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193

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01



Gangs from House Escher and House Delaue settle their differences in a shoot out!



Rank upon rank of Undead defend an ancient Necromancer's tomb from a chattering horde of Skaven.

WHITE DWARF™



There's been a lot of talk here recently about the many different aspects of our hobby. Personally, I think that the diversity of people involved is one of its great strengths.

Some people spend months painting the one or two models that catch their eye, never thinking of building an army and taking to the field of battle. Others can't wait to crush their enemies under the feet of their

glorious host and have difficulty waiting until the first coat of paint has dried before they march to war!

Last month we tried to cover this variety of approach with Mike's Masterclass on one end of the scale and Rick's splendid article on painting an army quickly on the other. I expect that people will pick and choose from both of these and come up with a mix that suits themselves (which is exactly as it should be).

This month, in what I hope will be a first of a series of articles, we've started to cover gaming tables and terrain in the same way. What we've done is compile all the ways we can think of for building a gaming set up, from the fastest and cheapest to the sort of fully modelled modular boards that look like Golden Demon entries! What's important in all this is to realise that nobody is right or wrong. It's not "bad" if you fight battles on a cloth draped over piles of books – that's what I did for years and it served me fine. I would love to have a gaming set up like Aly Morrison and Dave Andrews, but I'm just too lazy to spend all that time on it. I want to get my soldiers out there and fight!

Speaking of which, this issue also includes a hugely inspiring article by Nigel about collecting armies – it's already been responsible for starting several new forces in the White Dwarf Bunker. I wonder how many more it will spawn?

Hope you enjoy the issue.

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Jake Thornton,
Editor



Adrian Wood



Gavin Thorpe



Ian Pickstock

Steve Anastasoff



Jake



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Nigel inspires us all to get an army (or two).

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Dark Elves vs. Orcs in bloody conflict!



Ian presents the new **Warhammer 40,000** vehicle – the terrifying Hellhound firethrower. He provides all the rules for this devastating tank, including the deadly Inferno cannon, and gives us a brief guide to its role within the Imperial Guard.

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The White Dwarf interview

Jake talks to Andy Chambers, author of **Warhammer 40,000**, Titan Legions and a lots of army books and Codexes. Oh, and Andy likes climbing apparently...

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Tuomas Pirinen

Is your **Warhammer** army constantly mauled by over-powerful enemy characters? Well, Tuomas provides a few insights into removing these behemoths of the **Warhammer** battlefield.

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Find out what's happening in a Games Workshop store near you, plus all the hottest news from our retail staff. You never know, it could mention you!

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U.K. GOLDEN DEMON '95 WINNERS

Here is your chance to check out all the winners from the **English Golden Demon Painting Competition**. Wow!

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TARGET IN SIGHT

Ian Pickstock

With a new **Warhammer 40,000** mission card on this month's card section, Ian takes a look at achieving your missions and developing new scenarios to play.



MATTHEW PARKES' GOLDEN DEMON WINNING ENTRY

56 STILLMANIA

Nigel Stillman

Nigel takes a firm but fair view on how to collect an army. They don't pop out of thin air you know, you need a plan (so he tells us)!



61 JUST AN OLD HACK

Gav Thorpe

Gav shows how to start running a daily news rag for your **Necromunda** campaign, and presents a few of the more printable exploits of the infamous Castle Rock gangs.

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House Escher

67 'EAVY METAL MASTERCLASS –

Mike McVey

Mike answers some more of your painting questions and begins a series featuring the entries for the Golden Demon Open category. This month he looks at Dave Andrews' winning diorama.

73 UNSUNG HEROES

Adrian Wood

Adrian talks about his tactics for footsloggers in the **Epic** games system. Infantry fulfil a number of vital but thankless tasks, which Adrian highlights in his article.

79 QUESTIONS & ANSWERS

Andy Chambers and Jervis Johnson

As well as answering your questions on Warhammer and Warhammer 40,000, this month's Q&A takes its first look at the **Necromunda** rules.

84 FIELD OF BATTLE

Owen Branham

Presenting the first in a new series of Modelling Workshop articles, Owen demonstrates how to make different types of games tables and discusses the techniques used for building hills.

97 RAID – The Final Clash –

*Ian Pickstock and
Jake Thornton*

The bloody conclusion to the Ian and Jake's recent Warhammer campaign. Can the Orcs prevail against the onslaught, or will the cruel and heartless Dark Elves win the day?



91 DARK SAVIOURS –

Jervis Johnson

Jervis presents the rules for the new Dark Angels special characters, including Azrael, Grand Master of the Dark Angels Chapter, Holder of the Keys.

92 'EAVY METAL–

Paul Muller

Dark Angels special characters



**“Adopt your army
and stay loyal to it
through victory
and defeat.”**

Nigel speaks, page 56



**Making your
own games
table – page 84**

**“Freedom for the
Press is Freedom
for the People!”**

*Read all about it on
page 61*

**WHITE
DWARF**

0453	Hellhound Tank	\$32.99
	(Plastic boxed set with metal components)	
8038J	Azrael and Helmet Bearer	\$9.99
	(Two miniatures per blister)	
8038K	Asmodai - Dark Angel Chaplain	\$8.50
	(One miniature per blister)	
8038L	Ezekiel - Dark Angel Librarian	\$8.50
	(One miniature per blister)	



Following last month's release of **Angels of Death** are some extremely powerful Dark Angel Character models. These gothic warrior monks all share the terrible secret shame of the Dark Angels.

First off is the Supreme Grand Master of the Dark Angels, **Commander Azrael**. Armed with a combi-weapon and the mighty *Sword of Secrets*, Azrael is protected by the *Lion Helm*, an ancient artifact said to be worn by Primarch Lion El'Jonson himself. This device is carried by a Helmet Bearer, a mysterious creature that moves along with Azrael.

Ezekiel is the Grand Master of Librarians in the Dark Angels Chapter. This potent psyker is armed with a *Force Sword* and the all important *Book of Salvation* - A sacred tome which lists all the names of the fallen Dark Angels which have been captured so far. A fantastic new model.



Interrogator - Chaplain Asmodai

The oldest and most successful interrogator in the Dark Angels army is the Chaplain **Asmodai**. He is totally committed in his determination to force any of the fallen that come into his hands to repent. Cool model!



Check out Ian Pickstock's article later in this issue, including full rules and a brief guide to getting the most from your flamethrower!

Every month we release dozens of new miniatures and models for our games. Getting your hands on all the new miniatures and supplements listed on these News pages, as well as the complete line of Games Workshop products, is as easy as finding your nearest **Games Workshop Store** or **Chapter Approved Retail Shop**. To make this easier there is a full list of **Chapter Approved Stores** on pages 34 and 35 of this issue and our store addresses are on page 33.

If there are no local stores stocking Games Workshop products, then our speedy, efficient **Mail Order Service** will be happy to help you find what you need. Just call 1-800-394-GAME for up to the minute product information and release dates.

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As many of our readers with computers and modems will already know, the Games Workshop Studio has recently been hooked up to the Internet. Everybody has had a great time looking at all the newspapers, home pages, and mailing lists about our games - and there is plenty of stuff to look at!

If you are hooked up on the net do a search on the World Wide Web using the key word Warhammer and see what comes up; we think you'll be amazed at the sheer quantity and quality of stuff.

A special thanks must go to Ed Etkin, who has taken the time to collect all the rules questions about Warhammer, Warhammer 40,000, Necromunda, and Epic and sent them to Jervis Johnson and Andy Chambers in one go. You can check out all these rules clarifications on Ed Etkin's homepage, called Gates of Fenris. It can be visited on <http://www.users.interport.net/~fimer/>.

Keep your eyes on these newspapers for the arrival of the official Games Workshop Website - it isn't too far away!



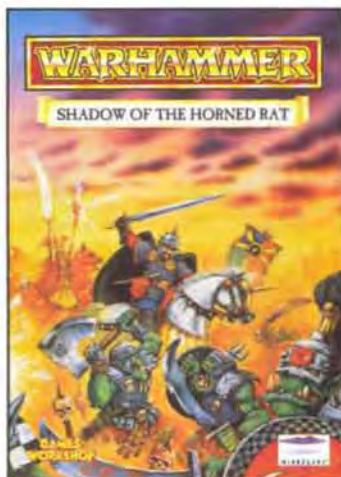
Alan and Michael Perry, more often referred to as the Perry twins, sculpt an enormous amount of fantastic Citadel Miniatures. From the Warhammer Empire range to the Warhammer 40,000 Imperial Guard models, the Perry twins have produced loads of excellent work.

Has all this gone to their heads? Well, these are the distinguished guests from last year's North American Games Day - the same ones who started the food fight at the after hours celebration! But don't take our word on it, take a look at their insanity for yourselves. The Perrv twins, taking it one step beyond a hobby!

Several people out there (and we have a good idea of who) are making counterfeit Citadel Miniatures. This causes Games Workshop several problems:

First off, it is against the law. Citadel Miniatures are protected by copyrights and it is illegal to reproduce them. Secondly, the copies themselves are lowgrade. We certainly don't want our customers thinking the inferior quality has been produced by Games Workshop.

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A mouse and a Windows supported sound card.

NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS

0046	Outlanders (Boxed supplement)	\$34.99
0050	House Escher Gang (Boxed set of eight miniatures)	\$24.99
8107A	Delaque Juvies (Two miniatures per blister)	\$5.50
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A black and white illustration of a heavily armored, muscular warrior with a large mohawk, holding a large gun and a sword, standing over a fallen figure. The warrior is wearing intricate armor with various symbols and has a fierce expression. The fallen figure is lying face down on the ground, wearing a helmet. The background is plain white.

WARHAMMER

40,000

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GAMES WORKSHOP

IMPERIAL HELLHOUND



Hellhound of the Armageddon II Regiment in typical camouflage colours



ARMY BADGE

All of the tanks and other vehicles in an Imperial Guard army bear the army's campaign badge. This is prominently displayed on both sides of the tank, as well as on the hull front and rear.

ARMAG.XLI
RYZA.XIV
VRUN.VIII
BALUR.IX

REGIMENT NAME

Imperial Guard tank regiments are raised from the vast multitude of Imperial worlds. When each regiment is recruited, it is named after its homeworld and given a number. This is usually displayed in abbreviated form on each tank's turret, so a vehicle marked RYZA.XIV is from the 14th Ryza Regiment.

COMPANY AND SQUADRON MARKINGS

The broad stripes of contrasting colour painted onto the tank's hull plates or turret sides distinguish each of the Imperial Guard's tank companies. In addition, each company is given an emblem such as a star or scythe. These emblems are displayed in different colours by each squadron within the company.



123123

TANK NUMBERS

These numbers serve to identify each of the individual tanks within the squadron.



A Hellhound from the 14th Ryza Regiment



PYROMANIA!

A FEARSOME BEAST

The Hellhound tank is a highly specialised variant of the Chimera. Armed with one of the most horrific weapon systems in the Imperial armouries: the Inferno cannon, the Hellhound is much feared across the galaxy.

The Hellhound is based on the Chimera chassis with the entire troop-carrying compartment removed and replaced with huge storage tanks. These tanks hold hundreds of gallons of deadly chemicals for the Inferno cannon. The Inferno cannon itself is fitted in an adapted turret and replaces the standard multi-laser armament. This elevated turret allows the Inferno cannon to fire in all directions, without danger of hitting the Hellhound itself. The Hellhound's thick armoured hull and relatively fast speed allows it to fulfil a variety of roles, from breaking enemy defences to providing covering fire for advancing infantry. In addition, the hull-mounted heavy bolter is a useful auxiliary weapon for dealing with any lucky survivors of the Inferno cannon's attack, mowing them down as they emerge from their now flaming hide-outs.

HELLHOUND CREWS

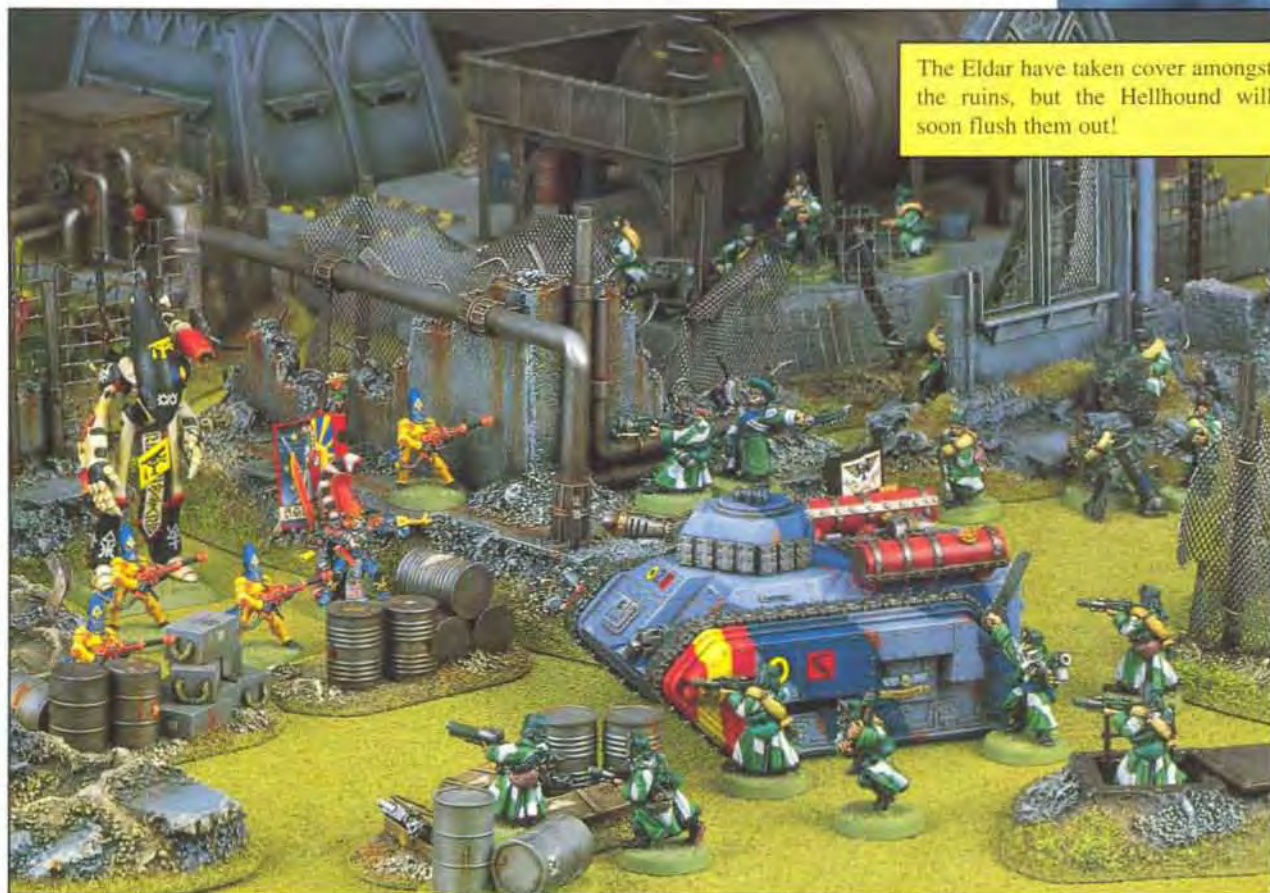
It takes a particular type of Imperial Guardsman to be a Hellhound crewman. Hellhounds are always sent on the most dangerous of missions, and like any other heavily armoured vehicle moving through close terrain like thick jungle or heavily built-up cities, a Hellhound risks destruction at any moment.

In addition to this, fighting from a Hellhound entails another gruesome aspect – witnessing the horrifying damage wrought by the Inferno cannon. The weapon's short range usually means that the crew experience the full extent of its destructive effects: enemy warriors burnt to the bone, survivors screaming as the phosphorous chemicals burn through their skin and the disgusting stench of burning flesh and bone filling the tank. Not all Imperial Guardsmen have the stomach for these duties, and those that do are very cool customers with a vicious streak. Noted for a particularly black sense of humour, Hellhound gunners can sometimes be heard above the roar of their Inferno cannon, cackling maliciously as the enemy is burnt to a crisp!



By Ian Pickstock

You'd think I'd get bored of these tanks, wouldn't you? But I just can't help myself, they just keep getting better! Norman Swales has done a great job on this one, creating a tank that looks every bit as fearsome as its well-deserved reputation. "Yes please Santa, I'll have three."



THE INFERNO CANNON

Support Weapon



The Inferno cannon is a huge flamer weapon, specially designed for the Hellhound armoured fire-thruster. This horrific weapon can send great gouts of white hot flames shooting across the battlefield. Nothing can escape the immolation: troops in the open are reduced to

ashes, enemy squads hiding in bunkers are set alight as the flames seep through vision slits, while tank crews are baked alive in their vehicles.

Each burst of flame from the Inferno cannon uses so much of the special incendiary fuel that the only practical way to use the weapon is to mount it on a vehicle, in this case a vehicle adapted from the Chimera – the Hellhound fire-thruster.

The Inferno cannon is much the same as any of the other flamer weapons, only on a much bigger scale. Incorporated within the Hellhound are massive tanks to carry the highly volatile liquid chemicals. To reduce the risk of explosion from enemy attacks, the tanks are carried inside the armoured section of the Hellhound. The fuel is then pumped up to the turret-mounted Inferno cannon, where the gunner can set the range of the blast by adjusting a valve at the end of the barrel

to get the right pressure. If the valve is opened wide, the flame will have a short range, if it is closed tight it will have a long range. When fired the Inferno cannon lets off a terrific roar, spewing forth a great wave of flaming death.

To fire the Inferno cannon, place the heavy flamer template with its tip touching the cannon and pointing in the direction you wish to fire. Now roll an Artillery dice and move the heavy flamer template forward a number of inches equal to the dice score. If you roll a Misfire then leave the template where it is – it does not move this turn as the Inferno cannon has suffered a malfunction of some kind, or the gunner has mishandled the controls and temporarily jammed the valve.

Any models touched by the heavy flamer template, at any point in its movement, will be hit on a D6 roll of a 4+. Any models wholly covered by the template are hit automatically. Note that the Hellhound is never affected by fire from its own Inferno cannon, even if the template touches the tank. The high turret is easily able to jet the flames over the top of the tank.

If a model is hit by the Inferno cannon work out damage as normal. If the model is slain it is removed as a casualty, if not then an immediate test is made to determine whether the model has caught fire. As the Inferno cannon uses a volatile concoction of incendiaries that sticks to the target and continues to burn for long periods of time, it is possible to set even vehicles or Dreadnoughts on fire! Roll a D6 on the Inferno cannon Hit Table to see what happens.



The three Dark Reapers and three of the Dire Avengers are hit automatically as they are wholly under the template or in the bunker.



The Imperial Guard player fires the Inferno cannon. He places the heavy flamer template and rolls the Artillery dice. He scores an 8, so the template moves forward 8\"/>

The two Guardians and the final Dire Avenger are only touched by the template and are therefore only hit by the Inferno cannon on the D6 dice roll of a 4, 5 or 6.



As well as being ideal for driving infantry out of cover, the Hellhound makes an excellent choice for terror-tactics.

Even the rumour of these devastating and horrifying tanks being sent into action has broken rebellions and insurgencies in the past.

Nobody likes being roasted alive, no matter how worthy their cause!

INFERNO CANNON HIT TABLE

- 1-3** Target does not catch fire. The small amount of chemical fuel is quickly extinguished.
- 4-6** Target is smothered with burning chemicals and ignites.

If a target catches fire, test for the effect at the start its own turn. Roll a D6 on a Fire Test Table printed below.

Any friendly model within 1" of a burning model may attempt to beat out the flames during the movement phase. The beating model may move as normal, but may not shoot during the shooting phase. Roll a D6: if the score is 6 the flames are beaten out. If more than one model is available to help beat out the flames the chance increases by +1 per model, ie two models need a 5+, three need a 4+, and so on.

A target which is under the influence of the psychological effect of *frenzy* when hit by a Inferno cannon may continue to fight despite the fact it is burning! The model moves, shoots and fights as normal, but continue to roll for damage.

The Inferno cannon is a support weapon and may only be mounted on a vehicle.

Inferno cannons count as flamer weapons for the purpose of special rules or invulnerabilities. The Eldar Avatar, for example, is immune to the effects of flamer, melta and plasma weapons and cannot be harmed by the Inferno cannon.

Models inside bunkers hit by an Inferno cannon will all be hit as the Inferno cannon is a flamer weapon and follows the special rules concerning bunkers printed in Warhammer 40,000 Battles.

ARMoured VEHICLES

Although the Inferno cannon has little chance of damaging a fully armoured vehicle, the intense, blistering heat of the flames can affect the crew, either seeping in through open hatches and unsecured vision slits, or just baking the crew alive by turning their vehicle into a giant oven! If any location of an enclosed vehicle is hit by the Inferno cannon, roll to determine damage and see whether the location catches fire, as normal. In addition, roll a D6 for each model on board the vehicle. On a roll of a 6, the model takes 1 wound with a -1 saving throw modifier. If the location catches fire, then you must continue to test for the crew until the flames go out.

FIRE TEST TABLE

- 1-5** The chemicals and flames continue to burn, automatically causing a further hit. Work out damage as normal and remove the model if it is slain. If the model is not killed it will move randomly and will not be able to do anything else that turn. Normal unit coherency rules are suspended for burning models. Vehicles, Dreadnoughts, and Terminator Space Marines may choose to ignore the flames and may move and shoot as normal. Enclosed vehicles will have to test to see if any crew succumb to the intense heat.
- 6** The fire goes out. The model may not move and fire during the current turn, but may fight normally from its following turn onwards. If coherency has been broken, the model must re-establish coherency as soon as possible. Vehicles, Dreadnoughts and Terminator Space Marines may choose to ignore the dying flames and may move and shoot as normal.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Artillery dice		Template		6	D6	-4	2D6+6	See rules

HELLHOUND STRATEGY

The unusual nature of its weaponry means that the Hellhound's part in the Imperial Guard strategy is very similar to that of the Demolisher. Squadrons of Hellhounds are held in reserve, until a tactical situation arises where their deadly flame weapons will be most effective.

The Hellhound is primarily used to help Imperial Guard forces capture heavily fortified cities and bunker complexes. These positions may be too tough to destroy with Imperial Guard artillery, or may need to be captured intact so that the Imperial Guard may occupy them once they have been taken. In these situations squadrons of Hellhounds are sent forward, their fast engines carrying them quickly to the battlezone. The Inferno cannon's ability to kill troops in bunkers and buildings, without actually damaging the structure of such defences, makes the Hellhound ideal for use on such missions.

The Hellhound is often used to support Imperial Guard blitzkrieg attacks. When the column reaches an area of dense

terrain such as cities or thick jungle, the Hellhounds advance ahead of and to the flanks of the Leman Russ tank squadrons, ready to destroy any concealed enemy infantry.

The Inferno cannon's short range firepower, with a very high kill ratio, is ideal for flushing out infantry hiding in buildings or skulking in concealed foxholes. With these hidden threats removed, the Leman Russ battle tanks may move past these danger zones and continue with their blitzkrieg attack.

PLATOON ORGANISATION

This Platoon from the Mordian Iron Guard regiment consists of a Command Squad.

Squad One is a Mordian Iron Guard squad, with an additional Hellhound Tank unit.

Squad Two is a Mordian Iron Guard Heavy Weapons squad, with an additional Rough Riders unit.

ARMY LIST - BATTLE LINE

HELLHOUND 165 points

The Imperial Guard army may include Hellhounds. For details of how these fit into the structural organisation of the Imperial Guard see the diagram and photos below. You may include individual Hellhounds in your army as additional units, in the same way as Leman Russ tanks.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7

SPECIAL The Hellhound causes *fear* as described in the Warhammer 40,000 rulebook.

DATAFAX The Hellhound datafax contains all the data you need to know to use this vehicle, including options and additional costs.

MORDIAN IRON GUARD GOLD PLATOON



Hellhound additional unit



Rough Riders additional unit



Squad One



Squad Two



Command Squad



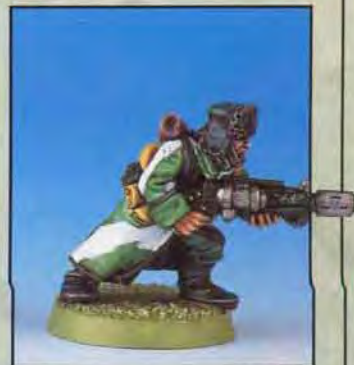
ICE WARRIORS OF VALHALLA



Sergeant with hand flamer



Grenade launcher



Melta-gun



Ice Warriors with lasguns



Heavy bolter weapons team



Lascannon weapons team



Valhallan Ice Warriors fight off a Tyranid assault

WARHAMMER

40,000

CODEX IMPERIAL GUARD

The Imperial Guard is the largest and most powerful force in the galaxy. Fighting across a thousand warzones and ten thousand planets, the vast war machine of the Imperial armies never ceases in its constant struggle against mankind's enemies.

This latest Warhammer 40,000 codex allows you to field this mighty army in your games. Codex Imperial Guard provides comprehensive histories of many of the most famous regiments of the Imperial Guard, such as the Mordian Iron Guard and the Tallarn Desert Raiders.

Special rules cover all the new equipment for the Imperial Guard, as well as featuring the army's many troop types like Commissars, Storm Troopers and Ratling Snipers

A complete army list enables you to assemble an Imperial Guard force complete with command HQs, psykers, tanks and artillery. Finally, there are special characters like Commissar Yarrick, Lord Commander Macharius and Nork Deddog – Ogryn bodyguard.



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MINIATURES

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GAMES
WORKSHOP

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

A DUNGEON OF YOUR OWN

By Gavin Thorpe

"Of course nobody knows we're here, manling!" Snorri Ironaxe reassured his Barbarian companion. To prove his point, the Dwarf limped ahead of the others and into the dimly-lit chamber that was their goal. There was a cruel snicker from the darkness as the Skaven sprang their trap...

CREATURES OF DARKNESS

In White Dwarf 188, Ian Pickstock showed how you can use the blank Event card decks to create a range of Monsters that fit your Citadel Miniatures collection. Well, I thought that this was such a good idea that now I almost always use the blank Event decks in my own adventures, along with a few more of my own ideas. This means that I can easily fight Chaos-orientated adventures, or populate my dungeons entirely with Skaven and their foul minions.

There are two key components to making an adventure for a specific type of adversary – the Event cards and the adventures themselves. With just Event cards you can create the right type of adversaries to fight against, but you'll still be playing the same adventures as before. To really create the dark hold of a Chaos horde or a Skaven lair, you'll have to invent specific adventures for your Warriors to complete. This is the same process we went through creating the Lair of the Orc Lord and Catacombs of Terror adventure packs. We sat down and looked carefully at what made the Orcs and Undead so characterful, and worked out how best to translate this into a series of challenging Warhammer Quest adventures. For this article though I only have a little space, so I'll just look at creating your own personalised deck of Event cards and come back to the adventures later...

MOMENTOUS EVENTS

Let's deal with those Event cards then. As Ian pointed out, it is simplicity itself (well, almost) to create 'M' type Event cards for your chosen race. Your first stop is the Bestiary section of the Roleplay Book. You'll find an almost exhaustive guide to every creature and troop type that can be found in the Warhammer World. Almost exhaustive. Any gaps in the Bestiary are not due to a particular dislike of the particular Monster on the part of Andy Jones (nor even our absent-mindedness), they are absent merely because there was only a certain number of pages to go round, and some slow-pokes were left at the back of the queue!

Anyway, it is the matter of a few minutes to translate the appropriate Monsters to your cards. A couple of players have said to me that they find the blank cards most useful for playing adventures above Battle-level 1. Despite the horrendous amounts of pain and misery the Monster tables caused us (well, slight anguish anyway!) it is true that the Event cards are an excellent way of playing harder adventures. There is no reason why you have to have just a Battle-level 1

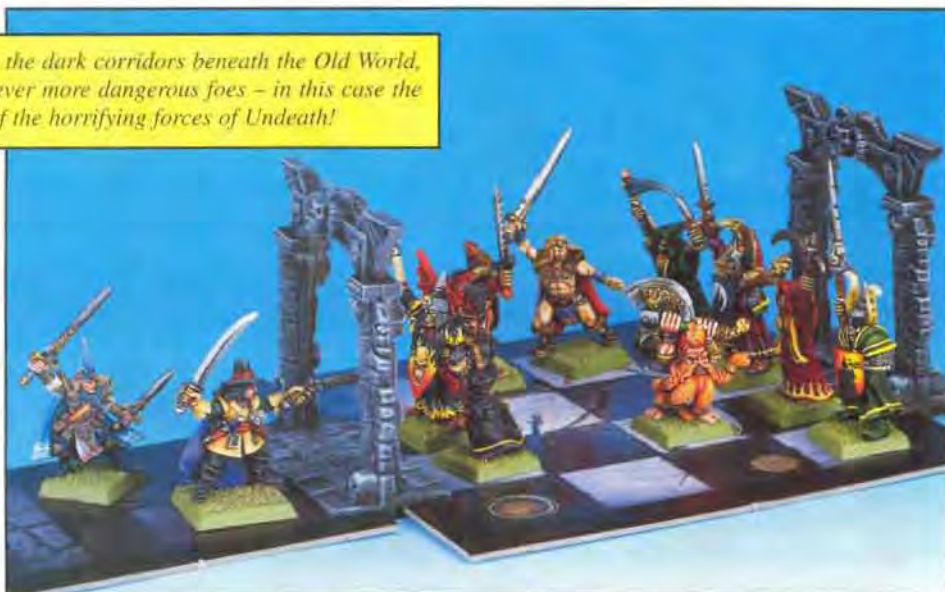


As you venture deeper into the dark corridors beneath the Old World, you must triumph against ever more dangerous foes – in this case the Warriors have fallen foul of the horrifying forces of Undeath!

Event deck, is there? Look at some of the higher Battle-level tables and you'll see that there's plenty of Monsters to go round. At higher Battle-levels, each entry on the Monster tables can contain up to four or five different types of Monsters. If possible, try to pick entries with only one or two types of Monster so you can fit their profiles and special rules onto a single card. For example, for Battle-level 5, your 'M' Event cards could include:

- 1 Wight Lord and D6 Wights,
- 1 Cockatrice,
- 1 Gorgon,
- 1D3+1 Chaos Warriors riding Juggernauts,
- 3 Dragon Ogres,
- 1D3 Beasts of Nurgle and
- 1D3 Skaven Warpfire Thrower teams.

This is a pretty eclectic selection of Monsters, but would allow you to fight a Battle-level 5 adventure using the cards alone.



For special rules, simply make an abbreviated version on the card to remind you – if something is too complex you can easily refer to the relevant section of the Roleplay book (which you would have to do anyway!).

TAILORED DECKS

Well, back to what I was saying about tailored Event decks. As you can see, it is simple to copy out the details from the Roleplay book, and Ian's article shows how to devise special rules for troop types which can't be found in the bestiary (send them in, we may publish an expansion to the Warhammer Quest Bestiary sometime!).

As well as your Monsters, though, you need to come up with 'E' type Events – those spike-filled pits and rooms filling with sand that make an adventure more than just a Monster bash! Events of this sort can be split into two types – those that help the Warriors and those that hinder them. Those of you who read my *Into the Depths* article in the last issue will be thinking "e's sed all dis before!", and you'd be right. But last issue I was talking about board sections, which are subtly different. If you *think* you know what I'm going to say next, you can skip the next paragraph (but then you'll never know...).

Well, that's the know-it-alls gone, so I can carry on with my explanation. The thing to strive for with your new Events is balance. In the same way that the more powerful Monsters come in smaller groups, so more deadly traps or larger treasure hoards should be equally rare. The only real way to achieve game balance is to do what our games designers do – playtest! Try out your ideas, and modify them according to what happens. If an Event kills off the whole party, it's pretty safe to say it needs toning down a bit! On the other hand, if the Warriors stroll into a room and end up laden down with treasure when they come out the other side, you should make things a bit more difficult. As your Warriors progress up through the Battle-levels (hopefully!) you should toughen up your Events accordingly.

Well, now that everybody knows about game balance I can sprinkle a few ideas into your fertile imagination – some of them may grow into brilliant Events in the fullness of time. The easiest way to do this is by way of example. Do you have your new Event cards from this month's card section? You do?





Right, these are some Events that I just happened to have bubbling around in my head a while ago, and I got the chance to include them in *White Dwarf* (lucky me!). Let's take the simplest one first. By the way, all my cards are designed for Battle-level 1, but that's because as well as taking my Barbarian, Ragnar – Scourge of Evil, up through the ranks, I like to play one-off games with the different Warriors available, trying out different party compositions and generally messing about with my adventures.

RAT OGRE

The Rat Ogre is the most straightforward of the four Event cards. I simply used the profile from the Roleplay book, noting that they roll two dice for damage and ignoring the rules for *Fear*, since Battle-level 1 Warriors are so full of fiery youthfulness they aren't scared of anything (it's only as you gain experience that you truly learn what terror is!). Noting that Rat Ogres are even tougher than Minotaurs, I thought a single Rat Ogre would be enough to suitably tax the Warriors' skills. The choice of a Rat Ogre was purely for personal reasons – they have such a reputation for savagery and violence I wanted the opportunity to defeat one in combat!

ORC AMBUSH

The Orc Ambush is one of the most simple changes you can make to significantly alter an Event. All I've done is take one of the Monsters' special abilities from the Roleplay Book (*Ambush* in this case) and given it to a type of Monster that doesn't usually have it. You could do something similar with a little thought. For a start, *any* type of Monster can ambush people (in retrospect I think that Skaven are even more appropriate than Orcs) so there's a start. Or how about Black Orcs with the *Parry* ability (they get to parry and therefore ignore a Warrior's blow on a certain dice roll), they'd be nasty!

The Citadel range of models contains Monsters armed with all sorts of weapons, wearing different armour and riding a variety of monstrous creatures. If you came up with rules for Giant Wolves, there's no reason why your Gobbo Wolf Riders couldn't come sweeping down the corridor towards your party! What about Beastmen with halberds instead of throwing spears? You could say that their long weapons enabled them to *fight in ranks* (that is, attack the Warriors from two squares away). The only limit to what you can do is your miniatures collection and your imagination.

With this Event, game balance was maintained by reducing the number of Orcs attacking from 2D6 Orcs to 1D6, which offsets the fact that the Warriors will be attacked before they get a chance to react.

TREASURE TROVE

Treasure Trove is a fun Event because it offers greater rewards, but at a higher risk. Because the chances of finding treasure and triggering an Unexpected Event are the same, you really have to decide where your priorities are and how fit you think the party is. If you get greedy when your Warriors have already been through almost the entire dungeon, there is a good chance that all the Treasure in the world isn't going to save you! On the other hand, that *Healing Potion* could be the next card in the Treasure deck... What a dilemma!

SPIDERS' LAIR

The *Spiders' Lair* is similar to the Orc Ambush, in that it applies a special ability which hinders the Warriors from the start. In this case, it happens that the Spiders have the *Web* ability anyway, but you can achieve a similar effect with other Monsters. For instance, your brave Warriors could come across a particularly foetid group of Zombies and each Warrior would have to roll their Toughness or less on a D6 to avoid choking on the stench and suffering a -1 to hit penalty for the duration of the combat. To ensure game balance in this type of situation, it's a good idea to either reduce the number of attacking Monsters, or increase the amount of Treasure gained for overcoming the adversaries.

OTHER EVENTS

All the Events I've talked about so far have been pretty negative – they provide foes for the Warriors to overcome. However, not all Events have to be resolved with a few fireballs and a strong sword-arm. There is room for divine inspiration in the form of a small idol or chapel where the Warriors can heal or gain some special ability. Another option is for the Warriors to encounter the ghost of some unfortunate Warrior from the past, who guides them for a little way. This could be resolved by ignoring Unexpected Events for a certain number of turns or board sections, or perhaps allowing the Warriors to turn over the next couple of Event or Dungeon cards so they can see what's in store for them. This should be just enough to give them an edge, but not enough to make finishing the adventure pointless and devoid of surprises. There are many ways the Warriors can be aided without just giving them the opportunity to grab lots of Treasure!

I could go on for ever, almost, but I'm sure you can come up with loads of ideas without me going on and on. Well, it's time to start thinking about writing your own new adventures. Until then, bye!

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
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In Communion

Andy Chambers has made his mark in the hobby with a long and impressive list of projects to his credit. Needless to say he's a busy chap, but eventually we cornered him long enough to get him to answer some questions...



Famed as the man Jervis Johnson can't beat, Andy was nonetheless easily surprised by our veteran White Dwarf team!

Jake: How did you come to work for Games Workshop? How did you gain the exalted position you have now?

Andy: I started working at Workshop in 1990 and prior to that I'd been an enthusiastic gamer. I was playing *Adeptus Titanicus* weekly for about a year, year and a half. I had quite a big force of Titans and I heard from somebody I knew who was working at the Studio at the time, that Jervis had taken a six month sabbatical, and thought "here's a chance to jump into his shoes". My insider also said that they're really desperate to get a guy to do the rules for some new releases as they were just bringing out the original *Epic Knights* at the time. The models were there but you couldn't use them for anything because there were no rules.

So I wrote an article, took it round to a friend's house to get it all word processed up, checked it, double checked it and triple checked it and sent it in. I hassled Phil Gallagher, who was running the Studio at the time, hassled him to death about it

over the next couple of weeks. He said basically they liked it, which was good because I had actually gone to the trouble of reading the *White Dwarf* articles, finding out how they were written, what the phraseology was, how they were laid out, and tried to get it in the same style – everything spot on. I even wrote some (bad) short stories. He said this is reasonable, we would like you to work it up again, but the angle you've taken with these isn't right. We want to do something different with them so you're going to have to write it up according to our brief. What they wanted was totally different to my stuff so I rewrote it completely, laid it all out and bunged it back in again. By this time Jervis was actually coming back from his sabbatical...

Nonetheless they brought me in to the Studio for a couple of weeks to finish off this article and put it in *White Dwarf*, and I chiselled away at that and a few other things while I was there in a very workmanlike fashion. All the time thinking "God, what an opportunity!". Two weeks turned into a



three months trial "we don't quite believe in you yet" period in which time I worked on the other Epic army lists we were bringing out at the time. The first one we did was Imperial Guard, then we did Space Marines, Squats, Chaos and Orks. It was a very arcane system that we used, but it kind of led onto the army card-based system we have now.

Jake: It was published in the Dwarf?

Andy: Yes it was published in White Dwarf 120 or thereabouts. After a few months they decided they wanted to keep me on. I went through doing the photography and stuff like that, scuttling about making myself totally indispensable to everybody!

Jake: I heard rumours that you actually used to be a Mail Order Troll at Eastwood at one stage?

Andy: Yes, that was back in 1988 I think.

Jake: Putting miniatures into little boxes for people to buy?

Andy: Yes, I worked there a month or two before Christmas, I came back and worked here for three months after Christmas. Again, I found out about that because I actually knew somebody who happened to be working in Mail Order who said they needed some extra warm bodies, and they preferred people who actually played the games, because they knew the miniatures a bit more.

Jake: So you'd know what a Baneblade was when they asked for one?

Andy: Not that there were any Baneblades at that time. It was actually just knowing what a Chaos Sorcerer is and so forth. Also, especially at the time they didn't have a very organised system, just these big bins that had about three different miniatures in each. So for every order, you had to go to these massive racks, again each one with three or four different miniatures in them, find the ones you wanted, or find the multiples of the ones you wanted, and go around and find the next one, find the next one and find the next one. There were certain miniatures which were never there that you had to go and scrounge from the factory. Happily it's much more organised now.

Jake: So you started work on Epic but you are best known these days for Warhammer 40,000, and I suppose it's your main thing?

Andy: Really the main thing I work on these days is 40K. Before I started playing Adeptus Titanicus I did play the original Warhammer 40,000, and we had an intensive bout of playing that for six months or a year, so it's quite good to go back to it really.

Jake: Is that a favourite of the games you play?

Andy: I think so, yes.



Andy's a big fan of the Skaven, and is so strongly associated with them that we half believe he's the Horned Rat. This photo shows Andy's original model of the Screaming Bell. I think it looks great!

Jake: So you turned from the little chaps to the big ones?

Andy: Yes, but I still like Epic a lot. I don't know why I like it so much, I guess it's got that grand sweep to it that 40K hasn't. They are very different games, but I find it easier to get a 40K game together than I do with Epic these days. Having said that, some people I know got into Epic recently, so I'm being drawn back into playing it again.

Jake: You did Epic Hive War not so long ago?

Andy: Yes, doing the Tyranids for both 40K and Epic was a lot of fun, because you get to shape an entire race from the ground up virtually.

Jake: Basically there was nothing there before?

Andy: There was some stuff for Tyranids already but it was a case of the very, very littlest seeds.

Jake: Well, are they the greatest threat to the Galaxy ever?

"Every time a new race comes out it seems very scary..."





**"Ichar IV,
ICCHAR IV!
Don't talk to me
about
Ichar IV!"**

The first ever Necromunda Redemptionist Crusade! As rules are written at the same time the models are being designed, it's often the case that Andy has to convert or scratch-build his own models to playtest with. They also work as three-dimensional representations of what he has in mind when he's writing.

Andy added this base so that he could enter his new gang in the Open competition at Golden Demon '95.

Andy: Yep, and so is everybody else!

Jake: They had a fairly good stab in the Invasion of Ichar IV?

Andy: They let me down terminally! I don't know, but I suspect it was something to do with the lack of Zoanthropes.

Jake: That might not have helped.

Andy: No. I think, in retrospect, we could really expect the Imperial and Eldar players to rally to the cause and I can imagine the Tyranid players struggled a little bit because they were dealing with new forces. They were not quite familiar with their own troops. It takes you a while to sort out the foibles of any new army, just as it does when you are fighting against them. The first time you encounter a new foe it seems like they're absolutely terribly, terribly destructive and so much better than you it's scary. And so because you don't understand what down-sides they've got, you only see the good bits. That's what always happens when we get a new Armies Book or Codex, we listen to a chorus of people saying "Oh they're so much better than the last thing, they really are" and it's only after a while you get used to how you slaughter the new guys.

In 40K we've heard it with the Space Marines, we've heard it with Eldar, we've heard it with Imperial Guard, we've heard it with Tyranids. Every time a new race comes out it seems very scary until you start getting a handle on how the new race works. It's all just part of the fun of the game!

Jake: At the moment you've just finished the Necromunda supplement Outlanders?

Andy: Yes, that's gone off my desk, all that remains to do is to write the White Dwarf article for them (*next month - Ed*).

Jake: So now you're working on the Chaos Codex for next year?

Andy: Yes, me and Jervis are working on Codex Chaos and Codex Imperial Agents for the summer or autumn next year. The Chaos Codex is rattling along at a fair old pace. It has been very good fun so far and we've fought a few preliminary skirmishes with Chaos Space Marines and stuff and we're very happy with it.

Jake: Doubtless they will be the latest unkillable thing when it comes out?

Andy: Oh yes, doubtless. They're really neat. We're trying to give Chaos a bit of form and more character. The current list, the really basic one that's in the box, doesn't have a shape. The excuse is that we had to throw everything in there because everything was in there before, and to a large extent we had to cover people who already had forces so as to not leave them high and dry until we get around to doing their particular Codex years later. They had something to be working with at least. They could get whatever they had already and use it in an army, that was the idea.

For Codex Chaos we will emphasise what people really like to play, which is Chaos Space Marines. We'd pretty much come to that conclusion just looking at the Warhammer 40,000 Tournament and talking to people.

Jake: Yes, they always talked of it as Chaos Space Marines.

Andy: Yes, the Traitor Legions.

Jake: At the 40K Tournament were there any Chaos armies?

Andy: A good few. They were all basically Chaos Space Marine armies with a few Daemons thrown in, and that really sort of clinched it. But nonetheless it was really obvious that people wanted their armies to be Chaos Space Marines.

Jake: When you are doing work on the Chaos Codex or Outlanders you usually work ahead of the miniature designers, so you have to convert your own miniatures to play the games.

Andy: This is one of the bitter pills I have to swallow: I don't get the nice miniatures to play with, I have to convert my own. That's quite a lot of fun in itself. I've got more and more into it particularly over the course of doing Necromunda and Outlanders because it's fairly easy to convert up some gangs out of Catachan Jungle Fighters or Barbarians or whatever.





Andy's devotion to the children of the Horned Rat doesn't end with Warhammer. For years the Skavenblight Scramblers were the bane of every team they faced, and like the Doomlords have scratched their rune on every trophy and award going.

Jake: Because you don't need armies of them?

Andy: Yeah, you only need about a dozen figures really. The Dog Soldiers, my really old Gang, is sixteen strong, I built that up gradually. My Redemptionist Crusade has got eight models in it, but I need to do some more.

For Codex Chaos I am converting Chaos Space Marines at the moment. It's fun because I spend all day looking at words and typing on the machine so it's nice to go home at night and cut some models around and stick Superglue on my fingers – it's good fun. It's actually quite diverting for me and I find painting rather therapeutic. Unfortunately, I just don't seem to have enough time to get it all done as fast as I'd like.

Jake: There's never enough time.

Andy: No, never enough time, that's true. I have more army projects that I have actually been able to complete. But the unfortunate thing is, of course, that they automatically become obsolete as soon as the right miniatures come out, which is the price you have to pay I suppose. That's the down side of it.

One of the most rewarding things about it is that if you think something should really look a certain way then I can at least do the conversion and paint it to show people what I was actually visualising when I was writing. They then usually take it and do it better in point of fact. It helps them to see what I'm talking about. It's also a good process to go through. It means that I'm effectively collecting an army so I get to push the lists, find out if there are things in there that I actually want, and decide whether I should have them or not. Sometimes I don't get the time, the product deadline is too tight for me to be able to spend two or three months putting an army together. With the Chaos stuff I have started, I've now got sixteen Chaos Space Marines finished and another twenty on the way.

Jake: You have a pile of them here.

Andy: Yes that's right. I've brought them into work to undercoat today. I've got a Rhino at home that I'm busily converting. I'm going to glue as many plastic things on it as possible so it has lots of vehicle cards like loads of ablative armour, storm bolters, that kind of thing.

Jake: You'll end up with a 300 point Rhino!

Andy: 95, I reckon actually.

Jake: 95, that all?

Andy: 15 points for the 'dozer blade, three storm bolters, and 15 for the ablative armour. I've opened up the back so I can stand two guys in it and put a fellow in the Leman Russ hatch in the front, so that's three storm bolter gunners to keep them all at bay!

Jake: What do you play these days?

Andy: 40K mostly. When it comes to a wargame it's usually 40K, and Necromunda, of course. I did play an ancient naval ship game last weekend, 1/300th scale, not even that, 1/1200th – little tiny, tiny ships all splishing around! I also love to play games like *History of the World* or *Apocalypse*. I am particularly hankering to get back to playing some more sophisticated board games, it's finding somebody else who wants to do it and somebody who can leave it set up for weeks at a time. The last big one I

"I don't get the nice miniatures to play with, I have to make my own."

Andy in his lair, working on some Chaos Terminators to add to his growing Traitor Legion.



WHITE DWARF INTERVIEW



"...it's nice to go home at night and cut some models around and stick Superglue on my fingers – it's good fun."

played was *Turning Point Stalingrad*, I played that with Robin, it took about three months but it was good fun.

Jake: Out of work time do you mostly play these board games or what?

Andy: I gave myself over to mainly playing GW games at home long ago. It means that you've always got an opponent and it makes my life at work easier. I don't want to have to learn any more rules ever again!

Jake: You've been Arbitrator for the Necromunda campaign here in the Studio for months. Now Gavin's deposed you.

Andy: I deposed myself, if you don't mind! I did the job while I was writing *Outlanders* because it was a very useful way of using the entire Studio staff as human guinea pigs to test things out.

Jake: A bit like your Chaos army. That sort of thing?

Andy: Also to kick the whole Necromunda campaign along, keep everything moving and make sure there was some new things thrown in occasionally to keep the pot bubbling. But once I finished *Outlanders* I realised I wouldn't really have time because I wanted to start making the Chaos Space Marine army. I asked Gavin if he would take over because he'd helped me out on a few occasions and he seemed to have the hankering to do it.

Jake: He wants the power and the glory?

Andy: Yes, he was quite willing to take it on board, so he's been carrying on with it while I've gone on to start *Codex Chaos* and of course it's useful because it gives you some stuff for White Dwarf. It also means I am free to be just a player now. Tonight it's the last big showdown for the Dog Soldiers, because they'll be retiring one way or another after tonight's fight.

Jake: What, retiring again?

Andy: Retiring full stop. They've never retired, just not been played for a long time. To be honest, the main reason is I didn't want to play another game until I could have a spectacular final showdown. I didn't want to end with a shoot out in a back alley somewhere.

Jake: Sung about in legends?

Andy: Oh I don't know. Seriously mocked in legends! They're not all that hard a gang or a huge gang or anything like that. Half of them are crips anyway and the other half have useless collections of skills. Another problem with starting up and testing a project is you find out things the hard way. I just have to remember not to do that the next time.

Jake: Yes, you probably end up with all the scars of being the guinea pig yourself?

Andy: Yes this is true, but it's all part of the learning process.

Jake: Is there anything else you want the readers to know?

Andy: I went climbing last week.

Jake: Climbing?



Andy's current modelling project (along with building his own Warhammer 40,000 Chaos army) is building Necromunda terrain to represent the Dog Soldiers hideout – Filth Pond (complete with graffiti). Andy's games room is full of the usual clutter that builds up around somebody with a well-honed hoarding instinct. There's a mass of useful bits like lengths of tube, coils of wire and old, abandoned model kits (hopelessly butchered beyond all recognition).



The infamous Dog Soldiers, scourge of Castle Rock and rulers of the outlaw hole of Filth Pond. In the evening after the interview, the Dog Soldiers successfully defended Filth Pond against a second assault ordered by the Arbitrator. There are even rumours that the Grand Dog is going to be recognised as mayor...



Andy: Yes, with Mike McVey.

Jake: On real rock or the pretend stuff?

Andy: No, no, at an indoor place with some contoured plates just screwed into a wall. It was good fun.

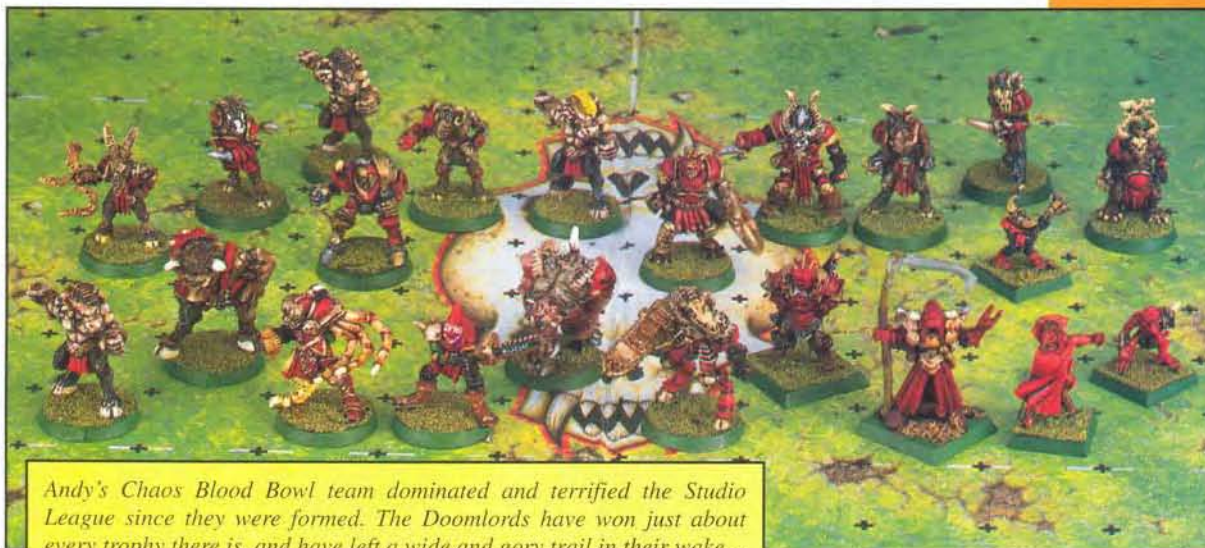
Jake: That's one way to make sure it doesn't rain on you!

Andy: Yes its dry, always dry and you have a secure rope to dangle from. It's very exciting though, I would recommend it to anyone.

Jake: Yeah? Rumour has it that you're also a mad biker in your spare time... Is it the thrills and the danger?

Andy: Yes that's it. The thrills, danger that's what it's all about. A real "Rock and Roll" lifestyle! No, actually I spend so much time doing stuff with tiny little men and being intellectual about things, I need to have some sort of let out for things occasionally. I think dangling off ropes and riding motorcycles helps to keep you sane and balance your head! Not as scary as if (like Jervis) you have children, is it?

"...and it's only after a while you get used to how you slaughter the new guys."



Andy's Chaos Blood Bowl team dominated and terrified the Studio League since they were formed. The Doomlords have won just about every trophy there is, and have left a wide and gory trail in their wake...

WARHAMMER

40,000

HIVE TYRANT



LICTOR



TERMAGANTS



GENESTEALERS

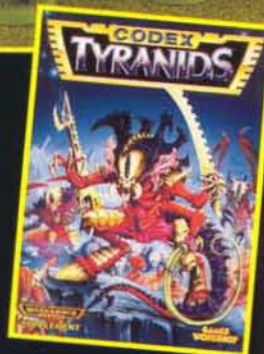


TYRANID WARRIORS



Tyrannids are the greatest threat that the universe has ever faced. Huge swarms attack and consume the lifeforms of

entire planets, leaving behind only a barren rock. Led by the awesome Hive Tyrants, the Tyranid Warriors, Termagants, Lictors and Genestealers crush all who would stand before the might of the Hive mind.



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**GAMES
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THE BIGGER THEY ARE...

BY TUOMAS
PIRINEN

DEALING WITH POWERFUL CHARACTERS

Every Warhammer General has, at some point, faced the unbridled power of a Chaos daemon, or been subjected to the wrath of an enemy commander swooping down on the back of a Manticore. Dealing with these threats can pose serious problems for the inexperienced gamer.

HIT 'EM

The most straightforward way of dealing with such ultra-powerful characters is simply to kill them in hand-to-hand combat. Many armies have unique troop types that can be used to great advantage against enemy characters. For an Orc and Goblin general, Goblin Netters are a good, cheap way of hindering characters and other powerful creatures enormously. Since they only need to hit their opponents to stop them from attacking, they can greatly affect the outcome of the battle if they can manage to net a Great Unclean One or a Vampire Lord. Just make sure that you charge your opponent and not the other way around. Goblins have such a low Initiative that this is the only way that they get to attack first (*Hand of Gork* can be very useful in this case).

The *Destroyer* is a nice weapon for the Dark Elves, since it can steal an opponent's spells and the powers of their magic items. Requiring only a successful hit, and not a Wound, to be effective, it can be very useful in the hands of a Witch Elf Hero, with her extra frenzied attacks.

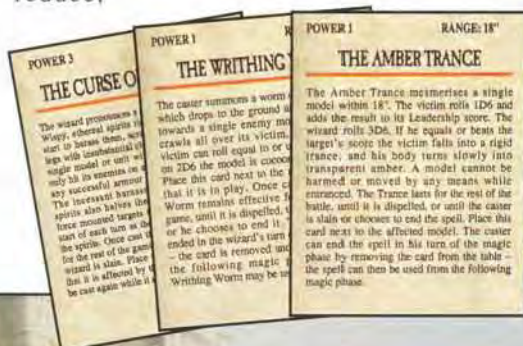
Choosing an Undead army allows the option of using the *Skull Wand of Kaloth*, with either the *Hell Banner* or the *Doom Banner*. Since this weapon kills outright if a single hit is scored and a Leadership check is failed, the banners that lower Leadership make it very deadly indeed. No armour can help you when your soul is sucked from your body!

Everyone's worst nightmare – a Chaos Lord on a Dragon bearing down on your army!

ZAP 'EM

There are many spells that are great for taking out enemy characters. Particularly effective are those that affect a target regardless of its Toughness or armour. Most straightforward of these are spells that aim to wound, or kill the character outright. The Bright magic spell *Piercing Bolts of Burning* is good for this, but best are the Amethyst school's *Fate of Bjuna* (which quite literally makes your opponent laugh himself to death) and the *Purple Sun of Xereus*, which is by itself enough reason to choose Amethyst magic! For Undead armies and those with access to Dark magic, *Death Spasm* and *The Curse of Years* are also excellent choices.

The next best thing when a tough opponent cannot be killed is to immobilise him. This at least prevents him from wreaking havoc amongst your own troops. Amber magic is the best for this purpose, with *Amber Trance*, *Writhing Worm*, and *Curse of Anraheir* all of which reduce,



Tuomas, who is from Finland, provides some suggestions for dealing with those near-invincible characters and creatures that can give a Warhammer General nightmares.

We actually came across this article on the Internet, where hundreds of gamers swap views, tactics and tips every day. This is a particularly good example of the sort of thing you can find!





Extremely tough characters like Emperor Karl Franz can be a real threat, unless you know how to deal with them...

magic spell *Traitor of Turn* to take over a Chaos Dwarf Hero on a Great Taurus, who then proceeded to not only chase off four of his own units, but also managed to kill the Chaos Dwarf General! The Skaven spells *Madness* and *Curse of the Horned One* can both have a similar effect.

Several magic items also grant useful spell-like abilities. The *Ring of Corin*, which can suck out and destroy the powers of another magic item, is a fine way of getting rid of the troublesome magical protections and weapons that so many characters carry. The only problem is if the character in question is protected by the *Talisman of Obsidian*, which cancels the effect of any magic cast at its bearer. It is a good idea to keep the *Ring of Corin* near the *Skull Staff*, so that the staff can identify all the magic items within twelve inches, saving you from having to guess.

The *Doomfire Ring* is also handy against characters. Although it can be dispelled and has only Strength 3, not even magic armour can protect against its dark flames...

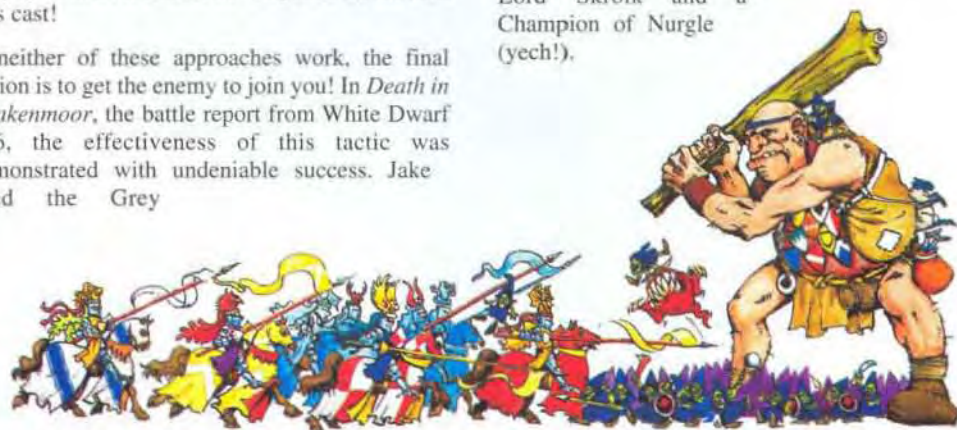
EAT 'EM

A Giant is an entertaining way of disposing of unwanted characters. Since the usual tactic of hiding inside units isn't effective against a Giant, wizards are in grave danger. If enemy characters are your trouble, just choose the "Pick Up" option from the Giant's attack list and voila! You have a fifty percent chance of disposing of the troublesome character, and a one in three chance of getting rid of him for good! Although your opponent is able to make one attack, even if it hits there is a good chance it won't wound. Wizards are especially vulnerable to this mode of attack. If your Giant decides to eat or squash the bothersome character, then no *Chaos Armour* or *Black Amulet* is going to help him! In my heyday, I have eaten a Savage Orc Lord (a lively breakfast), Lord Skrolk and a Champion of Nurgle (yech!).

Some armies have more powerful characters than others. The ones to particularly watch out for are Undead, Chaos and Dwarfs. If you are facing one of these armies, make sure you have the troops and magic items to give the opposing characters a really tough time.

or cancel out completely, your opponent's ability to move and attack. Chaos armies can adopt *Cloud of Flies*, one of the most revolting spells of the game, or wrap their foe in the glowing threads of the *Bondage of Slaanesh*. An effective trick for an Empire army is to use *Crimson Bands* to bind your foe, and if cast from the Supreme Patriarch's *Staff of Volans*, it cannot be dispelled on the turn it is cast!

If neither of these approaches work, the final option is to get the enemy to join you! In *Death in Drakenmoor*, the battle report from White Dwarf 186, the effectiveness of this tactic was demonstrated with undeniable success. Jake used the Grey



SHOOT 'EM

Whenever possible cannons should be aimed at characters. Although the "Look out, Sir!" roll gives good protection, they will eventually fail. The threat of a Strength 10 hit, inflicting up to 1D6 Wounds with no save, should put fear into the heart of any opponent. A good way of getting your artillery targeted at characters is to wait until they charge one of your units. Choose to flee as your charge reaction, leaving your opponent in the open. Then, when your turn comes, you can bring your entire arsenal to bear on him. If he swoops down from flying high he won't even be able to pursue your troops as they flee!

Lighter missile weapons are generally less effective against individuals due to their lower Strength and targeting restrictions. However, there are a few notable exceptions. The Hochland Long Rifle is a popular device for picking a target out from the rest of a unit. It can be lethal against less powerful characters, but is limited by its inaccuracy and the fact that it can inflict only one Wound per turn.

For characters with a reasonable Ballistic Skill, the *Sky Arrow of Naloer* is becoming very popular, and causing some headaches to people who like to mount a mighty character on the back of a powerful monster. This nasty magic item is almost certain to hit any target flying high, and it has a enough Strength to do some real damage.

Dwarfs can utilise their Rune magic to give themselves a worthy anti-character option. The "Flying Hammer" is my favourite way of dealing with powerful characters and daemons. The main Rune needed is the *Master Rune of Flight*. Coupled with two *Runes of Smiting* (inflicts 2D6 Wounds with each Wound saved against separately!) it becomes an excellent daemon slaying weapon. Alternatively, with a *Rune of Smiting* and a *Rune of Breaking* (inflicts 1D6 Wounds and may destroy opponent's magic weapon) it is a highly effective anti-character device. This little contraption allows me to choose one opponent within twelve inches and hit him automatically. Since this item is relatively useless against rank and file troops (unless they are Dragon Ogres), your opponent will soon learn to put his faith in regiments instead of characters.

TRICK 'EM

If blunt force fails to stop the onslaught of your opponent's characters, then you must resort to trickery and cunning to bring about their downfall. *Van Horstmann's Speculum* (from the Chaos Special Character!) is becoming a personal favourite. I recommend taking it against Chaos (and Undead) very strongly. Give the bearer a *Hydra Sword* in addition and you can score 1D6 hits with your opponent's Strength and Attacks!

The *Talisman of Ravensdark* is another devious device. Any flying attacker that charges a unit carrying this handy item needs an unmodified six to hit! Is a Bloodthirster, or a Vampire Lord riding a Manticore bearing down on you? Don't worry – anything that has wings and charges a unit with this item is doomed!

Another subtle plan is to take the cheapest character possible and give him the *Black Gem of Gnar*, which will lock him in time with a single opponent foolish enough to stand next to him. Since this wonderful device can be activated at any time, you shouldn't be afraid of even the toughest models of your opponent's army. Just choose the most powerful character you can get into base-to-base contact with, and then "do the time warp again!"

If it is enemy Wizards that are giving you problems, the Orcs and Goblins have the perfect solution in *Morks' War Banner*. Any Wizard touched by a unit carrying this potent artifact will

There are a good number of magic items designed for taking out enemy characters, especially in the Arcane Magic supplement. These can be used to entrap, weaken or just kill that all-powerful foe.

Spells are another good option. Fate of Bjuna, Amber Trance and Curse of Years are my favourites.



Giants are a highly entertaining way of disposing of troublesome enemy characters. You can try to smash them with your club if you like, but my preferred method is definitely trying to eat them! Save against that if you can!



One way of bringing down a character on a large flying monster is to use a regiment as bait. When the enemy charges you choose to flee, leaving your mighty foe stranded helplessly in front of your artillery!

automatically be destroyed! I prefer either giving it to a Battle Standard bearer in a unit of Wolf Riders (with a Movement of

9!) or mounting it as the Battle Standard on a flying monster.

ROUT 'EM

A great many high powered characters use some sort of flying mount. There is only one real weakness with this combination: if they ever lose a round of combat, they are automatically driven off, and if they fail their break test they flee 3d6 inches just like regular regiments! To achieve this, you need a favourable combat resolution. The basic tactic is to ensure that all your close combat units are accompanied by a Champion. This then gives you a chance to challenge powerful characters to single combat, limiting the number of Wounds they can cause to the single Wound of the Champion.

To boost your own combat score one very good option is the *Banner of Defiance*, which doubles your combat resolution bonus for any extra ranks

in your regiment. Although it prevents you from pursuing, you'll either drive the flying creature off, or if that high powered character doesn't make his break test, he becomes a sitting duck for your artillery. Another option is the *Battle Banner*, which adds 1D6 to your combat resolution score, and if these two standards are combined in one unit (by including your Battle Standard)...

STOP 'EM

Is there a unit of Dragon Ogres, led by a Dragon Ogre Hero and a Chaos Lord, rolling towards you? Then your opponent has just made the classic mistake of concentrating too much in

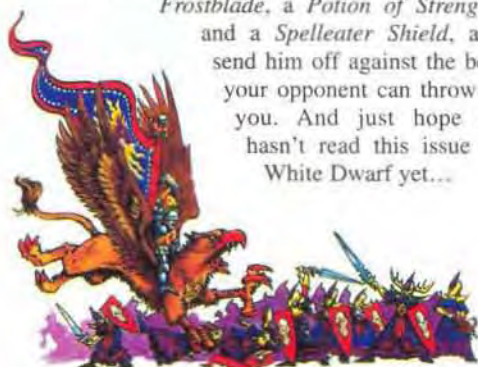
one regiment! There are two main ways of dealing with this. First is a White Dragon's frost breath attack. As long as you score just one hit, the whole unit is unable to do anything at all (except fight back when attacked)! No spellcasting, no shooting, nothing! Just blast away with your own artillery, and the followers of Chaos will be history. Wardancers are the second good option. Charge your opponents, selecting the *Shadows Coil* attack dance and they are trapped in a fight they cannot win, since every combat round ends automatically in a draw.

KA-BOOM!

One of the oldest tricks in the book is to use the *Heart of Woe* to hurt your opponent's characters. Given to a Mummy Tomb King it becomes particularly lethal. Do you have any idea how big a hole Settra leaves when he explodes? A Dwarf war machine with the *Rune of Immolation* is also good against powerful characters who attack your poor defenceless war machines. I once saw an organ gun with three runes of this kind – fried that Chaos Lord and his Manticore good and proper.

If none of these cunning tricks and wily plays work then you have only one more solution: mount up your army General on the biggest, meanest, nastiest beast you can find, give him a

Frostblade, a *Potion of Strength*, and a *Spelleater Shield*, and send him off against the best your opponent can throw at you. And just hope he hasn't read this issue of White Dwarf yet...



Characters on their own tend to fare badly against massed ranks, especially if your unit is bolstered with a Banner of Defiance or Battle Banner!

DODGE 'EM by Jake

Normally I wouldn't interrupt other people's articles like this, but in this case I couldn't resist. The one thing that I think Tuomas has missed in his excellent summary of how to deal with the enemy is possibly the simplest – get out of the way!

Remember that you can't charge what you can't see and the answer to that Chaos Lord on his Dragon is obvious. If you're some distance away then this usually means hiding behind a wood, hill or building. Alternatively, if you're close in, then you can simply move past him and out of his line of sight. This is exactly what I did in the Death in Drakenmoor battle report (White Dwarf 186) when one of my regiments of Kislev Horse Archers was "staring down the flame-licked nostrils of the Great Taurus". There was no way that they would beat it in hand-to-hand combat, so they simply dodged past and left the rest of the army to sort it out. Not that I would recommend cowardice for a moment...

war machine and character, 14 weeks. Can I keep my interest up that long? Yes, because it will take three times as long to collect the full 3000 points and I love my hobby! Am I a here today, gone tomorrow power-gaming anorakki? No! I am a grim Naggarothi who will not be deterred from his avowed purpose! We must all decide for ourselves the meaning of life or be lost and adrift.

HOW TO RAISE REGIMENTS

Thus it was in former days, and so it is true today, and so too is it doubly true in the Warhammer world: the standard was the very spirit of the regiment. If the regiment fights to the last man, it is his duty to save the standard, or prevent it falling to the enemy. If the enemy capture it, they will parade it in triumph. The standard is the symbol of the regiment. Did you think a regiment's banner just a bit of rag, a cut-out-and-photocopy ornament, or an easy way of getting the unit a +1 combat resolution bonus? Oh, how wrong you are! The first model to collect when raising a unit is the standard bearer. A unit without a standard bearer is no more than a skirmisher detachment or band of scouts. When you have the standard, you can add as many models as you wish – the standard bearer standing on your shelf, even if he is alone, is saying "Here there once was a regiment and here it can rise again".

Next is the leader. This model can be upgraded to a champion of better. Then comes the musician, which is more of an option, although I will have one purely on artistic grounds. It looks good, and in my experience, a regiment that looks good attracts good dice scores. The standard bearer, leader and musician together constitute the command group. You can add as many or as few troopers to them as you wish. You can go so far as to have several command groups for a particular troop type, allowing you to split a large regiment up into several units, from one battle to the next. Regiments without some semblance of a command group (though permitted in the lists for the sake of an individual's right to be mediocre) are slapdash and are the root cause of any bad dice throws you have. Like attracts like, and good luck is attracted to well-painted miniatures.

CREATIVITY

The first question to ask yourself is have I chosen the right army after all? So, for example, if you are a Dwarf player, but lament the lack of cavalry, could it be that you are not really a true Dwarf after all? Perhaps you should consider another army. If you are more than lukewarm about Dwarfs, and you chose them because you like the culture and the Dwarf way (and not just because you picked up a ready-painted Dwarf army that fell off the back of a lorry or something), then you will persevere and discover proper Dwarf tactics.

After painting comes modelling as a skill which every civilised person should acquire. It is



enough to try. You can only get better. If you want to express a very individual interpretation of your army and the models don't seem to co-operate, start converting them! Change weapons, shields, heads or whatever you like. It may be that you want to create a character using the list, perhaps riding a monster, and such a model does not exist. The answer is, find the models that can be converted into what you have in mind and have a go!

There are modelling articles in White Dwarf and modelling guide books to help you out with ideas and techniques. Remember, the "experts" who are sharing their knowledge had to find it out for themselves years ago, in a far more primitive age (the grim darkness of the 70's and 80's), and without anyone to show them the way. Shame on a new and advantaged generation if they cannot do half as well!

A NOTE ON BASES

You are a free individual and you can paint or decorate your bases as you wish. At the Studio we use green because it answers our needs regarding photography. You are liberated from such constraints. The main thing to bear in mind is that the base should emphasise the model, not detract from it. Green tends to show up the model very well, other colours you might try are sand colour or grey. A rough texture usually works well on bases as does a very matt finish to the base. This makes the base look like the ground and reflects the light differently, causing the figure to stand out.

So that's my guide to collecting an army. It's only a guide, but what are you waiting for? Your force awaits thee!



QUICK TIPS:

The biggest problem with raising by division is that it limits the maximum you can spend on any one character to 500 points. Now this might not necessarily be a bad thing, but some armies, notably Chaos and Undead, have some extremely expensive characters. Nagash costs 750 points and some Chaos Lords can easily notch up over a 1000 points.

With such powerful characters I usually paint them up as a separate division in their own right, spending a long time to achieve the best possible finish on such fine Citadel Miniatures. The points cost of these characters can then be offset, by including a high proportion of regiments in the next division.

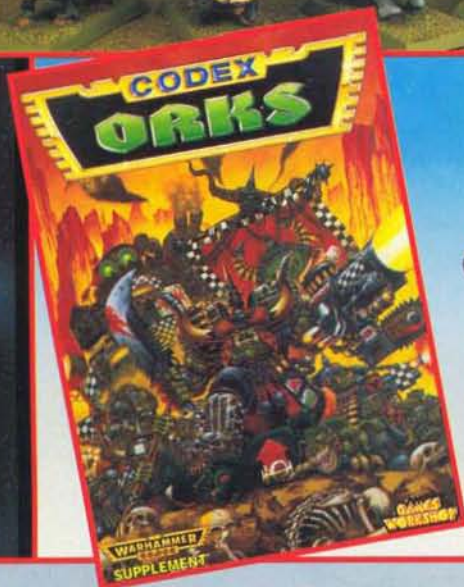


If you play Warhammer Quest, you can use your favourite Warrior model as a regiment leader or perhaps as a character.

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These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Ork Dreadnought is a Citadel Miniatures Expert kit which requires a degree of modelling skill to assemble. We do not recommend this kit for young or inexperienced modellers. All miniatures are supplied unpainted.

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biggest and best miniature painting competition in the world!



Top row: Every entry was carefully scrutinised by thousands of painters and gamers (as well as our judges).

Bottom, left: A quieter moment at the NIA.

Below: Happy gamers!



GOLDEN DEMON™ SLAYER SWORD WINNER



MATTHEW PARKES



Matthew Parkes won the Best Battle Scene category and the Slayer sword as overall winner of the 1995 Golden Demon competition.

In his model he managed to really capture the feeling of an encounter between Catachan Jungle Fighters and Orks. Look at the way that the models are interacting – you can immediately follow the narrative of the diorama.

Above:

The Orks keep watch from "Outpost Numba 7"

Right and facing:

The whole diorama in all its glory!

Below:

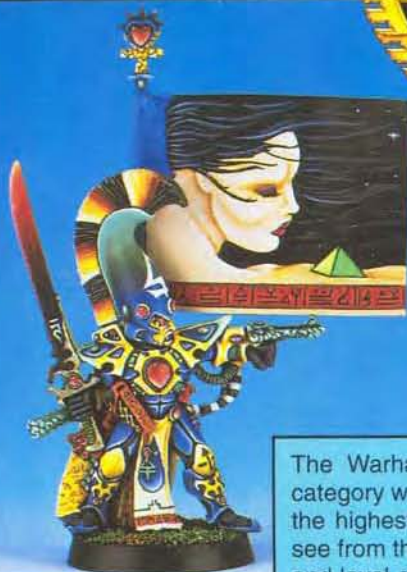
Catachan Jungle Fighters advance behind the cover of a crashed Land Speeder



One of the best things about this winning piece are all the small details that you don't see on first inspection – discarded weapons, leaves on the ground, aials on the vehicle and so on. These all add life and atmosphere to the model, and mean that something new catches your eye every time you look at it.

WARHAMMER 40,000

BEST WARHAMMER 40,000 SINGLE MINIATURE



Above:
Neil Thomason,
1st place.



Above:
Ruth
Hollerbach,
2nd place.

The Warhammer 40,000 single miniature category was the most hotly contested with the highest number of entries. As you can see from the winners, the quality of painting and level of detail was outstanding.

BEST WARHAMMER 40,000 SQUAD



Below:
Mark Boardley,
1st place.

Above:
Neil Thomason,
2nd place.



Right:
Jonas Ekestam,
3rd place.



WARHAMMER 40,000



Right:
Ben Jefferson,
1st place.

BEST WARHAMMER 40,000 VEHICLE



Left:
Jonas Ekestam,
3rd place.



Above:
Kevin Downey,
2nd place.

WARHAMMER

BEST WARHAMMER SINGLE MINIATURE

This was another very hotly contested category with lots of interesting entries. Anthony Warrington's conversion based on John Blanche's "Boris Ursa" was a particularly unusual and ambitious model.



Above:
Anthony Warrington,
2nd place.

Below:
Matthew Piper,
1st place.



Above:
Garry Taylor,
3rd place.



Above:
Garry Taylor, 3rd place Warhammer command group.

WARHAMMER

BEST WARHAMMER COMMAND GROUP



Above:
Simon Dunkley,
1st place.

Below:
Ruth Hollerbach,
2nd place.



WARHAMMER

Right:
Barry Lees,
1st place.

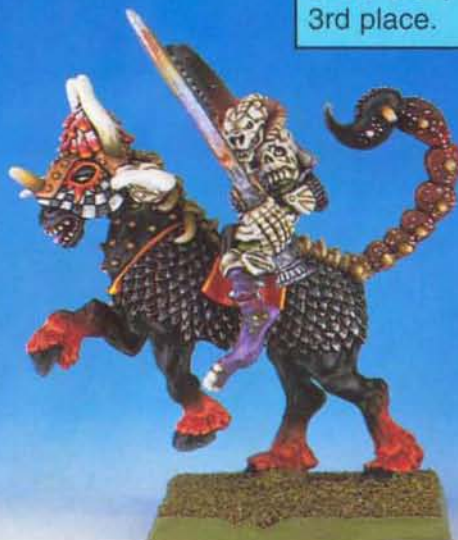


BEST WARHAMMER MONSTER

Right:
Sean Alexander
Gentry,
2nd place.



Above and
below:
Chris Blair,
3rd place.



EPIC

Below:
Jeff Harrop,
1st place.



Top, right: Kevin Byng, 3rd place.
Right: Thomas Becker, 2nd place.



**BEST EPIC
TITAN**



BEST EPIC BATTLE FORCE

EPIC



Above:
Neil Thomason,
1st place.



Left:
Jeff Harrop,
2nd place.

Right:
Robert Maley,
3rd place.





Above:
Gary Pearson,
2nd place.



First place in the Battle Scene category went to Matthew Parkes who was also the overall winner of the 1995 Golden Demon competition.



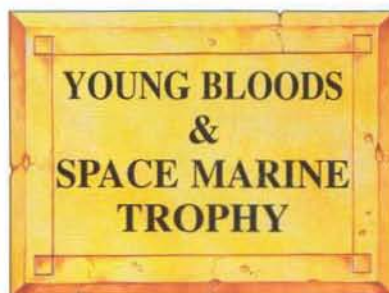
Left:
Mark Tait,
3rd place.

**BEST BATTLE
SCENE**



Left:
Danielle Hannah,
Young Bloods Competition.

Below:
Mick Hatcher
and Rory McPhillips,
St Albans Store,
Space Marine Trophy.



As part of their prize, the Golden Demon winners were given a guided tour of the Design Studio and a chance to talk to the 'Eavy Metal team in person. Everyone had a great time as well as learning some new techniques and tips on painting.

Alongside this year's Golden Demon we ran 3 separate competitions – Young Bloods, the Space Marine Trophy and the Open Competition. The response to these competitions was great. In fact, we were totally swamped with Young Bloods entries!

The Space Marine Trophy is awarded every year and this time went to the St Albans store for their Undead Command Group. You can see Dave Andrew's winning Open Competition entry in Mike's Masterclass elsewhere in this issue.

The whole Games Day and Golden Demon event was a huge success with the standard of the entries exceeding all our expectations. Every year the standards of painting get higher and higher and we're really looking forward to next year's Games Day and Golden Demon competition. See you there!



OUTLANDERS™

BOX CONTENTS

- 112 page rulebook
- 2 card buildings
- 12 plastic bulkheads
- Game counters
- A card walkway
- 5 card barricades

In the pollutant marshes and tangled ruins the most vicious gangs of the Underhive contend with the deadliest of Necromunda's outlaw breed, warriors they call Outlanders.

This expansion for the Necromunda game includes four new gangs: Ratskin Renegades, Redemptionist Crusades, degenerate Scavvies, and noble Spyrers. Additional rules cover Pit Slaves, and Wylds, Special Characters, Mentors, outlaw gangs, treacherous conditions, anew scenarios, campaign events, Arbitrator-run games and a bestiary of the most dangerous denizens of the Underhive.



By
Ian Pickstock



TARGET IN SIGHT

Warhammer 40,000 is an extremely flexible game (although bending it is almost as difficult as tearing a phone directory in half). You can play everything from small scale skirmishes to huge tank battles. I know from speaking to some of you at Games Day and the Warhammer 40,000 Tournament that a lot of you prefer to fight colossal death-fests, throwing all of your miniatures onto the table with victory going to the player with the last model left standing! Of course the appeal of these games is obvious: you can have whole companies of Imperial Guardsmen, with squadron upon squadron of tanks, clashing against the entire might of Orc Warlord Ghazghkull as it was at the height of the Armageddon campaign. After you've spent months, even years amassing your army, why not use it in a big battle? However, I always find such battles can get a little tiring and after a day and a half of slogging it across an 8' table my interest often starts to wane. But what about the *Heretic* battle report you say? Well that's a different matter. The game involved an interesting variation on the normal army limits and incidently

only featured about four thousand points on each side (and was completed in less than a day).

In this article I want to look at how you can vary games of Warhammer 40,000 to make them even more interesting and add new tactical challenges for you and your opponents.

SCENARIOS

When you are trying to invent new and interesting ways to play games of Warhammer 40,000 I find that it's best to base them on a simple theme. This could be a new and interesting piece of scenery that you have made, or maybe one of your fellow gamers has an army of Jetbikes or tanks or something even more bizarre. Already you have something unusual in your game. Scenarios don't necessarily have to be complicated, take the *Heretic* battle report for example. This game was varied simply by having loads and loads of tanks. Each side's objectives were also kept simple: the Imperial Guard had to save Lord Varlak and the Space Marines had to kill him!



An interesting scenery model can be used as an objective for both sides to fight over. Scenarios can vary from one side trying to destroy the objective, to both players trying to capture it first. You could devise a scenario where the players must recover hidden artefacts and wargear. How about a game that really challenges player's co-ordination? One side has to capture a number of objectives (computer consoles, or whatever) and activate them at the same time. Failure to do so results in something bad happening to that player's forces, such as loss of the game. Alternatively, if you or your mates has modelled a particularly interesting character, robot, tank, etc. then you can write it into the scenario. Maybe, like Lord Varlak, one player has to eliminate him. Or perhaps Imperial forces have to battle to recapture an all-powerful experimental weapon. The enemy may have captured an important personality, and one side must rescue him before the enemy can torture vital plans out of him. The number of interesting scenarios you can play are endless, it only takes something simple to add a new twist to your games.

MISSION VARIATIONS

If thinking up special rules, deployment zones and force lists is too much, you can vary your games using mission cards. Why not try taking two mission cards per side. Now your army has twice as much to gain, but also twice as much to lose. Alternatively, you could pick your mission cards before you choose your army. Normally you have to pick your army before the mission cards, this subtle change makes for some important differences. Now you can tailor your forces to complete your mission as well as stopping your opponent from completing his. If you have *Dawn Raid* you can get lots of fast moving troops. Whilst if your opponent has the *Assassins* you know to get your commander lots of protection and to keep him well covered on the battlefield. Finally, why not pick missions and not tell each other what they are? This is another fairly subtle approach that allows you to keep your opponent guessing what your mission is right until the end. Both players can use their cunning to make feint advances, as if they are completing *Take and Hold*, whilst their real mission could be the *Witch Hunt* or some such. Of course you could try any or all of these variations at once.

ENGAGE AND DESTROY

Engage and Destroy is a fairly straightforward mission. There are already victory points to be gained for breaking and destroying enemy squads, vehicles and characters. Getting bonus victory points for doing the above makes *Engage and Destroy* a pretty easy mission. You just do what you normally do – Engage 'em and Destroy 'em!

DAWN RAID

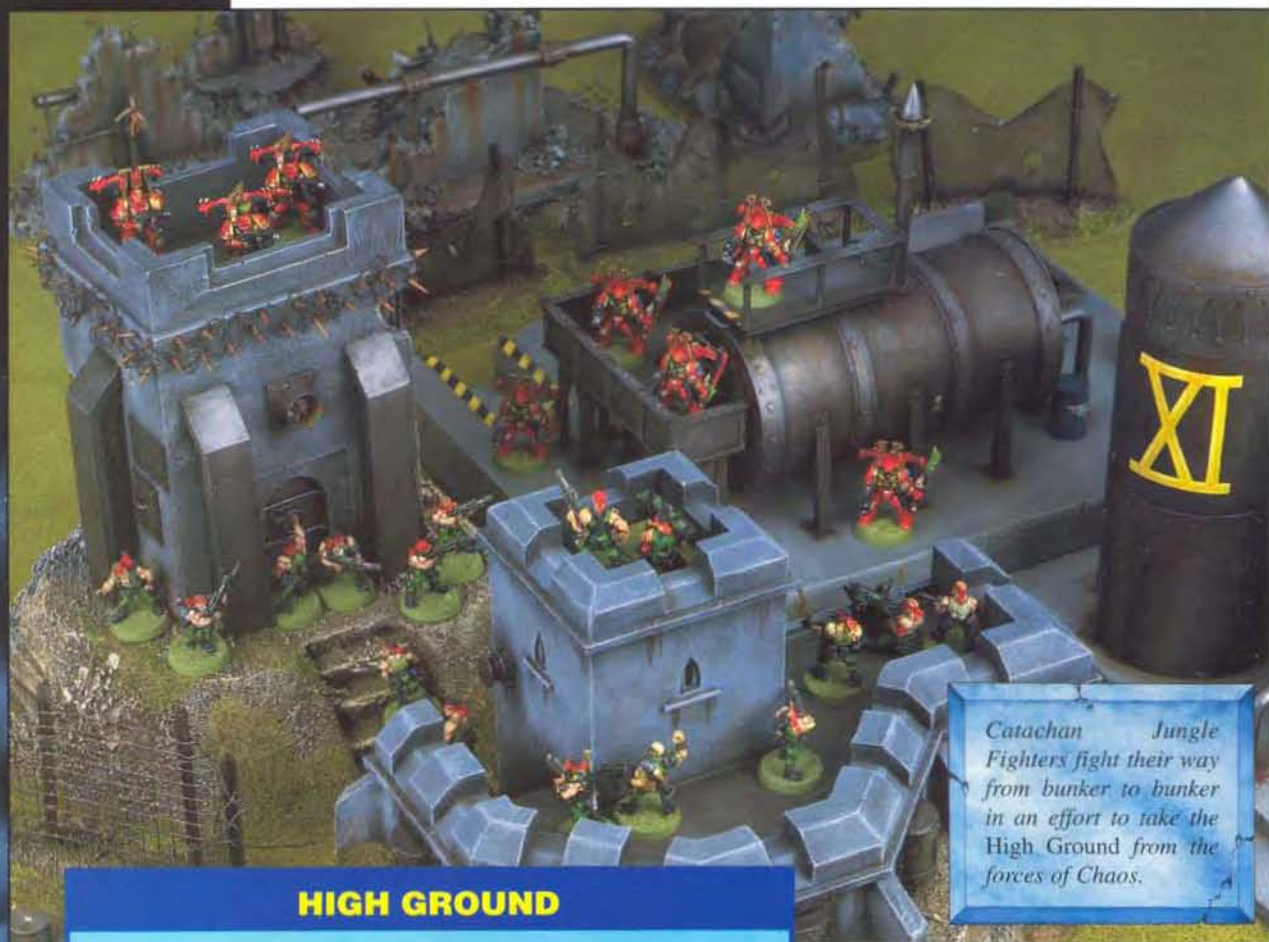
Dawn Raid is one of those mission that some types of army will find easier than others. Armies that have easy access to fast moving troops or vehicles will undoubtedly have an easier time. An Eldar army can include Jetbikes, Swooping Hawks and Warp Spiders, not to mention that the standard Eldar movement rate of 5" is faster than most other races. An Ork army on the other hand, has access to a large number of fast attack vehicles, but these don't often survive the battle in great enough numbers to seize the objective at the end. This leaves the Orks with the option of slogging across the battlefield in typical Ork fashion, to try and get a mob of Boyz into the enemy's deployment zone.

I think in the case of *Dawn Raid* the Orks have something to teach here. I know a lot of player hold a fast moving unit in reserve, either a vehicle or squad equipped with jump packs or some such, and use them to pounce in the last turn. The drawback with this method is that it relies on that one squad to do the job. Don't forget, your opponent will want to stop you getting your objective and by placing all your eggs in one basket in this way you are making his job very easy.

If you are really serious about completing a *Dawn Raid*, you should choose two or three units to do the job. These could be vehicles or squads, they needn't be particularly fast moving, just determined to get into the enemy's deployment zone. Remember if they are standard movement 4" foot troops they are going to have to run most of the way. They have to cross 24" of no-man's land to get to the enemy deployment zone, so don't dilly-dally and get distracted with shooting and such. The rest of your army should set about the task of distracting the enemy from these specially chosen units. This should be fairly easy, as the units heading for the enemy's lines won't be causing a nuisance, they'll be advancing stealthily through cover, whilst the rest of your army will be attracting the enemy's attention.



A unit of Snakebite Boarboyz runs past an Ultramarines Devastator squad, completing the Dawn Raid mission. Behind them a squad of Gretchin provides cover for the larger greenskins by swamping the Space Marines Devastators.



*Catachan Jungle
Fighters fight their way
from bunker to bunker
in an effort to take the
High Ground from the
forces of Chaos.*

HIGH GROUND

Included on the card sheets in this issue is a new Mission card to use in your games of Warhammer 40,000. Like *Take and Hold*, *High Ground* is another mission that involves troops capturing an area of the battlefield. This time your troops must secure areas of high ground, preferably with heavy weapons. This will give you a commanding view over the whole battlefield and enable your forces to dominate the surrounding area.

The first important thing to note is that this complexity of this mission will vary depending upon the type of terrain that you use in your games. I find it best to nominate three high points that are accessible to a normal foot trooper, eg the tops of towers or bunkers, large hills or rocky escarpments.

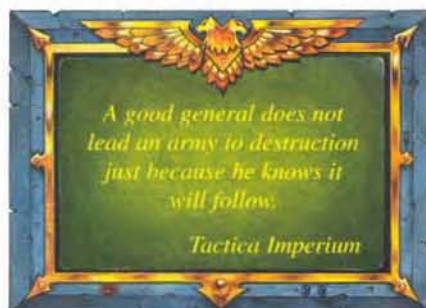
As with the other missions of this kind (*Dawn Raid* and *Take and Hold*) it is important to select the squads that you wish to capture the objectives. The difficulties with this mission is that you'll need at least three squads in order to stand a chance of capturing all three. You could decide to only go for capturing two, even only one of the high points if you wish, but as I'll explain in a moment you will be foolish not to try for all three.

Capturing the *High Ground* isn't as difficult as it seems. You naturally move troops into areas of high ground because it gives them a better field of vision and enables them to see over obstacles. Your only consideration should be whether you will try and get a heavy weapon on the high point as well. Of course to do this you will have to move it, thus sacrificing some, if not all of its firing time. In these cases if the high point is fairly close to your deployment zone, I think it is worth the gamble. If the high point is long way off, then unless your army has access to armoured troop carriers, like Rhinos or Chimeras, I would give it a miss and just stick to getting a squad there instead.

THE MISSIONS – A TACTICAL ANALYSIS

There are now quite a number of missions that can be added to your games of Warhammer 40,000. In addition to the four cards included in the basic game, there are two in *Dark Millennium*, another two in *Warhammer 40,000 Battles* and finally one in this issue of *White Dwarf*.

Missions form a cornerstone of your games of Warhammer 40,000. Each mission usually offers you a bonus of 5 victory points for achieving a specific objective, or offering you bonus victory points for attacking or destroying the enemy in a specific way. Completing your mission gives you such a big advantage that they cannot be ignored.

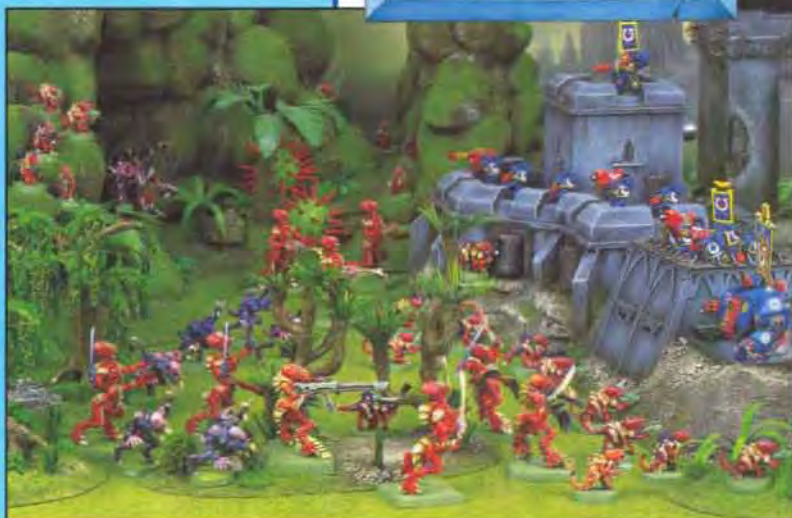


BUNKER ASSAULT & HOLD THE LINE

These two are rather special missions that are only included if one or other side has bunkers in their armies. Although they are usually shuffled in and dealt out as normal, I find that it is best to agree with your opponent beforehand if you wish to play with bunkers. One side will take the bunkers (at least two or three) and the *Hold the Line* mission, whilst the other player takes the *Bunker Assault* mission.

This one is a real challenge! If you are the player with the *Bunker Assault* mission, you must go all out to crack your way into those bunkers. Nothing must distract you from your mission. Your first problem lies in that the bunkers are over 24" across the games table. If you don't have something that moves fast you are going to be hard pressed to get there, rip the door off and empty the bunker of bad guys, even with the extra two turns that you get to complete the mission. However, do not despair. With a tank, Dreadnought or fast moving vehicle to blow the doors off ahead of your main force you shouldn't have too many problems.

If you get *Hold the Line* then you are going to have to play it real cunning. Sitting in your bunkers shooting the enemy as they advance might work, but then again it probably won't. To achieve this mission you must concentrate you fire very carefully, picking off enemy squads until they are below half strength. Once a squad has suffered 50% casualties and is no longer able to deny you your mission, move onto another squad and another until the enemy no longer has anything left with which to complete his mission.



Space Marines of the Ultramarines Chapter stand firm, holding a fortress against a seemingly endless swarm of Tyranids.

STOPPING THE ENEMY

One thing that you must consider is that your opponent has a mission as well. If he completes his mission, he is likely to gain 5 victory points or maybe even more, depending upon the mission. This means that if you complete your mission as well, the victory points you both gain will negate each other and neither of you will gain an advantage. Therefore in order to retain your advantage, you must complete your mission and prevent your opponent from completing theirs.

If your opponent has a mission like *Witch Hunt* or *The Assassins* then the way to prevent the enemy from completing their mission is simply to keep your commander or psyker alive! Preventing missions like *Take and Hold*, *Dawn Raid*, *Bunker Assault* and *High Ground* can be easily achieved by making the areas that the enemy has to secure into killing zones. *Guerrilla War* is a little more tricky, especially if your opponent is well equipped for hand-to-hand combat. Avoiding hand-to-hand may be quite hard especially if the enemy is equipped with jump packs or fast moving assault troops. *Hold the Line* is a rather special case, if you don't try and prevent your opponent from



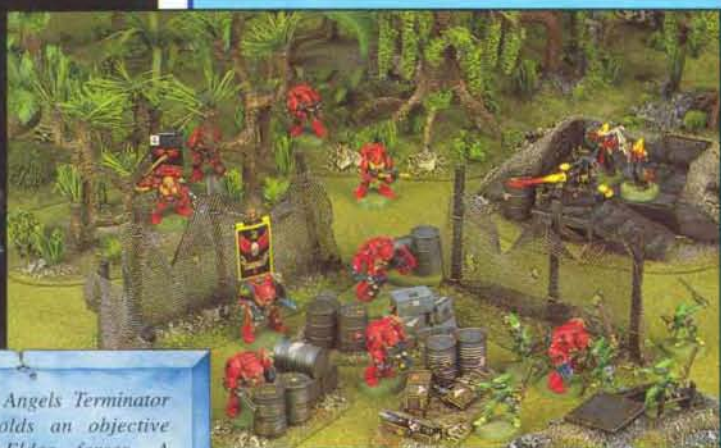
THE ASSASSINS & WITCH HUNT

Both of these mission are very similar, only differing in who the actual target of the mission is. I know a few Warhammer 40,000 players who don't bother with these missions at all! What, throw away 5VPs? A lot of players simply go ahead with their plan of attack to get victory points from destroying and breaking enemy squads, characters and vehicles. If one of those happens to be the highest level psyker on the table or the enemy commander, then all the better. I don't think there is anything wrong with this plan, I have done it myself on a number of occasions. However, the drawback is that it is leaving a lot to chance. If your opponent is really determined to protect his character at all costs, you are going to have to be really lucky to break through his defences and complete your mission.

In my opinion you should always try and complete these missions, even if you don't have *The Assassins* or *Witch Hunt* missions. Commanders, and more importantly high level psykers, are very expensive characters and are always worth the effort required to kill them. You should consider the 5VPs gained for completing your mission an added bonus.



TAKE AND HOLD



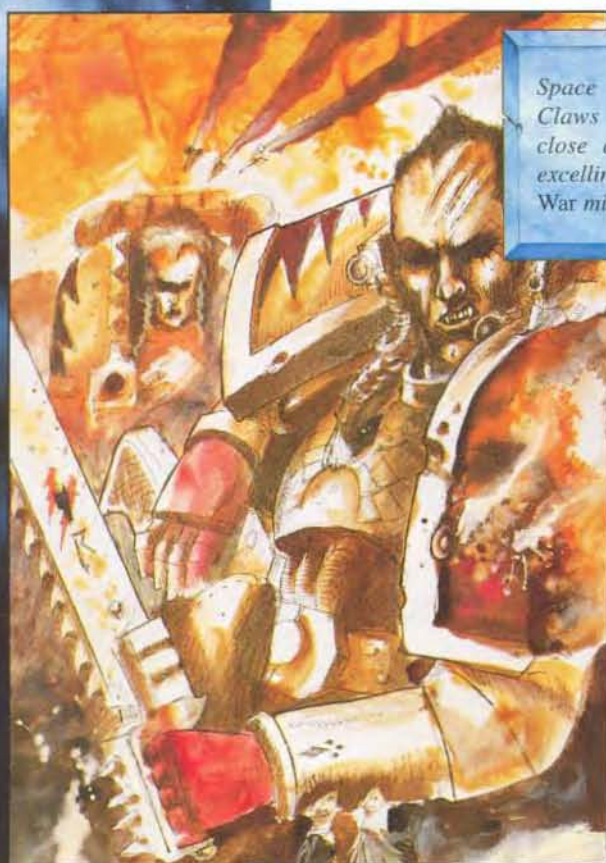
A Blood Angels Terminator squad holds an objective against Eldar forces. A tactical squad provides covering fire, preparing to move in just in case something goes wrong.

Just like *Dawn Raid* this is a mission that requires you to occupy a piece of the battlefield. This time you must capture something in the centre of the table. I always find that it looks better if you place a piece of terrain to represent the objective, rather than just a counter. This could be a group of oil drums or wooden crates, but could also be a neutral bunker that has to be broken into.

One of the most interesting versions of *Take and Hold* is when both players get the same mission. If you are playing on a 6' x 4' table then you are both going to be fighting for the same objective. However, if your table is a different size then you will be battling for different objectives that are fairly close to each other. In these cases it's worth deciding

whether you want to fight over one objective or two, as both games can be equally entertaining. With one objective the results are often particularly bloody, with models fighting to the last to be closest to the objective at the end of the game. With two separate objectives, each side has to battle towards their own whilst preventing the enemy from capturing theirs.

As with *Dawn Raid* you should decide before you start which of your units is going to seize the objective. Unlike *Dawn Raid* you needn't worry about getting across the table before the game ends. It is, however, important that your unit has the ability to get to the objective. In the case of an objective inside a sealed complex or bunker, your troops need some means of getting inside! Your troops should also have very high survivability because once they have "taken" the objective they must "hold" it! High survivability could come from armour (Terminators), or strength in numbers (Gretchin), or troops that are immune to psychology. Once again, it isn't a good idea to rely on one unit to take and hold the objective, always be ready to jump in there with a reserve unit just in case!



Space Wolves Blood Claws are vicious close combat troops, excelling at Guerrilla War missions.

completing this mission he will get the 5 victory points automatically. In this respect it becomes more like a second mission for you – you have to get a squad that has suffered less than half casualties, or an undamaged vehicle into your opponents half of the table in order to prevent him getting the 5 victory points.

GUERRILLA WAR

Guerrilla War is different from all the other missions in that it gives you bonus victory points for killing the enemy in hand-to-hand combat. Once again this is a mission that is suited to some armies and less suited to others. Space Wolves players will love this one, while the groans of an Imperial Guard player can probably be heard echoing across the warp. However, the Imperial Guard are not completely without assault troops – Rough Riders can stand their ground against well chosen targets, while the formidable Ogryns can be shocking (if they don't get their stupid hides shot up before they engage). They key to getting bonus VPs in this game is simply to get the right squads in the right place at the right time. And obviously, the fewer assault squads you have, the less chance you have of getting bonus VPs.



NECROMUNDA

UNDERHIVE GANGS OF NECROMUNDA

HOUSE DELAQUE



HOUSE VAN SAAR



HOUSE GOLIATH



HOUSE CAWDOR



HOUSE ORLOCK



HOUSE ESCHER



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**GAMES
WORKSHOP**

STILLMANIA

• HOW TO COLLECT AN ARMY (or, "If you don't have an army, sell your soul and buy one!")

Caution: the following article contains robust language.

By
Nigel Stillman

Nigel has been playing games for longer than he cares to remember. So, who better then to explain the intricacies and pitfalls involved in collecting an entire army?

"Collecting an army is not a preliminary to gaming, like setting up the table, it is nine tenths of the hobby!"

Assembling an army is an enjoyable and challenging task..."

In Nigel's new revolutionary calendar, December has been replaced with the "Month of Painting Witch Elves".

RAISING AN ARMY

Collecting an army may seem to be a simple, straightforward process and players are often told "when you have collected your army you can...". Collecting an army is not a preliminary to gaming, like setting up the table, it is nine-tenths of the hobby! Assembling an army is an enjoyable and challenging task, but it is also a long term project requiring a strategy and the determination to see it through. What follows is one approach to collecting an army from scratch, bit by bit. It is the approach I tend to adopt after experience of collecting many armies. It is a very disciplined and methodical approach and won't suit everybody, but it's a plan that gets the job done! I have a Warhammer army in mind as I describe the process, but the general principles will apply to the forces required for other games.

WHICH ARMY?

Some players stumble at the first hurdle "Which army shall I collect?" and seek the opinion of veteran gamers. Others commit themselves with an impulse buy. In many ways the latter are on the right track. Go for the army that attracts you most, for whatever reason. Whether you just like the models, you feel like painting them, you like the race or culture, or you respect their fighting qualities as described in the rules. Ask yourself this question, "If I were suddenly transported into the Warhammer world by a Wizard, whose army would I rather end up in?". If you know you are a Goblin at heart, don't collect an Elf army! Identity crisis is not a good basis for a long term plan to collect an army!



STAND BY YOUR TRIBE!

When you have decided who to identify with in the Warhammer world, absorb the background information about the culture of your chosen army. Collecting an army is a long term project. Changing your mind is the way to end up with no proper army at all, doomed forever to be the ally of someone else with a sell-sword contingent of rogues! Adopt your army and stay loyal to it through victory and defeat. Through consistency you will achieve mastery. Every defeat is like a swordsmith hammering a blade, battering and honing it into a deadly weapon.

THE RECRUITMENT PLAN

Model soldiers don't generally volunteer, so there are two methods of recruitment - levy en masse or the draft. The former is where you buy the army in one go, or at least large parts of it, then your problem is just getting it painted. The latter is where you recruit a unit or a few models at a steady rate. This method of recruitment is best for play as you learn the approach to gathering the army. In this way you can change your mind in the light of experience gained by playing with your army before it reaches maximum size. If you levied your army en masse, then you are stuck with it and may feel like re-organising it from time to time, by disbanding and reforming units and replacing some altogether as you evolve your tactics on the games table.

The draft is much better for recruiting an army as you purchase a few models at a time and paint as you go along. You can set yourself an attainable target such as adding a unit every week. Buy them at the beginning of the week and have them painted and ready to fight by the end of it. If they are not ready, the next week's draft is cancelled and the time devoted to finishing the last lot. Stick to this plan and there will be no backlog of unpainted models. The army will grow

December Month of Painting Witch Elves						
TUES	WEDS	THURS	FRI	SAT	SUN	
			1	2 Buy Witch Elf cmd group	3	
4 Start painting cmd group	5	6	7	8 Finish painting cmd group	9 Buy Micon pack of Witch Elves	10
11 Start painting Witch Elves	12	13	14	15 Finish painting Witch Elves	16 Buy Micon pack of Witch Elves	17
18 Start painting Witch Elves	19	20	21	22 Finish painting Witch Elves	23 Buy Micon pack of Witch Elves	24 Christmas Eve
25 Christmas Day	26 Boxing Day	27 Start painting Witch Elves	28	29	30 Finish painting Witch Elves	31/20 Witch Elves done inc command group

surprisingly quickly. You will gain a feeling of achievement and satisfaction. Follow the plan as if it was a religious duty. Thus December is now "Month of Recruiting Archers" in your amazing new calendar!

RECRUIT BY DIVISION

An army of 3000 points is a big army. It is the classic army that is so often referred to in the rules and used in battle reports. You will probably want to have an army of that size as the end result of your efforts. In order to have a choice of units, the total points value of your collection is finally likely to be nearer 4000 points. It seems like a daunting task to collect this number of troops. You will most certainly need a plan! The secret is to recruit by divisions.

An army of 1000 points is perfectly good for a small battle and it is also a division of the greater army. The plan, therefore, is not to collect a single big army of 3000 points, but three small armies of 1000 points each which combine together as divisions of the greater army. So, in six months you will have your first division, and by the end of the year a respectable army of 2000 points. Now you can stop there or go for a third or fourth division and the mega army. It doesn't matter if you stop after 1000 points or 2000 points, you will have a useful, finished army at that point. Then if you change army, you have an ally contingent or a reserve force. If you change your mind back again, just carry on collecting the remaining divisions of the original army.

THE ARMY LIST

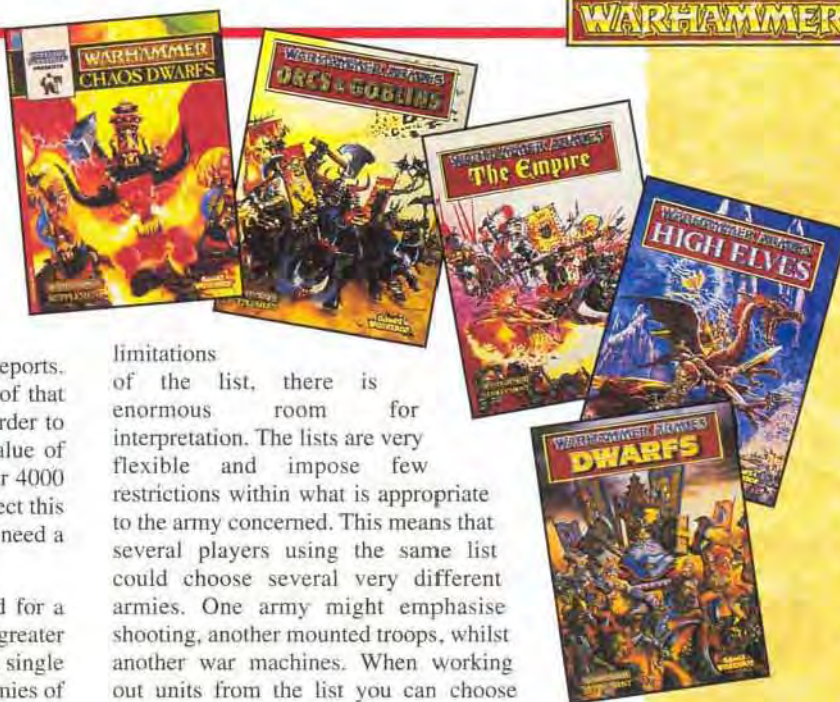
Your reference and guide for collecting your army is its accompanying Warhammer Armies book. The background tells you about the race or culture, while the army list and special rules translate the background description into troops. The game is more interesting when lots of different armies with varied ways of fighting are pitched against each other, so the list is meant to make sure that each of the Warhammer races is different and have their own style of fighting and Special Characters.

The army lists won't let you have everything in your army. Or, in other words, the army lists won't allow players to make the game bland and boring. Within the

limitations of the list, there is enormous room for interpretation. The lists are very flexible and impose few restrictions within what is appropriate to the army concerned. This means that several players using the same list could choose several very different armies. One army might emphasise shooting, another mounted troops, whilst another war machines. When working out units from the list you can choose your own emphasis. Pick units which suit your preferred tactics (or modelling tastes for that matter) and ignore others.

Instead of (or before) working out the whole of your projected mega army of 3000 points, determine the theme for your army. The theme is either an overriding tactical doctrine such as mobility or firepower, or something less tangible such as monsters or characters, or red and black. The theme can be kept in mind for the whole army or just for one division. So, for example, a High Elf army with a theme of defence would perhaps feature numerous regiments of Spearmen and Warriors. This could contrast with the more obvious theme of shootiness and therefore mark your army out as an individual interpretation of the culture. A quick look at the background for the High Elves will show that you were entirely justified and have created none other than the Mentheus' army – citizens from Cothique and Chrace who formed a core of Spearmen and Archers and broke the siege at Griffon Gate.

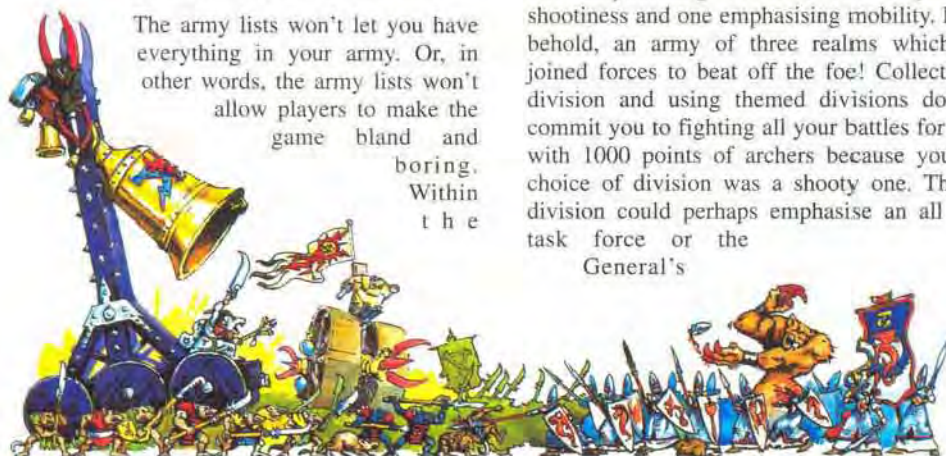
If you wanted to hedge your bets tactically, then you could opt for three divisions of 1000 points, one emphasising defence, one emphasising shootiness and one emphasising mobility. Lo and behold, an army of three realms which have joined forces to beat off the foe! Collecting by division and using themed divisions does not commit you to fighting all your battles for a year with 1000 points of archers because your first choice of division was a shooty one. The first division could perhaps emphasise an all round task force or the General's



QUICK TIPS:

Incidentally, if you have been diligently painting as you recruit, your second 1000 points will be infinitely better painted than your first. – it's a phenomenon worth bearing in mind.

Perhaps you should regard your first 1000 points as your 'practice points' in terms of playing and painting! Here we can dimly perceive a task that will come after the completion of your final 1000 points – go back to your first batch and give them a thorough overhaul!





QUICK TIPS:

Building your army by division is a great way of learning the plans and tactics involved with your chosen race. By playing small battles as you gather your forces, you learn how to use each war machine or regiment as you go along.

You can have great games even with a fairly small army. For example, the *Bridge of Doom* (White Dwarf 183) only had 1500 points on each side, but Jake and Gavin still had a real battle on their hands!

elite retinue and contain various units and models. Once you start later divisions, you can reinforce, mix or swap units in the first division with those in the division you are currently collecting.

WHAT'S IN THE DIVISION?

Think of a division as a mini army of 1000 points. If you follow the proportions of points allowed to be spent on characters, regiments, etc for each 1000 points, you will have the correct proportions when you have 3000 points. The mini army needs a General. Choose a suitable character model to be included in your 1000 points. Later on, when you have 2000 or 3000 points you might use the same model as a Hero having acquired a better candidate for General. The basic principle is to include one independent character model in each batch of 1000 points. You will thus account for up to 50% of your 1000 points with this model. The rest of the division is made up of regiments, war machines or monsters. The proportions allowed by the army list are likely to permit one big or two small units, one war machine and/or one monster.

As an example of what you might come up with, let's apply the plan to a Dark Elf Army. I imagine I'm setting out to collect a mega 3000 point army. Stage one is to collect my first 1000 points. Recognising and admitting to my irrational

attraction to Witch Elves, which has led to my choice of army, I decide to go with it and make Witch Elves the theme of my first division. Thus I will satiate my desire to paint hordes of these models before dealing with the rest of the army. There will be other things in this initial batch, but it will emphasise Witch Elfiness.

I need a General. This should be either a character who could be the General of the final 3000 points, or who will eventually take second place as a Hero or powerful sorcerer when I finally settle on a General. I decide to go

for a fairly cheap General on Cold One, as my army expands he will be moved down to, say, the Hero of some Cold One Knights. Let's get to grips with regiments next. Keeping to the theme, a regiment of Witch Elves is in order and I fancy a big one. I am going to follow my rule for raising regiments (explained later) and start with the command group, that is the standard, leader and musician. I decide to have all three and that the leader will be a champion. I want a big unit so I will need a further twenty-seven Witch Elves to go with the command group, making 30 in all. Now would be the time to look at war machines and monsters. I can't afford both, so I decide to leave monsters for the next division. I will definitely want bolt throwers in this army, so I might as well get one in the first batch.

Another regiment would not go amiss, especially in this core division of the army. I decide on Black Ark Corsairs because I dimly perceive an overall theme for the final army as a horde floating on a Black Ark, striking anywhere in the Warhammer world, and I also want to paint monster hide cloaks (the real reason). Ignoring options for the moment I go for a command group of champion, standard and musician. There is still room for the champion in the character allowance. A unit of 20 will do for now.

That's it then, a plan for the first 1000 points (after taking into account magic items and other options). I've decided to get five Witch Elves or Black Ark Corsairs a week and not to get the next five until I have painted the first five, because using unpainted models is despicable. When I have completed the two units I will deal with the bolt thrower and the character in that order, allowing myself as long as it takes to paint or model the General before drafting the next 1000 point division. Estimated time before this batch is ready to fight is ten weeks, plus another four for the



ARBITRATOR ORDERS STORMING OF FILTH POND

Arbitrator Chambers has issued a formal decree outlawing the settlement of Filth Pond.



You need to be able to physically compile a Chronicle. I'm fortunate enough to work on a very powerful computer with flashy software, laser printers and artwork at my fingertips, but I know that this isn't the norm! However, most people can beg, borrow or steal access to some form of word processor or typewriter at school, college or at home. As long as you do most of the work before you sit down to type it in, things don't take too long.

HOW TO BE A GOOD EDITOR

Keep it interesting. It really is that simple. If you find what you're doing interesting, then the other players will too. Don't go into blow-by-blow accounts of each and every battle, just keep to the important bits like scenario, result and the death toll.

Keep it short. Each issue of our Chronicle is only one page long. Yours may be longer or shorter, but one page is a reasonable size to try to write on a regular basis, and it means that the rest of your gaming group will have time to read it before you do the next one. Single page issues also make interesting little posters!

Keep it characterful. Rather than reeling off lots of facts and figures about how many turns a battle lasted, how Gundar Screambak needed a 3+ to hit and missed, use more colourful language. The first thing to agree on is a setting. Just a name for the area will suffice. For instance, Castle Rock is the general neighbourhood for our campaign (the Design Studio itself lies in the shadow of Nottingham castle). As things developed, so did the names of actual settlements which were derived from local streets. Thus Hope Drive and Fish Pond Drive became the frontier towns of No Hope and Filth Pond. Filth Pond soon gained a reputation for harbouring outlaw gangs, and took on a character of its own.

ARBITRATOR CHAMBERS DEPOSED!

NEW ARBITRATOR IN TOWN

That's right folks, our little company has changed hands. Arbitrator Chambers, following the fiasco at Filth Pond, has been reappointed to his duties, and is said to have been shipped out to finish his service near the top of Term. Our new bossman, Arbitrator "Tyran" Thorpe is unsurprisingly silent on the subject of his new role. Things are gonna change, 'round here, believe it or not, and that's for the better.

WHO GETS THE JOB?

Whoever wants it! It's true, you need to have somebody running the Chronicle who doesn't feel that they were pressured into the position. It can be rough going – irate gang leaders complaining they haven't been mentioned, mad heavies moaning that you got their name wrong, all sorts of hazards await the unwary.

You need time. Of course, this depends a whole lot on how big your campaign is – our campaign has an average of fifteen to twenty gangs vying for the top at any one time. I run the Chronicle on a weekly basis, but keep the reporting down to the major events and more important fights. This only takes an hour or so to compile on an average issue, but this varies depending on how busy the gangs have been.

HOWDY STRANGER

Invent people. Occasionally you should invent characters just to add flavour to your reports. An account of a gang fight takes on a different feel when you have an "eyewitness" on hand to tell the story – "Tha's right! I sez it all, jus' outside ma bar it was. Those Escher jus' up 'n' shot those poor Orlock boys...".

The Underhive is rife with all sorts of interesting people, from fungus farmers to settlement leaders, guilders to slave traders. All of these people add interest to a story if used properly. One of the characters I'm currently building up is Ramblin' Zeke Stonedead, an

**"Freedom for the Press is
Freedom for the People!"**

Renegade editor Malcontent
Marius, shortly before Arbitrator's
stormed his secret press.

HOUSE DELAQUE

The furtive methods of House Delaque give them a reputation for secrecy and double-dealing in their clandestine relations with the other Houses of Necromunda. They do little to avoid this reputation, in fact, they often play on it to intimidate and terrorise those who would challenge their influence and control. They are particularly guarded of their rumoured contacts with the ruling Houses of Necromunda.



Delaque Heavy with flamer



Delaque Heavy with lascannon



Delaque Juve with stub guns



Delaque Leader with boltgun and power axe



Delaque with lasgun



Delaque Juve with stub gun



Delaque with lasgun



Delaque with shotgun



Delaque with autogun



BOUNTY HUNTERS

Bounty Hunters are among the toughest and most dangerous of all Underhivers. They survive in the perilous conditions out in the wastes, hunting down renegades and outlaws. When few bounties are available, they will sometimes hire themselves out to gang leaders, but such alliances are always temporary.



Bounty Hunter with bionic arm



Bounty Hunter with shotgun and bionic eye

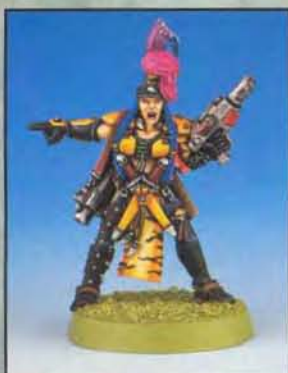


Bounty Hunter with boltgun and bolt pistol



HOUSE ESCHER

Fast and deadly, the Escher are perhaps the most strikingly vicious of all the Houses of Necromunda. However, unlike the other Houses which have reasonably balanced populations, House Escher is made up almost entirely of women. The Escher have a reputation for cruelty, and are said to look down on and pity all males. The few males left in their society are shrivelled and imbecilic, perhaps as the result of a genetic flaw in the house bloodline. As arrogant as they are heartless, the Escher especially despise Goliaths whom they dismiss as simple and brutish. The two Houses are old enemies and skirmishes along their borders are common.



Escher Leader with boltgun and laspistol



Escher with lasgun



Escher with autopistol and sword



Escher Heavy with heavy stubber



Escher with autogun and stub gun



Escher Juve with stub gun and pick



Escher Juve with autopistol



Escher with shotgun



An Escher gang

itinerant prospector who often precipitates violence by discovering territory, hoards of Archeotech and other secret troves the gangs all love to fight over.

NEWSHOUNDS

Possibly the most challenging task of a Chronicle editor is to actually find out what's been going on! Some gang leaders are very conscientious and duly give you a run-down of every scrap they've been in. Others are blissfully unaware of the agonies you put yourself through trying to fill up the space on a quiet week. Only after they get their Chronicle do they come up and complain, belatedly informing you that they've actually fought ninety battles since the last publication and you haven't mentioned them once!

You have two options here, depending on how busy you are (or what type of hard-nosed reporter you see yourself as). For myself, I just say "tough!". If they expect you to be psychic, they're sorely mistaken. If you are more forgiving than me, you can scamper round with your notebook, quizzing everybody on the week's events. This can range from a moment's work (if everybody in the league goes to Games Night or attends the same school, college or place of work as you) to mind-numbing treks and phone calls for the better part of a week. If this is a lot of hassle you shouldn't bother – players soon learn that if they want something in the Chronicle, they have to tell you!

Actually, I've just thought of a third option – freelancers. Get some of the players to write their own accounts and give them to you, so if they hear of something that you don't, it may end up being covered after all. This kind of second or third-hand account makes interesting reading too – remember, you don't always have to print the absolute truth (and in some cases it's much more amusing if you don't try too hard!).



WIELD THE POWER!

You are the editor. It is entirely up to you to use or abuse the position as you see fit. Make editorial comments (*like this – Ed*), veto boring stories and invent things you think will be interesting. If you think a particular gang is getting too big for its boots, do some rabble-rousing of the gang leaders to sort them out. Of course, all the other gang leaders may want to set up their own press to get their opinion across, and there's nothing wrong with open competition.

I can just imagine it, two widely opposed newsletters offering different opinions on the same events. You could stir up massive fights, or get some gangs to *Raid* the enemy to destroy their press (preventing them from producing a copy of their newsletter for a week or so...). Play with the hearts and minds of your readers, that's what they're there for!

OUTLANDERS

This is just what you can do with the Necromunda box and a basic campaign. Add on the campaign events, Arbitrator scenarios and other extras from Outlanders (which Andy will be telling you all about next month) and you have an almost unlimited scope. But that's for the future. In fact, it's probably best to get your Chronicle underway now, while things are still relatively straightforward, and then you're already in position for the triumphs and horrors that Outlanders will bring you...

Well, I'm off now, I can smell another great headline brewing!

Necromunda Chronicle

995.03.11 #11.41

TERROR SWEEPS THE UNDERHIVE

NEW OUTBREAK OF THE DREADED ZOMBIE PLAGUE

Lick your doors, traitor! Already the outbreak of Marked Spire has succumbed to this new outbreak of brain-eating Zombies. Bands of these beasts are ransacking the Underhive, and have reached upon the outskirts of Castle Rock. Roll your wares, take your weapons and keep your heavy armor handy.

!!!The randomly selected member of EVERY gang must make a roll on the Plague! table to see if they are infected. apply the results immediately!!!

THE CRUSADE CONTINUES

Remnants of Outlanders moving into the Castle Rock area were further failed by two gangs fighting for scavenged rights outside No Hope. The Raiders of Karmak's Crusade failed to one with Rankins from the Black Reproducts. Despite the tactical maneuvering, Rankins' gunnery on the failed brethren of the Redemption, against the Black Reproducts. However, things deteriorated rapidly for the Crusade, and Rankins reached a head when Decree Varnis managed to shoot one of his brethren in the back. The outlandish treachery, but was surrounded by Rankins. As more of the Crusade fell, things looked grim. However, Big Chief 'Boulder' Rat ordered the retreat, leaving two of his own party as the clutch of the Redemption.

GRAND DOG ANSWERS CHALLENGE

The Black Reproducts' leader, Starline Rat, also made news by joining a personal challenge to the Grand Dog. The big man of the Dog Soldiers will face the Rankin Chief shortly, and here at the Chronicle we're waiting avidly for the outcome. Is Starline, or will he not having ability to survive one last thought?

NEW GIRLS ON THE BLOCK

A new Echidna gang made their first appearance recently, in an all-out scrap. Our ancient friends, the Garmes Garmes, took offense at the new Echidna, moving in on their new territory, and promptly they engaged in a vicious battle. The Echidna gang took their toll of Garmes, but as the Garmes Garmes, a huge hoard of loot and will be spending it in a variety of extravagant manner.

BIG CASH BONANZA

It's that time again folks. The Lord of the Spire competition hits Castle Rock next week. With loads of cash on the line, it's easy money for the survivors. Remember, anybody can enter this tournament, even those scavenging Outlaws and Outlanders who shed their copies of the Chronicle from far-flung citizens. Contact the Arbitrator's office for details of how to get your name down (prize money ranges from 25 credits for second place to 250 credits in the top box! Full prize list available).

Garmes' Invasion

WARHAMMER

THE GAME OF FANTASY BATTLES



Enter the world of Warhammer, a world of conflict in which each player controls mighty armies. Great heroes lead regiments of knights and spearmen into battle, carefully manoeuvring for position as huge winged monsters fly overhead. Mighty war machines smash gaping holes in the enemy lines, and magical energies crackle across the battlefield as rival wizards struggle for mastery. Finally, you unleash your army in a devastating charge which will trample the foe beneath your massed ranks...



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**GAMES
WORKSHOP**

'EAVY METALTM MASTERCLASS

By Mike McVey



This month's Masterclass is fatter than normal, with a special feature on Dave "award winning" Andrews' fantastic diorama. This took the prize in the Golden Demon Open Competition, and is a splendid piece of work. However, we'll start the ball rolling with a couple of letters which ask some interesting questions...

The postbag this month has been extremely mixed, with letters on a wide range of subjects. The first letter is from George Millar from Perth.

How do you paint Skeletons? I give mine a Brown Wash, but often I find that even after the highlights the finished effect is too dull and not bone coloured. How do you paint the ones that are used in the battle reports?

Skeleton Warriors and Skeleton Horsemen form the core of an Undead force, and most armies will include a few regiments. For these troops you need a quick and simple method for getting large numbers painted neatly. The other side of the coin is the characters, many of which are partly Skeletons or at least have some bone decoration. It's nice to give these models a little more care and attention than the basic rank and file.

White Dwarf is packed to the gunnels with miniatures this month! Elsewhere in this issue you'll find the Golden Demon winners, and I'll sure you'll agree that the standard is simply superb. I seem to say it every year, but the quality and level of painting just gets better – I hope you enjoy looking at them as much as I did.

As part of the prize for this year's Golden Demon, we invited all of the winners up for a day at Games Workshop, including a tour of the Design Studio and a free run of the miniature racks over at the factory. It was great to meet everyone in circumstances that were a little more relaxed than the chaos of Games Day. Thanks a lot to everyone who came, I hope you enjoyed the day as much as I did. We'll be doing the same next year, so if you fancy meeting the 'Eavy Metal team and everyone else at the Design Studio and going home with your pockets stuffed with models, all you have to do is produce a winning Golden Demon entry!

Let's start with the easy stuff first. The plastic Skeleton Warriors are a real godsend – they are quick to assemble in great animated poses, need very little cleaning-up and are a piece of cake to paint. I reckon that with a bit of

practice you can have a basic Skeleton painted and based in about 10-15 minutes, and when you get really good it won't even take that long! It's best to assemble enough for the whole unit in one go, then undercoat them all together with white spray. How many you work on after this is really a matter of personal preference, some people paint all the models at the same time, others prefer to split them into smaller groups. When painting most troops I'll work on 5 or 6 at once, but Skeletons are so quick I usually bump this up to 10.

The first step after the undercoat is to paint the Skeletons with Bleached Bone. I apply this quite thinned-down, maybe as far as half and half with water. Use a large old brush and work it into the details of the model, trying to get an even coat without it forming into pools and obscuring any of the detail. When this base coat is completely dry, the next step is to add some shading. The best way to do this is with a wash. This is where George is going wrong, brown is a little too harsh to



Whenever people look at an army, the first model they pick up will probably be one of the characters. These large and impressive models always stand out from the rank and file and are the best place for you to show off your painting skills.

READERS TIP: I find it difficult to retain a firm grip on the base of my miniatures while painting them. To solve this problem, I temporarily stick the model I'm working on to the bottom of an old plastic film container. You can use a blob of blu-tac or similar product and firmly press the slottabase onto the container. Old paint pots or small jars work equally well. Sticking the model onto a base while painting it has the added benefit of keeping your grubby fingers away from the clean, new paint work.

Martin Murray, Fife.



use as a shading wash. I mix up my own wash colour from about half-and-half Brown and Yellow Washes, and then thin this mixture down with a little water. The wash is then applied fairly liberally to the whole model and left to dry thoroughly. Don't worry too much about the wash forming into pools as most of this will evaporate while it's drying.

When the wash is dry the miniature will look fairly dark all over, but the wash will have concentrated in the recesses, between the ribs and the rest of the bones. The next stage is to apply the highlights and the secret here is to get a good contrast with the shading. Each of the bones in the Skeleton is clearly defined and you should aim to pick out the shape with the highlights. I use Bubonic Brown for the first highlight, the best way to apply this is to wipe most of the colour off the brush on a tissue or rag and gently draw the tip of the bristles across the surface of the detail. This will pick out the raised areas on the model but leave the darker colour in the recesses. This technique takes a little practice, but works really well. It's just a question of getting the right quantity of paint on

PAINTING TIP: One of the great advantages of working on a group of models is that you get a built-in drying time. If you are working on ten models at once, by the time you have applied the base coat to the last miniature, the first will be dry and ready for the next stage. Don't take it for granted that a model is dry though, there's nothing more messy than applying paint over a wet surface.

the brush – too much and you will fill in the detail, too little and the effect will be rough and textured. Further highlights can be built up by gradually lightening the colour: Bleached Bone is the next step and then I sometimes mix in a little Skull White for a final highlight.

I usually spend a little more time painting the head and face (ie the skull). I prefer to just paint on the highlights normally rather than use the same technique as on the rest of the miniature. This is the method that I use when painting character models, the models take a little longer to paint but the finished effect is far smoother.

PAINTING TIP: Never throw old brushes away. When they are no longer suitable for detailed painting they can be downgraded to other painting tasks such as drybrushing, painting the glue onto bases or, if they get really tatty, even stirring paint! Keep your old brushes separate from your good ones. Put a blob of paint or a piece of tape on the handle to identify the old ones.



Stage 1: The whole model is painted with a slightly thinned-down coat of Bleached Bone, being careful not to obscure any of the detail. **Stage 2:** The model is shaded with a mix of Brown and Yellow Wash. This is applied fairly liberally to the whole Skeleton and allowed to dry thoroughly before moving on to the highlighting. **Stage 3:** The whole model is highlighted with Bubonic Brown. **Stage 4:** The model is highlighted with Bleached Bone and the mouth and eye sockets are painted black.

George also asks about painting banners in his letter, and this is a subject I'll be covering in some depth in a future Masterclass article.

The next letter comes from Stefan Thomas in Llandudno who has a question about general painting techniques.

I was looking at a photograph of Marneus Calgar and I wondered how you got the fine, sharp highlights on the edges of Space Marine armour. I thought this was done with drybrushing but my results were terrible!

My second question is how do you keep a smooth effect on models? Mine always come out a bit rough.

These two questions are really linked together and it sounds like you are applying your general highlights with drybrushing. This is a technique that is only really suitable for heavily textured areas such as fur and chainmail armour. If it is applied to smooth surfaces such as Space Marine armour, the paint will quickly build up into a rough texture.

One of the most effective ways of painting Space Marine armour, especially on unit miniatures, is to apply the base coat with a spray, but I prefer to completely hand paint characters. This gives a really smooth coat of paint that can be given minimal highlights and shading to produce a great effect. There are spray colours just about to be released for the four main Space Marine chapters, these colours are – Space Wolves Grey, Dark Angels Green, Ultramarines Blue and Blood Angels Red. If you are using these colours you don't need to apply an undercoat, just clean up and base the models as normal and then apply the colour exactly as you would if you were spray undercoating them. It's best to do a fairly large group at once, that way you won't waste the spray. Also, it's important not to forget to work in a well ventilated area, well away from any electrical or gas appliances.

When the spray is fully dry you can apply the highlights. These are created by mixing a lighter version of the base colour, for instance if you are painting Ultramarines then the highlight colours are created by adding Skull White to the base colour. Roughly speaking, the highlights are simply painted onto the armour in bands, getting lighter towards the edges of the armour plates. The more bands of colour you apply, the smoother the effect will be. Rank and file Space Marines look great with just one or two highlights, while you can take the colour all the way to pure white on your favourite characters.

This brings me onto the second part of Stefan's question: how to avoid roughness. This is really connected with the first part, and the simple answer is to avoid using drybrushing on smooth surfaces. Another good point, and one that is fairly vital to all miniature painting, is to always thin the paint before you apply it to a model. Never paint straight out of the pot, always put the paint onto a white palette first so that you can check the colour and the consistency. I tend to work with the paint very thin and apply several coats, this works far better than applying one thick coat, and ensures that you don't obscure any detail. It does take rather longer, but I think it's worth it.

Well that's all for this month's Masterclass. Don't forget to write in if there's any aspect of painting or modelling that you're having trouble with. See you next month.



**Marneus Calgar,
Master of the
Ultramarines.**

Send your questions to:

**'Eavy Metal Masterclass,
White Dwarf,
Games Workshop,
Howard House,
16 Castle Boulevard,
Nottingham NG7 1FL.**

The examples below are a good guide to where to apply the highlights on Space Marines. Notice how the colour gets lighter towards the edges of the armour plates. One or two highlight colours work fine for squad miniatures, but you may want to add more on your characters.



An extra level of detail and realism has been added to the diorama with markings and symbols. These are mainly transfers taken from different kits and placed on areas such as inspection panels and doors.

GOLDEN DEMON OPEN COMPETITION

These two pages show the winning entry from this year's Golden Demon Open Competition. This was the first year we've run the Open, the idea was that it would run alongside the actual Golden Demon awards and give people a chance to really let their imagination run riot! The only rules were that the models used had to be either Citadel Miniatures, conversions, or totally scratch-built and that the entry fitted in to the Games Workshop universe. We also made the competition truly open by allowing *anyone* (including Games Workshop staff) to enter, in fact most of the 'Eavy Metal Team and many of the Citadel sculptors did just that.

We really had no idea of what to expect, but the quality and variety of models was wonderful. As with Golden Demon, judging was a hard task, but in the end I went for Dave Andrews' diorama of a landing bay for an Imperial Thunderbolt. I'm

sure you'll agree that it's a worthy winner. I'll be having a detailed look at some of the other Open category entries over the next few months, but we're going to start with Dave's diorama.

One of the most important aspects of diorama building is the composition: how the miniatures interact with each other and their surroundings. As soon as you look at Dave's diorama you can tell what's going on – the Fighter is being made ready for a mission. The pilot is just about to mount the steps into the cockpit while the mechanic finishes off last-minute preparations and refuelling. Standing behind them are two aloof looking officers watching the scene.

Another important aspect is the attention to detail, and there's certainly no shortage of that! I've included some close-ups so that we can have a proper look at what's going on.

A: Dave constructed the utility cart using the

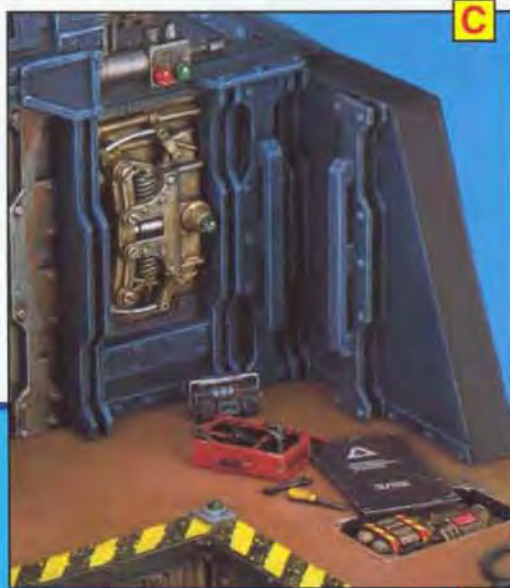


MODELLING TIP – To get the textured surface on the sides and top of the diorama base, Dave has used different grades of sandpaper. If you want to get an even texture over a flat surface then this is a great way of doing it. It is easy to work with, simply cut out the shape that you require with a sharp knife. It's best to cut from the paper side – if you cut from the rough side you'll find that the blade will go blunt very quickly.

missile launcher from the Leman Russ, the wheels from a model car and other bits and pieces salvaged from plastic kits.

B: The officers were converted from Mordian Iron Guard models. One model has been given a scratch-built head and both have had some details removed and new ones added. I particularly like the way that Dave has created a very stern and straight-laced look to these miniatures.

C: The whole diorama is covered with small pieces of incidental detail that add to the overall atmosphere and character. Good examples of this are the oily tools lying round the open tool box, the open inspection hatch and the ghetto-blasters in the corner!



D: The mechanic is a fairly simple conversion, but by adding a baseball cap and cleverly posing the model Dave has totally changed the character of the original model. The conversion work for the pilot is a little more complex but, again, the posing is perfect.

E: I think that my favourite part of the diorama is the Thunderbolt itself, and the photo below has a great view of it being raised on the launch pad. The model is completely scratch-built from all manner of different materials. Of course, Dave started at a slight advantage with this as he's the one that designed the original Epic version. The overall feel is that this is the plane of an ace pilot, the individual paint scheme and kill marks are great touches. Another clever touch is the way that the launch area is sunk down into the floor. This not only gives the diorama the feel of an aircraft carrier, but also makes sure that none of the background is blocked out.

F: I also really like the airlock in the corner, it has a really solid, heavy, industrial feel. One effective way of doing this is to add yellow and black hazard lines. Dave has used these in several different parts of the model to good effect. Look at the way that he has made them look chipped and tatty suggesting constant use.

Of course it's no good building a great diorama and then make a hash of the painting. This is the thing that pulls all of the components together into a coherent scene. Once again, Dave's diorama is a great example of this, using a limited palette of colours to good effect. The most important element, in this case the Thunderbolt, is the only thing that has really been made to stand out.

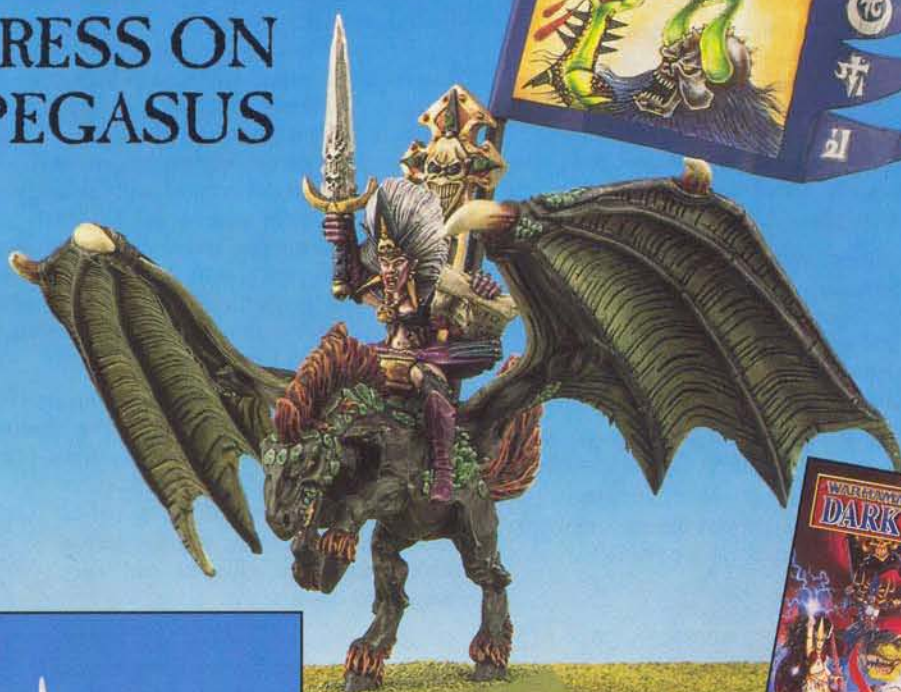


Dave has used a wide variety of parts from Citadel plastic kits on his model. A lot of the basic structure is made up from the plastic bulkheads out of the Necromunda box. These have been cut up and used in many different ways.

WARHAMMER

**NEW
RELEASE!**

DARK ELF SORCERESS ON DARK PEGASUS



Box contains self-adhesive banner.

THE BEASTLORD RAKARTH



Box contains self-adhesive banner.

DARK ELF WARRIORS



DARK ELF COLD ONE KNIGHTS



Box contains self-adhesive banners.

Models designed by Aly and Trish Morrison.



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**GAMES
WORKSHOP**

UNSUNG HEROES

INFANTRY INVASION

When I originally began playing Epic back in the mists of time, I always underrated infantry. No matter which race I used, the infantry seemed indistinguishable from each other and I found them totally uninteresting – I much preferred spending my points on super heavy tanks and mega-weapons. Indeed, when Titan Legions came out I had a field day at first, using all the new heavy weaponry and not taking any infantry at all! However, I never had a great deal of success and quickly found myself out-maneuvred and out-gunned. I finally realised the answer to my problems lay in the infantry companies and detachments I had discarded in favour of my Titans.

I decided to experiment using extensive infantry companies and support detachments and over the course of a few games soon found their great

strength lay in their numbers and the high break point of their companies. They could fire literally dozens of shots at a single target, forcing the enemy to roll numerous saving throws of which at least one was going to fail. Only the most powerful super heavy tanks had a chance against normal infantry and even they were vulnerable to heavy weapons troops. When it came to holding objectives infantry excelled, able to swamp a building or hill with troop stands. They were very difficult to budge once dug in. I also discovered a great diversity in the different races whereas before I saw only endless troop stands to paint.

TROOP TYPES

You can split infantry in Epic down into several rough categories. These core troop types may have different names according to the army or race to which they belong, but they all fulfil the same basic battlefield roles.



By Adrian Wood

Taking a break from painting yet more armies for Warhammer 40,000, Adrian explains his thinking on Epic Infantry tactics.



Infantry companies can easily match mechanised troops for firepower and excel at storming enemy positions

CLOSE ASSAULT

The first troop type we'll look at are the exponents of close combat fighting: the assault squads. They have a high Close Assault Factor (CAF) and short range weapons such as bolt pistols. These troops need to charge into close combat as quickly as possible in order to be most effective. Most troops have a movement of only 10cm which means that they need some kind of transportation in order to get to the enemy without getting destroyed. Transport vehicles such as Drop Pods, Thunderhawk Gunships, Wave Serpents, Rhinos, Chimeras, Death Dealer Daemon Engines of Khorne and Mycetic Spores can get your assault troops where they can attack. It should be noted that Imperial Armies boast Space Marine and Imperial Guard assault detachments, both of whom are equipped with jump packs and can ignore movement penalties. But even with an increased movement value of 15cm they can still benefit from transport vehicles.

Other races also have assault troops such as Goff Orks, Eldar Striking Scorpion Aspect Warriors, Squat Berserkers and the deadly Genestealers. Some troops such as Howling Banshee Aspect Warriors

have special close combat attacks and a particularly high CAF. For example all Squats can re-roll any 1's in close combat and they can also re-roll any 2's when fighting in close combat with the dreaded Orks, due to their legendary hatred of the marauding greenskins.



CHAOS SPACE MARINES

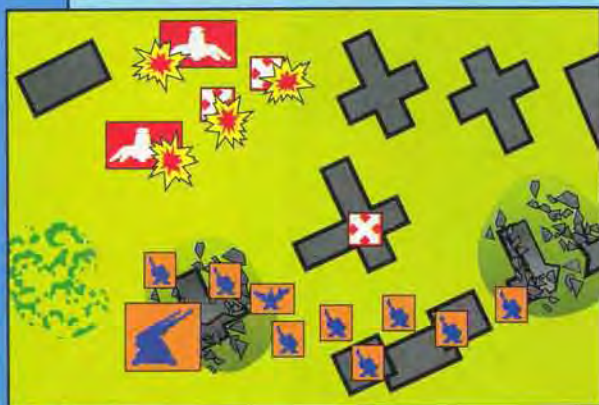
Chaos Space Marines deserve a special mention here. Unlike their Imperial counterparts, Chaos Space Marines don't come as Assault, Tactical or Devastator detachments. Instead, they are all equipped with missile launchers (1 dice hitting on a 4+), and they have +3 CAF like Space Marine Assault troops. They are very flexible troops, able to fight their way onto an objective and defend it against all-comers with their heavy weapons.

TACTICAL TROOPS

Tactical infantry should be the most numerous troops in any army and form its backbone. These troops are very flexible and can fulfil a number of battlefield roles. For instance tactical troops can adopt a support role, although without the benefits of long range weaponry and a save modifier. This is accomplished by simply pouring firepower onto the enemy from your army's battle line. If they are transported fast enough, tactical troops can attack the enemy in close combat like assault troops, where once again their sheer weight of numbers can smash the enemy ranks without the aid of a high CAF. However, their main job is to maintain a solid line of troops, swamping the closest objectives with stands. Unless the enemy concentrates an inordinate amount of barrage weapons on your troops there will always be fresh stands to maintain your battle line. Eldar Guardians, Chaos Cultists and Space Wolves Grey Hunters (who benefit from a good CAF as do all Space Wolves) are all examples of great tactical troops.

TYRANIDS

Tyrannids based on the Termagant gene template (like Hormagaunts and Gargoyles), can also be classed as tactical troops and fulfil a similar role. Even when these creatures are out of the control of the Hive mind they instinctively advance towards the enemy, their most basic urge being to kill and destroy!



Left: I often use Drop Pods to land a complete Assault company on a couple of objectives on the enemy's back line. In one particular battle my Assault troops (in red) landed near some Squat Warriors and a Thunderfire cannon (in orange) on first fire orders and nearly the whole company was destroyed!

Below: However, the last surviving troop stand got inside a building and ran straight onto an objective. The Space Marines passed their morale check and were charged by the Squat Hearthguard in the second turn. Being on first fire orders, the Space Marines killed the Squats before they could enter close combat and went on to survive the rest of the game, still in control of the objective!



This particular tactic would also work well for Tyranid players who could drop Hormagaunts and Termagants onto the enemy with Mycetic Spores. You can potentially flood whole areas with these large broods who, even if out of the influence of the Hive mind, will instinctively attack the enemy.

Right: A Chaos Space Marines detachment attacks an objective in a wood held by Eldar Guardians. Their +3 CAF means they easily cut down the weaker Eldar troops. The next turn they settle down with their missile launchers on first fire orders, prepared to repel any attempt by the Eldar player to re-take the objective with other troops.



Left: However, the Eldar send in a detachment of Howling Banshees who charge the Chaos Marines from their Falcon Grav-tanks. Luckily, only one Aspect Warrior is cut down by heavy weapons fire as they charge, and with the deadly combination of their Banshee masks and +6 CAF, the Howling Banshees easily win the close combats and recapture the objective.

HEAVY WEAPONS

Regular infantry cannot usually damage a super heavy vehicle with an all round I+ saving throw. However, heavy troops enjoy the benefits of heavy weaponry which usually includes 2 attack dice per stand, 75cm range and -1 save modifier! These are possibly my favourite infantry because their massed dice can strip the shields off Titans and destroy super heavy tanks in short order. However, they also cost around twice the points of tactical troops. These troops include Space Marine Devastators, Eldar Dark Reapers, Bad Moon Orks (who are identical to ordinary Orks except that their weapons have a -2 save modifier) and Squat Thunderers who roll a grand total of three attack dice per stand!

The Imperial Guard Heavy company is a firm favourite of mine. For a long time I always used Space Marine Devastators as infantry support troops. However, I eventually decided that the Imperial Guard company was a better alternative.

It is almost half the price of the Space Marine company as the Imperial Guard company doesn't have transport vehicles. Rhinos are of little use (other than to increase the company's break point) as I usually put heavy troops on first fire orders for the whole game. In every other respect they are identical to Space Marine Devastators with the exception of their morale value (which is the same as all Imperial Guard troops).

COMBINED OPERATIONS

All three of these troop types, when used in combination, really compliment each other. Your assault troops strike deep into the heart of the enemy, tying up enemy troops and disrupting the enemy's battle plan. Covering the assault troop's fast moving attack, the tactical troops advance more cautiously across the battlefield, maximising their fire from a fresh position each turn. The heavy troops in turn cover the advance from a distance, laying down a withering hail of fire against the enemy.

LONG FANGS

Space Wolves Long Fangs are not only short range heavy weapon specialists, but are so resolute they have to be wiped out for the enemy to get any victory points!



Below: If you want to stop your opponent from out-flanking your Imperial Guard army then a complete Heavy Company on each end of your battle line should do the trick! This frees up your tanks from flank guarding duties, leaving them to take the battle to the enemy.



Left: Grey Knights are daemon hunters extraordinaire! The powerful Terminators have teleported into close combat with Angron, Daemon Primarch of the World Eaters. Their +6 CAF should easily dispatch the Daemon through sheer weight of numbers. Not only are they awesome opponents but their 4+ psychic save protects them from psychic and daemonic powers, as well.



Below: The black Rhinos of the Death Company charged towards the Governor's Palace, kicking up clouds of dust. As soon as they reached their target they disembarked, bursting into the Palace with their Chaplain leading the assault. In reply the Goff Nobz laid down a hail of fire against the black armoured warriors but only succeeded in destroying the ornate facing of the building!

The battle for the Governor's Palace was as fierce as expected. The Goffs tried desperately to gain a foothold in the building but the Space Marines Chaplain gave the Death Company an awesome Close Assault Factor of +5. Unsurprisingly, the Space Marines beat off the Goff assault and they held the building until the savage battle ended in a victory for the Imperium.

SPECIAL TROOPS

Specialist troops such as Veterans, Scouts and Command sections compose the final category of infantry. Veterans are battle-hardened warriors and as a troop type are exclusive to Space Marines. They are characterised by a hefty CAF of +4 and a morale value of 1+! You can use these troops as powerful tactical squads as they are very good in every respect. Space Marines Terminators can also be used in a similar way, with their huge CAF of +6 and, most unusually, a fixed saving throw of 6+.

The Blood Angels Death Company is another favourite unit of mine. Generated

randomly at the beginning of each game, Death Company Space Marines possess an awesome +4 CAF which means they are an excellent source of assault troops! They are particularly effective against Tyranids and Chaos armies as they never need to check morale.

SCOUTS

Scouts are found in Space Marine, Eldar and also Tyranid armies, where the Lictor fulfils the same role. These troops can move up to their full charge rate onto the battlefield after deployment whilst keeping the same order counter they began with. This means that in their first turn scouts can first fire or charge from a much better position.

One of my commonest tactics used to be to put an entire Scout Company into Thunderhawk Gunships and send them across the other side of the battlefield to grab objectives from right under the enemy's nose. However, the company takes massive amounts of punishment using such a tactic and I now prefer to use two Scout companies instead. This gives me lots of cheap troops to sit on my battle line and a single detachment from each company uses Thunderhawks to attack distant objectives. It is better to risk only a single detachment from two companies rather than all the troops from one.





SPECIAL CHARACTERS

Special characters with specific abilities can be added to your companies to strengthen them in battle. For instance, if a Space Marine Chaplain is nearby, Imperial troops have their CAF increased by +1. If you want to take full advantage of the psychic phase then psykers such as Eldar Warlocks and Space Marine Librarians are excellent special characters who can make attacks with psychic powers.

COMMANDERS

One of the most valuable troop types in your army are the Command sections. They move quickly on charge orders and have relatively good short range firepower which they can automatically use in the first fire segment. They cannot be targeted freely, but must be the nearest target to be charged or fired upon. Command sections are particularly important to Imperial Guard regiments. Without Command sections an Imperial Guard detachment can't have any orders – the entire Imperial Guard army will grind to a halt without them.

In the same way, Ork Nobz are also vital if your clans are to do what you want them to. Without Nobz within 10cm, the Boyz follow a particular behaviour pattern depending on which Clan they belong to. For instance, Goffs automatically charge towards the enemy – they have no choice! For you to keep your Boyz under control you must keep them at the front of your army. This stops the Nobz from being shot and means that they can carry on bossing the Boyz about.

FORWARD MEN!

As you can see, infantry really are the backbone of any Epic army. Regardless of whether you are an Eldar commander or an Ork Warlord, your army is still composed of assault, tactical and heavy troops with commanders to bolster the battle line. How you use your troops depends on which army you have and the position of the objectives, but when used in combination all the troop types complement each other. The strengths of each troop type makes up for the weakness of another.

Troops can often fulfil the fighting roles taken by tanks and bike squadrons, except that they are able to go where vehicles cannot! They can hold objectives in buildings and their numerical superiority makes them capable of holding a flank whilst your tanks advance.

Why not try an experiment and take a force composed entirely of infantry? I've enjoyed this challenging variation on the Epic game and, having returned to a mixed force of tanks and infantry, found myself using the humble troop stands in a much more effective way. If you do play some infantry games, you'll find that your foe will have a hard time wading through all your troop stands. As long as you remember to take a good spread of the different troop types you certainly won't go too far wrong!

Above: An Imperial Guard Tactical Company is attacked by Tyranids. The Hive Tyrant uses *The Horror* to force the Guardsmen within 25cm to take a morale check. However, the company automatically passes this morale check (along with any others they may be called on to take) due to the inspiring presence of the Inquisitor.



Your troops can use cover like armour and go where a tank cannot venture, defending captured objectives with unparalleled tenacity.

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As well as delving into the lower slopes of the Roolz Boyz' letter mountain, Jervis and Andy have their spies scouring the Internet for your rules queries.

So, if you have a question, don't hesitate to write or phone in and ask (or beep down your modem)!

& Questions Answers

Q In Warhammer 40,000 does a model only benefit from cover if it is in base-to-base contact with it?

A No, models which are partially obscured by intervening cover gain the benefits of it as well, though models which are less than half obscured by hard cover should only count a -1 to hit modifier, not -2.

Q Does the Warhammer magic item *The Black Amulet* work against the *Black Axe of Krell* (the *Black Axe's* card says it ignores armour saves, including magical armour)?

A Yes it does, because the *Black Amulet* is a protective device which negates wounds on a 4+, rather than providing a magical armour save. We

receive many questions like this one, and in most cases a careful reading of the magic item cards involved will provide the answer to the question. Basically, there are three ways a model can avoid damage in Warhammer: Normal Armour Saves; Magical Armour Saves; and Protective Device Saves (you can look up which category a magic item falls into in the *Arcane Magic* rulebook).

If an attacker's magic item card says "no save is allowed" against it, then it will work against all of these items. If it says "no armour saves" are allowed, it will only work against normal, non-magical, armour. And if it says "no armour saves, not even for magical armour" then it will work against the first two types, but not against Protective Devices.

Q In Warhammer 40,000, can a Lictor fire its flesh hooks at two separate targets?

If you have any questions or comments about any of our games or other aspects of the hobby, why not write to the Roolz Boyz at:

**DA ROOLZ BOYZ
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Or even better, why not give them a ring on:

(01773) 713213



If a piece of cover partly obscures a model's target, the model will suffer a to hit penalty, regardless of how far from the cover the target actually is.



A No, but I can understand the confusion over this one. It's not terribly clear in the Lictor or flesh hooks descriptions in Codex Tyrannids (though, weirdly enough, it is clear in the biomorphs) and I got it wrong in a recent battle report – sometimes I wonder how I sleep at night!

Q Can a Warhammer 40,000 model carry anything in a hand which is equipped with a lightning claw (in other words, could I use it to fire a pistol or throw a grenade, etc.)?

A Although this is not stated in the rules, common sense dictates that the answer is no.

Q The magic item *Mork's War Banner* kills any wizard it touches. Is it just wizards, or is it any model that can cast spells?

A Any model that can cast a spell is affected, including Greater Daemons or a model equipped with the *Crown of Sorcery*.

However, *Mork's War Banner* doesn't affect models who have a magic item which casts a spell, but who cannot cast spells themselves. So a model with the *Ring of Volans* (which casts a spell for free once per battle) or the *Banner of Wrath* (which unleashes a *Lightning Bolt* each magic phase) won't be

NECROMUNDA

Q Can seriously injured models use skills between games (ie *Inventor*)?

Q Do you have to test for falling if you are already pinned within 1" of an edge and get hit again?

A No, you only test when you are pinned, not hit.

Q The weapons list for heavies doesn't say they can have basic weapons, but some heavy models have them, what's going on?

A Oops, it's an oversight on our part I'm afraid. The models are right, heavies can have basic weapons.

Q The Delaque skills list summary is different to the one in the main section of the book. Which one is the correct version?

A The one in the main section of the book is correct (I hate summaries, they always do this!).

Q Do hired guns count towards the number of members in a gang when working out income?

A As is clearly stated in the rules they do not, they pay for their own supply of rat-burgers and ammo out of their hire fee.

Q What happens to a model that is on fire from a flamer weapon at the end of the game?

A Treat him as being down, so he will suffer a serious injury on a D6 roll of 4+.

Q Can you roll to see if fighters with *Inventor* invent something as soon as they get the skill?

A Yes, that's how the gang finds out!

A No, they're lying around going "Oww!" a lot...

Q Can a model with the *Infiltrate* skill set up in hiding?

A Yes, as long as the scenario specifies that your gang can set up hidden.

Q Do you have to use the *Medic* skill to reroll serious injuries as soon as they are rolled, or can you wait until you have rolled all of your injuries and then decide which ones to reroll?

A You must use the *Medic* skill to reroll as soon as the injury is rolled.

Q A fighter with the *Armourer* Techno skill gives everyone in the gang +1 on their ammo rolls. What happens if you get several models with the *Armourer* skill, do you add the bonuses together?

A Hmmm, having multiple *Armourers* would simply mean that weapons were more fully checked before the game. So, yes, I'd say the bonuses add together, bearing in mind that an ammo roll of 1 is always a failure.

Q In a Necromunda campaign, if you fail an ammo roll or the weapon explodes, is it lost forever?

A No, the weapon is supplied with extra ammo or repaired after the game.

Q In Necromunda, can I climb up and down ladders at the same rate?

A Yes, as stated in the terrain section of the rules, ladders are treated as clear terrain, so each 1" you move up or down a ladder costs 1" of your move (it's assumed that gangers, having spent all their lives in the Underhive, can scamper up or down ladders with equal speed). As most ladders are 3" long this generally means it cost 3" of movement to go up or down.



affected, because it is the item that casts the spell, not the model.

Q Can the Warhammer 40,000 *Ablative Armour Vehicle* card save against an attacks by buzzer squigs or a Pula Rokkit?

A No, the *Ablative Armour* card only works against weapons which punch through armour with an armour penetration roll. It would not work against an Eldar Distort cannon attack either, for example.

Q In Warhammer 40,000 can you take an Overwatch shot at Eldar Swooping

At the Studio we have a house rule that a model that can't get to the top or bottom of ladder in one go isn't allowed to use it, but this isn't official and is just the way we play. Alternatively, you can note down whereabouts on the ladder a model is on a piece of paper, or show its position with a lump of blu-tac.

Q Can you climb up or down levels without using a ladder?

A Yes, providing there are plenty of handholds (ie it's obviously climbable). Climbing up or down a level without a ladder is done at half movement rate.

Q Do you deduct the value of any models missing a game (either because of the particular scenario rules or because they are suffering with an *Old Battle Wound*) from the gang's rating?

A No, the gang's rating is based on its total value, not just who turns up on the day.

Q Should plasma pistols have a sustained fire dice on maximum power, as in Warhammer 40,000?

A Yes, they should have one sustained fire dice.

Q If I have a model with *Rapid Fire Skill* (2 shots if you remain stationary), *Fast Shot* skill (one shot per attack the model has, let's assume 3) and *Gunfighter* skill (can fire one pistol with each hand), that's a potential 4 to 12 shots per turn depending on how you count it! Is this allowed, and if so how do you add up the shots?

A OK, (takes deep breath) *Rapid Fire* and *Fast Shot* cannot be combined as they each modify the same thing (ie how many shots you can fire with your gun). In other words, you can either choose to



LAID TO REST...

Q Is Ghazghull Thraka effected by a Vortex grenade if he has called on the power of the Waaagh since this makes him invulnerable?

A No he isn't, as long as he had called up the Waaagh before he was hit by the Vortex (some players think that they can wait until Ghazghull is killed by an attack and then call up the Waaagh to save him - this just isn't the case!)

have two shots for the *Rapid Fire* skill or one shot per attack for the *Fast Shot* skill, not both!

The *Gunfighter* skill allows you to fire this number of shots with each pistol, so it would mean you multiply the number of shots you can fire by two (but remember that the two separate pistols' stat lines are used for the respective shots). You should roll each shot one at a time because of the chance that failed ammo rolls will stop you firing.

Also note that a plasma weapon on full power can only get a maximum of one shot per turn.

Finally, if you hit with more than one of your shots, you do not have to fire them all at the closest target (since things get confusing if you take a model out with your first shot). You can allocate second and subsequent shots that hit to nearby targets, just as if the model were firing a sustained fire weapon and managed to score multiple hits.

If you think this can make a rather gross character, you're right! But **A**) You would have to be exceedingly lucky to roll all of these skills, and **B**) Have you seen any John Woo movies?



Q&A

Sometimes a situation arises where there is no obvious solution (*Total Power* vs a *Collar of Khorne*, for example). In these situations, roll a dice to see which side "gains the upper hand" (in this example, whether the spell works or is automatically dispelled). This sets no precedent and you should roll every time the situation occurs.

Hawks or Tyranid Gargoyles as they take off to start flying high?

A Yes, measure the range to where the models are starting off from. It can be imagined that the troops are shooting at the flyers as they take off and rise above the level of any intervening trees, buildings hills, or other terrain.

Q What happens with grenades being thrown from the top of tall buildings, etc?

A Good question. We'd guess that what you'd do is this: if you're throwing a grenade down from the top of a tower or something, you can measure the range from any level of the building. If you're throwing towards something on the

same level or higher up, measure the range from the actual position of the model.

So that's this month's batch of questions answered. You know, your questions are as useful to us as the answers are to you – so don't stop sending them in!



When throwing a grenade down from a high building, you can choose which level you want to measure from.

RAPID FIRE!

Although we will try our best to answer your questions, there are a few things you can do to help out Da Roolz Boyz. Firstly, if at all possible, phrase your question so that it can be answered with a "yes", "no" or a number (eg 3"). Secondly, if you are referring to a particular sentence or paragraph, please quote the page number so that we can quickly find what rule you're talking about. Lastly, we can't possibly answer *every* question in *White Dwarf*, so please send a stamped, self-addressed envelope for your reply.

In Warhammer 40,000, do Virus weapons and the *Virus Outbreak Strategy* card work against daemons?

No.

Is the autocannon a move or fire weapon?

Yes.

If you fire a plasma pistol in hand-to-hand combat does it have to recharge next turn?

Yes.

Can an Ork in Mega armour ride on a boar or Cyboar?

No.

In Warhammer 40,000 can you charge a hidden model or one you can't see at the start of your move?

Yes.

Do Skaven Plague Censer Bearers have test to see if they are poisoned by their censers every turn, or just when they are in combat?

Only when they're in combat.

What is the range of the Librarian psychic power *Quickening*, is it 3" or 6"?

3"



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By Owen
Branham

MODELLING WORKSHOP

FIELD OF BATTLE

Owen used to work for Games Workshop USA, making elaborate gaming tables for the American Games Day. However, we pilfered him a while back, and he now spends his time making the terrain you see in White Dwarf.

MAKING TERRAIN

Before you can fight a battle you need a battlefield to fight it over. And, when it comes down to it, all a battlefield really is is a bit of space where you can play your games. This could be the living room table, your bedroom floor, or even a purpose built gaming table. None of these is the "right" or "wrong" place for your games, they are all just different ways of achieving the same aim. What you use as your gaming surface depends on a whole range of factors – for White Dwarf, for example, it's very important that our gaming tables look good in photographs, and so

each one is carefully flocked as this looks best on film. However, flocking a whole 8' by 4' table is a time-consuming, messy and expensive process, and only mad nutters (like us!) would want to do it. Most of the time, a less troublesome option (like paint) is much more suitable.

Once you have your space, the next step is to turn it into a harsh 41st millennium jungle world, or a windswept plain on the distant continent of Ulthuan (or whatever). This is done by adding terrain. Again, terrain comes in all manner of different types, but the simplest piece of terrain you can make to break up the battlefield is a hill. These can be carefully and laboriously modelled, or just represented by a stack of books. Just like with your gaming table, there is no one "right" or "wrong" sort of hill – there is only what works best for you.

Over the next few pages, I'm going to look at several ways that you can put together your battlefields. It's then up to you to decide what you want to fight over.

THE GAMES TABLE

Before you start thinking about making buildings, woods, trees, hills and the other paraphernalia that your troops are going to fight over, you need something to put them on. There are three ways of making a games table. Each method has different advantages and disadvantages, and I've tried to list these as part of the description. At home I fight over a simple, green-painted board, but if you really must make a fully flocked, modular battlefield to fight over, then don't say I didn't warn you!

THE GREEN BLANKET

Short of playing on a bare floor or kitchen table, this is definitely the easiest games table to make. Most people have played on blanket battlefields.

You will only need:

- a flat surface,
- some books,
- a green blanket or sheet (though you could use any colour you like).



Regardless of how simple or complex you want your terrain to be, there are a few basic techniques which you need to learn. Once you have mastered these, it's a case of practice makes perfect. In this and in coming issues, I hope to divulge some of those secrets of the terrain-maker's craft.

In a few months' time you will, hopefully, have the knowledge and skills to make all kinds of terrain, from hills to ruined cathedrals, Warhammer villages to Epic fortifications and cities. It's up to you how far you want to go.

To make your battlefield, simply pile your books up in descending order of size, so that they form rough and ready hill shapes. Then all you do is drape the green blanket over the top, and tuck in the edges so it lies neatly over the books. That's it! You can then add more scenery in the form of your card buildings, Warhammer 40,000 ruins or whatever other terrain you have to hand.

The green blanket battlefield allows you start playing straight away. It is cheap, easy to store (simply put your books on the shelf and the blanket in the cupboard!) and takes almost no time to prepare!

BATTLE BOARDS

This type of games table is also fairly easy to make. It's basically a sheet of wood of some kind that you rest on top of a kitchen or dining room table. It's also probably the most popular type of games table, and the one most people have. To make it you will need:

Plywood, chipboard or hardboard sheet
(about 5-10mm thick),

Green paint (or white if you want an Ice World, sand coloured for desert, etc). A matt, water-based emulsion is best for this, a paint brush or two.

Firstly, you need to work out how big to make your battle board. You'll probably find that you can get away with a bit of an overhang over the edges of the table that will support your battle board. Measure the size you need and then decide whether you can get away with leaving it in one piece or whether you'll need to cut it into two or three pieces to store it when it's not in use. It's storage that is the main consideration here. Adrian Wood has his battle board in the back bedroom and can leave it set up permanently so he's left it in one piece. Jake's battle board, on the other hand, has moved house with him so many times that he's cut it into two bits for easier storage. It's entirely up to you.

When you've got your board cut to the right size, sand any rough bits off the edges and paint each section with your chosen colour. It's often a good idea to give it two coats of paint as the wood soaks up a lot and dulls the colour. If you're really mad, you could flock your entire table instead of painting it, but as I said before flock is time-consuming, messy and expensive and paint is easy.

Oh yes. One other neat little trick is to paint both sides of the battle boards, but use a different colour. In this way you could alternate between



The ultimate in simple battlefields – a blanket battlefield without even any books under it to make hills.

fighting on an ice world and a lush meadow simply by turning the boards over. You could even paint one side blue for sea battles, or black for fights in deep space.

Finally, when you use your battle boards, remember to protect the table that supports them from damage with a sheet or cloth. Alternatively, you could buy a couple of fold-up paste tables from a DIY store and support your boards on those instead. As they fold away too, your whole battlefield becomes something that can be packed away neatly when not in use.

PURPOSE-BUILT TABLE

Lastly, we have the most serious, expensive and time-consuming option: the purpose-built table. This the most complicated type of gaming table, and will require the following tools and supplies:

8'x4' of hardboard, chipboard or plywood,
four 1"x1"x8' timber struts (to provide a frame),
a saw,
green paint,
plenty of wood screws and a screwdriver,

USING FLOCK

Some people write to me saying that their flock often comes out patchy or lumpy when they try to cover their table or hills. To achieve the solid, even grass effect you see in White Dwarf there are a couple of methods you can use. First, you could try mixing the flock with some PVA glue before sticking it down. Alternatively, some people prefer to apply two coats of flock. Whatever you do, remember to check that the PVA on your hill or board hasn't dried before you spread the flock on. It's an easy mistake to make and I've done it more than once! Finally, once your flock has dried, spray it with a generous amount of gloss varnish – make sure you do this outside since you will have to use a very thick coat. This stops your terrain from developing bald patches and protects it against wear and tear. Mind you, you'll need lots of varnish because the flock tends to soak it up like a sponge at first.

When flocking a large area like a large hill or a games table, apply the glue and flock in small strips. Don't try to cover too much space in one go or the PVA will start to dry and the flock won't stick properly.



Regardless of how well finished it is, most scenery has some kind of interaction with your troops on the tabletop.

Bear this in mind when building your scenery. For example, if you want a building that you can move your troops into, remember to leave the roof separate so you can place models inside!

"You have to Hoover it every day for about a year, then after that, whatever's left stays on..."

Rick Priestley on the insanity of flocking an entire gaming table.



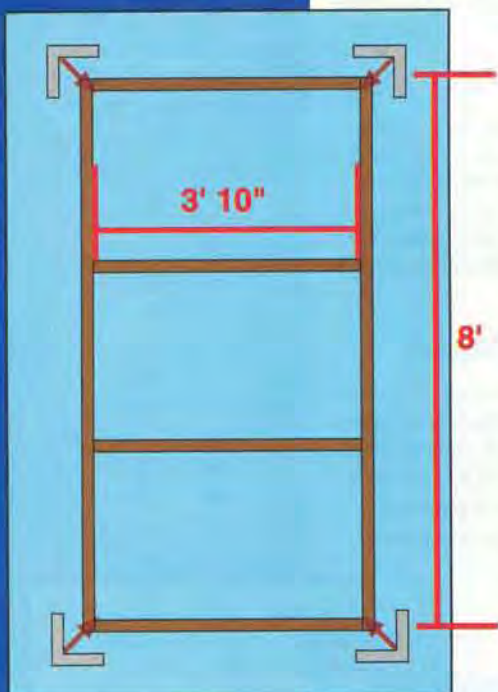
A view under one of our gaming tables, showing how it was constructed.

one or two paintbrushes,
some all-purpose filler,
a drill.

THE METHOD

The first thing to do is make a frame to place your large board on. Cut two of your 8' timber slats in half, to give you four 4' battens. You will then need to cut 2" off each one, to compensate for the thickness of the outside frame. Glue and screw the slats together as shown in the diagram to the left, so that you have a frame. To strengthen the joints you can even screw on some right-angle brackets, especially on the four outermost corners.

Once you have your frame constructed, glue your main board in place on top. Using countersunk screws, finish securing the board to the frame and fill in the tops of the screws with a little filler. Now paint (or flock) your table as desired.



Of course, you don't have to have an 8'x4' table. A table six feet wide is usually enough for most battles. However, most gamers want the biggest table they can fit in their house, because you can play small battles on a large table, but you can't play large battles on a small table.

With the new 12'x6' table I've just made, I think we've got things covered!



Your games table can then be placed on top of the kitchen or dining room table (remember to protect the other table with cloth, or get some little adhesive rubber feet to stick to the bottom of your gaming table).

As well as folding up the blanket or stacking the battle boards against the wall (or under your bed), there are several other weird and wonderful ways you could store your table. For instance, I've heard of a friend of a friend whose games table is attached to the ceiling of his bedroom by some rope and pulleys! You can raise and lower it between games to settle on two ledges screwed to the walls. You can even hoist it up with a game in progress, so there's no need to finish a battle just because it's time to go to bed! Hmmm. Sounds like he's even madder than we are.

START WITH SOME HILLS

Having got your table, now you'll want some terrain to go on it. If you've made a blanket battlefield then you've already got hills, otherwise you'll have to make some separately. This is well worth the effort as hills are what really turns a flat, featureless games table into a rolling plain, a battlefield of crests and valleys that is worth fighting for! As to the question of how many you should build, I'd say start with a couple and see how you go. How much terrain you need depends on how big your games table is, which games you play, and what armies you have. Also, try not to get too ambitious to start with otherwise you'll get fed up half way through and having ten half finished hills rather than two complete ones.

Whether you go for a stepped hill or smooth slopes, if you just apply a coat of paint or cover your hill in flock, the basic principle behind building any type of hill is layers. Even if you finally decide to go for a naturally sloped hill (which I'll describe in a moment) your hills will be constructed by layering cardboard or polystyrene sheets on top of each other. This allows you to make your hills as steep and high as you like.

CARDBOARD HILLS

The cardboard hill is dead simple to make, and doesn't need you to go out of your way looking for special modelling materials. All you'll need is:

- Cardboard –the thick stuff with a corrugated inner layer, which is used for making big packing boxes. You can get this from your local supermarket,
- green paint,
- PVA glue,
- all-purpose filler,
- flock, if you want.

Cut out the base layer of your hill, just try a rough oval to start with. Then cut out a smaller shape and glue this on top with PVA. You can make each layer thicker by cutting out the same shape several times and sticking them together. Once you have a tall enough hill, fill in the holes with the filler. Smooth off any rough edges and then leave your hill to dry. While it's drying, you may as well make some more, so you have different sized and shaped hills to choose from. Once all the filler and glue is dry, paint the hill to match your table.

This type of hill is dead cheap, really easy to make and looks fine on the tabletop. The only problem is the tendency for cardboard to twist and warp when it gets wet from the paint or PVA glue. To minimise this, stack some heavy books onto each layer while you're waiting for the PVA glue to dry. Also, try alternating the "grain" of the cardboard, so that the ridges run at right angles to each other on alternate levels. The diagram above shows what I mean by this.

POLYSTYRENE HILLS

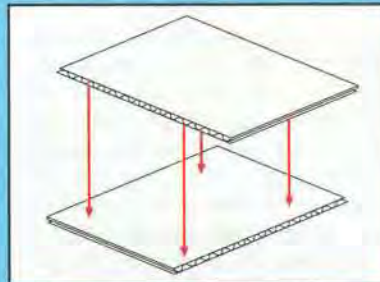
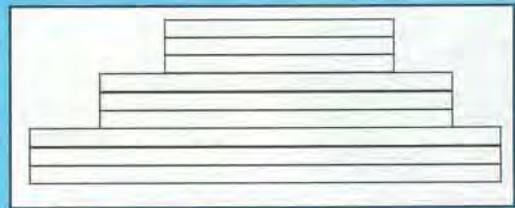
Polystyrene hills are made in almost exactly the same way as cardboard ones, except you use polystyrene instead! Use Copydex adhesive to glue the layers together, since this won't melt the polystyrene. You can either use inch-thick insulating sheets or the thinner ceiling tiles (both types are readily available from DIY stores). If you are using ceiling tiles, it's probably best to get plain ones, not patterned, and you can build up thicker contours as you do with the card.

If you can find one, a really useful tool to acquire is a hot-wire polystyrene cutter. These are available from modelling stores, and consist of a piece of taut wire connected to a battery. The wire heats up (careful it does get quite hot!) and will slice through polystyrene like the proverbial hot knife through butter. Robin's craggy Warhammer 40,000 hills (right)



CARDBOARD TECHNOLOGY!

Taller hills can be made by cutting out the same size layer several times, so that each "contour" of the hill is the height that you want.



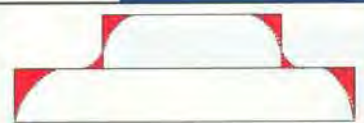
Cardboard has a nasty habit of warping when it gets wet. To minimise this distortion, try alternating the "grain" of the cardboard when you put your hills together. This makes the whole hill stronger as the various layers try to stretch against each other (and hopefully it doesn't warp so much).

were created with the aid of a hot-wire cutter and took almost no time at all to make.

Whether you have a hot-wire cutter or not, polystyrene hills are just as easy to bevel or turn into a smooth slope. You can also achieve other effects with polystyrene, because certain types of glue and spray paints will cause polystyrene to melt. You can use these to create bizarre crags, stalactite and stalagmite-filled caves, and even volcanic slag heaps. Remember to do this outside so that you won't breathe in the fumes from the melting polystyrene (stand upwind so they don't blow into your face).

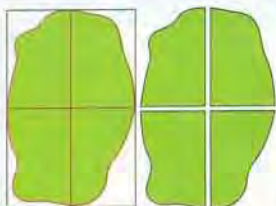
BASING YOUR HILLS

Cardboard and polystyrene can take a bit of battering during play, and when stored away under the bed or in a cupboard. They're also very light and tend to move around. For these reasons it's usually best if you mount your hills onto a base of some kind. You can use hardboard, plywood or MDF (Medium Density Fibreboard). Use the bottom of the hill as a template to draw onto the board. Cut out this shape (you may need a jigsaw or tenon saw for



HINT: By rounding off the corners of a hill, you can achieve a more natural look, but make sure you leave a flat space to put the miniatures on!

This is Robin Dews' slag heap terrain. The whole lot only took him a few hours to create. Rather than flock his hills, he has painted them with textured paint, sprayed them black and then drybrushed them with a bluish-grey. After gaming on them for a couple of weeks, he went back and added spots of lichen (patches of flock glued on with PVA) as the final detail.



HINT: By dividing large hills into halves or quarters before construction, you can create edge and corner hills.

more complicated shapes). Using Copydex for polystyrene and PVA for cardboard, glue the hill to the base. This will stop your hills making impromptu *Assault of Stone* attacks by sliding across the table when least expected. It also prevents the bottom edges becoming rough and chipped which will eventually mean that you'll have to make some new hills.

ON THE SIDELINES

Up until now, I've been talking about fairly oval shaped hills. However, you can make special hills that fit onto the edge of the table, or slot into the corners without overlapping the table edge. All you have to do is cut one side of the hill straight, or at a right angle so it fits snug along the edge of the battlefield. Another effective way of increasing the versatility of your hills is to draw out the sections for one big hill and then divide it into two or four parts. This means that each part can be used individually, or can be placed next to the other sections like a jigsaw to make a different hill. This allows a great variety of shape and size without making much more extra work for yourself.

BUILT ON TOP

There are two ways of constructing your battlefield. So far I've been talking about the sane option: having a flat gaming table on which you place the various items of terrain – hills, woods, buildings and so on. This allows you a great deal of flexibility, and your battlefield will be different every time you play. However, this system has its limitations too. Some terrain features like rivers and trenches look best if actually cut into the surface of the table, so that they are really at a lower level than the bulk of the table. You can make these pieces of scenery as

additional features to be laid on top, but they don't look quite right. This is the method we use for the terrain at the Studio because we take lots of photographs as well as fight over our terrain. It allows us to make each photograph different from the last, even before any models are put on.

SHEER MADNESS

The second (slightly insane) method of battlefield construction is modular terrain. This means that your battlefield is divided into sections, each of which has a particular terrain feature modelled on – eg ravines, emplacements, rocky outcrops and so on. When you want to use it, you assemble the modular boards like a giant jigsaw.

Modular terrain has the advantage of being fairly solid and allowing you to dig into the "ground" to make trenches, rivers and ravines. This can look brilliant if it's well done (see the examples on the facing page) and very inspiring, but beware! This type of terrain is complex and expensive to make, and unlike the other method where you've got a battlefield even if you only have one hill on your table, with modular terrain you need to have completed several pieces before you can actually fight a battle.

For gaming, a compromise may be the best option. You can use a modular boards, with cut-in rivers and valleys, but leave spaces for you to place hills and buildings around these fixed features. This gives you the best of both worlds, with realistic inclines and crevasses but a free choice of where to put your woods, hills, fences and buildings.

'BYE

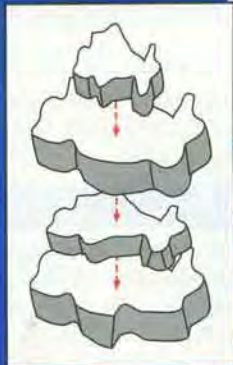
So there you have it: a brisk tour of the different ways to set up your battlefield. Whichever method you choose, I hope your scenery building goes well and all your battles on it are victorious!



HINT: For some hills, particularly Epic terrain, you can flatten off the levels totally, to create one smooth slope.



HINT: If the base is particularly thick you may want to bevel the edge so that it follows the same line as the hill.



These craggy Warhammer 40,000 hills were made out of polystyrene. They took a long time to make, with the spire-like details made by stacking small shapes of polystyrene. The rocky areas are covered with textured paint rather than flock, and then painted greys and browns. When making hills, remember to leave "platforms" to stand your miniatures on.

This hill is made from polystyrene and painted green. Simple but effective, it admirably serves its purpose on the battlefield and takes only a short while to make.



MODULAR TERRAIN

These first pieces were made by Citadel designers Alan and Michael Perry. They are excellent examples of what you can do with modular terrain (if you have a spare year or two to make it!).

Right: Like most of Alan and Michael's scenery, this board is a 2' x 4' piece. These polystyrene hills have been carefully rounded off to a smooth finish, covered in textured paint, and then painted sand colour to represent rolling dunes. An accompanying section has a desert oasis, so that together they form a haven in the hostile desert – surely the site of many battles!



Left: Here you see how effective rivers and gullies can look when they are cut into the board. The craggy hills make it almost impossible for a ranked Warhammer regiment to enter, but you could use this for a Warhammer 40,000 or Epic game without any problems. Of course, you could use it in Warhammer as well, and simply designate the area as very difficult ground. It would form the ideal haven for skirmishers from which they could harass formed regiments with a hail of missile fire.



Right: This is another piece particularly suited to Warhammer 40,000. With all the nooks and crannies affording hard cover, it would make for a very close range game – get those close combat troops dusted off! With two of these boards placed back-to-back you could create a rocky plateau to fight over.

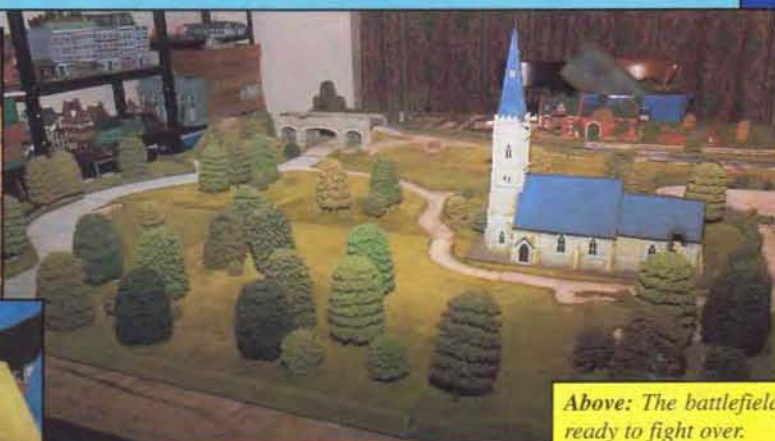
Below: This is some of Marauder designer Aly Morrison's amazing terrain sections, also a modular system. All the trees and buildings are removable to allow for easier storage. Even so, the whole lot still takes up an enormous amount of space.



Above: the building blocks of the battlefield – 2' x 2' modules.



Above: The battlefield ready to fight over.



Future Shots: As this article goes to press, Dave Andrews, Aly Morrison and I are about to embark on a mammoth Warhammer 40,000 modular games table. We have no definite plans at the moment, but loads of ideas – fortress walls, landing pads, the list goes on. Whatever we build in the end you can be sure that you'll be the first to see the finished result here in White Dwarf!

Above: slotting the bits together like a giant jigsaw.



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DARK SAVIOURS

COMMANDER AZRAEL, SUPREME GRAND MASTER OF THE DARK ANGELS, KEEPER OF THE TRUTH

140 points + wargear cards

Any Dark Angels army may include Commander Azrael. If you decide to take him in your army then he must be the army commander.

Commander Azrael is the present Supreme Grand Master of the Dark Angels. He carries the honorific title of Keeper of the Truth as he is the only member of the Chapter who is allowed to enter the deepest levels of the dungeons on the Rock, their fortress monastery.

Each Supreme Grand Master secretly chooses his successor from the members of the Inner Circle. When the old incumbent dies, his choice is ceremonially presented with the *Lion Helm* and the *Sword of Secrets*, both of which are potent icons for the Dark Angels.

WEAPONS

Azrael is armed with the *Sword of Secrets* and a *Combi-weapon* incorporating a bolter and plasma gun. He also carries a bolt pistol, as well as frag and krak grenades.

ARMOUR

Commander Azrael wears power armour that confers a 3+ armour save. In addition he is protected by the *Lion Helm*.

WARGEAR

As a mighty hero, Azrael may have up to 3 wargear cards. These will always be the *Sword of Secrets*, the *Lion Helm* and his *Combi-weapon*.

STRATEGY

Commander Azrael is a wise and highly experienced commander, and has a strategy rating of 6.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

DEATHWING: Commander Azrael is a member of the Deathwing and is therefore immune to all psychology.

HELMET BEARER: The *Lion Helm* is carried by a Helmet Bearer, one of the strange creatures known as the Watchers in the Dark. Whenever

Azrael moves simply place the Helmet Bearer within 2" of his final location, even if Azrael was teleported or moved by some other extraordinary means. The Watcher has a powerful and unique psychic talent that protects it from all forms of attack, so it can never be harmed in any way or under any circumstances. However, it is not allowed to attack in any way either. If Azrael is killed or removed from the battle then the Helmet Bearer is removed too, but it will reappear if Azrael later reappears.



BY JERVIS JOHNSON

The heroes of the Dark Angels are considered by some to be the Emperor's most sinister servants

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Azrael	4	7	7	5	5	4	8	4	10

Commander Azrael Supreme Grand Master of the Dark Angels

Commander Azrael is the present Supreme Grand Master of the Dark Angels. He carries the honorific title of Keeper of the Truth as he is the only member of the Chapter who is allowed to enter the deepest levels of the dungeons on the Rock. Each Supreme Grand Master secretly chooses his successor from the members of the Inner Circle. When the old incumbent dies, his choice is ceremonially presented with the Lion Helm and the Sword of Secrets, both of which are potent icons for the Dark Angels.



The Lion Helm is carried by a Helmet Bearer, one of the strange creatures known as the Watchers in the Dark. The Watcher has a powerful and unique psychic talent that protects it from all attacks.



COMMANDER AZRAEL AND HIS HELMET BEARER

Ezekiel Grand Master of Librarians

Ezekiel is the present Grand Master of Librarians in the Dark Angels Chapter. He is also the Keeper of the Book of Salvation, which lists the names of all of the Fallen Dark Angels that have been recaptured by the Chapter.



Asmodai Interrogator-Chaplain

Asmodai is the oldest and most successful Interrogator-Chaplain in the Dark Angels at the present time. He is totally single-minded in his determination to force any of the Fallen that come into his hands to repent.



"Repent! Repent!"

The Master Chaplain's words echoed resoundingly off the rough walls of the cavernous cell. Rather than sounding like one man, the echoes created the impression that a whole army of Chaplains were interrogating the Space Marine. The Fallen Dark Angel said nothing.

The Chaplain paced across the stone floor before the restrained Dark Angel. The glow of halogen lamps reflected off the polished black surface of his armour while with one hand he toyed with the rosarius around his neck. Asmodai had served the Chapter for over a century and in all that time only two of the Fallen had repented of their sins to him.

The Interrogator-Chaplain stopped in front of his prisoner and turned to face the broken warrior. Cold, dark eyes stared out from behind the skull-mask of Asmodai's armour. "Repent!" he hissed.

The Fallen shut his eyes tight in an attempt to avoid the Interrogator's piercing gaze.

"Repent now and your death will be swift and relatively painless," Asmodai stated coolly. "Continue to refuse to admit your guilt and you will die in agony, the like of which you will only have imagined in your worst nightmares. The savagery of the daemons of the warp is nothing compared to the wrath of the Emperor!"

The Fallen Dark Angel opened his bloodshot eyes again and looked about him. The cold, unforgiving walls of the gloomy chamber held no encouragement. The imposing figure of the Interrogator-Chaplain glowered back at him.

The constant drip of water from the damp walls of the dungeon filled the captured Space Marine's ears. He closed his eyes, trying to shut out the sound of the water. The dripping became a tapping, the tapping a thumping until it was the panicked beating of his own heart pounding inside his head.

Shadows flickered and writhed across the fissured rock and the darkest shadow in the cell moved closer.

"Who is your lord?" demanded Asmodai.

"I have no lord and master."

"The Emperor is your lord!"

"The Emperor rejected us, Chaos curse his soul," whimpered the Fallen, his spirit on the verge of breaking. "Lion El'Jonson betrayed us!"

"The Primarch is our saviour!" the Chaplain roared.

"The Lion sacrificed himself that the order might survive. It is to him we owe everything: our Chapter, our strength, our salvation, the very fibre of our being. And you dare say you have no lord?" Asmodai spat, his growling whisper full of contempt.

The Fallen Dark Angel knew not how long he had been imprisoned within the Rock or for how many days the interrogation had lasted so far. All he knew now was that he just wanted to get away from the Chaplain's constant goading and torments. Restrained by the plasteel clamps, however, all he could do was turn his head away from his interrogator.

His voice composed again, the Master Interrogator-Chaplain Asmodai spoke matter of factly in an emotionless tone as if he were reciting words he had uttered on countless occasions: "As you will not admit to your wrong-doing and will not repent of your sins then it falls to me to relieve you of your guilt by whatever means are necessary."

At this moment the Fallen noticed the device the Chaplain had picked up in his other hand. Its many sharply-honed and polished blades gleamed red in the dim light.

"It is my sacred duty to save your soul from the Dark Gods of Chaos," Asmodai intoned, "and I will save your soul, even if you die in the process."



"Claims of innocence mean nothing: they serve only to probe a foolish lack of caution"

EZEKIEL, GRAND MASTER OF LIBRARIANS, KEEPER OF THE BOOK OF SALVATION, HOLDER OF THE KEYS 210 points + wargear cards

All Librarians in the Dark Angels Chapter are inducted into the Deathwing as soon as they join the Chapter. They guard the dungeons that are hidden deep within the Rock, and assist the Chapter's Chaplains when they interrogate any of the Fallen by using their psychic powers to probe the mind of the deluded one and weaken his mental defences.

Any Dark Angels army may include Ezekiel as a Chief Librarian.

Ezekiel is the present Grand Master of Librarians in the Dark Angels Chapter. He lost his left eye many years ago at the battle for Sularian Gate against the hordes of Waa Groblonik. The injury was hastily repaired with a simple bionic eye, and this allowed Ezekiel to return to the fray just in time to lead a counter-attack which finally broke Groblonik's army. Ezekiel has refused to have the bionic eye that was fitted then replaced with a more sophisticated and less noticeable implant, as a mark of respect for his comrades that fell during the battle.

Ezekiel has the title of Holder of the Keys in recognition of the vital role of the Dark Angels Librarians in guarding the dungeons that lie in the Rock. He is also the Keeper of the Book of Salvation, which lists the names of all of the Fallen Dark Angels that have been recaptured by the Chapter. This book is of deep cultural significance to the Dark Angels, and it will only leave Ezekiel's side on his death, when it will be passed on to the next Grand Master of Librarians.

WEAPONS

Ezekiel is armed with a *Force sword*. He also carries a bolt pistol, frag and krak grenades.

ARMOUR

Ezekiel wears power armour that confers a 3+ armour saving throw.

WARGEAR

As a Chief Librarian Ezekiel may have up to 4 Wargear cards. These will always be his *Force sword*, *Psychic hood*, *Bionic eye* and the *Book of Salvation*.

PSYCHIC MASTERY

Ezekiel is a Chief Librarian and has a psychic mastery level of 4.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

DEATHWING: Ezekiel is a member of the Deathwing and is immune to psychology.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ezekiel	4	7	7	5	5	4	7	3	10

Ten times the time of snow and blizzards came to the forest home of the young Primarch who would become known as Lion El'Jonson. By this time he was full-grown, his genetically instilled powers accelerating his growth at a greatly enhanced rate. Cut off from human contact, he could not speak, only roar in anger, rage or frustration. He ran naked through the dark pine forests, hunting, and being hunted in his turn. His hair was long and unkempt, his brooding eyes glowering at the world from behind a fringe of yellow-russet hair. His nails were long and engrimed with dirt and blood.

So it came to pass that one day this wild-thing, more lion than man, heard a strange new sound. It was a sound he had never heard before. The sound of human laughter. Overcome by curiosity Jonson was drawn towards this strange new sound.

He came upon a hunting party gathered in a clearing, laughing and talking over the dead body of one of the ferocious chaos-beasts of the planet. Eyes wide with amazement, Jonson studied these strange creatures, so like himself, but so utterly different. So stunned was he by what he saw that his natural caution was forgotten. This almost cost him his life.

One of the knights glanced up, and spied Jonson on the edge of the glade. What he saw was not a man but some form of wild beast. Instinctively the knight drew his bolt pistol and fired a

volley of shots. Only Jonson's super-humanly fast reactions saved him from death, as he hurled himself to one side. Even so, one of the bolt shells clipped his left shoulder and exploded, sending agonising shards of white-hot adamantium deep into his flesh. Reeling away, Jonson attempted to escape, but was quickly cornered by the hunting party. His back pressed against the bole of a massive tree, Jonson growled at the semi-circle of knights that surrounded him and prepared to sell his life dearly.

The history of the Imperium would have been very different if Jonson had been gunned down there and then, but it was not to be. As the knights levelled their bolt pistols, one amongst them cried "Hold!" Amidst deathly silence this young knight dismounted and advanced towards Jonson, re-holstering his pistol and dropping his chainsword as he did so. Jonson did not attack as the young warrior advanced towards him. The knight put out a hand and brushed the hair back from Jonson's face, revealing his perfect human features and the fierce light of intelligence that shone from his eyes.

"Look," said the knight. "He is a man, not a beast." And with that he led Jonson back towards the rest of the knights, who stood and stared in wonder and in awe. The young knight was named Luther, and his fate and that of Jonson and the Dark Angels were to be inextricably entwined from that point on.

ASMODAI, INTERROGATOR-CHAPLAIN **84 points + wargear cards**

Any Dark Angels army may include Asmodai as an Interrogator-Chaplain.

Asmodai is the oldest and most successful Interrogator-Chaplain in the Dark Angels at the present time. He is totally single-minded in his determination to force any of the Fallen that come into his hands to repent.

WEAPONS Asmodai is armed with a crozius arcanum. He also carries a bolt pistol, frag and krak grenades.

ARMOUR: Asmodai wears power armour that confers a 3+ armour save. In addition, as he is an Interrogator-Chaplain, he has a rosarius which includes a conversion field.

WARGEAR As a Space Marine Hero, Asmodai may carry two items of wargear. One of these will always be the *Blades of Reason*. The other may be chosen from the Wargear cards in the normal manner.

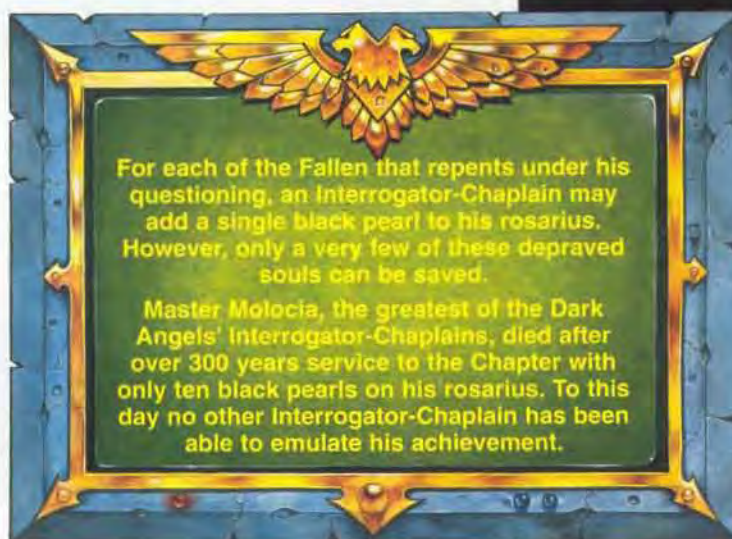
Asmodai may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list included in Codex Angels of Death.

SPECIAL RULES

SPACE MARINES: The usual Break Test and Rapid Fire special rules apply.

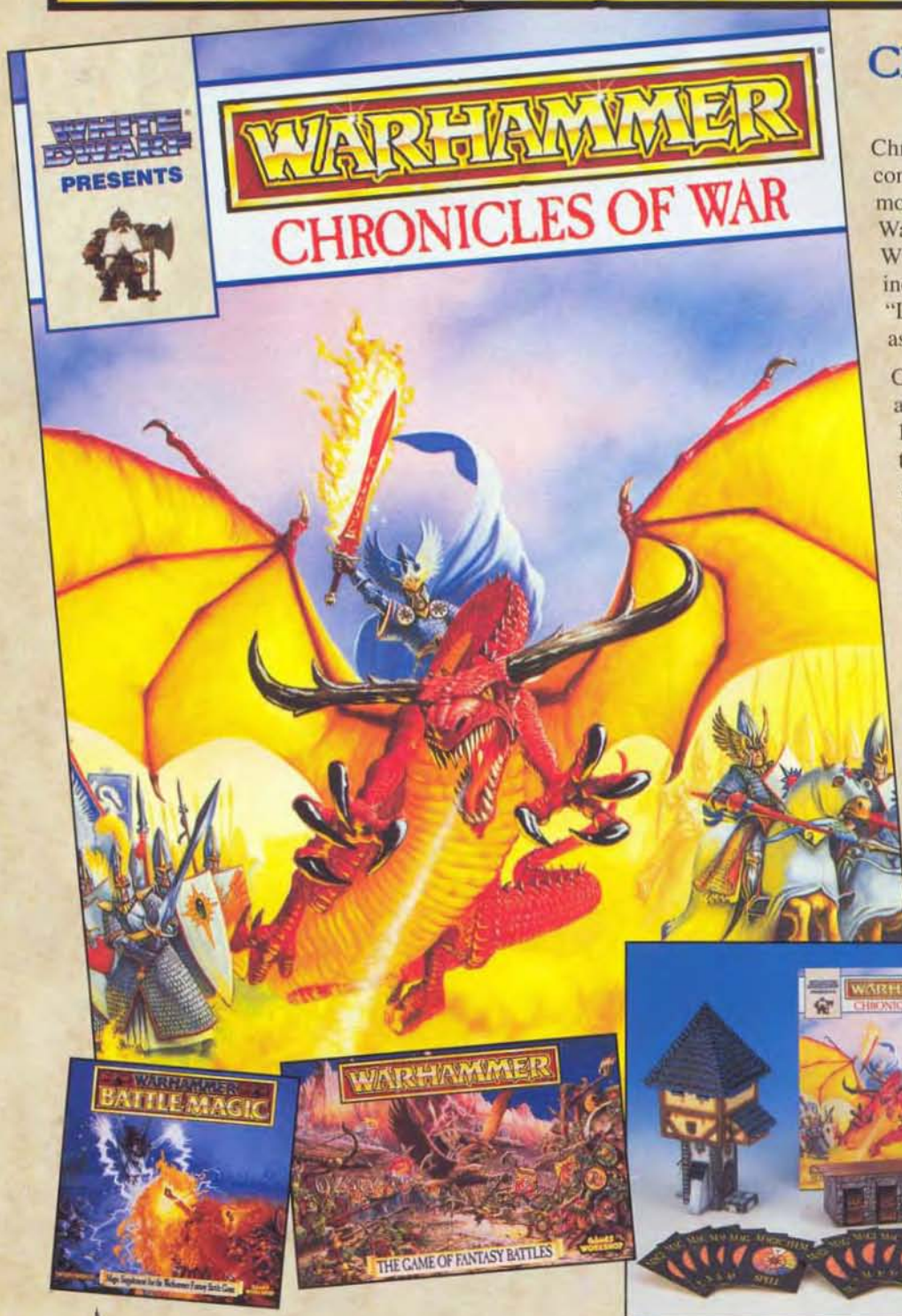
DEATHWING: Asmodai is an Interrogator-Chaplain and is therefore immune to psychology.

LEADERSHIP: Interrogator-Chaplains command great respect and awe and so any Dark Angel Space Marines within 8" of Asmodai may re-roll any failed Leadership-based test once. This gives them a second chance to pass a Break test or psychology test, for example. If the second roll fails, the Dark Angels will be affected as normal.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Asmodai	4	6	6	5	5	2	6	2	9

WARHAMMER



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RAID!

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PREVIOUSLY ON RAID...

Ian: Last month we brought you a complete Warhammer campaign. In addition, Jake and I fought out the first two battles of the campaign and presented them as a short battle report. For those of you who missed these exciting preliminary battles, here's a quick summary of what happened...

RACE FOR THE TOWER

In the first battle, massed Orc and Goblin forces raced against a scouting party of Dark Elves to light a beacon tower. The Orcs arrayed themselves into three huge infantry regiments with two regiments of Boarboyz in support. This proved to be unstoppable and they lit the beacon easily, warning neighbouring tribes of the impending danger. However, the Dark Elves inflicted heavy casualties on the Orcs including wiping out both regiments of Boarboyz!

SHAMAN'S HUT

In the second battle, the Orc and Goblins were beaten back to the abode of a powerful Savage Orc Shaman, known only as Skabby. The much reduced forces of the Orcs and Goblins prepared to face the onslaught of the highly skilled and recently reinforced Dark Elves. Despite several attempts Skabby couldn't be disturbed from his meditation, and all the Orcs and Goblins were slaughtered or chased off the battlefield, while Skabby remained oblivious in his hut.

So the scene was set for the *Final Clash* at the Orc village. Will the Orcs prevail over the Dark Elves and save their village, or will the Dark Elves triumph, capture the Orc village and carry the captives off to the slave pits of Clar Karond? Read on and find out!

THE SET UP

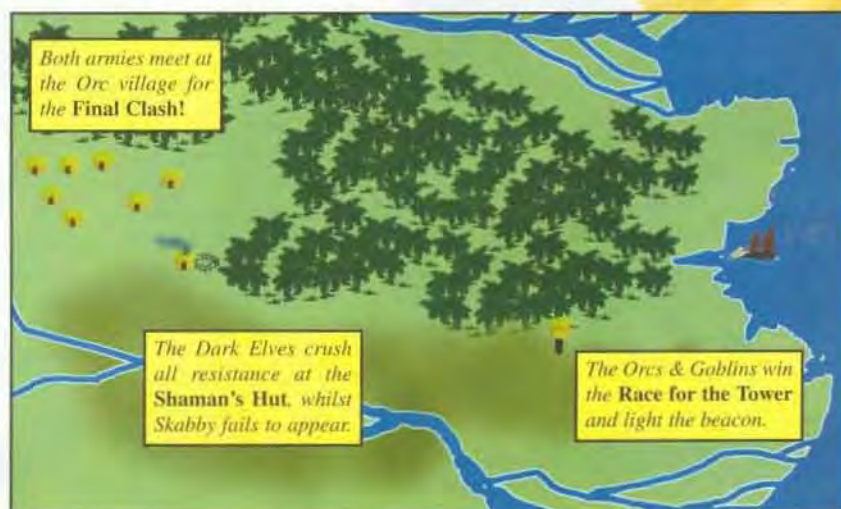
The game would begin with the Orcs and Goblins deploying an initial force

of 1000 points chosen from a restricted list of troops. In addition to this they have another 1500 points of reinforcements waiting to arrive on the roll of a dice. As I won the *Race for the Tower* game I would get a +2 bonus to my roll, meaning that on the first turn they would arrive on a 4+, on the second a 3+, and on subsequent turns on a 2+. The Orc and Goblin reinforcements would arrive on the table from either the left hand or right hand table edge, and this would be randomly determined when they actually turned up. The Orcs and Goblins have to stop the Dark Elves from getting to the Orc village.

The Dark Elves would start with an initial force of 2000 points. As the *Shaman's Hut* was over by the end of turn 4, Jake's initial forces would deploy up to 24" onto the table. In this scenario you determine the length of the battle as normal and in our case Jake was unlucky and rolled only four turns. The Dark Elves also have two 500 point blocks of reinforcements which can move on from the Dark Elf table edge at the beginning of any turn after the first. As he actually won the *Shaman's Hut* game, Jake's reinforcements would arrive on the table completely unscathed. The Dark Elves' objective is to capture the Orc village by getting an unbroken regiment with less than 50% casualties inside it.

**By
Ian Pickstock
&
Jake Thornton.**

As promised, this month's battle report is the conclusion of the Warhammer 'Raid' campaign. For those of you who missed last issue – check it out!





Jake Thornton

Having had a taste of Orc blood in last issue, Jake comes back for more sacrifices to heap on the Dark Elves' altars in this hard-fought end to the campaign.

WHERE TO START?

Jake: After the previous two battles in the campaign, I was really looking forward to fighting the *Final Clash*. I've not played against Ian much and this made the games particularly interesting. When I'm fighting my regular opponents, I have a pretty good idea what they're likely to do and can plan my armies accordingly. Against Ian I had no real idea what cunning plans he'd think of, so I had to try and take an army that could cope with anything.

The Dark Elf army is also a relatively new one, and so I had quite a lot of restrictions on my choices simply because of what we had painted up. Still, we had most things, the only really sore loss was the lack of any Dark Riders. Regular readers will know by now that my armies normally feature a large amount of cavalry, and being reduced to a single regiment of Cold One Knights (good as they are) was a bit of a blow. Still, a real General seldom gets a lot of choice about his troops so that was fair enough. Ian had problems of his own with a distinct lack of Boarboyz. Could it be they'd heard what happened to the last lot in the first battle?

DECISIONS, DECISIONS...

I quickly realised that the simplest, and most characterful thing to do was to take the same army that had survived the previous two battles and work from there. This would give the campaign more continuity, and also give me another chance to field the characters we had made up: Lord

Yeurl, Vitrole and Khalek the Sorcerer. I

was becoming quite attached to them by now, and looked forward to finding out who would win their little bet (see last month's issue for this).

This main force would start the battle 24" onto the table, and with four turns, would be my only chance of getting foot troops anywhere near the village.

Any reinforcements on foot would simply have too far to go to capture the village. So I decided to keep the only two flying units I had at my disposal for the reinforcements, and complete the main force with more crossbows, a replacement regiment of Corsairs (from the Black Ark

Citadel of Oblivion) and a pair of Repeater Bolt Throwers. I also bumped up the size of the Cold One Knights regiment to seven, which would look pretty impressive on the battlefield when I added Yeurl and Vitrole to their ranks.

The crossbows I fielded in my usual small regiments, this time four units of seven models each. This small size allows me a lot of manoeuvrability on the battlefield, and also means that I can line them up one rank deep and get the maximum number of troops firing at once. It's an awful formation to fight hand-to-hand combats in, but if they're having to do this then something has gone wrong. Their job is to keep out of the enemy's way and pepper them with missiles, not to get stuck in! Also, if I keep the regiments under 100 points it means that even if they do get pounced on and destroyed in hand-to-hand combat, they're only worth one victory point each. Finally, small regiments also enable me to keep up a constant rain of missiles on the enemy. With larger regiments, you often can't get everyone in a position where they can shoot and when you have to move, the whole regiment takes the penalty for doing so even if only some of the troopers really need to. Small regiments mean that you can get more men (or Dark Elves) firing, and if you do need to move some of them, you only need to move the ones that can't see and not the other twenty guys in the same regiment.

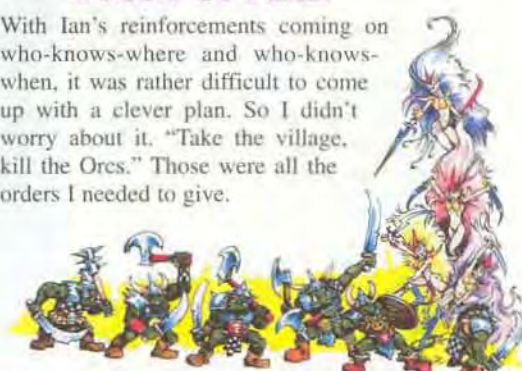
As a final joke, I added a couple of Assassins to my army. These stealthy characters were just what I'd need if Ian turned out to have some well equipped characters lurking about!

MORE DARK ELVES!

For reinforcements I took all the flyers I could. This would make up for the lack of cavalry and supply me with something that could reach the village in four turns. "All the flyers" turned out to be a regiment of six Harpies and a Sorceress riding a Dark Pegasus. The Harpies were straightforward because there is nothing that you can add or alter in their equipment, but the Sorceress was more of a problem. Should I take a low level wizard and just use her to deny the Orcs five victory points, or should I take another powerful wizard and use her as a more aggressive part of my raiding party? What am I thinking of? Hand me that Dark magic deck!

A SORT OF PLAN

With Ian's reinforcements coming on who-knows-where and who-knows-when, it was rather difficult to come up with a clever plan. So I didn't worry about it. "Take the village, kill the Orcs." Those were all the orders I needed to give.





LORD YEURL'S RAIDERS

DARK ELF MAIN FORCE



Lord Yeurl riding a Cold One, armed with a lance, wearing light armour. He carries the *Horn of Urgok*, an *Enchanted Shield* and a *Blade of Ensorcelled Iron*. He leads a unit of **seven Cold One Knights** including a standard bearer with the *Blood Banner*. The regiment also contains a **Champion, Vitrole**, carrying the *Bone Blade*.



Khalek, Sorcerer Lord, with the *Skull Staff*, *Ring of Corin* and two *Dispel Magic Scrolls*. He leads a unit of **sixteen Black Ark Corsairs** armed with additional hand weapons. The unit also contains a **Dark Elf Assassin** with an additional hand weapon.



Four units, each consisting of **seven Dark Elf Crossbowmen**.



Two Repeater Bolt Throwers

REINFORCEMENTS



Nothari, a level 4 Dark Elf Sorceress riding a Dark Pegasus. She carries the *Staff of Flaming Death*, a *Blade of Slicing* and two *Dispel Magic Scrolls*.



Six Harpies



Eight Witch Elves armed with additional hand weapons.



Fifteen Dark Elf Spearmen with a standard bearer carrying the *Banner of Defiance*. A **Dark Elf Assassin** also hides within this unit.



Ian Pickstock

DA PLAN

Ian: My priority in this game was to keep the Dark Elves out of the village. If the Dark Elves get into the village they will get the massive bonus of five victory points. My second aim was to try and keep the Dark Elves from getting within six inches of the huts, if I could do this I would secure myself a bonus of five victory points. I decided that I would split my army into two sections, each would set about completing one of these tasks. My initial force, the one that deploys within the village itself, would concentrate on stopping the Dark Elves getting into the village. For this, I would need a solid core of defensive troops, some missile troops and definitely some way of keeping flying creatures at bay.

First on my list was a couple of big rock lobbers. This left me enough points for a bolt thrower, but I decided this would be of limited use against the small regiments of Dark Elves.

I chose an Orc Big Boss to head up my defence and gave him a bodyguard of 15 Big 'Uns. Next I needed some missile troops – 20 Orc Arrer Boyz with bows and a regiment of 8 Arrer Boyz with crossbows will do nicely. Finally, I took 20 Orc Boyz, just to bulk out the numbers. I gave the Orc Big Boss the *Talisman of Ravensdark* as this magic item makes it difficult for flying creatures to attack the bearer in hand-to-hand combat. I gave the regiment of 20 Boyz the *Scarecrow Banner*, which causes terror in flying creatures and even if they overcome this, there is a chance that they may be forced to fly off again.



This village defence completed, I moved onto my reinforcements. Obviously I wanted fast moving regiments that could react to the Dark Elves. In addition, I opted for some of the more wacky troops available to the Orcs and Goblins, mostly to get in the way of Jake's advancing Dark Elves, but hopefully to get rid of a few of them. I started by choosing a General – Azhag seemed like a good choice, his special presence on the battlefield making all Orcs and Goblins within 12" immune to *animosity*. This would allow me to rely upon most of my reinforcements to do exactly as I wanted, without fear of them standing around fighting amongst themselves. Although Azhag comes with the *Crown of Sorcery* (allowing him to act as a level 3 Necromancer), I decided I would still need some good old trusty Waaagh Magic, so I chose a Savage Orc Shaman on Warboar (Skabby's replacement, no doubt). This was also another chance to use the model I had converted and painted for Gordon Davidson's stand-in army in the *Hail of Doom* battle report.

Next I chose some Gobbo wolf riders. I would be able to use these fast moving Boyz to get behind the Dark Elves as they advanced, or rapidly redeploy to counter any tricks that the Dark Elves may try to pull. A quick glance at the miniatures cabinets showed that I could have a regiment of ten with spears and shields and another regiment of fifteen with hand weapon and shield. My final cavalry regiment was the Forest Goblin spider riders, who ignore movement penalties for terrain. This would allow them to move through jungle, or even over my own huts, at high speed! I would have included a regiment of Savage Orc Boarboyz, but the models were nowhere to be seen ("*Out scoutin'*", they later claimed). To replace the Boarboyz, I chose a regiment of Black Orcs. These well 'ard Boyz really know how to dish it out and should prove more than adequate as a substitution.

Finally, I took six Squig Hoppers. These great little fellas should really make a mess of Jake's troops if they can get in amongst them (and they'd also get in the way of his advance). With neither Jake nor I being fanatical Orc and Goblin players we didn't realise, until someone pointed it out, that you need a regiment of Night Goblins to include Squig Hoppers in your army. By this time the battle was in full swing, so we decided to let it stand. We assumed that a lost band of Squig Hoppers joined the army, hoping to find the Worlds Edge mountains (yes, they really are lost!).

Azhag the Slaughterer's reinforcements.



Da Village Boyz



DA VILLAGE BOYZ



Snagrotz, Orc Big Boss with *Talisman of Ravensdark*, light armour and hand weapon, leading a regiment of **fifteen Big 'Uns** with light armour and shields.



Twenty Orc Boyz with light armour and shields, including a standard bearer carrying the *Scarecrow Banner*.



Twenty Orc Arrer Boyz with light armour and bows.



Eight Orc Arrer Boyz with light armour and crossbows.



Two Big Rock Lobbers.



Azhag the Slaughterer mounted on a Wyvern. Azhag wears the *Crown of Sorcery* and carries a *Potion of Strength*.



Gabraz, Savage Orc Shaman Lord mounted on a war boar and carrying two *Dispel Magic Scrolls*.



Ten Goblin Wolf Riders carrying shields and spears.



Fifteen Goblin Wolf Riders carrying hand weapons and shields.



Six Forest Goblin Spider Riders, led by a *Forest Goblin Boss*. The regiment is armed with hand weapons and shields.



Fifteen Black Orcs carrying additional hand weapons and wearing light armour.



Snotling Pump Wagon.



TURN ONE

Ian: Things started off with Jake and I rolling to see who got the first turn. I won the roll by six to five – the Orcs were obviously well prepared and were just waiting for the Dark Elves to turn up.

With the blaring of crude horns, Azhag's force burst onto the flank of the Dark Elves, ahead of him bounding a wave of Squig Hoppers. Most of them fell short of the Dark Elves, but one of the energetic beasts launched itself with furious determination at the Cold One Knights, crashing into their ranks and bowling one of them over with its claws. The hyperactive Squig then threw itself at the nearby crossbowmen, flattening one of their number beneath its huge bulk before continuing its rampage, gouging another crossbowman with its dagger-length fangs. Sighting the repeater bolt thrower, the Squig snarled its anger and bounced into the air once more, only to come down just short of the war machine. The scene would almost have been comical were it not for the three shattered Dark Elf corpses left in the Squig Hopper's wake. Behind the bouncing beasts, Azhag's Wyvern roared a challenge and the Spider Riders, Gabraz the Shaman and the rest of the reinforcements splashed across the river at the ford.

Meanwhile, back in the village, one of the Arrer Boyz regiments started fighting over whose arrows had the red feathers on, and spent the turn squabbling amongst themselves. As is usual this

early in a battle, I hadn't quite got my eye for the rock lobbers, and both of them fell about an inch short of the repeater bolt throwers. The winds of magic blew quite weakly in the magic phase, and the only spellcasting was the Dark Elf Sorcerer's attempt at *Witch Flight*, which Gabraz dispelled. It was time to see how the Dark Elves reacted.

Jake: I was in a bit of a fix. The Squig Hoppers were blocking the route for my Knights and were the only enemy they could charge. However, I was almost certain of wiping out the bouncing menaces, which would leave me standing in the open in front of Azhag's entire horde! What to do, what to do? In the end I charged the Squig Hoppers anyway, since they weren't likely to get in the Orcs' way, and would undoubtedly wreak as much havoc as their comrade inflicted this turn. The Corsairs started to march upon the village and my crossbowmen on the far right flank moved onto the hill, giving them an uninterrupted view of the battlefield from which they could rain death upon the Orcs' heads. My other crossbow regiment manoeuvred into position to fire upon the Snotling Pump Wagon, which was careening towards the Cold Ones at an alarming rate.

Unfortunately their firing was fairly ineffective, plucking only a single little greenskin from the wildly rocking wagon, while four quarrels embedded themselves harmless in the machine's wooden frame. The Squig Hopper bouncing madly in front of one of my bolt throwers was going to prove a real pain if I didn't do something

The Orcs had been quickly disposed of at the battle for the Shaman's Hut, but the alarm had already been raised and reinforcements were on their way.

The question was, would they get to the village in time?



The Orc and Goblin defenders at the village steel themselves for the coming conflict. Across the jungle clearing they can see that the reinforcements have arrived earlier than expected and are taking the fight directly to the Dark Elves.

terminal to it this turn. The crew swung the weapon to bear and loosed off a volley of four shots, only one of which hit! To add insult to injury, this one shot failed to inflict a Wound! In a fit of frustration I fired the other repeater bolt thrower at the monstrosity, scoring two hits, one of which failed to wound and the other only just causing some damage. Two bolt throwers to kill a single Squig Hopper! What was it made of?

The winds of magic were still warming up and Khalek's attempt to use *Witch Flight* again was thwarted by one of Gabraz's *Dispel Magic Scrolls*. Ian then played the *Drain Magic* card, making me discard *Total Power* which I was going to use to cast *Malediction of Nagash* on Azhag! Drat, these Orcs were a bit tougher than those I'd encountered in the past.

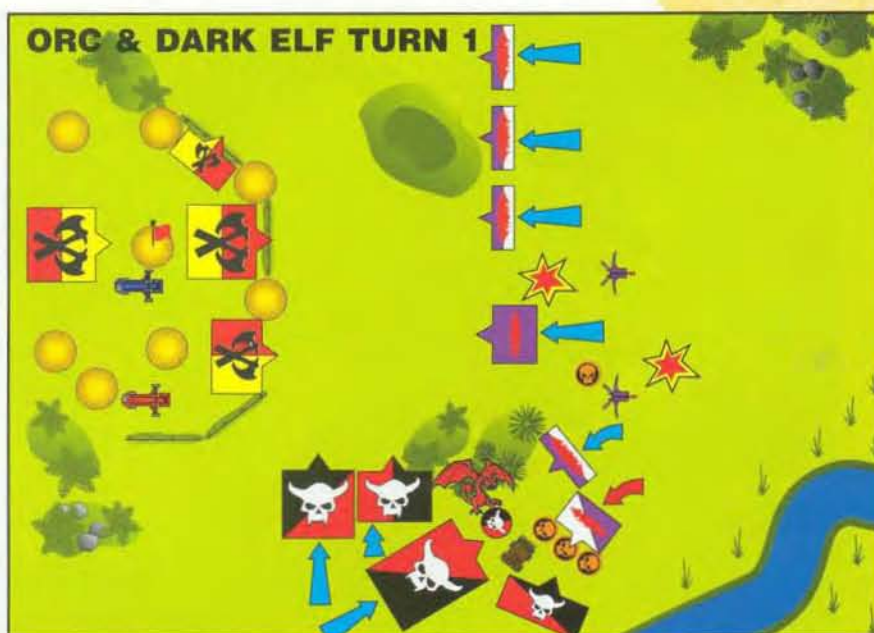
Elves, and the couple of shots that actually hit their target failed to wound the tough Orc.

An ominous twang sounded across from the village as one of the big rock lobbers misfired and was unable to fire this or the next turn. The other was still just short of a repeater bolt thrower. My trusty Arrer Boyz (who had sorted out their arrers) managed to pick off a single crossbowman from the hill.

Meanwhile, Jake's General bellowed a challenge, and then started to regret his rashness as Azhag swallowed down his *Potion of Strength*... However, the accursed Dark Elf General had little to fear, as Azhag only managed to strike him

TURN TWO

Ian: With a cacophony of harsh voices screaming their hatred, the Orcs charged! The Snotling Pump Wagon smashed into the Cold One Knights, just as Azhag and his terrifying Wyvern flapped forwards to tear and rend at the Dark Elves. Gabraz's *frenzy* took over and he charged into the crossbowmen. The Wolf Boyz were also working themselves up to charge, but with the Pump Wagon, Wyvern and Gabraz in front of them, there was nowhere left for them to fit in! Gabraz had been just over half his charge distance away, which meant that the crossbowmen could stand and fire at him. However, the sight of the frothing Shaman bearing down on them was too much for the Dark





The Orcs' reinforcements appear before the Dark Elves can even move, and the pride of the Naggarothi host reels under the greenskins' massed attacks.

once, and even with +3 Strength this failed to Wound! The Wyvern fared slightly better, and caused a Wound on the impetuous young Dark Elf noble. For his part, Yeurl managed to inflict two Wounds on Azhag, almost toppling him from his mount. The Pump Wagon ploughed into the regiment, snapping lances, crushing riders and mounts beneath its big spiky roller! Four Knights would never fight against the Orcs again! Squeaking maniacally, the Snotlings leapt onto the beleaguered Knights, causing two more Wounds themselves – and only one of the Knights was saved by his thick armour! Despite the carnage, Yeurl's presence kept the Knights from breaking and fleeing (just).

Against the crossbowmen Gabraz didn't do so well and only managed to kill one. This less than fierce display did little to unnerve the missile

troops, who passed their break test with ease. Drawing on the arcane power of his *Crown of Sorcery* Azhag unleashed the power of the winds of magic in the form of *Curse of Years*, but Khalek stepped forward and uttered the incantation from one of his *Dispel Magic Scrolls*. In return, the Dark Elf Sorcerer had his *Witch Flight* thwarted by Gabraz's *Dispel Magic Scroll*. We both knew that stopping the other side's magic would play an important role

in this battle. So, when I had nothing to stop the *Horn of Urgok* from resounding across the battlefield, I panicked slightly. However, everybody affected passed their Leadership tests (mainly thanks to Azhag's glowering presence) and we stayed resolute.

Jake: Things were not going very well, although they could have been a lot worse (Azhag fluffing his big chance at killing Yeurl was a godsend!). Still, my reinforcements arrived this turn, totally unscathed since I had eliminated *all* opposition in the *Shaman's Hut* battle. The Corsairs continued onward, intent upon the village, while the rest of my army readied its crossbows or was locked in bitter hand-to-hand fighting. However, despite my massed crossbows, my shooting was to little avail – only a single Big 'Un and a lone Arrer Boy fell to the hail of bolts that blackened the sky...



By the river, the higher Initiative of my Dark Elves proved decisive. Vitrole, the Knight's Champion, steered his mount toward the Pump Wagon, managing to sweep away or kill the remaining crew with the butt of his lance. Yeurl's *Blade of Ensorcelled Iron* struck out at Azhag, striking the Orc General across the brow, sending him toppling from the Wyvern. The Wyvern, unperturbed by the loss of its master, continued to fight on! Even so, the loss of the Pump Wagon prompted a wave of panic to pass through the Spider Riders and nearby Wolf Boyz, and seeing Azhag fall beneath the Dark Elf General's sword did little to increase their courage. With an unspoken agreement, the two regiments turned tail and fled back across the river!



The Cold One Knights are almost hidden by the massive form of Azhag the Slaughterer's Wyvern and the madly careering Snotling Pump Wagon!

The Dark Elf crossbowmen managed to score a wounding hit on Gabraz, who in his rage struck down one of the offending Dark Elves in return. Again, the combat was drawn.

The braying of the *Horn of Urgok* sounded across the battlefield, and Ian's attempt to dispel the magically-induced panic failed miserably. However, nobody succumbed (Ian even rolled a double 1 for his Wyvern's Leadership test). Gabraz called upon the *Hand of Gork* to fling the Black Orcs into combat and swing things in Ian's favour, but after two failed dispel attempts I finally used yet another *Dispel Magic Scroll*.

Then Nothari, the newly arrived Sorceress, flung her arm forward, muttering the activating spell for the *Staff of Flaming Death*, but Ian played the *Destroy Power* card, giving him a chance of blowing up the staff in her hand! However, after adding a couple of extra *Power* cards to my defence, I managed to just win the roll and the staff was still in service.

Lord Yeurl felt nothing but pride as he rode towards the village at the head of his army. His Cold One Knights were arrayed behind him, their cruel lances perfectly poised, as the Dark Elves marched forwards in a single unstoppable wave of magnificent purples, reds and blues.

Suddenly, the chittering beasts of the jungle fell silent and a frothing green horde burst from the tree line to engulf Yeurl's army. Mad bouncing beasts clawed and bit at his Knights, while Goblins mounted on massive spiders splashed across the ford towards him. With a deafening screech a War Wyvern plummeted from the skies, its arm-thick talons raking and stabbing at the Dark Elves.

Unperturbed, Yeurl coolly drew his magical blade and gestured towards the mud huts.

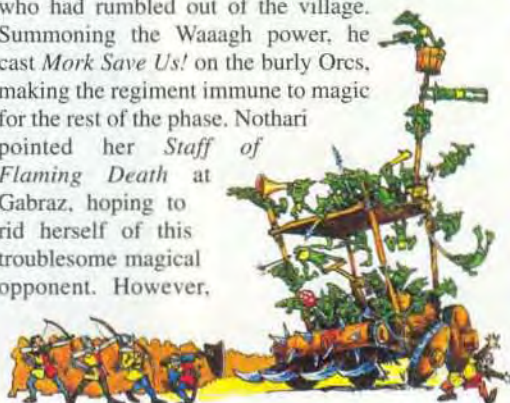
"Raze them to the ground!"

TURN THREE

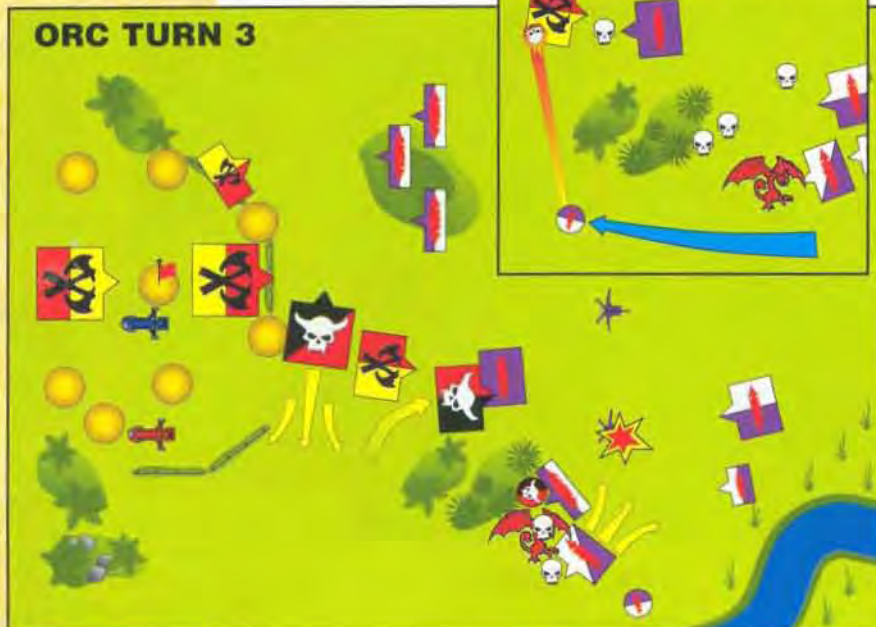
Ian: The turn started with a harsh bellow from the village – "Let's show 'em" yelled the leader of the Big 'Uns and the unit surged out of the village towards the Dark Elf army that was threatening their homes. My Arrer Boyz were still having no impact on the course of the battle, as their shots at the crossbowmen on the hill all went wildly astray and left the Dark Elves unscathed. One of my Rock Lobbers was still undergoing emergency repairs, but the other managed to land a stone directly on top of one of the Repeater Bolt Throwers, crushing the war machine totally (although strangely leaving the two crew shocked but alive)!

Both the Dark Elf Knights and the Wyvern proved equally inept in combat this turn, with no hits being scored at all! However, Gabraz finally got his act together and, after suffering a wound from the crossbowmen, wiped out the unit! Yeurl, seeing the demise of the regiment protecting his flank and an enraged Savage Orc Shaman staring in his direction, thought discretion the better part of valour and headed off back towards the Black Ark! The Wyvern snapping at its heels encouraged Yeurl's Cold One to great feats of speed, and the Dark Elf General escaped!

Gabraz turned his attention to the rash Big 'Uns who had rumbled out of the village. Summoning the Waaagh power, he cast *Mork Save Us!* on the burly Orcs, making the regiment immune to magic for the rest of the phase. Nothari pointed her *Staff of Flaming Death* at Gabraz, hoping to rid herself of this troublesome magical opponent. However,



ORC TURN 3



DARK ELF TURN 3

more. My abysmal shooting continued, with the Rock Lobber crew escaping unscathed, and only two out of seven hits on the Wolf Boyz causing wounds. My Repeater Bolt Thrower made up for it though, killing six of the Gobbos. Unfortunately, they passed their panic test!

The Black Orcs' fearsome reputation seemed to be unfounded as neither the Corsairs nor Khalek was hit once. For their part, the Corsairs also missed completely but Khalek felled one of the dark-skinned foes. This vital blow won the combat, and as the Black Orcs fled they were run down by the Corsairs! Their loss then panicked the Wolf Boyz who urged their mounts to put as much distance as possible between them and the merciless Dark Elves.

her little toy was not up to the task, and Gabraz dispelled the power with ease.

Gabraz (being infinitely more reliable than his friend Skabby) managed to transport the Black Orcs into the Corsairs with a timely *Hand of Gork*. Hopefully the Black Orcs would be able to kill enough Corsairs so that they couldn't fight back, and break the unit with ease. In return, Khalek unleashed the power of his *Skull Staff*, but their were no magic items within range, so none were revealed to him. This annoyed Jake no end, since it meant he had no definite targets to destroy with his *Ring of Corin*. Almost as an afterthought, Nothari unleashed a *Doombolt* which smashed Gabraz to the ground, a charred corpse!

Jake: With a creak of leathery wings the Harpies took to the air and flew high. At the back, Yeurl recovered his wits and managed to rally the Cold One Knights, turning to face the Wyvern once

Khalek's *Skull Staff* identified the *Talisman of Ravensdark* in the Big 'Uns, and he then used the *Ring of Corin* to destroy the offending item. Three Big 'Uns fell to Nothari, one to her *Staff of Flaming Death*, two to a magical *Blade Wind*.

TURN FOUR

Ian: The turn began with my crossbow Arrer Boyz rolling a 1 for their animosity, but since they had no Orc targets they just squabbled amongst themselves. The Wyvern continued its assault on the Cold One Knights and in the shooting phase I dropped a rock directly on top of the other bolt thrower, destroying the horrible machine!

Snagrotz, leading the Big 'Uns, then issued a challenge, but Khalek refused, allowing the Corsairs to sweep around him into the fray. Both regiments caused a casualty each and the extra ranks of the Corsairs wasn't enough to break the

Snagrotz was bored. He and his Big 'Uns had been kicking their heels in the village while everybody else was getting stuck in. Beside him, Stabba was getting fractious, poking him in the ribs with his sword and making stupid comments.

"Look at dat, a blind Squig coulda 'it 'im! Zoggin' 'eck, a dead Gobbo coulda seen dat wun comin'! Oi, Bladda, gi' 'it some more!"

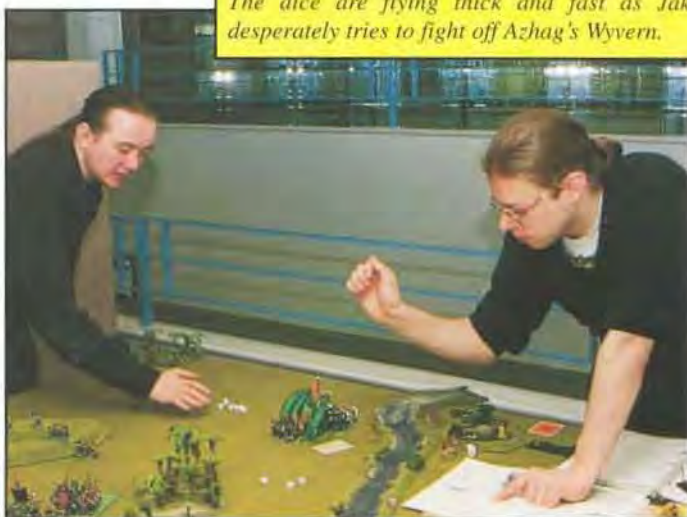
Snagrotz smacked his comrade round the back of the head and told him to shut up.

"Yooze a wimp..." grumbled Stabba as he picked himself up.

Snagrotz could feel his reputation leaking away. He turned to face his Boyz.

"Roight, dat does it! We'll show 'em! Da rest of da army is jus' softies compared wiv us! We'll show 'em 'ow it's done! Charge!"

The dice are flying thick and fast as Jake desperately tries to fight off Azhag's Wyvern.



Big 'Uns. The Wyvern gulped down yet another Cold One Knight, and Yeurl failed to do any damage in return. However, the unit passed its break test and stayed fighting (only just...).

Using *Total Power* Jake cast *Malediction of Nagash* on the Wyvern, which would impair its fighting prowess and eat away at the monster in the following turns. Another Big 'Un fell to the *Staff of Flaming Death* but they still wouldn't panic. Khalek's *Witch Flight* was again dispelled, but Nothari managed to unleash the potent *Amizipal's Black Horror* which sped towards the village and my Orc Arrer Boyz...

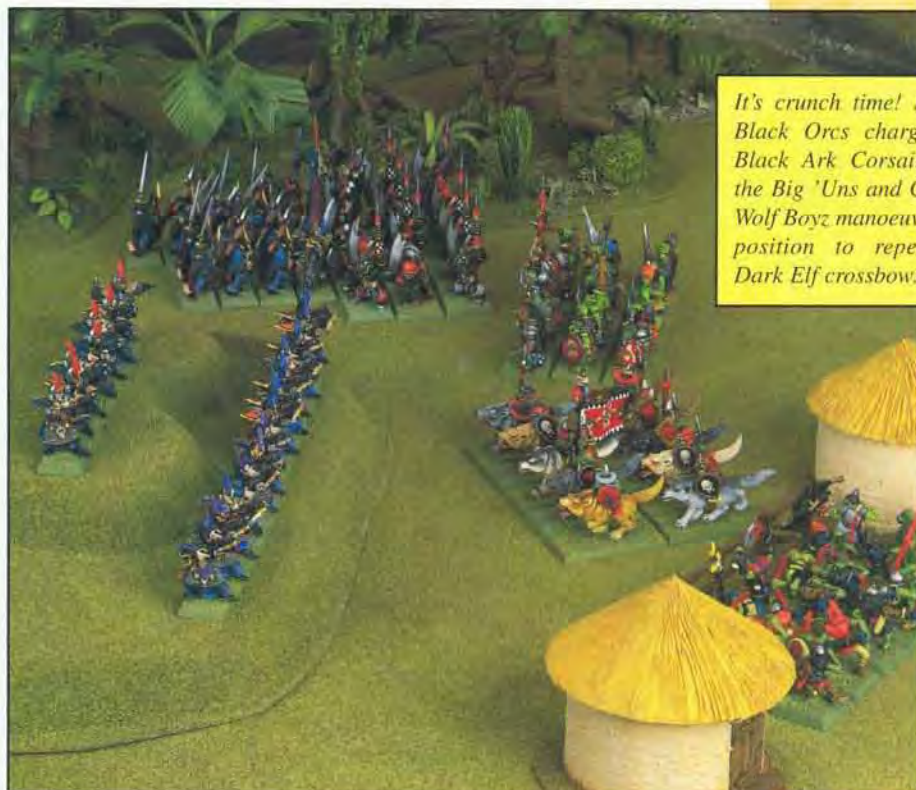
Jake: The final turn. Time to take the village!

The Witch Elves and Spearmen passed their *terror* test caused by the Wyvern, and the Spearmen promptly charge in to fight the marauding beast! The Harpies descended from the skies to attack the crew of the blue Rock Lobber, and Nothari closed in on the other war machine.

Against the Wyvern, only Vitrole managed to injure the Wyvern, but his *Bone Sword* caused three wounds. The Spearmen and the Wyvern all failed to hit anything, but the +7 combat resolution from the Spearmen meant that the result was never in doubt.

By the village, Snagrotz issued another challenge, but before the word died on his lips Khalek had stepped forward and slid three feet of keen steel through the Orc's gut. "I accept" he whispered coolly. The Corsairs cut down two more of the Big 'Uns, and the remaining Orcs tried to flee. However, the swift Dark Elves caught them easily and chopped them down to the last Orc! The loss of the unit also caused the nearby Arrer Boyz to flee in horror as their comrades fell like flies around them! Things were looking bad for the Orcs.

The combat between the Harpies and Rock Lobber crew was drawn at one casualty apiece, but at least the Harpies were in the village! My last act of the battle was Nothari using her *Staff of Flaming Death* to



It's crunch time! Brutal Black Orcs charge the Black Ark Corsairs, as the Big 'Uns and Gobbo Wolf Boyz manoeuvre for position to repel the Dark Elf crossbows.

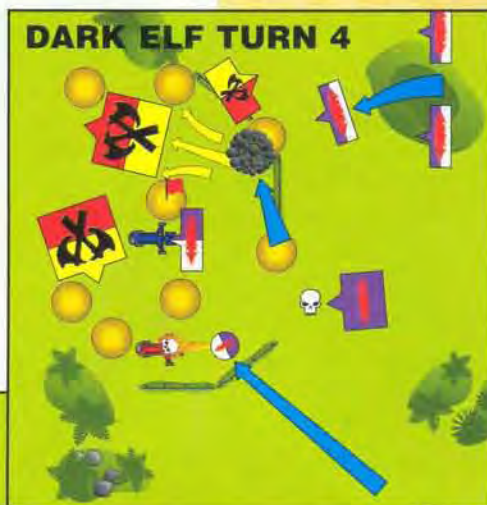
burn one of the crew of the other rock lobber, who passed their panic test as well! Finally, Ian used *Drain Magic* and the battle was over.

FINAL VICTORY POINTS

ORCS: 3

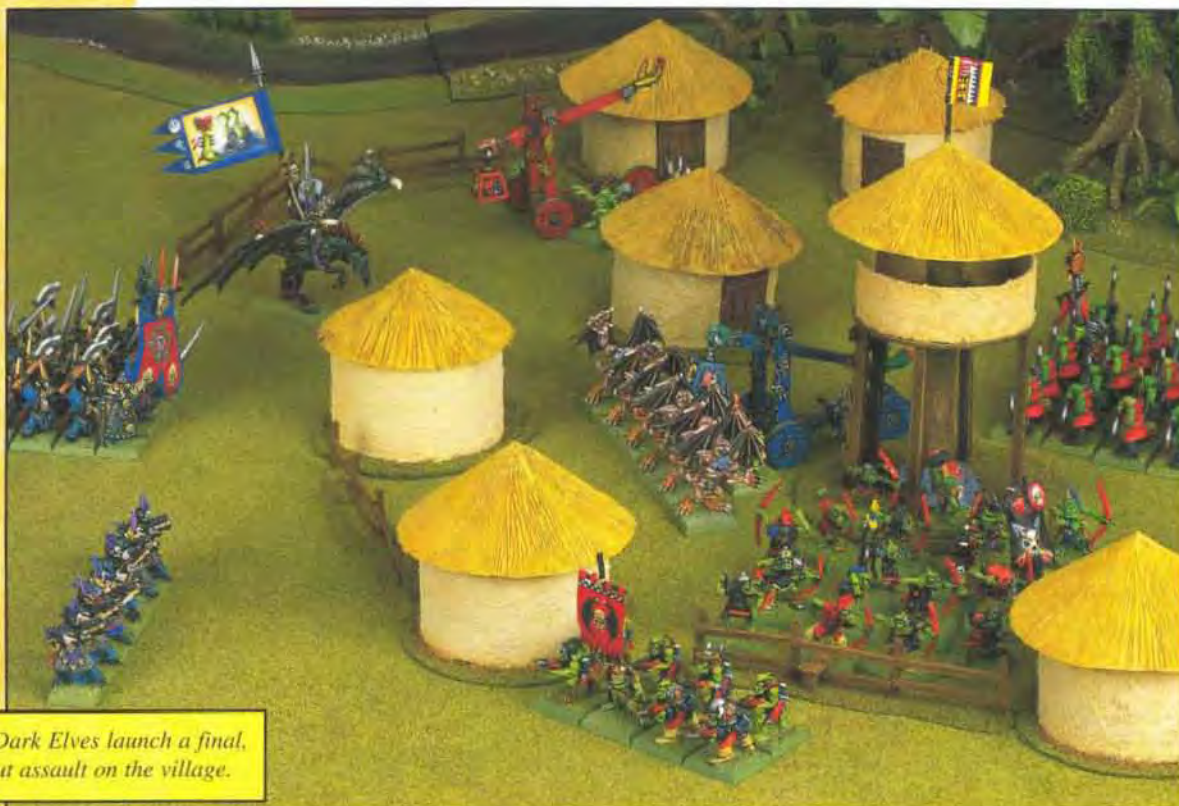
DARK ELVES: 27

DARK ELF TURN 4



ORC TURN 4





The Dark Elves launch a final, all-out assault on the village.

The dusk sky glimmered red through the roiling clouds of black smoke, and the crackle of flames did little to drown out the whooping cries of the Witch Elves echoing through the jungle as the murderous priestesses hunted down the last of the fleeing Orcs. Yeurl leant across his saddle bow and gazed affectionately at the Orc heads his servants were piling nearby. A few in particular caught his eye and he smiled to himself as he recalled the more interesting deaths he had inflicted on his unfortunate victims. There was a discreet cough from behind him and the Dark Elf General's smile turned into a wolfish grin. Without turning he cleared his throat of the cloying smoke and spoke.

"You were wondering about the wager, Vitrole." It was a statement, not a question.

"Yes, my Lord. I believe that we are still even, a full hundred and three heads adorns each pile..."

"You are quite right, Vitrole," Yeurl stretched languidly "however, I disposed of their foul Warboss. I believe that must sway the count in my favour. Do you not agree?" As he asked the question, Yeurl's eyes hardened and he turned to face his fellow noble.

"I would be more than happy to count the toll in your favour, but some of your enemies in Clar Karond would claim that the General's head was not found and therefore cannot be included..." The latent threat did little to please Yeurl and he called out for his Sorcerer.

"Khalek! We need an adjudication!"

The powerful Sorcerer glanced up from the Black Orc he was slowly mutilating. With a gesture of annoyance he cast down his ornate dagger and strode over to the bickering nobles. However, as he approached, his demeanour subtly changed and his eyes became even shifter than normal. Vitrole concisely relayed the nature of their dispute and the Sorcerer considered his position. On the one hand, Vitrole's favours would be vast, he was the older of the two and his powerbase was well established. However, Vitrole was getting no younger and the ambitious young Yeurl would be a firm patron for the future, returning as he was in triumph from his first campaign. Making his choice, Khalek glanced up at the two nobles. In a thin, reedy voice he gave his decision.

"Masters, I believe that Lord Vitrole wins the wager, without the head we cannot prove to your peers that the General fell beneath your blade." Vitrole laughed briefly and rode off, leaving the General and Sorcerer to contemplate their future.

"My lord, I must also say that the reluctance of your assassins to fight has not gone unnoticed. My investigations seem to indicate that somebody paid them more not to fight."

Yeurl clenched his fist and pounded it into his other hand.

"Damn that Vitrole, he would risk both our lives for this petty wager!"

"My lord, your Assassins are still in the camp, and the road back to the Citadel of Oblivion is beset with many dangers. It would be most unfortunate if an accident were to befall your old comrade before he reached the safety of the Black Ark..."

Yeurl's quiet chuckle was one of the most sinister sounds the Dark Elf Sorcerer had heard for a long while.

*We're all going to die!
Ian looks worried as it
starts to rain Harpies in
the Orc village.*



"SPARE SOME BOYZ PLEASE?"



*Grrr! What am I
gonna do now? All
dat time spent
buildin' da 'uts and
da village and now
all da Boyz iz
'omeless wiv
nowheres ta go!*

Ian: It was going so well. Jake's overconfident Dark Elves advanced

straight into my reinforcements. Hah, I thought, victory must surely be mine. But those tricky Dark Elves refused to die as my Orcs turned out some downright mediocre combat results.

My first mistake came in underestimating the power of Dark Elf characters – I just charged straight in there, with that "Well if Azhag the Slaughterer can't get the job done..." attitude. On reflection, expecting Azhag to take out a Dark Elf Lord was plain stupid, he had better fighting abilities and Jake had equipped him with a magic sword (something I should have done). It's fairly obvious that once Azhag had been removed, all my Gobbo regiments would be fairly easy to get rid of by scaring the little fellas off the battlefield. You know as well as I do, that once those little Gobbos get an idea in their heads there's no stopping 'em.

Also, I took a couple of magic items to help me defend the village from aerial attack – the *Talisman of Ravensdark* and *Scarecrow Banner*. At first glance these items seem just the ticket. However, as Jake's Harpies flew high on his third turn, I realised that when they landed on the Dark Elves' final turn, they would not be affected by either of the magic items unless they actually charged the regiments that contained them. Let's not kid ourselves here, who's Jake going to charge with the Harpies? The Rock Lobbas! But, Jake was already twenty-odd victory points ahead, so my final conclusion is:

"Pfah, where are the tanks!"

VICTORY!

Jake: I'd like to be magnanimous in victory, but Dark Elves aren't like that, so I'll gloat!

But seriously, up until very near the end it felt like it could go either way. Sitting there reading this it might look rather more one-sided, but I assure you, at the time that blasted Wyvern looked unstoppable! It was only when I managed to charge the spears into it with their +7 combat resolution (+3 for ranks, doubled for the *Banner of Defiance*, +1 for a standard) that I knew it was dead. The three Wounds that Vitrole caused with his *Bone Blade* only made it a race between the *Malediction of Nagash* and the pursuit to see which would kill him first.

On the whole, the army did reasonably well. Some Dark Riders would have helped a bit, but really the greenskins were in such confusion that they were never really needed. The Dark Elf army is quite hard and can almost be left to its own devices to batter its way through the opposition. In fact, the army was doing so well against everything except that thrice-cursed Wyvern that I completely forgot about my Assassins all game!

Even so, one regiment did stand out and that was the Cold One Knights. These are incredibly dangerous, especially with some characters to bolster their fighting. The fact that the Cold Ones are stupid is also less of a problem when you can ignore it with a 10 point banner, or simply use your General's Leadership to make the rolls. In fact, I think in future battles I'll do just that and take a different magic banner instead.

Looking to the future, we've all got rather attached to the Dark Elf characters that we made up for this campaign. As so often happens they have taken on a life of their own, so look out for them in the following months. You never know where the *Citadel of Oblivion* will turn up next!



*Blood, blood
and more blood.
And all for
Khaine!*

*After a
successful
campaign like
this you can be
sure you'll see
Yewrl, Vitrole
and Khalek
again. Well, you
will if any of
them survive the
intrigues of the
journey back!*

*A grim and determined
Ian battles to the last,
hoping that wielding
the dice like a double
handed axe will imbue
his rolls with the power
of the Waaagh!*

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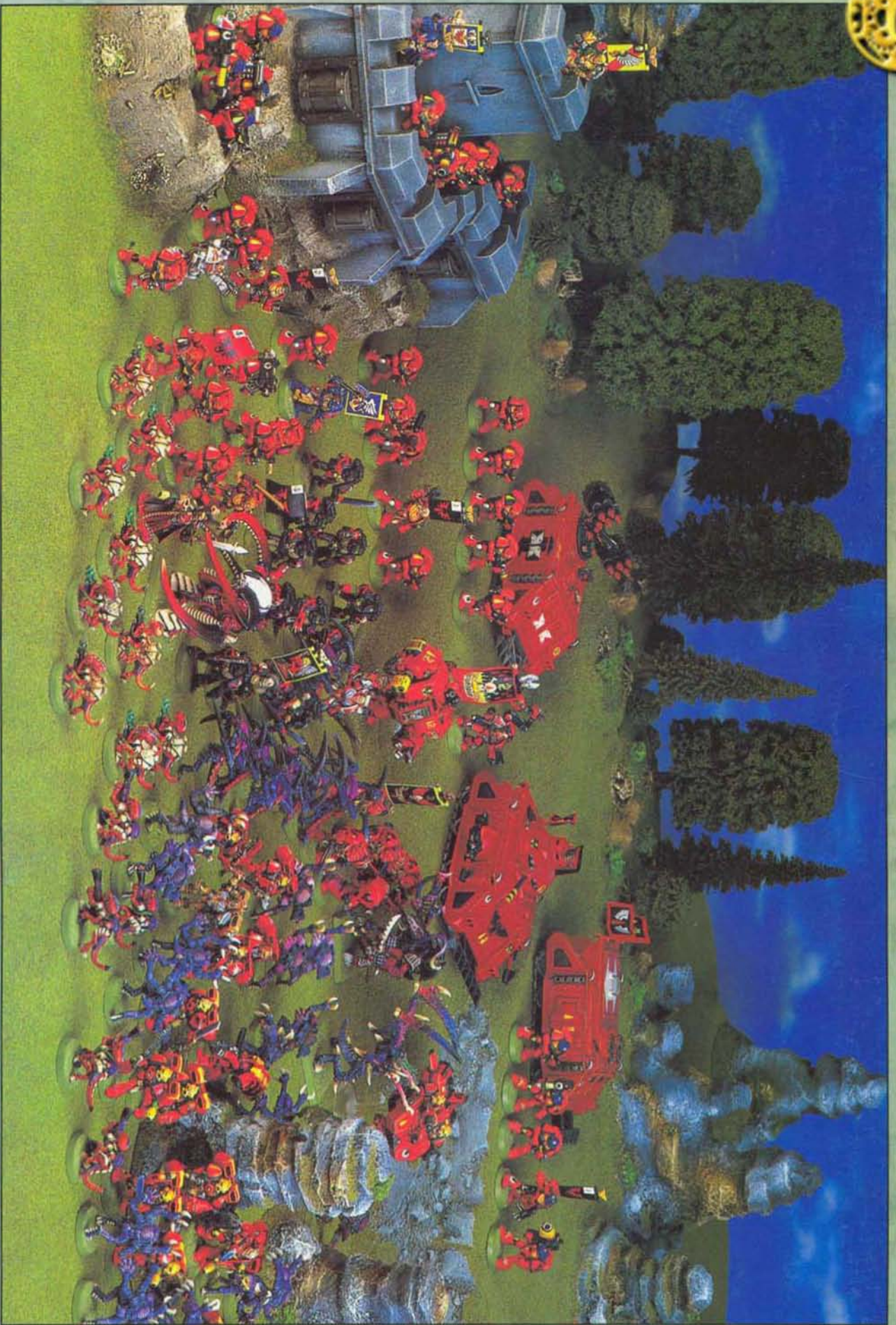
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