quickly and could not afford to be held up by the threat of marauding Genestealers behind their lines. Marius was under orders that if any aliens appeared to have outflanked the Space Marines his primary concern was to protect the squad. If necessary he would be left behind, his only duty to sell his life as dearly as possible.

His survival was considered secondary to the mission to take control of the hulk. While Marius was keeping their back clear, the others would be carving their way to the Nav-comm area. Once there, their mission was to re-route the power and take control of the hulk. On the way the Space Marines would face wave after wave of the ferocious beasts. Finally, when they got to the nav-comm, one of Marius' battle-brothers would need to concentrate all his attention on taking control of the computer. Meanwhile, his battle-weary comrades would be fighting off yet more waves of enraged Genestealers.

With large numbers of Genestealers already present in the section and more expected any moment, Marius was not entirely sure who had the more suicidal task for this mission – him at the rear or those at the front...

BACKGROUND

The Space Marines must take control of the space hulk's computer.

If you are playing this mission as part of a campaign and the Space Marines lost Mission 2, the Space Marines are delayed while they send another squad to shut down the engines. This means the Genestealers' reinforcements start immediately instead of waiting until turn three.



The two squads of Space Marines deploy on the yellow corridors



"None shall pass while I still draw breath!"

Brother Marius, rearguard of Squad Diablo





SPACE MARINES

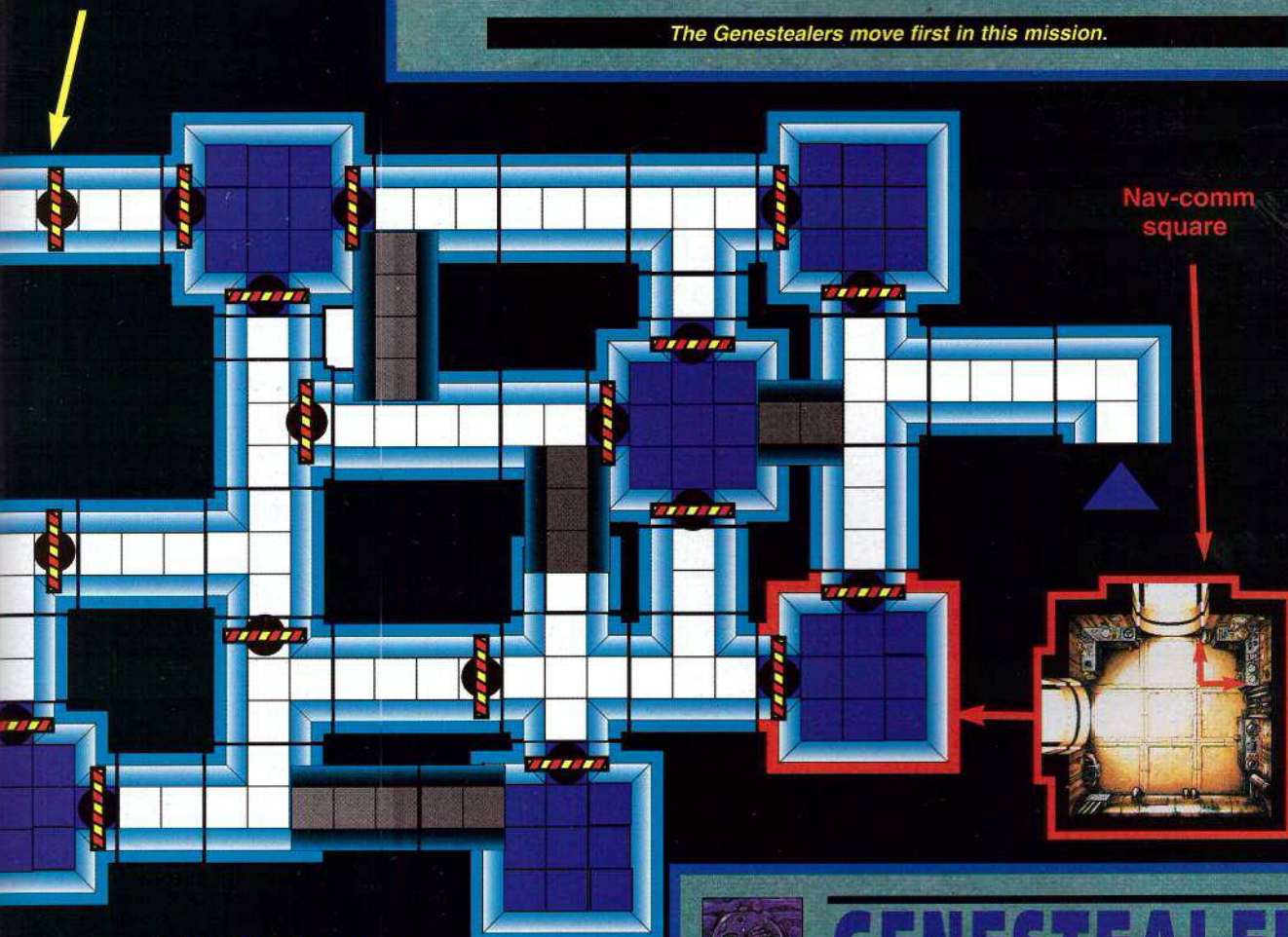
FORCES: 2 squads of Space Marines – Squad Diablo and Squad Hephasteus (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins by taking control of the computer. To do this, a single Space Marine must stand in the indicated square, facing the console, and spend 8 consecutive action points without interruption. Keep track of the action points as they are spent and start over again if the Space Marine is killed or makes any other action. Once the computer is under their control the Space Marines win.

The Genestealers move first in this mission.

The shaded areas mark the air ducts

Door



The Purple arrow marks the Genestealer entry area



GENESTEALERS

FORCES: The Genestealer player begins the game with one Blip counter placed anywhere in each of the six rooms. From the third Genestealer phase the Genestealer player receives one reinforcement Blip per turn which may enter play through the entry area shown on the map. If the entry area is sealed the reinforcements are stopped.

BRIEFING: The Space Marines are trying to take control of the computer. The Genestealer player wins by killing all of the Space Marines before they achieve their mission.

WARHAMMER

40,000

CODEX

Angels of Death



WARHAMMER
40,000
SUPPLEMENT

Blood Angels and Dark Angels Space Marine Chapters Codex

The Dark Angels and the Blood Angels Space Marine Chapters are both dedicated guardians of the Imperium and loyal servants of the Emperor. To mankind they are awe-inspiring figures that bring hope and salvation, to their enemies they are creatures of fear and dread. Yet each of these famous Chapters harbours a sinister, millennia-old secret that sets them apart from the rest of their brother Space Marines and may yet bring them both eternal damnation!

This Codex contains two army lists, which allow you to assemble either a Dark Angels Army or Blood Angels army. Special rules are included for the troops and weapons used by each Chapter.

Special troops include the Deathwing and Ravenwing of the Dark Angels, and the Death Company of the Blood Angels. A selection of special characters includes Dark Angels' Commander Azrael, and the Blood Angels' Chief Librarian Mephiston – known as the Lord of Death!



CODEX ANGELS OF DEATH IS NOT A COMPLETE GAME.
YOU NEED A COPY OF WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOOK.



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GAMES
WORKSHOP

MODELLING WORKSHOP

MAKE COVER!



LINEAR THINKING

So far I've dealt with fairly large, impressive pieces of terrain – hills, rivers and woods. However, you can make every battlefield totally different from the last by adding a few linear obstacles, such as hedges and fences. As they are much smaller, these terrain pieces can be placed almost anywhere, and will influence all the other terrain nearby. For instance, you can turn a cluster of forest sections into an orchard by placing fences all around them. You can also use walls or hedges to make country tracks leading to your bridges, which nicely ties everything together.

As a general rule, walls, fences and hedges are best made in short lengths, no more than 10-15cm long. Several can be placed next to each other to create longer obstacles or be arranged to look like the boundaries of fields.

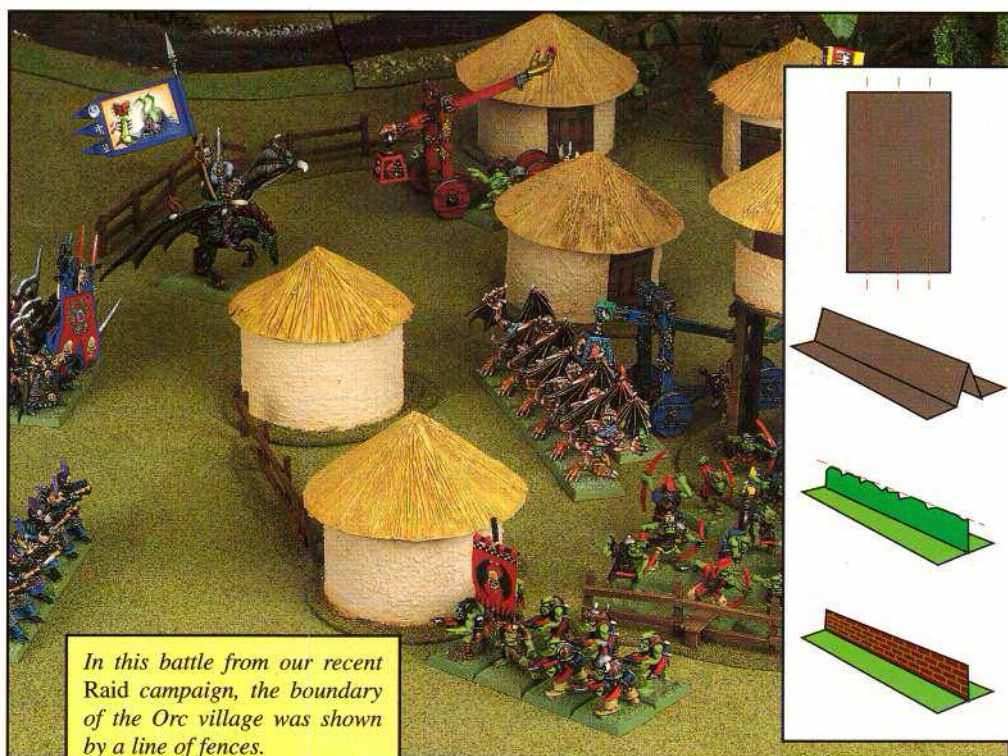
EASY OBSTACLES

The main reasons for having walls and hedges are to restrict movement and provide cover for troops behind them. The easiest way to make these linear obstacles is with a piece of card folded as shown in the diagram below, and painted the correct colours – green for hedges, brown, grey or brick red for walls.

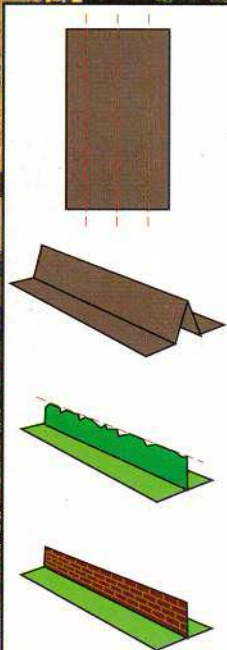
You can also cut ragged edges into the top of your hedge, but be careful that you don't cut all of the fold off, otherwise it will just fall in half! You should finish the base off in the same way as the rest of your terrain (with paint, flock or whatever). Remember, hedges are only soft cover, while walls are hard cover. It's best if you have an even mix of both hedges and walls, to provide a spread of different tactical opportunities from battle to battle.

By Owen Branham

Fences, hedges and walls are really simple to build and can make your battlefield more interesting and varied every time you play.



In this battle from our recent Raid campaign, the boundary of the Orc village was shown by a line of fences.



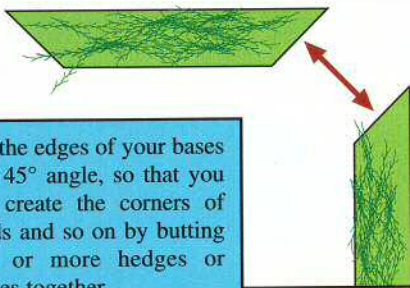
1 Score the card so that it's easier to fold.

2 Using a few spots of PVA glue to secure your wall or hedge, fold along the scores so that you have a base and an upright section.

3 Depending on whether you are making a wall or a hedge, paint the upright section an appropriate colour. You can paint the base to match your tabletop, or add flock or sand so that it matches the rest of your terrain.

MAKING A HEDGE

Cut the edges of your bases at a 45° angle, so that you can create the corners of fields and so on by butting two or more hedges or fences together.



This type of hedge uses ordinary pan scourers, which can be bought from any supermarket for next to nothing. In fact, take a look in the kitchen, you've probably got some already, so you can start right now!



1 A scourer has been folded, glued together and stuck on a cork base.



2 The foliage of the hedge was made by covering it with plenty of flock.

This ready-made hedge has been stuck onto a card base to make it more sturdy.



Instead of being flocked, this hedge was drybrushed in progressively lighter shades of green. I think that this looks better, but that's just my opinion – it's up to you to decide which method you want to use for your own terrain!



HEDGES

There are a number of ready-made hedges available from model and hobby shops, which can be further improved by adding a sturdy base of card, plywood or cork. However, it's much more

fun to make hedges yourself, and it's also cheaper, of course! I'd rather spend my pennies on another brood of Genestealers for my Tyranid army! Realistic looking hedges can be made quickly and cheaply from the most basic materials and I'm going to show you how to make them from plastic pan scourers!



STILLMANIC METHOD WATTLE FENCES

Real wattle fences are made from staves of wood cut from trees. Short

staves are stuck into the ground at regular intervals, and long, pliant rods are woven between them. The technique is similar to that used to make a basket, except on a bigger scale. Wattle panels are made in the same way, and can be used as fencing panels, for building huts, and for all kinds of other things such as big shields, defensive ramparts and causeways across marshy ground. When used for making the walls of huts, the wattles are often daubed with mud (or dung) in a technique which is appropriately called *wattle and daub*.

Wattles are, not surprisingly, a very old, very primitive and very rustic technique. The rods and staves can be easily cut from the sorts of trees that grow amongst hedges, riverbanks and scrub. You don't need to have a proper forest close at hand

and you could even use reeds from the marshes if they were long and thick enough. Wattle fences are something that you would see everywhere out in the countryside in Warhammer: wattle fences around fields, wattle pens for sheep, pigs and goats, wattle enclosures around the hovels of the peasants, and wattle huts in which both the peasants and their animals live!

With all this in mind, I thought, "wouldn't it be good to have loads of wattle fences around the fields and villages to give that authentic rustic peasant look". Apart from that, if I could discover a technique for making model wattles, they would come in handy for a lot of things. Fortunately making wattles is quite quick and easy to do with cocktail sticks or matchsticks, and wire or plastic rod.

The technique for making a short length of wattle or wattle panel is as follows. Take about six cocktail sticks or matchsticks as the staves and push them into something firm to hold them steady while you weave the wire or plastic rod in and out. You could use a block of polystyrene packaging to

You will need:

A pack of *plastic* scouring pads (the wire wool ones will cut your fingers to shreds!), card, plywood or cork, superglue, flock, PVA glue, paint, brushes.

Cut a strip of scourer the length of the hedge (about 10-15cm) and twice as high as you want the final model to be. Fold it in half lengthways, glue it together with superglue and weight it down while it dries.

When it's dry, glue the hedge onto a base made from card or cork tile. You can add some tiny stones round the base if you like. To finish the hedge, you can either cover it with PVA glue and flock it, or drybrush it in shades of green.

WOODEN FENCES

A rustic fence can be made from cocktail sticks with the points clipped off, from thin strips of balsa wood or even from small twigs. To make a basic fence you will need:

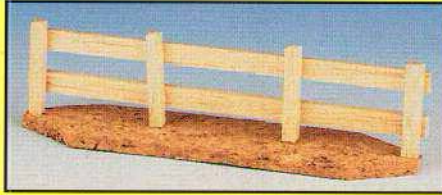
Strips of balsa wood, thick card, cocktail sticks or some thin twigs, PVA glue, superglue, card or plywood for the base, flock, paint, brushes.

Glue a line of five or six posts just under 3cm high along the base. Small stones made

hold them firm, or a bit of thick packaging cardboard in which case you can insert the staves into the edge. The staves should be placed about a centimetre apart, or two centimetres if you want a fairly simple and open fence. Now take several short lengths of wire or plastic rod, about 5 to 10 centimetres long. The wire or rod should be bendable enough to weave in and out of the staves easily. There needs to be enough springiness in the rods to hold them in place without being so difficult to bend that they force apart the staves. A good source of plenty of plastic rods is a broom. Use the sort of broom that has plastic bristles, although the coarse fibre bristles will probably do just as well (though I haven't tried). A single broom will supply thousands of rods of roughly the right length incredibly cheaply.

Now weave the rods between the staves. Weave each rod in and out in a different order to the one before so that the rods

MAKING A FENCE



1 This fence has been made from strips of balsa wood cut to length and glued onto a piece of cork tile.



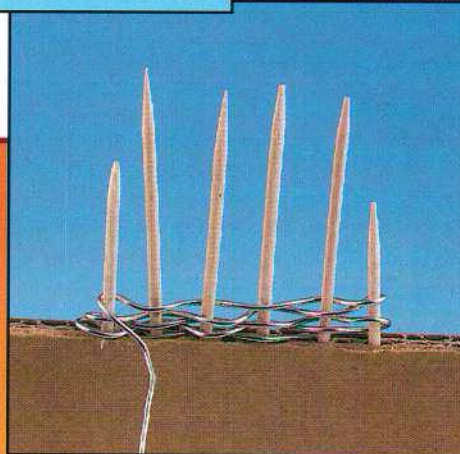
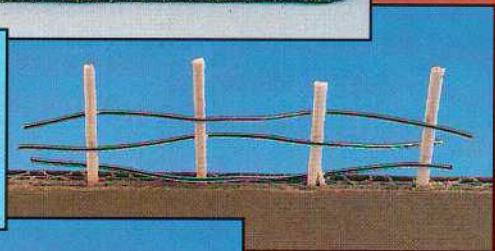
2 After the fence and its base have been undercoated, the wood is painted brown and the base finished in the usual manner.

from modelling clay can be wedged next to the posts to help them stay upright and bed them into the base more strongly. When these are dry, glue long timbers across them so they look as if they have been nailed to the posts to make a fence.

Finally, paint the fence dark brown and drybrush light brown to look like weathered wood. Finish the base as described for the stone wall, on the next page.



It's most interesting if you make all of your fences a bit different: some tightly woven, others in dire need of repair!



hold the staves firmly in a sort of mesh. You can use as many rods as you can fit on, depending on how open or dense you want the wattle fence to be. The fence needs to be about 2 or 3 centimetres high. When you have woven in enough rods paint PVA glue over them, to hold all the bits together firmly. When the glue is dry pull the completed panel out of the card or polystyrene and trim the surplus staves.

The wattle fence panel is now ready to be mounted on a base or attached to a model building. The base is made in the same way as for walls or hedges. Indeed, you could incorporate a wattle panel as part of a longer section of fencing, including walls, hedges or trees.

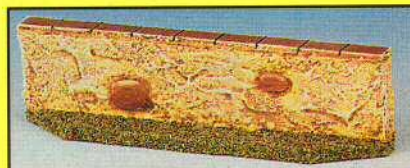
Finally, paint the fence panel black or dark brown and drybrush with a lighter brown to bring out the textures.

MAKING A BRICK WALL



1 This wall is made of plaster covered brick, with a layer of tiles along the top.

To make the surface of the wall more interesting, flattened balls of modelling clay have been glued to it to represent large stones.



2 After the wall itself has been finished, the base is painted and flocked.



Wire mesh comes in all sorts of patterns, which makes it easy to experiment with different effects.

MAKING A STONE WALL



1 This wall has been made from pebbles glued onto a strip of cut cork tile with PVA glue.



2 After the wall itself has been finished, the base is painted and flocked.

WALLS

There are two basic types of wall: stone walls made from boulders or roughly hewn blocks, and walls made from bricks. Whatever the type of wall, the base is made the same way. Cut a strip of stiff strong card about 10-15cm long and 2.5cm wide. Several strips of thin card can be glued together if you need to stiffen the base.

A stone wall can be made from small lumps of modelling clay. Shape the lumps into irregular boulders or blocks and lay them in courses along the length of the wall base. Use the tackiness of the clay to get them to stick together. The model wall is thus built up in the same way as a real wall.

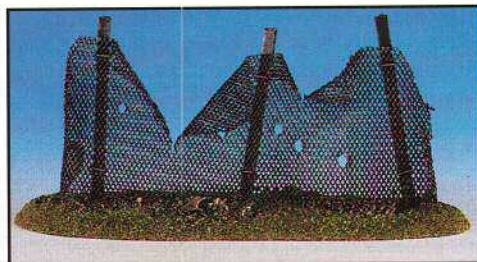
Do not make the wall too high or it will be weak and fall apart. Also, troops will not be able to shoot over it. The wall does not need to be higher than a model's shoulders. When the clay has dried, paint it all over with PVA, slightly diluted with water. This will help the blocks to adhere together so that the wall does not crumble away as you use it. The more you make the lumps overlap when you build the wall, the better they will stick together when the whole piece is dry.

Paint the wall a suitably dark stone colour such as dark grey or even black, then drybrush with lighter shades. Finally, paint the base green or cover it with flock so that it matches the finish on the rest of your terrain. Tufts of grass can be added next to the wall for extra effect.

An even simpler stone wall can be made by preparing the base as described already and gluing a line of small stones along it. This represents a crude and primitive dry stone wall. Oddly enough, the stones will appear more realistic if they are painted to look like the same kind of rock.

WIRE FENCES

For your Warhammer 40,000 games there is another type of fence you can make: security fences made from wire mesh. You can get wire mesh from stores like Halfords (for doing car bodywork repairs) or DIY stores. It's not always easy to find, so ask the staff. If you make several sections of fence you can arrange them in different ways each time you play, allowing you more variation in your games. Buildings can be surrounded with fences to create defensive outposts. A little variation in the sections can make all the difference – some fences can have holes blasted in them, some can have gates that the enemy can storm, others could have razor wire running across the top.



All you need to make a wire fence is some card and polystyrene for the bases, anything such as old plastic sprue or strips of plasticard or balsa wood for the uprights that hold up the fences, and the mesh itself.

Start by cutting out a card base. Shape the edges slightly so it blends in well with your gaming table. Next, glue a strip of polystyrene (about 15mm thick) to the base with PVA glue. When the glue is dry, carefully shape the edges of the polystyrene with a sharp modelling knife.

Cut a series of uprights about 15-20mm higher than you want the fence to be. Glue three or four of these poles into the polystyrene at regular intervals. Make sure the end posts are right at the edge of the card so other fences can join up without leaving gaps.

Finally, cut a strip of mesh to the size you want it for your games (50 to 60mm high is about right) and stick it to the poles. When dry, paint or flock the base to match the rest of your scenery.

RAZOR WIRE

To make a stretch of razor wire, cut a thin strip of wire mesh and twist it lengthways so the points start to stick out. Then wrap the twisted wire loosely around a pencil to form it into coils (or something larger for wider coils). The coils of wire mesh can then be stuck onto a card base, along the tops of fences, or on battle bunkers.

Well, that's another Modelling Workshop over. I'll be back again next month with some more ideas and tips, so goodbye 'til then!

NECROMUNDA

UNDERHIVE GANGS OF NECROMUNDA

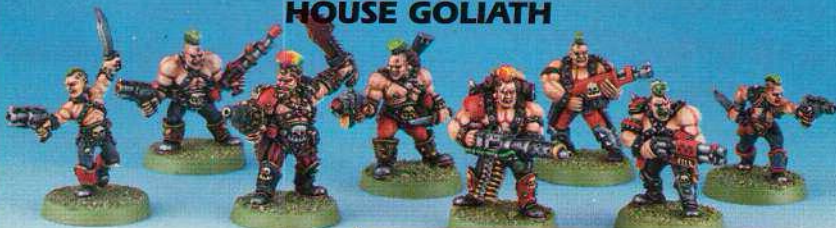
HOUSE DELAQUE



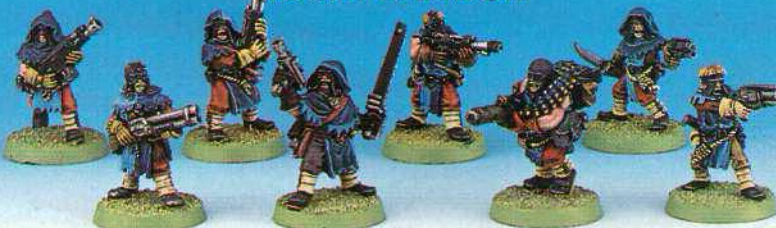
HOUSE VAN SAAR



HOUSE GOLIATH



HOUSE CAWDOR



HOUSE ORLOCK



HOUSE ESCHER



Miniatures supplied unpainted.



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GAMES WORKSHOP

REIGN OF FIRE!

By
**Ian Pickstock
& Adrian Wood**

This month's battle report features Gav Thorpe's new Epic objective rules (from last issue) in a decisive clash between an Ork force and the Blood Angels Space Marines.

Adrian: Those of you who have read the last issue of White Dwarf will no doubt be aware of Gav's *Mission Briefing* article. As well as discussing the various ways you can create new and different Epic games with the existing objectives, Gav introduced a completely new Epic objectives system. Rather than each objective being a "Take and Hold" type of mission, the various counters represent the broad spectrum of battlefield tasks which an army may have to achieve to guarantee victory. For those of you who haven't read the article, a brief summary of the different missions are given below.

As well as each objective counter representing a different mission, in Gav's new system your opponent's objectives are kept secret from you until you send troops in to scout out the area. Each of these changes makes a significant difference to your army choice and tactics, and we thought it'd be a great idea to show you how we've dealt with these new challenges.

As usual the battle was fought on one of our gaming tables (temporarily shortened to 6'x4' for this battle) and we made notes, maps and took photos during play. Our hand-drawn maps were then turned into the computer-generated examples on the following pages and the most important and exciting moments (in our opinion) were recreated on our camera deck, where we have all the proper lighting equipment and stuff.

Ian: For our battle, we decided to field two classic antagonists – the brutal, mob-handed Orks and the supreme warriors of the Imperium: Space Marines. Rather than using the terrain generation charts in the Epic rulebooks, we placed the terrain together to create a mutually-acceptable battlefield that posed some interesting tactical problems for both armies and would be challenging to fight over.

For our deployment we tried out an idea we had a while ago, which basically dispenses with maps, screens and all that malarkey and relies on the honesty of the players (shock, horror!). Both of us deployed our armies (without Titans or Gargants) in the open, but we tried not to look at each other's deployment until we had finished. This saved us a considerable amount of time, which is always useful since keeping records for White Dwarf battle reports is such a time-consuming task.

Once all the vehicles and troops were deployed, we marked out the positions of our Titans and Gargants on maps (still without looking) before placing the models. This is because Titans are so big it's hard not to notice a massive Mega-Gargant or Emperor Titan being plonked down two feet from your nose. Anyway, on with the battle!

THE NEW OBJECTIVES.

There are six types of objective counters in this new system:



Take and Hold. This is the standard mission objective and represents a vital fire position or other important area of the battlefield which must be held at the end of the battle.



Assault. The objective marker represents an enemy held position, such as a communications relay point. You must storm the position and destroy it in close combat.



Capture. The Capture objective is placed to represent a site that has a one off benefit, such as a fuel dump or ammunition store. Once you have captured it, you can take what you need and get on with the battle.



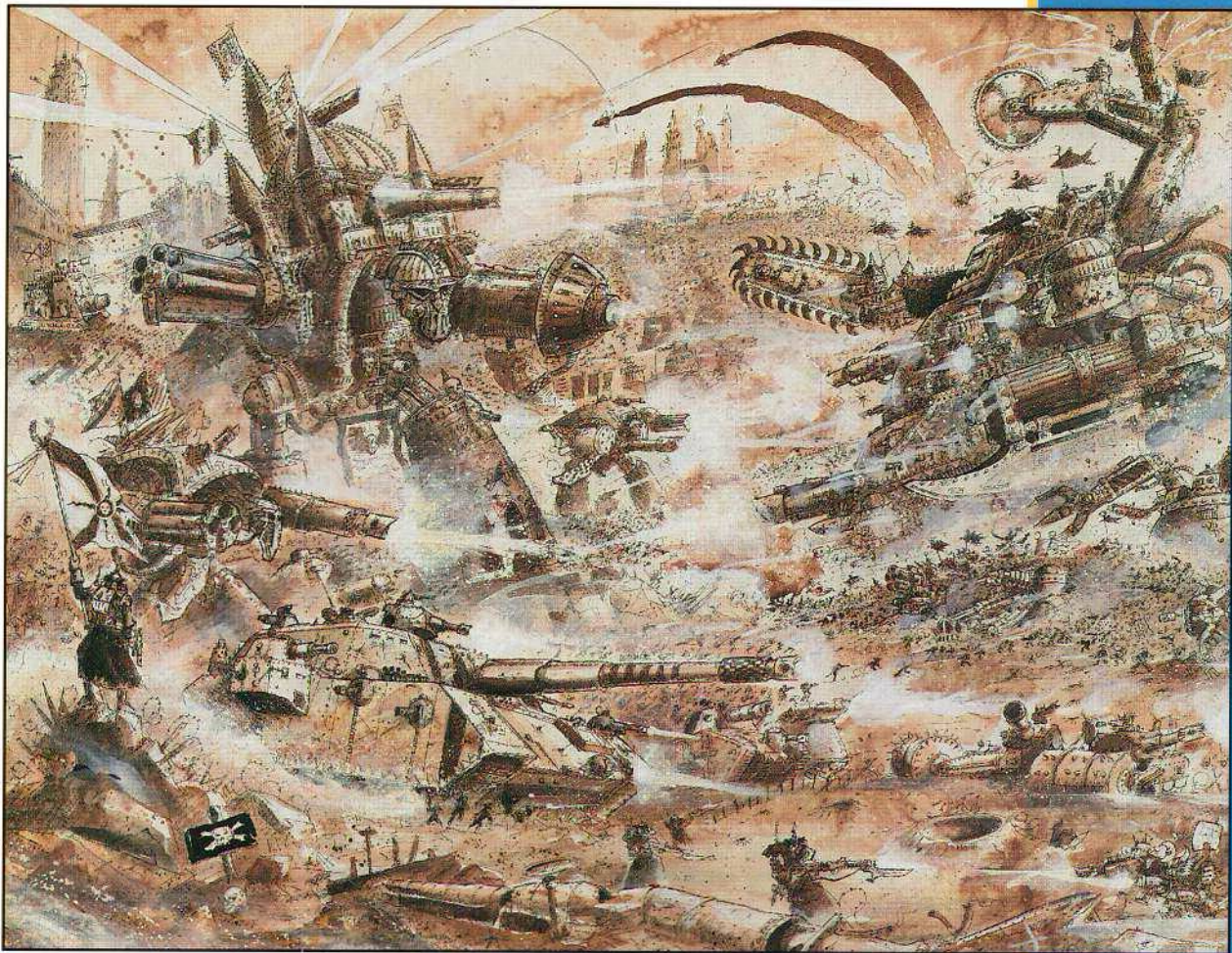
Rescue. The Rescue mission shows that the area contains something important to both armies that must be captured. This may be a spy, vital plans or even an important leader. Both players are trying to achieve the Rescue mission.



Cleanse. This represents a zone that the army wishes to keep clear of the foe because, although it is of no value to them, there is something there the enemy may take advantage of.



Bombard. The Bombard counter designates an area that needs to be destroyed, such as a command post, missile silo or other strategic site.



The deafening roar of the Thunderhawk Gunship's triple ramjet engines was filtered out by the auto-senses in Brother Raphael's power armour as he pulled the machine into a steep climb. Checking around him, the Space Marine pilot saw his two wingmen swinging into formation, thick vapour trails billowing out behind the brutal shapes of their Thunderhawks. With a drawn out boom, the squadron broke the sound barrier and accelerated westwards. Then, as the Gunships cruised just below the clouds, their sensor arrays and reconnaissance cameras surveyed the rambling Ork horde far below.

The hulking form of a Mega-Gargant rumbled forwards, a trail of flattened trees and small buildings left in its wake. Surrounding the massive war engine was a sea of smaller vehicles and infantry. Gunner Angelo's voice crackled over the Thunderhawk's intercom.

"Lots of red down there, Raphael, that means Evil Sunz. Should be plenty of fodder for us, eh?"

Raphael grinned inside his helmet. Angelo definitely has a bloodthirsty streak, even for one from the Blood Angels Chapter, he thought to himself. Jinking the ship across the skies, more out of habit than because of any anti-aircraft threat posed by the Orks, Raphael pushed the Thunderhawk Gunship downwards.

"Let's give these foul greenskins a taste of what's coming!"

As the three Gunships screamed downward, green runes flickered into life across the cockpit as the Thunderhawk's weapons systems were brought on-line. Raphael switched the comm-link to broadcast with a sub-vocal command.

"Squadron Icarus, assume attack formation Hasta. Commence attack run on my mark."

As the two other pilots sent confirmation of the order, Raphael eased back on the throttle to bring the Thunderhawk down to ground attack speed. As the targeters locked onto the rapidly approaching Ork horde, the intercom was filled with a dull hum that increased in pitch until the whining signal indicated all weapons had locked onto their targets.

"Make ready my battle brothers... For Sanguinius and the Emperor! Death to the foe!"

Raphael wrenched the Gunship into a torturous spiral, descending quickly to just above the tree tops. When the Orks came into sight the view was filled with a bright glare from the Gunship's rockets as they arced ahead. As the warheads detonated amongst the Orks, Angelo's battle cannon roared into life, kicking up a line of exploding earth, punctuated by shattered Bikes and Buggies. The Orks overcame their surprise and the sky was filled with screaming shells, which Raphael dodged with easy motions of the stick. Angelo's laughter echoed over the comm-net as the Thunderhawks flew back to the main force, their recon mission a success.



“Space Marines are the elite force of the Imperium – a rapid, hard-hitting army which can pack a deadly punch with relatively few troops.”

EPIC QUESTIONS

Ian: So Epic it is. I'm always one to rise to a challenge and Adrian posed quite a challenge. A formidable Epic player and veteran battle report participant, Adrian had already boasted to me about his prowess and skill at playing Epic. So it seems I had nothing to lose while Adrian, on the other hand, had his unbeaten Epic record.

Being a big Warhammer 40,000 player, the subtleties of playing a game of Epic sometimes escape me. When I first started playing Epic, I would look at my force and say “Wow, look at all these dead 'ard tanks and guns!” and set about trying to destroy the enemy. Of course I would lose, frequently! My opponent would quickly grab the objectives, whilst destroying any of my units that could threaten his plan. I needed to modify my approach to Epic and come up with a new game plan. Even so, being an aggressive player the thought of just destroying the enemy was never far from my mind! So it was with arms filled with rulebooks that I headed home to swot up and devise my master strategy...

...a new dawn broke and I headed downstairs. “Hmm, I wonder what the drybrushing on that Leman Russ looks like in the cold light of day” I thought. As I headed over to my painting table I tripped over a large pile of games and White Dwarfs. I cried in dismay – what with the X Files on TV and everything else, I'd completely forgotten to do my homework! Bold plans for

reading up and assessing my opponent's fighting style from his previous battle reports lay in tatters. I had just enough time to pick my army, on the bus to work! As we crawled through the rush hour traffic, I hurriedly shuffled with army cards. A few seats in front, a young student was frantically copying his mate's maths homework (some things never change...).

Playing with the special objectives from last month's issue meant that I had to choose a very flexible force. Unlike the normal objectives, I wouldn't know the exact nature of half of the objectives until after I had deployed and the game was under way. My force would need to be able to react quickly and effectively to situations as they arose during the battle.

I'm not a big fan of Titans at the best of times. However, I do respect the awesome firepower that they bring to your army and although I wouldn't use an Imperator in a 4000 point force, I would be foolish not to include any Titans at all. In the end I settled for a Reaver battle group. Apart from the Titans, I wanted to play a force made up purely of Space Marines, so I kicked off with a Space Marine Battle company. In a fairly small game such as this, a Battle company forms the backbone of a flexible Space Marine army.

DEVASTATOR SECTION

Well, the assault force had come to 1300 points (see the panel on the next page), leaving 1700 points to spend on my Devastator section. For my





support I already had a detachment of Devastator Space Marines from my Battle company. I added a whole Tactical company to this, providing me with a solid core of troop stands that could be used to storm objectives, attack the enemy in close combat, or just provide covering fire for assaults. I then opted to include another favourite of mine – Whirlwind batteries!

In contrast to the Vindicators, these tanks provide long range firepower. Firing in batteries, they leave very few areas on the battlefield safe from their grasp. So two detachments of these were added to my arsenal. Finally, I threw in a detachment of Predators. This would give my heavy firepower some mobility. If the opportunity arose for my Tactical detachments to storm some objectives, the Predators would be on hand to provide vital fire support.

So now I had an army. By the time Adrian had set up the table and we had both placed the objective counters and rolled for table edge, I also had a plan. My Devastator section would deploy in the ruins on my right, covering the open ground, woods and the two *Cleanse* objectives.

I figured that Adrian would attack across my left flank as it offered the most cover for his

ASSAULT SECTION

I would need a fast moving assault force. This section would strike forward, penetrating the enemy's battle line, scout out objective markers and complete some missions. As with the whole army, the key to a good assault force is to maintain a balance of troop capabilities. An assault force of pure close combat troops does not offer you any alternative options. However, throw in a few fast heavy firepower units and you have the option to suddenly go on to first fire and hit the enemy as they charge you!

To this end, I assigned the Assault detachment and the Tactical detachment from the Battle company to provide a good core of close combat troops. To provide extra firepower I replaced the Rhinos of the Assault detachment with Razorbacks. I couldn't resist including my favourites – Vindicators. These tanks are absolutely lethal at close range, and great for clearing enemy troops out of cover, so I went for two detachments. Finally, I chose some aerial support in the form of some Land Speeders and three Thunderhawk Gunships. The Thunderhawks were included as flying gun platforms and wouldn't be carrying any troops.

advancing troops. To counter this, I deployed my Assault force on the left. From here they would be able to set up an ambush in the Ork buildings and grab lots of objectives!

The Reaver battle group was placed centrally, where they could either lend their firepower to the Devastator section or move forward with the Assault force to complete the *Blitzkrieg* mission I'd drawn for them. That's it, lets go to work!





MIGHT IS RIGHT!

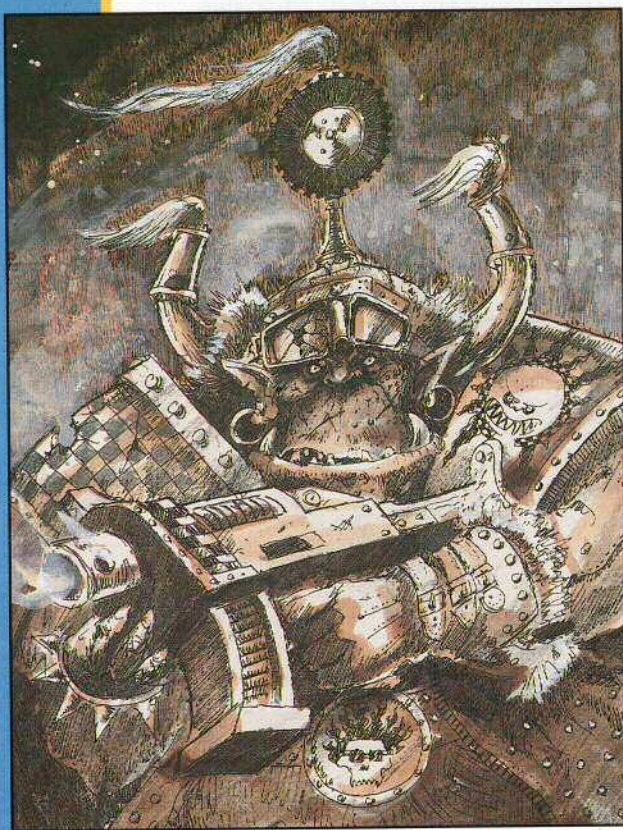
Adrian: Pickstock, the time has come for you to face the might of Grand Warlord "Might is Right" Wood. Prepare to meet thy doom! Well, I hope so, anyway...

How do I get myself talked into these things? The last time I fought an Epic battle I faced Steve Anastasoff in the guise of an inscrutable Eldar Farseer – my Chaos Daemons ran the gauntlet of his Warlocks, the outcome of the whole game hanging on the failure of a 4+ dice roll! I managed to pull off a win that time, but it didn't do my nerves any good I can tell you! Now I'm going to be facing my favourite Epic army – Space Marines, commanded in this case by Ian, while I'm leading my least favourite – the Orks.

It may be a surprise to some of you, but I don't even have an Ork army in Epic, I usually fight with either Imperial, Eldar, Squats or Chaos. I've played only a few games with Orks (and none at all with Tyranids. Always one to rise to a challenge though, I settled down to pick my horde and devise a plan to bring victory to the Orks.

OBJECTIVE GAMING

I think there are as many gaming styles as there are gamers, although the army you field will largely dictate your general style of play. However, there are certain elements that make up the Epic system that remain very much



the same regardless who you are and which army you use. One of the most important parts of the Epic game system are the victory points (VPs) which decide the winner. Good tactics and concentration of fire are rewarded by lots of victory points and therefore lots of victories. Objectives are another important ingredient – without them your games are just formless firefights between two armies blasting away at each other from a distance. They can vastly effect your battle. Instead of relying on shooting and breaking units in order to win, some fancy manoeuvring can have VPs falling into your lap.

When I play a game of Epic I always go out and out for the objectives. I think they are such a good source of VPs that you just can't ignore them. In fact, you can sometimes win in a single turn simply by grabbing as many objectives as you can! Even if you don't, you'll only need to kill a few large targets to make up the difference and victory is assured (*That simple, eh?* – Ed.).

The new objectives that Gav came up with last issue are brilliant, and we decided to give them a bash. They really change the game around because all of a sudden an objective that you used to have to fight over hammer and tongs can be blown up, close assaulted, or carried about with you for the rest of the game. An objective like *Bombard* has to be barraged and reduced to rubble like a building, *Capture* becomes yours for the rest of the game, all you have to do is land on it. Close combat and destroy an *Assault* objective and once again it's yours. However *Rescue* objectives can be captured by anybody and moved around until the carrier is destroyed. As you can imagine, this can give rise to a whole heap of trouble, different situations and incidents. Both Gav and I playtested the rules and had a great time battling over them. They should make for some exciting twists to this Epic battle report.

THE WAAAGH!

Orks are funny creatures, they live in close-knit clans where blood is thicker than Squig ale. Instead of company cards, you pick Ork clan cards in order to build your force and unlike other forces you can build up your clans' break points by adding support cards. This is actually preferable as this makes the clans much harder to break, although they can become very large and unwieldy. For this game, I decided to take advantage of the Ork organisation to give myself loads of light vehicles to scout the battlefield, which is an important key to making the most of the new objectives. To recap from last issue, you randomly pick 6 out of 12 possible objectives, you take a look at them so you know which objectives you have. You then place them on the battlefield, remembering which objectives are where, with some kind of plan in mind.

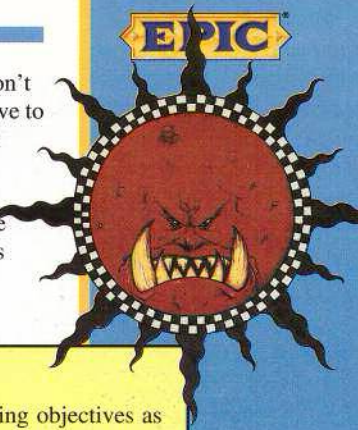
However, you also need to know what objectives your enemy has too, so you can take steps to ensure he can't get any VPs for them. For

instance, with a *Cleanse* objective you can occupy the area around it in order to stop him from getting it, even though you won't get any VPs yourself. Therefore it is very important to find out quickly what objectives your opponent has before he can get too dug in and set his plans into action.

My Warhammer 40,000 Ork force is composed of lots of Evil Sunz and Warbikes, so for this reason, more than any other really, I picked the Evil Sunz as my major clan. In Epic, unsurprisingly, the Evil Sunz are one of the most mobile of all the Ork clans. The Boyz all charge into battle in Battlewagons in order to get up close to the enemy as quickly as possible. I attached all manner of fast Orky vehicles to the clan in order to bump up its break point and to scout out Ian's objectives. It would not only be a fast moving and flexible clan, but pretty hard to destroy too. If Orks don't have Nobz nearby they tend to follow their own instincts, in the case of the Evil Sunz they move towards the nearest table edge and engage any enemy units in close combat. To keep the faster vehicles under control I added some Nobz Warbikes to give them orders.

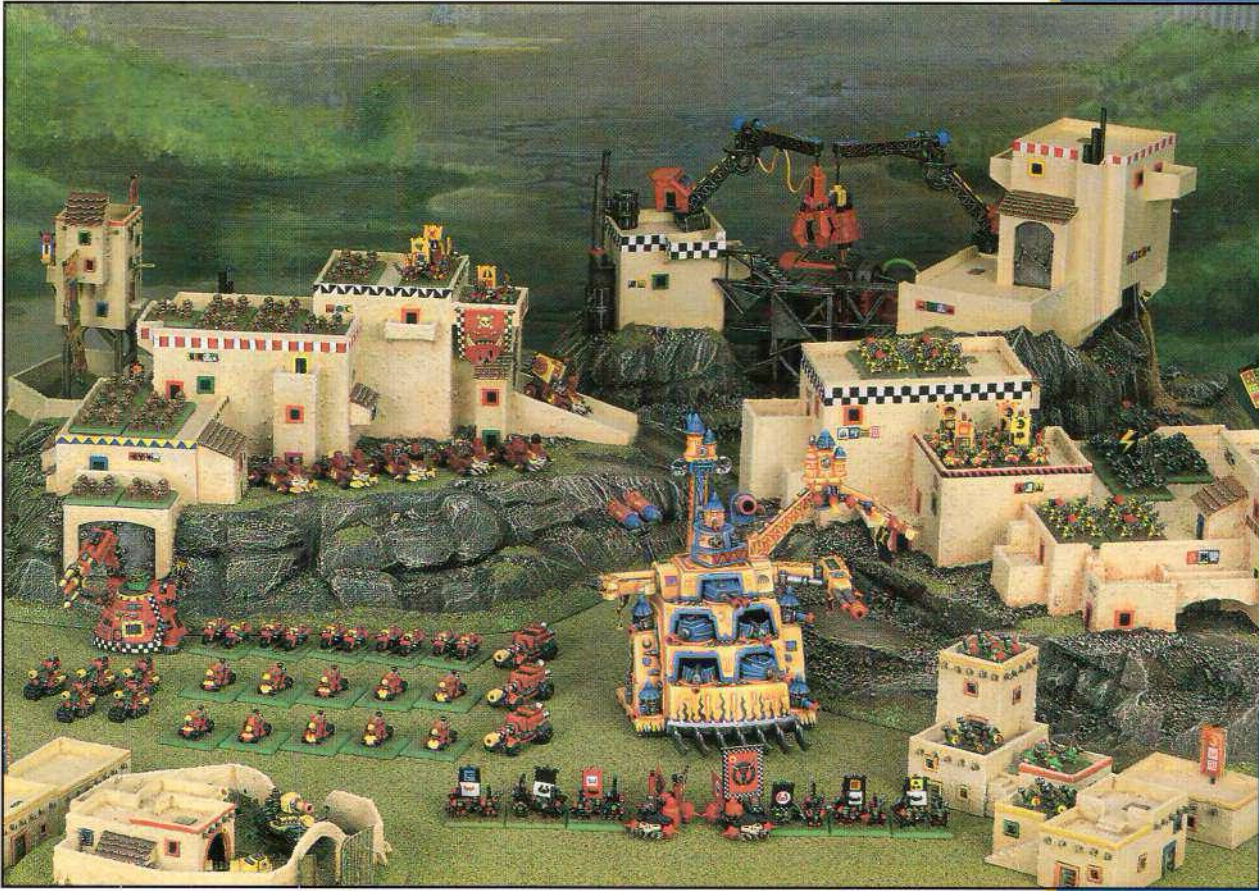
The other major addition to my force was the Mega-Gargant. Known as *Bildin' Busta*, this huge war machine should give me the firepower I need to blow up any *Bombard* objectives (which you use barrage weapons to destroy), as well as fend off any Imperial Titans. I attached loads of Boyz

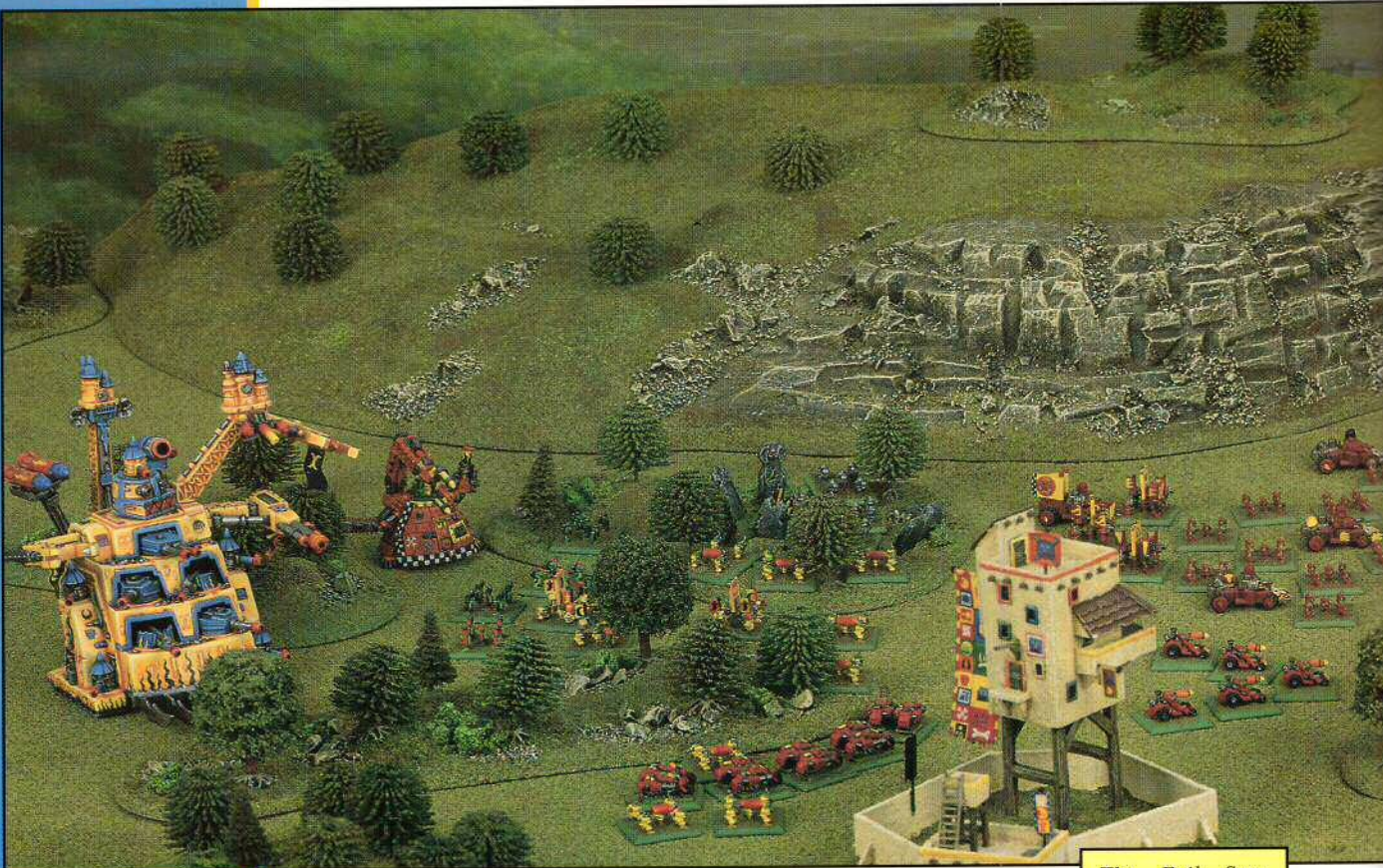
and a Nobz mob to it, because they don't break, no matter how many are killed. You have to destroy the Mega-Gargant in order to break the whole clan! I included the trusty Ork Warboss special card as well as a Mekboy Gargant. One more Gargant won't spoil the brew, this one was called *Skum Chukka*, 'cos its Super Lifta Droppa chucks da skumbos about – geddit?



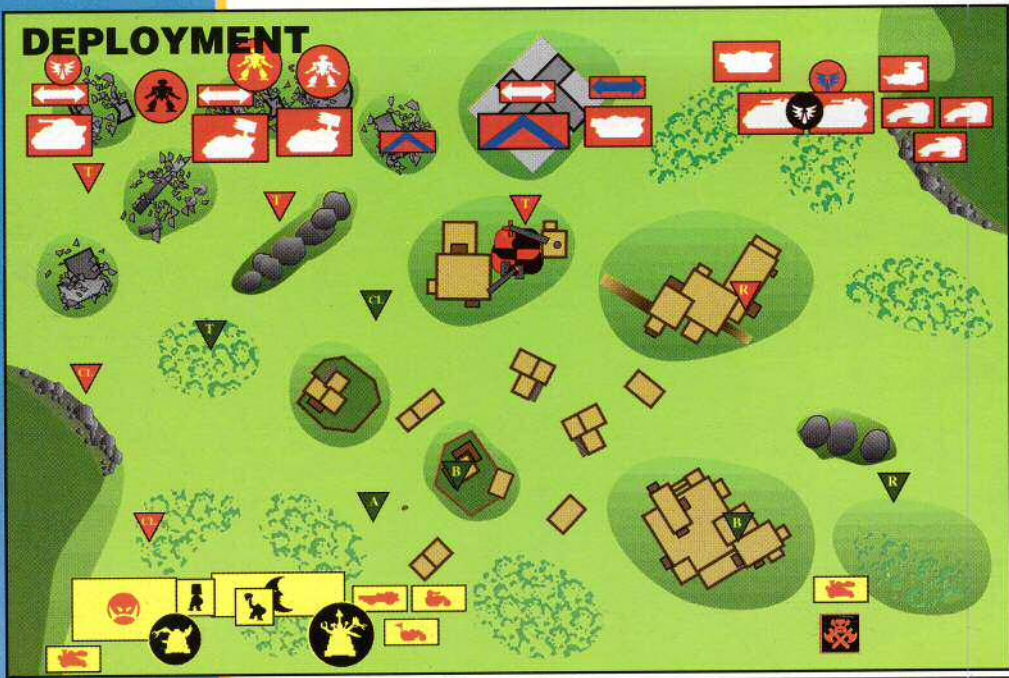
LET'S GET 'EM!

I think I've chosen a good force for grabbing objectives as well as blasting the enemy, now I just need to decide how to use them in order to win the game. I managed to get *Rescue*, *Cleanse*, *Assault*, two *Bombard* and *Take and Hold* objectives, all I needed to do was remember where I put them! Once Ian and I had set up the table and placed objectives, we rolled a dice each to decide who picked table edge. Ian won and chose the table edge with the most Imperial objectives. This was fine by me, as it meant I had access to all *my* objectives too. I decided to set up my forces on the left hand side with the biggest concentration of objectives. The Warboss I left to grab the *Rescue* objective. I would use *Bildin' Busta* and *Skum Chukka* to blast both the *Bombard* objectives in the first turn. *Bildin' Busta* would also pick on any Imperial Titans, since it had the *Stomp an' Smash* Gargant mission, which would award double victory points for any enemy Titans the Mega-Gargant destroyed! It was now time to let battle commence and see if my preparation and planning reaped sufficient dividends.





The Evil Sunz swarm towards the Reaver Titans of battle group Incarnus.



OBJECTIVES KEY

- Ork Take and Hold
- Ork Capture
- Ork Bombard
- Ork Rescue
- Ork Assault
- Ork Cleanse
- Space Marine Take and Hold
- Space Marine Capture
- Space Marine Bombard
- Space Marine Rescue
- Space Marine Assault
- Space Marine Cleanse

Battle Group Incarnus

- Exodus
- Malachi
- Leviticus
- Predators
- Thunderhawk Gunship
- Battle company Assault
- Devastator
- Tactical
- Commander

IMPERIAL KEY

- Tactical company
- Whirlwinds
- Land Speeders
- Chaplain
- Commander
- Razorbacks
- Vindicators

ORK ARMY KEY

- Bildin' Busta
- Skum Chukka
- Evil Sunz
- Buggies
- Spleenrippas
- Wartraks
- Nobz Warbikes
- Bad Moons
- Warboss
- Stormboyz
- Wildboyz

"Now that I had forced Adrian to reveal the thrust of his plan, I turned to the task of foiling him!"



TURN 1

Adrian: *Bildin' Busta* sat motionless at the back of the battlefield, guns trained on the two *Bombard* objectives. If I could destroy both these objectives they would be worth 10 VPs that couldn't be taken away from me. The *Evil Sunz* War Buggies went exploring, scouting out two *Take and Hold* counters and a *Cleanse*. I decided to pile the *Evil Sunz* forward, swamping the Imperial objectives with Orks, confident that no amount of Imperial fire would dislodge da Boyz.

The massed Boyz and Nobz of the Bad Moons charged forward into the trees, the Stormboyz taking up positions on a further Imperial *Cleanse* objective. In order to focus the power of my barrage weapons, the Mekboy Gargant *Skum Chukka* took up a position looking straight at the nearest *Bombard* objective that had just been revealed by some *Spleenrippas*. They and the Wartraks pounced on the Ork *Cleanse* mission, whilst the Nobz Warbikes charged into the *Assault* objective. Meanwhile, the wily Ork Warboss not only revealed my second *Bombard* objective, but two *Rescue* objectives: his own and an Imperial one. His bodyguard of War Buggies dived into the cover of the huge Ork building to their front, ready to defend the Warboss next turn.

Ian: Now that I had forced Adrian to reveal the thrust of his plan, I turned to the task of foiling him! My three Thunderhawk Gunships dived out of the sky, heading for the centre of the table. I sent the Land Speeders, followed closely by the

Assault detachment of the Battle company, to head off the Warboss and try to grab both *Rescue* missions. The Chaplain lead the assault and an Assault Space Marines stand ended their movement directly on top of the Imperial *Rescue* objective. One detachment of Vindicators advanced, whilst the other charged into the gap towards the Ork *Cleanse* objective, supported by a Tactical detachment.

Two Reaver Titans, *Leviticus* and *Exodus* of battle group *Incarnus*, advanced under the covering fire of *Incarnus Malachi* on first fire orders. I sent two detachments of Tactical Space Marines against the *Evil Sunz*, one to grab the revealed Imperial *Take and Hold* objective and another to engage the Boyz in close combat. The Predators advanced in order to pick off any survivors. Taking advantage of Adrian's rash, headlong charge, the rest of the army settled down on first fire, safe in the knowledge that they were going to be doing most of the shooting this turn.

Incarnus Exodus opened the shooting with a blistering hail of fire from its Barrage Missile Launcher, fired directly at the exposed *Evil Sunz*. I rolled a 6, giving me seven templates with which to blast the alien scum. When the smoke cleared Adrian sat in stunned silence as

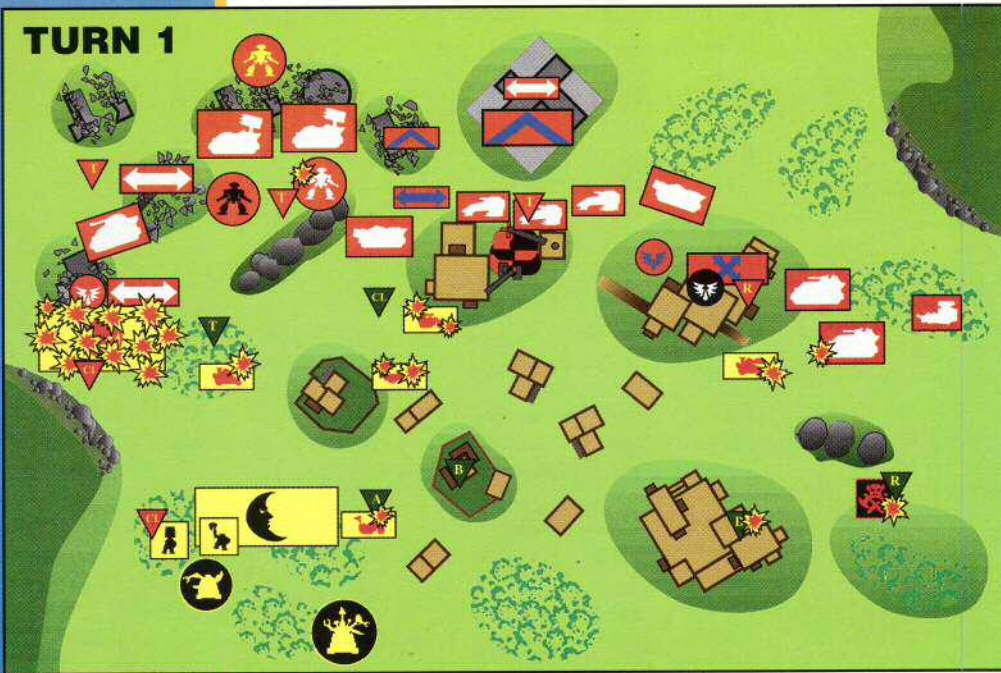
six Boyz stands, two Nobz and three Battlewagons were removed as casualties. Adrian remained intent on his plan, whatever it was, firing every barrage weapon the Mega-Gargant could muster at the *Bombard* objectives. A single Krooz Missul smashed the farthest *Bombard* objective, bagging 5 VPs straight away! This looked almost too easy. Fortunately for me, both the *Skullcrusha* and the *Super Lifta Droppa* missed and, with *Bildin' Busta* positioned only for firing on the *Bombard* objectives, the Gun Decks and Turrets were out of range or fire arc of any Imperial forces. My Whirlwinds targeted the two visible War Buggies positioned on the edge of the woods surrounding my *Take and Hold* objective – and smashed both of them to smithereens with their hail of missiles!



Adrian is distraught as his glorious Evil Sunz are shot to oblivion by the Emperor's finest!



TURN 1



OBJECTIVES KEY

- Ork Take and Hold
- Ork Capture
- Ork Bombard
- Ork Rescue
- Ork Assault
- Ork Cleanse
- Space Marine Take and Hold
- Space Marine Capture
- Space Marine Bombard
- Space Marine Rescue
- Space Marine Assault
- Space Marine Cleanse

Battle Group Incarnus

- Exodus
- Malachi
- Leviticus
- Predators
- Thunderhawk Gunship
- Battle company Assault
- Devastator
- Tactical
- Commander

IMPERIAL KEY

- Tactical company
- Commander
- Razorbacks
- Whirlwinds
- Land Speeders
- Chaplain
- Vindicators

ORK ARMY KEY

- Bildin' Busta
- Skum Chukka
- Evil Sunz
- Buggies
- Spleenrippas
- Wartraks
- Nobz Warbikes
- Bad Moons
- Warboss
- Stormboyz
- Wildboyz

Adrian: My Warboss and his buddies blasted at the Space Marines, desperate to fend off the might of the Imperial force. Much to my disgust, only a single Razorback was destroyed. Still, I had my *Rescue* objective, all I needed to do was high-tail it out of harm's way. As the Ork Warboss contemplated his escape route, Ian's Devastators began to pick off the Spleenrippas and Wartraks at the Ork *Cleanse* objective. One Wartrak and two Spleenrippas were torn apart by the Space Marines' heavy weapons.

I decided to take advantage of my Bad Moon Nobz' excellent firepower in order to start stripping void shields off Incarnus *Exodus*. Unfortunately, the hail of Ork weapons only knocked down a single shield. Meanwhile, Ian continued to pour fire onto the beleaguered Evil Sunz, both a Boyz stand and a Battlewagon succumbing to a Whirlwind barrage. In reply, my only surviving Evil Sunz Nobz stand knocked down another of Incarnus *Exodus*' shields. Finally, both the Battle company Commander and the Chaplain showed the Warboss how it was done by blowing apart two War Buggies.

The Nobz mounted on their Warbikes began their attack against the Assault objective. One Bike smashed against the heavily armoured exterior, but the next reduced the objective to rubble. Another 5VPs for me. Meanwhile, the Tactical Space Marines tore through the Evil Sunz like a

hot knife through butter. I lost count of the casualties and realised with horror that my main clan was being quickly reduced to nothing!

Ian: The Evil Sunz were crumbling fast and all I needed to do was keep picking away at them!

My first Thunderhawk swooped in to the attack, but managed to miss the Wartraks completely. To my relief, Adrian's bad luck continued as *Skum Chukka's* Super Lifta Droppa completely missed the Orks' remaining *Bombard* objective.

Another Thunderhawk cleared all but one Wartrak as well as the remaining Spleenrippas from the Ork *Cleanse* objective. Meanwhile, a Land Speeder managed to kill one of the Warboss' Nobz stands. Incarnus *Exodus* failed to hit the Mekboy Gargant, but succeeded in destroying yet another Evil Sunz Boyz stand and a Battlewagon.

The carnage amongst the Orks continued as a combination of fire from a Tactical detachment and Incarnus *Leviticus* destroyed the remaining Boyz and Nobz of the Evil Sunz. With that, the remnants of the Evil Sunz, mostly War Buggies, all failed their morale checks and went on fall back orders. Only the single Wartrak remained steady, along with the Nobz Warbikes who, as command stands, would not break. Adrian sat in shock as he realised that his whole attack was falling apart before his eyes.

"The Evil Sunz were crumbling fast and all I needed to do was keep picking away at them."

TURN 2

Adrian: What's happening? My glorious Waaagh is getting completely smashed to pieces! Ian's walking all over me. What can I do to turn the tide? Anything? With this in mind I returned to the battlefield, only to be met by a beaming Ian, the humie git! I wasn't surprised when I lost the initiative roll and was forced to move first...

I decided to bring *Bildin' Busta* to the fore – it should help to give the Blood Angels a taste of their own medicine. Firstly, I had to redirect my attack. The Nobz Warbikes and Stormboyz pounced on the *Take and hold* objective that the War Buggies had just vacated. The Bad Moons advanced in order to create a gap for *Bildin' Busta* which, through a combination of the *Full Zoggin' Speed Ahead* Shouting counter and full speed, swung about and headed towards the Space Marines. The Warboss, now suddenly alone on the right flank, dived into his Battlewagon with the *Rescue* objective and made for safety. I decided to use the Mekboy Gargant to keep blasting at the last *Bombard* objective.

The humies continued their pincer movement – the Land Speeders, accompanied by the Assault detachment in their Razorbacks, made off after my Warboss with two Thunderhawks also closing in for the kill... The Titans moved toward my half of the table and their *Blitzkrieg* Titan mission, *Incarnus Exodus* covering the advance of *Leviticus* and the charge of *Malachi*. The Tactical detachment, having had a taste of Ork blood, now charged the Stormboyz, while the company Commander took on the Nobz Warbikes. The rest of Ian's force remained on first fire or advance orders. In the psychic phase I set about *Incarnus Leviticus* with a blast from *Bildin' Busta's* Weirdboy Tower, managing to strip a couple of shields from the mighty Imperial Titan.

Ian: I suddenly found myself facing the full wrath of *Bildin' Busta*, who I'd been expecting to come up against last turn! I wasted no time, aiming *Incarnus Exodus' Warp Missile* at the Gargant's Ammo location. The missile landed bang on target, regardless of having to roll twice with the Aim dice! However, the two rolls on the damage table merely resulted in a couple of fires, two points of Hull damage and some dead Boyz. Great! The Titan's other weapons only succeeded in knocking off a couple of power fields. Adrian could hardly contain a smirk at this poor showing, but he soon looked glum once more as the Mekboy Gargant failed to hit the *Bombard* Objective again and the Kustom Cannon misfired, destroying itself! To cap it all, his Nobz Warbikes failed to blast the Tactical company Commander as he charged into close combat. The Bad Moon Nobz also failed to strip any more shields off *Incarnus Leviticus*. I got the impression that *Leviticus* was the Orks' main target this turn. The rest of the first fire was mine.

My Devastators brought down the rest of the Mega-Gargant's power fields with murderously

accurate heavy weapons fire, as well as cutting down two Bad Moon Boyz stands. The Emperor's divine light must have been guiding them! A detachment of Whirlwinds then blasted a Nobz stand and a Boyz stand. The rest of the force concentrated their firepower on *Bildin' Busta* but all missed or were out of range.

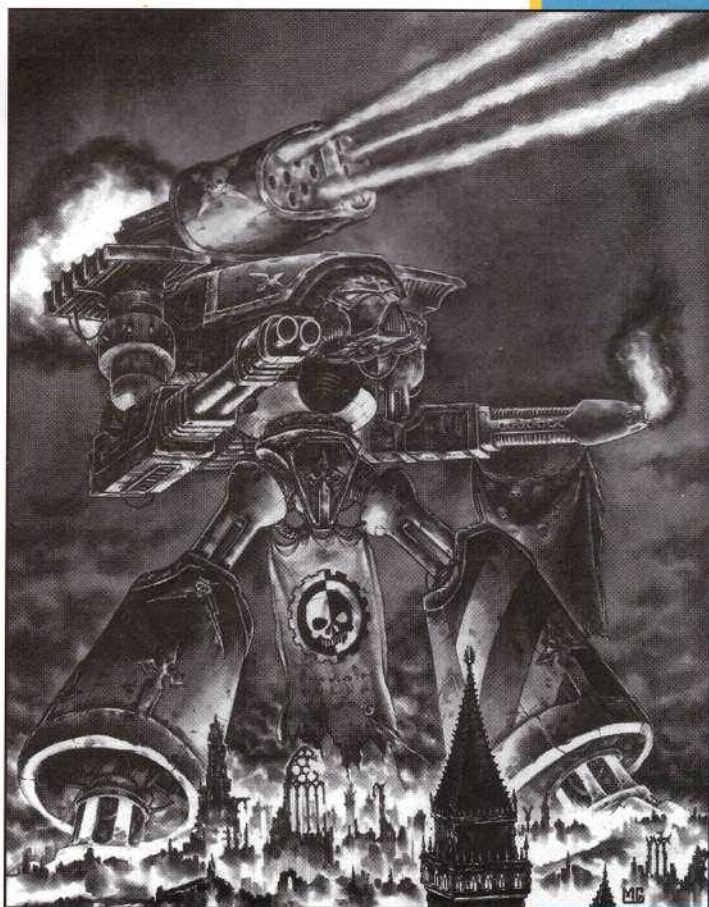
The close combat this turn was on a much less grand scale from last. The Tactical company Commander set about the Warbikes, easily destroying the remaining Nobz. My Tactical Space Marines followed his example, sending some of the Stormboyz to meet their makers.

Adrian: The advance fire phase started with Ian trying to make the most of *Incarnus Leviticus* before it was shredded by *Bildin' Busta*. Indeed, it opened up with both its Turbo Laser Destructors, damaging the Mega-Gargant's Skullcrusha cannon. It then unleashed a salvo from its Multi-Launcher against the Bad Moons, killing a Boyz stand as well as some Wildboyz. *Bildin' Busta* then retaliated, concentrating its entire arsenal on *Incarnus Leviticus*. Surely this should reduce the mechanical beast to a pile of scrap! But the Big Lobba missed and the Gun Decks, firing at -2 because the Gargant was moving at full speed, only succeeded in knocking off one void shield...

TURN 1 VICTORY POINTS

Space Marines: 37
Orks: 20

"...suddenly found myself facing the full wrath of Bildin' Busta, who I'd been expecting to come up against last turn!"



TURN 2



OBJECTIVES KEY

- Ork Take and Hold
- Ork Capture
- Ork Bombard
- Ork Rescue
- Ork Assault
- Ork Cleanse
- Space Marine Take and Hold
- Space Marine Capture
- Space Marine Bombard
- Space Marine Rescue
- Space Marine Assault
- Space Marine Cleanse

Battle Group Incarnus

- Exodus
- Malachi
- Leviticus
- Predators
- Thunderhawk Gunship
- Battle company Assault
- Devastator
- Tactical
- Commander

IMPERIAL KEY

- Tactical company
- Commander
- Razorbacks
- Whirlwinds
- Land Speeders
- Chaplain
- Vindicators

ORK ARMY KEY

- Bildin' Busta
- Skum Chukka
- Evil Sunz
- Buggies
- Spleenrippas
- Wartraks
- Nobz Warbikes
- Bad Moons
- Warboss
- Stormboyz
- Wildboyz

The Deth Ray struck one of the Turbo Laser Destructors, passing through the void shields, but Ian made the saving throw. My final Krooz Missul took down the last shield before the Gun Decks blew the Multi-Launcher off the carapace, crushing a Rhino as it fell to the ground. But the Titan still stood, and 10 VPs had slipped through my fingers. The Predators tried to shoot up *Bildin' Busta* only to miss. In return, the Bad Moons blazed away, inflicted some damage on the head of Incarnus *Leviticus*, halving its CAF for the rest of the game. The Land Speeders then blasted apart two of the War Buggies as they fell back.

Finally, I watched in despair as Ian's Thunderhawks gunned down my retreating Warboss in his Battlewagon. 5VPS gone in one fell swoop. The only good thing to happen was that the War Buggies rallied. I had to come up with a cunning plan in order to save the day.

"...made off after the Warboss with two Thunderhawks also closing in for the kill..."



TURN 2 VICTORY POINTS

Space Marines: 40
Orks: 15

TURN 3

Adrian: Aha! I had a mad plan. As befits the deep tactical thinking of the Orks it was brutally simple – destroy as many of the Reaver Titans as I could this turn (preferably with *Bildin' Busta* whose Gargant mission meant the VPs would be doubled). It was a completely desperate plan at this stage, but I knew that if I didn't put up a real fight this turn, Ian would romp home to victory! If it wasn't already too late...

I made Ian move first, and he closed in on my beleaguered Waaagh! Incarnus *Exodus* charged into my half of the table in order to get 10VPs for the *Blitzkrieg* Titan mission. Not only that, but the



OBJECTIVES KEY

- Ork Take and Hold
- Ork Capture
- Ork Bombard
- Ork Rescue
- Ork Assault
- Ork Cleanse
- Space Marine Take and Hold
- Space Marine Capture
- Space Marine Bombard
- Space Marine Rescue
- Space Marine Assault
- Space Marine Cleanse

TURN 3



Battle Group Incarnus

- Exodus
- Malachi
- Leviticus
- Predators
- Thunderhawk Gunship
- Battle company Assault
- Devastator
- Tactical
- Commander

IMPERIAL KEY

- Tactical company
- Commander
- Razorbacks
- Whirlwinds
- Land Speeders
- Chaplain
- Vindicators

ORK ARMY KEY

- Bildin' Busta
- Skum Chukka
- Evil Sunz
- Buggies
- Spleenrippas
- Wartraks
- Nobz Warbikes
- Bad Moons
- Warboss
- Stormboyz
- Wildboyz

Assault detachment pounced on the smoking debris of the Warboss' Battlewagon and grabbed the Ork Rescue mission. Another 5VPs for the Space Marines, grrr!

As for my own force, the rallied War Buggies charged Incarnus *Leviticus*. Complete madness of course, but they had to follow their clan instincts, charging towards the table edge and engaging the enemy in close combat. I knew that Incarnus *Leviticus'* chainfist would make the combat very short-lived.

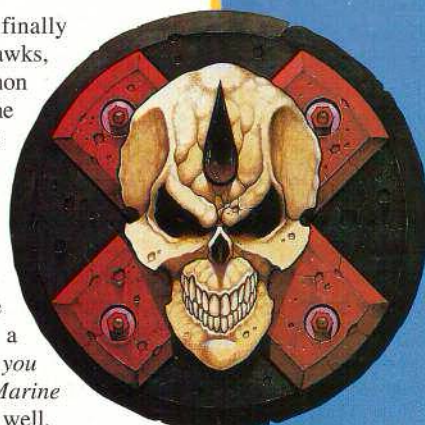
The War Buggies on the right flank caught up with the Land Speeders and brought them into combat too. The Nobz Warbikes belted off after the Thunderhawk Gunships, which had screamed in behind *Bildin' Busta*, their missile pods and battle cannon swivelling ominously towards the Mega-Gargant. Speaking of *Bildin' Busta*, he sat still, ready to open fire with all his weapons with no jostling around to spoil the gunners' aim.

Then my plan fell at the first post! The Mega-Gargant's Weirdboy Tower only managed to take down the last of Incarnus *Leviticus'* void shields, and my dream of smashing the Reaver with psychic power fizzled out. Then came the rest of the Mega-Gargant's weapons, but all those massed dice came up with nothing! The only damage was to *Leviticus*, one of its Turbo Laser Destroyers destroyed by the ineffective fusillade.

There was no chance of clawing back any VPs now. Sob, sob, sniffle!

Ian: The rest of the turn was filled with some tit-for-tat firing, my force cutting down the rest of the Orks, both in shooting and hand-to-hand combat. Then everything I had left to fire opened up on *Bildin' Busta*. Resolved to his fate, Adrian watched as the Mega-Gargant was peppered with shot after shot, fires erupting everywhere, the hull torn to scrap by the pounding of missiles and shells. The deciding shots come from the two detachments of Vindicators (as I suspected they might), which had closed in and proceeded to smash the Mega-Gargant's Gun Decks with Thunderer shells.

The blazing wreck was finally dispatched by the Thunderhawks, two shells from their battle cannon disappeared into the rear of the blazing monster, detonating its ammo. The resulting roll on the Fire table caused a massive explosion which consumed the remaining Orks. As the roar of weapons gradually died, the only survivors of the battle were the Mekboy Gargant and a Stormboyz stand (*Ian, aren't you forgetting an entire Space Marine army? – Ed*). Oh yeah, them as well.





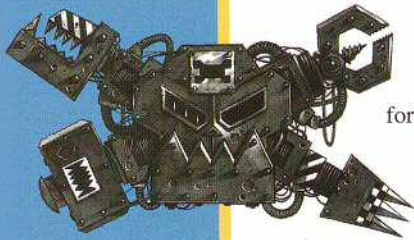
**FINAL
VICTORY POINTS**

**Space Marines: 81
Orks: 10**

TAKEN TO THE CLEANERS

Adrian: So much for my first outing (in print at least) with the Orks in Epic. What a disaster! I had no idea whether I was coming or going and got completely thrashed for my trouble! Hopeless!

Whining aside, what went wrong? I think my first and biggest mistake was to get too enamoured with the new objectives – I think you have to be careful when working out how to deal with them. Scouting them out is no problem, but because of the diverse ways in which they work, it's better to kick the enemy about a bit before committing yourself. For instance, trying to swamp *Cleanse* objectives with troops is not such a hot idea when the enemy is still at full strength (as the Evil Sunz found out...). I think that Ian had the best plan, consolidating his position before pressing forward. I still need to re-think some of my tactics and spend more time blasting the enemy rather than relying on objective grabbing, particularly considering the steamroller Ork army.



“There’s nothing like being completely panelled to make you learn some new tactics.”

Andy Chambers on Adrian’s performance

Although I love Mega-Gargants, I think it was a mistake to tie up so many of my points in a single awesome weapon. Also, using it as a kind of huge barrage weapon was a complete waste of its potential to wreak havoc.

As you may know, I always praise infantry because it is in your foot troops that you find the real power in Epic. However, this time I forgot my own advice and went against the grain. I took too few clans and made the ones I had too big and unwieldy. Big clans have their place, but I’m going to need a little more practice with the Epic Orks before I feel ready to use them again.

Although I think it can be good to build a clan’s break point with transport vehicles for instance, perhaps having more clans would give me more flexibility overall. I certainly found myself falling over the Boyz, the Ork command rule stretched to its limits. I should have charged Incarnus *Exodus* with *Bildin’ Busta*, instead I tried to rely on firepower to nail the whole battle group rather than making sure of one Titan. In fact, I can see a whole catalogue of errors of judgement which together brought my attack grinding to a halt.

If I sound a little unsure of my conclusions, remember I am an avid Imperial player, Artillery companies and all, and have only played with Orks in Epic on a handful of occasions. Not one to use inexperience as an excuse, I am still trying to find my feet with this army. However, never one to accept defeat I am now determined to get together an Ork force of my own in Epic in order to master the Boyz!

The Ork Battlewagon sped across the broken ground, its crude suspension causing the vehicle to bounce around madly. Inside the Battlewagon, ten huge Goff Nobz clung on as best they could. Through the din a squeaky, high-pitched voice came from above.

“It looks like we’ve lost ‘em boss, can I come down now?” The small, green head of Smirkett the Gretchin appeared upside-down looking into the cramped troop compartment. “I want to ‘ave a look at da gizmo!”

“Nah. Get ya no-good scrawny face back up dere on look owt!” came the gruff reply of Warboss Snagrotz. Snagrotz returned his attention to the strange box shaped object in front of him.

“Yeah boss, wot iz dat fing? It better be wurf us rummin’ away. I woz lookin’ forward to stickin’ it to ‘em!” moaned a surly Goff.

“B-b-boss, ya better come an’ look at dis!” Smirkett sounded a lot more worried than before.

“Wot, wot, wot d’ya want? Can’t ya see dat I’m busy. Dis is important Warlord biznizz!” Snagrotz’ brow furrowed with concentration as he turned the strange object round an round. What could it be? Snagrotz had no idea, but he couldn’t say that in front of da Boyz, he would look stoopid. Da Meks would tell him. Meanwhile, he had to keep da Boyz quiet.

“It’s a Vortecks grenade” he said decisively. “An’ it’s very dangerous. Ya sees dese writings ‘ere, dat’s Imperial goffic for Warbosses Only, so don’t anyone touch it, ya got it?”

From the front of the Battlewagon, Snagrotz could hear Hotrodz the driver muttering to himself...

“I remember Uzgob Krazznit, da Bad Moon Warlord. ‘E used to ‘ave a Vortecks grenade and it didn’t look...” Snagrotz leaned forward and slammed the driver’s hatch down hard, preventing the rest of da Boyz from hearing what Hotrodz had to say.

“Shut it yooze, an’ keep ya eye on da road!”

In the background, the persistent voice of Smirkett could still be heard, only more desperately now.

“Boss... BOSS! Dis is really, really, really important! I really, really, really fink you should come an’ get a dekkers at dis!”

Snagrotz looked up to see Smirkett’s feet disappear through the tiny vision slit “Oi! Where d’ya fink ya goin’?” Snagrotz climbed up to the vision slit. “Smirkett, ya no good lousy Grot, get back ‘ere before I...” the words died in his throat as Snagrotz caught sight of the Thunderhawk Gunships closing in. “Zoggin ‘eck!” The words were barely audible as Snagrotz stood transfixed by the graceful flying fortresses, now cruising comfortably a few metres behind his Battlewagon. Smirkett was scrambling away to the safety of some nearby cover, but his flight was short lived...

Shouting “Owt! Ev’ryone owt! Bail owt!” Snagrotz leapt across the Battlewagon and kicked the door open. Grabbing the “Vortecks grenade” Snagrotz went to dive from the speeding vehicle, but it was all too late. A huge roar deafened the burly Ork as the Battlewagon erupted into a ball of flame...

The Space Marine bounded over from the cold, charred debris of the Battlewagon. Saluting his Sergeant, the grim figure held out the missing Imperial transponder they had all been looking for...



As Bildin Busta faces off against battle group Incarnus, the two Vindicator detachments close in for the kill...

APOCALYPSE NOW!

Ian: 81-10, 81-10, 81-10! That was a truly awesome stuffing. I've had more Space Marines killed in a game of Warhammer 40,000 (*Now, now Ian, don't gloat – Ed*). Sorry. Anyway, now that I've got that out of my system, did the battle hold any lessons for me? Yes it did. This is one of the great things about taking part in a battle report, they really force you to analyse how you played. If you remember, in my introduction I was fairly nervous about fighting an Epic battle, not to mention having my every move scrutinised by tens of thousands of readers. However, I feel that I've learned quite a bit, and also gained a lot more confidence with the Epic game.

From a more strategic point of view, as I was explaining in my intro, I used to play without due respect to the objective counters. I now know that it is also possible to play Epic with too much emphasis on grabbing objectives and not enough respect for the enemy. The complete opposite from what I was doing! This, I believe, is the trap that Adrian fell into.

Adrian told me before the battle that he always looks for a way to win the game in one turn. This can only be achieved by bagging most of the objectives. Maybe I wouldn't be writing this now if Adrian had brought his Mega-Gargant to the fore in turn 1, instead of going for the *Bombard* objectives. Your best bet is to secure enough of the nearby objectives in the first turn to give you a healthy balance of victory points and hopefully prevent your opponent achieving his one turn victory. Remember, by the end of the first turn almost all of the objectives will probably be controlled by one player or the other – Adrian's

basic plan involves controlling most of them at this point.

At this stage, the start of turn two, it is time to start looking at the whole battle. Look for places where the enemy is weak, or has overstretched his forces. Seek out key points on the battlefield and decide how you are going to take them with the troops and vehicles left at your disposal. If you're winning, your first consideration must be how to hold onto your lead, your second consideration should be how to increase it. If you're losing, then you obviously must decide how to reverse the situation.



Do not overstretch yourself in order to get a quick victory. Just take it slow and steady, there isn't any hurry to finish the game. Expanding too rapidly will only leave you poorly supported with weak points for the enemy to exploit. Never, ever forget that your opponent is going to do his utmost to stop you from doing what you want. Eliminate the enemy and the objectives will come by way of reward. However, capturing the objectives will never get rid of the enemy!



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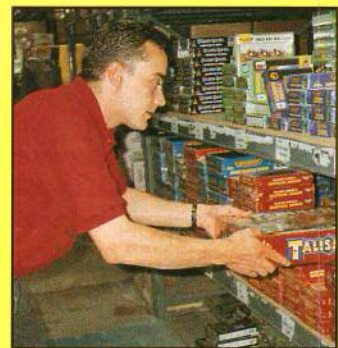


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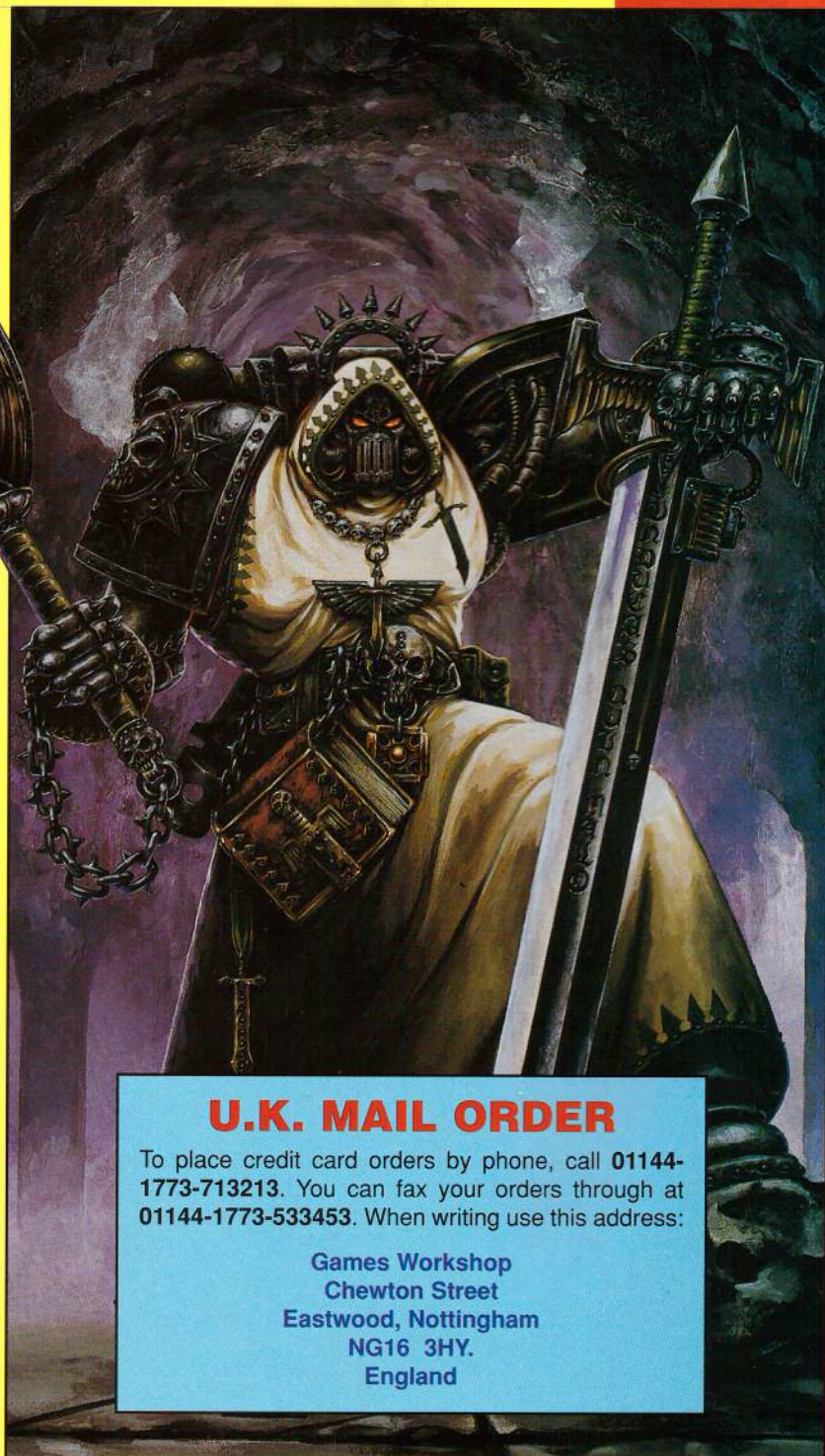
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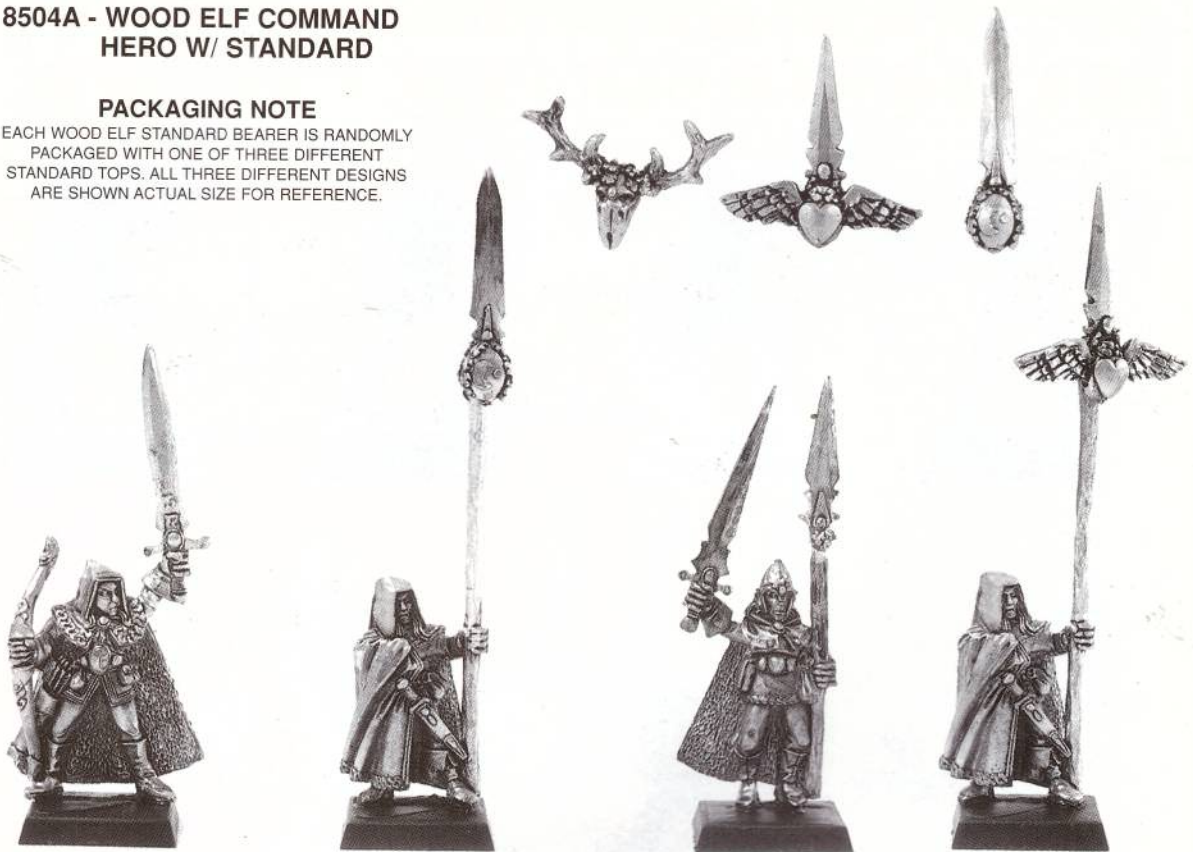
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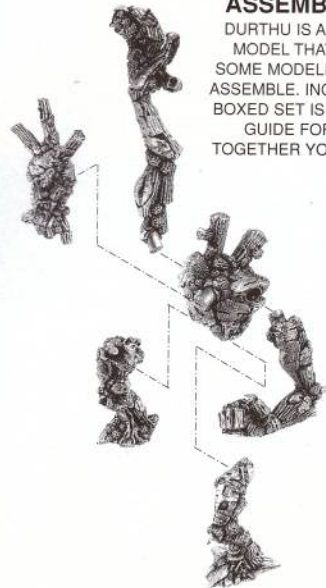
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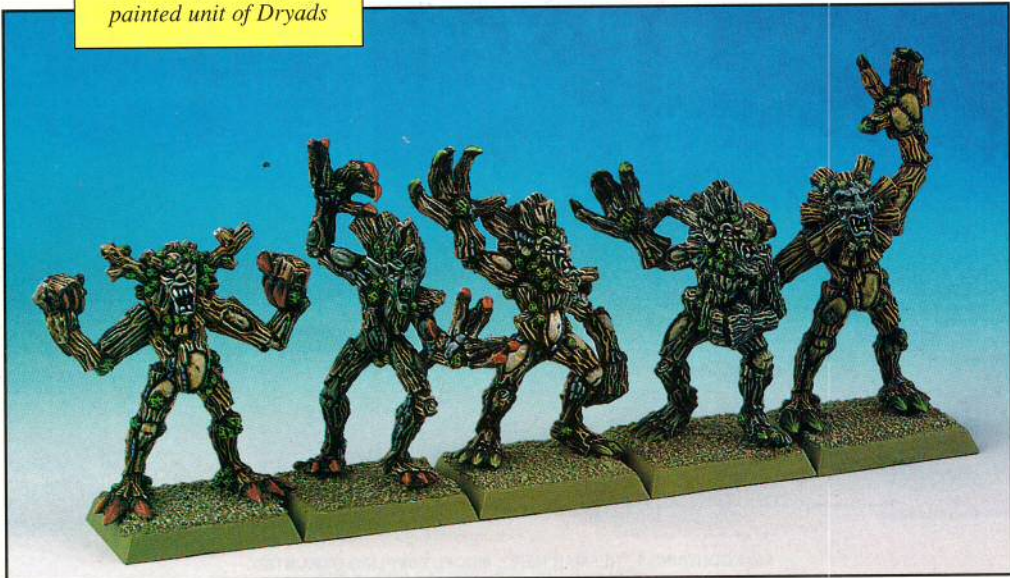
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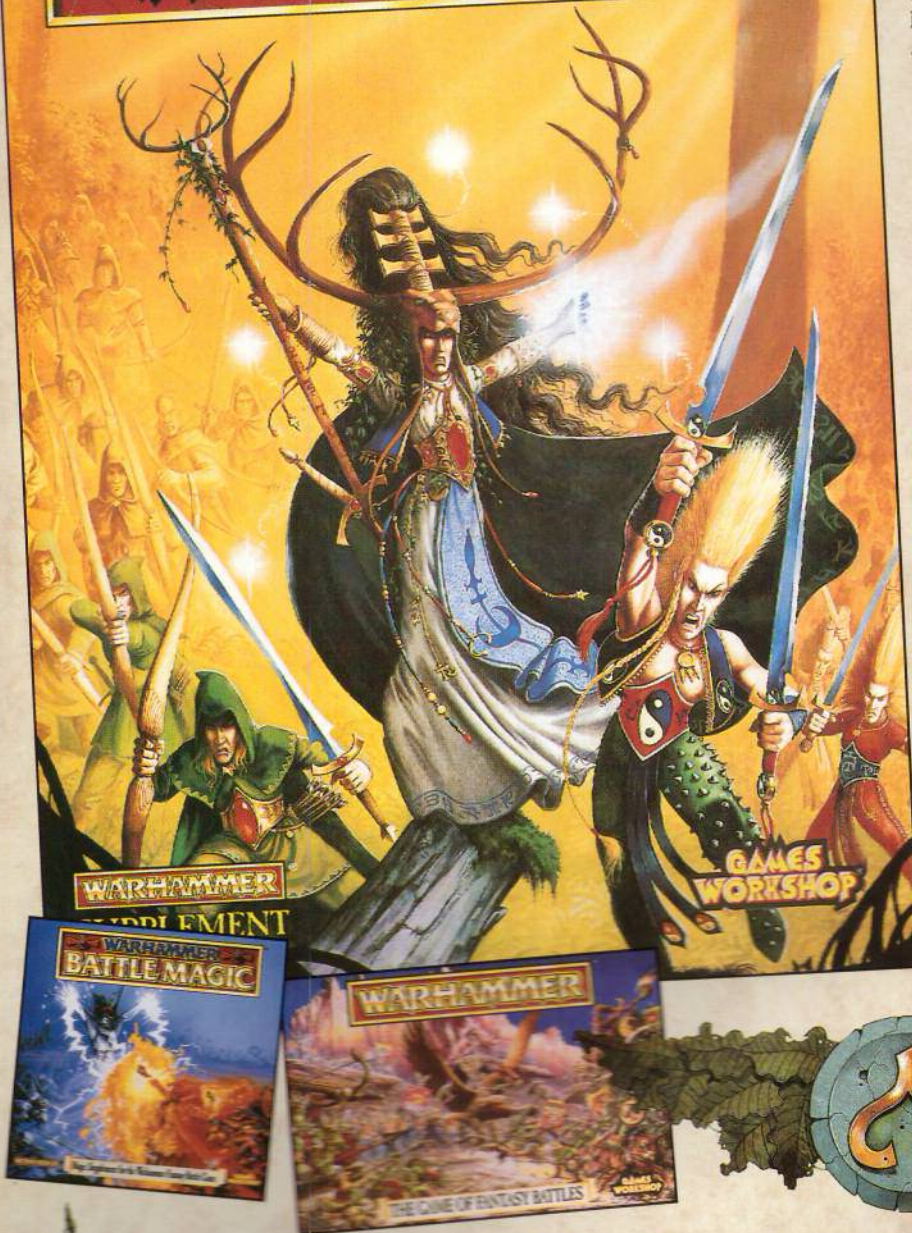
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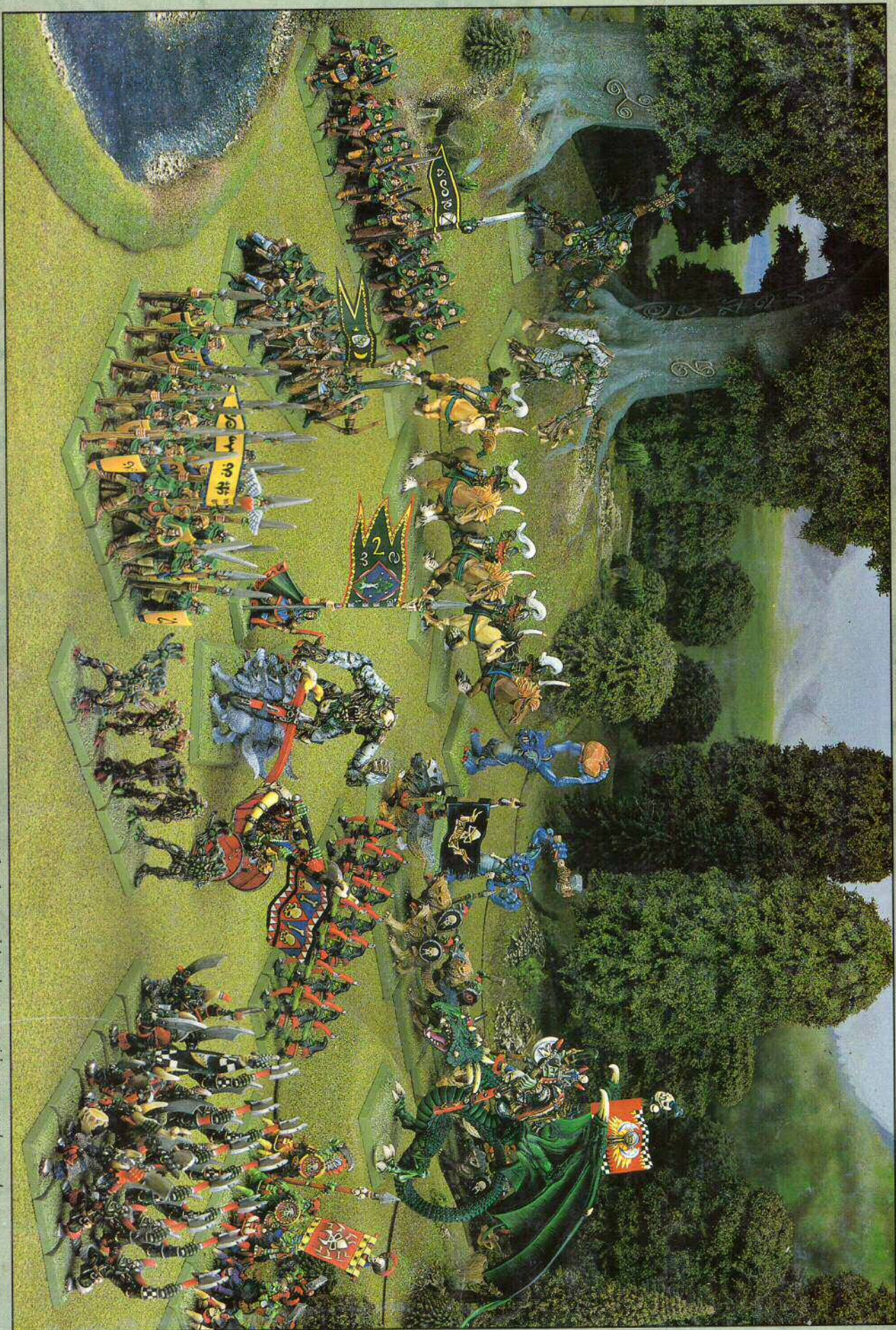
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