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WHITE DWARF



- ORKS vs ORKS vs ORKS WH40K BATTLE REPORT!
- THE CHASE IS ON - WH40K JETBIKE COMBAT!
- 99' U.S. GOLDEN DEMON WINNERS!

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WORKSHOP**



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WHITE DWARF



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Art by Dave Gallagher.

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The long-awaited plastic Orc regiment is here! Nick takes a look at what you can do with it.

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The latest in our regular series of complete guides to collecting an army. This month, the Orks.

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MORDHEIM™

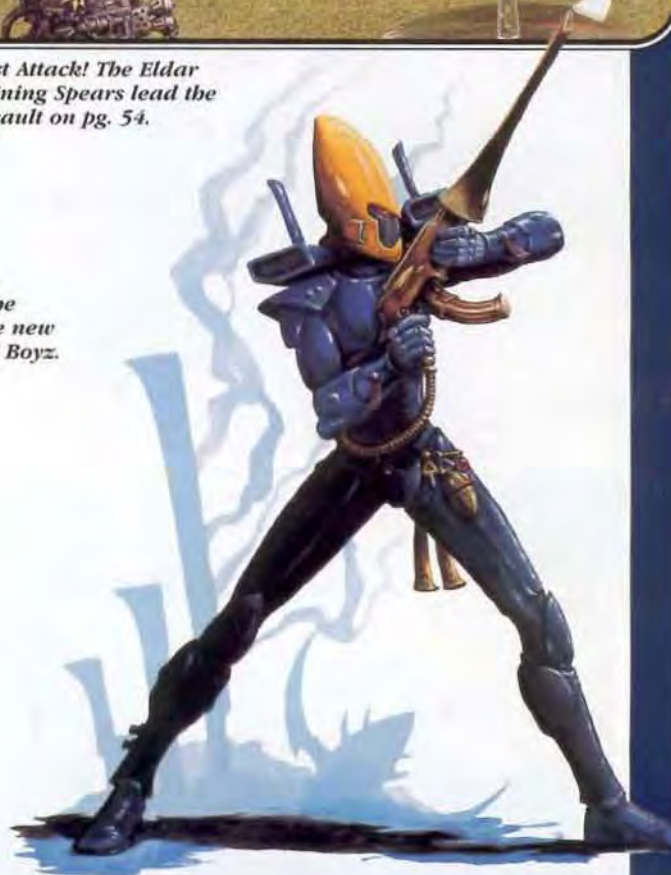
City of the Damned
on page 39!



One of the fearsome new Ork 'Ard Boyz.



Fast Attack! The Eldar Shining Spears lead the assault on pg. 54.



BATTLEFLEET GOTHIC™

DEATH FROM THE SKIES 44

Gav expands on the rules for combining your games of Battlefleet Gothic with Epic 40K or Warhammer 40K.



By the time you get your hands on this, the Summer will be turning into a distant memory. (It's still the burning heat of August while I'm writing.) The classroom will soon become the everyday environment (unless of course you're done with school, in which case you've been working all Summer anyway). **The Hunt for the Fallen Summer Battle Tour** has drawn to a close. The leaves are about to change. It's about time to start kicking the old pigskin around. And of course, it's time to get ready for a brand-new gaming experience from the good folks at the **Games Workshop Design Studio**. Of course, we're talking about **Mordheim: City of the Damned!** This issue will give you a really good, in-depth picture of what to expect inside this new boxed game. Get ready to explore the ruined city of Mordheim.

A big "hey" to everybody who stopped by to see the Games Workshop crew at this year's **GenCon** in Milwaukee, Wisconsin. Four Days of gaming madness is more than enough to wear anyone out. I could tell by the looks of everybody as they came in the door on "the Monday after" (and especially from the nonexistent voice of squawker **Rich Curren**) that heart and soul were poured into making the GW presence a real spectacle (keep the jokes to yourselves) at GenCon. But time marches on, and so does the convention schedule, and the next stop was none other than the humongous **San Diego ComiCon**.

Some of our spying eyes (well, our good friend **Pat Brown** with a camera at least) were on hand to get a glimpse of all the shenanigans put on by the Games Workshop contingent. I'll have a report right here in the news pages of White Dwarf #238.

Another perfect way to put an end to the Summer is to spend a weekend getting in more gaming than you may have thought humanly possible. That's just what the crazy participants in the **1999 Canadian Grand Tournament** did over the weekend of August 13-15 in Toronto, Ontario. I was on hand in the flesh to take in all the sights, sounds, and insanity of the event and will personally take you on a journey (via the magic of the printed word and pictures) inside the hall as they let me out of the news page corner and send me mainstream in next month's White Dwarf. Hopefully, it'll feel just like you were there.

Well, that's pretty much it for this month, as far as things I'm allowed to tell you about are concerned. I'll try to pry more and more out of those in the know for next month. In the meantime, make sure you check out the Games Workshop web site at <http://www.games-workshop.com> for the latest news and information that the wonderful world of print deadlines may keep us from getting to you here. But, as always, there's more than enough to fill your GW information quotient in each and every issue of White Dwarf. See you next month!



THERE HE ISSSSS!

SPOT OXAYOTL CONTEST WINNERS

AFTER MONTHS OF METICULOUS SEARCHING THROUGH THE DENSE, STEAMY JUNGLES OF LUSTRIA, OUR TEAM OF EXPLORERS HAVE FINALLY LOCATED THE MOST ELUSIVE OF THE SCALY-SKINNED CHAMELEONS KNOWN AS OXAYOTL. ODDLY ENOUGH, MANY OF OUR READERS WERE GOOD ENOUGH TO SPOT HIM WITH THEIR NAKED EYES IN SQUARE C5. HERE ARE THE KEENEST OF THE KEEN-EYED WHO SENT IN THE CORRECT GUESSES.

GRAND PRIZE WINNER

The Full 1,000 Point Germ-It's Lizardmen
Pyramid Temple Guard Army from White Dwarf #232

Michael Jacobs

Oxnard, California

3 RUNNER-UP WINNERS

One Each of All the Lizardmen New
Releases Featured in White Dwarf #232

Sierra Taylor
League City, Texas

**Kevin Matthew
Windham**
Nashville, North Carolina

Joshua Hatch
Andover, Massachusetts

10 3RD PRIZE WINNERS

Each Receive a FREE Oxayotl Miniature

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Chris Alaniz
Walla Walla, Washington

David Richardson
Buffalo, New York

Todd Woodall
Frisco, Texas

Jamie Stine
Hewinville, Arkansas

Martin Chandler-Baum
Toronto, Ontario

Leah Gustavson
Stoney Brook, New York

Matt Sanders
Chester, Connecticut

Joe Wojtas
Chicago, Illinois

Michelle Emery
Ottawa, Ontario

This Month From the

Black Library



Warhammer Monthly #22 Redeemer: Final Issue

Canada \$4.25 U.S. \$2.95

The final episode of the Redeemer miniseries graces the shelves this month. A universally agreed upon great read, this series provides some fantastic dark humor alongside fervent action. It's everything a Warhammer 40,000 comic reader could ask for. But just check out Monthly #21 for a surprise!



Warhammer Monthly #21 Canada \$4.25 U.S. \$2.95

Kal Jerico returns! That's right, everybody's favorite rogue comes back to the pages of Warhammer Monthly this month to kick off a massive four part story. In "The Motherlode," Kal and Scabbs stumble into an Underhive crime lord's plans to retrieve the mythical Motherlode, a long lost horde of archeotech.

Epic 40,000 Firepower Canada \$10.00 U.S. \$8.00

Epic Warhammer 40,000 players will be pleased to hear that Firepower: Volume 2 is on its way this month. It's full of house rules to enhance the Epic experience. Inside you'll find rules for different Space Marine Chapters, including the White Scars, Space Wolves, and the Blood Angels Death Company. All plus Ork and Imperial Tactics and a look at collecting Titan Legions.

Learn more than you ever wanted to about us!

Check out all the latest info on the Black Library at our website:

www.blacklibrary.co.uk



WARHAMMER BOYZ

The newest addition to the plastic boxed unit family is the new **Orc Warriors Regiment** boxed set, out this month. Brian Nelson has assembled a treat for all of you who are Greenskin lovers out there (and may even convert a few of you who aren't) with these plastic multi-part miniatures that are all set to start your WAAAGH! at the drop of a hat. They are as poseable as any of the latest batch of plastic troops and come with a new set of metal bits for making a command group for your Boyz. Grab the backbone of an Orc and Goblin army today in a tidy little box.

The Never Ending Terror of the Undead

None can escape death, and it becomes more apparent each and every month that very few of us can hope to escape the horrors of the Undead. More who have managed to cheat the grave are storming to the front lines of the dark legions of the night. **Neferata, Queen of Mysteries** resides in the deepest regions of the World's Edge Mountains and is feared throughout the Warhammer World. The **Grave Guard** is a unit of exceptionally destructive Wights. Wights are often used to lead Undead units in battle. So you can imagine the terror an entire unit of them can cause.



WARHAMMER

SEPTEMBER/OCTOBER RELEASES

	Canada	U.S.
8598U Neferata, Queen of Mysteries (1 Vampire Counts Character per Blister)	\$20.00	\$14.99
8572T Grave Guard (2 Wights per Blister)	\$8.00	\$6.49
1567 Orc Warriors Regiment (16 Orc Boyz Regiment Boxed Set)	\$30.00	\$22.99

These are what the command figures from the new Orc Regiment boxed set look like when they're all put together and painted. Following in the fine tradition of the recent string of plastic regiments, these Orcs are poseable and convertible in almost an infinite amount of ways.



NEWS

WARHAMMER 40,000

SEPTEMBER/OCTOBER RELEASES

		Canada	U.S.
8018B	Ork Nob (1 Ork Character per Blister)	\$12.00	\$7.49
8018C	Ork Nobz in 'Eavy Armor (1 Ork Character in 'Eavy Armor per Blister)	\$12.00	\$7.49
8014B	Ork Boyz with 'Eavy Weapons (2 Ork Troops with Heavy Weapons per Blister)	\$14.00	\$8.49
8029A	Eldar Farseer (1 Eldar Character per Blister)	\$12.00	\$9.49
1568	Eldar Shining Spear Squadron (3 Eldar Jet Bike Aspect Warriors Boxed Set)	\$50.00	\$39.99

Another Aspect

The Eldar's Aspect Warriors have always stood as some of the most fearsome opponents on the battlefield to anyone unlucky enough to come face to face with them. Their ranks are expanded this month with the arrival of an all-new Aspect Warrior squad, the **Eldar Shining Spear Squadron**. These new

troops ride atop lightning-quick Eldar jet bikes and assail their enemies with swift, deadly blows with little to no chance for retaliation. These new warriors make an exceptionally dangerous addition to an already effective Eldar line-up. Keep your eyes peeled for next month's arrival of the **Shining Spear Exarch**. (Oooh, he's nasty!)

Who wants more WAAAGH!?

I think the question is, who **DOESN'T** want more? For all of you Orky enthusiasts out there (and don't try and pretend you're not), the Orks unleash the **Boyz with 'Eavy Weapons** on the Warhammer 40,000 universe. These Boyz come packing some serious heat, with your choice of an enormously big shoota or a rokket launcher at your disposal. You can be sure dem other weedy gits'll be running for cover when these Boyz take da field. And in case you don't feel the need for an entire box full of Nobz, or you just feel that you need a couple more, here they come in blister packs. The **Ork Nob** and **Ork Nob in 'Eavy Armor** offer two different selections of Nob to choose from, just to make sure your Boyz don't get too far out of line.

RITEs OF WAR

As you're reading this, the new Games Workshop-inspired game for the PC should be on store shelves. It (as you may have guessed from the header line) is called **Rites of War**, and features intense, turn-based strategy pitting the Eldar against the Tiranids and the Imperium. Check out the screen shots here for a quick taste, and we'll have the full meal for you in White Dwarf #238 as the boys in the UK Studio have gotten their hands on a copy and are set to tell you what they think about it.



SSI (the makers of *Final Liberation* and *Chaos Gate*) have a real treat in store for all you PC gamers out there with *Rites of War*. Get the full scoop next month in *White Dwarf*!



MORDHEIM

Welcome to the City of the Damned!

Just around the corner on the road you happen to be trodding upon are the gates to the city of Mordheim. This once bustling center of commerce has been nearly desolated by a cataclysmic event that no one in the Warhammer World could have conceivably expected. Fortunately, the resulting chaos has left the doors for fame and fortune wide open. It is time to cash in on this tragedy.

On October 11th, you'll be able search through the rubble for the most precious object in all the Empire - Wyrdstone!

MORDHEIM

RELEASED OCTOBER 11TH

0006 Mordheim
(Boxed Game)

Canada U.S.
\$85.00 \$59.99



FINDING GAMES WORKSHOP PRODUCTS IS AS EASY AS...

Games Workshop is constantly making new miniatures, games, and supplements. Getting a hold of all of these great products is as easy as finding your nearest **Games Workshop** or **Rogue Trader** store. To make it even easier, there's a full list of **Rogue Trader** stores packed with this issue, and our Hobby Center locations all over North America can be found in this issue on pages 38 and 39.

If there are no stores stocking Games Workshop products near you, then our speedy and efficient **Mail Order Service** will be more than happy to help you get what you need. Just call **1-800-394-GAME** in the United States or **1-888-GW-TROLL** in Canada for up to the minute product information and current release dates.

Also, don't forget to check out the Games Workshop website. Along with all the latest releases, news updates, and upcoming conventions, you'll find our **Mail Order Online Store** where you can browse, purchase games and miniatures, individual bits, and a whole lot more!

<http://www.games-workshop.com/>

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Collecting the Orks

By Nick Davis

WAAAGH! It's da Orks – arguably the most brutal race in the 41st millennium. We gave Nick Davis a hypothetical wad of cash (we can't trust him with real money – he'd only blow it on more Dark Eldar, or Imperial Guard, or Lizardmen or...) and a mission to come up with a killer 1,000 point Ork army. This is how much bang he got for his buck.

DA ARMY

After reading through the new Ork Codex, I realized the Ork army has changed a lot from the original list in the back of the Warhammer 40,000 rulebook. There are a number of new troops types to consider like the Stikk Bommas, Burna Boyz and Tankbustas. Before I plan out my Ork army I'm going to have a good read through the Ork book and get a feel for the background. I find this very important as it gives me an initial idea of what troops to collect. I prefer to collect an army that inspires me, as it makes playing with the army a more enjoyable experience and even painting the miniatures is easier.

To start with, I'm not going to worry about the budget or points – I'm just going to go ahead and plan what I feel is a good Ork army, one that suits my fighting style. Later I'll go back and check to see whether I'm within my points allowance. If not, I can trim the odd unit, heavy weapon or Ork Nob off here and there until I'm OK. I've always taken this approach to collecting an army because I find it makes armies more characterful and more in the spirit of the army list, and after a while you develop a feel for when you have gone over your points allowance. Right, let's get on with it...

With every army you must have someone to lead it and the new Ork Warboss model is so fearsome he is a must. I already have a name for him – Gornak – after my old Gorkamorka Nob. I'll give him a retinue of 5 - 6 Nobs to protect him and put them all in a Trukk, so they can get 'stuck in' as fast as possible. The Warboss and his retinue also have loads of options, which I'll go into in

This month's 'Collecting an Army' will be slightly different from usual because I've been given the mission of collecting a 1,000 point Ork army but Fat Bloke won't let me spend too much. ("If he does, he'll be fetching my bacon sandwiches for the next month" – Fat Bloke). I've been given a set amount of points and I'm under orders not to go over. So what would I pick for my 1,000 Point army (and how much will it cost)? One of the major factors in collecting an Ork army is the sheer numbers involved; luckily all the great new Ork boxed sets and the Ork Battleforce boxed set will make the job easier. They're fantastic value for money and make an excellent start to an Ork army.

Now I know what you're thinking – what does a staunch Imperial Guard and Dark Eldar player know about collecting Orks? Well, truth be told, I've always been impressed by the Orks' fighting ability, and being a *skumgrod* (Ork for "favored opponent") to Mr Adrian 'Grand Warlord' Wood has taught me a lot of things about the Orks. I'm familiar with their strengths and weaknesses, and I've got a healthy respect for their low cunning and brutal abilities on the battlefield. In fact, so heavy is the Orky influence on me that I came out on top in the Studio Gorkamorka campaign.

No matter which army you collect, I think it's always a good idea to collect your army in manageable steps, as this makes painting it easier. You can plan these steps out using the Warhammer 40,000 organization charts (in this case the Standard Mission Organization chart), which tells you at a glance what you need. By using the Organization chart I know I'll get a good balanced force and once I've sorted out my minimum requirements I can get out there and start stompin' humies – WAAAGH!

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your own
WAAAGH!
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WAAAGH! GORNAK goes to war!

more detail later. The Warboss and his ladz are as 'ard as nails but I can't let them go barreling into the enemy line by themselves! Perhaps another Trukk mob to support him? Taking a peek at the Fast Attack section of the list I noticed the Ork warbikes which by all accounts are now really shooty and great in assaults. Thinking back to my Gorkamorka Ork roots I really enjoyed using my bikes in my mob and the idea of the Warboss going into battle with loads of crazed riders escorting him really does appeal to me. I think I will try to go for a decent sized mob of about 5 or 10 bikes. To finish off this fast moving attack column I think I'll add some Stormboyz. I watched Alex Boyd use Stormboyz in a game against some Imperial Guard and they are a very scary assault unit, especially if they charge at the same time as the Warboss. Now it's time to look at da Boyz, the body and fist of any Ork army.

One of the scariest things about Adrian 'Grand Warlord' Wood's Ork army (apart from Adrian) is his enormous mobs of Shoota Boyz. They just keep advancing at you, firing every turn, and there are so many of them they can inflict horrendous damage on lightly armored units such as Dark Eldar or Imperial Guard. Following this lead from the Grand Warlord, my first mob is a large mob of Shoota Boyz - I think about 20 should do it. I also add a couple of big shootas for a little more firepower and give the mob a Nob to lead it. Later, if I have the points to spare, I'll raise a second mob of Shoota Boyz to follow the first so I can hit the enemy with a massed wall of firepower. My cunning idea is to use this mob of Shoota Boyz as a shield; I should be able to get a mob of assault troops on foot into combat relatively untouched.

In several fights against Adrian and Alex I have been on the receiving end of Slugga Boyz, excellent assault troops that can knock most opponents over by sheer weight of attacks. Hmm... Let's see - a mob of 10 Slugga Boyz charges, 2 attacks, +1 for an additional hand weapon and +1 for assaulting, that's 40 attacks before you even add in special troops like Burna Boyz or a Nob! Faced with that many attacks even the most hardened elite troops must crack and if I use the Shoota Boyz as a screen I should be able to get all the Slugga Boyz into combat. I think I'll have to take a mob of Slugga Boyz and give them a Nob and if I have the points to spare I'll also give them a couple of Burna Boyz.

Right, I've got a feeling that all this has come to about a 1,000 points. I'm going to grab a roster sheet and a spare piece of paper, and try to get everything to fit.

WARHAMMER 40,000												
ARMY NAME: WAAAGH GORNAK												
Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points	
WARBOSS GORNAK	5	2	5	4	3	4	4	9	6+	Big shoota, choppa, Tankbusta bombz 2 Big shootas, 3 choppas, power claw, 3 sluggas, WAAAGH Banner & Tank Busta bombz	85	
DA LADZ (5 Nobs)	4	2	4	4	2	3	3	7	6+		190	
DA VULCHAS (8 Stormboyz)	4	2	3	4	1	2	2	7	6+	Sluggas, choppas and frag stikkbombz	128	
DA SHOOTAS												
GARNIK (Nob)	4	2	4	4	2	3	3	7	6+	Shoota & choppa Shootas & 1 Big Shoota	150	
15 SHOOTA BOYZ	4	2	3	4	1	2	2	7	6+			
DA CHOPPA'S												
GURDAK (Nob)	4	2	4	4	2	3	3	7	6+	Slugga, choppa & krak stikk bombz Sluggas & choppas. Plus 1 Big Shoota & 2 Burna boyz	213	
16 SLUGGA BOYZ	4	2	3	4	1	2	2	7	6+			
DA SPEEDAS (5 Warbikers)	4	2	3	4(5)	1	2	2	7	6+/5	Twin linked big shootas See Ork Codex for special rules p14	150	

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
WARTRUKK	10	10	10	2	Big shoota. Refines transport vehicle	85
WARBUGGY	10	10	10	2	Twin linked big shoota	46

Weapon	Range	Str	AP	Type	Notes
Slugga	12"	4	6	Pistol	
Shoota	24"	4	6	Rapid fire	
Big shoota	36"	5	5	Assault (2)	
Burna	Template	4	5	Assault (1)	Counts as power weapon in combat. 206 armor penetration against vehicles

SEE ARMY - WAAAGH GORNAK? (1000pts)

Warboss Gornak (85) - 35.5pts
 5 Nobz (100) - 100pts
 8 Stormboyz (128) - 128pts
 15 Shoota Boyz (150) - 150pts
 16 Slugga Boyz (213) - 213pts
 5 Warbikers (150) - 150pts

TOTAL: 1000 points

The spare piece of paper...



With a mere handful of boxed sets you suddenly have an Ork army.



DA STORMBOYZ



Stormboyz have always been one of my favorite troop types. These fierce Ork warriors are more than willing to swoop down on the enemy as they try to emulate Space Marine Assault squads. I called this squad "Da Vulchas" and used the entire contents of the Stormboyz boxed set.

Although this did not give me a big mob, as long as I am careful how I move them they shouldn't get shot up that much. To spare the points for larger mobs, apart from their basic sluggas and choppas, I gave the Stormboyz Frag stikkbombz to give them the edge against models in cover. I plan to use them to escort the retinue, and if they charge the same squad they will be very effective. If I had the spare points and I was playing much larger games (say about 2,000 points) I could expand this unit by using another Stormboyz boxed set and give them a Nob, so they could act more independently on the battlefield.



Stormboyz – Da Vulchas

DA SHOOTA BOYZ



Shoota Boyz are the heart of every Ork army. Their deafening volley fire is near legendary as each Ork in the mob tries to outdo the others by letting fly with the most ammo, using the loudest gun and shouting "Dakka Dakka" at the top of their voices. My Shoota Boyz have two jobs on the battlefield:

- 1) Be large
- 2) Be very threatening

Taking a look inside the Battleforce boxed set I found I had 16 Ork models. I decided to use them all and gave them shootas. This mob's one and only job is to advance up the center of the battlefield, soaking up casualties and shooting everything non-Orky in sight. Nice and simple, nothing complicated, just simple Ork tactics. For a little extra hitting power I also included a Nob and a Boy armed with a big shoota.

Although I could expand this unit quite easily with another Battle squad boxed set I won't because I find units of 20 or more models get a little unwieldy on the battlefield. I prefer to use the extra boxed set to add another huge mob to my army, giving the enemy more targets to shoot at. Perhaps another mob of Shoota Boyz or maybe even some Slugga Boyz might come in handy...

Shoota Boyz Da Shootas



ORK CONVERSIONS



These two models show what simple conversions you can make by using the plastic sprue. The Nob is just a normal Ork with loads of metal plates added. The Boy with the big shoota was made by adding an extra barrel to a shoota and repositioning his legs to get a recoil effect.

DA SLUGGA BOYZ



The main assault troops of every Ork army are the Slugga Boyz. They are normally formed up into huge mobs armed with razor-sharp choppas and Ork heavy pistols, known as sluggas. When I first got my Battle squad boxed set I thought about splitting it into two units, one armed with sluggas and choppas and the other armed with shootas. Then I remembered the Grand

Warlord's advice about having huge mobs so I made the mob 16 Orks strong instead, took a Nob to lead the sluggas and a Boy with a big shoota for some more dakka. I hoped this would give me more hitting power in hand-to-hand combat.

I still had some points to spare so I gave the mob two Burna Boyz. These more specialized troops will come in very handy. Against lightly armored troops such as Eldar or Imperial Guard I can use them as flamers, but if I run into Space Marines they count as power weapons as long as the Orks don't fire before they charge into combat. I'll position this mob directly behind the Shoota Boyz until they are in range for assaulting. As friendly models do not count towards blocking line of sight their firepower can be added to that of the Shoota Boyz. If the Shoota Boyz should break for any reason they will have a chance to mob up with the Sluggas, making one huge frightening mob and even more trouble for the enemy.



Slugga Boyz – Da Choppas

DA WARBIKES



Ork Warbikes have always been a favorite of mine. Small, fast and over-gunned, they're a typical Ork vehicle. Under the new rules they're now very deadly on the battlefield – they are harder to hit and can fire their guns into combat! The

Battleforce boxed set contains five Warbikes which I'll use to escort my retinue into battle. After a quick call to GW Mail Order, to buy some Gorkamorka biker bitz so I could convert a couple of the bikers and add some variation to the squad.

The Warbikes' role on the battlefield will be to escort the Warboss and his retinue making themselves more of an

available target than the Wartrukk. When the retinue is in position to assault, the Warbikes can blow a big hole in the enemy line and then assault, following the retinue in. I should be able to repeat this tactic several times and steamroller over the enemy.



Warbikes – Da Speedas

DA BUGGY



Almost all warbands use ramshackle vehicles that hurtle around the battlefield blasting at anything they can. These crazed Speed Freeks come in very handy and act like mobile fire support units. The lone warbuggy from the Battleforce boxed set will perform the same role, joining up with the rest of the fast moving troops, such as the Stormboyz, warbikes and the retinue on their truck, adding its firepower to this already hard-hitting force. Once the fast attack column is in contact I can then use the warbuggy to speed into the enemy lines to pick off heavy weapon units.



Warbuggy – Da Kart

(We made this buggy more ramshackle by adding battle damage and twisting a couple of its metal plates)

EXPANDING DA ARMY

Well, I did it! I managed to gather together a fairly capable 1,000 point Ork army. It contains most of the core squads in the form of Slugga Boyz, Shoota Boyz and the Warboss's retinue. All I need to do now is add some of the heavier stuff like a Dreadnought and maybe some Skarboyz. I'm going to play a few games first then decide what I need to expand the army by another 500 points.

At the moment, the only thing my Ork army is vulnerable to is tanks. The Warboss and his retinue of Nobz all have Tankbusta bombs so they can deal with armored targets quite easily. I could do with some additional support in the tank-busting area and a mob of Tankbustas would be ideal. Not only do they get +1 to their armor penetration rolls, but the entire mob is also equipped with Tankbusta bombs! I would have to keep the Tankbustas protected on the battlefield, but I could hide them inside a bigger mob of Shoota Boyz. A slightly cheaper version of the Tankbustas would be the Ork Stikk Bommas, which come equipped with Frag and Krak stikkbombs. They have the option to take Tankbusta bombz, but without the +1 to armor penetration they are less effective.

Of course I could put aside all thoughts of kunnin' tactics and go for the plain brutal approach of taking an Ork Dreadnought – these power-clawed monsters can rip the heaviest armored vehicle apart (I still shudder at the memory of Adrian's Dreads ripping apart a squadron of my Leman Russ battle tanks!). Ork Dreadnoughts can mount tank-killing weapons such as rokket launchas or mega blastas. Alternatively the Orks do have a mini-Dreadnought in the form of the Killa Kans. These cut down, cut price Dreadnoughts are just as deadly as their bigger brothers and make a great escort for a Dreadnought. I could include two Killa Kans for the price of one Ork Dreadnought, giving me a fairly respectable amount of firepower.

None of this will do me any good if I don't have enough Boyz to back them up. I already have two good-size mobs with the Sluggas and Shootas, but they won't be enough for bigger battles. A lot of the Ork mobs have a very specialized role to play on the battlefield. For example, the Ork Kommandos are good at sneaking up the flanks and encircling the enemy, which makes them ideal for grabbing objectives. For a more brutal, headlong approach I could take 'Ard Boyz: these heavily armored shock troops can advance into the heaviest of firefights and come out victorious at the other end.

One of my favorite Orky troop types are the Skarboyz. Their high Strength of 4 means these Veteran Ork warriors can wound their enemy in combat a lot easier (which almost puts them on a level

playing field with the Space Marines). They are also fairly cheap for elite troops, so I could afford to make a big unit of them (about 16 models should do it). If I used an Ork battle squad boxed set I could convert this mob easily by just adding scars to their faces and arms with a modeling knife.

As for Gretchin, they have their uses, and are surprisingly scary to face (it's no coincidence that the Grand Warlord's Grot mobs have banner poles with Space Marine and Dark Eldar helmets on them). On the battlefield they can act as a living shield for the advancing Orks, or a more kunnin' Ork Warboss could use them to contest or even take a table quarter. Grots tend to get ignored most of the time by the enemy. Play up to this – make him laugh at your little Grots. Then, when he's least expecting it, they'll do something that will astonish (and scare) him. Gretchin are the secret weapons of the Ork army.

I could go for the fast attack option and add a mob to join my fast attack column. They would lend much needed support and add extra weight to the Warboss's assault. I could always back this up with a couple of fast attack vehicles, an extra warbuggy or wartrak would come in handy.

Finally, a word about looted vehicles. This is a really exciting option! The thought of using a Land Raider or a Leman Russ on Imperial troops is quite funny and in this month's battle report Andy Chambers uses his looted Basilisk with devastating effect. I would have to specially convert a vehicle but it would be worth it to see my opponent's face. Maybe it's one to consider when I further expand my army.

In general, Ork armies are fun to collect and play with. The Ork Codex gives you plenty of troops and lots of options to choose from, so like most armies it's really a case of designing an army that fits your own fighting style. Over the next page you'll find WAAAGH Gornak's army expanded by an additional 500 points.

WAAAGH Gornak!

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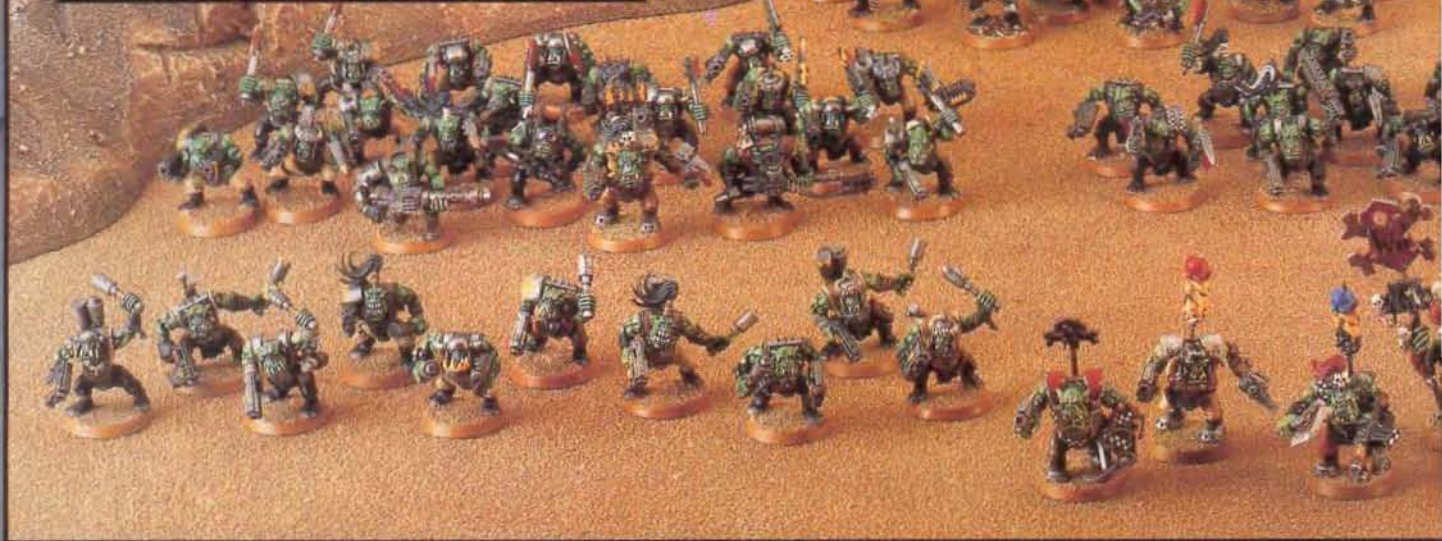
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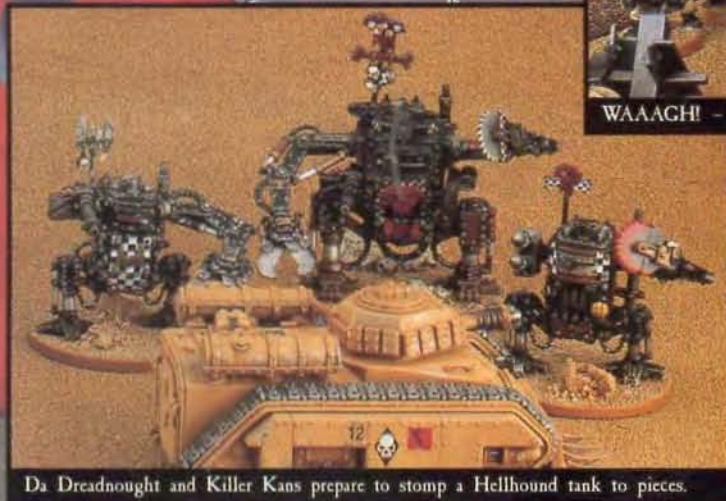
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Warboss Gornak leads da ladz and da Vulchas against the trapped Imperial Fists Space Marines.



WAAAGH! - Da Choppas attack...



Da Dreadnought and Killer Kans prepare to stomp a Hellhound tank to pieces.



Da Stikk Bommas attack an Imperial barricade.



Da Skarboyz smash into some Eldar Guardians.

'Ere we go, 'ere we go, 'ere we go.
'Ere we go, 'ere we go, throo da kosmos.
'Ere we go, 'ere we go, 'ere we go.
'Ere we go, 'ere we go, throo infinity.
'Ere we go, 'ere we go, 'ere we go.
Don't know where 'till we get there.

*Ork space chant
used when hitching onto space hulks*



DAKKA! DAKKA! - Da Shootas let rip...

"Orks is never
beaten in battle.
If we win we
win, if we die we
die so it don't
count as beat. If
we runs for it we
don't die neither,
so we can always
come back for
aneuvver go, seel!"



Da Speedas clash with Imperial Guard Rough Riders.



Exquisite Evil

By Tuomas Pirinen (story by Alessio Cavatore)

The Labmians are the most sinister of the four Vampire bloodlines and consist almost entirely of female Vampires. Tuomas takes a deeper look into their history, from their foundings in the long lost land of Khemri to Neferata's realm in Silver Pinnacle.

Innocence Lost

Saronovich was in his tent, examining the region's maps while sipping some of the best vodka in all of Kislev. He was thinking how much he hated having been assigned to such a remote outpost in the foothills. He didn't like this camp in the gloomy woods marking the border between Mother Kislev and the Dwarf kingdoms of the World's Edge Mountains. But it was his duty as an Ataman of the Horse Archers to maintain the vigil on the trails coming from the mountain passes.

Suddenly he heard movement outside the tent and two of his men walked in. With them they had a girl, one of the most beautiful young ladies he had ever seen. She was very young and frail, her skin pale and her robe in tatters. An expression of sheer terror was on her fair visage and she was shaking all over.

"Ataman, we found this girl on one of the mountain paths. It looks like she's been attacked, but she hasn't said a word. She's too terrified. She may not even speak our language."

"Interesting. Bring her some hot food and something to wear."

"Yes sir," the two men left and were soon back with what he had asked for.

Saronovich observed the girl and could not avoid feeling affection towards her, for she reminded him of his sixteen year old daughter. He also noticed that she ate and drank very little and without enthusiasm; it was clear that she was still scared. The old soldier tried to calm her, speaking with a soft and warm tone of voice, "Do not be afraid. We

are friends. Friends. What is your name?" The girl looked up at him and seemed to understand his words.

"Mara, me Mara." The Ataman was relieved. He couldn't recognize her accent, but at least some communication was possible. "What happened to you?, where is your family? Mother, father?" With her innocent eyes open wide, she answered "Mountain... monster... die, all die. Mara no die," and she started to cry, sobbing violently. Saronovich was moved and decided to leave her alone for some time. He walked out into the red light of the setting sun and called the sergeant. "Yuri, have the men raise a tent for our guest and double the guard tonight. She spoke of a 'monster' and I'm afraid that one of the evil creatures that inhabit these mountains has attacked the group she was travelling with. It seems she's the only survivor."

"At once sir!"

Then the night came.

Saronovich was woken up abruptly by a terrible scream that pierced the darkness. In a moment he was outside the tent, his sword ready. Where were the guards, he thought, and why had they allowed the camp fires to die out? He heard more shouting from the barracks and rushed in that direction. He entered the large tent cautiously and by the dim light of the braziers he could see that it was too late. His warriors were dead. Some bodies were still in their beds, their throats ripped open. Others lay on the floor, their bodies torn apart and dismembered, apparently by the talons of a creature of awesome

strength. A Troll! No, impossible. One of those creatures couldn't possibly make its way into the camp stealthily enough to surprise these experienced warriors in their beds. What was it then? How could he fight it? The Ataman's mind was overwhelmed by fear and anger. Then another thought hit him like a warhammer: the girl! He had to protect the girl. He started to run to her tent, but was stopped by a new series of cries, coming from the edge of the wood nearby. Some of the guards were still fighting and one of the voices was clearly female - she was there! He reached the tree line where he could clearly see a torch burning not far ahead. He headed for the light and almost trampled on the lifeless body of a guard. The girl was leaning against a tree, an arrow protruding from her shoulder. Her clothes were covered in blood, but she was still alive, that was the important thing. She looked at Saronovich with hope, but immediately her eyes focused on something over his shoulder and she shouted "Behind you!" The Kislevite turned, ready to fight, prepared to give his life to protect that innocent creature from such a terrible fate. His eyes scanned the darkness for any trace of the monster, when another voice spoke from behind him, sending a shudder down his spine. It was the languid, sensual voice of a full grown woman, with an evil, ironical hint in her tone: "I told you it was behind you..."

Those words, and the feral snarl that followed them, were the last sounds that Ataman Saronovich of Kislev was to hear in his life.

The Vampire bloodlines are distinguished by their inherited traits, which can be traced far back to their origins in Lahmia. Of these, the bloodline of Lahmia is in direct descent from the ruling house of that ancient land and so is the purest Vampire bloodline of all. The Lahmian Vampires who walk the world today are much like the original Vampires who first drank blood in Lahmia thousands of years ago. Indeed some among them are the very same beings, having persisted in undeath for countless centuries.

The origin of the Lahmian bloodline reaches as far back as Nagash himself. These days, Nagash is revered among the Undead as a mythical god of undeath, no one is certain whether he exists or not. Yet he did exist once as a living man in ancient Khemri. Although his name was erased from the monuments by order of the kings of Khemri, a few of the scrolls of his time escaped the purges, and fragments copied from these fell into the hands of Necromancers. Thus his secrets were passed down over thousands of years.

Nagash was a Liche Priest of Khemri. This caste of priests studied the secrets of Undeath and performed the rituals of the mortuary cult for the kings of Khemri, who sought immortality. The priests were cunning and kept the deepest secrets back for themselves. The greatest offender in this respect was Nagash. His ambition was to become the immortal ruler of the whole of Nehekhara. This he succeeded in doing for a time, having overthrown the legitimate king of Khemri. Then he began building his Black Pyramid and enslaving the entire realm to labor upon it.

At this time Lahmia was a distant province of the empire of Khemri. It was a land which suffered greatly under the tyrannical rule of Nagash. Here began the rebellion that would overthrow Nagash. Under the leadership of Prince Lahmizzar of Lahmia, all the other subject kingdoms of Nehekhara, and the population of Khemri itself, rose up in rebellion against Nagash and his arch minister Arkhan. Lahmizzar perished in battle, for the war was long and bitter, and his son Lahmizzash accomplished the final defeat of the Nagasite heretics. The last battle was fought around the huge Black Pyramid of Nagash, in which he had taken refuge. Victory went to Lahmia and the rebels, but Nagash escaped. His pyramid was desecrated and sealed, and all priests of the Nagasite cult were put to death.



But the purge of Khemri was not to be as complete as it should have been. While the Khemrians were busy desecrating the memory of Nagash and Lahmizzash was establishing himself as king of Khemri, some Nagasite scrolls, including the books written by Nagash himself, were saved from destruction. The queen of Lahmia, who was a notable sorceress, had prevailed upon her husband to give her some of the heretical scrolls to study. Thus on the orders of the king, some scrolls were snatched from the purifying flames and placed in a quartz chest as a present for the queen. The queen returned to Lahmia taking the chest with her.



Neferata, with her familiar Bastet, leads her Undead minions from the front.



The dynasty of Lahmia ruled in Khemri. They shunned the deserted necropolis of the city and all the kings were brought back for burial in the rock tombs of Lahmia. In due course, the Khemrians and the other kingdoms of Nehekhara tired of being under the rule of the king of Lahmia and plotted rebellion. By the

time of the reign of Lahkashaz, the other kingdoms were already free of Lahmian rule. In Khemri, General Setep, a native Khemrian, overthrew Lahkashaz and seized the throne. The Lahmian dynasty was ousted, but the land of Lahmia remained independent, secure beyond the mountains from conquest by the Khemrians, for the time being at least.

Meanwhile, a new cult had taken root in Lahmia. The founder and high priestess of this cult was the same queen of Lahmizzash who had brought the Nagasite scrolls out of Khemri. By the time that Lahmian rule had ended in Khemri and her sons and grandsons had occupied the throne in their turn, she was still the high priestess. Even more strange, she did not look a day older than when she had assumed the mantle of high priestess. Indeed her beauty was already a legend beyond her own land. And who was this queen priestess? Her name was Neferata.

A new temple had been built in Lahmia, using some of the best stone ransacked from the necropolis of Khemri during the rule of the Lahmian dynasty. The cult practiced there was popular among the nobility of Lahmia and favored by the ruling house above all other cults. The cult statues within the temple were something which struck horror into the visiting

dignitaries and envoys of Khemri, for they were statues of Nagash – survivors of those statues which had adorned his accursed mortuary complex; images which should have been smashed into a thousand pieces. These envoys returned to their own land and revealed the evil which had taken root in Lahmia.

The word in Nehekhara was that the ruling house of Lahmia lay under a curse. The beauty of each princess of Lahmia, many of whom were daughters and grand-daughters of Neferata and priestesses of the cult, was such that any king of Khemri, Zandri or Numas should have been eager to ask for her hand in marriage. But instead, all these princesses were shunned, perhaps because they seemed to outlive any prince or king, and each was rumored to possess powers of sorcery which could bend any man to her will. Furthermore it was known that there was dissent even within Lahmia due to the cult, which required human sacrifice. It was said that only the blood of the noblest men in the full bloom of youth was acceptable to the queen and her female acolytes. This blood they drank like wine and bathed in it to preserve their youth for eternity.

Setep was succeeded as king of Khemri by his general, Alcadizaar. His ambition was to conquer Lahmia, and the tales of heresy and sorcery from that land provided him with a just cause that would unite Nehekhara behind him. He consulted with his priests who advised him that the Nagasite cult in Lahmia was dangerous. The Lahmians might summon forth Nagash from the depths of the nether world to haunt Nehekhara once again. Indeed, they were not mistaken in this belief, although none knew it at the time.

Declaring a holy war against heresy, in the name of the traditional gods of Nehekhara, Alcadizaar raised a mighty army from all his dominions. All the kings of Nehekhara followed him and the glittering legions advanced over the mountains. The army of Lahmia was vanquished and many of the people of the land rose up against their oppressors among the nobility. By the time the Khemrians reached the city of Lahmia, the necropolis and the Temple of Blood were already being ransacked. Battering rams were dragged up the steep cliffs to smash into the rock tombs of the kings, queens and nobles of Lahmia.



An Imperial Baron and his doomed army close with the Undead forces of Neferata, Queen of Vampires.

Vampire Counts

The bodies of those who had been entombed according to the Nagasite rite were despoiled, and priests from Khemri saw to it that the mummies were destroyed in such a way that they could never return in undeath.

Many of the kings and princes were pursued in this way. Unfortunately, when the sarcophagi of the queens, princesses and priestesses were broken open, some were found to be empty. The guards of the necropolis, who had fought a determined rearguard action, were captured and made to speak before being put to death. They said that the tombs were only ever occupied during the hours of daylight when the sun shone on the land. At night, the females came forth from their resting places to perform their rituals.

Neferata, high priestess and queen of Lahmia, together with her sisters in the cult were already far to the north east and safe from the purging wrath of the kings of Nehekhar. Many said that they had heard the beating of wings in the night before the city of Lahmia fell. It was to the land of their god that the blood drinkers had fled. According to the myths of the cult, he rested in his immortality deep beneath a mountain which served him as a pyramid. Gazing up at this distant peak the priestesses invoked their god by the light of the moon. Their insane pleas for his divine vengeance were shrieked into the dark night sky. Some offered themselves to be his handmaidens.

Who could resist the beauty and the devotion of the Queen of Lahmia? Not even the mighty lord of undeath himself! He came forth from Nagashizzar, his resting place, leading a horde of Skeleton warriors. He marched on into Lahmia and raised the dead from the necropolis. It was amazing how many mighty ones still rested in tombs which the purging priests had not found. Then Nagash led them beyond Lahmia, seeking his revenge on Khemri. Men fled in terror, for it was the fearful god of undeath who came against them. Yet Alcadizaar feared not, nor his brave army. Though the cost was great, the forces of Nehekhar prevailed against Nagash. The power of the priests waxed great against him and the old gods of Khemri were victorious. Then Nagash slunk back from whence he had come. But it was a hollow victory, for the ultimate revenge of this evil god on Nehekhar is well known.

While this was happening in Nehekhar, the last of the Lahmian nobility, satisfied that they had summoned their god and wrought suitable vengeance on their enemies, went north into the remotest parts of the World's Edge Mountains. Here they persisted for many centuries. Nothing is known of this time until, at a place called Silver Pinnacle by the Dwarfs, a strange thing happened. The Dwarfs had been mining here for silver and precious gems, and there was a small stronghold. One night an invading horde somehow broke into the mountain, taking the defenders by surprise. These were not Goblins or Skaven, but Zombies and Skeletons. The event is recorded in the Book of Grudges. The entry describes their leader as 'The Queen of Evil' - who could this have been except Neferata, Vampire Queen of Lahmia?

Many centuries have passed since that time. The Dwarfs have long gone from the area and now only travellers from the lands of men tread within sight of the place. Strange as it may seem, there are some who have visited Silver Pinnacle and returned alive to tell the tale. Their tales do not speak of horror as one might think. Instead they tell of a splendid court,



arrived in the manner and fashions of some ancient civilisation, and of a palace cut out of the rock with statues and walls adorned with strange inscriptions, yet a place of darkness, where the light of day is not permitted to enter. The queen who rules here is said to be of exquisite beauty, attended by handmaidens any man might die for. Little do they know that this is literally true!

Stories of the realm of the Night Queen have been told for centuries, and can be found among the ballads of Bretonnia, the writings of the Empire and the poems of Tilea. Even in the kasbahs of Araby and the sweat lodges of Kislev the rumors can be heard. Is it any surprise that Bretonnian questing knights have sought this place, as have merchants seeking to sell their jewels and fine clothes to a princess?

The guards are swathed in black and show not their faces. They shuffle and handle their weapons jerkily. The interior of the palace is dark, lit as if by moonlight. The queen of the mountain is never seen or spoken to directly. She conducts business from behind seven veils, and her voice is beguiling. She breeds cats. There is a tale of a Tilean merchant who was given a beautiful cat. Halfway to Tilea the cat was gone, but sitting in his wagon was a beautiful lady. He had no idea where she had appeared from, but wisely took her on to Tilea, asking no questions, where she bade him farewell and paid him for the journey.

There is another tale, told in Bretonnia, of a questing knight who returned with a lady of exquisite beauty and a pale complexion praised by Bretonnian troubadours. He made her his wife and lady of his castle. Guests at the castle commented that the lady always drank goblets of red wine and ate no other food, yet the castle had no vineyards. There are similar strange tales which reveal, to those wise enough to see, how the bloodline of Neferata has spread over many centuries into many lands...

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The Last Stand

By Dave Cain, Chris Harbor, Matthew Hutson and Alessio Cavatore

This month's battle report uses the latest Warhammer army book to hit the shelves in the shape of the vile Vampire Counts. To deal with the despicable Undead sorcerers commanded by David Cain, the valiant High Elves, under the generalship of Chris Harbor, step into the breach.

From the hilltop Lord Criseinur observed the horde of living dead emerging from the woods. Soon the enemy would be in range of the bolt thrower and the machine's crew were already loading it. The Elven general could smell the stench of death filling the air and felt the shivers down his spine that always accompanied the presence of these unnatural opponents. The runes on his ancient sword gleamed with an intensifying white light, as the blade was growing more and more eager to cut through the foul enemy. Criseinur walked towards his bodyguard of White Lions and saw the great mage Eronel sitting, immobile, among them. He greeted his old friend: "Any news of the reinforcements, Eronel? Where is Giladas?"

The wizard did not answer and Criseinur noticed his empty eyes staring into infinity. He realized that the mage's mind had left his body and was now somewhere else. No surprise then that he had chosen the mighty White Lions to protect his defenseless body! After a few minutes Eronel woke from the trance and stood up: "Sorry my Lord, but Giladas' detachment has been ambushed by a large group of the corrupted corpse-eaters that always follow the living dead. Our spearmen routed them, but were considerably delayed. I'm afraid we will have to hold on for at least four hours."

Four hours! That was not going to be easy, thought Criseinur. They were seriously outnumbered, but at least the enemy was slow and had no missile weapons. He would have given his right arm for a squadron of Silver Helms on his flank, but all the cavalry had been left behind, to defend the plains in front of the Citadel of Dusk. Everything led to the same conclusion - it would be a defensive battle, and he didn't like it. It was the way Dwarfs fought! They would have to defend this hill, relying on their bows to weaken the foul multitude before it fell upon them. Then it would be down to the courage and strength of the White Lions.

Still, not even that would be enough if the reinforcements did not make it in time. If they arrived too late, they would face enemies that were not tired from the battle and whose ranks had been replenished with Elven casualties. Giladas' warriors would have to fight the animated

bodies of their former comrades... and that would mean defeat.

"People of Ulthuan!" resounded Criseinur's voice, not a trace in it of the concerns that occupied his mind. "Ready your weapons, but remember that the greatest weapon of our enemy is the fear that hides in our hearts. Fight that fear, don't let it overwhelm you and we will stand our ground and send them back whence they came!" A roaring battle cry answered Criseinur's words and the mage Eronel nodded his approval.

"Now it begins," thought Criseinur, then raised his shining sword and ordered, "Archers, prepare to loose! Ballista, open fire!"



The High Lords of Truth and Light



Chris Harbor

Chris: "So, you want me to fight out a battle report eh, Paul?"
Mmmm, a tricky one that – spend all day playing Warhammer or spend the day working. The weekend's starting early for me this week!

Chris: "I'm in. Who will I be up against?"

Fat Bloke: "David Cain. You know, the chap who won the U.K. Warhammer Grand Tournament back in 1995. He'll be using our Necrarch Vampire Counts army. By the way, your face has gone an interesting shade of white, Chris – called 'hint of cowardice' isn't it?"

Chris: "Er, I may be busy on Friday – washing my hair or something. If I was available, and I'm not saying I am, what army would I be fielding?"

Fat Bloke: "Well, you usually field High Elves, so how about them?"

Chris: "Ah, this is more like it. And I can use my own all-conquering army then?"

Fat Bloke: "No, painting like yours would scare

younger readers and their pets. You'll have to use the Studio army."

Chris: Just as I was thinking of a suitable excuse, I realized what I was doing: trying to find a way to avoid playing Warhammer all day against a worthy opponent with both of us fielding lavishly painted armies – what a fool! "Yep, count me in. Now where are those bolt throwers."

New army books and the new models and characters they introduce often instill the idea that the latest army is the most powerful ever made. But I have fought the living dead a few times with my High Elf army and if anybody could send these walking corpses back to the grave then the High Elves could.

The army selection always comes down to what models you have available to form the core of the force. I'm obsessed with miniatures, the more I have on the battlefield the happier I am. So when I pick an army I tend to go for as many models as possible for my points. Magic items do not play a great part in the selection process. I'll pick out the troops I want, then see what I can fit in, maybe replacing some models if there is a particular item I want. So in this army of around a hundred models there are only three magic items.

The battle we were going to play was based around the Flank Attack scenario and the Elves were the flanking force. This meant I would have to face the whole of the Undead horde with only two thirds of my army. With the Undead there is no chance of a lightning strike concentrated onto a single part of the



The Warhost of Tol Arboth



Giladas' detachment

enemy line in the hope of breaking them – the Undead have to be hacked to pieces limb from rotting limb. No, my plan lies in holding a position and whittling away at the shambling masses of corruption with accurate archery. The advance of the Undead would not be held up by Panic tests against high missile damage but by the superior nature of High Magic. I should always have a chance to dispel because High Magic uses Power cards as dispels as well as Dispel cards. When the Undead finally hit my line I had to find a way to make sure it held until the reinforcements arrived. It looked as if the general's party was the group that had first discovered this threat, he and his bodyguard of White Lions together with some lightly equipped archers and Seaguard had just managed to haul the bolt throwers into position atop a hill when the enemy was sighted. Entrusted with the task of clearing out this corruption, my general had been granted the use of two powerful artifacts, the *Banner of Arcane Protection* and a *Banisher sword*.

The flanking force had also been searching out the Undead. I had chosen the flanking force to contain more infantry – the fabled High Elf citizen levy spearmen. In many other armies the words citizen levy would mean poorer quality troops, men pressed into service without adequate training or motivation. This is simply not so with High Elf armies. Each man is trained to fight and is fiercely loyal to his comrades. The ability of High Elf spearmen to fight in three ranks made them the best choice – what counts against Skeletons and Zombies, who never break from combat, is beating them by as much as possible.

Finally, magical support. The High Elves are the most potent magical force in the Known World and their range of spells includes some that are almost specifically designed to destroy the Undead. I chose a wizard for both forces, a Master Mage for the general's force and a Champion Mage for the reinforcements. I decided to take two wizards because the thought of facing a Necrach without a serious magical arsenal of my

own fills me with dread. When the spells were drawn it was a good selection: *Assault of Stone*, *Hand of Glory*, *Coruscation of Finreir*, and the much hoped for *Banishment*.

WARHAMMER ROSTER SHEET

THE WARRIOR OF THE ARBOTH - WHITELION ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
MAIN FORCE												
LEADER (GRAND)	1	7	7	4	4	5	9	4	10	4	1 Magic item (Banisher sword) Magical (Undead with sword effects 15 wounds)	80
GRAND	1	4	4	4	4	5	8	2	9	—		250
1st White Lions	1	7	4	4	4	5	9	4	10	4	Unit contains a standard bearer Magic Standard Bearer of Arcane Protection 1st Magic Spell (Undead with sword effects 15 wounds) 1st Magic Spell (Undead with sword effects 15 wounds)	200
1st White Lions	1	4	4	4	4	5	8	2	9	—	Unit contains a standard bearer	150
1st White Lions	1	4	4	4	4	5	8	2	9	—	Unit contains a standard bearer	150
1st White Lions	1	4	4	4	4	5	8	2	9	—	Unit contains a standard bearer Magic Standard Bearer of Arcane Protection	250
2nd White Lions	1	4	4	4	4	5	8	2	9	—		200
FLANKING FORCE												
GRAND	1	4	4	4	4	5	8	2	9	—		150
2nd White Lions	1	4	4	4	4	5	8	2	9	—	Unit contains a standard bearer	250
GRAND	1	4	4	4	4	5	8	2	9	—		150
2nd White Lions	1	4	4	4	4	5	8	2	9	—	Unit contains a standard bearer	250

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TOTAL

438 points

Lords of the Night



Dave Cain

Dave: Redemption! After my trouncing at the hands of Tuomas and Alessio in the 'Battle of the Beards' in WD228 I had feared my chances of gracing another battle report were gone forever. However my salvation is at hand. The almighty powers at GW have relented and I have been deemed worthy once more to

venture onto the Warhammer battlefield (*actually there was no one else available – Fat Bloke*).

I was asked to field a 2,000 point Necrarch Vampire army chosen from the Vampire Counts army book. That was the good news. A few months ago, while no one was paying attention, I had managed to sneak a look at the army list in its embryonic stages. As a result, I had a good idea about the pros & cons of the new troop types. The bad news was that I was to be flanked by a High Elf army. Unaccountably the word 'banishment' made me break out in a cold sweat.

First of all I tried to put myself into my opponent's shoes and attempted to predict his tactics. I figured his initial force would comprise archers, bolt throwers, a lower level mage and possibly an infantry regiment to bolster his missile base. His aim would be to whittle down my horde until his flanking force showed up. These reinforcements would probably contain his strike regiments of cavalry and other elite fighters together with another mage. His general might well arrive protected by a White Lions bodyguard to make him immune from breaking.

With these thoughts in mind, I set about putting together my army. Not only should it be able to deal with the above scenario, but it would have to be flexible enough to cope with any surprises my

opponent might spring on me. First up was the selection of my general. The special character Melkhior was available as my army commander. This was tempting as he is a fantastic model and the Studio's version is, as ever, superbly painted. Add to this his enhanced Necromantic powers, his ability to cast such a spell for free, and despite riding a flying monster, his invulnerability to missile and war machine fire, and you have a figure that will grace many a Necrarch army.

However I'm not too fond of using special characters, since their inclusion often spoils an otherwise balanced battle. In addition, at 660 points his cost would be far too prohibitive in such a small game.

One of the many improvements Tuomas & Alessio have made in producing the Vampire Counts book is the introduction of a 'hero' level character that can act as the army's general. Since this would be a small battle, I decided to take advantage of this and lead my force with a Vampire Count, rather than the more predictable (and expensive) Vampire Lord. Choosing as his bloodline power the *Curse of the Revenant* and equipping him with the *Chaos Runesword of Grungi Ironheart* bolsters his combat stats (+1 to W, WS, S & A) to make him comparable with a Vampire Lord. His lower Leadership is less of a problem in an army that never panics or breaks. With the addition of the *Amber Amulet*, to help keep him alive, the devilish Louis Cypher was born.

But what troops should he lead? To the established Undead player, this new army list seems strangely unfamiliar. True, the trusty Skeletons, Zombies and Ghouls are still present. But where have all the hard hitting elements of the original Undead gone – the Undead horsemen, chariots, Mummies and Skullchuckers?

In my mind, an Undead army should be built around Skeletons and Zombies and to this end I started with a large regiment of each. Hopefully these large fear-causing units would automatically break any



The Undead Horde of Louis Cypher



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WARHAMMER

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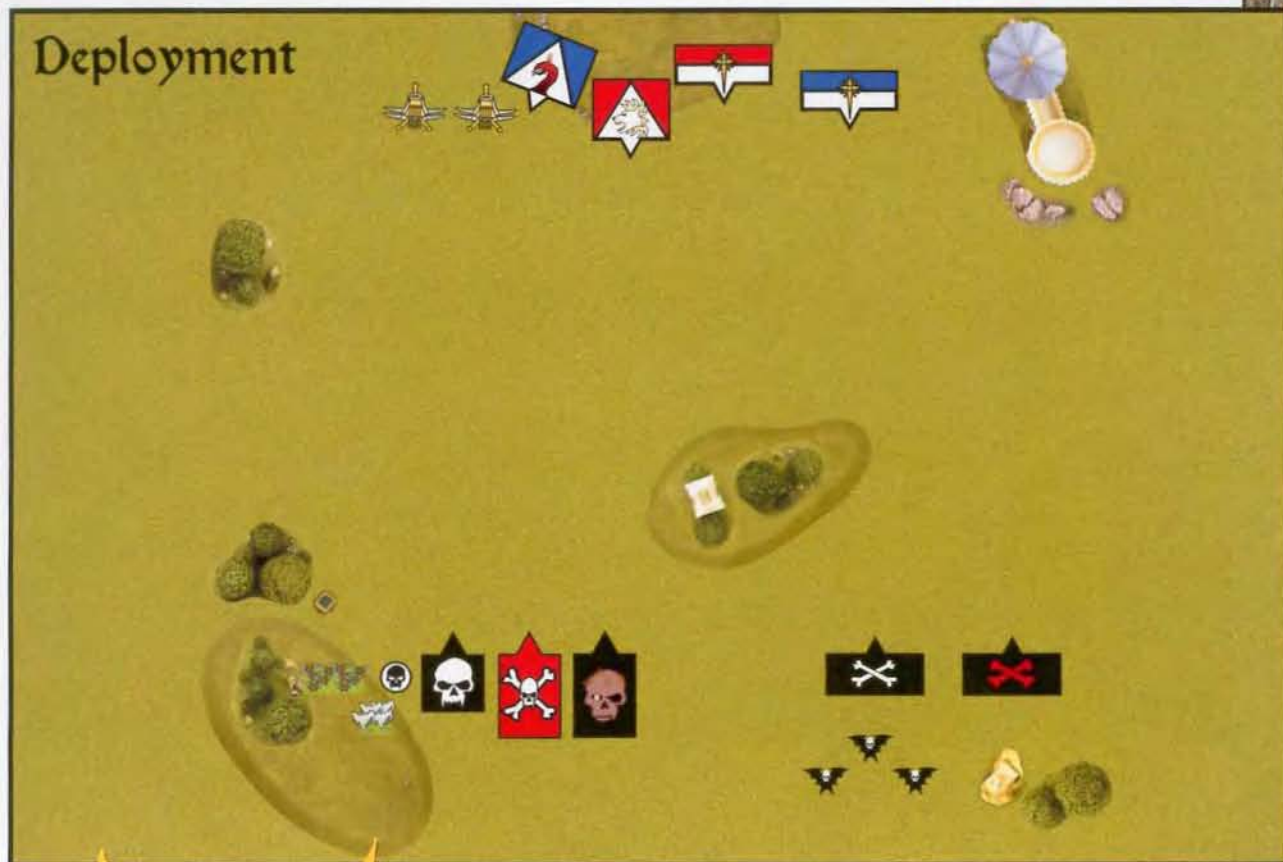


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Deployment



The Warhost of Tol Arboth

White Lions,
Elven General,
Master Mage



Lothorn
Seaguard



Archers



Archers



Spearmen



Spearmen



Mage
Champion



Repeater Bolt
Thrower



The Undead Horde of Louis Cypher



Skeletons, Vampire
Count, Necromancer
Champion, Wraith



Zombies, Vampire
Count, Wight Army
Standard Bearer



Ghouls



Dire Wolves



Dire Wolves,
Doom Wolf



Vampire/Bat



Banshee



Bat Swarm



Spirit Host

The Undead horde advances towards the High Elf line.



Necrarch: Turn 1

After winning the dice roll for the first turn Dave decided to move first, denying Chris a turn of firing with his highly effective High Elf missile troops. The main thrust of the Undead battleline moved as fast as possible, so it could get to grips with the High Elf lines before the flanking force appeared. The Dire Wolves on the flank advanced towards the High Elf Archer units, to draw their fire away from the Undead's central units. The Vampire Bats flew high so that they could safely engage the High Elf battleline in a later turn.

The Winds of Magic yielded seven cards and in an attempt to enlarge the size of his regiment of Skeletons, the Vampire general attempted to cast *Raise the Dead*, but this was dispelled by the High Elf Master Mage. With only two Power cards, the Undead were unable to cast any more spells, so the first magic phase passed without event. Dave and Chris ended the turn by storing their remaining magic cards ready to continue the magical duel in the next magic phase.

High Elves: Turn 1

Seeing the horde of Undead shambling towards his lines, the High Elf general decided to keep the distance between the two armies. He opted to stay where he was and instead put his faith in his missile troops.

The High Elf army started the shooting phase by firing their bolt throwers at the Ghouls. Despite firing eight bolts only one Ghoul fell – not a very auspicious start



to the phase. Undaunted, the Archer unit on the hill fired a volley of shots at the Ghouls, killing four of the unnatural creatures. Buoyed by this impressive display, the Seaguard also singled out this unit, but failed to cause any wounds. The Ghouls' Toughness of 4 had made all the difference in this early round of shooting. To complete the High Elf shooting phase the Archers on the far right of the High Elf line levelled their longbows and let loose a volley at the flanking Dire Wolves unit, killing two of the deadly creatures.

Eager to show just how powerful High Magic can be against the Undead, Chris was hoping for a high roll for the Winds of Magic. It was not to be though, as a

Turn 1



rather disappointing 3 was rolled and so the magic phase passed with no spells being cast.

Necrarch: Turn 2

The Vampire Counts turn started with the Vampire Bats swooping down to attack the Bolt Thrower crews. Passing their Fear test the crew decided to stand and fight where they were. The High Elf army would have to do without their awesome machines of destruction while the crew attempted to fight off these monsters of the night. The rest of the Vampire Counts army continued its amble towards the High Elf lines, with the Dire Wolves moving into a position where they could charge next turn.

The first combat of the game ended in a stalemate with the Vampire Bats and Bolt Thrower crews both suffering 1 wound each.

With 8 rolled in the magic phase, the Vampire General prepared to improve the position of his army with some magical support. First he cast *Raise the Dead*, hoping to summon a new unit of Skeleton warriors, the Elven Mage attempted to rebound but failed.

Nine Skeleton warriors clawed their way out of the ground to attack the Archer unit, this would cost Chris dearly in the next turn's shooting phase as now only half would be able to fire. Finally the Necromancer cast *Vanbel's Danse Macabre* on the main Skeleton unit. With an evil grin on his face Chris played a Destroy Spell card, easily dispelling it. Dave looked on nervously to see if the spell would be destroyed. Needing a 4+ Chris rolled a 1 – the spell had not been destroyed.



Chris keeps his cards close to his chest.

The Lothern Seaguard charge in to rescue the Bolt Thrower crews from the Vampire Bats.

With another 8 rolled for the Winds of Magic, Chris hoped that this would be the turn he would cause some real damage to the Vampire Counts army. However Chris' hopes were dashed when he was dealt three Dispel Magic cards. Due to this no High Magic spells were cast for the second turn running.



Turn 3



Necrarch: Turn 3

The Dire Wolves were now in range to charge the High Elf lines, and they singled out the Archer unit on the right flank for destruction. Passing their Fear test the Archers fired a volley into the largest unit but only managed to kill one of them. The rest of the army moved straight towards the opposing army ready to be in charge range next turn.

For the first time in the battle the Vampire Counts army had something to 'fire' with in the shooting phase. The Banshee let out her deadly scream at the Seaguard, but it was more of wail, failing to cause any damage.

The combat phase proved to be far more eventful. The Dire Wolves managed to kill seven of the High Elf Archers. Well beaten, the Archers fled only to be caught by the Dire Wolves and ripped to shreds. All nearby Elven units passed their Panic tests and held firm ready to repulse the forces of undeath.

The Seaguard set about their task superbly by killing one of the Vampire Bats without suffering any wounds in return. Winning the combat by 2, the magic animating the final Vampire Bat dissipated, killing it as well.

Again 8 was rolled for the Winds of Magic. The High Elf general prepared for another onslaught of Necromantic magic. His fears were justified when Dave declared his Vampire Count general was going to cast *Curse of Years* on the White Lions unit. Knowing full well how destructive this spell can be, Chris dispelled it using three Power cards. He had however used up all of his cards and would now have no defenses against further spells cast. Dave next cast *Raise the Dead*, again hoping to create a new unit of Skeletons, but only rolled a 2. Finally he cast *Vanbel's Danse Macabre* on the Skeleton unit allowing them to make a march move so that they would be able to charge next turn.

High Elf: Turn 3

Deciding that the best form of defense is offense, the Seaguard charged into the Ghouls, hoping to destroy them quickly. On the left flank the two Spearmen units and Mage Champion made a welcome appearance and moved towards the Undead flank as fast as they could.

The last surviving Archer unit unleashed all it had at the lone Doom Wolf, killing it easily.



The High Elf reinforcements finally arrive.



The Seaguard disappointingly only killed one Ghoul, but suffered no casualties in return. Although they lost the combat by 5, the Ghouls refused to flee as they still outnumbered their foe.

At long last a high score of 11 was rolled for the Winds of Magic. The phase started well for the High Elves as

the Vampires failed to dispel *Coruscation of Finreir* allowing the newly arrived Mage to fly high. The High Elf Master Mage then attempted to cast *Assault of Stone* on the central hill but the Necromancer used the first of his *Dispel Magic* scrolls to dispel it. He then used his final *Dispel Magic* scroll to dispel *Hand of Glory*. The High Elves had finally got a chance to show the power of their Mages, but the Necromancer had wisely planned ahead to deal with exactly this sort of situation.

Necrarch: Turn 4

It was time for the main body of the Vampire Counts army to charge into combat. The Skeletons, led by the Vampire Count general and the Banshee, charged the most powerful unit, the White Lions led by the High Elf general and Master Mage. The Bat Swarm outflanked the High Elf flanking force, ready to charge in next turn and hold them up, while the Zombies wheeled around to face this new force threatening the Undead's flank.

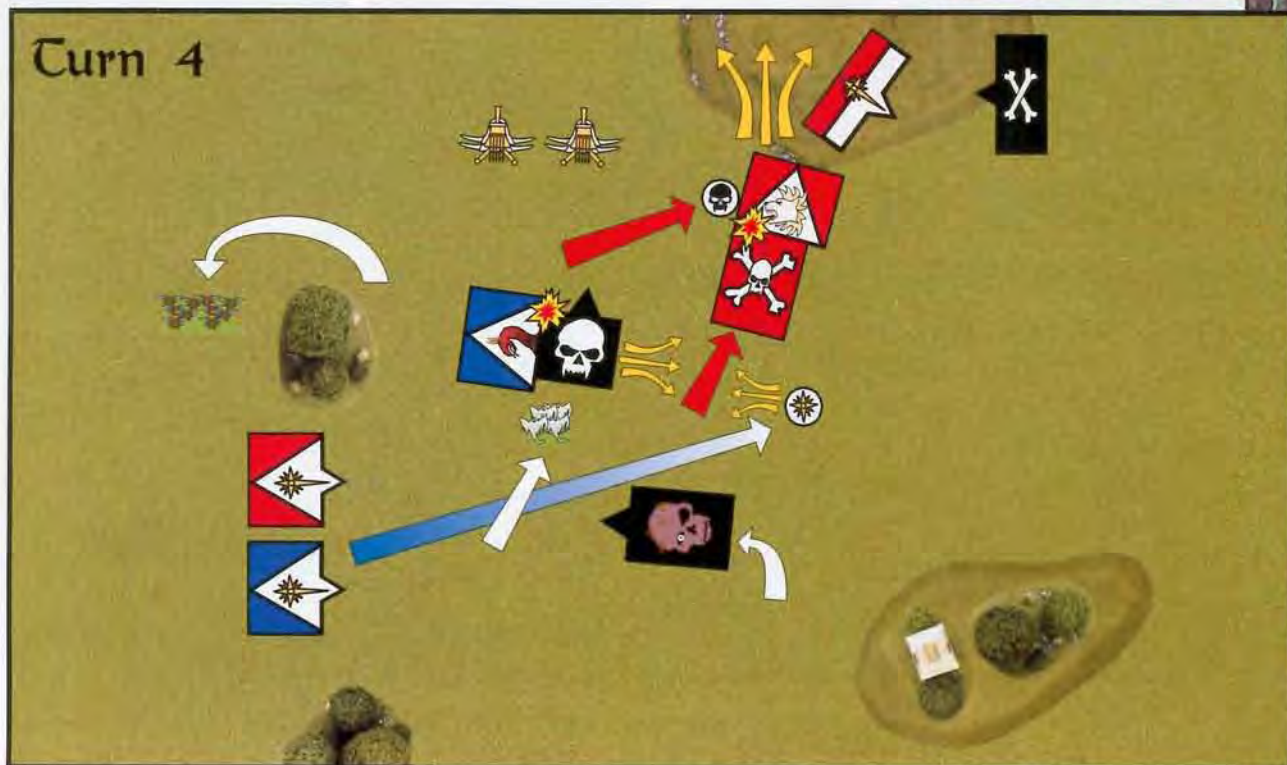
This time Chris's Seaguard killed three of the Ghouls and again didn't suffer any wounds in return. But the Ghouls still didn't budge as Chris needed to kill one more to make them break.

In the center of the battlefield the most important combat of the game started. The Wraith screamed out a challenge which the High Elf general readily accepted. With his mighty *Banisher Sword* he pathetically only managed to cause 1 wound. In return the Wraith badly wounded the Elf causing 2 wounds with its double-handed scythe. The Vampire Count general attacked the hated Elven Mage with all its might but only caused 1 wound, and with a lucky blow the Mage wounded him back. The only other wounds to be inflicted were 2 wounds from the Banshee. Although well beaten, the White Lions refused to flee thanks to their immunity to Break tests.

The Winds of Magic swept weakly across the battlefield as only a 4 was rolled, but thanks to the power they had stored the Undead still had enough to cast their spells. The Vampire Counts started by attempting to cast *Curse of Years* on the White Lions, but sensing the magical build-up, the Master Mage



Turn 4



managed to dispel it again. The Elven Mages then dispelled *Vanbel's Danse Macabre*. The Necromancer finally managed to cast *Summon Skeletons* and added two more to the Skeleton regiment.

High Elves: Turn 4

Slowed by the presence of the Bat Swarm, all the Spearmen could do was move at normal speed. The Mage Champion flew across the battlefield on a bright pillar of pure white fire, planning a nasty surprise.

Two more Ghouls fell to the spears of the Seaguard and again they failed to cause any harm in return. Beaten and outnumbered the Ghouls finally fled. Dave rolled a massive 12" for their distance but they were still closely followed by the Seaguard who pursued 11".

In an attempt to break the back of the High Elf army the Vampire General issued a challenge. Reluctantly the High Elf general accepted, hoping to have one last stab at killing the Necrarch Vampire. Disappointingly the Elven Lord failed to cause any wounds and in return the mighty Vampire caused 1 wound to kill his enemy. Around them the White Lions cut down two of the Skeletons and in return suffered three casualties. Badly beaten and with their general slain, the White Lions fled but were easily caught by the Banshee who slew every last one of them.

The rest of the army now had to pass a Panic test as their general had been slain. Only the Mage failed his test and because of the *Coruscation of Finreir* fled 12" across the battlefield. This was unlucky for Chris as it meant he would be unable to combat the enemy's magic in the next phase.



The White Lions and Master Mage are cut down by the pursuing Banshee.

Turn 5



Necrarch: Turn 5

With the High Elf general dead, along with the Master Mage and White Lions, Dave had victory in his grasp. The Bat Swarms charged into the rear of the Spearman unit while the Dire Wolves charged the last remaining Archer unit. The Skeletons wheeled around ready to charge the Seaguard and the Zombies continued to amble towards the Spearman. Fearing the wrath of their general more than the enemy, the Ghouls rallied and turned to face the Seaguard.

The Dire Wolves easily killed four Archers. Causing no wounds in return the Archers fled, just outdistancing the pursuing Dire Wolves.

The Bat Swarm only managed to kill a single Spearman. The disciplined ranks of the Elves struck back causing 5 wounds and wiping out a Swarm.

With their last remaining wizard fleeing, the High Elves would be hard pressed to combat the awesome power of the Vampire Counts' magic. When a 12 was rolled Chris feared the worse. The phase started with a minor setback for Dave when the *Rod of Power* overloaded, losing the magical power stored within it. The Undead started by casting *Curse of Years* against the unengaged Spearman unit, and eight Spearman were killed by the deadly spell. This was too much for the unit and it promptly failed its Panic test and fled. The High Elves then failed to dispel *Vanbel's Danse Macabre* allowing the Zombies to move within charge distance of the Spearman fighting against the Bat Swarm. The Necromancer then re-cast the spell on the Skeleton unit which promptly charged into the Seaguard.

This had been a bad magic phase for the High Elves. The Vampire Counts were now in a very commanding position.

High Elves: Turn 5

The turn started with the Spearman and Mage rallying, but the Archers fled right off the table.

The Spearman easily killed the remaining Bat Swarm but would now have to receive the Zombies' charge in the next turn. The combat between the Skeletons and Seaguard ended with one kill each, but because of the Skeletons' rank bonus the Seaguard fled. The Skeletons were unable to pursue though, because of the *Banner of Defiance*.

With a roll of 2 there wasn't enough power to cast any spells in the magic phase.



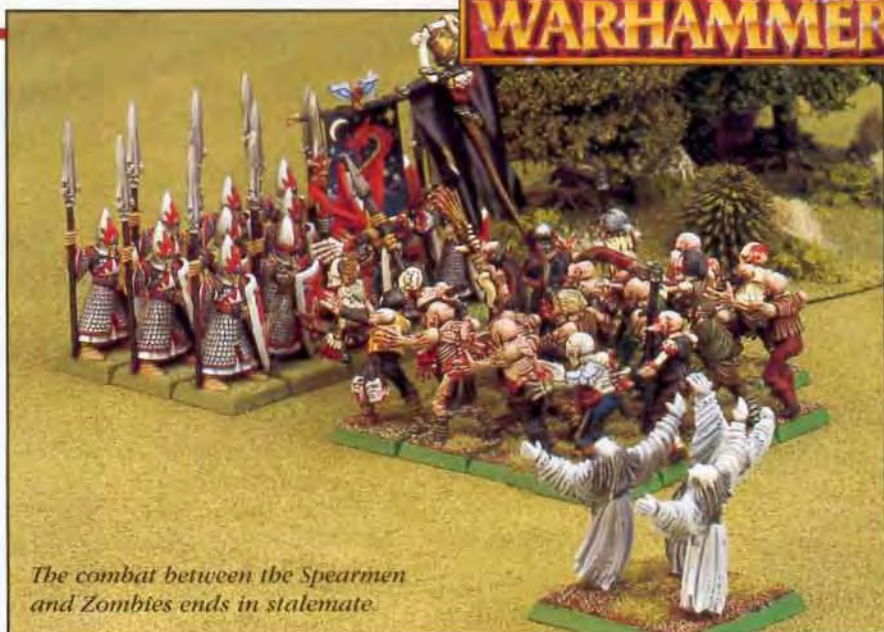
The Lothern Seaguard flees from the Skeleton warriors.

Necrarch: Turn 6

The turn started with the Zombies charging into the Spearmen. Everything else that could continued to move towards what was left of the High Elf army.

Using his *Skull Wand*, the second Vampire Count sucked the soul out of an unfortunate Spearman. In return the Spearmen killed five of the foul Zombies. Another Zombie died as the magic holding the unit together weakened.

The Winds of Magic granted the Vampire Count just enough power to cast *Curse of Years* against the unengaged Spearmen, killing five more. This time though they passed their Panic test and stood firm.



The combat between the Spearmen and Zombies ends in stalemate.

High Elves: Turn 6

It was going to take something pretty spectacular for Chris to pull off a win. He started by declaring a charge against the Zombies with his Spearmen but they failed their Fear test and refused to move. The Seaguard rallied but it was too late for them to affect the outcome of the battle. The Mage again moved behind the Skeleton regiment ready for the next magic phase.

The combat between the Zombies and Spearmen ended in a stalemate with both sides killing five.

With just enough power, Chris declared he was going to cast *Banishment*. If he could just cast it, he might

pull off an unexpected win. All eyes were on Dave as he declared he would dispel. Using one Power card Dave rolled a 5, easily dispelling it. With that the game ended, all there was left to do was to find out by how much the Vampire Counts had won.

Final Victory Points

Necrarchs: 10

High Elves: 3

Turn 6



Nooo!!!

Chris: As you can see from the flow of the battle, it was closer than the score suggests. The Undead made steady progress and the High Elf army waited for an opportunity to end the battle quickly. Magic is one of the few ways in which the Undead can be destroyed in a single turn. For two turns the Zombie unit with that blood sucking Vampire in its front rank skirted around the foot of a hill. I only needed two Power cards to cast *Assault of Stone*. My best opportunity came in turn two when I rolled an above average score of 8 but received only one Power card. Throughout the game I thought I was very unlucky in the magic phase as I kept on rolling low for the Winds of Magic. When I did get a respectable score I was dealt a bad hand!

My missile troops didn't play as big a part in the game as I had expected. Dave knew exactly how powerful they could be against his slow moving core units and so brought along a number of troops to deal with them effectively. The Vampire Bats quickly eliminated my Bolt Thrower crews and although they were destroyed themselves by the Seaguard, they had completed exactly what they were brought along to do. The Archer units spent the game trying to defend themselves from the rapidly approaching Dire Wolves. Although they managed to kill one unit, the other unit got in a charge and then it was just a matter of time before both Archer units were destroyed.



Rigor mortis finally sets in...



The big turning point of the battle came when I was forced to accept a challenge with my High Elf general from the Vampire Count general. With 4 hits and each wound from his *Banisher Sword* causing D3 wounds, my general only managed to cause a single wound. In return he was cut down. In strict game terms, my decision to meet the challenge with the general was folly. In fact there was a great cry of 'Nooo' from the watching crowd of White Dwarfers and Games Developers. While the general stood the White Lions stood, the *Banner of Arcane Protection* would fry the front rank of Skeletons and the wizard floating on the *Coruscation* would be able to rule the magic phase. But I just couldn't grow that much beard that quickly, and went for the heroic option. Alas, this was not very successful – the Necrarch shrugged off the hits, struck back and slaughtered the brave hero.

Overall, I think my starting units put up a good fight but the flanking force just couldn't get close to the Undead forces quickly enough to reinforce them.

Melkhior be Praised!

Dave: Let the warm-blooded mortals cower! The stench of death approaches and their doom is sealed.

After a closely fought battle the forces of darkness came out on top, but the game was in the balance up until the very last dice roll when I was fortunate enough to dispel *Banishment* in the High Elves' last magic phase.

Things had started well when it became clear that I had managed to predict a fair proportion of Chris's army selection (although the Spearmen blocks as reinforcements were a surprise) and this helped me carry out my battle plan. In the end I was able to concentrate my main combat units on the initial Elven force first, before turning my attention to the flanking force. Had I been caught between the two, the battle might well have unfolded entirely differently.

In such a closely fought game between two well matched adversaries, the outcome frequently rests with whoever makes the first mistake. And this battle is a good example of that. For the first couple of turns it was very tight, with both myself and Chris desperately struggling to gain the upper hand. His chances were hampered by some unlucky dice rolls in the shooting phases but it was still close going into the crucial combat encounters.

Charging my main Skeleton unit into the White Lions was like hitting a brick wall. Although I took both the High Elf general and Mage down to a single wound each and won the overall combat, the White Lions, buoyed by the presence of their army commander, stood firm to fight again.

At the end of my turn things were looking grim. The *Banner of Arcane Protection* held aloft by the White Lions was ready to strike down my Wraith and Necromancer at the beginning of the High Elves' magic phase. Poised behind my Skeleton unit was the second High Elf mage awaiting the power to unleash *Banishment* on my unfortunate troops. And to

complete the sorry picture, the Elven reinforcements were beating a steady advance towards my flanks.

However, it was in the subsequent Elven combat phase where events crucially turned. I offered up a challenge with my general and, after some deliberation, Chris accepted with his own army commander rather than with his mage. With both down to their last wound it was a difficult choice. Chris plumped for the brave, honorable and appropriate response. Surely no High Elf noble would let a mere mage usurp his rightful position! Armed as he was with the *Banisher Sword*, the Elf clearly hoped to cut down the Undead abomination and put an end to his unholy army in one stroke.

Despite all the good reasons, hindsight shows it was a flawed decision. The Elven general lacked the strength to wound the Vampire and was himself put to the sword. In despair, the White Lions fled, taking with them the Mage and their magical banner (before it had time to take effect).

Under the influence of the *Banner of Defiance*, the Skeletons could not pursue, but with a rare piece of foresight I had put my Banshee into the combat for this eventuality and her pursuit (on 3D6) easily cut down the fleeing Elves.

To compound Chris's misery, the second Mage (complete with the *Banishment* spell) failed his Panic test and legged it as well.

My own errors came later in the game when thankfully it was less vital. Forgetting to lap my Zombies round the Spearmen meant I never routed them in the last turn (since they still had their rank bonus and the resultant combat was a draw). More crucially, I forgot to try to dispel *Coruscation of Finreir* in my magic phases, despite having dispel cards in hand. This mistake nearly cost me the game when the High Elf Mage was able to utilize the 24" move to position himself in the center of my army, and was able to cast *Banishment* in the last turn. Needing a 4+ to dispel it, Melkhior smiled upon me and I was able to cling on to victory.





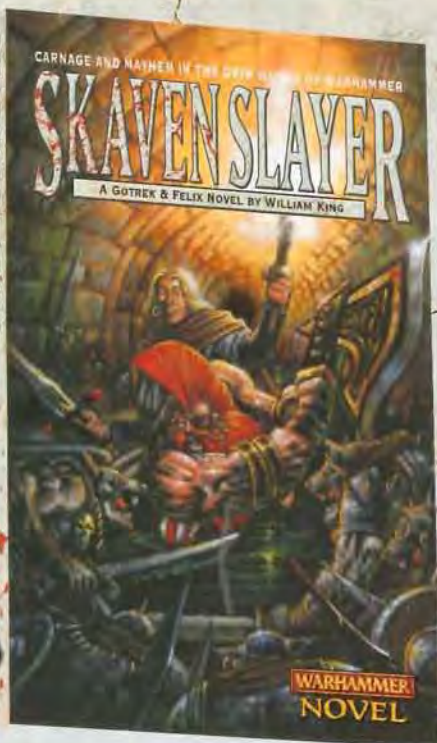
I thoroughly enjoyed playing with this new army and I have to say that Tuomas & Alessio have done a magnificent job in bringing the evocative feel of an Undead horde to life. I can see them in my mind now, the slow, relentless, unwavering advance of the Skeletons and Zombies; the sky overhead unnaturally dark as thousands of Bats and huge Vampire Bats block out the sun. Ranging ahead of the army come the ravenous Dire Wolves ready to pull down the weak and infirm, and central to the whole mass are the cold, calculating Lords of the Night themselves – the Vampires.

My favorite of all the new troop types has to be the Banshees. Their unholy scream can be effective

against low Leadership armies, but will rarely yield much success against better led troops. Indeed in the two battles we fought, the Banshee failed to inflict a single wound in the shooting phase. No, for me their value lies in the fact they are ethereal and they have a move of 8". They are perfect for blocking off my opponent's lines of charge against the much slower moving Skeletons and Zombies.

All in all, I think Vampire Counts comes close to being the best of all the Warhammer Army books for its ability to juggle both army context and playability. Hats off to both Tuomas and Alessio for creating such a masterpiece and I hope their future collaborations maintain such high standards.

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A dark, detailed illustration of an eagle with its wings spread, perched behind a banner. The eagle's head is turned to the right, showing its sharp beak and intense eyes. The banner is dark red and features the word "Mordheim" in a large, ornate, golden Gothic font. The background is a deep, textured black.

Mordheim

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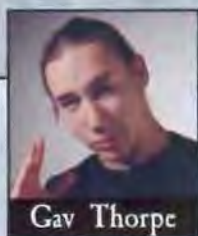
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BATTLEFLEET GOTHIC™

DEATH FROM THE SKIES!

*Combining Battlefleet Gothic games with
Epic 40K and WH40K games, by Gav Thorpe*



Gav Thorpe

Everybody loves campaigns. Just imagine playing a massive game that started with the arrival of your forces in a star system and ended with a ground assault on a rebel stronghold or an Ork lair! Well, Gav has been busy thinking up some neat ways to tie together a Battlefleet Gothic campaign with either a Warhammer 40,000 or an Epic 40,000 campaign.

With the long-awaited arrival of Battlefleet Gothic, a whole new dimension is available for players of Epic and 40K campaigns – space! For years we've enjoyed battling over cities and continents, and now we can wage war for the possession of star systems or whole sub-sectors. Fighting spaceship battles is good fun. Fighting ground battles is equally entertaining. Fighting a combined army and fleet action? It's gotta be a winner!

PLANETARY ASSAULTS

There are several ways for squashing together your Epic and 40K games with Gothic battles, from one-off games to massive sector-spanning campaigns. By far the most obvious and highly appealing option is to stage a full planetary assault, using Battlefleet Gothic to land troops on

the planet and then fight WH40K and/or Epic 40K battles to decide the land war. There are two ways of approaching the combined planetary assault campaign: sequentially and simultaneously.

Sequential Planetary Assaults

When playing sequentially, you fight the Gothic Planetary Assault scenario to its conclusion and then, depending on how well the attacker fares, you play a game (or games) of either WH40K or Epic 40K. As noted in the Planetary Assault scenario, every assault point scored by the attacker is worth 2,000 points in WH40K and 400 points in Epic 40K, but how exactly can you use that to work out your planetary landing?

Epic 40,000

For Epic battles things are relatively straightforward, simply play the Epic 40,000 Planetary Assault scenario, with the attacker having the appropriate points value. As an alternative, the attacker can trade one assault point's worth of units for D3 orbital barrages (roll a D3 on the turn you want to use the barrage, this is the number you can make that turn). These orbital barrages are worked out just like the Fate card of the same name. For example, a Chaos player manages to score a respectable 7 assault points in the space battle. This gives him a total of 2,800 points of units. However, he opts to use five of his points on troops to field a 2,000 point army and use the last two for two salvos of D3 orbital barrages.

So far so good, but how many points does the defender have? Looking at



the results table in the Gothic Planetary Assault scenario we see that 5-6 assault points is considered to be roughly average. This translates into 2,000-2,400 points in Epic so we can say that the defender gets 2,000 points (equal to a minimum marginal win for the defender). Alternatively, the defender's points value can be modified by the type of world being assaulted (see page 140 of Battlefleet Gothic for a table to generate a random world type). The defender starts with a base value of 2,000 points, modified as follows:

World Type	Defender's Points Total
Forge World	+ (D6+3)x100
Hive World	+ (D6+2)x100
Civilized World	+ (D6+1)x100
Uninhabited	- (D6+3)x100
Agri-world	+ D3x100
Mining World	+ D6x100
Penal Colony	- D6x100

Warhammer 40,000

Things are a little more complicated for 40K games, because each assault point is worth a whole army. Play the game of Gothic as normal; each assault point scored by the attacker represents an army dropped to the surface. Each army fights one 40K battle when it lands and the attacker must win a certain number of battles to ensure a successful overall landing. The more armies the attacker has, the more bites at the cherry he gets – winning 5 out of 10 battles is easier than winning 5 out of 5! The Planetfall scenario in Codex Space

CAMPAIGN RESULTS CHART

Wins	Result
0-1	Annihilated! Your forces barely make an impact on the planet's defenders and are swiftly wiped out.
2	Decimated! Your armies do little to trouble the defenders, who soon mass to destroy your meagre force. Play the Breakout scenario as the attacker to see what happens, if you win then your score goes up to 3, if you lose your score goes down to 1.
3	Defeated. You fought valiantly but the small amount of ground you managed to capture will do little to damage the enemy's grip on this world. You must gain more territory. Play a Take and Hold as the attacker, if you can win then your score goes up to 4 wins in total, if you lose then your score goes down to 2.
4-6	Extended Ground Campaign. You manage to get a fair amount of troops and war engines to the surface intact, but the world's fate will only be resolved through a protracted campaign. A simple campaign system is to play games as normal, but keep track of each player's win/loss ratio. Once a player achieves a 75% win rate or better, they gain control of the world – you should play a minimum of 4 or 5 games though, otherwise the person who wins the first battle gets a 100% record and wins immediately!
7	Landed in Strength. The enemy suffered some heavy losses during your attack and you must press home the advantage you have. Play a Blitz mission as the attacker. If you win your victories go up to 8, if you lose they go down to 6.
8	Overpowering Numbers! You land massive forces all around the enemy positions, taking vital strategic points and disrupting the enemy's lines of communication and supply. Now is the time to finish them off! Play the Meat Grinder mission as the attacker. If you win your victory total goes up to 9, if you lose it drops to 7.
9+	Total Victory! The enemy were completely smashed during your initial assault, many were killed and thousands surrendered, surrounded by your assault forces. The planetary government quickly bows to your demands and your control is assured.

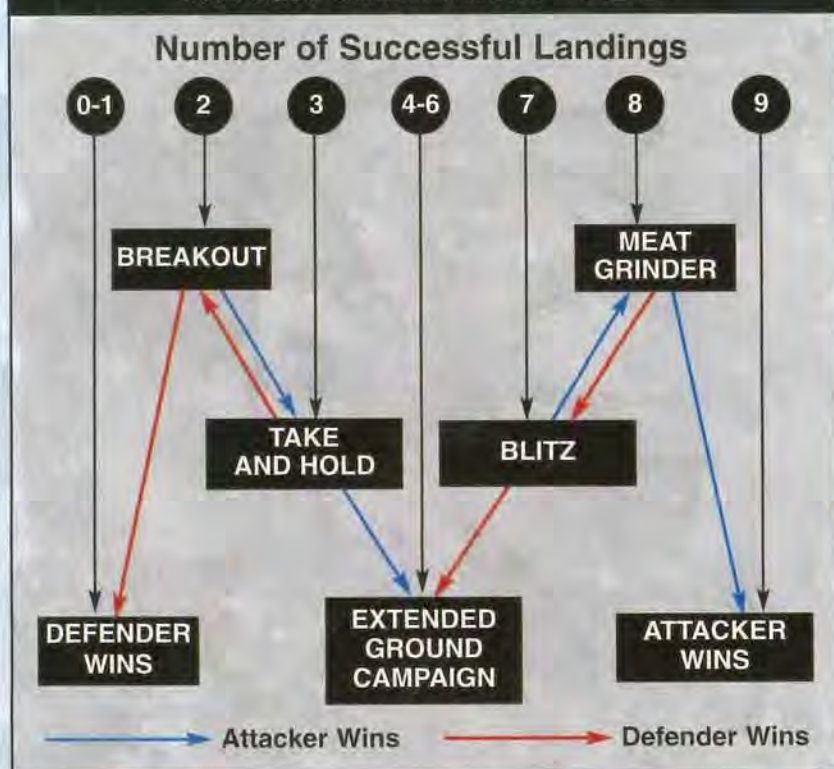
Marines is a good basis for a dropzone battle (units which cannot

deploy from drop pods enter from a random table edge when they arrive from reserve – see the battle report in WD231 for an example). Alternatively you could fight Recon, Blitz, Night Fight, Take and Hold, Patrol or Bunker Assault missions. Keep track of the total number of battles won by the attacker and then refer to the Campaign Results chart above to see how the landing went.

As you will see, it is possible to slide back and forth, with the attackers trying to launch an offensive while the defenders muster a counter-attack. You can move several places up and down the chart, so that a worthy campaign may well be salvaged from a poor landing, and vice versa. This is shown more clearly on the campaign tree on the next page.



WH40K CAMPAIGN TREE



Orbital Bombardments in 40K

Just as with Epic, you can trade assault points for orbital bombardments instead of armies. You must decide exactly how many assault points represent armies and how many are bombardments before fighting any battles (for example, if you score 6 assault points, you could say that they represent 4 armies and two orbital barrages). There are two types of orbital bombardment in Warhammer 40,000 – pinpoint and saturation, and both are resolved in one of your own shooting phases, no more than one bombardment per battle. A pinpoint barrage is represented by an earthshaker cannon shot. Place the ordnance template anywhere on the table and scatter it D6" to determine the bombardment's final position. A saturation bombardment uses the rules for preliminary bombardments given in the scenario special rules. However, a saturation bombardment is worked out in one of your shooting phases rather than before the game, and effects all eligible units on the tabletop, including your own (i.e. roll a dice for every unit on the table, on a 6 they are affected). This is basically the system that we used at the recent Taneloth campaign event, where

a huge WH40K campaign was being waged in the exhibition hall here at Games Workshop HQ while all Games Workshop stores took part in a closely fought Battlefleet Gothic campaign.

Simultaneous Planetary Assaults

When played simultaneously, the ground fighting and space battle take place at the same time – you play a turn of Gothic and then play a turn of Epic, with forces being landed, orbital bombardments and so forth depending upon the situation amongst the stars. Whereas in a sequential assault you fight several games in succession, in the simultaneous assault you play more than one game at once. The simultaneous assault works better for games of Epic 40,000, but it's quite easy to devise a system for fighting simultaneous games of 40K.

Put simply, for every turn of Battlefleet Gothic you play, you play one turn of Epic 40,000 too. Before the game starts, each player must pick their Epic 40,000 army and their Gothic fleet. The size of the Epic army depends on how big the attacking fleet is – for every transport in the fleet, 800 points of forces may be

transported. For example, if you were playing a 1,500 point Gothic battle, that would be 6 transports which would hold 4,800 points of Epic units. The defender gets either 2,000 points or a random amount determined by the planet type, using the method described earlier. The attacker's detachments must be assigned to specific transports ('12th Necromundan Hellhammers in the green transport', for example). If you are using heavy transports (details given elsewhere in this article) then each one may carry 1,600 points of detachments instead. Only heavy transports may carry war engine detachments.

The defender sets up his ground forces and defending fleet, then the battle begins. Play the Battlefleet Gothic game until the attacker scores his first 'assault' points. From then on, play a turn of Epic 40,000 after finishing every turn of Battlefleet Gothic. Rather than scoring abstract 'assault' points, the attacker may land detachments and perform planetary bombardments. If a transport gets into a position where it can score assault points, the detachments it is carrying will arrive on the Epic battlefield that turn, moving on from the attacker's primary landing zone. When a transport has deployed its detachments, it makes planetary bombardments but may only make one bombardment per turn (ignore the fact that it usually scores two 'assault' points per turn). If a capital ship (or empty transport) scores an assault point then the attacking player can make an orbital barrage that turn, using the rules given on the Fate card of the same name.

So the first Epic turn will either consist of orbital bombardments against hidden defending troops, or the first detachments landed coming on to the table (again, possibly with orbital bombardments to support them).

Other than this, both battles are fought using the normal rules, and the overall victor is the side which wins the Epic 40,000 game.

Example: An Ork force is launching a planetary assault. The players start their game of Battlefleet Gothic and in the sixth turn there are two Kill kroozers and a transport within low orbit in a position to attack the



Chaos ships frantically race to prevent Imperial landings on a rebel planet.

ground. The players then play their first turn of Epic 40,000, with two extra orbital barrages for the Orks that turn (from the Kill kroozers) and the detachment carried by the transport moving on from the Orks' table edge in the movement phase. In the next turn one of the kroozers moves out of attack range but is replaced by another transport. In the second Epic turn the Orks' still have two extra orbital barrages (one from the remaining Kill kroozers, one from the first transport) and the newly arrived transport can deploy its detachments to the surface. Both games continue like this until the Epic 40,000 game is won.

You can use this system for sequential games as well, with armies or detachments being deployed by transports and orbital barrages being scored by capital ships – rather than being given a free choice on what each assault point represents.

Fliers

The defender will have a network of airfields across the planet and so his fliers will go through the normal 'repair, re-arm, ready' cycle. The attacker on the other hand has yet to establish any air bases so a different approach is needed when dealing with fliers in the attacker's army. My suggestion is to use the Gothic ordnance counters as equivalents to Epic aircraft. Any fighter or bomber

markers that move onto the planet's edge of the low orbit table become a squadron of five interceptors or three bombers respectively (Ork Fighta-Bommerz count as interceptors for purposes of this rule). Once these aircraft have completed their mission they are removed.

This is the most logical way to work fliers for the attacking force, after all if a naval action is supporting a ground assault, it seems only reasonable to assume that the navy would also be providing air support. However as an

alternative you can simply choose fliers as a detachment of your Epic 40K army in the normal way and these will be assumed to include pre-fabricated temporary air base facilities and so will use the standard Epic 40K rules for fliers. Note that you cannot use both options for the attacker's fliers, it's one or the other!

Space Marines

Space Marine battle barges and strike cruisers excel at planetary assaults, so to cover this apply the following rules. A Space Marine fleet does not include any transports, instead each battle barge carries three detachments and each strike cruiser carries one detachment. These detachments are not limited in points value.

Space Marine detachments deployed to the surface can either use drop pods or Thunderhawks. Detachments which could normally be carried in drop pods will be deployed using drop pods (see the Epic Battles Book and Army of the Imperium detachment list). Any other detachments are taken to the surface by Thunderhawk detachments on Transport missions. These Thunderhawks do not have to be paid for and the spaceship carries enough Thunderhawks to deploy all of its forces in one turn. For deploying Rhinos, Land Raiders and so forth from Thunderhawks, have a look at the additional flyer rules in



BATTLEFLEET
GOTHIC

Epic Firepower (first published in White Dwarf 214). Of course, you will need appropriate models, which could be quite a few Thunderhawks. If you have insufficient Thunderhawk models to transport a detachment then the detachment will move on from your primary landing zone as normal (it is assumed that they have landed slightly away from the main dropzone). Any Thunderhawk markers that move onto the planet's surface from low orbit count as 3-strong Thunderhawk detachments which can then perform an intercept or ground attack mission that turn. Once their mission is complete they will be removed.

LONGER CAMPAIGNS

If you really want to go to town, there's no need to limit yourself to just fighting the planetary assault. For example, you could fight an extended campaign from when the fleet actually enters the system. Perhaps the system is blockaded, so you must fight a Blockade Run to request reinforcements. If successful the reinforcements arrive and must fight an Escalating Engagement to raise the blockade. Once the blockade is raised, you could do a small-scale Surprise Attack to try to clear out the planetary defenses and any nearby ships. The transports must be escorted to the planet, using the Convoy scenario. Any transports that

survive the Convoy can then be used in the Planetary Assault itself, while the number of defending ships will be affected by the earlier attacks. If the Planetary Assault fails it may be decided that Exterminatus is the only option left. In this way you can play several Gothic battles followed by a series of Epic and/or 40K battles to decide the fate of the system.

Well, that's it from me, ta ta for now...



IMPERIAL HEAVY TRANSPORT pts: special

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	15cm	45°	2	5+	2
ARM/AMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		15cm	3	Left	
Starboard weapons battery		15cm	3	Right	
Dorsal weapons battery		15cm	2	Left/front/right	

Not all merchant ships fall into the standard 'small transport' category. Some of the larger trading galleons and ore carracks approach the size of warships, though most commonly these accompany Rogue Trader fleets exploring beyond known space or ply the major trading routes of Segmentum Solar. Most famed of all heavy transport vessels is the *Santissima Terra*, which accompanied the fleet of Rogue Trader Lukurius Vanlessa into the eastern fringes late in the 39th Millennium. Long delays by warp storms and alien action (as well as the inevitable time distortions caused by warp travel), meant that the *Santissima Terra* and its attendant escorts did not return to Imperial space for over four centuries.

The ship which returned was virtually unrecognizable as that which had left. Whilst separated from the rest of the fleet, her captain, Inigo Portfell, had discovered a volcanic death world of incomparable riches, so blessed with precious metals and gems that even after refinement by shipboard factories they filled the holds to overflowing. In an effort to carry away as much wealth as possible before the warp storms closed in once more, Captain Portfell resorted to cladding the outer hull of his ship with solid gold. Every arch and buttress of the *Santissima Terra* glittered with the luster of pure gold and it is said that none who gazed upon her could avoid feeling the stir of avarice in their heart. The wily captain had the good sense to proceed directly to Terra with his

prize and after an eventful journey, pursued by every pirate and corsair within a thousand light years, he presented the ship to his guild house. Through great endeavors the ship was landed and now forms part of the Paternal palaces on Terra.

Note to Players: During early playtesting for Battlefleet Gothic, the transports used in Convoys and Planetary Assaults were much bigger ships, for which we used old Spacefleet models with the stats above. If you want to use heavy transports just swap two ordinary transports for each heavy transport. You can convert heavy transports from old Spacefleet models or for the more ambitious, you can scratch-build them using the standard Imperial transports as a guide.

Note also that although the ship is described as an Imperial heavy transport, other fleets make use of similar vessels, so they may also be used in Chaos, Ork and Eldar fleets.

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▲ Using a moon for cover, the blood red Chaos fleet prepares to unleash a devastating broadside at the unwary Imperial fleet.

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- 4 Chaos cruisers (multi-part kits)
- 12 assorted dice
- Fleet Registry roster pad
- 2 plastic range rulers
- Over 100 game counters
- Two reference sheets
- Getting Started guide with exclusive comic strip



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.

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Provo, Utah
801-373-3482**





The gang over at O'Leary's run Warhammer and Warhammer 40,000 tournaments all weekend, and that's in addition to all the open gaming you can handle. Want to play but don't know how? That's alright, because they also run demo games on demand. If you're itching to get in a game during the week then be sure to stop by for Thursday night late gaming, where all the action goes past midnight! They also have painting and terrain workshops on the last Friday of every month! Give them a call at: 1-800-542-1791.

O'LEARY'S BOOKS

If you live in Lakewood, WA then you need to grab your army and get on down to O'Leary's Books! This store sports over 700 sq. feet just for table-top wargaming! That means there's a table with your name on it!



O'Leary's Books
Lakewood, WA
800-542-1791

GAMER'S QUEST

Located in Fayetteville, North Carolina, Gamer's Quest is a veritable den of gaming excitement! Grab your army walk in and you'll be guaranteed a game!



Gamer's Quest
Fayetteville, NC
910-867-3080

Gamer's Quest is open seven days a week, from 10:00am to 10:00pm (and later on weekends!) which means the only time you won't be gaming you'd probably be asleep anyway! All week you can come in and get a pick up game of your favorite Games Workshop game - from Warhammer 40,000 and Warhammer to Battlefleet Gothic and more! On the weekends get in on their wild tournaments. Saturdays you can battle in the 41st Millennium with your Warhammer 40,000 force, and on Sundays you can break out your fantasy army for a rousing Warhammer tournament.

In addition to all this daily excitement, Gamer's Quest also runs month long leagues for both Warhammer and Warhammer 40,000. More gaming than you can shake a stick at! Plus if you are looking for some tactical advice make sure you talk to Clint O'Neal, he won Best General at the '99 Chicago Grand Tournament! Give them a call for directions at: 910-867-3080!



Clint (the Warboss at Gamer's Quest) took Best General at the '99 Chicago Grand Tournament!



HOW TO GET IN TOUCH WITH US

Do you frequent a store that you think should be featured in White Dwarf magazine? If so, drop us a line and let us know.

Write to us at:
Games Workshop
Attention: Rogue Trader
6721 Baymeadow Drive
Glen Burnie, MD 21060

In Canada write to:

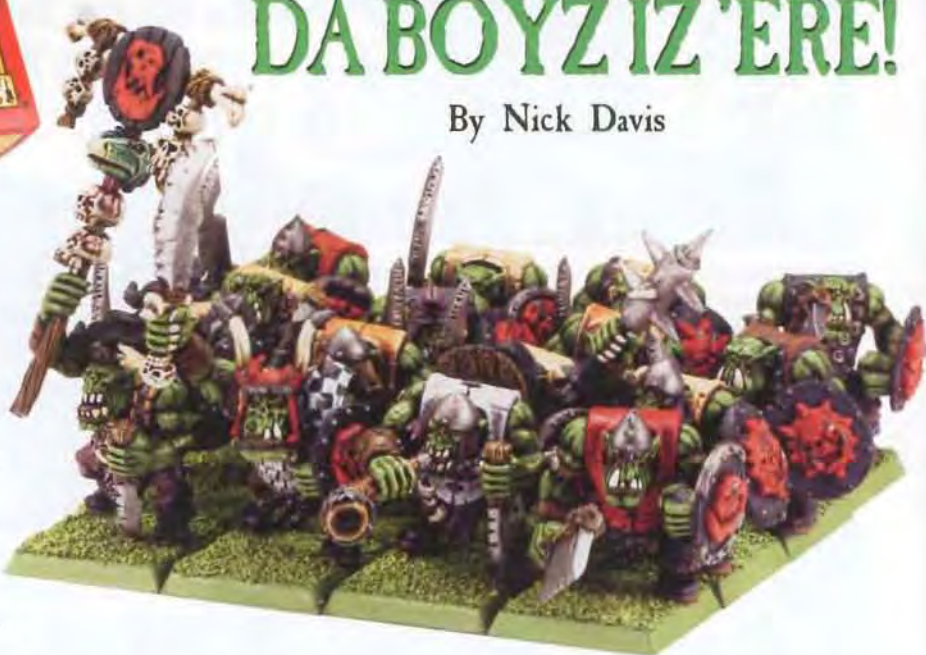
Games Workshop
Attention: Rogue Trader
1645 Bonhill Road Unit 11
Mississauga, Ontario
L5T 1R3



DA BOYZ IZ 'ERE!

By Nick Davis

They're green, mean and out now! The Orc Warriors boxed set means that now you should have no trouble getting enough ladz fer yer battles. Nick Davis takes a peek at the latest Warhammer Regiment...



There are many Orc tribes scattered around the Old (and New) World from the Massif Orcal in Bretonnia to the dark forests of the Empire, from deep in the northern wastes of Kislev to the bitterly cold forests of Naggaroth. Wherever you go in the Warhammer world, sooner or later you will encounter Orcs.

As every Orc Warlord knows, the mainstay of his army is his Orc Boyz. These Orc warriors are tough and reliable and are quite capable of holding the battleline against most enemies. Up to now, raising a regiment of Orc Boyz took time, and any Orc Warlord starts to feel uneasy when the Gobbos in his warband outnumber the Orcs – it just don't feel proppa!

WOT'S IN DA BOX?

The new plastic Orc Warriors regiment boxed set is every Orc Warlord's dream – everything you need to form a mob is in one box. A full regiment of 16 of da ladz (designed by Brian Nelson,

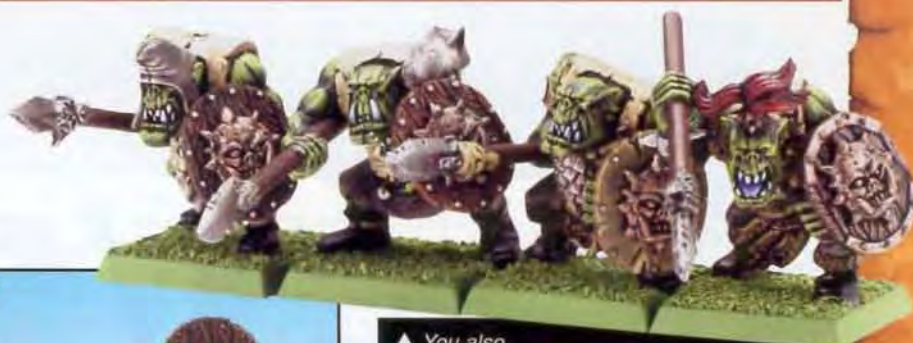
Aly Morrison and Mark Bedford), and metal bits to make a full command group as well! The new plastic Orc warriors (like the rest of the Warhammer regiments) are multi-part kits, so you can assemble them in an infinite number of ways – no two Orcs have to look the same! This can give your regiment a unique character and a truly savage appearance.

The regiment comes with two weapon options. You can exchange the hand weapons for spears (hmm... I like the thought of an extra rank fighting in a combat), leaving lots of extra weapons to put into your bits box. The sprue also has lots of little extras on it, from an Orc skull to extra armor plates, so you can customize your Boyz in loads of ways.

To give you some ideas for conversions we've scoured Games Workshop HQ to see what possibilities the new Orc plastic sprue provides...



The new Warhammer regiment – Orc Warriors



▲ As well as 16 fantastic, multi-part, plastic Orc miniatures, you get metal extras to make a standard bearer, hornblower and a boss.

▲ You also get spears in the box, so you can choose what to arm your ladz with.



▲ This Orc conversion belongs to White Dwarf new boy Matt Nicholls. It is going to be the Warlord for his growing warband. He has used all the armor plating and spikes on the sprue to bulk out the model.



◀ This is one of Sean Cutler's Orc bosses from his warband. He has added a cloak and axe from the plastic Chaos Warrior sprue.



◀ These Orcs were converted by the staff at Warhammer World. Only the Orc on the far left uses a part from another plastic kit (in this case the Zombie sprue).



◀ The new Warhammer Orc warriors have been designed to fit with our Warhammer 40,000 plastic Orks and so the two are ideal to mix together for even more variety, as you can see from these examples by the 'Eavy Metal team.

▶ This Snakebite was converted by the chaps at Warhammer World and uses body parts from both the Warhammer Orc warriors and WH40K Ork Boyz sprues.



Spears of Khaine

This month sees the release of possibly the rarest and most powerful of the Eldar Aspect Warriors, the Shining Spears.

In Eldar mythology the war god Khalea Mensha Khaine carried a great spear that could kill any foe with a single blow. Aspect Warriors of the Shining Spear shrines take this weapon as their inspiration.

Uniquely amongst the Aspect Warriors they ride jetbikes, allowing them to strike with the speed of a coiled snake. The laser lance that they carry is designed to fire a powerful laser bolt into enemy ranks, reducing the odds against the Shining Spears before they close to impale their foes.

They are particularly suited to leading massed assaults or pouncing on isolated units. The small size of Shining Spear squads means it is unwise to commit them by themselves, but if they are well-supported they will be more than a match for nearly any foe.

The Shining Spear models are multi-part kits, allowing you plenty of variety in your squads.

Check out next issue – the Shining Spears are bolstered by the release of the Shining Spears Exarch!



Shining Spear Aspect Warriors lead the Wild Riders of Saim-Hann in the attack.





By Gav Thorpe

WARHAMMER
40,000

Jetbike Duel

Here's a bit of a treat for all you jetbike fans out there. Gav has come up with special rules for an exciting chase through thick terrain on jetbikes. Can the Dark Eldar outrun their craftworld kin? Play it and find out!

Hands up anyone who's looked at a jetbike and wished they could fight a battle like the speeder bike scene from *Return of the Jedi*? Nearly everybody, I expect. Well, feeling particularly inspired, I knocked together this scenario/mini-game and the White Dwarf crew have let me share it with you.

This scenario pits Craftworld Eldar Guardian jetbikes against Dark Eldar Reavers in a hair-raising, high speed chase through dense forest. The ability to make split second decisions and a good eye for distances is essential!

A small force of Dark Eldar has stolen several spirit stones from the Craftworld Eldar, and is racing back to the webway portal to escape. Overhead Eldar aircraft stalk the sky, so the Reavers are forced to stay below the forest canopy to elude destruction. The Eldar must destroy their dark kin before they can get away with this irreplaceable treasure.

What You Will Need

Jetbike Duel is played down the length of the table, and the more terrain you have, the more exciting it will be.

The Craftworld Eldar force consists of:

- 1 Vyper jetbike armed with shuriken cannon
- 6 Guardian jetbikes, 2 with shuriken cannons

Alternatively your force may consist of:

- 5 Shining Spears, 1 with shuriken cannon
- 1 Shining Spear Exarch with a bright lance

The Dark Eldar force contains:

- 9 Reaver jetbikes, 2 of them armed with blasters

All jetbikes operate as separate models – there is no unit coherency in this scenario.

Set-Up

One of the short table edges is designated as the leading table edge. This is the direction that the chase will take. The Reaver jetbikes set up first, anywhere on the table that is more than 48" from the leading table edge and pointing towards the leading table edge. The Eldar jetbikes can then be set up anywhere that is at least 12" from all the Reaver jetbikes and pointing in any direction. The diagram below shows how this works.

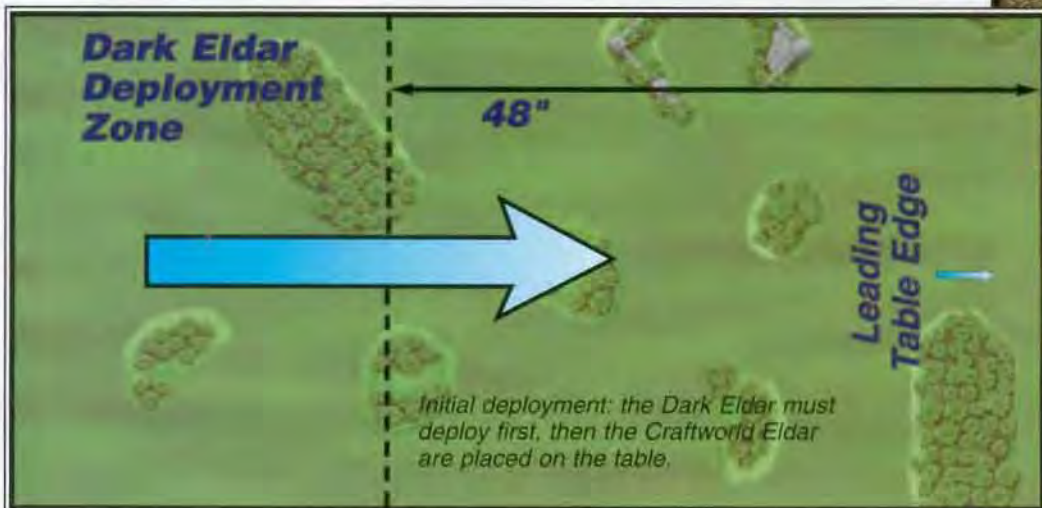
Sequence of Play

- Chase phase
- Movement phase
- Shooting phase

1. The Chase Phase

This game is played down the length of the table and you must decide which direction the chase is moving in. As this scenario is a chase, movement works slightly differently, to give the illusion of speed. At the start of each turn, there's a special chase phase. During this phase, the players work out the effects of racing along at high speed.

During the chase phase, each player must decide which of their jetbikes are using their engines to keep up the chase and which are going to drop back. The table is assumed to be moving backwards at 12" per turn. If a vehicle uses its engines to keep up, then it stays in place. If a jetbike brakes then the player must declare how quickly it is braking. A jetbike can drop back 1D6, 2D6 or 3D6





inches. A jetbike at more than 45° from the direction of the chase cannot keep up and drops back 12", along with all the terrain (note that the jetbike cannot brake as well, it automatically fall back 12", no more no less).

Players declare what each of their jetbikes is doing in turn, starting with the jetbike at the front of the chase and working backwards. Once this is done, the chase phase is resolved, working in reverse order from the back towards the leading edge of the table.

Every piece of terrain is moved directly backwards (i.e. away from the leading edge of the table) 12". If a piece of terrain is moved off the end of the table it is 'recycled' and immediately placed back at the front of the chase. Each player rolls a D6 for each piece of terrain recycled, the highest scorer gets to place that terrain piece anywhere within 3D6" of the

leading edge but not within 2" of another piece of terrain.

2. The Movement Phase

In the movement phase, jetbikes may move and turn. This works slightly differently to the normal 40K rules. Jetbikes at the front of the chase must move first.

- A Reaver jetbike can move a further 6". For every full 2" moved forward it can make one 45° turn. The jetbike must move at least 2" forward before every turn (ie you can't move 4" and then combine the turns into a single 90° turn). Alternatively, a Reaver can use its boosters, in which case it can move 12" but may only make a turn after every 4" of forward movement. Using boosters also makes a Reaver's save invulnerable, as in a normal Warhammer 40,000 game.

- A Craftworld Eldar jetbike can move a further 6", making one turn up to 90° for every 2" moved forward.

- The Vyper can move a further 12", turning 45° for each 4" of movement. If it moves in the movement phase it can only fire one weapon.

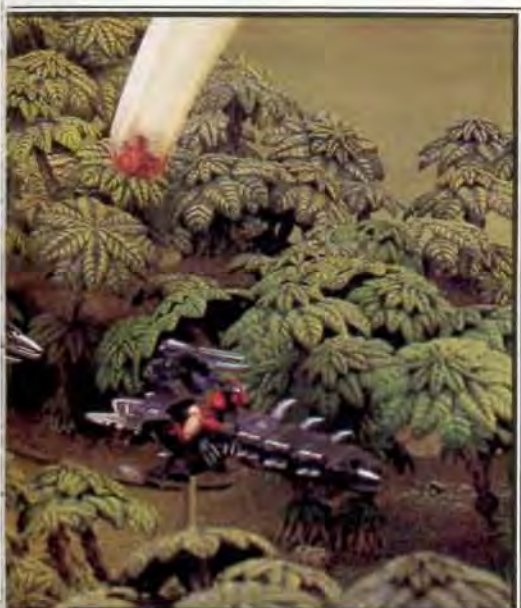
Note that you do not have to move a jetbike if you do not wish to do so.

If a Reaver manages to get within 12" of the 'leading' table edge it is deemed to have escaped and is removed from play.

Collisions, attacks and moving off the table

If, for any reason, a jetbike moves into any piece of terrain, it is destroyed and removed from play. If a jetbike moves off any table edge it is assumed to have broken off the chase and counts as being destroyed. The only exception to this is





Reavers that move within 12" of the 'leading' table edge, which are removed because they have escaped.

If a jetbike moves within 2" of an enemy jetbike during its move, it can sideswipe. Both players roll a dice and add their Strength (The Vyper counts as S5). The Shining Spears have S5 if they make a sideswipe attack (due to their laser lances), but only S3 if they themselves are attacked. The loser takes a hit with a Strength equal to the difference between the two scores. Note

that this is the only close combat allowed. A jetbike can only make one sideswipe attack during its movement against each enemy it passes within 2" of, but it can attack as many different enemies in a turn as it wishes to.

3. The Shooting Phase

Shooting is resolved using the normal 40K rules, with the exception that bike-mounted weapons can only fire within a 45° 'fire arc' to the front of the jetbike. Vyper pilots have a 180° fire arc, while the heavy weapon on the Vyper's rear mount can fire in a 360° arc. The jetbike closest to the leading table edge fires first and then play proceeds backwards through the jetbikes, resolving the fire of each one in turn. Note that making sideswipe attacks in the movement phase does not prevent you from shooting in the shooting phase.

Fast Resolution

Decisions and actions must be as near to instant as possible – no thinking allowed! A player is allowed five seconds to begin resolving a jetbike's actions in any given phase, if they hesitate longer than this the jetbike does nothing that phase!

Victory Conditions

If more Reavers escape than are killed it is a Dark Eldar victory, if more are killed than escape, it is a Craftworld Eldar victory.

Alternatives

Obviously you may want to alter this game to suit your terrain and model collection. For example you might want to have Space Marine Land Speeders (treat them as Vypers for sideswipes, movement and fire arcs) chasing the Dark Eldar over a ruined cityscape. I reckon three Space Marine Land Speeders and a Land Speeder Tornado would be fair.

Have Fun!

Handwritten signature: CHAV

Jetbike Duel Turn Sequence

- **Chase Phase:**
Players decide whether to keep up with the chase or brake, and scenery is moved backwards 12".
- **Movement Phase:**
Jetbikes manoeuvre for position and make sideswipe attacks.
- **Shooting Phase:**
Firing at enemy jetbikes using the normal WH40K shooting rules.

Movement

- **Reaver Jetbike:**
May move up to 6" and make a 45° turn for each 2" moved, or may move up to 12" and make a 45° turn for each 4" moved.
- **Eldar Jetbike:**
May move up to 6" forwards and make one 90° turn for each 2" moved.
- **Vyper Jetbike:**
May move up to 12" forwards and make one 45° turn for each 4" moved.

Photocopy this page, then cut out the box on the left, fold it along the dotted line and stick the two halves together around a thin piece of card to make a handy quick-reference card for your games.

WARHAMMER
40,000



GAMESDAY & GOLDEN DEMON™ 99

THE AFTERMATH



Some prime examples of the frantic gamers that populated the Baltimore Convention Center during Games Day 1999!



We can't be certain whether he's upset over a dice roll or just getting into character for his event. We are sure that he had a great time.

AN EXPLOSIVE TIME AT GAMES DAY '99!

Friday, July 9th and Saturday, July 10th, 1999 will be a weekend long remembered for the biggest, most raucous, wildest North American Games Day ever to take complete hold of the Baltimore Convention Center. Games Workshop enthusiasts were in complete control of downtown Baltimore Maryland. Everything from the mild-mannered gamer to a few fully robed Dark Angels filled the streets and packed the hall, creating a veritable whirlwind of GW action. If you were there, here's your chance to relive the excitement. If you couldn't make it, well, we hope that after seeing all of this you'll start drooling with anticipation and begin making your plans right away to join us next year. So here we go, into the depths of Games Day 1999!



Some curious attendees take a look at the Canadian Warhammer 40,000 display table, "The Slave Raid at Melta River." See more later in these pages.

MINI-GAMES

There was no shortage of things to do to occupy yourself while waiting for your games to begin. When you weren't looking at the Golden Demon entries (and you had to set aside a pretty large chunk of time for that, it was packed) you could try your hand at any number of the mini-games and events taking place throughout the hall. From Speed Painting to the Troll Island game in the Retail area, you could always find something to do.



Robbi Golden took on all comers at a rapid-fire pace in the Blood Bowl Two Minute Drill Challenge. Here we got a look at him laying the verbal heat-down on one of his many opponents over the weekend. While he does put on a good show, and talk a good game, we know that Robbi got scored on more than a few times before Games Day was through.

SPEED PAINTING



There's no time for talk when you're in the heat of a Speed Painting session. Well, it isn't hardly that serious, but time is VERY limited and the people in charge do their very best to distract you as often as possible. Trust us, it's a lot of fun, honest.



When the winner of the round was announced to be the model with hair with the closest resemblance to this guy, crowd reaction was mostly pleasant.



No, it's not some strange good luck ritual, or some sort of mutation, but simply one of the many daunting tasks the participants in Speed Painting were forced to perform during their sessions. Other distractions included musical chairs, miniature switching, group chanting, and numerous others too hideous to mention in these pages.

Troll Island



Those brave enough to face the terrors of Troll Island also had to deal with the terror of Pat Brown the Pirate who oversaw all of the island explorations for the weekend.

The perennial fan favorite and unstoppable juggernaut of fun that is Speed Painting was back in full force at this year's Games Day. Seasoned veterans and first timers alike were involved in the thick of fast and furious painting. And of course, no Speed Painting can be complete without the requisite amount of harassment from the friendly employees.

UK STUDIO GUESTS

Our welcome guests from the Games Workshop UK Studio (Robin Dews, Brian Nelson, Rick Priestley, and Tuomas Pirinen, plus a few last minute surprise appearances) were nearly swallowed by the crowds that greeted them for two full days. They barely had a moment to catch their breath, but had a fantastic time meeting all of the Games Workshop enthusiasts that stopped by to pick their brains.



Robin Dews was so swamped with visitors that this was the closest we could get to take a picture of him in action.



Rick Priestley spent a good portion of the weekend explaining the finer points of Warhammer, the new game of Epic Warhammer Fantasy battles that he was showing off.



Straight from the Black Library, Andy Jones (left) showed up to dispense some sensitive information while Tuomas Pirinen was more than pleased to show off Mordheim through demonstrations and a few question and answer sessions.

SLAVE RAID AT THE MELFA RIVER

The Canadian Games Workshop crew worked long and hard on this fantastic display table depicting a bloody conflict between the Dark Eldar and the Imperium. Everyone who stopped by to look at the fruits of their labor was thoroughly impressed. These pictures (unfortunately) do not do justice to the true magnificence of this piece. You almost have to see it to believe it. Take a look!



Just a few of the many admirers who stopped by to get a closer look at this fantastic display table. These pictures pretty much speak for themselves.



BANNER CONTEST

For the first time in North American Games Day history, an old fashioned open banner competition was held late Saturday afternoon. Initially intended for sponsored banners done by the patrons of our retail stores, the number of banners in the hall was so overwhelming that everyone was allowed to come up on stage and have the crowd vote for their favorites.



In the end, after all the cheering was paused, Kurt Hammond, representing the Potomac Mills store, stood alone as the crowd's chosen winner of the first North American Banner Contest. Here he is with his prize, the new Drk Battle Force Boxed Set.

A contingent of Dark Angels (that seemed to be everywhere over the weekend) take center stage with their banner.



The rogue's gallery of all the banners that were up for the competition. Crowd reaction for each banner determined whether it stayed in the contest or had to leave the stage.

OUTRIDERS AND DA SUPA GRIPPO 500

Jason Buyaki (on the Bunker) and all of the Outriders that helped make Games Day a success!



It's not exactly fashionable these days, but this table was designed to bring out the "Road Rage" inside everybody!

Every year, Games Workshop owes an incredible debt of gratitude to those who volunteer their time to make Games Day a smashing success. Most notably among them are the Outriders. Everywhere you looked in the hall you'd come across any number of these maniacal gamers who put their heart and soul into their duties for the weekend, all for the love of the games. This year they even ran their own special table, "The Supa Grippo Outrider 500" 40K vehicle battle game.



Just one of the groups of crazed gamers who took a spin on the "Supa Grippo Outrider 500" circuit.



These Outriders (l-r: Stuart Spengler, Troy Moody, Ernie Glens, Tim Wright, Dave Handy, Scott Lloyd, Bill Starmer, David Zerr, Terry McGregor, Mike Lynch, Shannon Tracy, and Nerle "Da Pearl" Delinger), shown here with their pride and joy, are the twisted souls responsible for this masterpiece of a table.

WARHAMMER 40,000

THE ULTIMATE BRING AND BATTLE

As the years go by and Games Day get bigger and bigger, we strive to have one event that stands out as being special and separate from all the rest of the games. This year the big idea was to hold what would end up being the biggest bring and battle in Warhammer 40,000 history! Held all Friday afternoon and grabbing well over 500 participants before it was all said and done, this battle was the noisiest, biggest, and most involved event ever at a North American Games Day! After the dust settled, it was Joe Leigh from Newtown, Pennsylvania who walked away as the big winner!



Cadian Shock Trooper Ed Spettigue coordinated the Ultimate Bring and Battle area all Friday evening. He signalled the beginning of each turn from his bunker and moderated the events as they panned out.

A necked table full of 40K gaming madness, this event drew a lot of people and even more attention as Friday afternoon progressed.



With as many as 48 people on the table at any one time, gamers often faded into the horizon as far as the eye could see.

Here, Guardsmen Spettigue and a couple of recruits plan their assault on the rest of the Games Day hall.



GOLDEN DEMON

1999 PAINTING COMPETITION

Each year the best painters from all over North America and beyond come to show their stuff in the Golden Demon painting competition. This year's crop was one of the most inspiring ever. All of you who got into the Golden Demon viewing area know we had some spectacular entries this year. For the complete winner's circle breakdown, see the feature on the next few pages.



A trio of Golden Demon winners (l-r: Matt Verzani, Tony Oriona, and Bryan Shaw) all took home the beautiful new Golden Demon trophies.

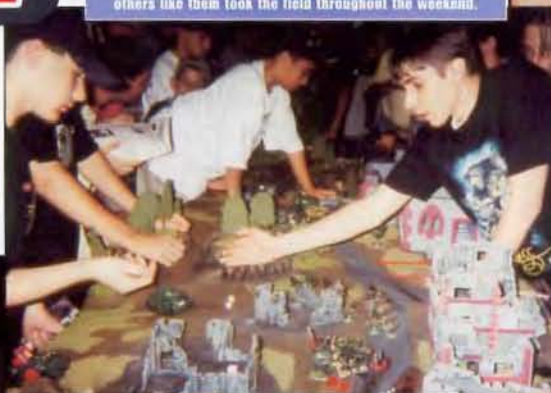
Hunt for the FALLEN

THE 1999 ROGUE TRADER SUMMER BATTLE TOUR

Dark Angels and Chaos clash as these two gamers decide the fate of this piece of the Warhammer 40,000 universe. Many others like them took the field throughout the weekend.

As a special added bonus to everyone who attended this year's Games Day, we decided to kick off our 1999 Summer Battle Tour, "The Hunt for the Fallen," in the heart of the Baltimore Convention Center. The table that this game occupied became a magnet for enthusiasm and attention throughout the weekend. The loudest exclamations and the most impressive chants and cheers caused this large table, somewhat off to the side of the hall, to become the center of attention.

Those pesky Dark Angels stopped by to guide their miniature brethren to glory against the foul forces of Chaos.

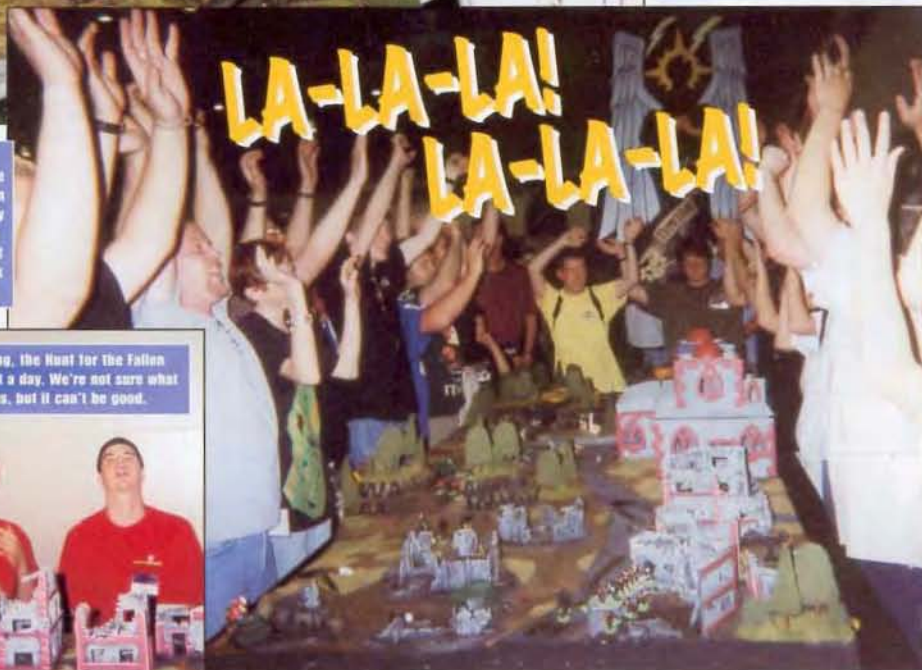


DID YOU KNOW?

Games Day was only the first step for this massive table. The 1999 Summer Battle Tour raged on for 2 full months after Games Day, making stops throughout the land giving a whole slew of new and different people the opportunity to track down the vile minions of Chaos who may never have had the chance to see a Games Day quality table otherwise. If you didn't get a chance to catch it, or you want to relive the experience, check out www.games-workshop.com for a full report on each stop of the tour.



The familiar sound rang out almost like clockwork as everyone surrounding the Hunt for the Fallen seemed overtaken simultaneously by some sort of madness. Chants of "la la la" took almost no time at all to become the vocal trademark for this year's Games Day!



After a long weekend of high-adrenaline gaming, the Hunt for the Fallen crew took a well deserved breather, and called it a day. We're not sure what that devilish grin on Brad Morin's face means, but it can't be good.



We'd like to extend a very special thanks to all of you who made your way to Baltimore to help make Games Day '99 the biggest and best yet!

See you all next year for Games Day 2000!

• GOLDEN DEMON •

If you think the only thing Games Day has to offer is loads and loads of games, then you'd be wrong! People from all over the country make their way to the pinnacle event of the Games Workshop year to display their very best painted miniatures in what has become affectionately known as the Golden Demon Competition. With categories ranging from Best Single Painted Miniature to Best Painted Unit, there's something to be offered to everyone. Even if you didn't enter a model in the contest (and why not?), take a look at these stunning displays of painting prowess and get inspired to start working on your own entry - the next contest is only a year away!



▼ **Chris Borer**

1st Place

Warhammer 40,000 Squad

Crimson Fists Command Squad

1999 GOLDEN DEMON WINNER - CHRIS BORER



DRUM ROLL PLEASE...

As one might expect, the new edition of Warhammer 40,000 inspired many hobbyists to pick up a paint brush and delve back into the 41st Millennium. Chris Borer grabbed the rulebook as his muse and went wild! If you thought the Crimson Fists were cool before, you haven't seen anything yet because what Chris has done with his force is truly impressive!

Just a quick glance over his models and you can see the little details Chris added to make his Crimson Fists the best at Golden Demon. As if that wasn't enough, Chris has an entire army painted to this quality and he entered three units in the competition. Do we even need to tell you all three entries won their categories?

GOLDEN DEMON

HAPPINESS IS...

Winning a Golden Demon trophy! This group of fine painters all went home with smiles on their faces having won an award (sometimes more!) in this year's painting competition.

1999 witnessed the arrival of a new trophy for the Golden Demon contest, making winning the prize much more thrilling to all our contestants. These 22 elite painters are proud to be the first to take these new trophies home.



◀ **Mark Mosler**
1st Place Slaves to Darkness
Chaos Terminator Champion of Khorne

▼ **Greg Smalling**
2nd Place Slaves to Darkness
Magnus the Red

The dark call of Chaos has seduced many a stalwart man, but we wanted to see just what kind of vile conversions our hobbyists could come up with. Here are the best entries. . .



▼ **Drew Williams**
3rd Place
Slaves to Darkness
Foul Spawn





▲ **Gary J. Rosati**
1st Place New Space Marine Chapter
Iron Eagles Chapter

▶ **Ed Gowda**
2nd Place New Space Marine Chapter
The Headhunters Chapter



▲ **Craig Gallant**
3rd Place New Space Marine Chapter
Divine Wind Chapter



THE OPEN COMPETITION

GOLDEN DEMON™



▼ **Drew Williams**
1st Place Open Competition
Ork Warboss

▼ **Jeff Wilson**
2nd Place
Open Competition
*Wood Elf General
on Forest Dragon*



▼ **Dave Brooks**
3rd Place Open Competition
Nurgle Sorcerer on Plague Zombie Dragon



COMING SOON...

We had so many awesome entries that we can't cram them all in one White Dwarf. Next issue, we'll take a look at some of the other painted models that we thought were cool, but didn't quite make the grade. Join us in White Dwarf #238 and check out all the Honorable Mentions at the 1999 Golden Demon Competition!

The Path of



By Iain Compton

The Eldar are a powerful army but one that is tricky to use.

Iain looks at how to get the best out of an Eldar force in your 40K games.

Ever since the Eldar first burst onto 40K battlefields way back in 1989, I have been trying (with varying degrees of success) to win games with them. Here then is the result of a full ten years of gaming experience. If at the end of this article, you feel that you have attained some kind of karmic oneness and achieved full and complete knowledge of Eldar tactics, then please write in and tell me about it, because I am still learning new things with every battle!

Let's start with basic principles then. The first thing that a commander should do is review his troops, so that is at the top of my list. I'm not going to trawl through every troop type in detail – that would take far too many pages and be very dull – instead I shall look at the army as a whole.

The first thing to note is that the Eldar are fast. Very fast. Nearly all of their vehicles count as fast vehicles and are also skimmers for extra zippiness. Most of the troopers get to move an extra D6" per turn if they give up the opportunity to fire their (short ranged) weapons, and the army list is just loaded down with extra fast units like Swooping Hawks, Warp Spiders, jetbikes etc. So getting around

the table in a hurry is not a problem to most Eldar armies.

The second plus point for the Eldar is that they have some astonishingly good weapons and equipment. In fact, I am going to stick my neck out here and say that they have the best weapons and equipment in the game. Who else has a lascannon that can fire on the move and get through the armor of anything on a four or more (at worst)? Nobody, that's who, just as nobody else has plasma weapons that don't overheat or flying battle tanks. The Eldar have been very busy over the aeons of their existence producing some of the most awe-inspiring wargear there is.

For my final plus point, I'm going to mention focus. This is actually a bit of a double-edged sword. Every Eldar unit is optimized for a particular battlefield role, and while this makes them practically unstoppable in the right situation, it also makes them practically useless in the wrong one. Just try winning a firefight with Howling Banshees or a close combat with Dark Reapers and you'll quickly see what I mean.

So far I've been pretty positive, so let's look at some bad points.

Eldar of Salm-Hann craftworld swoop upon the Tyranids before they can overrun an ice planet.



Victory

First, you can't help but notice the low life expectancy of most of your units. In the grim darkness of the far future, Toughness 3 warriors tend to come apart distressingly easy. In practice, you will find that, lasguns aside, most basic weapons will only need a three or more to really ruin a Guardian's day. This leads logically to my next point – armor. Most Eldar don't have much to speak of standing between them and a hostile universe. A few Aspect Warriors load up on armor, but these also tend to be heavy on points. Which seamless link brings me to my third point – points values. The really juicy and cool stuff, that you just have to have in your army, costs a lot of points and won't necessarily live any longer than your cheaper cannon fodder. Sure, Guardians are nice and cheap, but add in a support platform, a Warlock with a useful psychic power and soon your cheap unit looks far too expensive just to use as a fire screen. As for Aspect Warriors, jetbikes, Farseers and the like, you pay a lot of points for a good deal of killing power – and a bad deal of survivability.

OK, so we've surveyed the troops – now let's get down to business. How do you get this amazingly diverse but fragile army to win battles for you?



UNITED WE STAND

Unity is strength and nowhere is that more true than in an Eldar army. Every Eldar unit is designed to work in conjunction with other Eldar units. Any unit operating alone has a life expectancy measured in seconds. However the abilities of one will complement the abilities of another. As an example, look at the Eldar psychic powers – all but three (Destructor, Eldritch Storm, and Mind War) are designed to make another unit more powerful. Eldar close combat specialists rely on the supporting fire of massed shurikens from lowly Guardian squads. Heavy weapons squads such as Dark Reapers or support batteries need close support from assault units to prevent them from getting swept away in close combat. More than any other army, the Eldar force must work as a cohesive whole, each unit compensating for another's weaknesses while amplifying its strengths.

Here's a quick example to explain what I mean. Advance your close combat squads up behind large Guardian Defender units. When the enemy are in range, the Guardians can blast away with their shuriken catapults while the assault units fleet of foot up to the enemy. Once combat is joined the Guardians are then perfectly placed either to assist in the close combat or move up to occupy the ground that has been won. Do this in force, with several units at once, and you can knock the wind out of the enemy and dictate the pace of the whole game. On a smaller scale, try the same tactic with close combat troops mounted in a Falcon and supported by Guardian jetbikes.

DIVIDED THEY FALL

The whole thrust of an Eldar army on the tabletop should always be to bring the majority of your army to bear upon a manageable chunk of the enemy. The trick behind this is to isolate threatening units, draw them away from the main battleline and then jump on them with overwhelming force. If you can shatter an army's ability to successfully fight back with one decisive blow, then you will have cracked the essence of Eldar tactics. Because of their average Toughness, light armor and relatively few numbers, the Eldar simply cannot afford to get drawn into a protracted slugging match. In a battle of attrition, the Eldar will nearly always



**John-Paul
Brisigotti**

"The Eldar are, for me, the most exciting race in 40K. Part of the reason for this is their variety. No two Eldar armies are ever the same – even highly competitive tournament armies are always very different from each other. This makes the Eldar army very easy to get interested in, as it gives you the opportunity to try out every kind of strategy.

The Eldar have a bit of everything in every category. For example, they have hand-to-hand specialists in the Elites, Troops, HQ, Fast Attack and Heavy Support categories, so matching an army to a fighting style is simplicity itself.

To be honest though, the one thing that really sold me on the Eldar was the Wraithlord. This is such a magnificent machine, it positively encourages you to be reckless and really epitomizes the Eldar attitude to war. It's great to watch your opponent's face as a Wraithlord rampages pretty much at will through his army – very satisfying!"

CODEX

ELDAR®

THE COLLECTED WISDOM OF FARSEER THORPE



The Young Tree Bends in the Wind...

Or, put another way (and being less poncy... – Fat Bloke), re-deployment can win you battles. Don't be afraid to spend a turn or two re-arranging the position of your forces if this means that when they do attack it will be much more effective. Look at the example position to the right. If the Eldar carry on moving forward they will end up in the teeth of the Space Marines' guns. However, looking

at diagram 2, you can see how 2 turns of swift movement can leave the Space Marines outflanked and outmatched. There is a balance to this, though. Adaptability is all well and good, but if taken too far it will mean that you simply spend the entire battle reacting to the enemy, rather than imposing your own will onto the tabletop events. Sometimes you will just have to grit your teeth and bear the casualties, as this may be the best course of action in the long run.

Key to Diagrams



Assault squad



Devastator squad



Tactical squad



Baal Predator



Guardian squad



Wraithguard



Striking Scorpions



Falcon grav tank



Vyper jetbike



Wraithlord



The Sharpest Blade Cuts Deepest...

As I'm sure you may have heard or read before, the Eldar work best by mustering their strength and then striking with a single decisive blow. To do this, you must find the balance between attacking as many units as possible and making sure you do significant damage to the units you do attack. The danger here is that if you give a real kicking to only a few units, there will still be too many intact enemy for you to survive the inevitable counter-attack.

Quick Quiz:

In which order would you attack these enemy units, and with what?

On the other hand, if you spread yourself too thinly then you might inflict a few casualties on each of a dozen or so units, but no one unit is significantly reduced in its effectiveness. To find this balance, you must categorize the enemy units into those which are the most threatening and those which you can leave till later.

Answer: In my opinion, I would wipe out the Assault squad first with the Guardian squad supported by the Wraithguard, then the Tactical squad with the Striking Scorpions and the Wraithlord, using the Falcon and Vyper to attack the Devastators. The Baal Predator is on the wrong side of the ruins at the moment and can probably be ignored this turn as it doesn't present an immediate threat.



A Blind Enemy Strikes at Random...

Use terrain to your advantage. Now this may seem obvious, and with practice it is, but here's a couple of things to remember.

Fleet of Foot moves are not reduced by difficult terrain, which makes up for forests, rocks and so on slowing you down in the movement phase.

Almost all Eldar weapons are as good at shooting when the model is moving as they are when stationary. Almost all non-Eldar firing is reduced significantly when their units are firing on the move. Use this to your advantage to engage the enemy in running battles around rubble, forests, behind hills and so on, so that your comparative lack of range is not a consideration.

Signature

lose; their foes are either more numerous or less likely to suffer casualties than they are. A swift and decisive stroke is the key to victory – forget this at your peril. In fact 'swift' and 'decisive' are two words that sum up the Eldar army pretty well.

Because the Eldar are so fragile and so easily shredded by most basic weaponry, if the enemy ever gets in a really good round of either close combat or shooting, then you will be in for a very hard time. By splitting the enemy army up, you also minimize the danger to your own units. Do this either by forcing the enemy to physically move apart or by using terrain so that only a fraction of their force can target your army at once. You can then concentrate on this fraction while the rest of his army has to waste time maneuvering to bring you into their sights.

ARROGANCE

The Eldar are an arrogant race and to a certain extent this is represented by the way that they work on the battlefield. To do well, you will need to invest a lot of faith in the abilities of your troops. The odds will seem stacked against you but still you must make the bold stroke and seize the initiative. You have to get used to not feeling nervous when you ask a handful of Howling Banshees to wipe out

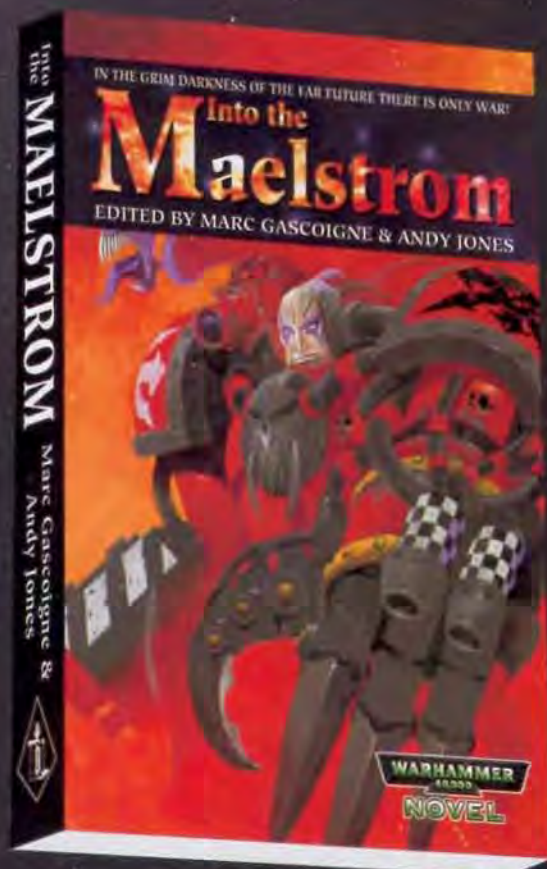
a full squad of Space Marines or when a bright lance gets a bead on a Leman Russ battle tank. You have the tools to do any job, it's just a case of getting the right one to the right place. Some units seem to be crying out to be thrown forwards. The Avatar for example and Wraithlords are two exceptions to the 'Eldar are fragile' philosophy. Both of these are more than capable of taking a few blows on the chin and still dealing out plenty of close-quarter death. In my opinion, the Wraithlord is the single best unit in the entire WH40K game. Because of its Toughness of eight, it is completely immune to most basic weapons and as it has three Wounds, it's also the only Dreadnought that can't be taken out by a single, lucky shot from a lascannon. Given this, its two power fists with built in flamers or shuriken catapults and a heavy weapon seem almost like a bonus!

Finally, because the Eldar are possibly the most varied race in WH40K, they have the widest variety of tactics – so don't be afraid to experiment. Practically any combination of Eldar units will work well together, giving you an almost infinite choice to play with. Whatever you choose in the way of units and tactics, keep the Eldar philosophy in mind and you won't go far wrong.



Matt Nicholls

"One piece of advice I would give to players is to never underestimate the power of a Guardian armed with a shuriken catapult. Granted they aren't the best Space Marine killers (although if you make your opponent roll enough saves, he's bound to fail some of them), but against lightly armored, massed troops, they can be fearsome. I find that a Warlock with the Conceal ability (the squad always gets a 5+ cover save) is an excellent addition to the squad and keeping a Farseer nearby with the Guide power (re-roll any shooting misses) is very handy too. So the next time that your opponent says he isn't worried about your Guardian squads, just smile and blow him to bits with those Guardians who won't die and never seem to miss!"



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– *Hell in a Bottle*, from Simon Jowett

"Hoarse screams and the screech of tortured metal filled the air. Massive laser blasts were punching into the spaceship. They super-heated the air that men breathed, set fire to everything that could burn and sent fireballs exploding through the crowded passageways."

– *Children of the Emperor* from Barrington J Bayley

"Their archaic armor sported all manner of grisly and morbid decorations, borne of Chaos-twisted imaginations and depraved urges."

– *Unthinking Justice* from Andras Millward

"The warp embraced him as it always did. Further and further he reached, beyond the gibbering hordes of Daemonic creatures which implored him for his soul."

– *Into the Maelstrom* by Chris Pramas

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Forge World™

Forge World is an exciting, new part of Games Workshop, producing fantastic large scale figurines of characters from the worlds of Warhammer (as well as the Golden Demon statuette), and other great kits for the gamer and modeler. Every Forge World figure is individually hand cast using only the finest resin, to create a superb, high quality finish. On these pages you will find some of the exciting stuff coming out of Forge World at the moment.

◀ This awesome Space Marine of the Ultramarines 1st Company stands over 143mm tall and is multi-poseable. The kit comes with interchangeable weapons and full set of waterslide transfers. Of course you could finish the model in the colors of your own Space Marine Chapter if you wish, making a splendid momento of your heroic Warhammer 40,000 army.

This mighty Orc Warboar is the master casting for the next splendid release from Forge World. Crafted over many months by Simon Egan, the detail on this model is astonishing. Even the individual strands of fur and have been sculpted, while both the boar and its rider are covered in great little details that will provide hours of painting fun for anyone. ▶

As you can see from the Citadel Miniature, this model is absolutely massive, and is based upon the special character Warlord Grotfang, was featured in the Idol of Gork campaign and on the front cover of INFERNO! 3. This model is still in the process of being made, but rest assured it will be available in the near future.



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The tank in this photo is a Leman Russ Conqueror from the Imperial Armor range, also from Forge World.

▼ This cool crypt is anything but a place for the dead to rest. Closer inspection of the tombs reveals the dread name of von Carstein. Check out the removable altar and hidden passage – a great objective for a game or a splendid base for a diorama!



▼ Keeping with the Necromantic theme, this graveyard piece has been converted with plastic Skeleton warriors rising out of their graves.



Here, a Forge World Earthworks set has been built into a games table. This five piece set makes a great defended obstacle for any Warhammer game.



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WARHAMMER
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ORKY ARMIES

By Andy Chambers. Stories by Dan Abnett

Codex Orks has briefly touched upon how the Ork race is made up of many different clans, each with their own style and way of fighting. In this article, Andy takes a look at three of the clans in more detail and suggests how to collect an Ork army to give it a distinctly 'clannish' feel.



GLYPHS

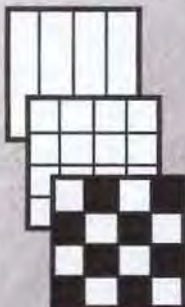
Goffs use the bull's head as their clan totem. This symbolizes the intense bestial rage and ferocity of their charge.



Horns are a common theme amongst Goffs, either bolted to their helmets or through their flesh. The horns are used for both close quarter fighting and to inspire terror in their enemies.

PAINTING CHECKS

Painting checks onto your Goffs is simple. Start by painting the area Skull White. Then paint (or draw) a grid onto this white area. Finally paint alternate squares with Chaos Black to create the chequered effect.



TRANSFERS

Another great way to adorn your Goffs is by using transfers. The check patterns common to Goffs can be applied this way along with plenty of other Ork and Goff symbols in a variety of colors and sizes. These look great and take no time at all to complete.



GOFFS

Oo are da Goffs?

The Orks of the Goff clan represent the classic and most easily recognizable form of Ork kultur. Goff Orks are bigger, prouder and more aggressive than other Orks. They have no patience with complex technology or intricate battle plans, believing that any situation can be resolved with a determined charge into hand-to-hand combat and some serious head-cracking. Goffs are the most militaristic of the clans, and will always attempt to take the lead in battle, dominating other warbands by threats and intimidation to get them to follow their painfully simplistic plans. Disputes between Goffs (and there are a lot) are resolved with hand-to-hand combat (armed or unarmed), or occasionally in bizarre, ritualized head-butting contests.

Goffs sneer at those who decorate themselves excessively. They wear only black themselves, with a minimal amount of decoration in either red or white. Check patterns are the most favored, along with horned helmets and/or the symbol of the bull's head. They are a no-nonsense clan and excessive decoration is deemed highly unsuitable. Goffs consider other clans such as Bad Moons and Deathskulls to be somewhat frivolous.

Da army an da battle

A Goff army is very simple: Boyz, Boyz and more Boyz, a high proportion of Nobz in mobs and a big bodyguard for the Warboss. Goff warbands are also likely to include a good portion of elite Ork warriors such as Skarboyz and Stormboyz. Crude Ork Dreadnoughts and Killer Kans (daubed in the customary Goff black) fulfill the Heavy Support role, but big gunz may be employed to give covering fire by particularly canny Goff Warbosses. Fast Attack forces are likely to be limited to war trukks carrying Boyz but are often equipped with rams, wrecking balls and boarding planks so that the trukks themselves can be used to assault enemy vehicles.

Goff armies are determined to get into combat first, each mob trying to cover the distance to the enemy before its rivals do. However, if an enemy demonstrates patently overwhelming firepower by wiping out the first few attacks against it, even Goffs will rethink their approach. This will result in an attempt to attack through dense terrain or at night to avoid the worst effects of enemy shooting. Goffs will rarely, if ever, take up a defensive position and hold onto it, preferring to counter attack as soon as an opponent has committed their forces to an attack.



Goffs live for brutal close combat and what better for a good blood letting than Killer Kans.



+++++DATE: - Ahanzok, S11M41

+++++REF: - INQ/0673850/BR

+++++RE: - Fragment recovered from vox-corder memory cells

+++++THOUGHT: - Be strong in your ignorance.

Honored Lord, my listener, whoever you may be, I am Elon Hussain, of the noble Nineteenth Melkian Imperial Guard, (may the Emperor smile upon me), Sergeant-commander of Scout Party Dayjinn, deployed to the jungle moon Ahanzok (locator grid ref attached) on the date...

...forgive my pause. There is little left here save the vox-corder and my last clip of bolt pistol shells. The chronograph and locator units of my squad are in pieces. I have no idea when I make this record, nor where I am. All I know is that time is short.

Let me marshal my thoughts, record what is pertinent. We... my scout party and I... we set down on Ahanzok to reconnoiter the territory west of the great inland delta, in preparation for our regimental groundfall. Contact with the research settlements here had been cut two months prior, following reports of an unknown enemy massing for assault. Sixty men were with me. A day's trek through steeply-ravine like river-slopes, thickly roped with fleshy, stinking plants, brought us to the perimeter fields of the settlements.

- They had been razed. We found no sign of settlers, vehicles, shelter or any equipment larger than a man's fist. There was a charred scar in the soil six miles long and two wide, fringed with blackened, denuded trees. There was a smell. A dreadful smell. And then we saw, in the treeline, stakes cut from trunks, stakes with skinned heads on top of them. Barbarous inscriptions were daubed on signs around the holes of the stakes. This was the work of Orks. There was no mistaking it, according to the Commissar, who said he knew about these things, and our briefings had indeed suggested that the greenskins might be the adversary on this world. None of us had ever met an Ork, but we had heard stories. Bad stories!

Panic clutched my men, an irreconcilable panic. Commissar Farburn executed six would-be deserters despite my protests. I want that on record. He claimed it was an act to boost morale. We held the site for a day and then pushed on into the wilderness in a staggered spearhead of fire teams. Our first contact came at noon the next day. My communications officer alerted me to it. It was a chant, a chant we captured out of the troposphere static, low, repetitive and inhuman. Commissar Farburn set his translators to work on deciphering the gibberish.

At nightfall, we regrouped. Only then did we discover that Fire Team Six had disappeared. We never found out what had happened to them, though now I can guess. At dawn on the third day, we advanced once again, now in closer formation. By midmorning, we could detect the chant without the need for communication sets. Low and steady, it echoed through the groves and thickets of the jungle. Vox-officer Alhrare surmised that the radios had simply detected the vibrations of this sub-sonic growl a day before our ears. By noon, there were further desertions. The Commissar insisted on taking a detail back into the jungle territory we had already traversed to punish them. Again, let my objection be noted.

By late afternoon we had reached the banks of one strand of the great delta. River water, like ochre soup, sifted between the finger-roots of great mangrove trees. The biting bugs were everywhere. I decided to advance no further, but Commissar Farburn and his party rejoined us and he insisted we make the far bank before nightfall. The Commissar refused to inform me of his actions in hunting down the deserters, but many in his detail had pale, unnerved expressions.

We crossed the river in the half-hour before sunset, striding out in single files of men roped together as they marched through the mud silt and hip-deep water. Thus exposed, thus vulnerable, they found us. I remember the roar of crude weapons, the strafing lines of high-velocity impacts that chewed up the sullen stream. Men died, blown apart. Some broke and ran, some tried to push forward. Then the foe emerged from the treeline on three sides. Their armor, colors and totem-standards were as black as death. Under these fluttering, raven-pennants, they came at us. Orks... for the first time we saw Orks. Larger than men, wider than men, not men at all, but shaped like them. Hides green like lichen, bellowing mouths open to expose vast ranges of blackened, broken teeth.

There were less of them than us. At first anyway... Perhaps thirty or thirty five. They were like a wall of raging noise as they came and as they closed, many threw aside their firearms in favor of using their blades and clubs or their taloned hands. Such ferocious butchery I have never seen. It was like the bloodletting was all they lived for, all they needed, all they understood. I saw Farburn. His men cut down beside him, he seemed to turn to face the foe, apparently to attempt parley. It was as if he believed human logic and calm reason could somehow stem the tide of these beasts. I saw fear in his eyes. In truth, I believe he had never actually encountered them either.

They cut him apart with axes and cleavers in mid-stream. I tried to rally my unit, but there was no unit left to rally. To my left and right, I saw men I had known for years die fighting implacable foes, or die in turn as they fled. To the honor of the Emperor, I slew one, and emptied my weapon's clip doing it. Another fell upon me in the open water and to him I lost my left arm. Pain, and the water, sucked me under for a moment, and when I emerged, my assailant had moved on, presuming me dead, I suppose.

This gully between fallen trees is my final rest. I have not wit, strength or ability to strap and staunch my wound. Some ironic chance has left me with the vox-corder set, and into it I make my last testimony. On the display, I see that Farburn's translators have finally deciphered the endless chant.

"Fight to live, live to fight"

Now I can do neither. May the Emperor look down upon me, and find me worthy.



BLOOD AXES



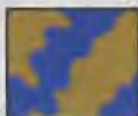
CLYPHS

The two crossed axes are symbolic of the Blood Axes' treacherous, double crossing nature. There are many variations but they are almost always the same basic symbol. Most variations appear in the colors used, some even believe that the Blood Axes use color for identification in the same way as humans.



CAMOUFLAGE

Painting camouflage is an easy way to make your miniatures look impressive, as the pattern itself will require little or no highlighting or shading. A good source of ideas for camouflage schemes are historical military books. When using camouflage on Blood Axes it is worth remembering that Orks use it for decoration rather than to help conceal themselves and that bright contrasting colors are more in keeping with Ork color schemes.



Sneaky gitz

Members of the Blood Axe clan are distrusted by most other Orks. The Blood Axe clan was the first to come into contact with humans untold millennia ago, and over the course of their interminable wars with the pinkskins, the Blood Axes have adopted certain traits of the human military. Many Orks suspect that the Blood Axes are (have been or will be) in league with the humies and have become tainted with dangerously un-Orky ideas like taking cover when they're shot at and retreating if they're losing. Blood Axes are the Orks most likely to work alongside human pirates and renegades and even hire themselves out as mercenaries if the price is right. Blood Axes have a reputation for being cunning and treacherous, whether they be allies or enemies.

Blood Axes often use human-style camouflage schemes and body paint, although the colors and applications tend to look crude and lurid to human eyes. It is debatable as to what extent Blood Axe warriors use camouflage to conceal themselves, many appear to wear it as a trophy or prize, rather like a human would wear leopard or tiger skins. In a similar vein some Blood Axe Nobz have even been observed wearing an approximation of full Imperial Guard uniform including looted gold braid, medals and regimental insignia. Blood Axes use the symbol of crossed axes for their clan, often embellished with blood dripping from the blades.



"They took my tanks! Who do they think they are taking my tanks!"

Colonel Arman an hour before his death on Galena Prime

Blood Axes rely on stealth and their opponents' overconfidence to catch them off guard and destroy them before they recover. Ambushes and raids are their favored methods of combat, but in open battle Blood Axes are quite capable of fighting with customary Ork aggression. A Blood Axe Warboss will not think twice about sacrificing several mobs just to distract an enemy or lure them into an exposed position where the combined attacks of the rest of the warband will destroy them.



Blood Axe Orks armed with shootas.



This Blood Axe Wartrak has been painted in desert camouflage and carries lots of supplies and equipment – a common practice amongst the Imperial Guard.



Blood Axe Wartrak.

The Orkoid is a fine piece of work. Eh? Of course a blasphemy! But a fine blasphemy. Emperor guard my soul! Such fury. I have seen even men of the Astartes hesitate in the face of an Orkoid assault. I have heard men I count as heroes admit to a feeling akin to fear when first faced by an Orkoid in his screaming fever pitch of battle-lust. And not just the first time. Each time. Even prior knowledge cannot prepare you for the numbing force of the Orkoid's malice. But we are the Emperor's chosen. Fear is our friend. We manage it and control it. In the face of the Orkoid, we must.

Some nights before combat, I have wished I had but an ounce of that ferocity to share with my unit. We are the finest of the Imperium, and we turn from nothing, but still to enter into battle with that unalloyed need to destroy. You have never been there. You do not know.

My first time? Ennibor, the lowlands, during the Siege of Infamy. A double eclipse stole the light. Twenty-six Hound Skulls crossing a marshy meadow, tracking loose formation enemy units in the pitch dark. Then chaos. They were of the clan called Blood Axe. Treacherous. Very treacherous. What can I compare them to? A good point. All Orkoids are heathen and bestial, with no range to their sentiment or appetite. They live and die to fight. I've faced Snake Bites and Goffs head to head, and the Blood Axes are the worst. Cunning, you see? Cunning and treacherous.

I lost six that false night. Sixteen more as the Orkoid foe feinted and made to retreat. Breaking, or faking that flight, they led us into a vice of waiting ambushers. Took men from me. Took glory. Took my left eye. We were ready, but we were unprepared. The terror of them, the stink, the strength. That's always a surprise. When you think they can't fight harder, they fight harder. When you think they're breaking, they turn like a viper.

Know the Orkoid, that's what I say. Know him to kill him. He's not smart, but he's got an animal cunning, you know? All the tactical graces of the 'Tactica' can go hang if you face the Orkoid. Unpredictable, sly, fierce.

In my life I have fought the foes of the Imperium. All of them. The Orkoid is the one I still dread. Keep your fears of Genestealers and Tyranid filth. A stout heart and a meltagun will burn all the Hive Fleets to cinders. But the Orkoid has the beast strength of the Tyranid, the swiftness of the Eldar, the malevolence of the Chaos spawn.

And tough. Our fiercest weapons, our fiercest blows pummed at the Orkoid but he does not drop. I've blown limbs clean away and still been forced to close quarters. They heal, patch over gashes, re-grow and bulk out. They take the worst punishment you can throw and soak it up, spilling fluid and rent asunder, still advancing with the name of your death issuing from their stinking lips.

That night, the Blood Axes knew we were overconfident. They spurred us with just enough force to make us think we were in control and just little enough to force a break. They could smell our glee as we chased them down. Then they rounded and came out of the shadows. They used the darkness, pulling it around them as a cloak. Their blades were dulled with charcoal and their hides covered in camo paint. I was leading the rout,

killed two, emptying my bolt clip each time as I ran them down. We were singing a victory hymn. Ahead, a break of trees, skeletons in our night vision. Then the others came down.

The howling first. Then the Marine beside me, Bohran, was cleaved apart with an axe blow that split him inside his armor. He screamed for minutes after. They did not bother to finish him. He was already out of the fight as they saw it. We were firing wild. The light flash of our guns was dizzying and clouding our night vision. You can't imagine it. Blind chaos, confusion, the sliding shapes of Kommandos, a sudden turn of fortune that not all my unit realized. Some were still singing the victory song hoping. I think, it might somehow keep them alive.

I was separated from my men. A Blood Axe Kommando came at me and I blasted him. My shells burst within his torso and still he came, hands to my throat, throwing me backwards into the mud, bellowing into my face. Eh? A bullet through the skull, of course! But I thank the grace of the Emperor I was able to wrench my gun hand round to employ it. Headshots. They work. Headshots.

Then up again, out from under his leaden weight, searching for my comrades. Fire-flash all round, screams, radio churning with intercut panic. I saw firing ahead, a bolt gun, and closed, hoping for some of my own. It was an arm. The arm of my squad sergeant, hewn off at the shoulder, still pumping the trigger of his bolter as rictus spasms clenched the muscles, emptying the clip.

Another Blood Axe came from my left. I placed my headshot even as he turned, but his cleaver found my head as he died, split me open and blinded my left side. As I crawled through the mire, in agony, I heard the Orkoids singing back to us as a taunt the victory song we had voiced as we chased them. The suns were out again then light returned. The Blood Axes knew their advantage was lost and slipped away with the darkness.

We are the form chosen to command this weave of stars. But the Orkoid will always be there, and he must be feared if he is to be beaten. The only good Orkoid is a dead Orkoid, but killing an Orkoid is no easy feat. Praise the Emperor but I hope I never have to face them again.

Excerpt from the memoirs of Klemenk al Baz,

Captain of the Adeptus Astartes,

Hound Skull Chapter 732M41

"To kill the Orkoid, we must know the Orkoid"

THOUGHT: Bravery without loyalty is cowardice

Andy Chambers' Basilisk is a prime example of a Blood Axe looted vehicle. Conversions such as this can be large projects and will form a great centerpiece for an army.



DEATHSKULLS

Da lootas

The Deathskulls clan are renowned for their exploits in scavenging weapons and equipment from the battlefield. Orks from other clans view Deathskulls as untrustworthy thieves and rascals, who will steal anything not nailed down. Deathskulls see themselves as opportunists and entrepreneurs who simply take advantage of the natural opportunities the gods place in their path. To most Orks the ownership of an item is a privilege earned by being big enough to fight off anyone who wants it. To a Deathskull ownership is the right of whoever is quick enough to snatch something and clever enough to keep hold of it. Deathskulls have a strong belief in luck and, for want of a better term, fate – should a Deathskull spot some unguarded piece of loot, he will regard it as a message from the gods that it should be taken by someone who will take more care of it.

**"Purzeshun iz nine tenfs
of oo's da biggest."**

Sharyob Zagbad

Deathskulls can be identified by the assorted pieces of plunder they bear from their various scavenging exploits – broken weapons, pieces of machinery, unexploded shells, tattered uniforms. Small pieces are tied onto limbs or worn as jewelry, often through pierced lips and ears. Large and particularly choice items may be incorporated onto helmets or bosspoles. The unifying feature of all Deathskulls is their blue war paint. Orks think of blue as a lucky color and Deathskulls habitually daub their bodies with blue paint to attract good luck when they are looting. The more unlucky a Deathskull is feeling the more war paint he will use, so an individual who is down on his luck may end up painted entirely blue!

Ow do dey fight den?

The most notable feature of a Deathskull warband is the number of Lootas mobs it will contain, each armed with a plethora of Imperial weaponry scavenged from earlier battles. A looted vehicle is a common sight amongst Deathskulls, doubtless stolen from some inattentive Blood Axes. Deathskull warbands also tend to

include large numbers of Gretchin, as the most light fingered of the little blighters naturally gravitate toward serving Deathskull Orks. The remaining mix of troops will be fairly typical for an Ork warband, though the Nobz and Warboss will be well equipped with scavenged wargear.

While the firepower of Lootas may be impressive, their accuracy remains typically... Orky. However, the Lootas can still pin down enemy units, generally from good firing positions in cover where they will be hard to wheedle out with return fire. Where cover is in short supply skirmish screens of expendable Gretchin are used to protect the Lootas instead. While the opposition is distracted by the Lootas, the rest of the warband pushes deep into enemy lines and launches an attack against anything they find.



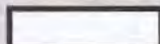
GLYPHS

The Deathskulls' main icon is a skull, sometimes horned and usually blue. The glyph varies greatly and many Deathskulls have their own personal version that they paint on anything and everything they own (and a lot of things they don't!) as a mark of ownership.



DAGS

Also called dog-tooth pattern, dags are a good Orky decoration for both troops and vehicles. First, paint a zig-zag pattern and then fill in each alternate triangle.



WARPAINT

Like most Orks, Deathskulls use warpaint to decorate themselves. Deathskulls see blue as a lucky color and will paint themselves with as much as they can in the belief that the more they wear the more likely their gods' gaze will rest upon them. Their warpaint is painted on in many different ways, either as glyphs depicting messages, intricate patterns or, if the Ork is feeling particularly unlucky, he will cover himself in it. The amount of blue used also shows the status of the Ork. The more blue the Ork wears the higher his standing amongst the other Orks.



Deathskulls Ork Boy armed with slugga and choppa.



Deathskulls Nob carrying Kustom shoota and choppa.



Deathskulls Ork Boy armed with slugga and choppa.



Deathskulls Ork Boy armed with slugga and choppa.

The trophy lay smashed, a mess of metal. Garslob slid his great bulk down the hot ash slope of the gouge it had cut out of the ground and approached it.

It was an Imperial flier, a supersonic gunship, grounded by artillery. Smoking, hot, burned, broken.

Valuable.

Garslob put down his weapon and approached the smoldering carcass. There was a blackened socket near the nose where the pilot had ejected before impact. The hull of the ship was torn and crumpled.

There was a sound.

Beyond the drip and sizzle of broken machines, behind the crackle of secondary fires.

A whimpering.

Garslob slid closer.

Whimpering still.

Garslob touched his skull amulet for luck, and edged down the gully. The amulet thumped against his chest, swaying on the rope length that tied it around his thick neck. His boots were too small and made for narrower feet, but he would not throw them away. They were fine boots. They were trophy.

The whimpering from the wreck. That trash-pile of trophy.

Garslob flexed his blue-daubed limbs to the sky and summoned the war gods to his color. Fortune, he knew, favored him.

A circlet of metal, the gasket of some exploded turbine, glinted in the mud. Garslob picked it up and slid it around his wrist. Other shards of burnt washers and discs of silver he put into his pouch for barter.

Garslob edged up the side of the crumpled wreck, his bone jewelry clattering and ringing off the hull plates.

The whimpering stopped, as if in fear.

Garslob paused, and slid a bone knife out of the cloth thong at his waist. The thong was made from a tear of Imperial Guard body armor, knotted and twisted. The blade was fashioned from the thigh bone of the armor's previous owner. It was eight inches long and polished to a point.

Garslob slid the blade under the edge of the back canopy and levered it up. The shattered, bloody rear gunner, a human, began to whimper again as he saw Garslob. He painfully tried to reach for something.

Garslob tore out his throat with his teeth.

Blood covered Garslob. He crouched on top of the wreck for a few minutes, reapplying the blue skin paint to cover the splatters of blood. He wanted the war gods to know where he was.

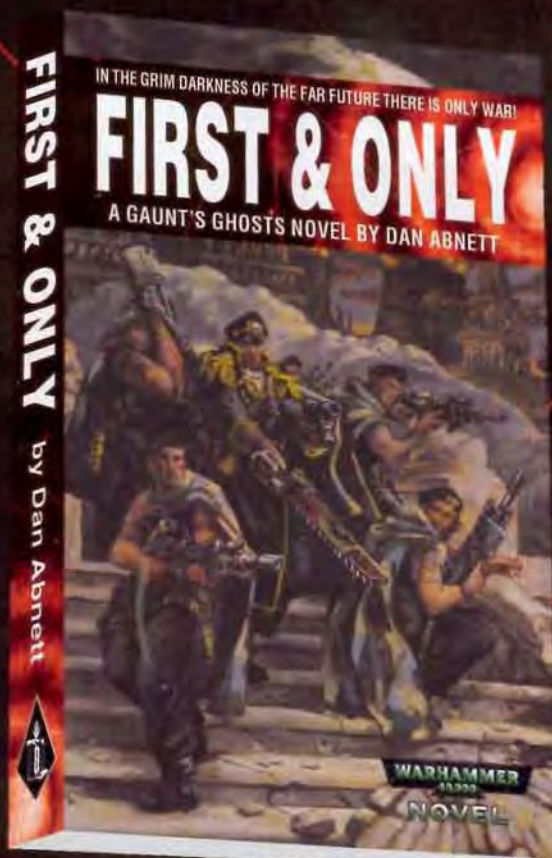
By the time the human rescue party had neared the wreck, Garslob had secured the greatest trophy.

As the humans appeared over the lip of the gouge, he turned the twinned autocannons on them which he had freed from the rear pintle mount along with a drum of ammo.

Humans exploded and died, screaming as they fell back. Garslob enjoyed the heavy throb of the weapon he cradled in his hands.

It was his now.

Trophy. Garslob's trophy.



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STIKKIN' DA BOOT IN



'ARD BOYZ

Ork 'Ard Boyz wear heavy armor bolted and riveted

together from steel plates and scavenged materials found on the battlefield. This is their 'eavy armor, and combined with their natural Ork toughness means that 'Ard Boyz really live up to their name, enabling them to wade through the fiercest fighting and emerge with barely a scratch.



'Ard Boyz, supported by Orks with a big shoota and a rokket launcha, lead the attack on a squad of Attilan Rough Riders.

'EAVY WEAPONS



Ork Boy with rokket launcha



Ork Boy with big shoota

In need of some substantial fire power for your mobs? Look no further – this month's new Orky releases include these ace 'Eavy Weapons Boyz designed by Mark Bedford. With the awesome Burna Boyz released last issue, Ork players now have access to all the extra weapons an Ork mob could wish to include! If you want to know more about the best ways to use these Orky weapons, then check out last issue's 'Orky Taktiks' article by Andy Chambers.

DA NOBZ

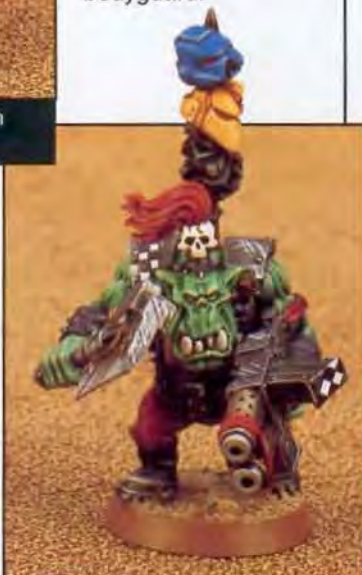


Ork Nob in 'eavy armor, with slugga and power claw.

Essential to every Ork army are its Nobz. These big, hard and brutal Orks are now available in blister packs, allowing you to add these fearsome Orks to either lead the Boyz or to bolster your Warboss' bodyguard.

Each blister contains either a Nob in 'eavy armor or a Nob wearing standard Ork armor. There is a variety of weapons (covering all the weapon options available to Ork Nobz!), so now there is no reason for Ork players not to go into battle and...

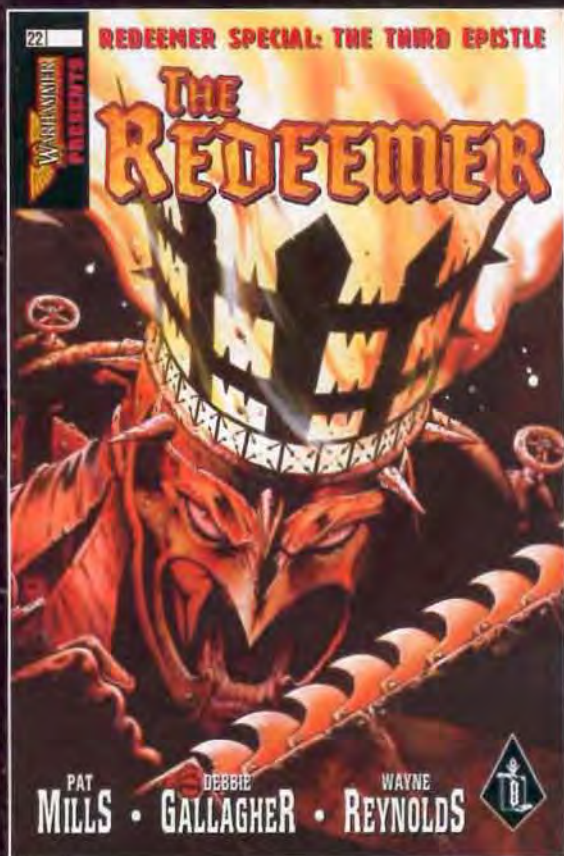
STIKK DA BOOT IN!



Ork Nob with choppa and kustom shoota.



SCOURGE & PURGE



The Redeemer: The Third Epistle is the final issue of our three part Redeemer mini-series. The Caller has whipped his mutant warband into a frenzy and summoned the ancient Bloodmare spider from the depths of the Underhive. Such is the ferocity of the Caller's amassed forces that many of the Redeemer's followers begin to lose faith. But the Redeemer soon sorts out any doubters with his rousing rhetoric, firm use of the lash and, if that fails, a good dose of S.L.A.U.G.H.T. – a combat drug that turns even the fawning Malakev into a psychopathic killing machine! Don't miss the final issue of this darkly humorous mini-series by Pat Mills, Debbie Gallagher and Wayne Reynolds.

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INFERNO! 14

Absolutely full of action-packed short stories, awesome illustrated features, comic strips and much more, Inferno! is the essential purchase for every Warhammer and Warhammer 40,000 fan. The latest issue includes four cracking short stories, two comic strips and a cutaway drawing of a Basilisk siege tank.

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Mailbox

This is the chance to have a say on the topics that you're passionate about – be they gaming, painting, other gamers, White Dwarf, or Games Workshop's games. All you have to do is drop us a line at the address on the bottom of the page.

This month we witnessed an upsurge of letters arriving from the Internet. No matter how the letters get here, we always want more comments and questions!

Dear White Dwarf,

A couple of weekends ago, while playing in a 3-way battle free-for-all, I came upon a situation that really made me mad. While my troops were advancing from my deployment zone, one of my enemies (a Blood Angel) had already made his way into hand-to-hand combat (due to super-charged engines). Since it was my two enemies fighting in a large group I thought I could kill two birds with one stone, or Whirlwind in this case. I already knew of the rule that prohibits you from shooting into combat, but none of my troops were going to be hit. There would be no chance of having a hard time targeting one model because it would not matter who I shot - they were both against me. I feel that there should be an exception to this rule for these situations.

A puzzled Commander,
Daniel Dusing
Rossville, GA

Normally, there is no need for an exception to this rule. Everyone in the 41st Millennium understands that to shoot at your own troops will lead to certain failure, so in the rules you cannot do it. However, the rules do not support a 3-way kill 'em all attack, so we didn't need to write in an exception to the rule. Wouldn't you know it, this month witnesses the first 3-way Battle Report! Check those rules for ideas on how to organize a game like this.

Maybe next time before you start an Every-Man-for-himself Battle, you

could set up some friendly fire rules with your opponents. Come up with something you can all agree on and fight the battle that way. Just remember to have fun!

Dear White Dwarf,

I was completely heart broken when I read Stuart Rice's letter in the August 1999 issue of White Dwarf (235). I send out my deepest condolences to Stuart at this time and wish to offer him this little piece of advice: Get your units into an Assault by running through cover! If you're out in the open marines can shoot you to pieces, but if you jump out of a nearby shrub they won't know what hit them. I think that in this time of need we, the Tyranid players, need to unite and be strong until our codex is released and we can once again eviscerate the galaxy. May the Hive Mind be with you!

Nick Jones
Toronto, Ontario
via Email

Dear White Dwarf,

First off, I'd like to say that White Dwarf is the greatest magazine I've ever had the pleasure to read. I think that the Warhammer Regiments and Warhammer 40K battle squads are a great idea. The thing I'd like to know is what's next? Will there be elves coming for Warhammer? Is there any chance that we'll see plastic Eldar Aspect Warriors? Plastic Empire spearmen? Plastic Imperial Guardsmen? Will every army for Warhammer and 40K be touched by new plastics. . .

Chris Fenstermaker
Olympia, WA
Via Email

Thanks for the compliments Chris! I'll try to answer as many of your questions that I can. Yes, there will be plastic elves coming for Warhammer in the future. The UK Studio is already busy putting them together. Those bobbyists who stopped by Games Day or participated in the Hunt for the Fallen Battle Tour got to see some advance plastics for the High Elf regiment. Even closer on the horizon, we've also seen new plastic Jungle Fighters of Catachan boxed set and they're awesome! Anything else we have to wait and see what the geniuses sculpt up next.

Dear White Dwarf,

I have a few Imperial Guard tanks, and I have also added all those neat little options like Hunter-Killer missiles, searchlights, etc. But I can't legally use them yet because the Imperial Guard Codex isn't out to tell me how much and what restrictions these upgrades have! So I was wondering, since I have the Space Marine Codex could I use those point costs for the upgrades? And for the restrictions am I right when I say they include all the upgrades allowable for the vehicle in the box for it?

Nikolas Sopow
Victoria, British Columbia
Via Email

Nikolas, you certainly could try using the Space Marine points as guidelines for upgrading your Imperial Guard tanks, but only with your opponents' permission. Otherwise, you will have to stick to the letter of the rulebook. Have no fear though, Codex: Imperial Guard is on the way, so you only have to hold out until then. Have faith!

Want to send a letter to the Mailbox? Write us at: Games Workshop, Attn: White Dwarf Staff, 6721 Baymeadow Drive, Glen Burnie, MD 21060. Or, send us some email at WhiteD@games-workshop.com, but remember to give us permission to print your emails. We can't use them if you forget!

Lords of the Night

By Alessio Cavatore

The original intention of this article was for me to give players some ideas for basing their games around the special characters in the Vampire Counts book. During my research, I also found some interesting events in the Warhammer world's history that could be used as inspiration for creating various battles and scenarios using the undead.

Melkhior the Ancient, Necrarch Lord

The hunger for knowledge and the need to replenish the number of 'guinea pigs' in his laboratory has often forced Melkhior out of seclusion. Throughout history he has been known to have led his horde of minions on raiding campaigns, looking for new victims for his experiments. In ancient times, before the armies of the Old World were strong enough to stop them, the forces of Melkhior reached as far as Tilea and Bretonnia, leaving a trail of destruction and horror behind them. An ideal scenario to represent this is the Ambush scenario (WH Battle Book, page 29) where the ambusher is an outnumbered force desperately trying to save a nearby settlement from an approaching Undead army. I imagine this ambush happening while the Necrarchs are marching on a road through a dense forest or along a mountain pass. Wood Elves are the perfect

ambushers if you choose to set this in a forest, while Orcs & Goblins are ideal for fighting in a rocky, barren area such as the pass mentioned above.

Dieter Helsnicht, the Doom Lord of Middenheim

As we can tell from the tragic story of this character, his arch-enemies were the men of Middenheim, in particular the Knights of the White Wolf. If you are looking to play a scenario involving Dieter, I suggest you read Jervis's article in WD 235, or his excellent scenario in the old Undead book, if you're lucky enough to have access to a copy. Both are great fun and you will have many opportunities to unleash the destructive powers of the Doom Lord upon the unwary mortals that dare to oppose him.



Melkhior and his army are ambushed by the forces of the Wood Elves.



A High Elf Mage challenges Mannfred to a trial of magic.

Mannfred von Carstein, last of the Vampire Counts of Sylvania

The Battle of Hel Fenn, which was waged during the winter of 2145, should provide a challenging scenario, where a coalition of races were united to defeat the encroaching Sylvanian menace. On one side flew the banners of the Empire and Kislev, together with those of the Dwarfs and High Elves. This was indeed a rare alliance and certainly was not easy to hold together, but it proved deadly for the Vampire Lord. I have an interesting idea to recreate this battle... hmm... maybe it's so interesting that I'm going to keep it for myself. Stay tuned for future developments...

Vlad and Isabella von Carstein, the Aristocracy of the Night

These two characters found their nemesis in the forces of the Empire. The central event of the Vampire Wars was the siege of Altdorf, but you could also choose to recreate some of the minor battles that occurred during that long campaign. A good idea would be to play a small game (maximum 2,000 points) where Isabella is leading a Carstein army in a Treasure Hunt against the forces of the Empire (WH Battle Book, page 32). The outcome of this small battle will affect the main Pitched Battle that will follow. This second game must be really huge and should see the forces of Vlad (the more points, the better) fighting against an equally large Empire army, containing Grand Theogonist Wilhelm III. If Isabella's forces end the Treasure Hunt in possession of the treasure, Vlad will have his ring to use in the final battle. Otherwise, he will be forced to fight without the help of this magical heirloom, as the chronicles of the period report.

Malach, Grand Master of the Order of the Blood Dragon

The best place I can imagine this mighty Lord of the Blood Dragons is at the head of his knights, in a scenario where many regiments of heavy cavalry thunder across the battlefield. According to their background, the Vampire Knights of the Blood Dragons feel a bitter hatred towards the knightly orders of the Empire. These knights were responsible for the destruction of the Blood Keep and many battles have been fought between the two armies. To represent this you could try a Pitched Battle scenario (WH Battle Book, page 24) between an army of Blood Dragons, which must spend at least 25% of its points on heavy Wight Cavalry (I define 'heavy' as any cavalry with a basic armor save of 3+ or better), and an



Vlad leads the Vampire Knights to the ramparts.

Empire army, again with at least 25% of its points spent on units of heavy cavalry and which has only one war machine (knights despise these weapons of mass destruction).

Alternatively, you could play the Pitched Battle applying the same limitations to other armies, trying out the different heavy cavalry of the Warhammer world against the might of the Blood Dragons. I'm sure Bretonnians will do quite well in this scenario!

Of course, if you're mad, you could also play a full-scale Siege game based on the Battle for Blood Keep. This would be great fun, because an Empire army makes a great besieging force thanks to all the heavy guns it can use to pound the walls. On the other hand, a Blood Dragon garrison is a real nightmare for any besiegers, with Undead men-at-arms who never abandon their position on the battlements, and the extremely dangerous capability of their powerful cavalry to sally out for an attack.

Neferata, the Queen of Mysteries

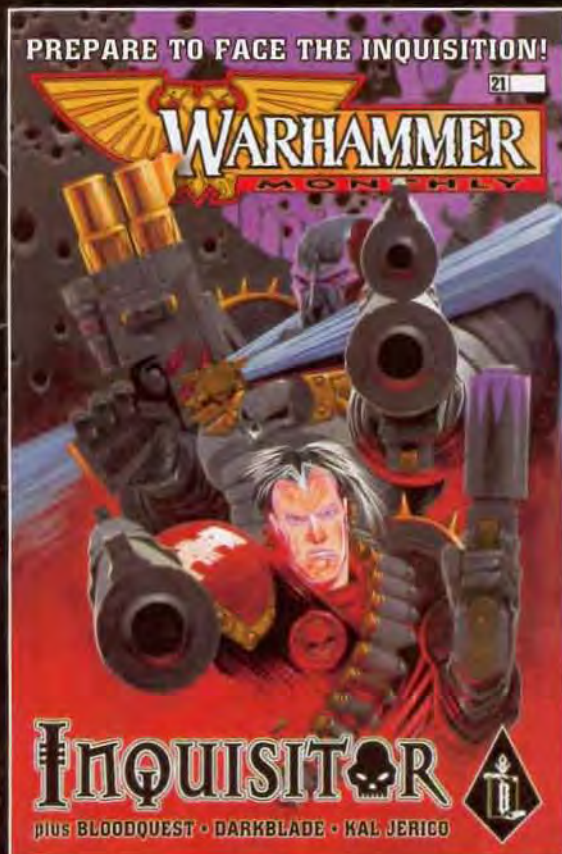
The World's Edge Mountains are the perfect setting for battles that involve this shadowy Vampire Queen, and Dwarfs would be her obvious opponents (though Night Goblins or Skaven are a good alternative). You could try a Last Stand scenario (WH Battle Book, page 30) centered on a Dwarf mining outpost that has been attacked by a Lahmian Undead horde led by Neferata herself. The Dwarfs are busy drinking all their reserves of Bugman's XXXXXX when they realize that they are completely surrounded by the Undead. The powerful concoction bolsters their already remarkable stubbornness and so all Dwarfs will be immune to *fear* in this battle. If you prefer, this situation can again be played as a Siege game, with Dwarfs in defense and the Lahmian Undead attempting to raze the Dwarfs' fort.



Neferata prepares to attack the Dwarfs



ALL-ACTION TWICE A MONTH



The first installment of this month's double dose of action and adventure comes from Warhammer Monthly 21. This issue of Warhammer is absolutely packed with all your favorite comic characters. We have another episode of the epic Bloodquest saga. Stranded on a Daemon world, Captain Leonatos and his heroic Space Marines find themselves caught between two rival Champions of Chaos. While Malus Darkblade must escape from the clutches of Ezriel and an eternity spent in his unearthly court. As if that wasn't enough we have the start of a fantastic new four part Kal Jerico story. Kal and Scabbs find themselves embroiled in a plot to uncover a mythical treasure known only as The Motherlode. All this plus another episode of Inquisitor, special features and more...

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The Battle of La Maisontaal Abbey

A year celebrated in the Imperial Calendar is 2491 because of the Battle of La Maisontaal Abbey. This religious site is located on one of the passes in the Grey Mountains, between the Bretonnian dukedom of Quenelles and the province of Wissenland in the Empire. The abbey is the center of the Cult of Taal, the god of nature in its untamed aspect.

Early that year Bagrian, High Priest of Taal and Master of the Abbey (and a powerful wizard, like most of the clergy), stole a mighty Skaven artifact, known as the Black Arc, from Skavenblight, the very heart of the Skaven Under-Empire. This sacred casket contained a huge quantity of raw warpstone and for the Skaven it was a holy symbol of the Horned Rat's favor. The priest of Taal wanted the warpstone to fuel his weird magical experiments, but he underestimated the scrying power of the Grey Seers. In spite of the magical defenses of Bagrian's crypt, they located the Arc. Immediately Grey Seer Gnaadom set out at the head of an army to take the Arc from the Humans and put it back where it belonged. The Skaven besieged the fortified abbey for

two days and at dawn on the third day, with most of its walls in ruin, they were ready for the final assault. To their surprise, a new force arrived on the battlefield, advancing to engage them. It was an Undead army commanded by the dreaded Lichmaster, Heinrich Kemmler. In those days Kemmler and Krell's forces were laying waste to the borders of Quenelles. The Necromancer had sensed the presence of the invaluable warpstone in the vicinity and had rushed to the abbey. With that mighty source of magical power, he was sure he could raise all the dead between the Grey Mountains and Brionnel. At the same time Tancred, Duke of Quenelles, had mustered his knights and was headed for the Grey Mountains, obtaining safe passage through the Forest of Loren from the Wood Elves. He had to stop the Lichmaster, and was already at the feet of the Grey Mountains when his wizards received a telepathic call for help from Bagrian. Tancred reached the abbey, but it was too late for the defenders – the Skaven had allied with the Undead and crushed them. Only the church of Taal was still intact. Luckily the importance of the Black Arc caused that unholy alliance to crumble and the

Bretonnians found the Skaven and Undead locked in a bitter fight for the precious warpstone. Tancred deployed his knights and waited until both sides were seriously weakened. When the moment came, the Bretonnians charged in and the battle was resolved in a huge, confused melee.

Gnaadom and his small bodyguard of Stormvermin fled the battlefield, leaving the rest of the army behind, and only just making it to the tunnels. They had what they wanted, the Arc was going home! The rest was unimportant.

Nightfall was the only thing that saved Kemmler and Krell from being totally annihilated by the Bretonnians and the two evil creatures disappeared into the woods, their forces destroyed.

Duc Tancred's knights won the day and saved the monks and peasants who were still shut in the chapel of Taal, praying for salvation. Bagrian had met his fate at the hands of a Skaven Assassin while maniacally trying to keep the ratmen away from the Black Arc. Such was the price he had to pay for his greed. May Taal be merciful upon his soul!

This scenario allows players to recreate the Battle of La Maisontaal in an unconventional Warhammer three-way battle. The objective of all the forces is to capture the awesome Black Arc.

Of course players are free to use different armies and try any kind of variation that they want on this scenario.

Special rules

Three-way Battle

Turns

Players take turns in the following order:

- 1) Skaven
- 2) Undead
- 3) Bretonnia

The Skaven player goes first. He moves his troops and shoots as normal, then hand-to-hand combat and magic are resolved with the special rules that follow. Next comes the Undead player's turn and then the Bretonnians'.

This concludes the first game turn, and the second turn begins again with the Skaven player, and so on for six full turns.

Hand-to-hand Combat

All models in base contact with the enemy will fight in every hand-to-hand phase, regardless of whose turn it is. In a multiple combat that involves units from all three armies, models that are touching different enemy models have to choose which enemy they are directing their attacks against, (they can split their attacks if they have more than one).

Work out each side's combat score as you would normally in a multiple combat and then compare the scores of each player and apply all the results simultaneously (see the examples that follow). This could result in two sides fleeing from a combat and a third pursuing and destroying both. Use a bit of common sense in these cases and refer to the examples for guidance.

Magic

Roll 3D6 for the Winds of Magic. Divide the cards equally among the players and give any cards that are left over to the Bretonnian player. This reflects the favor of Taal on his worshippers. The player whose turn it is can cast spells as normal and the other two players get a dispel attempt each, starting with the player who is attacked by the spell (they do not have to dispel if they don't want to!). Players can attempt to dispel spells that

target both enemies or none at all, as well as spells that remain in play, as normal starting from the player on the left of the person who cast the spell. Note that the effect of spells remaining in play will be resolved in every magic phase, making these spells very effective. On the other hand, there will be many more chances to dispel them!

The Black Arc

The Black Arc can be carried by a character or a unit (ethereal models cannot move the casket). The Arc should be represented by a counter or, even better, a suitable model of a chest or casket. The Arc is always moved with the character or a unit carrying it. While retaining possession of the Black Arc, a character or a unit may only charge at half speed and may not march or fly at all. In effect its movement is capped at its normal rate, although it will pursue and flee as normal.

If a character or a unit carrying the Arc flees, is turned ethereal status by a spell, or is slain or destroyed, the Black Arc is dropped and remains where it is until picked up by the next character or unit to reach it. The bearer will then suffer the movement restrictions described above. If the bearer is slain or destroyed in hand-to-hand combat, or flees from hand-to-hand fighting, the Black Arc is automatically picked up by the closest unit or character that won the combat. Otherwise, the Black Arc cannot be passed from one unit or character to another. Whoever carries it holds onto it jealously.

The Black Arc itself is partially immune to the effects of magic. Neither the Arc nor its bearer can be moved or frozen in place by magic. A magic item or spell that would make it impossible to capture, reach or move the Arc will simply not work. This is a broad principle intended to stop a player using magic to make it impossible for the enemy to take the Arc.

Special Characters

Kemmler and Krell

For their cost, statistics and equipment, see page 71-72 of the *Vampire Counts* army book.

Gnawdoo

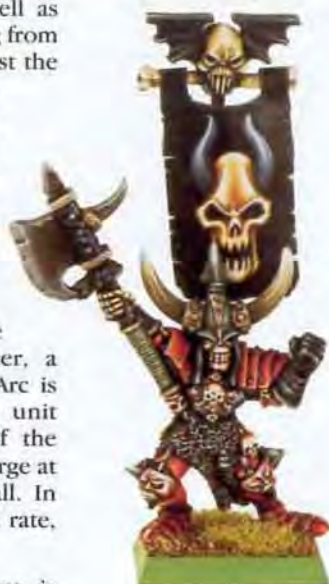
Gnawdoo is a Grey Seer and you can choose his equipment as normal. For his cost, statistics and choice of equipment, see page 62 of the *Skaven* army book.

Tancred, Duc de Quenelles

For his cost, statistics and equipment, see page 70 of the *Brettonia* army book.

Bagrian

Bagrian is a Wizard Lord, you can choose his equipment as normal, but he must be on foot. For his cost, statistics and equipment see page 61 of the *Brettonia* army book. If both opponents agree, he can use Amber Magic instead of Battle



Krell, Dark Lord of Nagash and Heinrich Kemmler, the Lichemaster.

Magic. I recommend that players do this, as Amber Magic best reflects the powers of a priest of Taal and it's great fun to use as well!





Scenery

The scenery must be set up as shown on the map. The walls of the abbey have been destroyed by the Skaven siege and are now treated as low walls (counting as obstacles and hard cover). The only building left is the chapel that Taal protects from the ratmen's warfire. All the monks and a few peasants have found refuge in the building and Bagrian has ordered them not to open the doors to anybody for the duration of the battle. Treat the chapel as impassable terrain.

Armies

Armies are chosen from the Skaven, Bretonnia and Vampire Counts army lists to a value of 2,000 points.

Limits

No allies.

No special characters other than the ones already mentioned (see above).

No monsters, except Swarms.

Skaven army:

The general of your army is Grey Seer Gnawdoom. You may not include a Warlord or Vermin Lord in your army, as there has not been enough time to perform the complex summoning ritual.

Undead army:

As Kemmler is the general of the Undead army you cannot include any other Vampire Counts or Lords. If you have WD 235, use the Necromancers' army list. Your army must also include Krell.

Bretonnian army:

The general of your army is Tancred. Your army must also include Bagrian, High Priest of Taal, and at least one unit of Men-at-Arms or Bowmen (16 models or more).

Deployment

The Skaven deploy first in the area highlighted on the map, then the Undead, and finally the Bretonnians. The Bretonnians must place Bagrian (with the Arc) and one unit of Men-at-Arms or Bowmen (you may include a Champion, but no other characters) inside the walls of the abbey (yellow area). The remaining Bretonnians move onto the table in their first turn, from the edge of the table at the point shown on the map.

Special Deployment Rules

Units which are allowed to deploy closer to the enemy or after normal deployment (eg. Gutter Runners) can do so only inside the two woods that are present on the table.

Turns

The game lasts for six turns.

Victory

Unless two players concede beforehand, the winner is the player who ends the battle in possession of the Black Arc. Victory can also be attained if a player manages to carry the Arc off the battlefield through his own deployment zone. If this unlikely event happens, the player certainly deserves the title of Unquestionably Supreme Winner!

Examples of Three-Player Combat

Example 1



Example 1

Bretonnia vs Undead

The Bretonnians kill 3 Skeletons, and claim 3 ranks and 1 banner. The Undead claim no ranks (charged in the flank) and 1 banner, no wounds caused. The Bretonnians win by 6.

Bretonnia vs Skaven

The Bretonnians kill 2 Skaven and claim 3 ranks and 1 banner. The Skaven kill 1 Bretonnian and claim no ranks (charged in the flank) and 1 banner. The Bretonnians win by 4. The Skaven take a Break test

on -4 and fail. They run, but the Bretonnians and the Undead cannot pursue, because they are still locked in combat.

Undead vs Skaven

The Skaven kill 3 Skeletons, and claim no ranks (charged in the flank) and 1 banner. The Undead kill 1 Skaven and claim no ranks (charged in the flank) and 1 banner. The Skaven win by 2.

Overall result

The Undead lose 8 Skeletons, the Skaven break and flee. The Bretonnians have to stay and fight.

Example 2



Example 2

The Bretonnians are locked in combat with the Undead from previous turns. The Skaven decide to charge them (note that they could have decided to charge both enemy units).

Undead vs Skaven

No fighting occurs.

Bretonnia vs Skaven

The Bretonnians kill 1 Skaven and claim 3 ranks and 1 banner. The Skaven kill 2 Bretonnians and claim 3 ranks and 1 banner. The Skaven win by 1. The Bretonnians take a Break test on -1 and fail. They

run, and the Skaven pursue. Note that the Undead cannot pursue, because they did not win the combat.

Bretonnia vs Undead

The Bretonnians kill 2 Skeletons, and claim 3 ranks and 1 banner. The Undead kill none of the Bretonnians, and claim 3 ranks and 1 banner. The Bretonnians win by 2.

Overall result

The Undead lose 2 Skeletons and stay in place, the Bretonnians break and flee, and the Skaven pursue them.

DA BIG FIGHT

A rather unusual battle report by Andy Chambers, Adrian Wood, and Alex Boyd.
Reported by Simon Shuker.

Picture this – three Ork Warbosses meet in a neutral location to plan their strategy for an upcoming battle against a common enemy, but when they can't agree on a plan it's not long before the Warbosses are brawling amongst themselves and a large scale battle ensues between their warbands...

Simon: To play this special battle report we required three fanatical Ork players. Those three players were Andy Chambers (Codex: Orks author), Alex Boyd (one of the artists for Codex: Orks), and Adrian Wood (a large Ork who helped to hammer all the art and text into the finished army book). All of whom had their own large Ork armies.

Andy came up with the scenario 'Da Battle at da Camp' for just such a three player game, and we've included it here so you can have a go yourself and see how much fun it is. All forces use the standard force organization rules. Although Andy designed the mission with Orks in mind, it would work just as well with Chaos, Dark Eldar, or even Space Marines in the right circumstances. Basically, three commanders meet in the center of the battlefield while their respective armies set up camp on the outskirts. We played this game with 1,500 points a side, on a standard 6'x4' table.

Below are Andy's designer's notes on the scenario as there are a large number of situations that arise in three player games that simply don't fit the standard Warhammer 40,000 rules. There is also a new scenario special rule, 'Confusion', specifically designed for this scenario (though you may want to adapt it for use in your own scenarios).

SCENARIO SPECIAL RULE

CONFUSION

Sometimes a force will be caught off guard by an unexpected attack or event in a place they misguidedly imagined to be safe. There is uproar as troops grab for weapons and equipment, crews rush to their vehicles, and so forth. Affected units may not move, shoot, or assault until they are organized by passing a Leadership test. A player may attempt to get up to three of their units organized at the start of their turn (squad with transports make just one roll); the units become organized and may act normally if they pass the Leadership test. Units which do not have Leadership specified in their characteristics (such as vehicles) use the following values instead:

Elites8
Fast Attack7
Troops and Heavy Support6

Once a unit is organized it becomes active for the rest of the battle and does not need to check again for organization. Units which are confused may be fired on or assaulted by the enemy, but they automatically become organized if they survive the experience.

ANDY CHAMBER'S DESIGNER'S NOTES

I've tried to make this scenario so that it encourages players to get stuck in and not hide in the corners. I toyed with the idea of bringing on units from the camps as reserves but I preferred the idea of having them all on the tabletop. One problem you may encounter is that the armies don't physically fit in the camp area because of small tables or big armies. In this case, place any units which won't fit into reserve, but don't start making rolls for reserves until all of the units on the tabletop have recovered from their Confusion. I was also going to use the standard Victory Point rules until I realized the difficulties about exactly who would earn the points for units attacked by two other players. Instead I've chosen to award Victory Points for a) getting the enemy commanders and b) being aggressive and moving to attack the enemy camps.

Close Combat: It's entirely possible that some three-way close combats will break out during the game. In this case everyone gets to fight as normal, attacks can be allocated against either opponent (subject to the normal restrictions of being in base contact or within 2" of a unit to be able to allocate attacks to it). For determining assault results each player totals up the number of wounds they inflicted with all of their units involved in the close combat. Whichever side scored the most wounds is the winner and doesn't take a Morale check. The other two players both have to take morale checks for all of their units involved in the close combat. As usual winning units can only pursue or consolidate if all of the units they are fighting have fallen back.

One final consideration is that close combats are fought in every player turn, even if the player whose turn it is isn't actually involved in the combat.

DA BATTLE AT DA CAMP

OVERVIEW

The leaders of three allied forces have met to plan their strategy in a forthcoming battle. Despite their common purpose, the leaders can't agree on a plan and what starts as a violent argument quickly escalates into outright violence. None of the leaders are going to back down and they throw themselves into the fray, determined to prove that might is right! The warbands of all three leaders soon join the fighting and utter mayhem ensues...

SCENARIO SPECIAL RULES

Da Battle at da Camp uses *Random Game Length*. This scenario also uses a new scenario special rule, *Confusion*, which is detailed on the opposite page. Ork Warbosses and their bodyguard may not make Power of the Waaagh! tests in the first turn of the game.

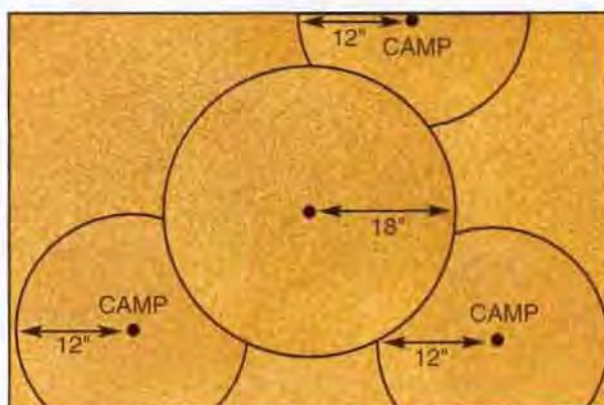
SET-UP

1 Set up a marker in the center of the table. All three players then roll a die and the player who scores highest may choose a point no closer than 18" from the center of the table. This point is the center of his camp. The next highest scoring player chooses a point at least 18" from the center of the table and at least 30" from the center of the opposing player's camp. Finally, whoever rolled lowest must choose a point at least 18" from the center and at least 30" from both of the other players' camps.

2 Players then deploy their commanders and their bodyguards within 6" of the center of the table, in the same order that they picked their camps. Transport vehicles must be placed more than 2" away from the commander and bodyguards (no jumping in your vehicle and driving off straight away!) and these do not have to be within 6" of the center of the table.

3 Players then deploy the rest of their armies in their camps in the same order as they picked the locations. The players may deploy within 12" of the chosen point (this marks the center of their camp). When deploying, all units must be at least 18" away from any of the commanders or their bodyguards (don't worry about transports though) and 24" away from the other players' units. All units in the camps at the beginning of the game are subject to the Confusion special rule.

4 Take three counters for the three armies and put them in a mug or cup. Draw one of the counters, and whomever's counter it is gets the first turn. Keep the counter out of the cup, then when the first player has completed their turn, draw another counter to see which of the two remaining players goes next. When all three players have had a turn, return the counters to the mug except the last one drawn and draw a counter to see who goes first in the next turn. After the first player has had their turn place the last player's counter in the mug and draw again to see which player goes next. Although this sounds complex it's just to ensure that no player gets two turns in a row!



Note the position of the camps will vary depending on players' choices.

MISSION OBJECTIVE

Stomp the enemy! Victory goes to the player whose commander is still alive at the end of the game (he wins the argument!). If all commanders are dead or more than one is left alive, victory goes to the player who has earned the most victory points. Normal victory points are not used, instead victory points are only earned for the following:

Own commander killed an enemy commander in close combat +250 points.

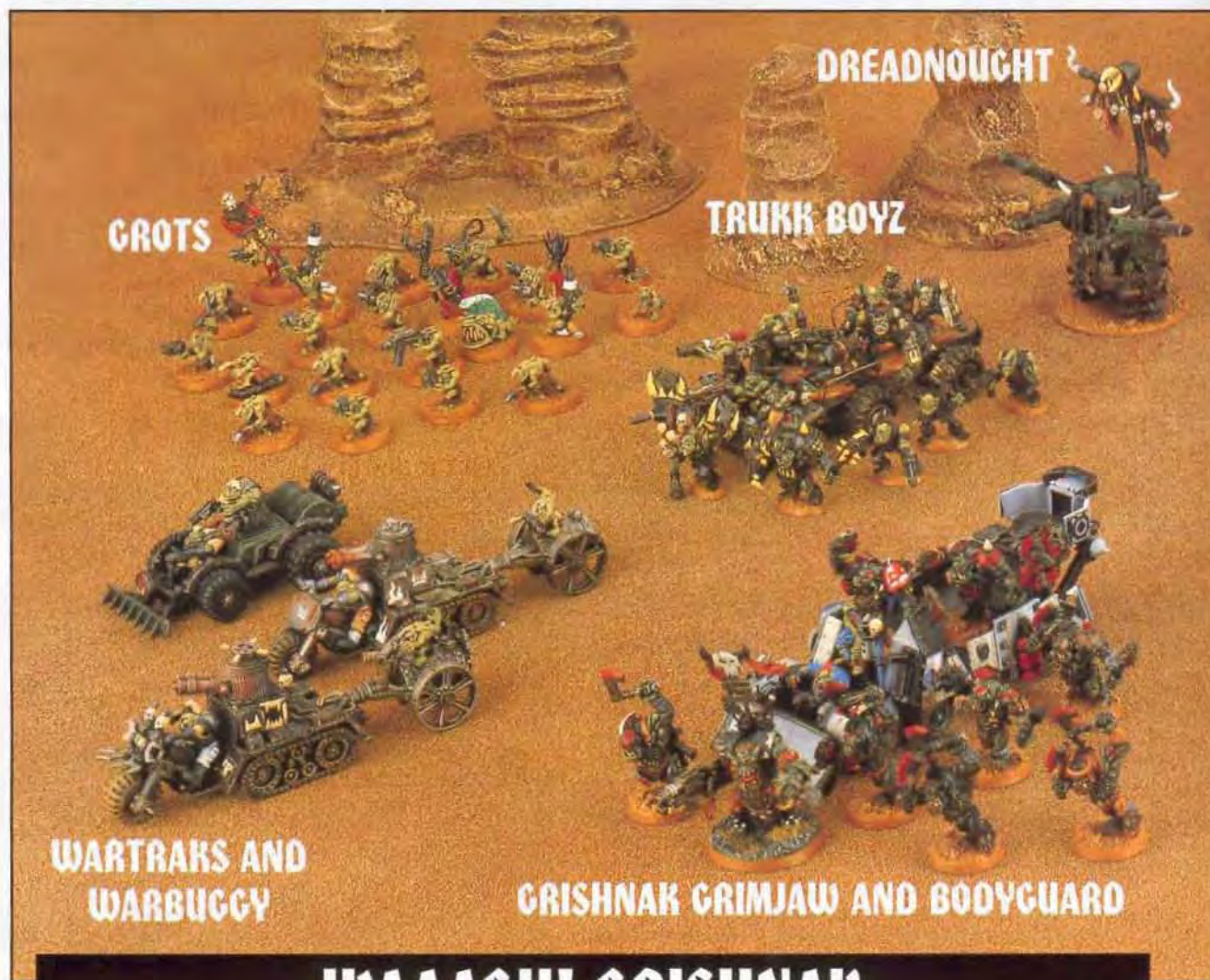
Each unit with 50% or more of its original strength, in an enemy camp at the end of the game +100 points.

GAME LENGTH

The game lasts for a random number of turns (see the Scenario Special Rules).

LINE OF RETREAT

Any unit which is forced to fall back will move towards its own camp by the shortest possible route. Once it has reached the camp it will move towards the nearest board edge by the shortest possible route.



WAAAGH! GRISHNAK



ADRIAN WOOD AKA **GRISHNAK**

How did I pick my army for this battle report? Simple, I used the 1,500 point army list I used for my last game of Warhammer 40,000! It's true, I always use the same army no matter who I fight against, whether Space Marines or Dark Eldar. The main feature of my army is its vehicles, particularly the three Wartrukks, which are a hangover from my days

fighting Gorkamorka. Speaking of which, I hope to make full use of my Gorkamorka tactic (my only Ork 'tactic' I might add, see WD235 - The Bloodied Fist battle report and page 20 of Codex Orks) to get my vehicles into the opposing camps, while leaving a strong force to defend my own camp. The newest addition to the army is a mob of Skarboyz. These veteran Orks are dead strong and this makes a big difference when wounding the enemy. The Skarboyz wound more of them! They are particularly useful against high Toughness troops like Space Marines, and they'll be perfect against their fellow Orks. I'm also using my newly painted Grishnak model, to replace my old figure of the Warboss, Grishnak Grimjaw. You'll notice that for a change the model hasn't been heavily converted. That's because I really like it just as it is and decided to spend as much time as I could painting him. Now all that's needed is to see if he's got what it takes to lead the Waaagh!



Grishnak Grimjaw and bodyguard

Warboss with big shoota and choppa
8 Nobz with assorted weaponry and Waaagh! banner



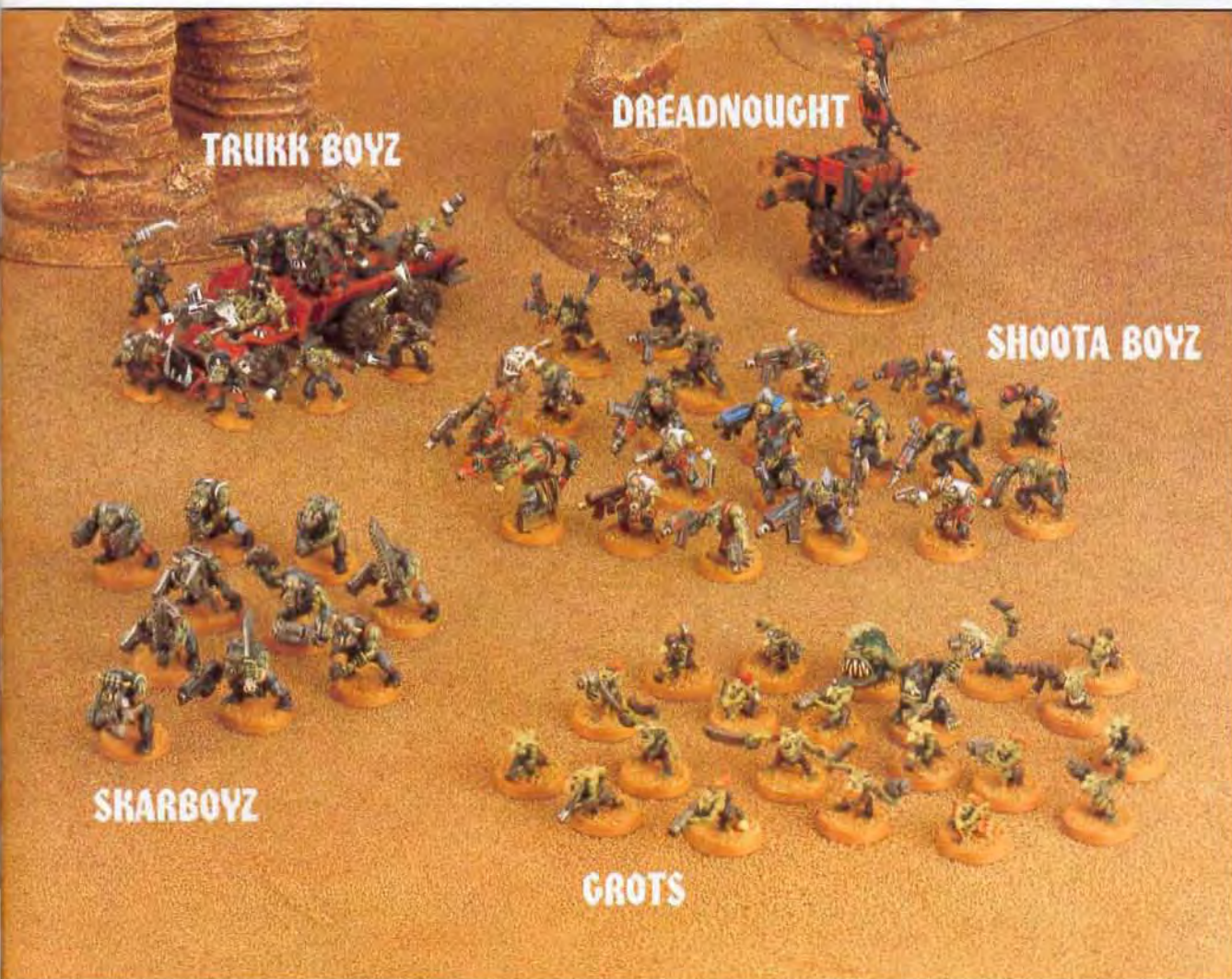
Warboss's Trukk

Big shoota, searchlight, ram, riggers



Dreadnought Da Basher

2 big shootas



TRUKK BOYZ

DREADNOUGHT

SHOOTA BOYZ

SKARBOYZ

GROTS



20 Shoota Boyz

Shootas, 3 big shootas
Nob with big shoota, choppa and bosspole



10 Trukk Boyz

Sluggas, choppas and 1 rokket launcha
Nob with power claw and bosspole



10 Trukk Boyz

Sluggas, choppas and 1 big shoota
Nob with power claw



Warbuggy
Scorcha, riggers



10 Skarboyz

Assorted weaponry



Trukk

Rokket launcha, ram and riggers



Trukk

Big shoota, ram, red paint job and rigger



Wartrak

Scorcha, riggers



Dreadnought Da Fighter

2 big shootas



19 Grots

Grot blastas
Slaver with choppa and squighound



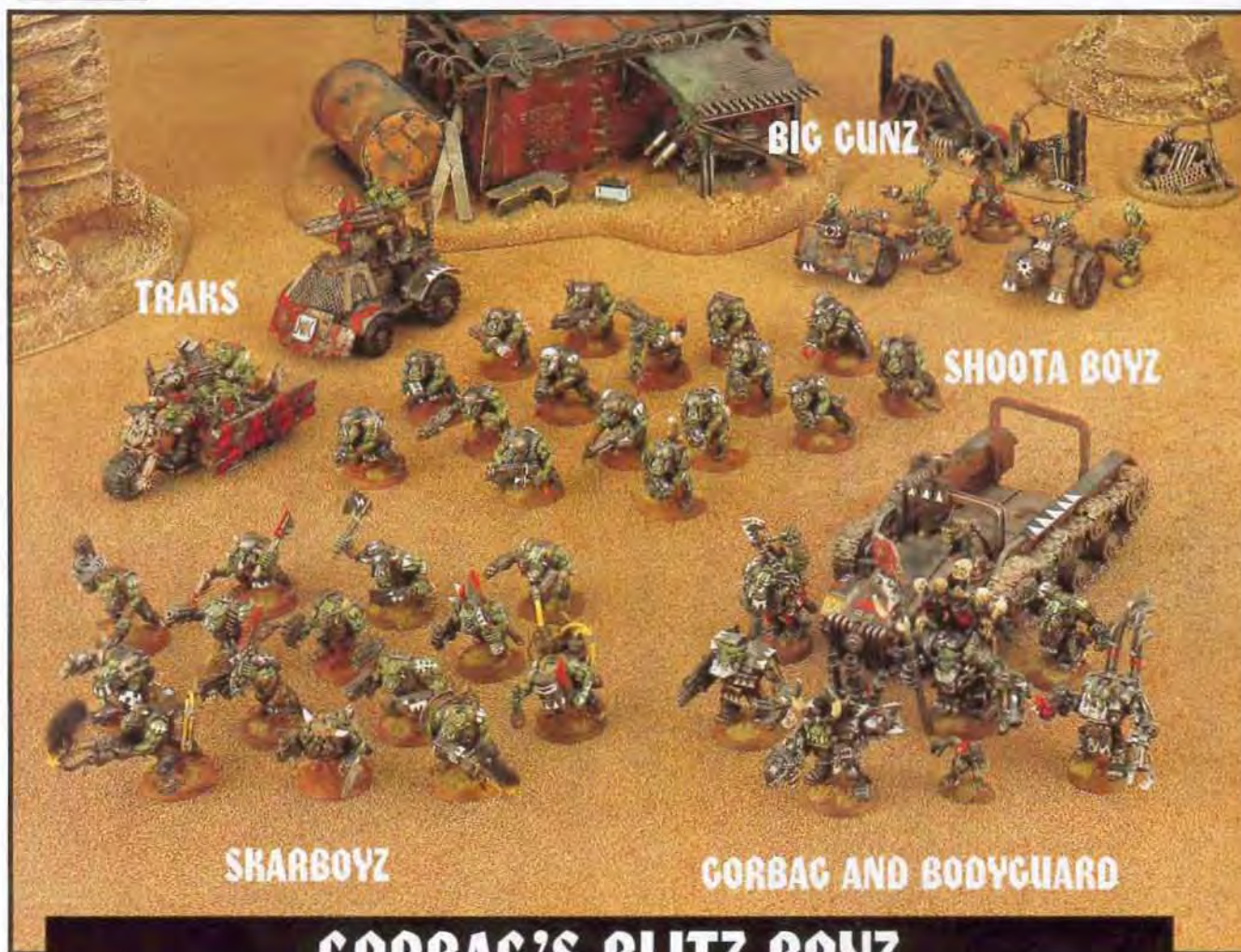
19 Grots

Grot blastas
Slaver with grabba stik and squighound



Wartrak

Scorcha, riggers



GORBAC'S BLITZ BOYZ



Andy Chambers AKA **GORBAC**

I started picking my army by taking a look at the mobs I've used in past battles. Most of my Ork mobs have pretty much settled down into familiar-looking groups now, so it was a case of mixing and matching the different mobs until I had the right proportions for da cunning plan. First came Warboss Gorbac 'Eadsplitter and his bodyguard of five Nobz, and in my case these guys are absolutely armed to the teeth with mega armor, kustom shootas and all the trimmings except for two of the Nobz who are just

armed with choppas. Why? To make sure that they can get some blows in before any enemy do; mega armored, power claw swinging Nobz strike last.

For Troops I chose my three largest mobs: two Shoota Boyz mobs and a Slugga Boyz mob led by Boss Vagnatz. I also included an Elite choice of a slightly smaller Skarboyz mob led by Boss Nashbad to round out my foot sloggers. These would make up the weight of my army, now they just needed some back-up. So, for heavy support I included a Dreadnought with a mega-blasta and rokket launcha, a battery of two kannons and my secret ace in the hole, a looted Basilisk. I was counting on the Basilisk's huge earthshaker cannon to make a big dent in the other armies. To add a pitiful attempt at mobility, I also included two warbuggies as a Fast Attack choice, with some Grots to help them get going again if they became immobilized.

At the last minute, I took out the blasta kustomizin' on the Nobz' kustom shootas and the tankbusta bombz because we were fighting Orks and I wouldn't need to be punching through vehicles and power armor. I also swapped round the Dread

with the rokket launcha and mega-blasta for one with two big shootas (more range and less chance of crippling itself if the mega-blasta overheats), and changed Gorbac's warrukk so that it carried a big shoota instead of its customary rokket launcha – all the more dice to roll!

DA PLAN

I don't expect Gorbac or any of the other bosses to survive the fight. If someone does survive, priority one is to make sure they get nailed, preferably before they make it back to their own camp. If, by some miracle, Gorbac survives the first few rounds, I'll use him to lead an attack on an enemy camp, but that's really not likely to happen, so we won't worry about it. As the Boyz get moving, I'll try to send one of the Shoota Boyz mobs, the Skarboyz, the Slugga Boyz and the Dread to attack an enemy camp under covering fire from the Big Gunz and Basilisk. The other Shoota Boyz will stay back to guard my camp. The Warbuggies will lurk around and try not to look too threatening, until the last moment when they can make a dash for another camp.

LOOTED BASILISK

DREADNOUGHT

SHOOTA BOYZ

SLUGGA BOYZ



Looted Basilisk



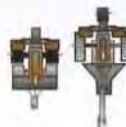
Dreadnought

2 close combat weapons
2 big shootas



2 Wartraks

Big shootas



2 Big Gunz

Kannons with Grot crew
Slaver



Gorbag 'Eadsplitter and bodyguard

Warboss with mega armor
5 Nobz, 3 in mega armor
with assorted weaponry
and Waaagh! banner



16 Shoota Boyz

Shootas and 3 big
shootas



14 Sharboyz

Sluggas and choppas,
3 burnas
Nob with slugga and
power claw



Warboss Trukk

Big shoota



16 Shoota Boyz

Shootas, 1 big shoota
and 2 rokkit launchas



17 Slugga Boyz

Sluggas and choppas,
3 big shootas
Nob with slugga, choppa
and bosspole



NAGRUK'S DOOM BOYZ



Alex Boyd

AKA

NAGRUK

Playing in a battle against such experienced and infamous greenskins as Adrian and Andy is going to be tough. I decided to field a balanced force containing a decent amount of both Fast Attack and Heavy Support, as hopefully this would allow me to deal with any situation which arises in what promises to be a truly chaotic battle.

The Warboss and his retinue are the first thing I need to decide on. Because the scenario puts such importance on the Warboss surviving (effectively last man standing) I've invested in a cyborg body for mine. For this I needed to convert my Warboss figure, but the 5+ invulnerable save is worth it as it gives him a chance against power claws. His retinue contains eight Nobz, armed with choppos and sluggas, plus two power claws and a Waaagh! banner. Their role would be to surround Nagruk and stop him from being charged in the first turn of combat.

My core force is built around twenty Shoota Boyz, twenty Slugga Boyz and twenty Grots. A lot of combats will be decided by who gets to assault (and therefore take a Waaagh! test). With this in mind, I've taken ten Stormboyz as their move of 12" means they will almost certainly get to assault. Bigger, slower units can then charge in the turn afterwards, finishing off any survivors.

Supporting my larger units I have taken five Warbikes and a Trukk Boyz mob for mobility. Finally, as heavy support for my army I've invested in a Dreadnought and three Killer Kans. In the past I've found that my Stormboyz, Warbikes, and Killer Kans tend to get shot at a lot and suffer a lot of damage before they really achieve anything. For this battle, I hope to get around this by using the available cover as much as possible.

I've found it hard to decide on a fixed course of action for the Warboss. I think I'll have to be flexible and react to the result of the initial brawl. This said, I intend to be as aggressive as possible and take the fight to the opposition, as this is the only way an Ork player should act. Hiding and shooting is for Eldar not Orks (*that's the spirit, Alex! - Fat Bloke*).

Engines revving, guns loaded and choppos sharpened, I'm ready to go!

TRUKK BOYZ

KILLER KANS

SLUGGA BOYZ

NAGRUK AND BODYGUARD



20 Shoota Boyz

Shootas, 2 big shootas and a rokkit launcha

Nob with iron gob and boss pole



19 Slugga Boyz

Sluggas, choppas, 2 burnas and a rokkit launcha

Nob with iron gob and power claw



10 Stormboyz

Sluggas, choppas and jump packs



10 Trukk Boyz

Sluggas and choppas



Nagruk Da Slayer and bodyguard

Warboss with cybork body

8 Nobz with assorted weaponry and Waaagh! Banner



5 Warbikes

Twin-linked big shootas



Trukk

Rokkit launcha and bolt-on big shoota



Dreadnought

2 close combat weapons

Big shoota and rokkit launcha



20 Grots

Grot blastas

Slaver with squighound and grabba stik

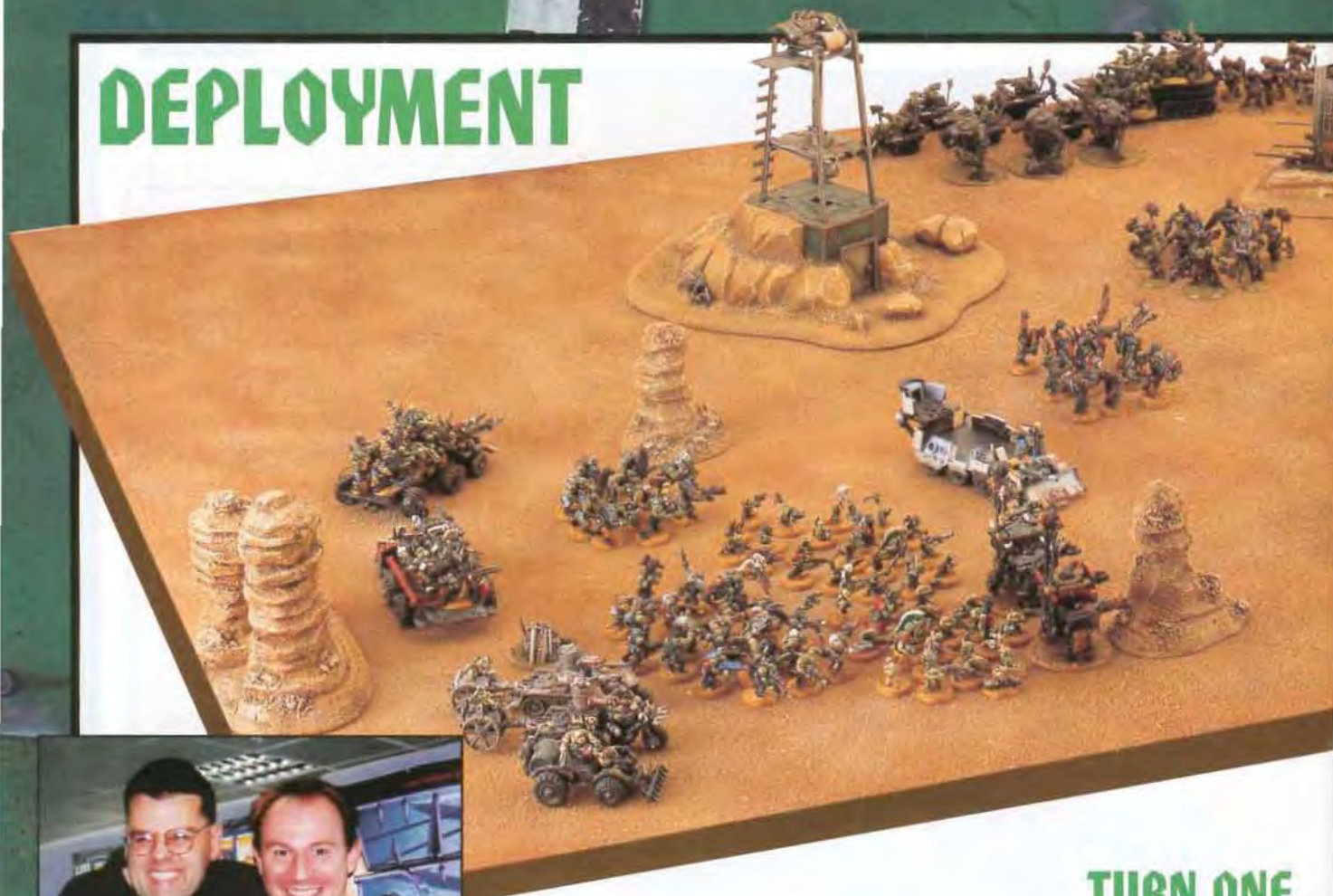


3 Killer Kans

2 with rokkit launchas
1 with big shoota



DEPLOYMENT



Adrian starts the battle by trying to intimidate his opponents.

TURN ONE

Alex got the first turn and managed to mobilize his Warbikes and Slugga Boyz. The Warbikes sped toward their Warboss in the center of the table, and both units then opened fire on Andy's Warboss. Gorbog lost two of his bodyguard to this combined firepower, as they failed four out of seven 2+ saves! Meanwhile the Slugga Boyz pushed their way past the Grogz and headed toward Gorbog's camp. Then came Alex's dilemma: as the player with the first turn, which Warboss was he going to

have Nagruk assault? The decision was made a lot easier when Adrian used his intimidation technique on Alex to dissuade him from attacking Grishnak. However, this had the opposite effect and Alex chose to assault Grishnak. Alex passed his Waaagh! test and his Warboss, Nagruk, struck first, landing two heavy blows into Grishnak which Adrian failed to save against. Nagruk's Nobz managed to kill seven of Grishnak's bodyguard, four of which were smashed to a pulp by power claws. One of the Nobz also managed to knock Grishnak to the floor and score a wound on him which would have seen him dead, but Grishnak just stood back up again (yes, the lucky git had made his 6+ saving throw – see opposite page). In return, two of Alex's Nobz were killed and Nagruk also took 2 wounds from Grishnak's choppy. Things were even between the Warbosses but neither had died. Alex won the combat easily (mostly due to the Waaagh! test). We suggest that





Grishnak flees to the safety of his own camp while the Trukk Boyz attack Nagruk.

you do not allow players to use the Power of the Waaagh! on the first turn of this mission as it will make the combats between the Warbosses more nail biting with them all hitting simultaneously. Adrian failed his Morale check, fleeing 7" back towards his camp. Alex chose to pursue as the opportunity to kill the Warboss was too tempting. Unfortunately his dice roll just fell short and he was left dangerously stuck between Andy's Warboss and Adrian's army.

The next turn went to Adrian, and he rubbed his hands together with glee at the chance for revenge on Alex for chasing off his Warboss. Managing to get his Scorchas and his Trukk Boyz mob to overcome their confusion, Adrian first sent the Scorchas forward into a better position to strike next turn and then moved the Trukk Boyz up to engage Alex's stranded Warboss. Meanwhile Grishnak fell back into the Skarboyz and mobbed up with them. We also decided that any organized models which mobbed up with a confused



Grishnak is saved.



Andy's army mills around, mostly unaware that a battle has just started.

squad would make that squad organized, and so the Skarboyz were now ready to join the fray. The Trukk Boyz raced around a nearby rock spire and jumped from their moving vehicle to charge headlong at Nagruk. The combined firepower from the Trukk's big shoota and the Boyz' sluggas felled one Nob before the close combat began. The Boyz passed their Power of the Waaagh! test, though Nagruk easily hammered one of them into the ground before he and three of his Nobz were killed. Alex's remaining Nobz slew five of the Boyz but were finished off by Adrian's Nob who battered all three with his power claw. Satisfied that revenge had been exacted and Grishnak was safe, he handed the tape measure over to Andy and the battle continued.

Andy began his turn by rolling to see which of his units he could mobilize, but only managed to get the Shoota Boyz to pass their test, while the Basilisk that he wanted desperately to use failed and remained inoperable. With only two squads mobile, Andy's first turn was rather short. Gorbag and his bodyguard moved back towards his personal Trukk while the Shoota Boyz moved in front of the inactive Dreadnought. The Shoota Boyz' big shootas blew up one of Adrian's Scorchas with a lucky penetrating shot, but the rest of Andy's shots missed their targets.

TURN TWO

Alex again got the first turn and was able to organize his Stormboyz and Shoota Boyz, both of whom moved forward to form some sort of battleline. Despite having lost his Warboss in the previous turn, Alex now had more mobile units than anyone else and was in a better attacking position. If neither of the other Warbosses was alive at the end of the game he could still win by having his units in enemy camps. The shooting phase began with the Warbikers turning their attention on Adrian's Trukk Boyz who had killed Nagruk. They easily gunned them all down with their twin-linked big shootas.



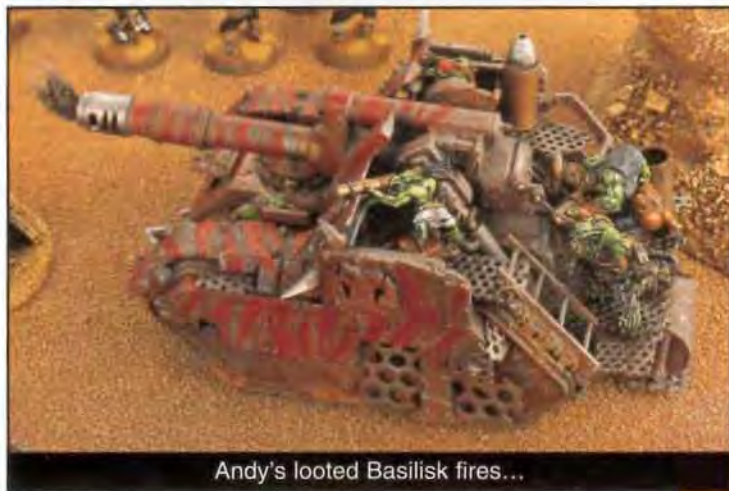
Standing on the roof seemed like a good idea until Gorbag was shot at.



TURN TWO



With a hail of fire from their big shootas, the Shoota Boyz destroyed the truck that Andy's Warboss had been intent on using. Alex's final action was to shoot a rokkit from the Shoota Boyz into Andy's Wartraks. Although he missed, this did alert the Wartraks to the fact that there was a battle going on around them, and they overcame their Confusion automatically.



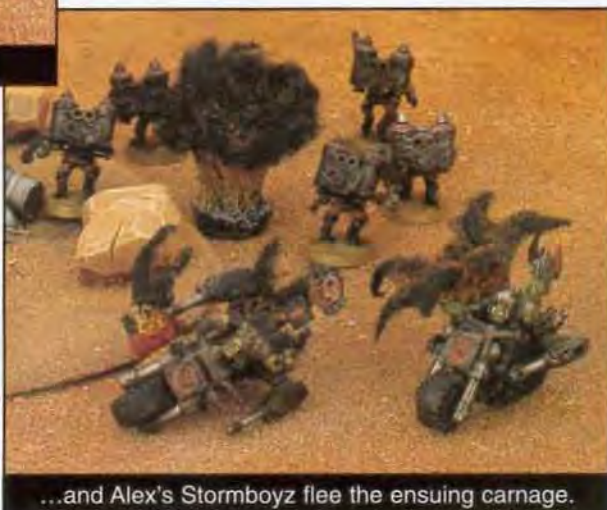
Andy's looted Basilisk fires...

Andy got the second turn and still only managed to organize one squad, mainly due to the fact that he was trying to start up the Basilisk which needed to roll 6 or less on its Confusion roll, and kept failing. The Warboss found his truck in little pieces and so went for his back up plan of moving onto the nearby building in the belief that his mega armor would keep him protected. The newly organized Shoota Boyz and Wartraks moved in the direction of Alex's camp and let rip with their guns, killing five of Alex's Slugga Boyz. The Warboss and his Nobz missed Alex's Warbikers with everything but a rokkit, and this was saved by the Warbikers' cover save (due to all the smoke and fumes from the bikes). Finally the first Shoota Boyz mob fired on Adrian's Scorchas and left both of them weaponless.

With fairly light casualties so far, Adrian started his second turn. The second Trukk Boyz mob and one of the Dreadnoughts became active. Everything that could move forward did, while the Trukk Boyz swung around the flank of the army between the mine and rocky spire. The Scorchas that had lost their weapons to Andy's big shootas in the previous turn, made a cunning maneuver and effectively made themselves into moving cover, positioning themselves between Alex's and his own army. Adrian then fired everything he had at Andy's Warboss and his bodyguard. This left Gorbag with one wounded bodyguard and a heap of Nobz bodies to take cover behind.

TURN THREE

Andy got the first turn but was only able to organize one thing in his army. Unfortunately for Alex and Adrian it was the Basilisk that came on line. There was still a chance that the Basilisk would not be able to fire if it failed its Breakdown test but Andy passed it easily, though he would still have to take this test every turn. The only movement came from Warboss Gorbag who realized that he didn't like the view from the building (nothing to do with the large number of guns pointing in his direction!) and so clambered down to join the Boyz with the Dreadnought. The Slugga Boyz and Wartraks fired on Alex's Slugga Boyz, killing four between them. Finally, the loaders got the Basilisk's cannon to work and a thunderous boom echoed forth across the battlefield. The shell hit home amidst Alex's



...and Alex's Stormboyz flee the ensuing carnage.



unsuspecting Stormboyz. Three died instantly, while one of the Warbikers was caught in the blast and his engine exploded, taking him out of action. Alex failed his Morale check and the Stormboyz leapt right off the table.

Alex's turn was next and the Trukk Boyz and Killer Kans both became organized, leaving just the Grots milling about in confusion. The Killer Kans advanced toward Adrian's camp with the Bikes in front and Trukk Boyz maneuvering around the flank. Alex's Shoota Boyz moved forward to support the inevitable charge by the Slugga Boyz, but despite a huge number of shots, all of them missed Andy's Shoota Boyz. The Killer Kans and Warbikes fired at two of the Trukks being used as cover

by Adrian's army, destroying one and blowing the weapon off the other. Alex's Trukk Boyz came into view of Adrian's Trukk Boyz mob, who were still in their vehicle, and started firing on them. Gunfire ricocheted wildly off the truck, blowing the big shoota off and stunning the crew, who wouldn't be able to move or fire next turn.

Adrian's Shoota Boyz woke up to what was going on around them, as did one mob of Grots, and almost the whole of his army began to steamroller forward (though only at the speed of a steamroller). The Scorchas and the surviving truck, which had all lost their weapons and were very cunningly being used as cover, took on a new role. Driving around the base of the mine, Adrian moved his damaged vehicles to become a barricade against Alex's on-coming Trukk Boyz mob. Adrian then combined his firepower against

Alex's Warbikers. The Dreadnought, Warboss, Grots, and Shoota Boyz all shot at them, leaving nothing but bodies and chewed-up, smoking wreckage.

TURN FOUR

After the huge amount of destruction Alex suffered in the previous turn, it was his chance to exact revenge. The Grots overcame their confusion, leaving just the Dreadnought immobile. Alex turned his Trukk Boyz around and headed back round the other side of the mine, as he was unable to get past Adrian's blockade.



Unable to find any other suitable target, the Trukk fired off a rokket into Adrian's Grots, turning one into nothing but a bad smell. Meanwhile, on the other side of the battlefield, the Shoota Boyz and Slugga Boyz pushed forward toward Andy's camp. The Slugga Boyz were in range to use their burnas against one of the wartraks. The flames enveloped it, killing the driver and exploding the fuel tank. While this was happening, Alex's Shoota Boyz were firing wildly into Andy's Shoota Boyz, but their excitement affected their already temperamental aim and only a single Ork fell.

Andy's luck began to change when he managed to organize all three squads he was testing for. The Skarboyz, Slugga Boyz and Dreadnought joined the rest of the army in taking the offensive while the Basilisk fired off another shell, this time aimed at the center of Adrian's army. Hitting bang on target, the explosion tore apart a Skarboy, four Shoota Boyz and nine Grots. The Dreadnought added its weight of fire to the carnage already caused and killed a Shoota Boy. On the other side of the battlefield the combined firepower of Andy's Shoota Boyz, Slugga Boyz and Wartrak caused huge amounts of damage to Alex's Shoota Boyz. At the end of it, ten of Alex's Orks lay dead. Taking the initiative, Andy then charged his Shoota Boyz into Alex's Slugga Boyz, automatically passing their Power of the Waaagh! test. However, despite a huge number of dice, Andy only inflicted 2 wounds on the Slugga Boyz, who in return killed one of his. Alex passed his Morale check and Andy moved in.

Adrian was last to go in turn four, and he started it by failing his roll to overcome the Confusion suffered by his second Dreadnought. During the movement phase, the damaged vehicles that had been blocking the Trukk Boyz moved closer to Alex's camp, with Adrian's trukks ramming Alex's Trukk Boyz in an attempt to halt the vehicle but failing to inflict any damage. The Shoota Boyz, who had stood still this turn to get the extra range on their shootas, fired on Andy's Shoota Boyz, killing four of them, while the active Dreadnought immobilized the lead Killer Kan with its big shootas. Even though it was Adrian's assault phase, the close

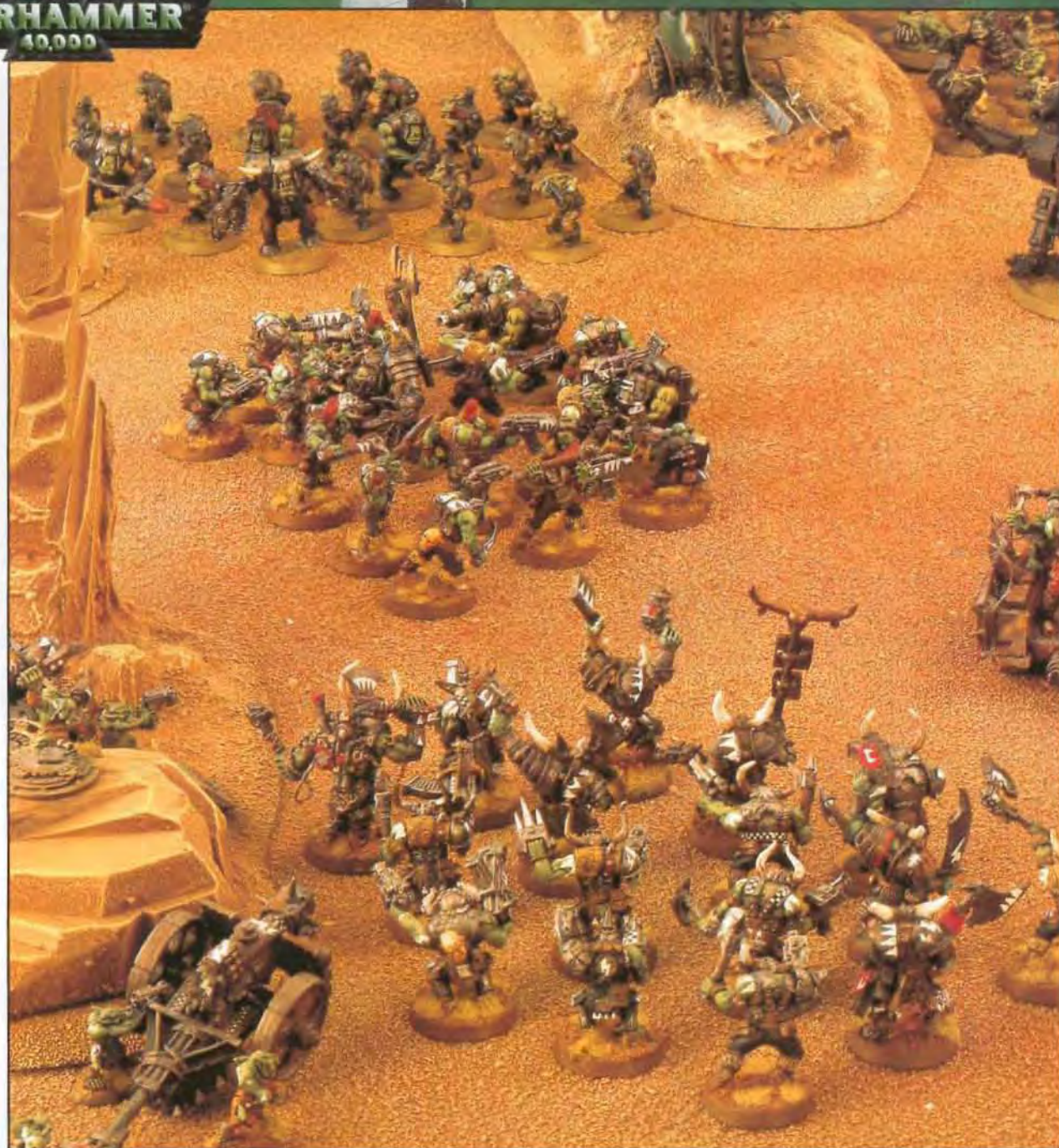


combat between Alex and Andy still had to be fought. Alex's Slugga Boyz caused one casualty while Andy's Shoota Boyz slew five, though they weren't able to defeat the Nob who then massacred a further three Shoota Boyz. Alex lost the combat again and despite being seriously outnumbered passed his Morale check.

The roll to see if the game would end was made, and as expected the game continued for at least another turn.



Gorbag leads the Shoota Boyz and Dreadnought in the attack.



A large scrap develops between Andy's and Alex's camps and Boyz on both sides rush to join in.

TURN FIVE

Alex got the first turn again and finally got his Dreadnought to wake from its long slumber and join the fight by stomping toward the massed scrap going on in front of it. The Trukk Boyz made a complex maneuver (well, complex for Orks anyway) and spun around ready to take out Adrian's vehicles, which were becoming an irritation. The mobile Killer Kans also moved to attack Adrian's vehicles as it was important that they didn't end the game in Alex's camp. The shooting phase commenced with the newly awoken Dreadnought killing one Slugga Boy. The Killer Kans managed to get a

'Crew Shaken' result on one of Adrian's damaged Scorchas while all the other gunfire from the rest of the army flew wide of its targets. In the assault phase, the Shoota Boyz and the Dreadnought both charged into the continuing combat. Alex's Boyz caused just 3 wounds between them, the high Toughness of Orks proving to be a constant problem. In response, Andy killed two Boyz and toppled Alex's Nob who had yet to strike. Finally, the Dreadnought got to make its attacks. Alex was expecting it to mince Andy's Orks but then proceeded to cause only one hit and followed up by rolling a 1 to wound. The combat was a draw so it went to a moral high ground roll off, which also came up a draw. Stalemate again, so the combat continued...



Alex's one remaining Nob is totally surrounded by Andy's Slugga Boyz, Shoota Boyz, and Skarboyz.

Adrian's fifth turn began with the Dreadnought powering up. The Scorchas moved into Alex's camp and the rest of his army moved forward to engage Andy's approaching Orks to stop him from getting within 12" of his own camp. Adrian's Trukk Boyz were still unable to move as the Grots couldn't seem to get the immobilized truck working again. The only action they made this turn was stopping Alex's damaged Killer Kan from being able to shoot next turn by damaging it with their big shoota. Much to Andy's embarrassment, two of his Shoota Boyz fell to the awesome firepower of a mob of Grots, though Andy did pass his Morale check (Adrian's Grots are well known for possibly being the most dangerous element in his entire army). Again Alex and Andy fought in Adrian's assault phase. Alex's Shoota Boyz Nob started true to form by missing with all his attacks. Andy then inflicted a single wound on the Nob as well as killing another Boy from the Shoota Boyz mob. Alex's Boyz, enthused by the arrival of the Dreadnought, killed four of their enemy, even though the Dreadnought disappointingly did no damage. Andy's Shoota Boyz lost the combat and failed their Morale check, falling back 9". Despite three squads chasing them, not one managed to catch the somewhat nimble greenskins.

Andy got the last turn again and managed to get his Kannons organized. The fleeing Shoota Boyz failed to mob up with the Skarboyz and continued to fall back. The Shoota Boyz, with the Warboss and Dreadnought, moved up close to

Adrian's army ready to assault, while the Skarboyz and Slugga Boyz did the same to what remained of Alex's attack force. The remaining Wartrak moved as near to Alex's camp as it could. Andy started the shooting phase with the Basilisk, firing it at the horde of Adrian's Grots in front of his Warboss. The shell hit home with unnerving accuracy, killing a Shoota Boy, Squig and two Grots (though two Grots did survive the blast – Adrian's Grots are really hard you know). Andy's Shoota Boyz proceeded to fire at Adrian's Dreadnought. One of their rokkits penetrated its armor and the Dreadnought





Gorbag and his Boyz charge the only available target – the Grots (it's almost as if someone put them there on purpose).

collapsed with smoke pouring from the gaping hole in its side. The Kannons targeted Alex's Dreadnought, managing to destroy it in a much more impressive fashion. The explosion left a big crater and nine dead Orks, five of which were Andy's! The Dreadnought fired at Adrian's Shoota Boyz killing two, with another falling to a shot from Warboss Gorbag. The shooting phase ended with a burna, two rokkit launchas, three big shootas and numerous Sluggas wiping out all but one of Alex's Orks who were near Andy's camp. The lone survivor, a Nob on 1 wound, was then charged by the Skarboyz and not surprisingly died, his body trampled into the ground as the Skarboyz stampeded toward Alex's camp, nothing standing in their way. Near Adrian's camp, Andy's Shoota Boyz, Dreadnought and Warboss Gorbag assaulted the Grots (the only obvious target), who were also wiped out before they could make a single attack. The only survivor was their Runtherd, who fled only to be pursued by the Dreadnought. The Runtherd escaped being squished when Andy's Dreadnought ran headlong into Adrian's Dreadnought, initiating a titanic combat. The Shoota Boyz tried to sweep into Adrian's Shoota Boyz but Andy rolled a 3 and they fell short of their target. Because he was wearing mega armor, Warboss Gorbag had to halve his sweeping advance and so moved just 3".

With Andy's turn over we diced to see if the game would end. Fortunately for Andy it didn't...

TURN SIX

Adrian got the first go in turn six. The movement phase consisted of the Skarboyz and Shoota Boyz moving closer to Andy's attack force to bring all their guns to bear before assaulting. The Trukk Boyz got out of their vehicle, giving up on any chance of getting it fixed, and headed back towards the camp. The Dreadnought fired its guns at Andy's Shoota Boyz as the enemy Dreadnought swept toward it, but missed the Orks completely. The rest of Adrian's shooting was all targeted against Andy's Shoota Boyz, eight of which were killed by the combined firepower. In the assault phase, Adrian charged his Grots and Shoota Boyz into what remained of Andy's Shoota Boyz and Warboss. One of Andy's Nobz died at the hands of the Shoota Boyz, who had passed their Power of the Waaagh! test, and Gorbag also lost a wound. In return, Andy's Boyz booted five Grots to death, the rest ran away in good old Grot tradition. The combat between the two Dreadnoughts occurred simultaneously. Adrian's Dreadnought was able to damage the leg of Andy's before it was smashed to pieces and exploded, taking out three of its own Grots and Shoota Boyz in the process.

Next up was Alex, who looked unlikely to win so did everything he could to stop the others getting into his camp. The Grots moved toward Andy's approaching Skarboyz, as did the Trukk Boyz, while the mobile Killer

Kans moved back towards the camp center to deal with Adrian's Wartraks. The Grots fired on Andy's Skarboyz, killing three of them, and the Trukk Boyz and Killer Kans destroyed both of Adrian's Wartraks between them. In the assault phase, the Grots charged into the Skarboyz, completely missing with all their attacks, only to lose four of their own number. This in itself was unsurprising but then the Grots passed their Morale check and held their ground as the Skarboyz surrounded them. On the other side of the battlefield Andy's Warboss, Gorbag, tried to brain his opponent with his shoota instead of his power claw so he could strike first.

Unfortunately he failed to wound and the Nob he was facing off against wounded him. In return Andy's Nob killed a Boy before Adrian's Shoota Boyz got to attack. Despite nine Boyz attacking Gorbag they were unable to remove his last wound. The combat was a draw and it came down to Moral High Ground. Andy lost and then failed his Morale check, falling back towards his camp. Adrian pursued with the Shoota Boyz and caught the fleeing Warboss, unsurprisingly as he was wearing mega armor. The death of Gorbag put Adrian in a winning position but Grishnak would still have to survive to the end of the game.

It was Andy's sixth turn and if the game ended this turn



Adrian details his magnificent Waaagh! plans while Andy plays dead.



he needed to kill Grishnak. He began by moving the surviving Wartrak into Alex's camp and the Slugga Boyz up close to the scrap between the Grots and Skarboyz, ready to join the combat (or should that be slaughter). Andy began the shooting phase with the Wartrak targeting Adrian's Skarboyz (who Grishnak had mobbed up with at the beginning of the game) killing just one. The immobile Dreadnought shot down the fleeing Runtherd with its big shootas. Then came the Basilisk. First, it failed its Breakdown test, which could have been bad but resulted in it being unable to move that turn. Andy placed the Ordnance template directly over Grishnak's head but fate intervened and for the first time in the game the shot scattered, missing Adrian's army completely. Finally, the Kannons fired on Adrian's Shoota Boyz who had cut down Gorbag, killing a Boy and a Nob with a frag shell. With the shooting phase over, there was nothing that Andy could do to take out Grishnak this turn. The close combat between the Skarboyz and Grots was joined by Andy's Slugga Boyz and as expected Alex's Grots and their Slaver were turned into little more than a green smear on the ground. Then both the Skarboyz and Slugga Boyz swept into Alex's camp and the sixth turn ended.

And with that, a 1 was rolled and the game ended. Adrian was declared the outright winner, as he was the only one with his Warboss left alive.

DA KONKLUSIONS



No tactics, just pure luck.

Where'd da Boyz go?

Andy: Aaaaaahhh! AAAAAAaaaaaaahhh! Do not send your Warboss into the middle of the opposing army without lots of Boyz to back him up! Harumph, I suppose I probably should have charged after Grishnak right at the start, doubtless got killed and got it over with, then at least me and Alex could have joined forces to finish Adrian off. But the novelty of survival was just too much, so I sidled off with my Warboss like some snivelling Grot, and achieved precisely nothing (*serves you right then – Fat Bloke*). On the bright side I was much taken with the mobility of Adrian's and Alex's Trukk mobs and now I'm tempted to include more of my own. The Basilisk was... interesting. Against Orks I had this weird feeling that even with an enormous Ordnance template I just couldn't kill enough of them to make it worthwhile – and spending so long getting it started meant I was slow getting the rest of my foot mobs going. Overall, it was a fun scrap though, mostly because of the good Orky attitudes of Alex and Adrian. If you want to see a great punch-up just get three Ork armies fighting!

Where'd da Boss go?

Alex: I must admit that I wasn't expecting too much success playing against two experienced Ork players like Adrian and Andy, but despite having lost I think I've got the most out of it as

far as lessons learned. I had the advantage of the first charge and the humiliation of being the first Warboss to bite the dust. I think I made the right choice to charge Grishnak, but I don't think I should have pursued him when he broke (I played the character of my army and chased after him just as a true Ork would have done). My first real mistake (and lesson) was my choice of camp. I opted for cover rather than position on the board. The cover made no difference but my position meant I was closest to both the other camps. My hopes were finally dashed when I underestimated the amount of big shootas Adrian could fire at my bikes (well he did say he'd get me back for charging Grishnak), and my entire Stormboy unit fled off the table when Andy's looted Basilisk fired at them. In the end, I thoroughly enjoyed the game. It was played in great spirit and I learned some valuable lessons. It's always good to occasionally play against the race you collect, as it forces you to look at your weaknesses more closely. I suggest trying this yourself as it gives you a different perspective on your own army. I came out of this game with a huge list of things to add to my army, including some mega armor, Big Gunz, a looted vehicle, Skarboyz, Wartraks...



Better luck next time... loser.

A six and a one!

Adrian: OK, let's face it, I won this battle on two dice rolls. The roll of a 6 for an armor save on Grishnak's last wound, and the roll of a 1 for the end of the game! It certainly wasn't won with erudite skill and tactical genius. I gave up on the idea of using tactics years ago – it's much better to fight with an army in character. In other words, think like an Ork, fight like an Ork, win (or lose) like an Ork!

This has to be the most amicable game of Warhammer 40,000 I've played. None of us could really take it too seriously, which is why it was such a great scenario to fight. What were the main points of the battle for me? In the beginning no one wanted to risk his Warboss and I pitied Alex having to decide who to charge first. He charged me of course, which was his first mistake I might add – GRRRRR! The game then turned into a test of who could kill who first. Alex, once again, came off worse, caught between Andy and me. Andy was a real threat, and was dead cunnin', except when he put his Warboss on the building. In the end, swamping Andy's Warboss did the trick, although losing both Dreadnoughts was a real blow. Also, having a Wartrukk stuck on the starting line, so to speak, was really frustrating. However I was pleased with the idea of using my damaged vehicles to block lines of sight and threaten Alex's camp. Andy's Basilisk was deadly and it's a great model too. It was brilliant going head-to-head with both Alex and Andy, who both displayed the cunnin' and brutality that I'd expect from two great Warbosses.



Believing he has mastered Ork tactics, Adrian's next move is to try unaided flight.

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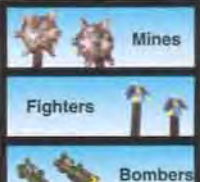
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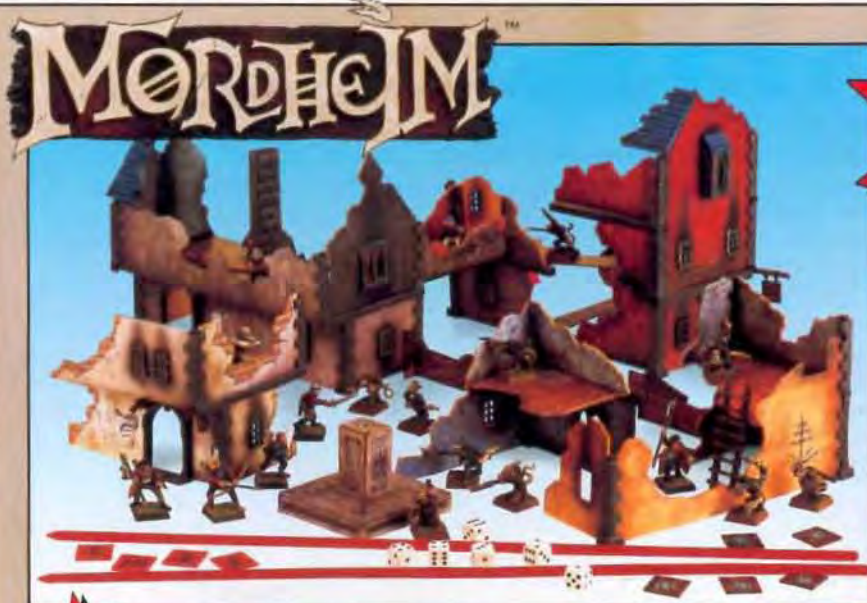
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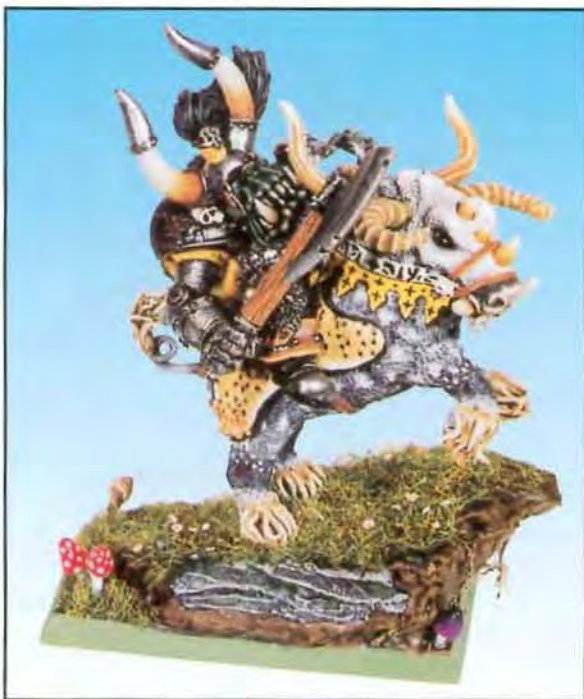
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