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WD272 SEPTEMBER 2002
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WHITE DWARF™

272 September 2002

Printed in the U.S.A. at United Litho, Inc.

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WHITE DWARF (ISSN: 1532-1312) September 2002 No. 272 is published monthly by Games Workshop 6721 Baymeadow Drive, Glen Burnie, Maryland 21060-6401 USA. For subscription service in the US write to Games Workshop US Mail Order 6721 Baymeadow Drive, Glen Burnie, Maryland 21060-6401. Subscription price is $50.00 for 12 issues. For subscription service in Canada write to Games Workshop Canadian Mail Order 2679 Bristol Circle, Units 2 & 3, Oakville, Ontario L6H 6Z8. Subscription price is $75.00 for 12 issues. Postmaster: Send address changes to Games Workshop 6721 Baymeadow Drive, Glen Burnie, Maryland 21060-6401. Periodicals Postage Paid at Glen Burnie, Maryland and additional offices. Ride-Along enclosed.

TURN 1

News & New Releases From The Games Workshop World of Hobby Games

As if it weren't jam-packed enough here in the office, we've got yet another staff member to welcome aboard. Joining us this issue is our brand new content editor **Eric Sarlin**. He's here to make sure we don't put anything in print or on the web that makes us look foolish (well, any more foolish than we already look, that is). I'm sure all of you out there wish him the best of luck in dealing with THIS crowd.

Speaking of crowds, it seems like there's nearly always one of them roaming around the building here at **Games Workshop US HQ**. Thanks to the ongoing tours that are being conducted, plenty of people each week get the chance to see all the good stuff (and some of the unusual stuff) that goes on at the US head office of the world's finest manufacturer of toy soldiers. If you're going to be around the Baltimore, Maryland, area, and you have the courage to come into the eye of the storm, then reserve your spot by giving us a call at 410-590-1400 or send an e-mail to hivemind@games-workshop.com at least two days beforehand. Tours generally take place at 3 p.m. on Fridays, and groups should be kept reasonably small. Hope to see you here!

If all of you subscribers take a close look at the label attached to this issue of *White Dwarf* (which I'm sure you do every month anyway), you'll notice that there's now information telling you when you should remember to renew your subscription.

All of you fans of **The Lord of The Rings: The Fellowship of The Ring Tabletop Strategy Game** should be interested to know that the follow-up game, focusing on the characters and events of the second installment in the trilogy from New Line Cinema, **The Two Towers**, is on its way this November, along with a slew of new models. Keep your eyes on the pages of *White Dwarf* for more information on the game in the next couple of issues.

Well, that about puts the cap on this month's tidbits and reminders (September is a little slow in the "news" department, at least when you're putting the news together over a month early. Sorry.) Next month: more stuff about the new LOTR game and a few other nuggets you should find interesting.

See you next month!

William "Goat-Boy" Stilwell

THINGS TO DO IN SEPTEMBER

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Let Slip the Dogs of Wargaming in the Dog Days of Summer!

Games Workshop products are available all over North America at **Games Workshop Hobby Centers** and **Rogue Trader Independent Retailers**. To find the store nearest you, take a peek at the Rogue Trader List, packed in with each issue of *White Dwarf*.

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 web site. Along with all the latest releases, news updates, and upcoming event information, you'll also find our **Mail Order Online Store** where you can browse, purchase games, miniatures, and individual bitz, and a whole lot more!

If you find any problems with your product, please e-mail us at: custserv@games-workshop.com. Or, if you have a rules question, please e-mail us at: roolzboyz@games-workshop.com.

Battlefleet Gothic Takes Off

It's been a while since we've supported Battlefleet Gothic in *White Dwarf* and on the web. Seeing as how thousands of you out there still play plenty of BFG, we thought we'd give it the treatment it deserves. Over the next few months, you can expect to see plenty of pages in each *White Dwarf*, along with the usual complement of material in our Specialist Games publications. Our web site will also expand its BFG content to give current players and newcomers alike a taste of upcoming BFG releases, as well as rules updates, scenarios, and hobby projects.

Also, a Battlefleet Gothic booklet containing a full catalog, hobby suggestions, and scenario ideas that will help you tie your BFG games closer to your 40K games will soon be available everywhere!

If you've already played Battlefleet Gothic, it's time to blast that dust off your fleet and start playing again. If you've never seen it before, take a look at our Launching of a Fleet article on p. 40.

Have fun and remember to think outside the sector.

Epitome of Evil Draws to a Close

Time is running out on the Epitome of Evil battle tour. The last two events promise to send off the tour with a bang. On September 1, the Games Workshop HQ Battle Bunker hosts the penultimate event on the tour, while September 7th sees the final conflict between good and evil tear up the Games Workshop store in Greenwich Village, NY.

As with all of the other stops on the tour, you'll have the opportunity to get the official Epitome of Evil shirt; there will be plenty of prizes and special events; and you'll even have the chance to buy a one-of-a-kind Chaos Marauder model that's unavailable anywhere else. Be there if you dare!

The Predatory Nature of Chaos

The new Chaos Predator is in the works and on the way to a battlefield near you. Here's a sneak peek at it in all its "work in progress" beauty.

The new Chaos Predator, in progress and coming soon

Shiny New Objects

Any of you out there interested in Rogue Trader Tournaments may also be interested in finding out (if you haven't already) that there's a new trophy being awarded to Overall Winners of the 2002/03 season's RT Tourneys. Here's an inspirational picture of the new beast in all of its shining gold glory, just waiting to occupy a place of honor on your trophy shelf.

The new Rogue Trader Tournament Overall Winner trophy. Shown MUCH smaller than actual size, with a Necron Warrior shown for scale.

The Last Staff Alliance at GW

On Friday May 31st, the hordes of Sauron poured in their thousands down the slopes of Mount Doom, and a mighty army of Elves and Men stood fast against their evil as the Last Alliance event was kicked off at the Games Workshop Baltimore Battle Bunker. For this mighty conflict, we organized the most fanatical *The Lord of The Rings* players we could find in the Games Workshop US Office and asked them to choose whether they would attempt to snuff out justice on the side of Sauron or fight for the freedom of Middle-earth on the side of the Free Peoples. After a long and hard-fought battle, the forces of Evil stood victorious. For more info, check out the full report on www.games-workshop.com.

The Canadian GW Empire Expands

New Canadian Games Workshop stores keep cropping up all over the place! The latest additions to the family are:

Chinook Centre - Calgary, Alberta
(403) 319-0064

Southland Mall - Regina, Saskatchewan
(306) 757-1262

Richmond Centre - Richmond, British Columbia
(604) 232-2425

Canadian Head Office Store - Oakville, Ontario
1-888-GW-TROLL

Catch Up With The Games Workshop Battle Wagon

The Epitome of Evil Battle Tour wraps up on September 7, but the Battle Wagon can't be stopped! It continues to roll on throughout the countryside, leaving only destruction and loose metal bits in its wake. Watch for it!

The Battle Wagon navigator reported in too late to make this issue. Log on to www.games-workshop for the latest Battle Wagon schedule!

STAND AND SHOOT

Our idea to enforce a dress code at this year's Games Day was met with staunch resistance.

This shot proves that we'll let pretty much ANYBODY into Games Day! (The guy in the Goblin mask with the club is pretty goofy too.)

Even people who seemed prepared for ANYTHING were astounded by the all out lunacy of *The Sleeper Awakens* multi-player mega-event!

How many Games Workshop staff members does it take to hook up photography lights? According to this shot, the answer is at least three.

TAKE YOUR BEST SHOT!

Think you have a picture that belongs here? Send it along!

If you've got a printed photograph, send it to:

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c/o White Dwarf
6721 Baymeadow Drive
Glen Burnie, MD 21060 USA

If you prefer to go digital, e-mail your pic to:
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Be sure to include your name, the names of everybody in the photo, and a description of just what's actually going on in your picture. If it strikes us just the right way, it could make it into print for everybody to see! C'mon, send it in!

All pictures submitted become the property of Games Workshop North America Inc., but please note we cannot be returned. There are no prizes associated with the submission. All entries can possibly receive is merely the pride of having, depending on the photo) of having your picture in the pages of *White Dwarf*. All decisions are completely subjective and based solely on the opinions of *White Dwarf* UK Staff.

Black Library

For more info on all of these and other Black Library publications, check out their advertisement later in this issue, and be sure to visit **www.blacklibrary.co.uk**.

SEPTEMBER RELEASES	$CDN	$US
The Claws of Chaos Part one of the new "Slaves to Darkness" trilogy by Gavin Thorpe	$10.00	$6.95
Draco Book one in the "Inquisition War" trilogy by Ian Watson	$10.00	$6.95
Inferno #32 Fiction from around the Games Workshop World of Hobby Games	$10.00	$6.95
Inquisitor Ascendant 2 The Hunt for Defay continues in this graphic novel from the Black Library	$15.00	$10.95
Redeemer #3 Third issue of the full-color reprint	$4.25	$2.95

WARHAMMER

SEPTEMBER RELEASES		$CDN	$US
1595	**Black Orcs Regiment** (Boxed Set of 5 Black Orcs)	$65.00	$29.99
1622	**Lord of Slaanesh** (Boxed set of 1 Character Model on a Steed of Slaanesh)	$35.00	$24.99
1624	**Lord of Tzeentch** (Boxed set of 1 Character Model on a Tzeentch Flying Disc)	$35.00	$24.99
1627	**Galrauch, Dragon of Chaos** (Boxed Set Containing 1 Complete Chaos Dragon)	$65.00	$44.99
1628	**Empire Greatswords Regiment** (Boxed Set of 10 Empire Soldiers)	$40.00	$29.99
1629	**Savage Orc Boar Boyz Regiment** (Boxed Set of 5 Savage Orc Boar Boyz)	$55.00	$29.99
1630	**Empire Flagellants Regiment** (Boxed Set of 10 Empire Troops)	$40.00	$29.99
1631	**Savage Orc Boyz Regiment** (Boxed Set of 10 Savage Orc Boyz)	$40.00	$29.99
8520Q	**Chaos Champion of Slaanesh** (1 Slaanesh Character Model on Foot per Blister)	$14.00	$9.99
8520R	**Chaos Champion of Tzeentch** (1 Tzeentch Character Model on Foot per Blister)	$14.00	$9.99

If you aren't frigtened by this beast's looks, you will be frightened by its ability after it and the Slaanesh Lord atop it tear through even the toughest of your troops.

Champions of Chaos who carry the mark of Slaanesh enjoy both the pleasure and the pain of combat and thus are immune to all psychology tests in the heat of battle.

This Lord of Tzeentch rides atop a deadly flying Disc of Tzeentch and can also cast spells as a level 4 sorcerer.

Champions of Tzeentch can also count as level 2 sorcerers with the ability to cast spells even when they're wearing some form of armor.

These new boxed sets make fielding a new regiment easier than before! They include a full regiment's worth of troops plus command!

All Prices are correct at press time

CHAOS

SEPTEMBER RELEASES		$CDN	$US
1626	Spawn of Chaos (Boxed Set Containing 1 Complete Chaos Spawn)	$35.00	$24.99
1938	Screamers of Tzeentch (Boxed Set of 5 Tzeentch Daemons)	$60.00	$39.99
1939	Horrors of Tzeentch (Boxed Set of 10 Tzeentch Daemons)	$60.00	$39.99
8540A	Flamers of Tzeentch (2 Daemons of Tzeentch per Blister)	$13.00	$8.99
986590	Lord of Change (Boxed Set Containing 1 Greater Daemon of Tzeentch)	$65.00	$44.99

Drawn from the ether of Chaos by the carnage and hatred of the battle below, screamers descend on the scene and feast hungrily on the souls of the recently slain.

While it appears to be fragile and weak, the Lord of Change is not to be underestimated in combat. Even beyond its supernatural strength and toughness, its very nature gives it magical ability beyond mortal comprehension.

Flamers move as single models on the battlefield and unleash blasts of fire on their enemies. However, they must remain close to units of Tzeentch Horrors to maintain their form.

Horrors is the most fitting name these lesser daemons of Tzeentch could have, as they are impossible to describe otherwise. Their constantly changing form affects the world around them, and they can actually convert enemy troops to Horrors themselves.

All Prices are correct at press time.

Spawns of Chaos are foul, hideous beasts that were once men who served as Champions of Chaos, but became too in tune with the powers of the Dark Gods. They will either meet their doom in battle, by horrific slaughter, or by being destroyed by the very forces of Chaos that created them.

Once one of the mightiest of the Dragons fighting alongside the High Elves, Galrauch came face to face with a Lord of Change and was forever transformed into the legendary first of the Chaos Dragons. He now fights alongside the powers of Chaos and is infused with the dark magic of Tzeentch, making him one of the most feared entities in the Warhammer world!

WARHAMMER 40,000

SEPTEMBER RELEASES

		$CDN	$US
0205	**Codex: Dark Angels** (Revised Codex featuring corrections and minor rules updates)	$14.00	$9.99
3000	**Space Marine Battleforce** (Space Marine Boxed Army - Now Includes the New Rhino!)	$130.00	$89.99

The Space Marine Battleforce boxed set now contains the all-new Space Marine Rhino tank to move your troops into the thick of battle in the blink of an eye!

All Prices are correct at press time

BATTLEFLEET GOTHIC™

The game of spaceship battles in the 41st millennium returns! Brace for impact with the contents of the boxed game, which gives you everything you need to begin playing (except for an opponent of course).

Necron Cairn Tombship

Look for the entire range of Battlefleet Gothic ships and supplements at a retailer near you starting this month!

Necron Harvest Ship

Necron Jackal Class Raiders

Necron Shroud Class Light Cruiser

Necron Dirge Class Raiders

SEPTEMBER RELEASES

		$CDN	$US
0005	**Battlefleet Gothic** (The Game of Space Combat in the 41st Millennium Returns!)	$75.00	$50.00
1541	**Space Station: Blackstone Fortress** (Boxed Set Containing 1 Complete Space Station)	$45.00	$30.00
3018	**Imperial Cruisers** (Boxed Set of 2 Plastic Imperial Ships)	$20.00	$15.00
1542	**Imperial Emperor Class Battleship** (Boxed Set Containing 1 Complete Imperial Ship)	$45.00	$30.00
1539	**Imperial Retribution Battleship** (Boxed Set Containing 1 Complete Imperial Ship)	$45.00	$30.00
8201A	**Imperial Sword Class Frigates** (3 Imperial Ships per Blister)	$13.00	$9.00
8201B	**Imperial Cobra Class Destroyers** (4 Imperial Ships per Blister)	$13.00	$9.00
8201C	**Imperial Firestorm Class Frigate** (1 Imperial Ship per Blister)	$13.00	$9.00
8201D	**Imperial Light Class Cruiser** (1 Imperial Ship per Blister)	$14.00	$10.00
BG22	**Imperial Shark Assault Boats** (6 Bases of Imperial Ships per Blister)	$14.00	$10.00
BG23	**Imperial Starhawk Bombers** (6 Bases of Imperial Ships per Blister)	$14.00	$10.00
BG24	**Imperial Fury Interceptors** (6 Bases of Imperial Ships per Blister)	$14.00	$10.00
1540	**Chaos Desolator Battleship** (Boxed Set Containing 1 Complete Chaos Ship)	$45.00	$30.00
1543	**Chaos Despoiler Class Battleship** (Boxed Set Containing 1 Complete Chaos Ship)	$45.00	$30.00
1565	**Chaos Planet Killer** (Boxed Set Containing 1 Complete Chaos Ship)	$45.00	$30.00
3017	**Chaos Cruisers** (Boxed Set of 2 Plastic Chaos Ships)	$20.00	$15.00
8210A	**Chaos Idolator Class Raider** (1 Chaos Ship per Blister)	$13.00	$9.00
8210B	**Chaos Infidel Class Raider** (1 Chaos Ship per Blister)	$13.00	$9.00
8210C	**Chaos Iconoclast Destroyer** (3 Chaos Ships per Blister)	$13.00	$9.00
8210D	**Chaos Repulsive Grand Cruiser** (1 Chaos Ship per Blister)	$28.00	$20.00
BG31	**Chaos Swiftdeath Fighters** (6 Bases of Chaos Ships per Blister)	$14.00	$10.00
BG30	**Chaos Doomfire Bombers** (6 Bases of Chaos Ships per Blister)	$14.00	$10.00
1573	**Eldar Void Stalker** (Boxed Set Containing 1 Complete Eldar Ship)	$45.00	$30.00
8220A	**Eldar Eclipse Cruiser** (1 Eldar Ship per Blister)	$20.00	$15.00
8220B	**Eldar Shadow Cruiser** (1 Eldar Ship per Blister)	$20.00	$15.00
8220C	**Eldar Hellebore Frigates** (2 Eldar Ships per Blister)	$13.00	$9.00
8220D	**Eldar Aconite Frigates** (3 Eldar Ships per Blister)	$13.00	$9.00
8220E	**Eldar Nightshade Destroyers** (3 Eldar Ships per Blister)	$13.00	$9.00
8220F	**Eldar Hemlock Destroyers** (3 Eldar Ships per Blister)	$13.00	$9.00
8230F	**Ork Brute Ram Ships** (4 Ork Ships per Blister)	$13.00	$9.00
8230A	**Ork Kill Kroozer** (1 Ork Ship per Blister)	$20.00	$15.00
8230B	**Ork Terror Ship** (1 Ork Ship per Blister)	$20.00	$15.00
8230C	**Ork Onslaught Ship** (1 Ork Ship per Blister)	$13.00	$9.00
8230D	**Ork Ravager Attack Ships** (3 Ork Ships per Blister)	$13.00	$9.00
8230E	**Ork Savage Gunships** (3 Ork Ships per Blister)	$13.00	$9.00
BG01	**Necron Cairn Class Tombship** (Boxed Set Containing 1 Complete Necron Ship)	$45.00	$30.00
BG02	**Necron Harvest Ship** (Boxed Set Containing 1 Complete Necron Ship)	$20.00	$15.00
BG03	**Necron Jackal Class Raiders** (3 Necron Ships per Blister)	$13.00	$9.00
BG04	**Necron Dirge Class Raiders** (4 Necron Ships per Blister)	$13.00	$9.00
BG05	**Necron Shroud Class Light Cruiser** (1 Necron Ship per Blister)	$14.00	$10.00
8290D	**Mines** (6 Stands of Mines per Blister)	$13.00	$9.00
8290D	**Torpedoes** (6 Stands of Torpedoes per Blister)	$13.00	$9.00

SPECIALIST GAMES RANGE

For more info on all of these and other Black Library publications, check out their advertisement later in this issue, and be sure to visit **www.blacklibrary.co.uk**.

SEPTEMBER RELEASES

	$CDN	$US
Battlefleet Gothic Annual	$22.00	$14.95
Citadel Journal #51	$10.00	$6.95
Necromunda Magazine #10	$6.00	$3.99
Mordheim Annual	$22.00	$14.95
Town Cryer #21 (Mordheim)	$10.00	$6.95

All Prices are correct at press time

THE PATH OF DAMNATION

Gotthard spurred his horse on faster, the Kislevite village of Krovas fast vanishing behind him. The peasants had been suspicious, but the last of his gold crowns had persuaded them to sell him some dried bear meat, warm furs, and a flask of koidva. Gotthard knew that the peasants would inform the cossack patrols of the Tzarina, so he had to make haste, unless he wanted to answer the questions of the inquisitive warriors.

Just three months earlier, he had been a young noble, living in his father's house in Altdorf. He'd had everything then: money, power, a beautiful betrothed, and a commission in the Reiksguard. What had gone wrong?

It had all started when he'd joined a minor secret society called the Golden Eagle. He had understood little of the principles behind their complex rites, but they shared a common goal. They wanted to change the world.

Since his youth, Gotthard had believed that there was more to life than the politics and petty bickering that surrounded city life. In his quest for answers, he had sought refuge in religion and devoted his life to the service of Sigmar. The teachings of the Grand Theogonist promised a paradise in the afterlife, but little else. It seemed that the life of a man was doomed to be spent in the pursuit of insignificant things. Day and night, Gotthard prayed for Sigmar to show him a way to change the world for the better, but no answer ever came. Then, as his hopes of ever finding the knowledge he sought were fading, he was introduced to the coven of the Golden Eagle and knew it was what he had been looking for all his life. The members of the coven could, in his eyes, work miracles: their Magister could change base metals to gold, heal wounds with a word, and change animals into new forms. Gotthard knew his prayers had finally been answered.

The rituals of the Golden Eagle called to a shadowy god for the changing of the world. They desired an improvement in this world and in this life. Gotthard's keen wit and powerful personality soon earned him a position in the Third Circle of the cult, and before long, he had been initiated into the many secrets of the coven.

Then one night, the Templars of Sigmar raided the cult's hidden shrine. Gotthard had narrowly escaped, but under the interrogation of the Grand Theogonist himself, one of the cultists had broken and revealed the names of all the members of the coven he knew. Gotthard's was amongst them.

His commission in the Reiksguard was immediately revoked, and orders for his arrest were issued. His fellow knights had tried to bring him before the witch hunters. Three of them died by his sword, and the other two were so badly wounded they would never fight again. The thought made Gotthard smile bitterly; no matter what was said, at least no one could doubt that he was the most skilled fighter amongst his peers. He had fled through the streets of Altdorf, pursued by the town watch and his former companions, many of whom he had once considered to be his friends.

He had sought refuge at the house of his betrothed, Johanna von Leber. But even she had barred her windows when Gotthard tried to explain why he had been declared an outlaw. "I never want to see you again!" Johanna had screamed. "How could you do this to me? Think what people will say!"

From then on, Gotthard had known he was truly alone. He had ridden down the guards at the River Gate and taken the road to the north. Soon he was beyond the borders of Reikland, but witch hunters, outriders, and bounty hunters were never far behind. He had slept at night in the forest, stolen or bought food from roadside farms, and avoided all the toll gates. He had been forced to live like an animal. The thought of his humiliation made his blood run red hot.

A mad-eyed witch hunter had caught up with him on the borders of Ostland, and a crossbow bolt had nearly taken Gotthard's life. Only by throwing his greatsword, an unthinkable deed for a knight, had he managed to kill the man before one of the fanatic's bolts could find its target. The two-handed sword had struck his foe squarely in the chest, and Gotthard had barely managed to recover it with the hunting dogs of the Count of Ostland snapping at his heels.

And why all of this? he thought bitterly. Because he had followed a whim that had allowed him to escape the monotony of the jaded and dull existence of a young nobleman. All around him, he had seen the decadence and poverty of the Imperial capital: the streets littered with filth and the mobs of the poor, begging and scraping, trying to eke out a miserable existence in the hovels and disease-ridden slums. Gotthard had wanted to change everything and to cast down the old, corrupt society. Perhaps with time and position in the Imperial court he would have been able to achieve his ambition.

But no! Now he was here in the northern wastes, his life in ruins. His father had disowned him; his friends turned against him; and there was a price on his head. All he had left were his weapons, his strong sword arm, and his keen wit. They would be enough, he decided. None would dare to follow him into the Troll Country.

Gotthard traveled northwards for weeks before he encountered any resistance. He saw groups of misshapen creatures on the horizon, but they never tried to approach him. He heard their guttural cries, and often these called more creatures from the shadows. However, they seemed content to study him. Why, he did not know, but he decided not to pay them any attention unless they became a threat.

Not long after he noticed the creatures, he came across a great stone carved by some titanic hand, a monolith inscribed with sigils and runes that glowed in the gathering darkness. Somehow, Gotthard knew that the carved slab was of vital importance to him. He was strangely drawn to it, as if he were playing a pre-determined part in one of the plays of the great Altdorf theater. He had to know what was written on the monolith, even if it would cost his soul.

The monolith, though, was not unguarded. Out of the crude shrine, that stood next to the carved pillar, a huge creature emerged. The earth shook under its hooves as gigantic muscles moved under its thick skin. Huge horns spiraled above its head, and in its hands, it carried an axe that probably weighed as much as Gotthard's warhorse. Gotthard recognized the creature from the grimoires: a Minotaur, a gigantic blasphemy against nature, a cross between a great bull and a man.

Yet, despite its brutal appearance, an animal intelligence gleamed in its red eyes: the low cunning of an animal combined with the wit of a man. It is still half a man, just like me, thought Gotthard. Shaking his head, he returned to reality, if indeed this realm stood within the boundaries of sanity. Forcing his voice to stay calm, Gotthard spoke.

"I wish to study the carvings on the stone. Stand aside Beast!"

A barely understandable growling emerged from the maw of the Minotaur.

"All those who not change must die.
Only Chosen may find path."

Then, howling a battle cry, it lifted its titanic axe and charged. Gotthard slammed his visor down and spurred Validus, his warhorse, to a gallop. They thundered towards each other, man and beast, one screaming the battle cry of the Reiksguard, the other bellowing and snarling wordlessly.

They struck almost simultaneously. Gotthard's lance pierced the left shoulder of the Minotaur, the haft of the lance shattering with the force of the blow. Rearing upwards, Validus struck with both hooves, crashing down against the skull of the Minotaur. But the gigantic axe of the Minotaur had as great a reach as Gotthard's lance, and its strike was blindingly fast. Gotthard tried to swivel in his saddle, but it was too late. The axe struck Gotthard's shield, and the tremendous force of the blow jarred it from his hand leaving his left arm numb.

Ignoring its wound, the Minotaur swung with its free hand, and the massive fist, three times the size of Gotthard's head, threw the knight from the saddle. Gotthard crashed heavily to the ground, the air driven from his lungs, and for a moment he almost lost consciousness.

With a blood-curdling roar, the Minotaur tore the steel tip of the lance free. Licking the oozing blood running down its arm, the creature threw the broken weapon to the ground, grasped its axe, and turned on Gotthard again. The beast looked upon him with blood-red eyes, and crimson foam poured from its mouth. All vestiges of sanity had disappeared from the face of the man beast. The creature was death incarnate. Gotthard or the Minotaur had to die; it did not matter which.

The snarling beast rushed the fallen knight, who rolled to one side. The great axe struck a stone where Gotthard's head had been but a mere heartbeat before, and the awesome strength of the Minotaur was turned against itself. The blade of the axe cracked, and the haft was snapped in two like a dry twig. With enormous effort, Gotthard regained his footing and scrambled towards his horse to draw his sword from its scabbard that hung from the saddle. As his hands gripped the sword's hilt, he felt two mighty arms closing around his chest, and his armor creaked as he was raised above the head of the Minotaur. His ribs grated against each other, but his hands still grasped the sword. With all his fading strength, Gotthard brought the blade down. It struck the Minotaur in the neck, cutting muscles, severing tendons and sinew, and splintering the bones beneath. A cry of fury, rage, and pain cut through the air. As the Minotaur fell, Gotthard hit the ground, and the world spun and faded to darkness.

When Gotthard woke, the Minotaur was nowhere to be seen. Groaning with pain, Gotthard rose to his feet and staggered towards the monolith to study the carved surface. Despite his pain, he had to see the carvings immediately, as if forced to by some hand of fate. Gotthard realized that the sigils formed a picture. He saw a knight and the device on his shield was a rampant Griffon: the personal device of Gotthard himself. The former Reiksguard studied the ancient carvings, and while Gotthard was no expert, they surely dated from some forgotten century. And yet, undeniably, the knight carved on the stone was Gotthard himself. A chill ran down his spine, and there was something more, the eerie feeling of always belonging to this place.

Days passed, and Gotthard rode ever further north. Here, eternal darkness reigned. Here, there was no place for mortal man. Only those who had pledged themselves to darkness could travel safely. Yet Gotthard sensed that he could still choose. He stood at the very edge of sanity, and this was his very last chance to turn back and rejoin civilization. He could ride to Tilea or the land of the Border Princes and offer his services as a freelance to one of the countless mercenary bands of the Old World. He was strong and fast and well versed in tactics and strategies. With a little luck, he could quickly win fame and fortune and soon lead a mercenary contingent of his own. For a long while he held Validus in place. Then making up his mind, he spurred the horse onwards, to the north and darkness.

Perhaps it was his imagination, but he was sure he heard cruel, mocking laughter in the cold, whispering wind as he rode on.

Day and night lost their meaning to him. The eternal darkness of the wastes was lit only by the strange lights emanating from the far north. Each time Gotthard blinked his eyes, the landscape had subtly changed. When he tried to focus his eyes on any landmark, it seemed to flee out of sight, and things he thought would take mere minutes to reach receded ever further, no matter how hard he strived to reach them, whereas distant objects he passed within hours.

Water could no longer quench his thirst. He yearned for something with more substance, something he could not yet name. He didn't feel the need to sleep any more. He felt wide awake. His senses were sharper than he had ever dreamed possible, and hunger no longer bothered him either. He felt strong, healthy, and far stronger and faster than he had ever been before.

His warhorse, Validus, had also changed. Its teeth had grown sharp, and it no longer shied away with fear when the foul creatures of the wastes approached. Validus' eyes instead glowed red in the eternal darkness of the Chaos Wastes. The beast's skin had also become darker, and its tongue was as rough as stone and had grown long and forked. His mount no longer brushed its nose against Gotthard's face but always stood silent and unmoving when they were not riding.

The unearthly wind of the Chaos Wastes was full of sounds reminding him of his good and evil deeds, warring for his life and for his soul. But one voice was stronger, and it drowned out all the others.

"Be strong..." he heard it say. "Only the strong are welcome."

"I am strong!" Gotthard cried back. "I fear

nothing!" Mocking laughter was his answer.

"Then show me, gallant knight! Prove your bravery!" said the voice, softly.

Suddenly, on the horizon, a new gigantic shape loomed in the darkness. It was a huge gateway that stood on top of a great flight of steps. It was a titanic altar erected by giants in the ancient times when the world was young and the Chaos gods first turned their eyes to it, desiring dominion over all things. He could go no further.

In the sky, flames danced, forming the shapes of eldritch runes, not unlike the ones he had seen at the Temple of Sigmar on the grimoires, hidden and locked away from the commoners. But, as a part of his training, he had learned to decipher them. He read aloud the message from the sky, "Akhso Khaos Khwearr. Khaos Limmbar Menthar!" then dismounted, and started to climb the stairs. He climbed up, higher and higher, until the air grew cold and the clouds whirled far below him, and yet, despite his heavy armor, he felt no fatigue.

At the top of the stairway, Gotthard gazed around him. He had come to the end of his journey. The gateway at the top seemed to be made out of polished silver, reflecting the dancing lights of the Realm of Chaos. Gotthard stood before the portal and stared at the mirror's image. A young, handsome templar in shining armor, carrying a polished sword with the blessed twin-tailed comet inscribed in its hilt, stared back at him. This was what Gotthard could have been. Something he had now lost for all eternity.

Suddenly, the mirror's image spoke. "I am the Guardian. I am the defender of Humanity! And you are an abomination!" The reflection stepped out of the portal with its sword raised in a knight's salute and then charged at Gotthard.

So swift was the attack that Gotthard barely had time to defend himself. From the first blow, Gotthard knew that his life was at stake. Never before had he met a man who could match him in a sword fight, but this warrior from beyond the mirror gate was just as fast, strong, and skilled as he was. They slashed and struck, weaving, dodging, and parrying, circling each other warily. Now and then, one of them would launch an attack with blistering speed, only to be parried by equal skill.

Gotthard suddenly felt the pointlessness of it all. Why did he struggle so much to defend himself when he had nothing left to defend? But instead of giving in, he smiled, brought up his sword and charged.

Both men struck. The templar's sword sliced through Gotthard's armor, cutting deep into his ribs, but Gotthard's sword took the templar's head from his shoulders.

As the body of the white templar fell, gushing blood, Gotthard sank to his knees, his life blood oozing through the gaps in his armor. He was dying. He had come so close. But now he could die in peace... NO! He had to carry on to the bitter end. Agonizingly slowly, he crawled back to the portal, leaving a trail of blood behind him. Now the silver of the mirror showed no reflection, only the dancing red flames of the Chaos Wastes colored its surface.

Gotthard touched the mirror's surface and could see how his own death awaited him on the other side. As the world spun, he heard the voice again.

"ONLY ONE MAY ENTER! THE WAY LIES BEYOND THIS PORTAL. ARE YOU THE CHOSEN ONE?"

For one final time, Gotthard felt a pang of guilt; for one last time, he longed for his former life. But why would he go back? There was nothing left for him there any more. Finally, he pushed against the surface of the mirror portal.

A searing agony, like lances of pure white fire, shot through him. What was left of his sanity was washed away in an ocean of pain. Gotthard screamed in agony as he felt talons, hotter than hellfire, colder than the void, tearing him apart, separating flesh from bone, raking his very soul. Then all sense and feeling fled him.

Gotthard, the son of Graf Heydrich of Reikland, was gone. The Champion of Chaos stood tall in front of the mirror. He turned around to study his new form.

The pale reflection in the mirror showed a face quite unlike the young knight who had left Altdorf all those months ago. Two eyes, glittering like multi-faceted gems, burning with inner balefires, stared back at him. His armor was covered in twisting eldritch runes that glowed in the darkness of the Chaos wasteland. His sword gleamed with blue light and seemed to moan as he moved it, its shape changing with each motion.

Gotthard began to laugh, for now he could see why. He raised his sword, lifting it in a challenge to Humanity, to all the things he had once held dear. His laughter turned to a scream of hatred and vengeance.

"I will return!" he cried, his voice hissing with malice. "For now I know the truth!"

SERVANTS OF SLAANESH

Styrkaar was born into the Sortsvinaer tribe on the northern coast of Norsca. His father, Jerg Svengor, was a powerful warlord, and as a young boy Styrkaar was treated with respect due to his status. Nevertheless, no Norse warrior, no matter how important, would have a weak or spoilt son, and so Styrkaar was expected to learn to hunt and fight like any other tribesman. Jerg Svengor was a harsh man, unpredictable and volatile, and his son often felt the touch of his fists. However, when Styrkaar was once beaten by another Norse warrior, Jerg Svengor had the man whipped until his back was a bloody mess. Svengor then beat his son, for he agreed that the boy needed punishing, but wanted to make it known that it was no one else's right to do so.

As a baby, Styrkaar was aware of a companion unseen by the rest of the tribe. The young Styrkaar used to giggle at the antics of this being as it danced above his crib. This shadowy friend said its name was Sle'zuzu and also told Styrkaar that he could never tell his friends or family about him – or he would leave. Styrkaar accepted this condition without question and never for a moment thought it strange to have Sle'zuzu as his constant companion. Sle'zuzu used to whisper words and secrets to the young chieftain's son that made his life in the tribe easier. If Styrkaar was caught misbehaving, Sle'zuzu would speak softly into his ear. Prompted by his unseen friend, the young boy would then repeat these words out loud, and often his punishment was lessened. Sle'zuzu seemed to know exactly the right words for Styrkaar to say to make people pleased and friendly towards him.

Styrkaar was a popular and outgoing child, who made friends effortlessly and charmed adults, who were impressed with his fearless attitude and self-confidence. He was respected by his peers, for there was no favoritism in the eyes of his harsh father. He trained alongside the other children, learning the ancient Norse techniques for hunting, fighting, and crewing the Norse longships that sailed the icy seas. In all these areas, Styrkaar excelled, impressing his elders and making his father quietly proud. With Sle'zuzu's prompting, Styrkaar began to realize that he could use this popularity to his own advantage.

By the time he was in his late teens, Styrkaar had secured himself a powerful position within the tribe and was held in high esteem. He had grown into a tall and strong warrior, and had led numerous successful raids against other Norse tribes, the Kurgan to the north, and the coastal towns of Bretonnia and the Empire. His peers, and even the older, veteran warriors of the Sortsvinaer, followed his lead without question, for they had faith in their Jerg's son. Jerg Svengor's silent pride of his son began to sour, for he began to see the popularity of Styrkaar and the loyalty that his people had for him as a threat to his own position. His treatment of Styrkaar became increasingly harsh, and this began to cause resentment amongst the tribe. Styrkaar quietly fueled this grudge, though he was painstakingly careful never to appear disloyal.

Blessed by Slaanesh, Styrkaar leads a raid against a coastal Bretonnian town, earning fame and glory.

Eventually, a confrontation arose between father and son, during a feast celebrating the success of yet another of Styrkaar's raids. Jerg Svengor, his face reddened with mead, refused to join the toast raised for his son and stood up drunkenly from the feasting table. Pointing at Styrkaar, he said that his son would never achieve the successes that he himself had. As the tribesmen began to murmur disapprovingly amongst themselves, Sle'zuzu, who spoke only rarely to Styrkaar these days, prompted the young warrior into action. He stood from the table and, with Sle'zuzu feeding him the words to speak, calmly asked his father to raise his goblet in the toast. Outraged, Jerg Svengor swung a fist in a clumsy blow, smashing Styrkaar to the ground. A slight smile appeared on Styrkaar's lips for a moment as he rose from the ground and wiped a small trickle of blood from his nose.

The tribesmen had all risen from their benches and surrounded the Jerg and his son. All was quiet, save for the crackling of burning wood in the firepit, until one voice sounded at the back of the hall, shouting for Styrkaar to strike back. Styrkaar smiled, for he recognized the voice of his companion, Sle'zuzu. Other voices joined this one, until the entire room rocked with the sound of people urging Styrkaar on.

Jerg Svengor turned around in anger and fear, searching vainly for some support but finding none. Enraged, he turned and swung another blow at his son. Styrkaar swayed to the side, and the punch sailed past his head. Stepping in close, Styrkaar's elbow connected sharply with Jerg Svengor's head, and the large man stumbled. Following up quickly, Styrkaar landed a heavy kick to the side of Jerg Svengor's left knee, which collapsed with a sickening crunching noise, and the older man dropped. As Styrkaar stepped in to finish off his father, the older Norseman grabbed Styrkaar by his leather tunic, pulling him down into a vicious head butt that broke Styrkaar's nose. Breaking free of his father's iron grip, Styrkaar viciously struck Jerg Svengor's ears with his hands. He fell back to the ground, blood running from his ears, his hearing lost forever.

That night, Styrkaar became the new chieftain of the tribe. The feasting continued for three solid days and nights. When at last the celebrations ended, Styrkaar lay exhausted yet exhilarated on his heavy, furred pallet, sleeping women on either side. Sle'zuzu came to him then, whispering quietly. The shadow being advised Styrkaar to raise an altar to Slaanesh, the Dark Prince often known amongst the Sortsvinaer as Shornaal. Sle'zuzu told Styrkaar that Slaanesh was looking down upon him and had already shown favor to the young Norseman. With dreams of grandeur and excess filling his mind, Styrkaar slipped into sleep.

During the following years, Styrkaar, reveling in the excess of slaughter and debauchery of war, led the Sortsvinaer to increasingly greater and more ambitious raids and battles. Always as he fought, he heaped devotion onto the god Slaanesh and always he returned victorious. After one such raid, Slaanesh made it known that the actions of Styrkaar were pleasing. As the sky darkened above, the spirit of Sle'zuzu was forced into Styrkaar's mind and convulsing body, making the two become as one. His skin began to glow unnaturally from within, as if a cold light burned beneath his pale flesh, and his teeth lengthened into delicate fangs. For the tribesmen who followed Styrkaar unquestionably and knew nothing of Sle'zuzu, they merely saw that their leader had become touched by the gods themselves and fell to their knees in adoration and wonder.

As the years progressed, his fame continued to spread across the lands of the north, and the favor of Slaanesh became increasingly apparent. He rode to battle borne upon the back of a mighty Steed of Slaanesh – the wyrm-like Daemonic creatures beloved of the Dark Prince. Warriors came from all over Norsca to fight alongside one so favored by the gods and hoped that, in doing so, they themselves could gain a measure of Styrkaar's greatness. The number of warriors fighting under Styrkaar's name increased greatly, and he bathed in the praise and devotion that were lavished upon him.

In battle, Styrkaar moved with fluid grace, and his enemies were filled with a mixture of awe and horror. Upon the back of his serpentine steed, he gloried in slaughter, rampaging through the ranks of his enemies and dealing death with every flick of his blades. The followers of Styrkaar screamed him on, reveling in the madness and flow of blood and bustling to get as close as they could to his exalted form. If any of

Styrkaar faces off against Karnak, champion of Khorne.

his followers got too near, Styrkaar would lash out at them, and they would fall back, ecstatic to have felt the touch of their idol. Seeking out battle wherever he could find it, he took great pleasure in the pain and ecstatic torture he inflicted on others, and the rewards to be reaped after the slaughter.

Styrkaar's killing spree continued unabated for years on end. In bloody combat, Styrkaar and his followers slaughtered many other powerful warbands as they roamed the Chaos Wastes, including Karnak and his devotees of Khorne, and the mysterious Asgeiir and his masked warriors of Tzeentch. In hand-to-hand combat, Stykaar slew Vandred the Majestic, a favored follower of Slaanesh. Upon the champion's death, his warband all dropped to their knees and cried the praises of Styrkaar.

Whispers began to reach Styrkaar of a warrior, blessed by all of the gods and bearing ancient artifacts of wonder. The name Archaon broke through the haze of adoration that surrounded Styrkaar, and he sat up from his bed and without a thought pushed away the bodies that reclined around him. At first he was angered by the name and the awe that surrounded it. His god, the rapturous Slaanesh, let it be known that Archaon was within his favor, as well as the favor of the entire pantheon of the gods of Chaos, and that Styrkaar was not to stand against him. Voices began to whisper within Styrkaar's mind, and he began to formulate a plan.

Stories of the successes of Archaon continued to spread throughout the lands, and when word came of his arrival in the Sortsvinaer-controlled territory, the tribes were excited and fearful. They knew that their lord Styrkaar had slain his rival Slaanesh champion Vandred and that Vandred had been a favored companion of Archaon. Many thought that Archaon brought war to the Sortsvinaer, yet Styrkaar sat unmoving within his hall, even as he was informed that Archaon and his Swords of Chaos approached.

They rode unopposed through the villages of the Sortsvinaer, approaching Styrkaar's hill fort. Only when Archaon stooped his powerful form to enter the hall of Styrkaar – his mere presence filling the air with an electric-like energy – did the Sortsvinaer leader stir, raising himself from his reclining pose. Archaon nodded his helmeted head slightly, in respect to Styrkaar, who returned the gesture. With a dismissive motion of a hand, Styrkaar waved his awe-struck attendants from the room.

When the pair emerged from the hall, they could see that many people had traveled from all over Sortsvinaer land to witness the outcome of the meeting. As is the Sortsvinaer custom among allies, the two mighty warlords clasped each other's forearms firmly, and the gathered crowd filled the air with their raucous cheering. What force in the world could stand against the armies of these two mighty leaders fighting together? Knowing that when the time came for Archaon's assault on the lands to the south, Styrkaar would be leading the Sortsvinaer tribe in an all-out assault from a different direction, Archaon left the lands of the Norse with confidence. Styrkaar had pledged to launch all the longships he had at his disposal when the time came, sailing them in a mighty assault force that would strike terror in all that opposed his forces. They would hit behind the front lines of the weak Imperial defense to support Archaon's assault.

Styrkaar looks towards that day with longing – he knows that Slaanesh is pleased with him and that if he performs as expected in the forthcoming conflict, his path to Daemonhood is assured...

Chaos Warriors with the Mark of Slaanesh

For the pale blue-tinged skin, a base coat of Shadow Grey was first used. This was then highlighted with Space Wolf Grey and then Skull White. A Purple Ink wash was then used to shade the recesses.

Warband of Slaanesh attacking a Goblin Horde.

THE DARK PRINCE

SLAANESH LORD OF PLEASURE

THE DECADENT HOST

Heinrich felt his breath catch in his throat as the Daemonette gracefully sauntered from the coiling mists, its feline eyes locked on his. His heart was pounding, and his skin was slick with sweat. Yet he was unable to break eye contact with the fell being, as its purple lips pulled back into a horrifically alluring smile, its tongue playing over sharp teeth. Gripping the haft of his halberd tightly, he mouthed a silent prayer to Sigmar for protection, even as he felt himself yearning for the touch of this foul being. He knew that at that moment he should be raising the alarm, warning his comrades of attack, yet he could not utter a sound. Then the Daemonette was standing before him, and Heinrich's mind went blank, his prayers and thoughts of warning forgotten. With a delicate flick of its wrist, the Daemonette slashed a deep gash across his throat, and dark blood fountained from the fatal wound, spurting over the creature's pale inhuman body. As Heinrich fell to the ground in rapture, his eyes still lingered on the delicate form of his killer. Behind it, a tall figure stepped into view from the mist, a powerful and graceful warrior bedecked in gleaming black armor. His skin was icy pale, and he lovingly caressed the Daemonette's cheek with the back of his hand. Raising his voice to the heavens, he cried out in a tone full of music and resonance, "Let the glorious slaughter begin!"

Slaanesh, the Dark Prince of Chaos, is the youngest of the four greater Chaos gods. Known by a multitude of names, including Shornaal and Lanshor, the Lord of Pleasure is patron of all things beautiful and seductive. He is master of excess and creative power, and his realms of influence include music, art, and passion. The embodiment of indulgence in all its forms, Slaanesh's allure is highly addictive, and those who follow him are quickly overcome by the seductive vices of pride, arrogance, and excess. Divinely beautiful and alluring, Slaanesh is portrayed as exuding a palpable and irresistible charm.

Slender, long-limbed, and elegant, the god is completely androgynous and defies the natural order of the world. He teases the souls of his enemies from their bodies as they gaze with adoration and longing into the hidden depths of his lustrous eyes.

Slaanesh in his many guises is honored all through the Northlands, as well as within the Old World. The tribesmen of the north seek the favor of Slaanesh for personal gain, for the Dark Prince of Chaos has it within his power to instill his followers with a portion of his radiant glory, ensuring that mere mortals fall at their feet in devotion. In ages past, a faction of the Elves of Ulthuan fell into perverted worship of the Lord of Pleasure, and this is what is rumored to have brought about the great division of that noble race. In hidden covens within the hearts of the greatest cities and throughout the decadent upper classes of society, secretive cults thrive. How many have inadvertently slipped into the tender embrace of Slaanesh as they succumb to the sins of self-indulgence? How many great leaders of men have turned to the Dark Prince of Chaos to secure their position or to gain the support and respect of their fellows? Slaanesh hungrily preys upon these mortal weaknesses and delights in the devotion heaped upon him.

Champions of Slaanesh are majestic, charismatic leaders, who are adored by their followers and attract large warbands. Such adoration is easy to embrace, and as the Champion becomes more absorbed with his goal, he becomes more distant from his followers; his aloofness and otherworldy persona only fuels their adoration. The glories of Slaanesh are great, and Slaaneshi champions are immensely proud of the gifts bestowed upon them by the Dark Prince and bathe in the praise heaped upon them by lesser mortals. These Champions are imposing individuals, with an allure and attraction that goes beyond mere physical beauty, and they move with effortless grace and exquisite precision. The sheer presence of a champion of Slaanesh is inspiring; they are surrounded by an aura that delights others and drives them to acts of great loyalty and sacrifice. Champions become removed from mortal concerns; pain, fear, loyalty, and humanity are left behind, leaving them entirely focused on achieving their own ambitions. All other creatures become subservient to the will of the champion, there merely to give adulation or be destroyed.

PALE RIDERS

Mike Walker takes a look at fast cavalry

Mike Walker is a Warhammer veteran, and a well known contributor to *White Dwarf*. This month, he waxes lyrical about fast cavalry.

Mike's Dwarfs have recently been getting shot, charged, and generally duffed up by a variety of fast cavalry. These are Mike's experiences of using and facing them...

I blame it all on Gavin Thorpe; if he is the one who penned the offending line, then he must take sole responsibility. It reads: "It is the great tacticians who excel with the Dark Elves." Three months ago, Little Dave read this in the introduction to the Dark Elf book and is now obsessed with proving he is one. A great tactician, that is.

He has spent the last twelve weeks mercilessly designing and re-designing his aggressive Dark Elf host. Club night after club night, he has been ruthlessly turning up and playing games against the armies being tested for league play[1] and mostly getting beaten. That was until about a month ago, when after weeks of applying black paint to swirling cloaks, flaring equine nostrils, and sporting Tom Cruise hair[2], things have changed. Two dozen Dark Riders have thundered onto the tabletop.

Despite Little Dave's great tactical weakness, with his Dark Riders in play, he has unexpectedly hit a rich vein of form. In fact whatever the army configuration, Little Dave's Dark Elves never consider leaving their elegant towers of unrelenting pain, torture, and sneering without a glue factory's worth of Dark Steeds.

Little Dave's success has begun to influence (almost all) the denizens of the garage. Suddenly, every corner reverberates with the restless pounding of hoof and paw beats.

Fast cavalry regiments have raced into most of the latest league armies. Two huge units of Wolf Riders circle Alan K's all Wolf, Boar, and Snotling powered Greenskin army. Elegant Reavers trot proudly with Scott's High Elf cavalry army. Moldy Lupines squelch forward amongst Stuart's numerous 'Black Riders'. Ron's Bretonnian army is accompanied by a swarm of peasant squires riding obsequiously to battle.

Me? I'm taking Dwarfs.

[1] Little Dave has been unanimously banned from league play (including by Little Dave) – See WD 254, p. 45 for a full explanation.

[2] Your mission, should you choose to accept it, is to fight, drive fast cars, and ride a bike without waving, flicking, or swirling your girlie hair about in slow motion.

A Dwarf army finds itself outmaneuvered as the Dark Elves move in for the kill!

Just as Little Dave has become obsessed with winning with his Dark Elves, so too have I become equally determined to beat them. Every Thursday, on any spare table, the slowest Warhammer army takes on one of the fastest ones. And Little Dave is winning. But not enough.

Little Dave loves rules and the intricacies of the game's mechanics. This is both his biggest strength and his weakest link. He will be executing a brilliant, well conceived, battle-winning strategy when the voices[1] start:

"That is an interesting situation."

"Been wondering about the possibilities, haven't you?"

"Just what would happen?"

"How would that work?"

"You ought to try it."

"You must try it."

"Go on."

"You know you want to."

"That's it..."

The utterly ill-advised and seemingly inexplicable battle-losing move that follows, has nothing to do with 'Great Tacticians'.

This flaw in his game play is balanced by Little Dave's exceptionally effective tactic of 'Delayed Information Deployment'.

Little Dave spends much of his time trawling *White Dwarf*, the internet, and even the rulebook for new rule clarifications. He saves the revelation of any he finds, until the time is right. That time is about twenty-three seconds after his opponent needed to know it.

He doesn't do it deliberately; it just always seems to happen that way. Twenty-three seconds after your 'silly' move, Little Dave's hardback rulebook hits the table top, and he'll already be fingering the appropriate color-coded bookmark, as the first pangs of anxiety stab at you.

Little Dave's presentations are well constructed and well researched. They often include direct quotes, page and paragraph cross-references, and handouts[2].

You are generally reduced to smiling weakly, muttering something about "people with too much time on their hands," and munching aggressively on chocolate bourbons.

So thanks to Mr. Thorpe, me and my Dwarfs are currently being subjected to game after frustrating game facing fast cavalry.

It's not that I dislike fast cavalry. I am more than happy using Witch Hunter Pistoliers to gun down any filthy heretic, sunbathing Heavens Wizards they can find. It's just that having to fight two dozen of the pasty faced gits in six consecutive battles, with an army poorly equipped to deal with them, is a bit wearing. Even worse is the knowledge that the only diversion from this is other league armies tooled up to Decoy, Deflect, Harass, and Strike me.

Let me show you what I mean...

DECOY

This is the basic fast cavalry tactic and one that the Dark Riders excel at.

The first stage is to shove the fast cavalry right in the enemy's path. Not something that seems terribly sensible when you consider the awesome saving throws and the tremendous Toughness that fast cavalry actually lack.

It does, however, work. In a game where maneuvering is so vital, depriving your enemy of any move distance usually yields some benefit. Especially against my Dwarfs. So frequently have they been denied march moves that I can't remember the last time I got close enough to charge a crossbowman.

[1] Disturbingly, Little Dave thinks the voices are four significant historical figures – Alexander Graham Bell, Lady Hamilton, King Harold, and Wilma Flintstone.

[2] If Little Dave gets out his laser pointer, then it's going to be a long night...

Empire Halberdiers are outflanked by Dark Elf Dark Riders.

Little Dave plonks the Dark Riders just over 3" in front of my advancing Dwarfs (being *Relentless*, only blocking them will stop the march moves). If I move forwards, I will have to stop before I am within 1" of the Riders. If I charge, they'll be off – even if Little Dave rolls a 3, they will flee far enough away, and I will ponderously shuffle 3" of failed charge move forwards.

What makes this situation worse is that there is only a one in six chance of the musically accompanied rally attempt failing, and the same thing will inevitably happen in the following turn. The tuneful assistance in rallying is vital. The only Fast Cavalry that are not equipped with something to toot or pluck are the Pistoliers. The Imperial Pistolier college has been very remiss in failing to put anything even vaguely melodic on the curriculum[5].

This tactic works pretty well against any infantry, though the swift-moving Skaven and Elves do make it more risky.

One close-range Dwarf handgun volley will usually dissuade Dark Riders from attempting this tactic. They are, however, a bit too adept at preventing clear shots.

If Little Dave wins the first move, he also has a maneuver to hamper enemy cavalry. The Dark Riders are lined up directly opposite the enemy cavalry. This puts them about 24" away at the start of the opening move and, after a strenuous gallop, 6" away at the end. The non-march moving cavalry must either move around the Dark Riders, delaying and diverting them, or charge.

The Dark Riders will flee. Often Little Dave hopes that the Dark Riders get caught as this will drag the enemy cavalry right across the table and slap into the charge range of his combat units (even his infantry). For the loss of just over 100 points, a powerful and expensive unit is suddenly vulnerable to a charge, something even the spikiest, Chaos-armor-encased, Chaos-steed-mounted killing machine is disadvantaged by. Taking heed of cavalry being deployed a few inches back, chariots, and the positioning of friendly combat troops is essential to make this work. Of course, if the opposing cavalry get to move first, then there is another tactic to use...

DEFLECT

On the few occasions when a Bolt Thrower has, finally, almost been in Dwarf charge range, the Dark Riders are there again. This time they block progress with a cleverly angled line. If I charge them, I will end up facing and moving away from my target.

Of course, with faster moving troops (the cavalry in the example above), if the Dark Riders flee, the charging cavalry can opt to redirect the charge at the now revealed Bolt Thrower. Not the desired result.

So the Dark Riders get to expire. They stand and take the charge in their angled line and, when they lose, the attacking cavalry will be facing away from the unit they wanted to attack, and will be unable to hit it if they charge, pursue, or overrun. Quite often, if the line is angled correctly, delicate flanks and rears can be exposed and taken advantage of by supporting Druchii, carefully positioned to hurl themselves at the place where the chargers

[5] *Okay, Dire Wolves don't get musical instruments either. This is mainly due to a lack of opposable thumbs, non-rotten lips, and any sense of rhythm.*

will probably end up. Little Dave has two Dark Rider units with no upgrades other than red *Star Trek* uniforms to use for this ploy.

HARASS

At last, a tactic that does not work against the Dwarfs.

The *Relentless* rule keeps them marching no matter how many Dark Riders swirl around their flanks.

Lobbing rapid firing bolts at vulnerable troops ain't going to work either. The Dwarfs are laden with armor and don't have any vulnerable troops. However, Empire Pistoliers excel at this activity. However, their Strength 4, armor piercing firearm with no deduction to move and fire is wonderful. It is so good that even my Dwarfs get concerned if one is waved around in their vicinity.

The basic pistol is good; the repeater version is better. No Marksman should leave Hochland without one!

Little Dave does not have any of his Dark Riders tooled up with repeater crossbows, and this has proved to be a mistake against other players with fast cavalry. Since both sides are pretty much able to avoid a charge, it is the presence of missile weapons that can make a decisive difference. Once those Dark Riders have rushed into the area behind my army, there is not a lot they can do. Except one thing...

STRIKE

Do not underestimate the damage a flashing hoof or a well thrust spear can do. Many an artillery crew, archer unit, or lone wizard has been on the receiving end of a long-distance charge from the highly skilled Dark Riders. But their real power in combat comes in a combined attack.

A Manticore attack aided by the Dark Riders, Standard and the challenge of the Herald can take out an otherwise unmovable block of Dwarf Warriors. The challenge of the Herald will intercept the multiple blows that an enemy character could otherwise direct at the terrifying beast, its master, or his fellow Riders.

By joining a Druchii infantry assault, the Dark Riders can tip the balance for the outnumbering bonus (actually worth two Combat Resolution points – because if you don't get it, usually your opponent will). In the case of victory, fast cavalry will contribute an effective pursuit move.

Naturally, most of these tactics have been launched from behind or to the side. Fast cavalry are great at getting in position to attack from the side or rear, apart from Stuart's Dire Wolves. These creatures rarely see the closing moves of a battle. Stuart forces the hapless beasts to charge as soon as an enemy comes into range, however inappropriate, and as a result, they have been smashed against the front rank of just about every major combat unit. Why this unit is singled out for sacrifice is a mystery. Perhaps it is to balance out the painful overcaution with which the other Undead units are fed into battle. It has taken months of patient therapy, careful coaching, and a withdrawal of biscuit privileges to try and cure this compulsion but without success.

Empire Pistoliers can do a lot of damage with their Strength 4, armor piercing shots.

Fast cavalry units seem to be something of a puzzle for most Warhammer players. They are expensive in points, have unique capabilities, and are very fragile on the battlefield. Attack them or shoot them, and they will disintegrate like a paper bag discarded in Wiltshire[6].

Before closing I'd just like to pass on the three essential rules for selecting Dark Riders:

1) Always get a musician.

2) Unit size of five or six.

3) Get a carpet[7].

Little Dave shows no signs of giving up on the quest for becoming the 'Great Tactician,' and my innate obstinacy is preventing me from using anything but my Dwarfs against him. Little Dave's little flaw, balanced against my own inconsistent generalship, means that this could take some time to resolve.

I hope that this tale of speed, stubbornness, and suffering has sparked a little interest in the uses of fast cavalry, the countermeasures against them, and the cinematic work of Mr. Tom Cruise.

Oh well, back to painting more Ironbreakers.

But wait, is that the hand of Fate prodding my stomach (more likely an intestinal reaction to recently consumed tortilla chips)?

Is that a whisper of the future blowing past my ear (it's a drafty old garage)?

Is that a shiver of destiny working its way down my spine (cold too)?

Is it time that the one true 'Great Tactician' be revealed?

Pass the pale flesh paint... I too can hear the voices.

Mike

[6] The structural integrity will be in constant danger of collapse thanks to the overwhelming likelihood of a downpour at any moment.

[7] Dark Riders often find themselves hurtling down the flanks and therefore perilously near the table edges. Here they are vulnerable to Alan C's flying elbows and my backhand explanation gesticulations. Fortunately, the installation of a hardwood ex-netball court (red lines sanded off) in the living room has freed up the carpet for an alternative location. The tabletop to floor drop in the garage is now survivable without excessive paint chips or bent weapons.

LURE OF THE GODS

FIRST BLOOD – THE ROAD TO VICTORY

White Dwarf editor Paul Sawyer has always fancied collecting a Chaos army, and with the release of the new _Hordes of Chaos_ army book, he's finally taken the plunge. Rather than going on his merry way and building the army at his own pace, he's decided to make a series out of it. Each month Paul will have £30 (about $48 US) to spend on his new Chaos army. He'll have only the pieces he buys on hand for conversions and will have to look for the best buys to build his army as quickly and as cost effectively as possible.

As I enter the third month of collecting my new Chaos army, I'm starting to get some games in with the models I've painted so far. The army is starting to fill out a bit, and I'm beginning to appreciate what being a Chaos Lord is all about, which is a big change from being a Dwarf player!

In the first month of working on my army, I bought two of the regiment sets – Chaos Warriors and Marauders of Chaos. These are a superb value for the money and also yield an immense number of unused components that have made a great start to my bits box. In addition to my two regiments, I also bought a Chaos Champion model to lead them. Doubtless as the army grows, he'll find himself being subordinate to a more powerful champion, but for now he'll be used as an Aspiring Champion. Weapon Skill 6, Strength 5, and 3 Attacks are not to be sniffed at, and in the small games I'll be playing, it would be overkill to take a more powerful character.

The second month's purchase was a pack of 12 Warhounds of Chaos. These are very quick but do not count towards the number of Core choices in the army. In the smaller games, I'd field them as two packs of six Warhounds and use them to harry the flanks of my opponent's battle line. Or at least that's the plan...

TO THE BATTLEFIELD

On our web site, there are over one hundred new scenarios based on the rules for fighting Skirmish-level games found in the Warhammer rulebook. You can find these scenarios at:

www.games-workshop.com/wdmagazine/skirmish

These scenarios are great for getting a few small-scale games in whilst building an army or for a change of pace between battles. The scenarios are an immense amount of fun too, as I found out when I tried some of them. We've printed two of the scenarios I played to give you a taste.

So, on to the games and Vradchuk's first forays out of the Chaos Wastes...

SKIRMISH 1

The first game was Cut the Bridges. Playing against Owen Rees's Empire force, I had to take my army across the bridge and stop him from destroying it in the process. It all started very badly when his Greatswords took only two turns to destroy the bridge. My lack of mobility (I hadn't finished the Warhounds at that point) cost me dearly here, as I had nothing to tie him up while I trudged slowly across the battlefield with my infantry.

With the bridge wrecked, I had to make for the ford. This proved deadly for me, as many of my troops were swept away in the fast-flowing river. However, once I got to the other side, the Chaos force made short work of the Empire troops, and Vradchuk's first steps onto Imperial soil were as victor.

Learning Points:

- My force is too slow, and I need to finish those Warhounds.
- Chaos Warriors are HARD. I knew they were tough, but they outdid themselves against the Greatswords.

Paul takes his fledgling Chaos force to the battlefield for the first time.

CUT THE BRIDGES

Rivers form natural boundaries between states and nations. They are the first line of defense against an opposing army. In this scenario, the Invaders must capture the bridges intact to allow for quick passage of their oncoming army. If the Defenders can destroy their own bridge, it will allow valuable time to organize defenses while the Invaders are forced to search for another way across.

DEFENDING FORCES

- 100 Points including up to one Champion
- No Heroes
- No War Machines

ATTACKING FORCES

- 200 Points including up to one Champion and/or Hero
- No more than 20 points of Magic Items

BATTLEFIELD

Use a special table about 36" long and 30" wide. Arrange a river across the board as shown on the map with the bridge set in the center of the river. The bridge should be wide enough for three models on 20mm bases to stand side by side. Also, create a small fordable area in the river 12" either east or west of the bridge – this is the only other area that can be crossed. Additional trees, walls, and hedges are scattered about the table, but none should be within 12" of the southern bank of the river.

OBJECTIVES

Attackers – The main objective is to stop the Defenders from destroying the bridge! Failing that, the Attackers can still cause disruption by crossing the ford in strength.

The Attackers win a major victory if they end the game with the bridge intact and more models on the northern bank than the Defenders. A minor victory is won if the bridge is destroyed but the Attackers still end the game with more models on the northern bank than the Defenders.

Defenders – The Attackers must be denied passage to the northern side of the river. Destroying the bridge is most essential, but keeping the enemy from crossing the ford will also buy your defenses more time.

The Defenders win a major victory if they end the game with the bridge destroyed and no Attackers on the northern bank. A minor victory is declared if the Attackers rout but the bridge is still intact.

The game lasts until either the Attackers rout or all the Defenders are slain. At any time (especially important as part of a campaign), a player can voluntarily end the game by announcing a retreat.

DEPLOYMENT

The Attackers start on the southern table edge.

The Defenders start on the northern table edge.

WHO GOES FIRST?

The Attackers always get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Stalwart Defender – The Defenders will guard the bridge with their lives and are immune to any Rout Tests.

Destroying the Bridge – The bridge has a sturdily built wooden frame and won't be easy to destroy. Models are allowed to attack the bridge in hand-to-hand combat so long as their bases are touching the bridge but the models themselves are still on the riverbank (who would chop a bridge they were still standing on?). Hits are automatic, and players simply need to roll to wound. The bridge has a Toughness of 5 with 4 Wounds. It is immune to critical hits, and a maximum of three models may attack the bridge at a time. Note: the bridge may be attacked only by a combatant not already engaged with a foe.

Dangerous Ford – Although small, the stream is swollen and dangerous, even at the ford. Any model attempting to cross here must make a D6 roll. On a roll of 1 or 2, the model has lost its footing and is swept away by the strong current (taking no further part in this battle).

USING ALTERNATIVE FORCES

Cut the Bridges is a classic wargame scenario and can be played in any combination with any variety of armies. For instance, imagine:

- An Empire Militia attempts to slow the progress of the Orc Waaagh!
- A Bretonnian Peasant force holds up the invading Vampire Count and his shambling followers.
- A Dwarf Ranger party harasses the scouting force of a large Chaos Army.

PART OF A LARGER BATTLE

This is an easy scenario to fit into a larger campaign or series of Skirmish battles.

Defender Victory – The Defenders have slowed the enemy army. In the follow-up Warhammer battle, the Attackers must set up first and go second. As part of a continued campaign or series of games, try the Bridging the Gap scenario from the ***Warhammer Skirmish*** book next to get across the river.

Attacker Victory – The Attackers have come upon the army unaware. The Defenders must set up for the battle first, but the Attackers get the first move. As part of a continued campaign or series of Skirmish games, try playing some games to represent the Attacking army's actions after finding easy passage across the river. For example, you could try the Town Raid scenario from the ***Warhammer Skirmish*** book.

SCALE THE WALLS

Cunning warlords know that the best way to defend valuable land is to build a mighty fortress and garrison it with sturdy warriors. Invading generals know better than to leave a fully manned castle behind as they ravage the countryside. Siege warfare is generally the only option open to invading armies, and this scenario is a great lead into a larger Warhammer Siege battle.

DEFENDING FORCES

- Up to 100 points of Core troops, including up to one Champion.
- The Defenders may either have a cauldron of boiling oil or all be equipped with rocks.

ATTACKING FORCES

- 200 points of Core troops, including up to one Champion or Hero.
- The Attackers are equipped with a log ram and four ladders.

BATTLEFIELD

This scenario requires a space of about 24" x 24". The main feature for this battlefield is either a gatehouse or a section of fortress wall. This is placed across the northern edge of the table as shown on the map. As almost all castles have a cleared area around the walls (known as a killing ground), we recommend that you don't use any other terrain.

OBJECTIVES

The Attacker's objective is to conquer the fortress and slay all the Defenders.

The Defender's objective is to hold the fortress and repel the assault. They must survive long enough to receive reinforcements or drive the Attackers away.

The game is won if one side completely destroys or routs the other side. If this does not happen, the Defenders will win if they have more models on the walls at the end of the game than the Attackers.

This scenario will last seven turns, after which it is assumed that reinforcements arrive to help the Defenders.

DEPLOYMENT

The Attackers deploy first anywhere along the southern edge of the table, at least 16" from the wall or gatehouse. Once the Attackers are deployed, the Defender sets up his models on the wall, ready to repel the attack.

WHO GOES FIRST?

The Defenders go first.

SPECIAL RULES

This scenario uses the Siege rules detailed in the Warhammer Rulebook on pp. 247-260. There, you will find rules for carrying and using all siege equipment.

USING ALTERNATIVE FORCES

There is a wealth of ideas for this scenario, as most races build fortresses and strongholds of some sort or other. Any army would be applicable. Imagine a Slaaneshi Chaos army assaulting the gates of a Khornate Chaos Champion, Dwarfs defending a mountain pass against an Orc horde, or a border dispute between the Empire and Bretonnia.

Alternate ways of playing could include increasing the points value of the game or including Special or Rare choices. Remember, keeping the Attackers' points twice the value of the Defenders' is usually a good idea.

PART OF A LARGER BATTLE

We recommend you try this smaller version of a Siege game before you launch into a full-scale action! This is a great way to get familiar with Siege rules and equipment. Perhaps this could be an army breaking through the outer ring of a town's defenses, with a larger and more elaborate siege to follow. Attackers will want to get through as quickly as possible, and Defenders will want to inflict as many casualties as they can!

SKIRMISH 2

The second game was against Tom Hibberd's Undead, and we picked Scale the Walls, which meant that my newly painted Warhounds would be largely useless, as they could neither carry nor use ladders. A shame, but it was not the end of the world – Tom was to be defender and took a cauldron of boiling oil whilst I ignored the battering ram in favor of the ladders to get up and amongst them as soon as possible.

The game was very one-sided, and Vradchuk's warriors dispatched the Undead in short order with little loss to themselves. This being said, the Undead do suffer horribly in defending Sieges, especially in games this small where a Necromancer isn't allowed.

Learning Points:

- Chaos Warriors are still HARD.

Tom gives Paul's Marauders a good coating of boiling oil.

SKIRMISH 3

My final game of Skirmish this month was against Matt Hutson's Dark Elves. We chose the Assassin! scenario and had a blast! I chose two Warhounds as my sentries figuring that they had the speed to react to danger better than either Marauders or Chaos Warriors. The Assassin chose to dispatch one of the Warhounds but failed to kill it outright. This meant that the alarm was raised, and my force, foregoing armor in favor of dealing with the interlopers, stumbled bleary-eyed from their tents.

I set up my models to be as spread out as possible, cutting down the avenues to my Exalted Champion – the figure of the enemy's attention. Matt's Dark Elf Assassin was an absolute killing monster and had me seriously worried for a while as he dealt with Marauder, Warhound, and Chaos Warrior with equal ease.

I decided to split off a handful of my troops to deal with the four Shades that had joined the battle to extract the Assassin to safety. It didn't take long to deal with them. With numbers on my side, I decided to finish the Assassin off by throwing my Exalted Champion into the fray, as the other troops were doing a fine job of holding him up but then dying. The Exalted Champion only needed one short but very brutal attempt to cleave the Assassin in two, and that ended the game.

Learning Points:

- Dark Elf Assassins are not to be trifled with.
- Most Hero-level characters are tough, but an Exalted Champion, even unarmored, is a fearsome adversary.

All of the scenarios in this article, along with more than 20 others, can be found in the *Warhammer Skirmish* booklet, available nearly everywhere Games Workshop products are sold. Look for it today!

Roll a one... Roll a one... Roll a one...

REALITY CHECK

With three wins out of three, I was feeling pretty confident and looking forward to my first game of regular Warhammer. I've started attending Mansfield Wargames Club, as not only is it just down the road from where I live, but it's also home to some very competent players. With about 30 players playing anything from Battlefleet Gothic to Warhammer, there's always lots going on.

I took my small army along with the hope that I could borrow a few models from one of the other Chaos Generals as I wanted to try out some new troops before I bought them as my next installment. Luckily, Rob Lane had his new Chaos army on hand, and I duly borrowed his Chaos Knights, a chariot, and a mounted Sorcerer. My opponent was Magnus Forslund who also works at Games Workshop in our Sales Department. The game would be a 1,000-point pitched battle against his Empire army. This was both a good and a bad thing – I was really looking forward to the first real game of Warhammer with my new army but always struggle against the Empire.

Paul's Chaos army so far (minus his Champion, Vradchuk, who is being converted to ride in a chariot).

My army for the game was:

Sorcerer of Chaos 136
(Level 2, Barded Chaos Steed)

5 Knights of Chaos 265
(Champion, Standard Bearer, and Musician; Mark of Nurgle)

16 Marauders 167
(Chieftain, Standard Bearer, and Musician; light armor and flails)

12 Warhounds 72

12 Chaos Warriors 167
(Champion, Standard Bearer, and Musician; heavy armor, halberds, and shields).

2 Chaos Chariots 240

My Sorcerer rolled his spells on the Lore of Death chart (Chaos Sorcerers can choose between the Lores of Fire, Death, or Shadows) coming up with Steal Soul and Dark Hand of Death.

I was lining up against 10 Greatswords, 16 Spearmen with two detachments of 5 Handgunners each, a Great Cannon, a Mortar, 9 Empire Knights, a level 1 Wizard, and the Empire General. Lots of shooty stuff there…

The game all went very well – right up to the point Magnus started shooting. He was a master of range guessing and adept at not rolling scatter or misfire – I've never seen anything like it! In short, I was pummeled from afar and had no answer to it. The Handgunners and Cannons ripped through my Chariots, Warriors, and Marauders. In an effort to get into combat and out of sight of the Imperial guns, I charged the Warhounds into the Knights, but failed to charge into them with a Chariot. Predictably, the Warhounds were soundly beaten and fled. Unfortunately, this left my own Knights available to be charged next turn, and they were duly charged and dispatched. My Chaos Warriors were probably the stars of my pitiful showing, as they held up and eventually destroyed the Greatswords. With the Knights, Chariot, and Warhounds all gone, it didn't take Magnus long to finish off my army.

Learning Points:

- I certainly need to add more speed to my army. The one surviving chariot did well – seeing off the war machines and running down the Wizard.
- I need to deploy in a tighter formation. I split my forces too much for a game this size and was made to pay for the mistake.
- Chariots don't like cannons.
- The Marauders are easy Victory Points in such a small regiment – I need to add to these for them to be effective.

With the game being over so quickly and the night still young, I asked Magnus for a return match – his luck couldn't be that good again after all.

Wrong! It went even worse this time around – my Knights were shot at and fled the table in the first turn as two of their number were blown from their saddles. Chariots were smashed to pieces by Imperial Cannons, and the one time his war machine scattered, it did so straight onto the head of my Sorcerer, killing him easily. Once again, the Chaos Warriors did well but once again without support were smashed apart.

Learning Points:

- Same as the first game but even more so!

So, all very disappointing in the end. There's not much you can do when the dice go against you, but I did make some crucial errors, especially in my deployment. At least I'm learning how to use this army, even if it is by trial and error. I will return and see off these Human weaklings, but for now, they hold sway…

THE NEED FOR SPEED

Aside from the Warhounds, my army is very pedestrian, and I've been cogitating over Marauder Horsemen

(great for flanking), Chariots (hard hitting but vulnerable to war machines), and Knights of Chaos (hard hitting and hard hitting...). Up until the point I'd played Magnus, I was all set to add Marauder Horsemen to my army, but all that changed once I'd seen my force's performance on the battlefield.

I knew that I'd need to add more speed to my army and that Horsemen would certainly achieve that, but to use them effectively, I need them on the flanks. For that, I'd really need a solid center that would keep my opponent occupied and thus leave the Horsemen to harry the enemy flank. So, I decided against the Marauder Horsemen, although I'll be adding them in the future almost certainly.

At this point, I started thinking about what to get for my 30 quid (about $48 US), when it was pointed out to me that I had a few pounds left over from the previous month – hurrah! I had £37 (about $52 US) to spend. That, it turned out, was the perfect amount, as it allowed me to not only add the Chaos Knights boxed set (five Knights) but also to collect a Chaos Chariot. I popped into the Nottingham Friar Lane store and purchased the two boxed sets knowing I'd made the right decision. I'm very pleased to have been able to pick these two potentially devastating units to add to the two infantry units plus the Warhound pack. Now my army is looking much more rounded.

As I've said in previous issues, I tend not to pick an army list and then collect to it. I prefer to rely on starting with Core troops and then making additions based on how my existing force gets on in games. That being said, I'm now in a position where I have a small but reasonably well rounded force, and it's had a few trials on the tabletop. I'm now starting to get a feel for a Chaos army, and as a Dwarf player, it's a totally different style of play – no more shooting but lots of fast moving units.

One thing I would have done differently is to have left buying the Marauders until later. In big blocks (24+), they'll provide a good core to the army and at 7 points each are refreshingly cheap points-wise compared to so much of the Chaos army. But in my army in its early stages, they haven't done all that well, and the cash might have been better spent elsewhere (a Chariot, more Warhounds, or a second regiment of Chaos Warriors, this time converted with additional hand weapons). Hindsight is a wonderful thing, but as I have them, I'll need to buy more Marauders to bulk them up. I'm torn as to whether to buy another boxed regiment or just buy the frames I need to get to 24. I have another month to consider that though, and I still have my eyes on those Marauder Horsemen...

Those Handgunners can shoot how far?!

WARBANDTASTIC

We've been enjoying playing a few games of Skirmish as we've built our Chaos armies here in the Studio, and there has been much talk of the old Chaos Warbands rules in the hallowed ***Realms of Chaos*** tomes. These rules allowed you to create a small but very personal Chaos warband to take on others. As you played more games, the gaze of the Dark Gods fell upon you, and their fickle favor was bestowed upon members of the warband. It is fondly remembered, and we've been talking about revising it to play games with our new fledgling armies.

Games Development's antipodean wonder, Anthony Reynolds, has taken time off from clinging comatose to the branches of Eucalyptus trees to draw up the first rules. They look superb even in their most basic form and I reckon, if they pan out well, we'll publish the rules in a later ***White Dwarf***. If Anthony is up for keeping it going, we may even publish the rules as we go along and add new rules and updates. If he's not up for it, we may have to confiscate his didgeridoo...

After much deliberation, Paul finally made this month's purchases in our Nottingham store.

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Whether you've just picked up your first issue of *White Dwarf* or you're a veteran hobbyist, our Games Workshop retail stores have something for you. Our stores offer demonstration games to anyone interested in getting started in the hobby, and all you have to do is walk in the doors of the Games Workshop Hobby Center nearest you. If you've never tried one of our games before, then an introduction battle is just what you need to show you how exciting the hobby can be. For those of you who have tried one of them out, utilize our expert staff to help you get started on the next game you wish to tackle.

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Games Workshop is relaunching Battlefleet Gothic in September! There will be loads of cool events going on in your local store to support this awesome game of deep space fleet combat. They all culminate in a one week tournament - so don't miss out!

Saturday, September 7th – Design a Battlefleet Gothic Ship Competition!

Design a new ship for one of the 40K races and bring it into your local store at 2 p.m. on Saturday, September 7th. Your design can include a converted model, drawings, a write-up of background and history, and stats as well as anything else you think appropriate. The winner in each store will receive $100 worth of Battlefleet Gothic products! The winning ship from each store will be sent to GW Headquarters to be entered into the National Competition. The best designs will be featured in *White Dwarf*.

Saturday, September 14th
Build a Space Station Competition!

Make a Space Station out of anything you can lay your hands on and bring it to your local store at 2 p.m. on Saturday, September 14th for judging. There are no restrictions on size or materials, but your station must be fully painted. The winning Space Station in each store will win a limited edition Battlefleet Gothic T-shirt and $50 worth of GW gift vouchers!

Saturday, September 21st
Best Painted Fleet Competition!

Bring your fully painted Battlefleet Gothic fleet along to your local store on Saturday, September 21st at 2 p.m. and compete for a fantastic prize! There are two categories in which to enter: **Scouts - 16 and under**; **Veterans - 16+**.

September 23rd–29th – Battlefleet Gothic Tournament!

Starting on Monday, September 23rd, we will be running a 32-player single elimination tournament for Battlefleet Gothic in each of our stores. The entry fee will be $25 per person. With only 32 spaces available, get down to your local store and ask for more details today!

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THE TWO TOWERS

Pre-Order The Lord of the Rings: The Two Towers

Pre-order your copy starting **Monday, September 2nd** at your local GW store! This new release is the first from the second movie of New Line Cinema's *The Lord of the Rings*. This box contains everything you need with 32 highly detailed plastic miniatures, a rules manual, a ruined building, and dice. You can relive the battles and adventures of *The Two Towers* as the Riders of Rohan fight the Uruk-Hai!

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Saturday, August 31st & Sunday, September 1st

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GW Mailbox

or... "Ask Dirty Steve!"

Have a question about when new armies are coming out? Need some advice about painting or modeling? This is the place for your inquiries and opinions! Write or e-mail me at the addresses below!

Dear Dirty,

With all the background story line on Warhammer 40K about the Horus Heresy and the corruption of the Space Marine Legions to Chaos, I'm curious about how many Space Marines and Space Marine Terminators are in a Pre-Heresy Space Marines Legion? I am trying to make a full Thousand Sons Legion, and I have about 2000 Thousand Sons Marines, and almost 500 Terminators, plus vehicles. I know a current Space Marine Chapter is about 1000 men, but how many to a Legion?

From,
Bill Steinhoff

Well, Bill, I really was stumped on this one, so I contacted the most wise sage of the 40K universe, Andy C. Here's what he had to say on the subject:

There isn't really any information on pre-heresy organization. We work on the principle that Space Marines started out in Legions approximately 10,000 strong (or more, depending on the specific legion), which were broken down into Chapter-sized Great Companies rather like the Space Wolves (who are renowned for not adopting the Codex Astartes alterations made by Guilliman post-heresy and who thus follow probably follow pre-heresy organization more closely). Hope that helps you out some.

And there you have it, Bill! Straight from the Warboss's mouth!

Dear Dirty Steve,

I'd just like to say, I love *White Dwarf*, and it has been a big help to me in my Warhammer hobby. But, with all these new releases of High Elves and Vampire Counts and Chaos, I'm wondering, when is the Bretonnian army coming out? I mean, who, after all, is going to fight the musky rats, those stray Chaos warbands, or those loose Zombie hordes? What the Bretonnians need is a brand new shiny book, and the models will catch up in time. But since that won't happen, when is the whole Bretonnian package going to arrive?

Peter Bloch

It will happen in time, Peter. Ideas are forming in minds, and the cogs of the Design Team's creative machine are beginning to turn, so it won't be TOO long until we see more light shed on the chivalric land of the Lady of the Lake. We just have a few more books already in progress that we have to get out to the stores first.

Dear Dirty,

Hey Dirty Steve, do you still live with your parents?

Just wondering,
Eddie Cahill
(A devoted Tyranid and Tau 40K player)

Well, when I was born, my parents were too poor to raise a second child (my older brother was ALWAYS the favorite), so they left me in the care a friendly herd of alpaca llamas in the heart of the Chilean Andes mountains. They raised and loved me as one of their own, and after leaving the comfort of the Andes with a college degree in the Philosophy and Arc Welding of Early Mesopotamia, I moved to the States to seek my fortune. Somehow, I ended up here...

This VDR "Dragonfly" comes in from Ken Graham of Alberta, Canada!

Dear Dirty Steve,

Thanks for the entertaining mailbox section and the great magazine. I was wondering if you or anybody at GW has any background information about Araby or Cathay? I'd like to start a Mordheim warband or a Fantasy army based on either one, and there doesn't seem to be much to go on.

Thanks for any help.
Chris Cassino

Lucky for you, Gordon Davidson just happens to be in the US office this week, so I asked him about it. He told me that there are certainly regions of the Warhammer world that will be explored in the future, but there are no plans for it currently. In the meantime, he said, take a look at starting some Khemrians! They're so incredibly fantastic!!!

See you next month!

Dirty

Remember, rules questions are not for me, but for these guys:
roulzboyz@games-workshop.com
Don't make me send out Clan Eshin's finest to hunt you down.
So don't even try it, meester!

Want to send a letter to the Mailbox?
Write me at: Games Workshop, Attn: Dirty Steve's Mailbox, 6721 Baymeadow Drive, Glen Burnie, MD 21060.
Or, send me some e-mail at WhiteD@games-workshop.com, but remember to give me permission to print your e-mails. I can't use them if you forget!

ROGUE TRADER NEWS:

MALL OF AMERICA

That's right! We went to the biggest mall in America and held a tournament right in the middle of it! The Mall of America in St. Paul, Minnesota, was the site of the Air Traffic Rogue Trader Tournament. For those of you who don't know, Air Traffic is an awesome game store chain that sells tons of our stuff. So Games Workshop flew out to help them put on one amazing tournament! Over 50 gamers showed up to play, not to mention the 80,000 people that were estimated to have seen the games in progress. A large number of these folks also shopped in the store and even played in a few intro games. People at the mall were so excited about Games Workshop games that Air Traffic actually sold out all of their core games and brought an estimated 100 new gamers to the hobby! Now that's what a Rogue Trader Tournament is all about: a fun time, a great place to play, and introducing new gamers to the hobby. Thank you to all Air Traffic staff, Games Workshop staff, the Outriders, and all of the players who made this event truly incredible.

The Air Traffic Rogue Trader Tournament Gamers pose for the group Waaagh!

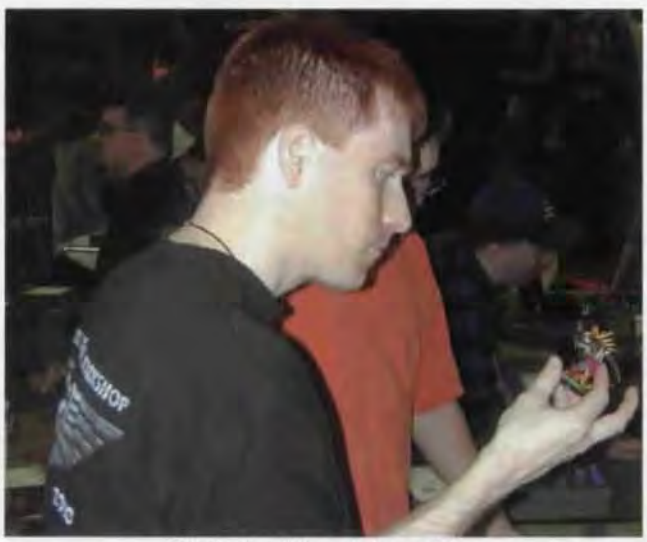
The tournament winners show off their prizes.

A tough battle for an Imperial Mansion.

The Eldar advance to meet the enemy.

"Was it your turn or mine?"

"Worship my army!!!"



Outrider Dan Helman judges painting.

If you're ever in Minnesota, stop by one of these stores and play a game or two.

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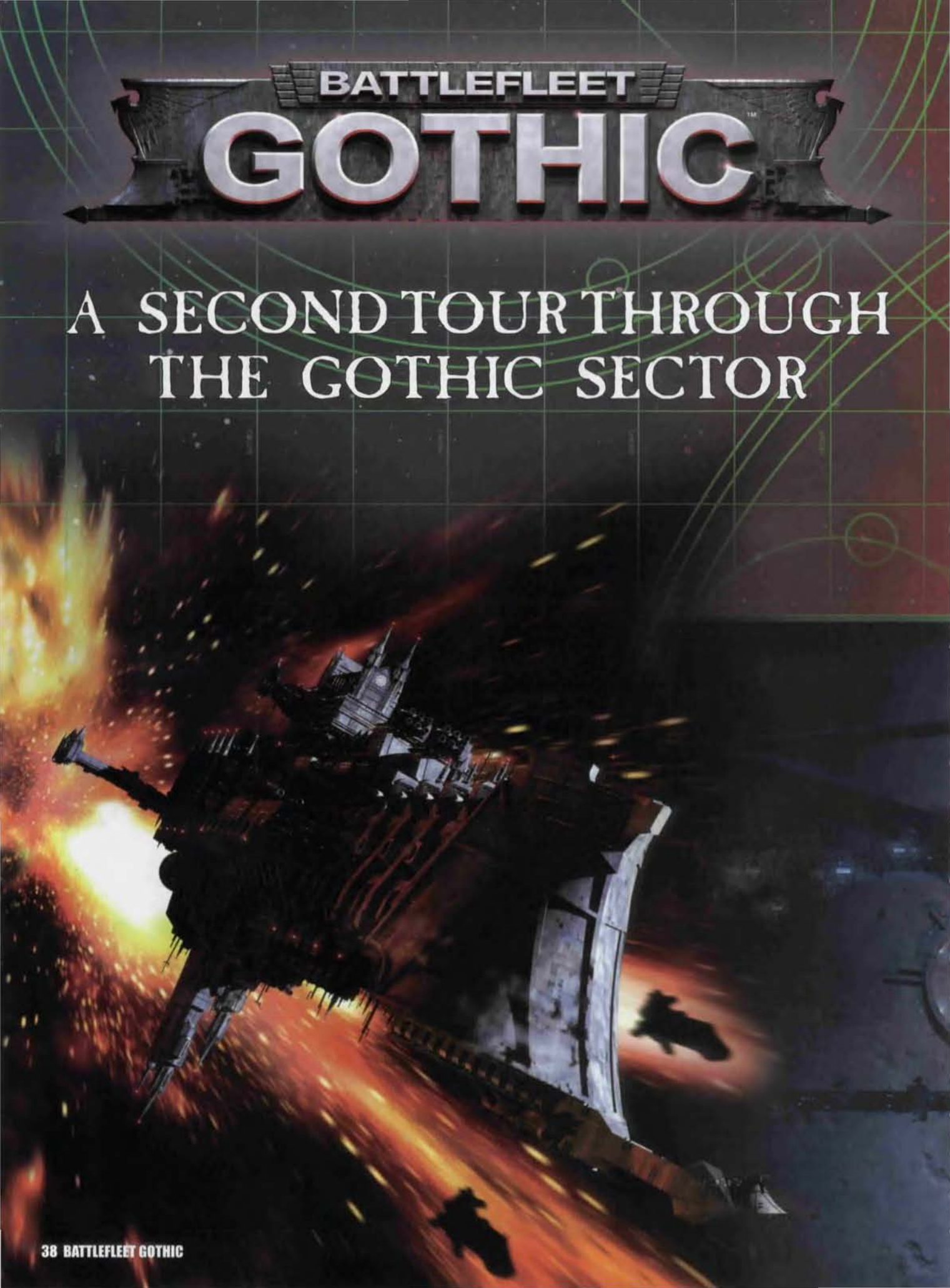


BRACE FOR A NEW IMPACT!

We here at the US HQ were instilled with renewed vigor and enthusiasm when we received the go ahead for our latest project. We have the distinct privilege of adding a virtual frigate-load of new content to one of Games Workshop's most innovative yet often overlooked games: Battlefleet Gothic. For those of you unfamiliar with the title, Battlefleet Gothic is the game of spaceship combat set during the Gothic War of the 41st millennium. BFG (as its commonly known by the fans) has to be one of the easiest GW games to get involved in and is probably one of the most rewarding as well. The boxed game contains everything you need to get started, and there are tons of boxed sets and blisters available to compliment your

to the 40K universe since Battlefleet Gothic's initial release a few years ago. New races have been introduced; new threats have been uncovered; and more depth has been added to the ever-expanding 40K universe. Coinciding with these developments, Specialist Games will release new miniatures for Battlefleet Gothic for both the Tau and Dark Eldar races. Judging from the prototypes that I've seen, I can assure you that there are going to be some wide smiles from the alien fans out there and some looks of concern from the Ordo Xenos. The rules for these ships will be covered in *Battlefleet Gothic Magazine*, and their presence will surely be felt in BFG games worldwide soon after. In addition to these new releases, we here in the US will be producing a full-color, 32-page booklet packed with

link your BFG games to other games set in the 40K universe. (Warhammer 40,000, Inquisitor, etc.). By establishing campaigns of multiple battles using a variety of different game systems, you can create highly rewarding, characterful games. The outcome of a confrontation between smaller forces or the actions of a few individuals will have dramatic effects on a grand scale when translated into your games of Battlefleet Gothic.

Imagine, if you will, being able to re-enact those tense BFG boarding actions in a 40K game, following the path of the carnage as it rages through the ship toward the bridge. Or how about a galactic chase from planet to planet to capture a rogue heretic before his insidious plans unfold?

BATTLEFLEET GOTHIC

THE LAUNCHING OF A FLEET

A PLAYER'S INITIATION INTO THE ADMIRAL'S RANKS

by John Shaffer

So there I was, standing idly by, scanning the myriad gaming possibilities presented before me in the Glen Burnie Headquarters store. I had just finished perusing the new 40K releases, when a little gem of often overlooked beauty caught my eye. The words "Battlefleet Gothic" seemed like an ancient and long-forgotten phrase, particularly after all the hubbub over the great new releases that dominated the shelves. Gothic is a game that has always intrigued me, but finding opponents from my gaming group back home was a challenging prospect. Knowing that some of the guys in the office were planning to start up new fleets, I decided to take the plunge, picked up the boxed game, and braced myself for the impact of something new and exciting.

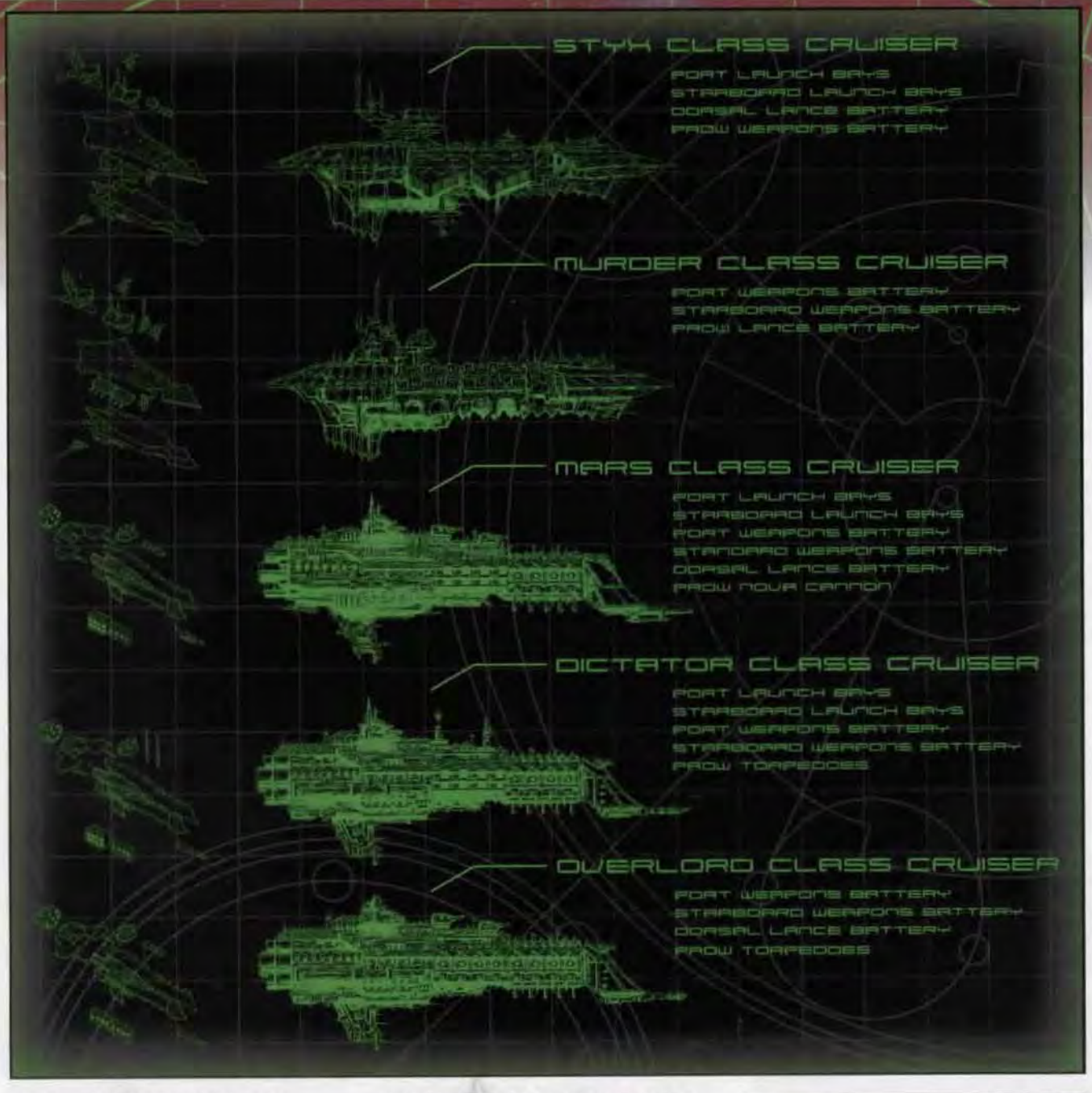
One aspect of Battlefleet Gothic that's particularly appealing to me is the ease with which one can integrate Gothic and 40K, thereby adding more depth and continuity to the gaming experience. Imagine a planetary blockade or convoy ambush that would prevent the delivery of essential reinforcements to troops on a planet's surface or perhaps an assault on a communications installation causing disarray in the organization of orbiting defenses. With images of boarding actions and planet-fall missions dancing through my mind, I eagerly tore open the shrink wrap to review the contents of my latest purchase.

The box comes with the rulebook, dice, a score of assorted templates, and enough sprues to assemble eight cruisers of your own design (four Imperial and four Chaos). Quite satisfied that I had enough to play an exciting game, I grabbed the rulebook, sat down, and began to digest the rules before assembling my fleet. At first, it seemed as though the boxed game did not afford a lot of variety in the types of ships that could be chosen. However, upon closer inspection, I found that each ship class has its own unique combination of armament and consequently its own role in battle. Some ships have a more aggressive design and are armed with an alarming number of short-range weapons batteries to obliterate their foes up close. Others adopt an adaptive strategy and are equipped with launch bays to send out smaller craft to intercept closing vessels while supporting their fighters from a distance with long-range weaponry. Aside from these obvious archetypes, there is a tremendous amount of variety available to the potential Admiral, who can pick and choose his fleet freely depending on his tactical preferences.

I decided that both of my fleets would be designed around 1,000 points for now and would be expanded after I had a few games under my belt. For the Chaos fleet, I decided on two Styx Class Cruisers to be the backbone of my force; I wanted to have a large number of fighters and bombers to support my cruisers, and the Styx also has some long-range weapons to soften up the opposition early on in the game. Although they are quite expensive, they pack quite a punch if used correctly. To support the Styx, I chose two Murder Class Cruisers for their tactical flexibility and low points cost. Murder Class ships have an impressive firepower value for their weapons batteries and some long-range lances to fire in conjunction with the Styx - so they will provide excellent support for their larger cousins.

For the Imperial fleet, I went for a bit more variety. The flagship had to be a Mars Class Cruiser for one reason and one reason only: the Nova Cannon. This devastating piece of artillery would provide excellent firepower from a distance and keep the Admiral out of range of the Chaos fleet's long-range weaponry. The Mars is also equipped with some launch bays to counteract the huge amount of ordnance the Styx Cruisers were bound to be producing each turn. To support the Mars, I chose an Overlord for sheer firepower and two Dictators for some tactical flexibility. With this basic game plan in mind, I broke out the glue and clippers and set about assembling the cruisers.

Assembly of the ships was completed in a single session after work and was remarkably easy. To aid in the assembly of the fleets, a 16-page "Getting Started" booklet is included to show you which components to add to the basic ship bodies to create specific ship classes. These diagrams are shown to the right, and you can see the components I used for my fleet. From start to finish, the assembly and



priming of eight ships took only a couple of hours - quite a welcome change from the long task of assembling an entire Warhammer Army! I found that painting the Gothic ships went as quickly as their assembly. The surfaces of the Chaos and Imperial ships are perfect for drybrushing, and it takes little effort to make them look really great. After a couple of whisks of the brush and some picking out of the fine detail, you're ready to play in record time. After my first game, I was totally and completely hooked.

Strategically, Battlefleet Gothic is quite different from any other game that I've ever played. It forces you to think turns ahead in order to secure victory. The game has a lot to offer both the beginning gamer and the seasoned veteran in terms of tactics and modeling potential. After my first few games, I decided to expand my forces by 500 points and add a Battleship and some escorts to each fleet. My current fleet lists are shown to the right and were built up simply by purchasing a Battleship boxed set and a blister pack of escorts for each fleet - what could be easier? Well here I am, a newly initiated member of the Battlefleet Gothic fan club, and I have to say, if you're looking for something unique, tactically challenging, and easy to get into, Battlefleet Gothic is most definitely the game for you.

IMPERIAL FLEET

Emperor Battleship	(345 pts)
Admiral	(100 pts)
Mars Cruiser	(270 pts)
Overlord Cruiser	(235 pts)
Dictator Cruiser	(220 pts)
Dictator Cruiser	(220 pts)
3 Sword Frigates	(105 pts)
	(1495 PTS)

CHAOS FLEET

Despoiler Battleship	(400 pts)
Warmaster	(50 pts)
Mark of Tzeentch	(30 pts)
Styx Class Cruiser	(290 pts)
Styx Class Cruiser	(290 pts)
Murder Class Cruiser	(170 pts)
Murder Class Cruiser	(170 pts)
3 Iconoclast Destroyers	(90 pts)
	(1490 PTS)

BATTLEFLEET GOTHIC™

DESTROY THE TOMBSHIP!

Battlefleet Gothic is one of the seven superb games in our Specialist Games Range. The game covers ship-to-ship combat in the Warhammer 40,000 galaxy and allows players to command fleets of mighty spaceships. In this short battle report, we see what happens when an Imperial fleet takes on a new menace – the Necrons...

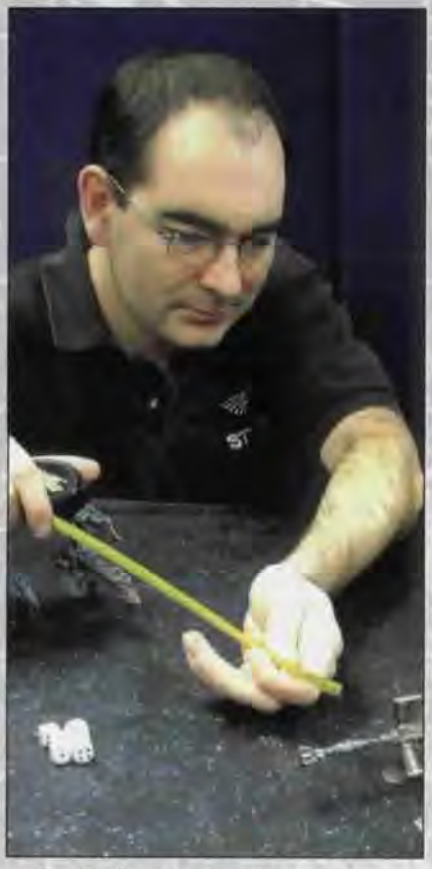
A Battlefleet Gothic battle report by Jervis Johnson and Andy Hall

We've just put the finishing touches on the official rules for the Necron ship models recently released by the Fanatic design team. An early "experimental" version of the Necron fleet rules was published in Fanatic's bimonthly *Battlefleet Gothic Magazine* some months ago, and feedback from players about these rules has allowed us to fine-tune the rules into the final version, which is published in the *Battlefleet Gothic Annual*. With the recent publication of *Codex: Necrons* for Warhammer 40,000 and the excitement over the new Necron models, particularly the Monolith, we thought it would be fun to do a battle report in *White Dwarf* to coincide with these releases and to run the Necron ship rules through their paces.

One of the things we were keen to do in this battle report was to get away from the idea that all games must be tournament style games where both players pick a fleet to an agreed points value and then line up and fight. Such games have their place, of course, but it's just as much fun to play games that don't use points values and have a unique scenario devised by the players especially for the game. This game was to be of the latter type.

SETTING UP

We decided to play a game based around one of the first attacks in a sector by a Necron harvester fleet. As *Codex: Necron* explains, Necron activity has started to increase sharply all over the Warhammer 40,000 galaxy, though the reason for this remains a mystery. All that is known for sure is that Imperial planets have started coming under attack from Necron forces, which invade a planetary system, brush aside any defending Imperial forces, and then spirit away the citizens inhabiting the planets in the system. The Necron fleet then vanishes as mysteriously as it arrived, leaving a barren and uninhabited planetary system in its wake. The process has become known as harvesting, and the Necron fleets that do it have become known as Harvester fleets.



Jervis checks range to the enemy.

Although Necron activity has been increasing, attacks are still rare, and there have so far been very few major battles between Imperial and Necron fleets. Thus, the majority of Imperial Navy commanders have little idea of the capabilities of Necron ships, or the best tactics to use against them. We decided to base our game on one of the first encounters between Imperial ships from a sector that had not previously been attacked by the Necrons and a Necron Harvester fleet.

There is a particularly fine story in *Codex: Necrons* describing the destruction of a Necron tomb complex by Deathwatch Space Marines on the planet Berien on the eastern reaches of the Ultima Segmentum. The Deathwatch Space Marines become involved because of increasing numbers of Necron raids in the area, and so we decided that our game should act as a prequel to this tale, representing the first major encounter between ships of the Ultima Segmentum fleet and a force of Necron raiders.

Andy makes another Brace For Impact *roll.*

In our scenario, a Necron fleet heading towards a sparsely inhabited Imperial planet has been spotted in deep space by a small Imperial flotilla. The flotilla is heavily outnumbered by the Necrons. Instead of engaging them, the Imperial forces have sent out a call for reinforcements and then shadowed the

IMPERIAL SHADOWING FORCE

Shield Of Jupiter
Gothic Class Battlecruiser, Ld 9

Patrol Group Berrin
Firestorm Class Frigates x 3, Ld 8

IMPERIAL REINFORCEMENTS

Hammer Of Thor
Retribution Class Battleship, Ld 9 (Admiral, two re-rolls)

Lord Berrus
Mars Class Battlecruiser, Ld 6

Trident
Dauntless Class Light Cruiser, Ld 8

Retarius Squadron
Firestorm Class Frigates x 3, Ld 7

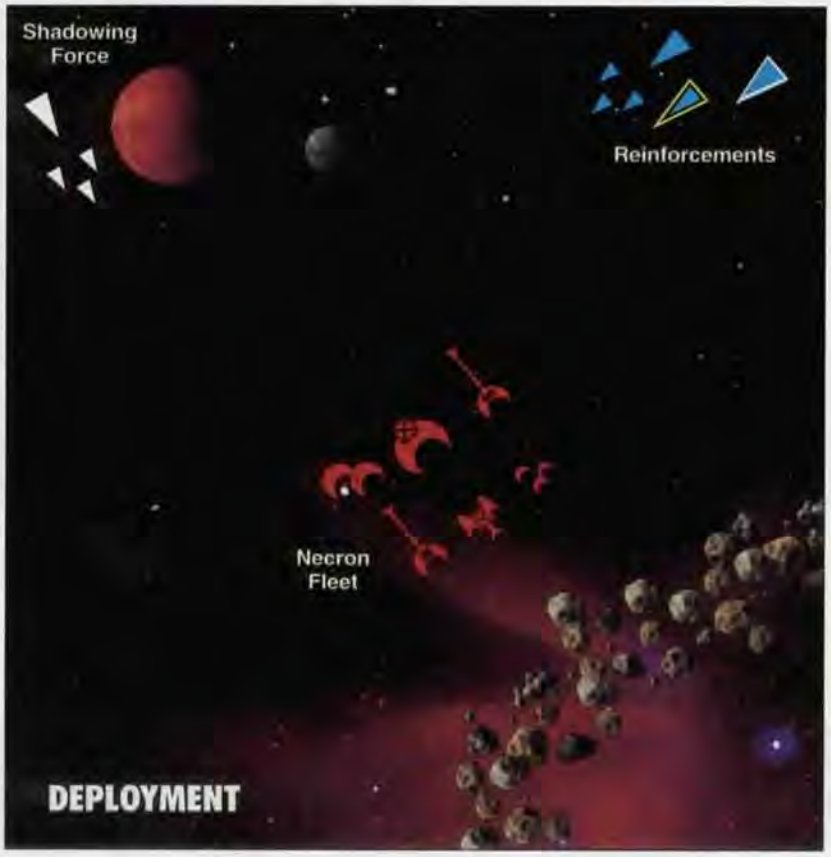
NECRON HARVESTER FLEET

Nightacre – Tombship
Reaver – Scythe
Stalker – Scythe
Nightcrawler – Shroud
3 Dirges
2 Jackals

Necrons while waiting for help to arrive. Fortunately, a much larger Imperial fleet happened to be nearby, and it is speeding to intercept the Necron fleet while it is still in the outer reaches of the planetary system. The game starts at the point that the Imperial reinforcements turn up and attack the Necrons.

As already noted, we decided not to use points values for the two fleets, and instead simply used all of the Necron ships in the Fanatic collection against a roughly equal number of ships and escorts from Fanatic's Imperial fleet. Necron ships cost more points than similarly-sized Imperial ships, which meant that the Necrons had more points than the Imperial side. We reasoned that the Imperial fleet commander would not know this and so would engage as soon as his fleet was of roughly equal size to the Necron force. After all, real-life commanders don't have the benefit of always fighting against opposing armies that they know are the same strength as their own army.

The set-up for the game was dictated by the scenario described above. First of all, we set up the scenery to represent the outer reaches of the Imperial system. In our game, the Necrons have just passed a massive gas giant, ignoring the Imperial monitor station that orbits it, and are about to enter the asteroid field that surrounds the system's inner planets. Next we set up the Necron fleet in the middle of the table, heading in the direction of the asteroid field. The shadowing flotilla and the Imperial reinforcements were set up on the two table corners behind the Necron force, as shown on the map above.



Rather than using the formal victory conditions from the Battlefleet Gothic rules, we simply gave each side a set of objectives and agreed to judge which side had done best at achieving these objectives at the end of the game. The Imperial objective was to protect the Imperial planets in the system by destroying or driving off the Necrons, while the Necrons needed to brush aside the Imperial fleet so they could carry on with their harvest. Neither fleet could afford to suffer too much damage in achieving their objectives.

And with that we were ready to play. The battle commenced...

OPENING MOVES – Turns One & Two

Jervis rolled highest to see who moved first and immediately ordered the ships of the shadowing force to go *All Ahead Full* so they could join up with the Imperial reinforcements as quickly as possible. The reinforcements moved more slowly, so they could fire the nova cannon mounted on *Lord Berrus* and launch ordnance from both *Lord Berrus* and *Hammer of Thor*. Unfortunately the nova cannon shot fell short, but *Hammer of Thor*'s torpedoes plus two squadrons of fighters and two squadrons of bombers from *Lord Berrus* launched to streak towards the Necrons. No other weapons were in range at this point. (It's worth noting here that Jervis had never played against Necrons before, and didn't think it fitted the scenario to read up on them beforehand. This meant he was unaware that the Necrons had no fighters, so he included escorts for the bombers 'just in case.')

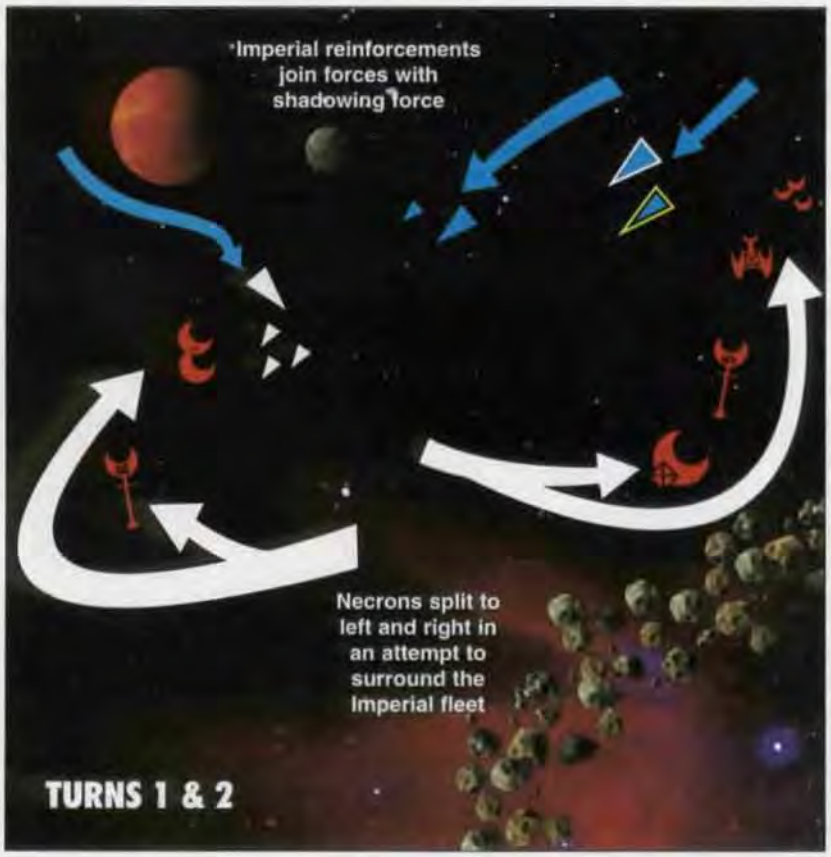
Up until now, the Necrons had been content to ignore the Imperial ships that were shadowing them, but they reacted quickly to the Imperial attack. One of the Necron Scythes accompanied by the Jackal escorts broke to the right, while the rest of the Necron fleet went left. The Necron ships moved incredibly quickly compared to their Imperial counterparts, and Jervis started to look a little worried. His composure was further unsettled when very long-range fire by Necron particle whips destroyed two of the Firestorm escorts from Retarius Squadron. The Necron weapons ignore shields on a roll of six, and Andy rolled two sixes on three dice! Fortunately most of the Necron ships proved to be out of range, and no further serious damage was done at this stage.

Jervis decided to leave the attack craft from *Lord Berrus* to tie up the main Necron force and to concentrate the rest of the Imperial fleet against the Scythe and Jackals, which had broken off to the right. If he could defeat them while they were on their own and outnumbered, then he would have a good chance against the rest of the fleet later on. To this end, the Imperial fleet started to bear towards the smaller Necron force. *Hammer of Thor* reloaded its empty torpedo tubes, and *Lord Berrus* started to fuel and arm its second wave of attack craft. Unfortunately Jervis rolled a double when checking to see if *Lord Berrus* managed to rearm its attack craft, so the second wave would also be its last.

Jervis was much luckier with his shooting, however. First of all, *Lord Berrus* scored a direct hit with its nova cannon on the Scythe breaking off to the right. The nova cannon proceeded to get six points of damage on the Scythe, and even though the Necrons used the *Brace For Impact* rule, giving them a 2+ save against each point of damage, two points of damage were inflicted on the Necron craft. (Most ships in Battlefleet Gothic only get a 4+ save when they *Brace For Impact*, but the Necrons receive a 2+ save instead.) To make matters worse for the Necrons, further attacks from the long-range weapon batteries on *Hammer of Thor* and *Lord Berrus*

managed to inflict another two points of damage on the other Scythe class Necron ship!

However, despite the damage his ships had suffered, Andy was clearly undeterred. The Scythe and the Jackals closed with the ships from the Imperial Shadowing force, while the remainder of the Necron fleet started to swing round behind the Imperial reinforcements. The Jackals opened fire on Patrol Group Berrin, taking out one of the Firestorms, and fire from the rest of the Necron fleet knocked down all of the *Hammer of Thor*'s shields and inflicted two points of damage. (Although Necron ships have only a few weapon batteries compared to comparably sized Imperial ships, their weapons are much more accurate thanks to the Necrons' sophisticated sensors. Therefore, Andy was typically rolling almost double the number of to hit dice that he would have done with an equal number of Imperial weapon batteries. If Jervis had been aware of this fact, he would probably have *Braced For Impact* against the Necron firing on *Hammer of Thor*.)

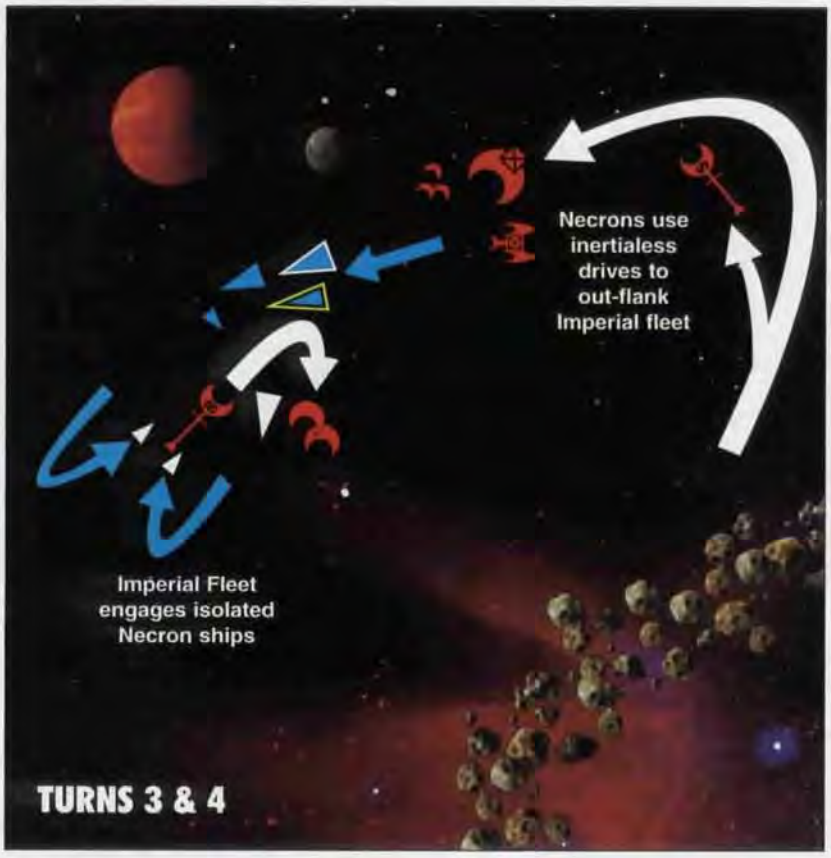


However, not everything went the Necrons' way. In the Ordnance phase of the Necron turn, the fighters and bombers from *Lord Berrus* were able to launch an attack run on the Scythe that was coming round behind the *Hammer of Thor*. The Imperial Fighter escorts were destroyed by the Scythes' defensive turrets, but the two bomber squadrons made it through and inflicted another two points of damage on the Necron ship, crippling it. This was a heavy blow to the Necrons, as Andy could not risk having the ship destroyed – so it played no further part in the battle.

THE TRAP – Turns Three & Four

At this point, things were looking very good for the Imperial side. They had split the Necrons in two and the whole of the Imperial fleet was heading towards the smaller part of the Necron fleet. One Necron ship had been crippled, and although the Imperial fleet had taken some damage, none of it was serious.

As things were going well, Jervis decided to stick to his plan. The Imperial ships kept on closing with the Scythe and the Jackals, blasting them with as much fire as they could bring to bear. Unfortunately *Hammer of Thor* and *Lord Berrus* were still too far away to provide much help, and all of the hits scored on the isolated Necron ships bounced off the 2+ saving throws they received for being braced.



Still, the Imperial ships were in a good position, closing in on an isolated part of the Necron fleet and having left the main Necron force well behind...

Or so it seemed, because just as it looked like the game was in the bag for the Imperial fleet, the Necron Tombship and its escorts suddenly made use of the Necrons' special 'inertialess drives.' Imperial ships add 4D6 cm to their move when they go *All Ahead Full*, and they may not turn, but the inertialess drive allows Necron ships that use *All Ahead Full* orders to add 1D6x10 cm (!) to their move and to make a turn every 20 cm as they move (!!). Andy used this rule to close quickly with the Imperial fleet (the Tombship moved 80 cm!!!). Instead of the Imperial ships isolating part of the Necron fleet, they were now caught in a trap between the two Necron forces! The only good news for Jervis was that the Necrons shooting was disrupted by the special move they had made, and so only caused a few points of damage on the Imperial ships. Nonetheless, both battlecruisers and the *Hammer of Thor* took damage from the Necron fire. It was suddenly very clear that the Imperial fleet was being outgunned and out-maneuvered.

Jervis knew he had one last chance to turn the tables. The Scythe that had not yet been crippled was still isolated and could be attacked by the entire Imperial fleet. If they could destroy it, there was still a chance to win the battle. To this end, all of the Imperial ships started to bear down on the Scythe. Those that could locked onto the vessel, and both *Hammer of Thor* and *Lord Berrus* prepared to fire torpedoes and launch fighter bombers. A veritable tornado of fire erupted against the Necron ship, but none of the fire was able to get past the 2+ saving throw the Necrons received for being braced. Finally, the bombers of *Lord Berrus* managed to score a single point of damage, the only damage the entire Imperial fleet was able to inflict! This damage was just enough to cripple the Necron ship but was scant reward, when Jervis considered how much effort had been put into the attack.

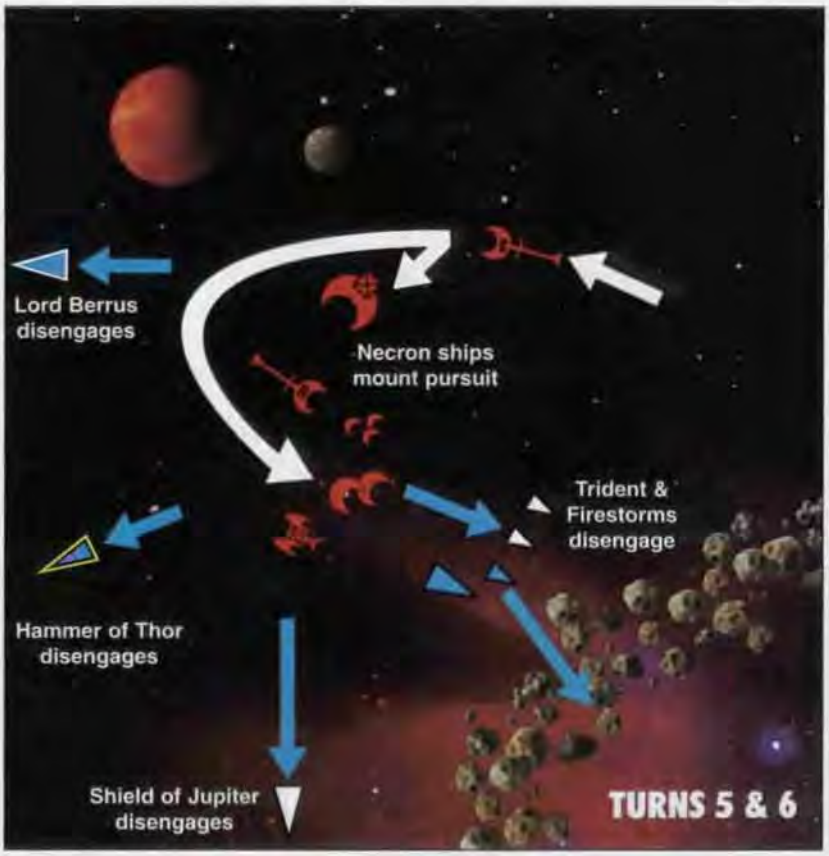
Andy now prepared to make the Imperial fleet pay dearly for the damage it had done to the Necrons. The Tombship and the bulk of the Necron fleet opened up on the Imperial

ships at close range with all of their deadly weaponry. Shields flared and went down, and at the end of the round of shooting, both *Lord Berrus* and *Shield of Jupiter* were crippled, and *Hammer of Thor* was within two points of being crippled too. It was a devastating blow.

END-GAME – Turns Five & Six

Jervis knew the game was up, and that the only thing to do now was to try and disengage before he lost any of his ships. Fortunately, he was in a good position to do so, and although closely pursued by the Necron escorts, the bulk of the Imperial fleet was able to get away. Both *Lord Berrus* and *Shield of Jupiter* managed to disengage almost immediately, and although *Hammer of Thor* was crippled before it got away, the mighty vessel was able to disengage too. *Trident* managed to escape undamaged (the only Imperial capital ship to do so!), but only three of the Firestorm escort craft managed to escape, the remaining three escorts being lost covering the retreat of the main fleet.

Having driven off the Imperial fleet, the Necrons proceeded on their way. The Tombship had not been damaged. The harvest would take place as planned...



CONCLUSION

It had been a thrilling and closely fought battle. Although the Imperial forces had clearly been outmatched, which told in the end, they had hung on in there for most of the game and with a bit of luck could have done a lot more damage to the Necron fleet. As it was, the luck evened out, with Jervis having the luck at the start of the battle, and Andy getting the luck at the end. The result was that the Imperial fleet was forced to withdraw leaving the field to the enemy, and in these terms, the battle was clearly a Necron victory.

However, when playing unbalanced scenarios like this one, it's not really about who won or lost the battle, but how well each side did under the circumstances. When we sat down to discuss the game with Andy Chambers and Pete Haines, we came to the conclusion that the Imperial fleet had done rather well, all things considered. After all, it had taken on a superior and previously unknown enemy and had still managed to cripple two of the enemy capital ships without actually losing any of its own. Although the Imperial fleet had been forced to retreat, it had done so only once the battle was clearly lost and after it had inflicted as much damage as possible on the enemy.

Most importantly, it had disengaged without losing any of its capital ships. Because of these things, we decided that the Imperial fleet had done slightly better than the Necron fleet. Though in Andy's defense, it must be said that he is more accustomed to playing against the Necrons than with them, and so the game had been a learning process for him as well.

However, questions of who won and lost after a game like this one are really moot. What was important was that both players had a great time and had their skills tested to the utmost, and that the battle that unfolded on the tabletop contained real drama and excitement. As long as the games you play achieve these things, then everyone ends up a winner.

You can find out more about Battlefleet Gothic by visiting the Battlefleet Gothic website at

http://www.battlefleetgothic.com

The Battlefleet Gothic game and *Battlefleet Gothic Magazine* are available from good hobby shops everywhere, from your local Games Workshop store, or from our Mail Order department. If you have any questions, suggestions, or comments about this battle report, then the Fanatic team would love to hear from you and can be e-mailed at fanatic@games-workshop.co.uk.

CODEX CHAOS SPACE MARINES

In next month's *White Dwarf* we launch a Black Crusade against the troubled Imperium of Mankind – *Codex: Chaos Space Marines* is upon us, and the future is bleak indeed.

The 64-page Codex heralds the release of a new range of miniatures that have to be seen to be believed.

This book features rules for all of the First Founding Traitor Legions and the return of the 41st millennium's arch villains, the dreaded Chaos Lords...

SPECIAL PREVIEW

Drawn by the summons of the Warmaster, the army of Chaos marched through the nightmare streets of the daemon city. The necropolis beat to a martial drum, as an army of conquest gathered in its warped plazas and corpse-choked thoroughfares. The warriors of the World Eaters marched through the ruined city, their weapons' sheen dulled with dried blood. The bronze and brass of Khorne marched alongside the azure patterned warriors of the Thousand Sons, the warlike bearing of the Blood God's soldiers a far cry from the automaton-like gait of Magnus's sons. Disease-ridden Plague Marines of Nurgle shambled in the wake of elegant warriors clad in lacquered power armor and wrapped in fine silks and ermines. A sickly-sweet musk billowed around the Emperor's Children, and they cast revolted glances at the scrofulous warriors of the Plague Lord.

The champions of each Legion lusted for the glory of battle and the chance to catch the favor of their patron god. Such favor could mean elevation to daemonhood and immortality, but could just as easily see them cast down amongst the Spawn, with their minds and bodies broken by horrific mutation. Each champion paid his tribute to the master of this mighty host, Abaddon the Despoiler, Lord of Chaos, who stood in the shadow of a defiled temple. He nodded in acknowledgement as warriors from the Word Bearers Legion passed, their Dark Apostle raising his cursed crozius in salute. The Despoiler watched dispassionately as warriors from Legion after Legion paid tribute to his might – ancient rivalries and hatreds set aside in the face of Abaddon's force of leadership. The Emperor's Children, the Death Guard, the Alpha Legion, the Night Lords, the Thousand Sons, the World Eaters, and his own warriors of the Black Legion gathered their might on Urthwart, ready for the coming war. Only the Iron Warriors were conspicuous in their absence, but Perturabo's Legion fought at Abaddon's behest on the world of Hydra Cordatus for a prize beyond imagining...

The force mustered on this world was magnificent to behold, stretching as far as the eye could see and reminiscent of the time when the fool Horus had held the galaxy in his grip, then let it slip away. Abaddon would not make the mistakes Horus had. Soon the galaxy would burn, the false Imperium torn down and replaced with the glory of Chaos.

The Chaos Space Marines raised their weapons in salute to Abaddon, and from thousands of throats, a huge roar swelled, reverberating around the city and climaxing in a massive howl of bloodlust.

This world belonged to Chaos, and Abaddon smiled, picturing the route ahead of him.

First the Gate. Then the Palace.

WARHAMMER 40,000

MODELING WORKSHOP

Building a Necron Monolith

In this Modeling Workshop, Paul Rudge, who has decided to add a towering Monolith to his Necron army, interrogates Tim Adcock, the Monolith's designer, for hints and tips on putting one of these monstrous models together.

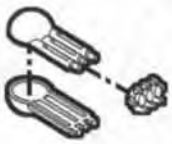
With the box open and tools at hand, it was time to begin.

QUICK TIP
Before clipping bits off the kit and gluing them together, the frames were washed in warm soapy water. This cleaned off the greasy release agent that is used to get the frames out of the metal moulds, giving a cleaner surface for the glue to bond to.

USEFUL TIPS AND TOOLS
Clippers are useful for removing the kit pieces from the frame.

To clean up and trim any excess plastic, use a modeling knife and needle files.

Before any pieces were glued together, a dry test run was done to ensure that all of the pieces fitted together properly.



GUNS
The gauss guns are one of the main features on the Monolith and are the first things that you should assemble.

1. First, both halves of the gauss gun were removed from the frame, before cleaning the parts with a file (it is easier to clean the gun body after it has been glued together). Then glue was added to the upper grooves of the lower half of the gauss gun body.

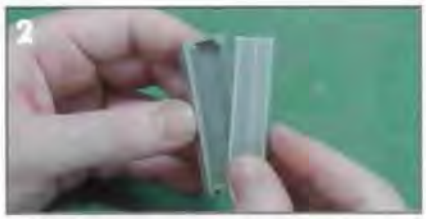
2. The top half of the gun body was then attached and held until the glue had set. This entire assembly was then put to one side, and the process was repeated for the other three gauss gun bodies.

3. Once the four gauss gun bodies were assembled, the rough edges where both halves of the gun met were then cleaned up with a file.

4. After cleaning the end of the gauss gun, it was attached to the gun body. Take care to put these ends on correctly with the large bladed edge at the bottom.

CENTER COLUMN
1. Both halves of the column were removed from the frame, before cleaning the parts with a file (it is easier to clean the column after it has been glued together). Glue was then added to the edges of one half of the column.

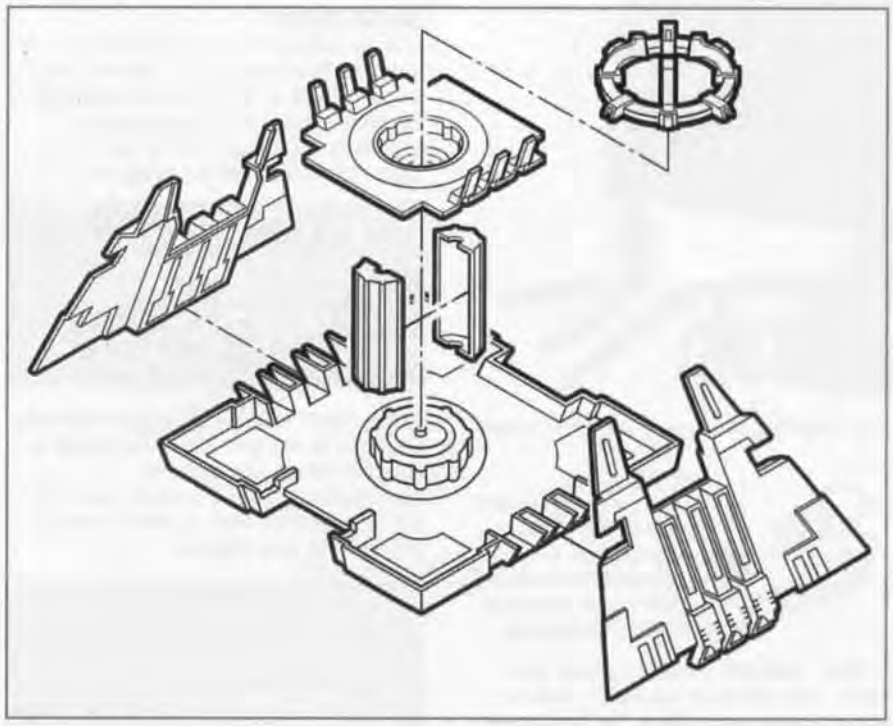
2. The other half of the column was then attached to the first. Care was taken to align the small pins with the corresponding location points, and then the column was held together until the polystyrene glue had set.



3. Once the glue had set, the joining line was cleaned with a file.

4. The hole within the column also needed a small amount of cleaning to allow it to attach neatly to the base.

5. The next stage was to attach the column to the Monolith base platform with polystyrene cement. Care was taken to align the ridges on the side of the column with the ridges on the base of the Monolith.



SIDES OF THE MONOLITH
This next stage was completed a little differently from the sequence described in the visual instructions on the side of the box, as the upper spines would not be attached to the Monolith until stage 3. They were fitted early as it makes assembling the main body of the Monolith much easier.

1. First the upper spine and side of the Monolith were removed from the frame and cleaned up; polystyrene glue was then added to key points on the upper spine (marked in red).

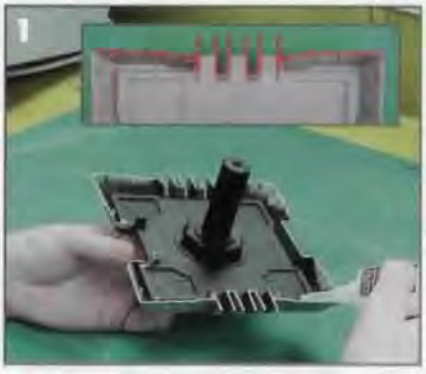
2. The upper spines were then attached to the side section of the Monolith and held in place until the glue had set.

At this point the gauss guns, base section, upper spines, and the inner gun sockets of all the side panels of the Monolith where the gauss guns are placed were sprayed with a Chaos Black spray. The reason for this step is that these areas are tricky or impossible to paint when the Monolith is assembled.

3. Before any paint was applied, the area where the gauss guns would be placed was cleaned with a file, as this area would not be accessible later.

BASIC CONSTRUCTION
With a collection of assembled parts undercoated, it was time to start putting together the basic shape of the Monolith.

1. With the base section assembled and undercoated, glue was added to key areas of the base.



2. The side section was then attached to the base and held in place until the glue had set.

3. Glue was then added to key points on the top plate of the Monolith that had been trimmed and cleaned earlier.

4. The upper spines of the side section that had been attached to the base were used as guides to align and attach the top plate to the central column. The top plate was then held in place until the glue had set.

IMPORTANT BIT
When the top plate of the Monolith was attached, care was taken to align the top plate correctly with the small locating point to which the rear panel of the Monolith attaches pointing directly towards the back of the Monolith.

The model was then put to one side and left to dry for an hour, to ensure that the top plate and column were firmly attached and the glue had set.

5. With the top plate firmly attached, the next step was to secure the sides to it. The spines at the top of the side panel were gently pulled away from the top plate, allowing access to the points where glue needed to be carefully applied (marked in red).

The same technique was applied to both sides, after which they were held in place with elastic bands until the polystyrene glue had set.

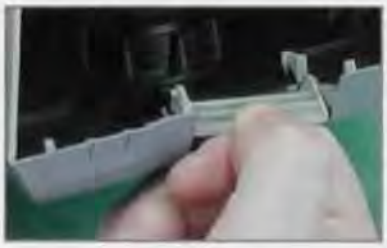
ATTACHING THE BACK AND FRONT PANELS
With both of the side panels now firmly attached, the next stage was to attach the back and then the front panels of the Monolith.

1. The next stage was to apply polystyrene glue carefully to key areas on both the back panel and the base section (areas marked in red only).

IMPORTANT BIT
Before attempting to attach the front or back section to the Monolith, the gauss guns were carefully placed, one into each of the gun sockets (no glue was used to allow the guns to move freely when the Monolith was complete).

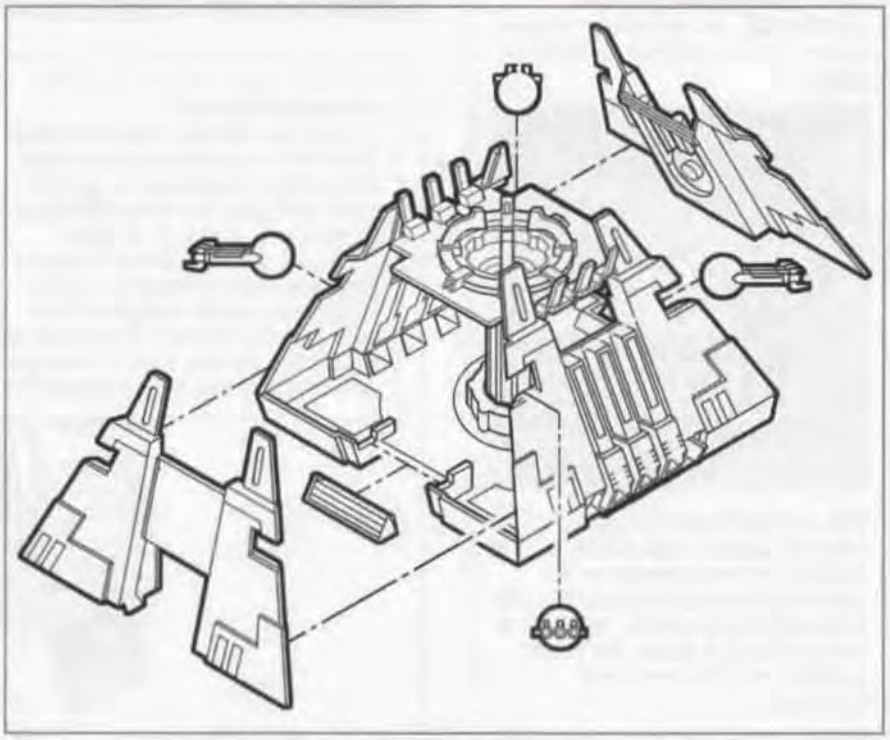
2. The rear panel was then attached to the body of the Monolith and secured in place with elastic bands.

IMPORTANT BIT AGAIN
Before attempting to attach the front panel, the small set of steps (after it was removed from the frame and cleaned up) was carefully positioned with the small pins on the steps aligning with the two grooves on the base section. No glue was used to allow the steps free movement when the Monolith's construction was complete.



3. The next stage was to apply polystyrene glue carefully to key areas on both the front panel and the base section (areas marked in red only). Again no glue was applied to the areas around the gun sockets or the steps.

4. The front panel was then attached and held securely with elastic bands.



FINISHING THE BASIC CONSTRUCTION

1. The corner sections were carefully removed from the frame and cleaned up; polystyrene glue was then applied to key areas (marked in red).

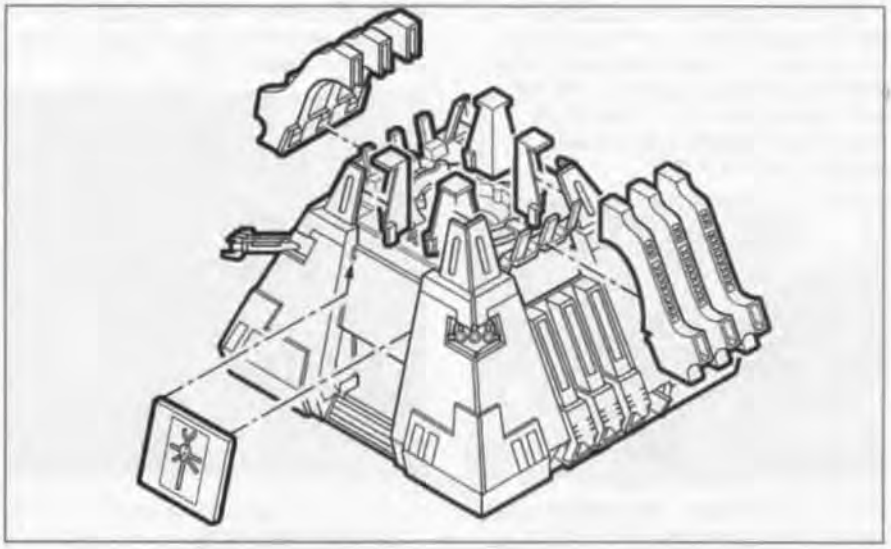
2. The corner sections were then attached to the upper section of the Monolith with more glue.

3. With the main construction now complete, any rough edges and small amounts of excess glue were carefully filed off.

QUICK TIP

This next stage was completed a little differently from the sequence described in the instructions on the side of the box, as the power coupling that will eventually hold the power crystal is normally attached in stage 1.

The top plate of the Monolith has a small pin which, when combined with any one of the four holes on the underside of the power coupling, will help position it correctly. However, to make painting it easier, the power coupling was left separate at this stage.



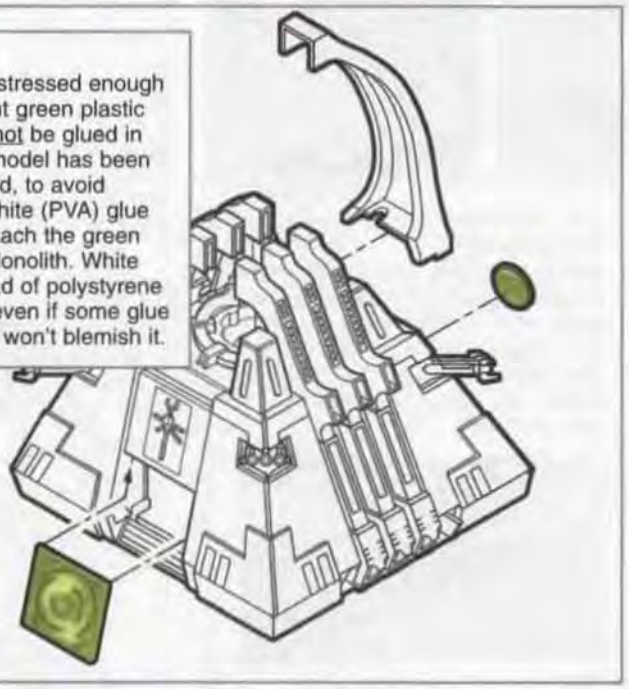
4. The large spine was then removed from the frame and cleaned up. Polystyrene glue was then applied to key areas on both the spine and the rear section of the Monolith (marked in red).

5. The spine was then carefully attached to the Monolith.

6. After the door was removed from the frame and cleaned, it was not attached to the Monolith; instead it was put to one side and painted separately to allow it to slide between closed and open positions when the Monolith was finished.

VERY IMPORTANT BIT

A point that can't be stressed enough is that the transparent green plastic components should <u>not</u> be glued in place until <u>after</u> the model has been painted and varnished, to avoid dulling the plastic. White (PVA) glue should be used to attach the green components to the Monolith. White glue was used instead of polystyrene glue to ensure that, even if some glue gets on the plastic, it won't blemish it.



TRANSFERS
The Necron transfer sheet provides a simple method of adding excellent details to your Monolith once it has been painted.

1. A large Necron icon was selected and removed from the transfer sheet with scissors.

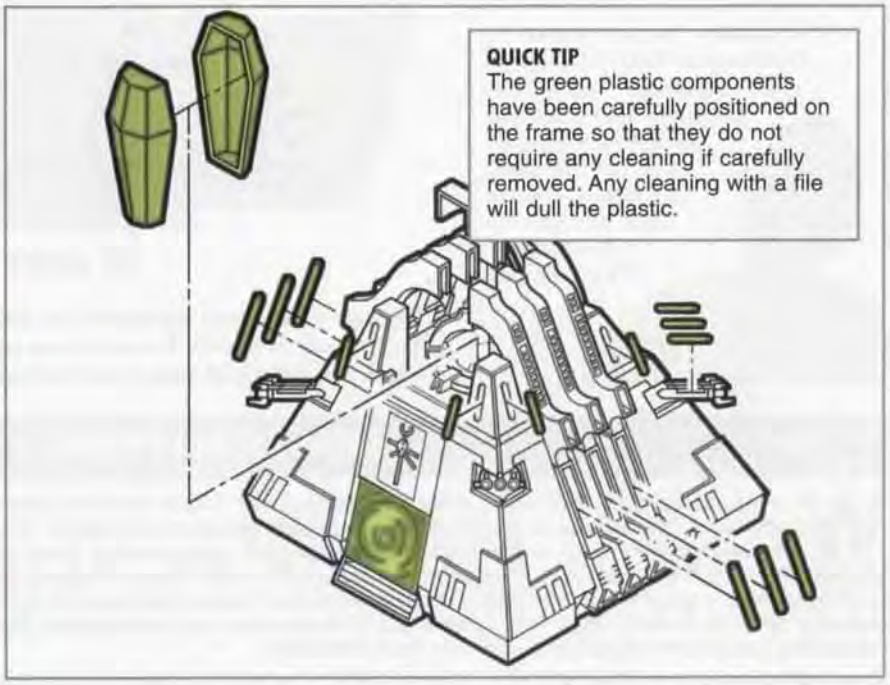
2. The selected icon was then submerged in warm water for a second and then put to one side for around 30 seconds to allow the water to soak into the backing paper and release the thin film holding the icon to the paper.

3. The transfer was held in place by the backing paper and carefully positioned. The film was then allowed to slide from the backing paper, and the transfer was gently guided into its final position with a damp brush.

THE GREEN BITS
Once the Monolith had been painted and varnished, all that remained was to add all of the green plastic components to finish off the model.

1. After painting a small amount of white glue around the frame of the door, the green portal was attached with the swirling ridges facing outwards.

2. Four small drops of PVA were applied to the rear panel of the Monolith, after which the small round piece of green plastic was attached, again with the swirling ridges facing outwards.

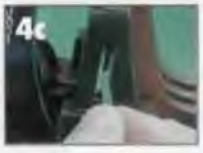


QUICK TIP
The green plastic components have been carefully positioned on the frame so that they do not require any cleaning if carefully removed. Any cleaning with a file will dull the plastic.

QUICK TIP
To make inserting the rods easier and to avoid damaging the finished paintwork, the small pegs on either end of each green rod (both large and small) were carefully removed with a pair of clippers.

3. Next, white glue was carefully painted into the bottom of each of the empty slots where the green rods would eventually be placed.

4. The larger green rods were placed into the side panels of the Monolith. The smaller green rods were then placed into the triple-barreled gauss guns and also into the corner sections.



5. The two halves of the crystal were carefully removed from the frame. White glue was painted along the joining edge of one half of the crystal.

6. The second half of the crystal was then attached to the first, with the two locating pegs at the top aligning to the bottom of the crystal.

7. To add the finishing touch to the model, the crystal was then placed within the power coupling.

You can take a closer look at Paul's Monolith and his Necron army by visiting:

www.games-workshop.com/wdmagazine/necrons

It's been a hectic summer for Warhammer 40,000 Overfiend Andy Chambers – aside from his usual 40K workload, he's been jetting off across the world guesting at Games Days and gaming conventions. It's a hard life!

CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings Citizens and welcome to this month's Chapter Approved, our regular column for Warhammer 40,000. This month, we have something rather major to impart, namely a look at a set of trial Assault rules we've been playing around with.

TRIAL ASSAULT RULES

We released the third, and latest, edition of Warhammer 40,000 nearly 4 years ago, and since then, hordes of enthusiastic gamers have played countless battles all around the world. We never stop developing and improving our rules and eagerly listen to feedback from our gamers, incorporating these into our own ideas. A large part of the Warhammer 40,000 experience is the Assault phase, and the 40K Games Development team has been discussing Assaults and coming up with a great set of trial rules, primarily aimed at veteran gamers and tournament players. These rules aren't radically different from those in your rulebook, but we feel they sort out some of the muddier and more difficult areas of assaulting and provide a system that flows more smoothly.

A couple of obvious questions spring to mind though, so let's go through those now:

- **How does this affect the current rules? The rules, as published in the Warhammer 40,000 rulebook, are the official rules and these new trial rules don't alter that. As long as your opponent agrees, you can happily try out these trial rules though.**
- **Which rules will tournament players use? To find out which system of rules will be used in all aspects of the game, consult your tournament packs or contact your tournament organizer – all tournaments will use different criteria.**

THE ASSAULT PHASE

While firepower may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need sterner measures.

The term Assault covers all seven steps summarized below:

1. **Declare Charges.** Announce which of your units intend to charge.
2. **Move Charging Units.** Move units that are charging.
3. **Fight Close Combat.** Troops fight in close combat. Through ten Initiative steps, models roll to hit and to wound, and then saving throws are made.
4. **Determine Assault Results.** Total up wounds inflicted. The side that inflicted the most wounds in each combat is the winner.
5. **Loser Checks Morale.** The loser has to pass a Leadership test or fall back. If the loser fails the test, go to step 7.
6. **Pile In.** If units are still locked in close combat then any unengaged models must move up to 6" towards the enemy to continue the fight next turn.
7. **Losers Break Off, and Winners Consolidate.** Units falling back from close combat must test to see if they successfully break off; the winners may try to keep them in combat, engage a new foe, or reorder their ranks.

1. DECLARE CHARGES

In his own Assault phase, a player can declare a charge with any of his units that are within Assault range of an enemy unit and not already in close combat. Assault range is typically 6" but some units can assault 9", 12", or more. These special troops are designated as such in the unit's special rules. The unit may charge any enemy unit that can be contacted by at least one of its models making an Assault move that avoids any obstructions such as impassable terrain or other enemy units that you do not wish to contact.

A unit that fired in the Shooting phase of the current turn may only declare a charge against the unit it shot at. A unit that remained stationary in the Movement phase in order to fire heavy weapons or fire twice with pistols or rapid fire weapons may not charge at all in the Assault phase.

A unit may charge multiple enemy units but only if the charging unit can reach them all without losing unit coherency. Select one unit as the primary target and move to engage that one first as detailed below. If the unit fired in the Shooting phase, it must start its charge by engaging the unit it shot at first.

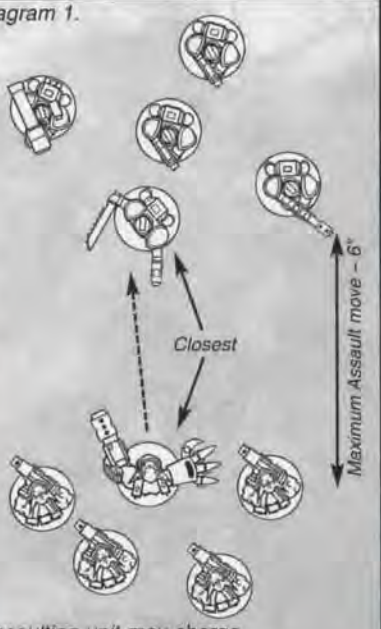
Exception: Models such as Terminators, Bikes, Dreadnoughts, and Walkers that always count as stationary when firing do not have to charge the same unit they shot at.

Designer's Note: *The change to having to charge the target you shot in the Shooting phase is an important one – the old assault unit tricks of hitting one unit with ranged attacks and then charging a different enemy can no longer be used (unless you can reach both, of course). This change helps bring assault units more in line with firepower-based ones in that they can attack only one enemy unit in their turn. Exceptions to this generalization are units such as Hormagaunts, which are both very fast and very numerous, as these may be able to engage several enemy units at once, effectively swamping the enemy defense. Also note that a unit doesn't have to charge the nearest enemy unit, although it can be difficult to bypass one unit to reach another, as we'll see later.*

2. MOVE CHARGING UNITS

Charging units may now move into close combat with the unit (or units) they have declared a charge against. Once a model is in base-to-base contact with an enemy model it is said to be ENGAGED (as in engaged in combat). The unit that the models belong to are then said to be LOCKED (as in locked in close combat). Move all the models in each charging unit before moving on to the next unit. The charging player decides the sequence in which his units will move. All the models in a charging unit make an extra 6" move in exactly the same way as if moving in the Movement phase. Note that some units may be

Diagram 1.



Assaulting unit may charge. Closest model moves in first.

able to charge further than this. These special units are noted in their army list.

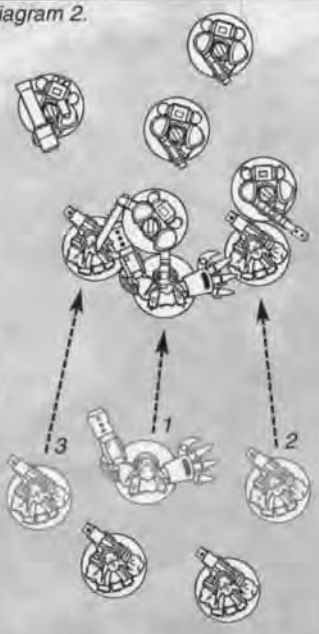
Start the charge by moving a single model from the charging unit. The model must be the one nearest the enemy being charged. Move the model into contact with the nearest enemy model in the unit being charged. This is the start point of the close combat. Next, move each model in the charging unit in turn up to 6" towards the unit or units it is charging. Remember that if the enemy is not within 6" of at least one model, the charge does not happen. See Diagram 1.

After the first model in the unit has been moved, you can move the others in any sequence you desire. There are some constraints on their movement though. The most important one is that each model must end its charge move in coherency with another model from its unit that has already moved. See Diagram 2.

If possible, the model must contact an enemy model that is not already engaged. If there are no unengaged models in reach, then you must contact an enemy model that is already engaged with one or more friendly models. If you cannot reach any enemy models, you must try to move within 2" of one of your own models that is engaged with an enemy model. If this is impossible, then the charging model must just obey the main rule and move to within 2" of a member of its own unit that has already moved. See Diagram 3.

If you follow this sequence, you will end up with all the models in the charging unit in 2" unit coherency distance of one another, having engaged as many enemy models as possible with as many chargers as possible.

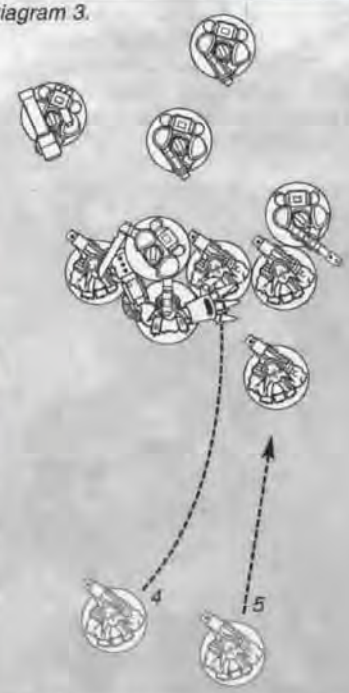
Diagram 2.



Partway through charge – all moves must end in coherency with a model that has already moved. Model 2 must charge the unengaged model, but model 3 cannot reach an unengaged model so joins model 1 instead.

In all cases, models may not move through friendly or enemy models and may not pass through gaps narrower than their base diameter. You may not move models within 1" of enemy models they are not charging. See Diagram 4.

Diagram 3.



Model 5 cannot contact an enemy and so moves into a supporting position.

Terrain Effects

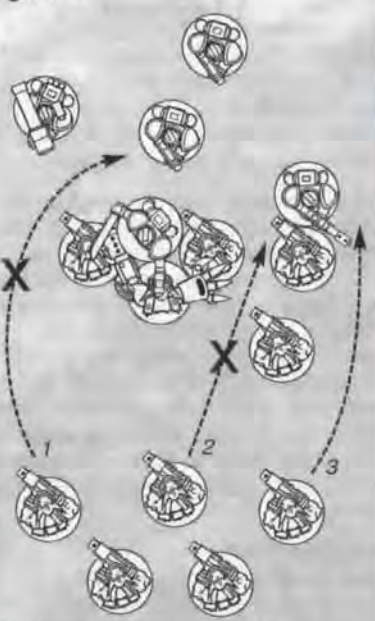
Models assaulting into, out of, or through difficult terrain will be slowed down in the same manner as models moving through such terrain in the Movement phase. Roll 2D6 and pick the highest to see how far the models can move. If their move is insufficient to reach the target unit, then the charge does not proceed, and no close combat ensues. The models are not moved, and it is assumed that they simply did not have time to scramble through the difficult terrain or thought better of it due to their poor progress.

Didn't Make It?

Enemy units that have been charged but have not been contacted are not considered to be locked and are not involved in the combat in any way.

Designer's Note: *The rules for charging have been tightened up considerably for the sake of clarity. During the initial charge, the attackers are subject to the normal Movement rules with the exception that they can now move within 1" of the enemy in order to fight them in close combat. It is possible to set up units to block the path of a charge, however, since models may still not move through each other. Tight terrain can also mean that initial charges become "choked." However, if the combat continues, it is assumed to sprawl out as detailed later. Note that difficult terrain is handled differently than it is in the Movement phase – this way we save lots of pointless Assault moves that won't result in combats occurring.*

Diagram 4.



The enemy models are already engaged. Models 1 & 2 cannot make the move shown, because they come within 1" of an enemy they are not charging or pass through too small a gap. Model 3 can move as shown.

Blood Claws react quickly to a Dark Eldar incursion.

3. FIGHTING A CLOSE COMBAT

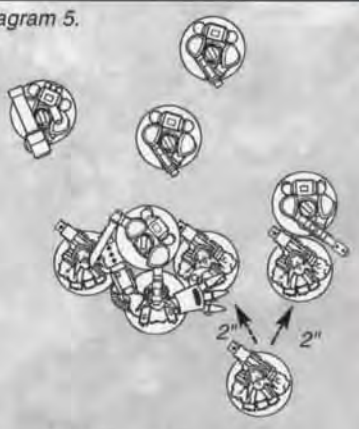
How effective creatures are in close combat depends almost entirely on their physical characteristics - in other words how fast, strong, tough, and ferocious they are. Armor remains useful for warding off blows and shots, but ranged weaponry becomes a secondary consideration – the best gun in the galaxy won't help if your opponent is bashing your brains out with a rock!

In close combat, both players' models fight. How many blows are struck and who strikes first is discussed below. The rules are written assuming that there is only a single close combat occurring in the turn. Of course, there may be several separate assaults being fought simultaneously in different parts of the battlefield. If this is the case, the player whose turn it is can choose what order to fight the combats in; complete steps 3-7 for each combat before moving on to the next.

Who Can Fight?
Close combat is a swirling mêlée of fighters leaping forward, spinning, hacking, and slashing at one another. As well as fighting hand-to-hand, warriors will be firing at point blank range at any target that presents itself.

Models in base-to-base contact with the enemy will fight with their full number of Attacks and count the benefits of any special close combat attack forms they may have. All models that are within 2" of a friendly model that is engaged in combat will take part in the fighting as well, not just those in base contact. These models only get a single Attack though, regardless of the number of Attacks on their profile, and get no benefit from any special close combat attack forms they may have. Such models are referred to as supporting models. See Diagram 5.

Diagram 5.



Models in base contact fight with their full number of Attacks. The model supporting in 2" makes a single Attack and may not use special close combat attacks.

WHO STRIKES FIRST?
Troops who are defending cover have a massive advantage in an assault. They can fire from their hiding place at their approaching enemies and then smite them down as they struggle to get to grips with their hidden foe. It's all in the reflexes when it comes to combat in the open; slow lumbering opponents can be quickly dispatched by a faster and more agile foe. Unfortunately, lumbering opponents, such as Orks, are tough enough to withstand a vicious pummeling and come back for more.

In close combat, models defending in or behind cover will strike at Initiative 10. Resolve all their attacks, and remove any casualties before moving on to the rest of the models. Fighting for the remainder is resolved according to the Initiative value of the models. Models with the highest Initiative attack first, then the next highest, and so on.

Work your way down the Initiative scores in each separate combat until everyone has fought (assuming they haven't already been killed by a model in cover or with a higher Initiative). If both sides have models with the same Initiative, attacks are made simultaneously. Note: Some units' rules specify that they strike "first" or "last" in close combat – i.e., with Initiative 10 (first) or Initiative 1 (last).

COVER

Models in or behind cover normally fight in close combat with Initiative 10. This represents the advantage of cover; their attacks include not only close fighting but also shots against the enemy as they charge in. Apart from this, cover does not affect hits or anything else in an assault. After the first round of close combat, fighting is assumed to have swept into the cover, and so it gives no further advantage to models in it. Note that cover advantage applies only to models in cover that are being charged. Some units count as being in cover all the time because of psychic abilities or weird force fields – these are of no benefit if the unit charges.

Sometimes a unit will count as being in cover only if it is assaulted from a specific direction. For example, a Space Marine squad behind some oil drums is in cover if assaulted over the oil drums but not if assaulted from the rear. If a direct line, drawn before assaulting troops are moved, from any of the assaulting models to the closest enemy model passes through the cover, then it is assumed to be enough of an obstruction to count.

Designer's Note: *The Cover rules are intended to make it hard to dislodge defending units without a concerted effort. Grenades can help to mitigate the advantage of cover, as they can force the enemy under cover during the vulnerable charge. Units with special abilities that confer "continuous cover" do not benefit from these advantages when charging, as they have to move up to close quarters where their concealment is less effective.*

ATTACKS

Attacks in close combat work like shots in shooting – each attack that hits has a chance to wound; the wounded model gets a chance to save; and if it fails, it is (generally) removed as a casualty. Each model in base-to-base contact with an enemy model strikes with the number of Attacks (A) on its characteristics profile. In addition, the following bonus Attacks apply.

+1 Two Weapons. Models in base-to-base contact that have an additional close combat weapon or a pistol in each hand have an extra +1 Attack. Models with more than two weapons gain no additional benefit – you only get one extra Attack regardless of whether you have two or more close combat weapons.

+1 Charge. Models in base-to-base contact who launched the close assault that turn (i.e., charged) get +1 Attack on their normal profile for that turn, but only if they did not fire in the Shooting phase. Models belonging to units that fired in the Shooting phase do not receive the charge bonus.

TO HIT CHART

ATTACKER'S WEAPON SKILL \ OPPONENT'S WEAPON SKILL	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Exception: Models such as Terminators, Bikes, Dreadnoughts, and Walkers that always count as stationary when firing always receive the charge bonus whether or not they fired before entering close combat.

Models not touching an enemy, but within 2" of a model from their own unit that is touching an enemy, may make one Attack regardless of their profile, armament, or whether they charged.

Designer's Note: *This is another important change. Under the previous rules, there was seldom any good reason not to charge into close combat in order to get the bonus Attack for charging (do it to them before they do it to you). This change means that troops well armed with guns may be more inclined to stand their ground and shoot, leading to more short-ranged "firefights." Units using flamers and other short-ranged weapons must weigh up the benefits of shooting over getting an extra Attack in close combat.*

Rolling to Hit

To determine whether hits are scored, roll a D6 for each Attack a model has. The dice roll needed to score a hit on your enemies depends on the relative Weapon Skills (WS) of the attackers and their foes. Compare the Weapon Skill of the attackers with the Weapon Skill of their opponents and consult the To Hit chart above to find the minimum score needed on a D6 to hit.

Example: *A unit of five Space Marines fighting five Eldar would roll 5D6 for their attacks. If they were charging and did not shoot in the Shooting phase, they would roll 10D6 (1 Attack + 1 each for charging).*

Attacks should be rolled together where the same roll to hit is needed – this approach saves time and speeds up the game when you've got several big close combats going on at once. In the example above, the Space Marine player would roll his ten Attacks together.

Hitting Units with Different Weapon Skills

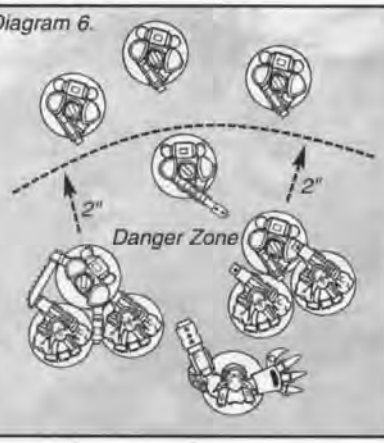
Many units in Warhammer 40,000 contain models with different levels of Weapon Skill. Attacks against a unit are resolved using the Weapon Skill of the majority type in the unit. For example, if a mob of 20 Grots (WS2) is led by an Ork Slaver (WS4), while the Grots are in the majority, then Attacks against the unit are resolved using their WS of 2 – however skilled the Slaver is, he can't prevent the Grots getting hit in the first place. If there is no majority Weapon Skill type, use the lowest Weapon Skill in the unit.

When models attack, calculate their own To Hit numbers based on their own Weapon Skill. If the Grots and Slaver hit back at their enemies, the Grots' To Hit number will be based on a comparison of WS2 with the enemy WS, the Slaver's on a comparison of WS4 with the enemy WS.

Allocating Attacks

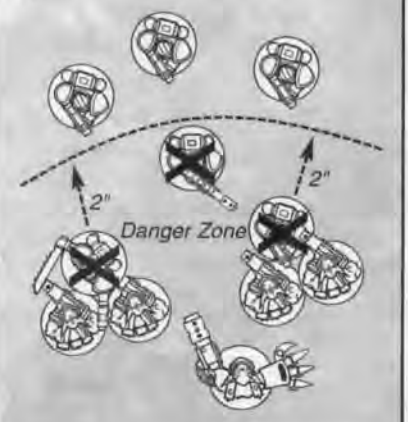
We simply assume that the warrior is contributing his shots and blows to the swirling combat going on. This means we don't have to worry about whether individual models strike their respective opponents in base contact. When a unit inflicts hits, they may only affect enemy models that are engaged with the unit or supporting a model that is in contact with the unit. These are the only enemies able to strike back at the unit, so it is reasonable that these are the only ones who can be hurt. If all the enemy models in the 2" "Danger Zone" are slain, then any excess wounds are lost. See Diagram 6.

Diagram 6.



Remember that attacks are resolved in Initiative order, so it's possible that all of the available enemies may be slain before some models get to strike. See Diagram 7.

Diagram 7.



The attackers kill four enemy with their Attacks, but only three enemies are in the Danger Zone – the fourth kill is lost!

WOUNDS

Rolling to Wound

Not all of the attacks that hit will harm the enemy. They may be deflected by equipment, may be parried at the last moment, or may merely inflict a graze or flesh wound. Once you have scored a hit with an attack, you must roll again to see if you score a wound and incapacitate your foe.

The procedure is the same as for shooting. Consult the chart, cross-referencing the attacker's Strength characteristic (S) with the defender's Toughness (T). The chart indicates the minimum D6 roll required to inflict a wound.

Example: *A Space Marine (Strength 4) hits a Dark Eldar (Toughness 3). Referring to the To Wound chart, we find that the Space Marine requires a 3 or more on a D6 to Wound.*

TO WOUND CHART

STRENGTH \ TOUGHNESS	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	N	N	N	N	N	N
2	3+	4+	5+	6+	6+	N	N	N	N	N
3	2+	3+	4+	5+	6+	6+	N	N	N	N
4	2+	2+	3+	4+	5+	6+	6+	N	N	N
5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

What Strength to Use

In almost all cases, when rolling to wound in close combat use the Strength on the attacker's profile, regardless of what gun they are using. Some (but not all) close combat weapons may give the attacker a Strength bonus. For a unit containing different Strength models, roll their attacks separately (they'll quite often have different Initiative characteristics too). For example, in a unit of Gretchin with an Ork Slaver, the Grots' attacks are made with their puny Strength of 2, but the Slaver's attacks use his more macho Strength of 3.

Different Toughness Values

If the unit being attacked contains models with different Toughness characteristics, then the hits are converted to wounds using the majority Toughness in the unit. If there is an equal number of models with different Toughness characteristics, the owning player chooses which Toughness is used. To continue the example above, The unit of Grots (T2) with Ork Slaver (T4) will suffer rolls to wound using the Grots' meager Toughness as long as they are in the majority. Once again remember that this majority is figured at each Initiative step. So, for example, if the Grot unit was whittled down to a single Grot and the Slaver, the attacks at the next Initiative step could be resolved at the Toughness of the Slaver at the option of the owning player – all in all a smart move.

Designer's Note: *The majority Toughness of the unit is used to prevent the combat bogging down into allocating individual attacks against different models and having to make separate to wound rolls. There are a few units with differing Toughness values, and this rule prevents weaker models "hiding behind" the higher Toughness of an anomalous individual.*

ARMOR SAVES

Models struck and wounded in close combat can attempt an Armor Save to avoid becoming casualties. Models usually get to save regardless of the attacker's Strength, but some especially monstrous creatures and powerful close combat weapons will punch straight through armor.

Note that cover provides no extra protection in close combat as it does against shooting. Remember that invulnerable models are allowed to make Invulnerable Save throws even where Armor Saves would not normally be allowed. If the rules for a weapon or attack state that no Armor Save is allowed, then only an Invulnerable Save may be made.

SUFFERING WOUNDS AND REMOVING CASUALTIES

When a unit inflicts wounds, it may only affect enemy models in contact with it or within 2" of a model in contact with it. This range is effectively the Danger Zone from which all casualties will be drawn. Aside from this restriction, the player suffering the casualties is free to choose which models die from those in the unit.

Allocate wounds to one model at a time. Each model can absorb wounds equal to its Wound characteristic. Keep allocating wounds to a model until it is dead or all the wounds have been allocated. When a model dies and there are still wounds to be inflicted, pick another model and repeat the sequence until all possible casualties have been suffered or the wounds inflicted have all been allocated. Casualties should be removed in such a

way that the unit maintains coherency wherever possible. This represents the way that a unit can be whittled down to a tight knot in close combat.

It is possible that casualties may exceed the number of models in the Danger Zone, in which case, the surplus hits are discarded. The calculation of which models are in the 2" Danger Zone is made at the start of Step 2 (Fight close combat) and is not affected by casualties. If a model started a combat in contact with an enemy model that is killed, it will be treated as a model engaged in combat until the end of the Assault phase.

If a model becomes a casualty before he has an opportunity to attack, then he may not strike back. When striking blows simultaneously, you may find it more convenient to resolve one side's attacks and simply lie wounded models on their side to remind you that they are yet to attack back.

Multiple-Wound Creatures
As noted previously, when attacking multiple-Wound creatures, remove whole models as casualties wherever possible.

Different Armor Saves
If the unit being attacked contains models with different Armor Saves, the same procedure is used as for shooting at mixed armor units. The opposing player rolls to hit and to wound for whichever unit he is attacking with as normal. However, when the defending player makes Armor Saves, he uses the best saves as long as the models wearing that type of armor are in the majority (i.e., they outnumber models with worse Saves in the unit). Any casualties that are removed after saving throws have been taken must come from amongst the most heavily armored models first (i.e., the ones with the best Armor Saves take the hits).

If heavier armored models are in the minority, use the worst Armor Saves and take the casualties from the lightly armored models first. If there are more hits than the majority type, distribute them so that all go on the majority type before hitting minority models. In each case, the differently armored models get to use their own Armor Saves if they are hit. If there is no Save type in the majority, the owning player gets to decide which group gets hit first.

Example: *A squad of Black Templars Space Marines includes four Initiates (Sv3+) and six Neophytes (Sv4+) and is inside the enemy's 2" Danger Zone. The squad suffers eight wounds in close combat. There are six models in the unit with a Save of 4+, so six Armor Save rolls are attempted – four fail and four of the Neophytes are removed as casualties. The remaining two hits spill over onto the Initiates and are saved with their 3+ Armor Save.*

More Attacks Than Models
If the unit has the misfortune to suffer more wounds than it has models in the Danger Zone then the remaining wounds are "lapped round" and start hitting the majority type again. For example, if the Black Templars had suffered fourteen wounds, six would go on the Neophytes as they are in the majority, four on the Initiates, and then the remaining four wounds would be resolved on the Neophytes. As with all attacks, the results of each Initiative step are resolved before moving on to the next. Thus, the majority type of armor for the unit could change through the phase as casualties occur. For example, if the squad above had now been reduced to two Initiates and two Neophytes it suffers more wounds in the next Initiative step, then these wounds could go to the Initiates or the Neophytes first at the option of the owning player.

Invulnerable Saves
A model may only elect to use its Invulnerable Save each time it is allocated a wound under the majority rules given above.

Designer's Note: *This last obscure reference is to prevent individual models with storm shields, rune armor, etc. taking a disproportionate amount of the damage during close combat, by claiming that they can break the majority rules or other weirdness.*

An Ork Nob squares off with a Necron Lord in the depths of a tomb world.

SPECIAL CLOSE COMBAT ATTACKS

Even though high-powered lasers and plasma weapons scour the battlefields of the 41st millennium, close combat remains commonplace – sieges, city fighting, boarding actions, and tunnel warfare are noted more for the ferocity of the fighting than any strategic nuances. Seasoned warriors always bear a deadly array of clubs, knives, frag grenades, and bayonets for close-quarter fighting.

Assault troops will be even more fully equipped, taking pistols, swords, and axes into battle with them. Most deadly of all are the power weapons that are sheathed in disruptive energy fields of crackling blue bale-fire. Power weapons splinter ceramite armor plates, melt plasteel in the blink of an eye, and smash through even the toughest armor like paper.

Specialized weaponry can give troops a real edge in close combat. Some of the most common close combat weapons and special attacks are listed below. Note that models with special close combat attacks can always choose not to use them and attack normally instead. If you're wondering why you might want to do that, read the power fist entry below! Sometimes a model might be equipped with more than one type of special weapon: a power fist in one hand and a power axe in the other, for example. In this situation, the player can opt to have the model strike in Initiative sequence with the power axe, counting the power fist as an additional close combat weapon, or strike at Initiative 1 with the power fist, counting the power axe as an additional close combat weapon.

Important Note: Unless noted otherwise, only models in base-to-base contact with the enemy can use their special close combat attacks.

Power Fist or Claw
A power fist or claw is a powered, armored gauntlet surrounded by an energy field that disrupts solid matter. It is an awesome weapon most commonly seen fitted to Space Marine Terminator armor.

A power fist or claw doubles the user's Strength up to a maximum of 10 and ignores Armor Saves. Only the user's basic Strength is doubled – any additional bonus for special abilities is added after Strength has been doubled.

The only drawback is that a power fist is slow and cumbersome to use. Thus, a model armed with a power fist or claw always strikes at Initiative 1 no matter what its bearer's Initiative is (including any bonuses for special rules, cover, grenades, or wargear – power fists always strike at Initiative 1 no matter what!).

Lightning Claws
Lightning claws are commonly used as matched pairs. They consist of a number of blades extending from a housing on the wrist and back of the hand. Each blade is a mini-power weapon in its own right and, if these blades hit, one or another is likely to wound. Lightning claws ignore Armor Saves and may re-roll any To Wound dice that fail to wound (once each). The only weapon that can provide an additional close combat weapon attack bonus for a model with a lightning claw is another lightning claw.

Thunder Hammer
Thunder hammers release an ear-splitting blast of energy when they strike. A thunder hammer counts as a power fist, but any model wounded by it and not killed will be knocked reeling and attacks with Initiative 1 in the next Assault phase. Vehicles struck by a thunder hammer suffer a "crew shaken" result in addition to any other results they suffer.

Power Weapons
A power weapon (typically a sword or axe, but more rarely a glaive, halberd, or mace) is sheathed in the lethal haze of a disruptive energy field. When a blow is struck, a crackling blast of energy tears at the target, eating through armor, flesh, and bone with ease.

A model armed with a power weapon ignores Armor Saves. Note that some power weapons may provide the attacker with bonus Strength or wound on a fixed D6 score regardless of the enemy's Toughness characteristic. These will be detailed in the appropriate Codex.

Close Combat Weapons (chainswords/swords/axes/pistols, etc.)
There is a bewildering array of close combat weapons ranging from simple clubs and axes to hand flamers and chainswords. These weapons confer no bonus to the Strength or hitting power of combatants. However, as a model with a weapon in each hand gains an additional Attack against an enemy in base-to-base contact, swords and pistols (or similar hand weapons) remain a useful combination for hand-to-hand fighting. A plasma pistol, like other pistols, can be used as a close combat weapon. It confers no Strength bonus or particular armor penetration advantages though.

Poisoned Weapons
Poisoned weapons are particularly feared and can include everything from normal weapons daubed in venom to hypodermic claws. These weapons do not rely on a comparison of Strength and Toughness to wound but will normally wound on a 4+. Some venoms are so lethal that the merest drop can kill; these will wound on a 2+. Weapons with this type of lethal venom are described in the appropriate Codex.

Heavy Close Combat Weapons
Heavy close combat weapons are similar to close combat weapons but are particularly massive and used to batter through an opponent's defenses. Examples include the Ork choppa and the mighty chainaxe used by Berserkers of Khorne. There is no armor that can completely protect its wearer against a direct blow from such a weapon, and the best hope is to dodge to turn it into a glancing blow. Against a heavy close combat weapon, better armor provides sharply diminishing rewards – the maximum Armor Save that applies against heavy close combat weapons is 4+, and any model with a better Armor Save will only save on 4+.

Rending Weapons
Rending weapons is a category that includes the sharpest edged and pointed weapons. Whilst not massive or excessively powerful, a well placed blow from a rending weapon can tear through any armor and make a mockery of flesh and bone. Any roll to hit of 6 with a rending weapon will automatically cause a wound with no Armor Save possible. Against a vehicle, any Armor Penetration roll of 6 allows a further D6 to be rolled, and the result is added to the total score.

Force Weapons
Force weapons are potent psychic weapons that can only be used by a trained psyker such as a Librarian. They are treated as power weapons but can unleash a psychic attack that kills an opponent outright. Roll to hit and wound as normal, taking any Invulnerable Saves. Then, as long as one wound has been inflicted, make a single Psychic test for the psyker against one opponent wounded by the weapon. The normal rules for using psychic powers apply, and you may not use another psychic power in the same turn. If the test is passed, then the opponent is slain outright, no matter how many Wounds it has (but count the actual number). Force weapons have no special effect against targets that don't have Wounds such as vehicles.

Frag Grenades
Fragmentation grenades can be thrown at opponents in cover to force them to keep their heads down during a charge. The lethal storm of shrapnel from exploding frag grenades will drive opponents further into cover for a few precious moments while the attackers close in. Troops armed with frag grenades that are charging enemy in or behind cover will fight with Initiative 10. Thus, they strike blows simultaneously with the defenders.

Plasma Grenades
Rather than the crude fragmentation grenades used by other races, the Eldar employ advanced plasma grenades to stun their enemies when they charge into close combat. The effects of cover on close combat are negated by plasma grenades. Thus, all fighting is done in the standard Initiative sequence, as the Initiative 10 bonus for being in cover is lost.

Monstrous Creatures
A monstrous creature is so huge and powerful that its attacks make a mockery of armor; foes are not so much wounded as hideously mangled and crushed.

A monstrous model (Carnifex, Greater Daemon, etc.) ignores Armor Saves.

When attacking vehicles, a monstrous model rolls 2D6 for Armor Penetration and adds them before adding their Strength.

Special Close Combat Attacks vs. Different Armor Saves
If special close combat attacks come into play against a unit with different Armor Saves, use the method of making majority Armor Saves noted on the previous pages but apply all special close combat attacks as early as possible. For example, the Black Templars squad noted previously suffers four power weapon hits and four normal hits in a single Initiative step. The six Neophytes with a 4+ Armor Save are in the majority. Thus, they suffer the four power weapon hits with no Armor Save allowed. Two more hits can be saved against, however, and one is made, resulting in one more casualty on the unfortunate Neophytes. The remaining two hits spill over, and now the Initiates take Armor Saves using their Armor Save of 3+.

Kroot fight to protect their Tau employers.

4. DETERMINE ASSAULT RESULTS

Assaults are usually very decisive – one side or the other quickly gains the upper hand and forces back its foe. Numbers and leadership can keep a side in the fight, but the casualties that each side inflicts are the most telling factors.

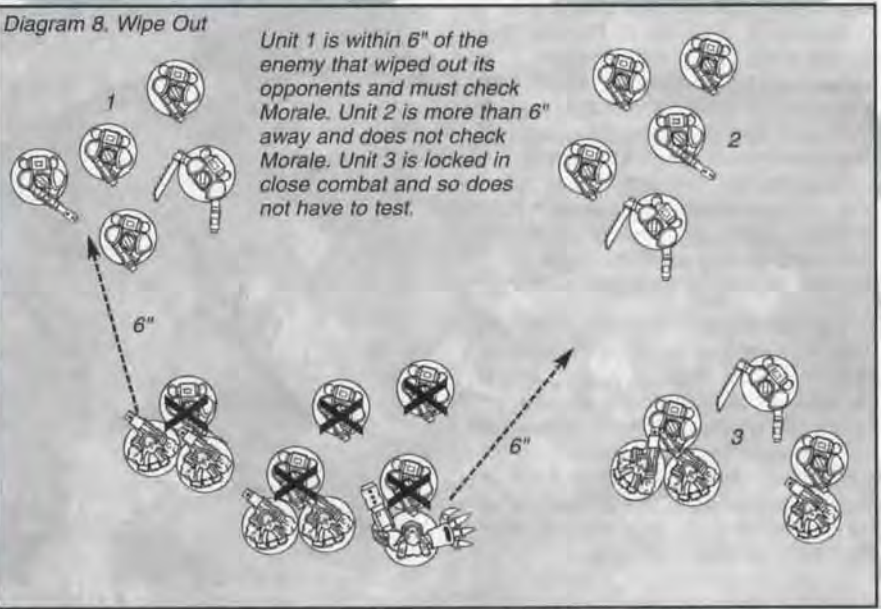
To decide who has won the combat, total up the number of wounds inflicted by each side. The side that causes the most is the winner; the other side is the loser and may be forced back if it fails a Morale check. Note that wounds that have been negated by Armor Saves, wounds in excess of a model's Wounds characteristic, and wounds that were wasted because there weren't enough victims in the Kill Zone do not count. Only wounds actually inflicted count.

If both sides score the same number of wounds, the combat is drawn and continues next turn.

Wipe Out!
If one side destroys the enemy, it wins automatically, even if it sustained more casualties. The winning side may consolidate as normal (see Diagram 10). In addition, the destruction of the unit will unnerve nearby friends if they are not already engaged in close combat. Take a Morale check for every unengaged friendly unit within 6" of the victorious unit before it consolidates. If the check is failed, the unit in question will fall back as described below. See Diagram 8.

***Designer's Note:** This rule is borrowed from Warhammer, which quite sensibly supposes that troops seeing their fellows wiped out to a man will start giving serious thought to hoofing it before they're next! It means that tough assault units can break an enemy gun line, throwing the foe into confusion as they try to pull back. This rule helps balance some of the risks intrinsic in braving enemy fire to assault in the first place as well as the vulnerability of assaulters to supporting fire the moment they emerge from a close combat.*

Diagram 8. Wipe Out



Unit 1 is within 6" of the enemy that wiped out its opponents and must check Morale. Unit 2 is more than 6" away and does not check Morale. Unit 3 is locked in close combat and so does not have to test.

5. LOSER CHECKS MORALE

Units that lose a close combat must make a Morale check to hold their ground. If they fail, they must abandon the fight and fall back (see section 7). If they pass, they hold their ground and fight on. Basically, the combat is drawn, and no further account is made of the unit's defeat (apart from some good-natured taunting by the winner!).

Morale checks are covered in more detail in the Morale section of the rules. The Fall Back rules are presented later. Some units have differing Fall Back rules. Rules for these units are detailed in their special rules.

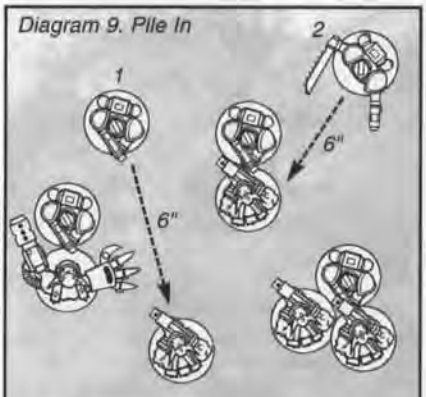
6. REINFORCEMENT (or "Pile In") MOVES

At the end of each close combat, models in units that are locked but which are not engaged in combat themselves MUST move up to 6" in an attempt to contact enemy with which their own unit is locked. If these models cannot engage the enemy, they must get as close as they can to them without moving out of unit coherency. The presence of neither enemy models nor terrain affects reinforcement moves. Unlike in a charge, reinforcing models may move through obstructing terrain and models in order to engage. It can be imagined that the fighters at the front of the combat are becoming increasingly embroiled and making such movement possible. Note

that the other restrictions for making a charge still apply. Thus, models must contact enemy models that are not already engaged in combat in preference to those that already are and must end their moves in coherency with another member of their own unit.

Whenever both sides in an engagement have extra models to move, the player whose turn it is moves first. See Diagram 9.

Diagram 9. Pile In



Model 1 must move to engage the unengaged enemy. Model 2 can pile in to help a friendly model, as no enemies are left unengaged.

Important Note: Once a unit is locked in combat, it may only make Pile In moves and may not move in the Movement phase. If for some reason (mass carnage usually!), Pile In moves will not enable the unit to engage or support against any enemy models and the unit has no models engaged in combat itself, it is no longer considered to be locked in combat. In this case it makes a consolidate move instead – the close combat comes to an end as the unit finds itself with no enemies to fight.

Designer's Note: *This last bit is just to cover some situations that come up (usually in multiple combats) where a unit slaughters everything, and the Pile In move won't get it into combat with the remnants of the enemy (as they'll often be surrounded and unable to pile in themselves). In this case, it keeps things cleaner to simply consolidate with the unit instead.*

7.LOSERS BREAK OFF, AND WINNERS CONSOLIDATE

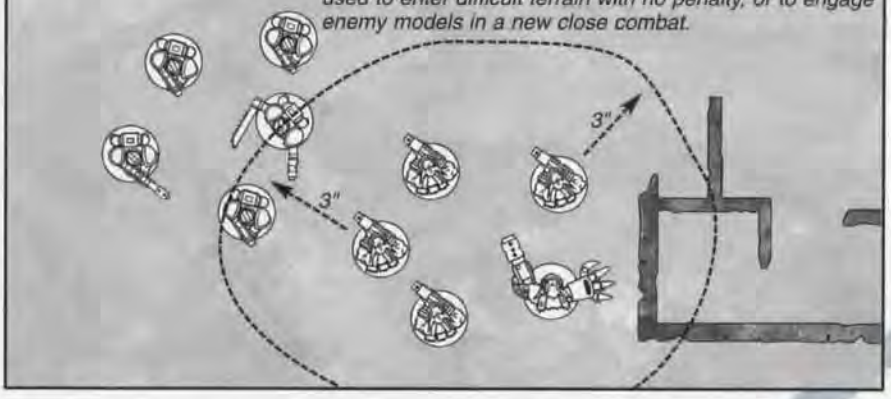
Where a side has won and its enemies fall back, the victors can choose to make a sweeping advance and/or consolidate their position.

SWEEPING ADVANCES

Just because the losers of a close combat want to break off, it doesn't mean their opponents are willing to let them! A quick, ferocious opponent will drive home its advantage unmercifully. To represent this, the victors can opt to roll 2D6 and compare the result to the distance that the defeated troops have rolled to fall back. If it is greater, the victors get an opportunity to seize the initiative and keep the enemy engaged in a sweeping advance. The unit attempting to fall back does not move, and the sweeping unit makes a Pile In move as described in Diagram 9. We assume that the cornered foe will fight back at full effect against their pursuers. Thus, in the next Assault phase, the combat continues as before, with no one counting as charging. In effect, the attackers have chosen to continue the combat instead of allowing their opponents to fall back and escape.

Diagram 10. Consolidate

The victorious unit can make a consolidate move of up to 3" at the conclusion of the combat. This move could be used to enter difficult terrain with no penalty, or to engage enemy models in a new close combat.



If the sweeping advance roll is equal to or under the fall back roll, the losers extricate themselves from the combat successfully. Make the fall back move for the losing unit – the winners can now consolidate.

Some units, like bikes and jump packers, make faster sweeping advances – typically 3D6". Details for these special units can be found in their special rules. Such units excel in harrying an opposing unit to death with their superior speed and should be employed against battered or fragile enemies for best effect. Conversely, some units, like Terminators, are too slow and ponderous to pursue a defeated enemy and are not allowed to make a sweeping advance. Again, details are listed in their special rules.

Designers Notes: *Sweeping advances have been heavily modified in order to prevent assault units rampaging across the tabletop faster than a speeding bullet. We've also taken into account the fact that units that must make compulsory sweeping advances will tend to get wrapped up in slaughtering what they are fighting, instead of acting with the best of tactical foresight.*

CONSOLIDATION

If they do not choose to make a sweeping advance or the sweeping advance attempt fails, the victors of a close combat may move up to 3" in any direction to consolidate their position and recover an effective formation. Units consolidating their position ignore difficult terrain. This move may be used to engage enemy units and lock them in combat, but the consolidating unit must maintain unit coherency and does not

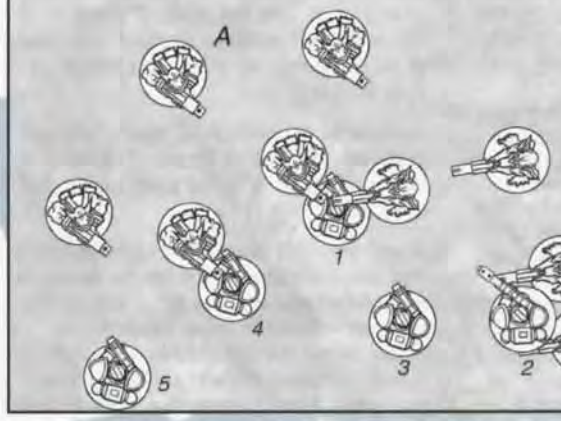
count as charging when the combat is worked out next turn. See Diagram 10.

Note: Sometimes a losing unit will only fall back 2" or 3" from a combat, and it is perfectly possible for a consolidating unit to move back into contact with such slow-footed foes.

Note that if several close combats are being fought in close proximity, a unit that consolidates into a new close combat cannot take casualties or make attacks until the next Assault phase – all the combats are assumed to be simultaneous.

Consolidation may not be used to embark on a transport vehicle unless it is open-topped.

Diagram 11. Multiple Combats



Model 1 is engaged with models from both enemy units and so can attack either.
Model 2 is engaged by models from enemy unit B, so must make its attacks against them only.
Model 3 may use its supporting attack against either A or B.
Model 4 must attack unit A.
Model 5 must support against unit A.

MULTIPLE COMBATS

When a unit is fighting more than one enemy unit, its attacks must be divided between them. This is done as follows. Models engaged in combat with or supporting a model engaged in combat with a single unit must attack that unit. Models engaged with enemy from more than one unit or able to support friends engaged with enemy from more than one unit can choose which enemy unit they fight against. See Diagram 11.

If several units are fighting in the same combat, total up the number of wounds inflicted by each side to determine who is the winner. All the units on the losing side have to check their Morale. Winning units can make a sweeping advance or consolidate only if all of the units they are locked with fall back. If the unit chooses to sweeping advance, it makes a single roll and compares it to each of the enemy units' individual fall back scores. Any units that it beats are kept locked in combat. Units that stay fighting may make Reinforcement moves.

SHOOTING INTO AND OUT OF CLOSE COMBAT

Models engaged or supporting in close combat may not fire weapons in the Shooting phase. Their attentions are completely engaged by the swirling

Ultramarines battle against the Tyranid swarm.

mêlée. Likewise, while especially twisted and soulless commanders may wish their warriors to fire indiscriminately into close combats in the hopes of hitting the enemy, this is not permitted. The events in a close combat move too quickly, and the warriors themselves will be understandably hesitant about firing on their comrades (they may end up in the same straits soon enough after all).

Models belonging to locked units that are not engaged in combat themselves or are not supporting engaged friends may shoot in their own Shooting phase and may be shot at in the enemy Shooting phase. Note, however, that lines of fire may not be traced through the Danger Zone due to the risk of hitting the combatants and that all the models in the locked unit count as moving for the purposes of firing heavy and rapid fire weapons. Blast markers can be re-positioned subject to the normal rules; so it is probably not a good idea to fire a plasma cannon at the back of a close combat if you value the combatants much. Templates and Ordnance Blast markers may only be positioned so they target models outside the Danger Zone.

Morale checks and Pinning tests inflicted by shooting are ignored by units that are locked in close combat. See Diagram 12.

FALL BACK!

Fall back is a fighting withdrawal, not an out-and-out rout. Sometimes a fighting retreat in the face of overwhelming odds is the only option left. A withdrawal can give troops the chance to retire to a stronger position to mount a fresh attack or hold off the enemy.

As a unit falls back, it moves directly toward the player's table edge or toward the base line where the unit deployed/entered the table if it came on at a different place. We've specified this in the Mission descriptions for Warhammer 40,000, but if you make up your own scenarios, be sure you know where your units fall back. If possible, the unit must remain coherent, with gaps of no more than 2" between models as they fall back.

Most units fall back 2D6" each turn until they regroup. Some faster units, such as those on bikes or using jump packs, fall back 3D6".

A unit that falls back must move within a Fall Back corridor which lies between its most extended models as shown in the diagram – but individual models can move within this corridor as you wish. If a unit is spread out so that its models are more than 2" apart, the models must be moved back into coherency as the unit moves. See Diagram 13.

If the unit moves into, out of, or through difficult terrain, the distance rolled on the dice that determines fall back is halved. Units will divert their Fall Back corridor around impassable or dangerous terrain and enemy models but must move in such a way as to get back to their base line by the shortest route.

FIRING WHILE FALLING BACK

Troops who are falling back may continue to shoot, but as they are moving, they may not fire heavy weapons, or rapid fire weapons at full effect. They also cannot launch an assault.

Assaulted while Falling Back
A unit that is assaulted by the enemy whilst falling back must check to regroup immediately. No modifiers apply to the check in this case, and even units that would not normally be allowed to regroup are allowed to make the check – the situation is sufficiently life threatening for the usual regrouping restrictions to be ignored. If successful, the unit has regrouped and will fight the close combat normally. If it fails to regroup, the unit is scattered and counts as destroyed. Note that this rule applies if a unit consolidates into enemies falling back too.

Trapped!
Sometimes a unit will find its Fall Back corridor blocked by impassable terrain and/or enemy models. Ignore enemy models that have fought in close combat against the unit this turn. A unit falling back may move around any obstruction in such a way as to get back to their baseline by the shortest route. If a unit cannot perform a full Fall Back move in any direction without doubling back, entering impassable terrain or coming within 1" of the enemy, it is destroyed. See Diagram 14.

Note: This replaces the Crossfire rules.

CHARACTERS IN ASSAULTS

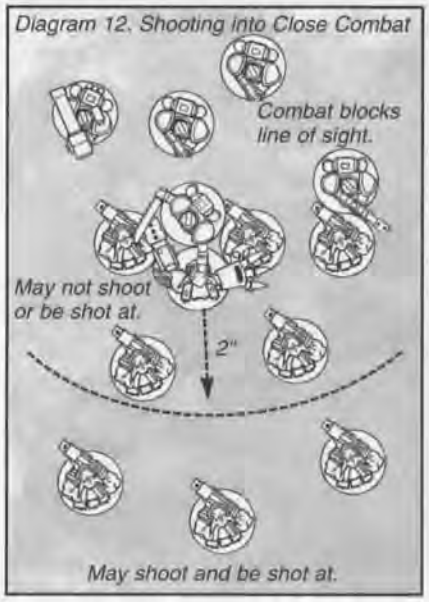
All characters in assaults fight just like normal troopers, though their characteristics are usually better. If a unit including an independent character charges into close combat, the character must charge in too. Likewise, if the character charges, the unit he is with charges too – inspired by his heroic example!

An independent character on his own can charge into close combat if he is within Assault range of the enemy in the Assault phase.

Independent characters always fight separately from any unit they have joined or are part of. They charge just as another member of the unit, but when they fight, their dice are rolled separately. An independent character may allocate his attacks between units he is engaged with. Only enemy models engaged in combat with the independent character or those able to support a model engaged in combat with the independent character may strike their blows against the independent character.

MONSTROUS CREATURES

Monstrous creatures are treated just like independent characters in an assault and always count as being a unit in their own right.



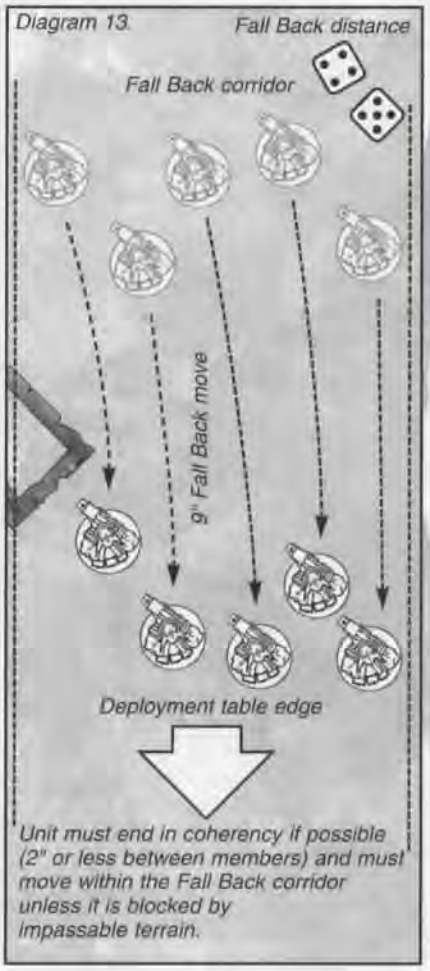
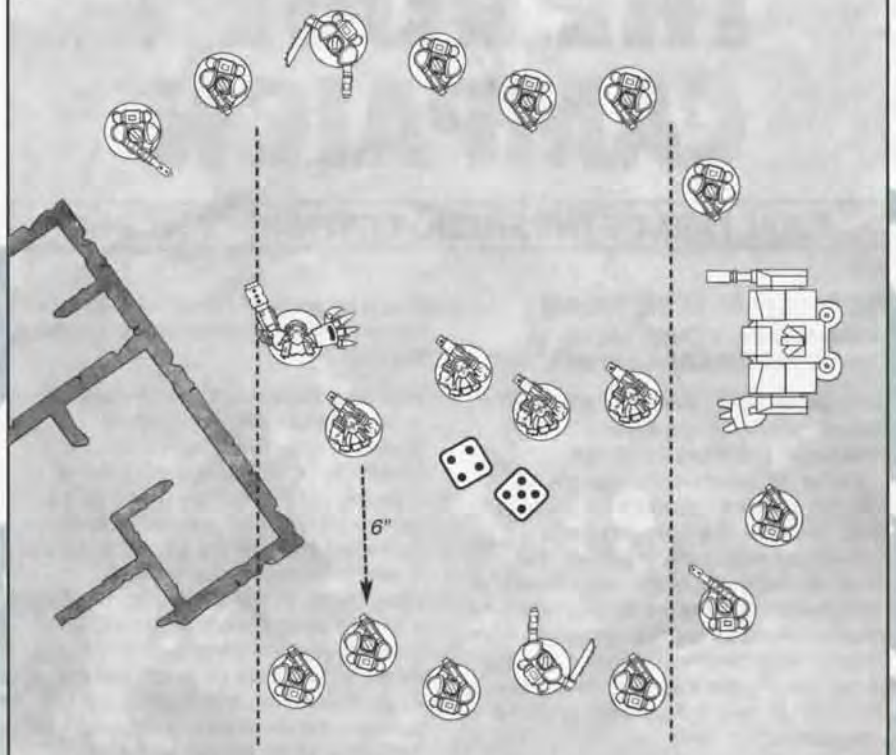


Diagram 14. Trapped!



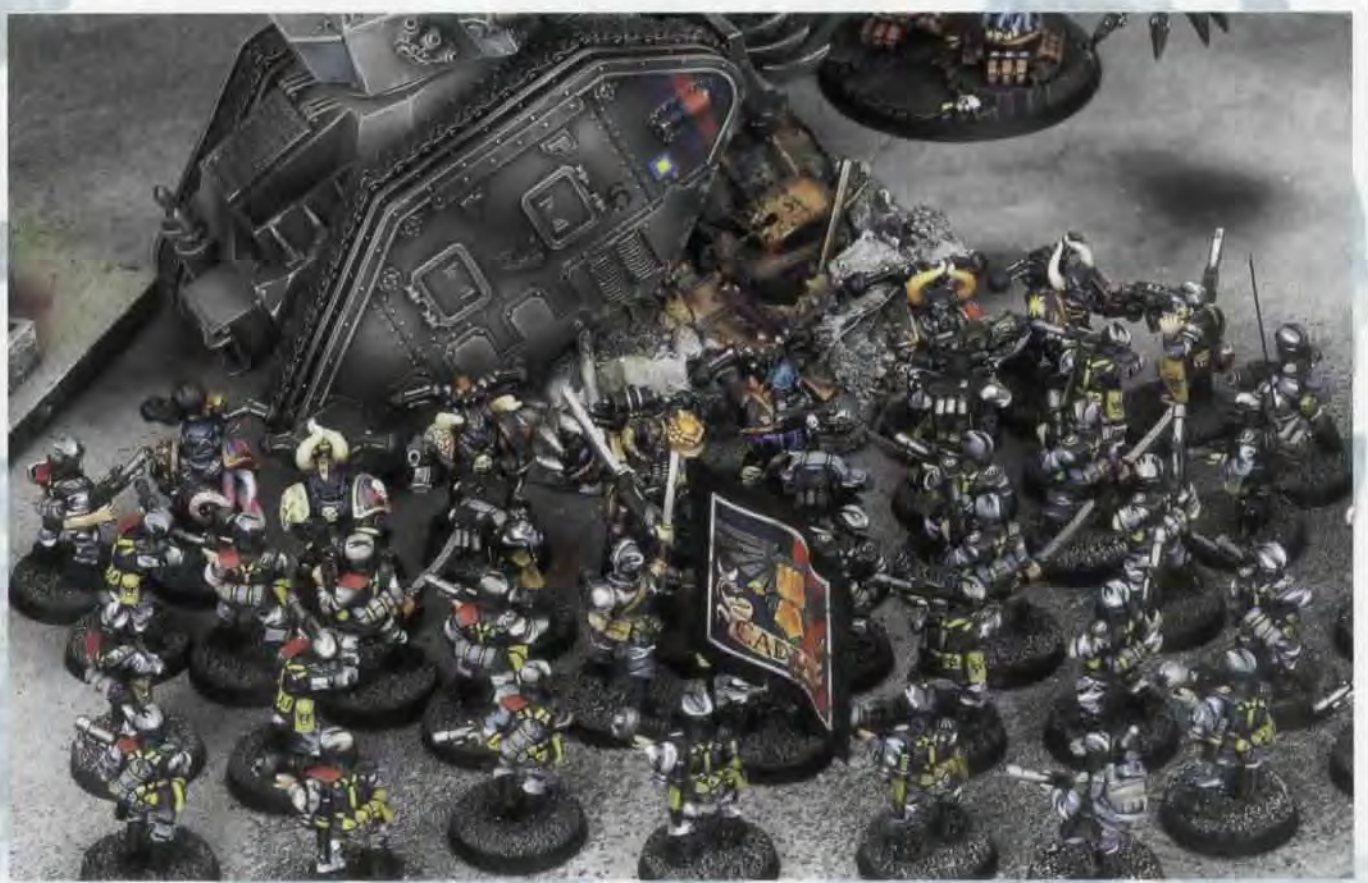
The unit falling back in this circumstance could be trapped. However, if the terrain to the left is not impassable, they can divert their fall back into it. Also, if the unit in front of them fought them in close combat this turn, the falling back unit could move through them to escape.

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules, and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out, and just plain brilliant additions to the game (as reviewed and arbitrated by that well known model of fairness and balance – me). If you've got something good for Chapter Approved then write to me at the address given here.

Note: Please don't include rules queries, etc., with your letters, as the volume of mail means that, in most cases, I won't be able to send individual replies.

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham,
NG7 2WS, UK



Numbers can prove to be decisive!

WARHAMMER 40,000

THE VOGEN CAMPAIGN

FINAL PART OF THE STUDIO CITYFIGHT CAMPAIGN

The closing stages of the Studio's recent Cityfight campaign were bloody and brutal, with several players rising above the rest to contest the title of Warmaster of Vogen. We take a look at some of the more memorable moments.

Phil Kelly: Welcome back to our coverage of the battle for the fate of Vogen. Last month, we published the rules and a detailed map of Vogen for those eager Warhammer 40,000 players who felt like having a crack at a campaign themselves. We thought it only right to bring you the highlights of our own efforts, picking out the most notable battles from the seventy or so that were played during the Cityfighting campaign. Also included is the conclusion of Pete Haines's Diary of a Warsmith, chronicling the ending of the campaign, which frankly no one saw coming! If you want to know more about the campaign or to download the rules pack or the map of Vogen we used, why not visit:

www.games-workshop.com/wdmagazine/cityfight/

Over to my fellow campaign organizer, Graham McNeill, with news of a titanic clash in the shadow of the Palace of Peace itself...

THE BATTLE FOR ANGEL SQUARE
Graham Davey's Black Legion vs. Craig Bodycote's Blood Angels

Graham McNeill: Graham Davey had been aiming for Angel Square throughout the entire campaign, planning his advance through the city with the square in mind as his ultimate goal. The idea of toppling Vogen's beloved symbol of the Imperium and demoralizing every single Imperial player really seemed to appeal to his vindictive, chaotic nature. Graham's campaign strategy was therefore to play a waiting game, leaving the Palace of Peace for the other players to fight over, while he concentrated on his own objective.

He made it his mission to destroy the statue and blaze a trail of destruction en route. If he was successful, it would be the crowning point of his campaign, regardless of who actually won in the end (at this point in the campaign, Pete Haines' Iron Warriors were in the lead). Graham's Black Legion was perfectly happy for another Chaos force to take the glory while he went around wrecking the city.

However, there was fearsome opposition in the form of Craig 'Bodycount' Bodycote and his unbeaten force of Blood Angels. Craig had volunteered for a couple of NPC games (some of the locations contained gold NPC markers), defending some of the juiciest locations in Vogen from other campaign participants. In this way, Craig had taken a major role in the campaign, playing three games and winning them all. His Blood Angels were on a roll. Defending Angel Square against Graham was probably the most important game of his campaign so far for two reasons:

1) It was a battle that, if the Sons of Sanguinius lost, would result in all the Loyalist forces in Vogen losing heart and receiving -1 Leadership for the next round.

2) The honor of the Blood Angels Chapter was at stake, since the statue at the heart of the square was that of

The Blood Angels stoically defend the statue of their Primarch, Sanguinius, from the invading warriors of the Black Legion.

their revered Primarch, Sanguinius. To allow such a holy place to fall to Chaos would be unthinkable.

To batter his way through the legions of Chaos, Craig took three Dreadnoughts, two of which were Furioso pattern, a squad of Assault Terminators, two Scout squads, two Tactical squads, the Death Company, and a Librarian with his accompanying Honor Guard. Nasty!

As battle commenced, the Blood Angels advanced through the rubble-strewn square, quickly occupying the shattered temple housing the statue of their Primarch. The Death Company and Honor Guard used their jump packs to advance swiftly around the flank and charge Graham's squad of Chaos Terminators. Fighting their way across the rubble, the Blood Angels overwhelmed the enemy, wiping them out to a man (to Graham's horror). In Graham's turn, however, he counter-attacked with two squads including his Possessed and a Juggernaut, wiping out the Honor Guard in return. The first of the Blood Angels Dreadnoughts was destroyed before it could attack, while a second was immobilized soon after by Graham's sniping lascannon. Eager to avenge the fallen Honor Guard, the Death Company threw themselves at the Possessed, with less than glorious results, and the doomed Space Marines were ripped apart. On the other flank, one of Craig's Tactical squads bravely held up the Chaos Dreadnought for most of the game, and though it killed them all in the end, it never really got back into the game after that.

ANGEL SQUARE

This was once the site of many hundreds of Imperial celebrations in Vogen's long history, thousands of jubilant citizens flocking to hear the proclamations of their leaders or the preachings of the Ecclesiarchy from the nearby Basilica. Coronations, declarations of war, and knighthoods have all taken place under the shadow of the massive statue of Sanguinius that casts its steely gaze across the square. Formerly Celebration Square, the site changed its name when the immense statue of Sanguinius was erected to commemorate those of the Blood Angels Chapter who gave their lives in the defense of Khai-Zann during the Myele Insurrection. The statue is a great and potent symbol of Imperial power, and if it should be toppled by the forces of evil, the effect on the morale of the Imperial forces would be devastating.

4 VICTORY POINTS: If a non-Imperial player takes Angel Square, he can elect to topple the statue at the center of the square. If this occurs, all Imperial forces (Imperial Guard and all their variants, Sisters of Battle, Adeptus Arbites, and all Space Marine Chapters) suffer from -1 Leadership for the whole of the next Campaign phase.

With so much gore splashed across the ruins of Angel Square, the Blood God honored the forces of Chaos with the terrifying presence of a Bloodthirster, which ripped its way into existence from the body of a Chaos Champion. The monstrous daemon charged the Blood Angels Terminators, but as the combat began and Craig rolled a flurry of sixes, the shamefaced Bloodthirster was banished back to the hell whence it came. The end of the battle was in sight, and both commanders poured men towards the statue. Time was running out, and neither side had a clear advantage. The battle was drawing to a close, and only in the fury of combat would its outcome be decided.

Craig sent his remaining Blood Angels into the final extra round of combat to support his last remaining Furioso Dreadnought, intent on achieving superiority of numbers within the building. The Blood Angels killed two Chaos Marines, but Graham's Chaos Lord mounted on a Juggernaut cut them all to ribbons in return. The end of the game was a battle of truly epic proportions, the few remaining Blood Angels fighting before the statue of their Primarch and selling their lives dearly to retain their honor. In the end, it was not to be, and the Blood Angels were hurled from the podium upon which their Primarch stood.

Having killed the defending Blood Angels, the victorious Chaos forces toppled the Primarch's statue and defiled its sanctity with impure scrawlings and blasphemous runes hammered into the bronze. Pleased with the desecration, the forces of Chaos moved on, content to continue their destructive rampage in another part of Vogen.

When Captain Lucius of the Blood Angels landed at the site of the temple with reinforcements, he found his brethren dead or dying and the statue of the Primarch despoiled. As a self-imposed punishment for his failure to save his brothers, Captain Lucius has taken his Company on a hundred year crusade of atonement. As a mark of that dreadful day, his entire Company abandoned their squad markings and painted their helms black until they can atone.

LIGHTNING STRIKES AT THE PALACE OF PEACE

Paul Sawyer's White Scars vs. the Tyranid Infestation

Phil: Well, we had already decided, given the prominence and value of the Palace, that something pretty nasty should be holed up in there. The palace is Vogen's centerpiece, and we didn't want it to fall without a good hard fight. Whatever was in there needed to be like the end-of-level bad guy in a computer game. After toying with the idea of my Ulthwé Eldar holed up in there for a while, we went for a good old fashioned Tyranid infestation. After all, there was something cool about the idea of the Palace overrun by bugs – they make great bad guys, I had the miniatures, and besides, I had a cunning plan...

Paul Sawyer's progress towards the Palace of Peace had been nothing short of meteoric. Rather than consolidating his position, tentatively making alliances, and going for the juicy locations near his starting square, Paul went straight for the throat, amassing a healthy nine Victory Points and crashing through the Palace Grounds before most players had even considered heading towards the city's center. So, having met the criteria for a palatial invasion (eight or more Victory Points, as you have to have a solid foothold in the city to undertake such a massive military action), Paul and his ever-faithful White Scars girded their loins and prepared for a frontal assault on the Palace of Peace.

The board obviously had to be something special. Unfortunately, even the Games Workshop Studio doesn't have a massive cathedral-style Imperial palace, but we had enough terrain knocking about for me to put together a passable north-west wall. This included such features as waste ducts, the breach blown in the walls during a previous conflict, towering gargoyle-encrusted walls and even hideous, pulsing spore pods that had sprung up since the Tyranid invasion. Height is very important when you play a mission in this type of location, so save the tallest, most impressive scenery you can get your hands on for Palace of Peace battles. The sheer size of your buildings will set this battle apart from your average Cityfight game.

The battle itself went swimmingly. Although Paul suspected that Graham and I had something up our sleeves, it was a shame no one was around with a camera to catch the look on Paul's face when Forge World's magnificent Tyranid Hierodule emerged from the breach. We'd spoken to Tony Cottrell in Forge World the week before and actually managed to borrow their painted model, and we thought it made a really good bad guy for an aspiring campaigner to overcome. We worked up some rules for this gigantic gribbly ourselves, calling it the Tyranid Praefactor; its statistics are featured above. As you can see, it's quite a formidable prospect on the tabletop.

Something wicked this way comes... A Tyranid Praefactor emerges from the breach.

TYRANID PRAEFACTOR: HIERODULE SUBSPECIES

This monstrous composite bio-construct towers over the battlefield like a vision of death. Its weapons are capable of slaying whole platoons of infantry, and its razor-sharp claws can rip enemy war machines and light Titans into pieces.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Praefactor	510	5	2	10	8	5	2	3	10	2+

Weapons: Spore mine launcher and 2 x scything talons.

Psychic Powers: The Horror, Synapse Creature (12" Radius).

Transport Capacity: 10 Hormagaunts

Mass Points: 2

SPECIAL RULES:

Lumbering: May only move 6" and assault 6", can only turn 45° per turn. Can only assault if enemy is directly ahead. Cannot make a sweeping advance.

Spore Mine Launcher: May launch one Bio-Acid spore mine per turn.

See p. 98 of the *Chapter Approved Compilation* for more details on Tyranid monstrous creatures. Alternatively, you could use the Hierodule rules from *Citadel Journal 45* or even create your own bio-monstrosity!

Nevertheless, Paul's White Scars went about destroying it with a will, blowing great chunks out of it with krak missiles and lascannon fire. As the Praefactor lumbered forward, its jaws distended, and it disgorged a small pack of slime-covered Hormagaunts from its gullet that attacked Paul's foremost squad – I don't think he was expecting that either! Despite the monstrosity's attempts to tie up Paul's White Scars with Gaunts long enough for it to bring its scything talons to bear, it was Paul that initiated combat with his Assault Marines, storming in with a volley of plasma pistol fire. Paul's Veteran Sergeant then clambered onto the back of the bucking bio-Titan and, with a series of mighty blows to the cortex from his crackling power fist, managed to kill the creature outright! The ground shook as the vast creature writhed in its death throes and finally collapsed. Fair play indeed – in one fell swoop he'd torn the heart out of the Tyranid force.

However, it was not all to go Paul's way, as the iron mind control of the approaching Hive Tyrant kept the

Tyranid forces in order. Not only that, but Paul's (quite understandable) concentration of fire on the Praefactor meant that there was also a healthy Carnifex and not a few Genestealers still roving about. But the real heroes of the hour were the Biovores perched in the recesses of the palace walls; Bio-Acid spore mines are incredibly effective against Space Marines in Cityfight. Every time one hits home, instead of using the randomly placed flamer template as in a normal game of Warhammer 40,000, the target unit takes D6 hits. Far, far nastier, especially with an AP sufficient to penetrate power armor.

So after his herculean effort to take down the big nasty in the palace, Paul's forces were eventually laid low by the little guys. Whereas I was pretty convinced that the Praefactor would prove to be both immovable object and unstoppable force, it was the humble spore mine that turned out to be the Tyranids' secret weapon. Paul lost by a very narrow margin and took every nasty surprise I threw at him in the true spirit of a gamer. He was very close indeed to having a stranglehold on the campaign; if he had won the game, he would have amassed a virtually untouchable 19 Victory points, with the closest competitor on a meager 7! Still, it seemed that history had plenty more conflict in store for the war-torn facades of the palace...

A WALK IN THE PARK

Owen Rees's Imperial Guard vs. Alex Boyd's Orks

Even when the campaign was over, some of the players had enjoyed themselves so much they continued playing! Pictured are Owen Rees's Imperial Guard duking it out with Alex Boyd's much-feared Ork horde in the Palace Grounds. This was one of the most photogenic battle in the campaign due to their beautifully painted armies. Because we only had so many Cityfight tables to go around, the Palace Grounds were a popular warzone; veteran players could take a break from the urban nightmare and get back to killing each other on a landscape of good old-fashioned grass and trees!

PALACE OF PEACE

The Governor's palace sits at the center of Vogen and is perhaps the oldest structure on the planet, with the exception of the Ecclesiarchal temple. Cunningly designed by Leonos del Torquemas to be both an architectural masterpiece and an impregnable fortress, the palace is a maze to those not familiar with its layout. Numerous blind alleys and killing grounds masquerade as ornamental hallways and marble-flagged plazas, and every square inch is covered by decorative loopholes that conceal secret bunkers. Three centuries ago, in response to increased warp storm activity around the Eye of Terror, Imperial engineers strengthened the walls of the palace, obscuring much of its beauty, but rendering most of the structure virtually indestructible. Only after an immense bombardment from the Vogen law courts was a breach finally blasted in the walls, and the Adeptus Arbites, who had so bravely held their precinct throughout the rebellion, were granted the honor of leading the final assault on the palace. The rebels died to a man, and deep in the palace dungeons, the victorious Arbites discovered the bodies of von Guyen and Governor Kadulus.

10 VICTORY POINTS: The palace is a fortress, indispensable in times of war and the jewel in the crown of Vogen. The Grand Assault or Fire Sweep scenarios are always played here. The palace already counts as having three dots of fortifications.

You may not move into the palace unless you have a solid foothold in Vogen. An undertaking as massive as claiming this fortress requires well established supply lines, troop bases, and specialist equipment. Therefore, to take the palace, you must have garnered no less than 8 Victory Points.

If you lose control of the Imperial palace in the Grand Assault, you lose three pins as well as the pin claiming the palace, as your forces are routed. These must be the pins nearest the Palace of Peace.

PALACE GROUNDS

This once fertile and pleasant park was used for state functions and gala dinners of the Governor when Vogen's temperamental summer would allow such events to be held outdoors. These events were said to be magnificent, and only those members of Vogen's mercantile cartels who currently enjoyed the Governor's favor would be invited. However, the ornamental gardens and lush orchards of the palace grounds were burned to the ground in the early stages of the war to prevent enemy infiltrators from approaching the palace undetected.

4 VICTORY POINTS PER HALF: The grounds consist of hectares of rolling greenery, with much of the vegetation now burnt to the ground. All games in these regions follow normal Warhammer 40,000 rules, not Cityfight rules. Use a standard green table and scenery. The grounds cannot be fortified.

THE TITLE FIGHT

Four player madness in the struggle for the Palace of Peace

Phil: As the campaign drew to a close, we couldn't help thinking that something special was needed to round off a period of hardcore gaming, and luckily the players didn't disappoint us. There were no less than three armies occupying squares adjacent to the palace with enough Victory Points to pile in for a last ditch attempt. In the black corner, coming from their recent victory in Angel Square, we had Graham Davey's Black Legion, ready to crush the Imperial spirit once and for all by tearing down the palace walls. In the green corner, we had Alex Boyd's Orks, whose violent activity through the north of the city had earned him more than enough points to have a crack at the crown. In the blue corner were Nelson's Eldar, an insidious threat that reached the Palace in a last-minute lightning strike typical of their race. And defending the Palace was the Tyranid infestation, bereft of their heavyweight champion but with a few good monstrous creatures to contest the title. So we had our finale – a four-way scrap between these diverse armies – using the Carnage scenario from the *Chapter Approved Compilation* (p.109). Graham and Phil were no strangers to this scenario, having fought it out with Paul Sawyer and Matt Hutson way back in *WD 251*. The board was set up fairly similarly to the original palace battle, with a piece of terrain suspiciously reminiscent of a boxing ring in the middle, the dead center marked clearly. Whoever had the model closest to this marker when the game ended won the game and claimed the juicy prize of ten Victory Points. These points were sure to take the winner far and away from any other player, ensuring him the title of Warmaster of Vogen.

As the players deployed their models, the obvious contenders for the big scrap at the end of the game were Alex's Warboss and his mates, Graham's Possessed and Chaos Lord, Nelson's Wraithlord and Avatar tag-team, and Phil's Hive Tyrant and Carnifex. As usual for the Carnage scenario, the game began with an awful lot of persuasion, bargaining, cajoling, and manipulation, each player trying to convince the others that it was a really good idea to attack their mutual enemies. This phase of the battle was practically a game in itself, but as the Tyranids and Orks found themselves within charge range, they couldn't help doing what came naturally and initiating a long and messy slaughter. Nelson had taken heavy casualties from the Orks beforehand, and his shock troops were tied up in an attempt to stop the Chaos vanguard. Phil, having nothing to lose as a campaign organizer rather than a player, went for the objective as soon as he could. The Carnifex that stormed into the ring seemed to have a big target painted on its carapace, but due to the good old 4+ cover save afforded by Cityfight terrain, it rode out most of the heavy firepower coming its way. All semblance of order, alliance, and strategy seemed to melt away as the random game length kicked in, and units headed pell-mell for the center. Those elements of the players' armies not locked in combat met in the ring, with a full squad Graham's Possessed bounding forward with inhuman speed to engage the critically wounded Carnifex on the objective. We had a feeling that the Chaos troops had it licked; their vorpal claws counted as power weapons, and all Graham needed was to roll one 6 to wound from the storm of attacks directed toward the bio-monstrosity. At the last hurdle, his luck failed, and the game ended with the battered, broken Carnifex still roaring its defiance from the objective.

Phil: So the most unexpected of all results wrapped up the campaign; the Palace of Peace remained untaken, and nobody got to claim the reward of ten Victory Points! As a result, the tallies remained the same; Graham Davey and Pete Haines were tied for first in the campaign scores. Vogen truly belonged to the forces of Chaos!

Finally, a big thank you to the guys from Warhammer World for lending us their beautifully crafted Cityfight board. It was considered the premiere location for heavy duty urban warfare by all those involved in the campaign. Cheers guys.

Well, we hope this report inspires you to play a few games; it's great to see your army adapting and functioning in a different environment, and Cityfight is a really cool system. Campaigns are some of the most fun you can get out of this hobby, and if run properly, can be far more memorable than a one off game. So what are you waiting for? Go forth and conquer!

A Carnifex defends the objective from the three armies intent on conquering the Palace.

DIARY OF A WARSMITH PART TWO

Pete: The following notes were originally memos that I generated while playing in the studio Cityfight campaign. I wanted to try to stay in character through the campaign and figured that jotting down events from the perspective of the commander of my Iron Warrior army, Murchad Kite, would be a good way of doing it. These entries continue from where we left off in last month's article, in which the forces of Chaos encountered heavy resistance from Alex Boyd's Orks, who proved to be a stumbling block in my plans for the city...

CAMPAIGN TURN EIGHT

"I was almost killed again today. By Perturabo, these Orks are dangerous. We were conducting a standard fire sweep when we encountered heavy resistance. They boxed us into a city block and spread throughout the area so that even when we broke out, there was still a deep defense ahead of us. I withdrew in order to regroup.

"I can turn this to my advantage. If the Orks want to do battle over inconsequential ground then so be it. When the other factions see me battling the Orks for nothing they will forget I hold the Starport and Gibbet Hill."

Moebius Clay's Squad – Veteran Honors – Stealthy

CAMPAIGN TURN NINE

"Once again my forces have failed to purge the Orks. We kill them, and there are always more to replace them. We have encountered an unusual variant though – a cybernetically enhanced Ork with considerable endurance and no loss of ferocity. I will try to avoid further conflict with the Orks. They cannot be easily beaten, but their attention may be diverted.

"Many factions are now on the verge of capturing the palace. I would like to make that fight a more confused one."

Barachus Kase's Havoc Squad – Veteran Honors – City Fighters

CAMPAIGN TURN TEN

"There are Eldar in the Palace Grounds. I brought my tanks through the streets via a route prepared for the purpose. After the house-to-house fighting, it was good to see the targets in our gun sights again. The fight was hard. As ever the Eldar were fast, and their vehicles remarkably resilient. Still, they cannot storm an Iron Warrior gun line and live through the counter-attack. No one can."

Kaliban Tusk's Veteran Squad – Veteran Honors – Cunning

CAMPAIGN TURN ELEVEN

"Clashed with the Imperial Fists again. We were searching for an escaped labor slave, who we had just discovered was far more important. The accursed Fists reached him first and got him to safety. This makes me very uneasy about the whole Palace Grounds position. It cannot be fortified, and the fighting there is intense. I will withdraw and let the other factions fight it out.

"Amongst them is the Black Legion. I understand they have toppled the statue of Sanguinius to the dismay of all the Emperor's lickspittles. They are obsessed with such pointless gestures. They have waited to raise their banner over an Imperial Palace for so long that nothing will prevent them making another pointless sacrifice to take this one. I have offered to fly in troops to hold the Square while they press on."

CAMPAIGN TURN TWELVE

"My forces held Angel Square for the Black Legion. It will be useful to have them in my debt. The position was assaulted by the Imperial Guard. Two well placed minefields funneled their assault, and we met them at the top of the staircase. They were destroyed by our superior skills. No mere human can contest a breach with an Iron Warrior."

CAMPAIGN TURN THIRTEEN

"The Imperial Guard are a powerful faction in the city. They are more unified than the others and control much of the south. Taking advantage once more of the starport facilities, I have transported an assault group to a deserted region near the Cadian Regimental HQ. The final stage of my plan is at hand. If I am to maintain my control over the city, I will need the armories and munitions there. More importantly, I will have cut the heart from the Imperial Guard and broken the only united force in the city."

CAMPAIGN TURN FOURTEEN

"The Cadian HQ was stormed today. My Warriors fought well. This campaign has been good for them. Our attack was precise, swift, and without mercy. Before Imperial reserves could arrive, we had overrun the objective and were well placed to wipe out the counter-attack.

"A wall of iron has fallen around Vogen. Perturabo be praised. No faction in the city is able to break out, and the strongest of them is the Black Legion. I anticipate that they will ensure the battle for the Palace continues until every faction is drained of its strength. All I have to do is strengthen my fortifications and wait."

Pete: Looking back over these entries at the end of the campaign, I can see a few places where I have put a brave face on things. Alex Boyd's Orks were a dangerous and persistent enemy that I simply could not beat. Fortunately, I managed to achieve my key objectives before they threw a spanner in the works. I must confess that I got a bit overconfident after my initial run of success and did not put the starport to full use. I should have stuck to my enclave and launched raids throughout the city to set up fortified enclaves in useful (i.e., high VP) areas away from the center. This would have boosted my score considerably and kept me out of the scrum around the palace. This was a clear case of getting carried away and not sticking to the plan. If I had been serious about the palace, I should have gone for it from the start. My half-hearted moves in that area left me with a lot of wasted time that could have been spent far more productively.

Attempting to be a player in the palace scrap was unnecessary and nearly finished me when the move failed. The real effect of the battles with the Orks was to take matters out of my hands at a crucial time. Fortunately, I lucked out, and the Tyranid infestation in the palace held firm.

By the end of the campaign several of my squads had gained Veteran Honors, which occasionally proved useful, although they were never overbalancing. These honors did encourage me to keep the same squad configurations throughout, though, giving virtually every unit a little bit of history.

So another Imperial City falls to Chaos, and a good time was definitely had by all. Phil and Graham did a great job running the campaign, and it was an excellent way to get the most out of the Cityfight system.

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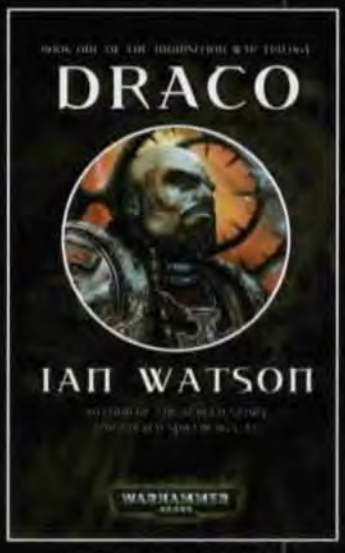

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WARHAMMER 40,000

FAITH IN VENGEANCE

WARHAMMER 40,000 BATTLE REPORT

This month's battle report has one main mission – to show how the new trial assault rules for Warhammer 40,000 fare on the battlefield.

With the inclusion of the preview Assault rules in this month's *White Dwarf*, you could be forgiven for thinking that we have gone a little close combat crazy recently. We decided that to do the rules justice we should showcase them in a battle report. Remember that, although these rules are official, they are still optional for use in games of Warhammer 40,000, and that you should agree with your opponent if you wish to use them rather than those in the Warhammer 40,000 rulebook.

In order to demonstrate the rules to their best possible advantage, the decision was made to keep the scenario as simple as possible. After leafing through the Warhammer 40,000 rulebook we decided upon the classic Cleanse (p. 139) played on a 6' by 4' table and set a limit of 1,500 points a side. We did this to keep the game "clean" and thereby emphasize the new rules themselves.

As for players? Well Andy Chambers, the Warhammer 40,000 Overfiend, has written the new rules in conjunction with Pete Haines - so who better than these two to demonstrate how to use them? Andy will be taking his beloved Orks. Pete's normal Warhammer 40,000 army is the foul and twisted Iron Warriors, but they are tooled up for shooting and not for beating greenskins to a bloody pulp in hand-to-hand combat. After a look at the Studio armies and armed with a variety of Codexes, he decided upon the Black Templars, a dedicated close combat army if ever there was one!

So, the scene is set for a clash of titanic proportions. The Black Templars have succeeded in tracking down a fragment of Warlord Ghazghkull Mag Uruk Thraka's once all-conquering horde and are determined to cleanse the battlefield of their green-skinned adversaries. Will the Orks prove to be too much for the crusading Space Marines? Or will the Black Templars sweep all before them...?

Chaplain Cotea watched as the billowing dust cloud approached the Black Templars' position, the distant roar of crude Ork vehicles audible as a bass hum on the edge of hearing. The hot sun beat down upon Cotea's face, and he narrowed his eyes against the glare as he cleared the action of his bolt pistol and whispered the Blessing of Munitions over the weapon. Beside him, Brother Akeris, the chosen warrior of the Emperor, knelt in prayer, his forehead pressed against the hilt of his sword, the blade buried in the golden sand.

Cotea watched as the Emperor's Champion completed his devotions and rose to his feet, plucking his black-bladed sword from the ground and swinging it in easy arcs around his armored body to loosen the muscles of his shoulders. Akeris slowed his breathing and held the blade before him, the quillons level with his face. Suddenly he lunged, spinning and twisting, the blade a sweeping arc as it spun before the warrior. His bladework was flawless, every movement perfectly balanced and controlled. Cut, thrust, parry, and riposte, Akeris's sword became an extension of his arm, the Emperor's Champion effortlessly switching between using the weapon one- and two-handed. As always, Cotea felt great pride at the skill with which the Emperor's Champion wielded the sword and gave thanks to the Emperor that Akeris had joined them this day.

Akeris completed his exercises and smoothly sheathed his sword. Following Cotea's gaze as he watched the Orks approach, Akeris's lip twisted in a sneer of contempt. Though the Orks were still many kilometers away, the two Black Templars could easily pick out the monstrous truck leading the swarming vehicles and the gigantic Ork with a smoke-belching power claw yelling commands to its underlings from a juddering platform fixed to the truck's back.

"Do you think this is the one?" asked Cotea, pointing at the Ork leader.

"Does it matter?" said Akeris.

"I suppose not."

"They are xeno filth, and it matters not whether this one is the one we seek. It will die by my blade. I have vowed that it shall be so."

Cotea nodded. The Ork Warlord was already dead. If Akeris had sworn a vow to see it slain, then the deed was as good as done.

ARMAGEDDON NOW

Andy Chambers

We chose to use my Orks vs. Black Templars for this report, as we could guarantee lots of complex fights involving mixed armor types, different Toughnesses, and so on, which would have been a nightmare to resolve under the current third edition Assault rules. If you've read *White Dwarf* for long enough, you'll know that Pete and I are old adversaries. As such, this report created a great opportunity to continue our ongoing battles, with a bumper bonus for me of facing Black Templars as a follow-up to the last battle report I fought with Matt Sprange in *WD 260*. I put together an army by the simple expedient of picking what would give us a good fight. As ever, my choices started with my Warboss, the mighty Gorbag Gitburna, equipped with his mega-armor and an over-abundance of weapon upgrades. With the HQ selected, I filled out my Troops choices with a mob of Tankbustas with a Nob leading them and a mob of Shoota Boyz – the former to take down the inevitable Land Raider Crusader that Black Templars always field and the latter to act as my "goalkeeper," which Orks could fall back on and mob up with instead of retreating off the battlefield.

With these bare bones picked, I went on to flesh out the army with the essential components for inflicting maximum death. First was a ten-strong Trukk Boyz mob led by Boss Nashbad armed with a power claw – these would be able to deploy forward quickly thanks to their trukk and pin a unit in place to get overrun. Next was a Battlewagon to carry Gorbag, a big mob of 'Ard Boyz to give him numbers back-up and to protect the Battlewagon, a Big Mek with a kustom force field and a couple of Grot oilers to help fix any damage. My choices gave me two powerful mobile elements, so I added a couple of Buggies to increase firepower and give Pete some extra targets to worry about while the transports got into position.

Once I was satisfied that I had some troops that would be in close combat pretty much straight away, I went back to thicken out the ground-pounder side of my force. Tankbustas are always an enemy's first priority for killing (especially when they have four rokkit launchas) so I included a Gretchin mob with a Slaver to use as a living shield for them. As any Ork player will tell you, a mob of Killer Kans is virtually compulsory if you have any foot troops, as these mini-Dreadnoughts pack loads of punch. I had a hundred or so points left to spend, which ordinarily would go to my trusty looted Basilisk – doubly so against Space Marines of any sort. However, I've grown a bit bored of using it in every battle. Plus I had promised Pete to leave it out for once. Instead I included a smallish mob of Slugga Boyz with big shootas to give me more numbers for the coming battle of attrition.

DEPLOYMENT

I deployed with an eye towards hitting the Black Templars with maximum firepower first to take down their numbers a bit before engaging them with my Battlewagon and trukk-borne forces. People often dismiss Orky firepower as irrelevant next to their close combat ability, which is missing the point a bit. Space Marines that specialize in close combat like Black Templars or Blood Angels usually sacrifice their shooting ability in some way. This means that shooting them up can often be more profitable than getting stuck in too quickly where their advantages are more pronounced. When it came to assaults, I intended to use the mobile force to pin the Black Templars in place and then feed successive waves of Ork reinforcements into the fighting and grind them down in a battle of attrition. I've fought Black Templars on enough occasions to know that they're a real handful in close combat – however many Boyz you think you're going to need, you should double it!

The Orkish gods smiled on me, and I won the roll to choose whether to have the first or second move. With both forces poised eyeball-to-eyeball as they were, it would have been suicide to give away the advantage of first move, so I pitched in to make the Black Templars wish they'd never heard of Warboss Gorbag (again).

BY THE EMPEROR'S CLEANSING LIGHT

Pete Haines

Normally, when battle report time comes around, the emphasis is on showing off a new army, but this time, it was all about showing off rules. As the rules in question are the trial Assault rules, it seemed like a splendid opportunity to use a no-holds-barred in-your-face assault army of the sort I normally eschew. A quick tour of the 'Eavy Metal cabinets narrowed the choice down to the Black Templars for no other reason than there were masses of Assault Marines equipped with jump packs that were clearly just the chaps I was looking for.

Under normal circumstances, I am far more likely to be devising ways of shooting holes in Black Templars than using them myself, so the composition I devised was never going to be ideally optimized. Instead I simply selected a variety of troops, as the point of this battle report is to show all manner of rules options. The Land Raider Crusader is synonymous with the Black Templars, and I was really excited at the thought of what the hurricane pattern bolters would do to Orks. I filled the Crusader up with a big squad of Black Templars, leaving room for the Emperor's Champion to lead them. This gave me my spearhead, and to cover its flanks, I selected two Assault squads, one of them liberally equipped with storm shields just in case of Killer Kans, and each with a couple of power fists. As the Black Templars lack Veteran Sergeants, I decided that an extra independent character was needed and added a Chaplain with a jump pack and Terminator honors.

I still needed another Troops choice, so I selected a fairly general squad to provide fire support with a plasma gun and a lascannon. As my regular opponents will know, I LIKE lascannons, and there was no way I could go into a game without one. I still needed some mobile fire support though, but having splurged on characters and a seriously big tank, this support needed to be cheap. Consequently, in went the Attack Bike equipped with a multi-melta and a Dreadnought with an assault cannon.

Looking at the finished list, it seemed a bit small, but it was definitely hard at the core and wouldn't require much finesse from me to do damage. After a quick study of the Black Templars rules (including a fit of manic giggling while reading the *Emperor's Champion* entry) I chose the "Suffer Not The Unclean To Live" vow. Overall I reasoned that it was a better bet than "Accept Any Challenge," as the latter makes sweeping advance mandatory if the Black Templars win a close combat. Under the revised Assault rules, a successful sweeping advance prevents enemies from falling back, compelling them to keep fighting. Sometimes this is a good thing, but sometimes it is not, and I wanted to retain the choice.

DEPLOYMENT

For a Cleanse mission, you really have two choices: either plan on occupying quarters whilst wearing down enemy squads to below half strength so they cannot contest them, or try to eradicate the enemy army utterly and worry about quarters on turn 6. Having picked a pretty unsubtle army, I saw no reason not to go for an unsubtle plan. The terrain looked fairly open, but it seemed to me that the two rocky spires that lay between my quarter and the Orks' quarter could be turned into a pretty good bottleneck. It's always good policy to fight on a limited frontage when outnumbered, so I deployed with a view to drawing the Orks into a fight in the pass. The Land Raider would be at point with an Assault Squad either side of it. The Attack Bike and Dreadnought would each support one Assault Squad while the lascannon-armed squad would stand back, maintain a presence in my home quarter, and blaze away. It took quite a bit of willpower to deploy in such an overtly offensive way against an Ork army instead of maximizing the separation and looking to shoot it out for the first few turns, but that's the way the Black Templars fight, so I gritted my teeth and hoped for the first turn.

GITBURNA'S WARBAND

HQ

Warboss Gorbag Gitburna
Mega armor, mega boosta, big horns, cybork body, kustom shoota – more dakka, shootier, and blasta. **125 pts**

Big Mek Skarfang
Kustom force field, slugga – shootier, Mek's tools, and two Grot oilers. **62 pts**

Elites

15 'Ard Boyz
Burna and two rokkit launchas. **196 pts**

Troops

15 Shoota Boyz
Big shoota and two rokkit launchas. **138 pts**

11 Shoota Boyz
Three big shootas. **123 pts**

Ruknar's Tankbustas
Ten Tankbusta Boyz, Boss Ruknar, rokkit launcha, choppa, iron gob, and frag stikkbombz. **158 pts**

Morbag's Grot Mob
20 Grots, Slaver Morbag, slugga, big shoota, squighound, tankbusta bombz, and frag stikkbombz. **91 pts**

Fast Attack

Da Freeks
Two Buggies, big shootas, armor plates, and Grot riggers. **106 pts**

Nasbad's Trukk Boyz
Ten Trukk Boyz, Boss Nashbad, big horns, 'eavy armor, power claw, slugga, trukk with big shoota, Grot riggers, and a bolt-on big shoota. **196 pts**

Heavy Support

Battlewagon
Zzap gun, two twin-linked rokkit launchas, armor plates, two bolt-on big shootas, Grot riggers, and a red paint job. **170 pts**

Killer Kan Mob
Three Kans with rokkit launchas. **135 pts**

Total 1,500 pts

THE BAROSSA CRUSADE

HQ

Chaplain Cotea
Terminator honors, jump pack, melta bombs, and bolt pistol. **111 pts**

Emperor's Champion Akeris **105 pts**

Elites

Dreadnought Tancred
Assault cannon and smoke launchers. **105 pts**

Troops

Squad Conralivar
Six Initiates: one with bolt pistol and close combat weapon, three with bolter, one with lascannon, and one with plasma gun.One Neophyte with bolt pistol and close combat weapon. **122 pts**

Squad Evgenius
Five Neophytes with bolt pistol and close combat weapon. Eight Initiates: seven with bolt pistol and close combat weapon and one with flamer. **181 pts**

Fast Attack

Assault Squad Alexius
Nine Initiates: five with close combat weapon and storm shield, two with close combat weapon and bolt pistol, and two with power fist and bolt pistol. **270 pts**

Assault Squad Wachell
Ten Initiates: eight with close combat weapon and bolt pistol and two with power fist and bolt pistol. **280 pts**

Attack Bike
Multi-melta. **65 pts**

Heavy Support

1 Land Raider Crusader
Turret-mounted twin-linked assault cannons, sponson-mounted hurricane bolters, multi-melta, and smoke launchers. **258 pts**

Total 1,497 pts

TURN 1 – ORKS

Andy: Tracks churning, wheels spinning, the Ork first wave charged off. I moved the Battlewagon only 6" (well 7" actually, thanks to its red paint job) so I could try to use its zzap gun on the Land Raider if the Tankbustas failed. The trukk and buggies swung out and went 12" to start containing the Templars' force. Most of the foot slogging mobs and the Killer Kans moved into cover to avoid getting shot up too badly before they could be committed into combat.

I started my firing with the Tankbustas, duly failing to scratch the Land Raider Crusader with their single rokkit hit. However, the Battlewagon's oh-so random zzap gun then lanced out an uncharacteristically brilliant beam of energy (rolling a Strength 10 attack) and blew the offending tank to pieces. To my great delight, the resulting explosion not only killed four of the Crusader's passengers, but squished a nearby Assault Marine too. Unfortunately, this was the high point of my shooting, and the only other casualty inflicted was the buggies gunning down one of the fire support squad on my far right. In the excitement of blowing up the Land Raider, I forgot to fire the Slaver's big shoota and use the Trukk Boyz – a stupid mistake I would come to regret later. Still, it was a good start.

TURN 1 – BLACK TEMPLARS

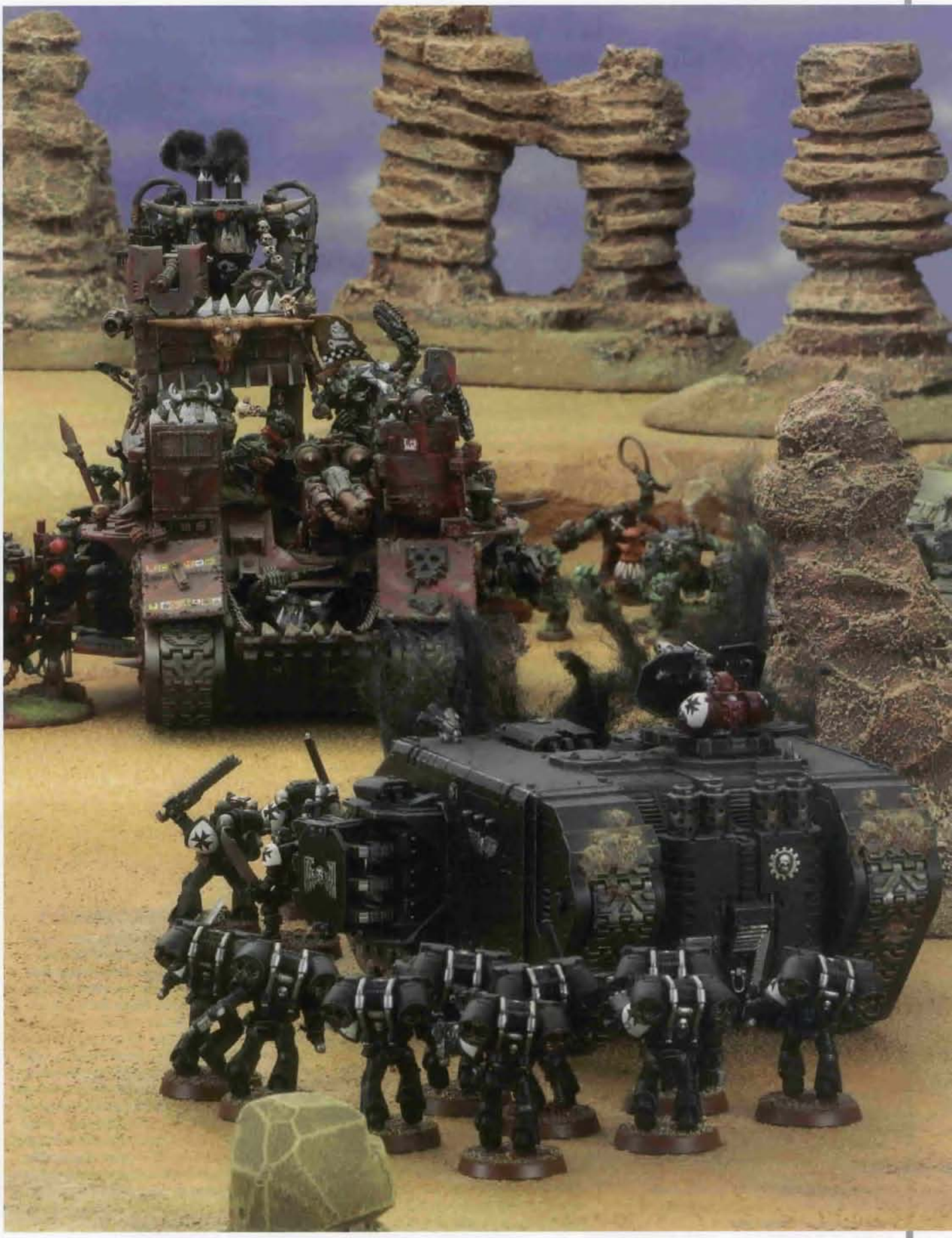
Pete: Not only did I not get the first turn but Andy's zzap gun also destroyed my beautiful Land Raider Crusader in that first turn, leaving my plan hanging by a thread. I did consider changing it to something less aggressive, but I had included so little firepower that it was plainly impossible to hold the Orks off that way. It was time to tough things out, so the Emperor's Champion had to set the example. He and the other survivors of the Crusader rushed towards the oncoming Orks while the Assault squads advanced more cautiously to outflank them. I wanted to draw the Orks in against the squad from the Land Raider to set them up for a charge from the Assault Marines. I also declared that the Emperor's Champion was no longer leading Squad Evgenius, as I had something special in mind for him.

Squad Evgenius opened fire on the trukk accompanying the Orks' massive Battlewagon to no effect. The Dreadnought engaged the Killer Kans equally fruitlessly, but then my luck changed. Squad Conralivar's lascannon and plasma gun blew the outflanking Ork buggies to pieces with some impressive firing. The Attack Bike tried its luck against the Battlewagon but missed.

It was now time to unleash the Emperor's Champion who charged the Ork Battlewagon, while Squad Evgenius charged the trukk.

> *Because Squad Evgenius had fired at the Ork trukk, it was the only thing that they could charge. In this case, this wasn't a problem, as I was determined to reduce the mobility of the Orks to keep them in the pass. As the squad had fired, they would not receive an extra attack for charging.*

Squad Evgenius managed to inflict a glancing hit on the speeding trukk, stunning the crew and passengers. A satisfactory result for now. Meanwhile, the Champion's battle cry rang out as he set about the Battlewagon with his Black Sword. He inflicted a penetrating hit, slicing through the zzap gun's power couplings and ripping the Battlewagon apart in a huge explosion. He survived the blast but six of Gorbag's 'Ard Boyz didn't. With his first blows, the Emperor's Champion had avenged the destruction of the Land Raider and had brought me back into the game. Now, I had to survive the reprisal.



TURN 2 – ORKS

Andy: Not a little infuriated by the destruction of his Battlewagon, Gorbag Gitburna led his 'Ard Boyz forward to clear the Black Templars away from the trukk before they got another chance to destroy it. Everybody else moved up, the Killer Kans taking up position to assault the Emperor's Champion and end his miserable life before he gave me even more grief (did I mention how much I hate the Emperor's Champion?). Big Mek Skarfang scuttled for cover behind a rock spire with his two miraculously unharmed Grot assistants.

I could see the Templars' Assault squads and Dreadnought squaring up to help out their brothers from the Land Raider and so I poured fire from the Slugga Boyz, the Killer Kans, and the Shoota Boyz into them, killing a couple of Assault Marines but not scratching the Dreadnought. The rest of my firing went into the disembarked squad. Once again, the Tankbustas did nothing and the 'Ard Boyz (choosing to sacrifice their +1 Attack for charging) shot at the squad with many hits but no kills.

Things improved as the Grots and Slaver killed three and Gorbag another one – mainly because the Neophytes were in the majority now, and the squad was suffering due to their lighter 4+ save. The disembarked Black Templars duly failed their Morale check and swept forward into the 'Ard Boyz (it's a Black Templars thing), making me feel a lot better about choosing to shoot with them.

In the Assault phase, Gorbag charged into the Templars along with the unengaged 'Ard boyz. The 'Ard Boyz passed their Waaagh! test, doubling their Initiative to 4 in the first round of close combat – this would mean that they would be striking before the Templars thanks to their vow.

The vengeful Killer Kans clanked into action with the Emperor's Champion, two managing to contact him.

When moving a charging unit, the nearest model moves into contact with the nearest enemy model first – in this case it was Gorbag. Next, the rest of the charging models move with each model obeying two rules: first, they must move into coherency (2") of models that have already moved, and second, they must move into contact with unengaged enemy models if possible.

The 'Ard Boyz cut down only two Templars with their choppas. Unperturbed, the survivors continued their attacks on the now-stationary trukk, comprehensively destroying it. Three of Nashbad's Trukk Boyz were killed getting out of the wreck. Mounting up my main strength in vehicles was starting to look like a distinctly bad move. Gorbag took a measure of revenge by snipping two more Templars in two with his power claw.

Speaking of vengeance, the Killer Kans now dished out their best efforts, inflicting three potentially fatal wounds on the Emperor's Champion. To loud cursing on my part, Pete duly made all three invulnerable saves thanks to his Iron Halo. By a fluke of luck, the supporting Killer Kan managed to wound the Champion despite his 2+ save for artificer armor. This was cold comfort, and I cringed as the Black Sword was swung two-handed (counting as a power fist) back at my flimsily armored Kans. Fortunately, the only damage scored merely prevented two of the Kans from shooting next turn – irrelevant while they were in close combat anyway. Still, my best chance to off the Emperor's Champion had slipped away, and now I could only hope to be luckier (and Pete less lucky) next turn. Now I would have to suffer the full bite of the Assault Squad's charge in the next turn.

TURN 2 – BLACK TEMPLARS

Pete: I was still chuckling at the way the Emperor's Champion's Iron Halo had managed to thwart the Killer Kans. Now, if only the Emperor had the attention span to keep smiling on his Black Templars, all might be well. Stage one of my plan had been rescued by the Champion's gallantry (translation: extreme good fortune). The main strength of the Orks was pinned in place, and now it was time to unleash the Assault Marines. Both squads moved up. The one led by the Chaplain lined up to charge the Killer Kans while they snapped at the Champion. The other prepared to charge the Ork 'Ard Boyz surrounding the sad remnants of Squad Evgenius. The Attack Bike and the Dreadnought moved forward to support them.

The Emperor's Champion survives a hail of blows from the Killer Kans as the battle rages around him.

My shooting was pretty minimal. The Attack Bike fired at Gorbag's 'Ard Boyz, killing one of them.

The Dreadnought fired at the Slugga Boyz on the Ork right flank and killed one of them, while Squad Conralivar gave them a volley. They scored plenty of hits, but sadly, the energy settings on the lascannon and plasma gun must have been inadvertently set to "tepid," as no wounds were inflicted.

Bemused by the uncustomary paucity of shooting available to me, I charged in with my Assault Squads.

The Chaplain and Assault Marines were unable to hurt the Killer Kans before they struck at the Champion, inflicting two wounds. To my absolute amazement, I then made both Iron Halo saves! Clearly something spiritual was happening, as the most glaring weakness in my play is normally an utter inability to make saving throws. Apparently the Emperor was still interested. The Champion and the Assault Marines armed with power fists then struck back, destroying one Killer Kan, shaking a second, and immobilizing the third. It was actually looking like the Champion might just survive rushing single-handedly into the front of the Ork army.

Under the new Assault rules, it is fine to shoot at units engaged in close combat as long as you can target models that are not in base-to-base with the enemy or within 2" of an engaged friend. In this case, the 'Ard Boyz outnumbered the Marines to the extent that they all couldn't get at 'em.

The other Assault squad killed a total of seven Orks at a cost of two Space Marines. The Orks were undeterred though, and the combat continued. This was a concern, as I was hoping I might get a breather if the Orks were driven back. Overall though, the pass in which I had planned to halt the Orks was full of wrecked vehicles and frantically hacking warriors. The Orks could not get their full strength into the fight, and I was still in with a decent chance. I was aware that, aside from the Dreadnought and Attack Bike, I had no reserves left. I was going to have to depend on the Champion and Chaplain putting in some overtime to see me through.

To the rescue! The Chaplain and the Assault squad charge the Killer Kans.

TURN 3 – ORKS

Andy: Did I mention how much I hate the Emperor's Champion? The full implications of Pete's plan to pin me in between rock spires and wrecks was becoming apparent even to my dim, Orkish brain, and I tried to maneuver my mobs around the fighting to bring their numbers to bear. Proving that long, dangling arms are useful for more than just strangling humies, the Slugga Boyz clambered across the rock spires with startling speed, and I lined up my reinforcements of Trukk Boyz, Tankbustas, and Grots to squeeze into the available gaps below. With an uncomfortable feeling that I might need them, I also brought the Shoota Boyz out of cover to start flanking the big fight.

Once again, the rokkit launchas of the Tankbustas and Shoota Boyz made exciting whooshing noises but came nowhere near their targets of the Dreadnought and Attack Bike. The rest of my firepower was held back so that the Trukk Boyz and Slugga Boyz would have maximum Attacks when they charged in. The Grots were blocked by Gorbag's impressively bulky form, and the Warboss was looking rather lonely in a power-fist-rich environment. Not good...

In the Assault phase, the Trukk Boyz and Slugga Mob charged into the two Assault Squads. The Trukk Boyz failed to get off a ferocious enough Waaagh! and so had to suffer the Assault Squads' attacks before they got a return attack. Net result: two dead Trukk Boyz for no Assault Marines, and the surviving 'Ard Boy with a burna (again) failed to wound. Striking last with their power claws, Gorbag and Nashbad made up for the callow performance of their minions, killing three and two Assault Marines, respectively. Not enough to kill off the last power-fist-wielding Templars, but mercifully these missed this time.

The Slugga Boyz, with more room to engage, were more successful and took down four Assault Marines. They couldn't stop the Emperor's Champion laying into the Killer Kans though, and two more immobilized results took the Kans' Attacks down to a measly one, which failed to wound. The Champion and Chaplain were looking particularly dangerous, and I was becoming acutely conscious of how few Nobz I had available to fight them with. With all my vehicles in smoking ruins, I started to wish I'd gone for strength over mobility. Ah, wonderful hindsight.

Did I mention how much I hate the Emperor's Champion?

TURN 3 – BLACK TEMPLARS

Pete: Another turn of Gorbag-led Ork brutality had passed, and although the numbers of Black Templars were falling, they were still maintaining a decent kill ratio. The more the numbers involved on both sides fell, the more decisive the presence of the Champion and the Chaplain would be.

This turn would be the one in which I had to commit my last reserves to the fray. It was clear that, of the two big scraps going on, the one involving the Chaplain and Champion was probably going my way, whereas the one involving Gorbag wasn't. I decided to bring the Dreadnought across to intervene in the losing fight. It was vital that the Orks keep fighting, as the consequences of them reorganizing and charging into the other fight would be fatal.

Because I planned to charge, I did not fire with the Attack Bike (I could have done so, but I wanted the extra Attack for charging). The Dreadnought had no angle, so this left me with Squad Conralivar to shoot. They managed to kill a single Slugga Boy, and that was all the firing over and done with.

The Dreadnought charged in and reinforced the last Neophyte of Squad Evgenius and the last two Assault Marines. Honors were even until an Assault Marine with a power fist squared off against Gorbag. Although he was doomed to die, the Assault Marine dealt Gorbag a mortal blow that his bionics were unable to protect against. The felled Orky fiend crawled off (army commanders never actually die, after all) looking for a Mad Dok. The 'Ard Boyz fled, clearly demoralized by their master's demise, although the Trukk Boyz stood and continued the fight. Led by their power-claw-armed Nob, they piled in to the Dreadnought, which was all that was left on the Space Marine right flank.

In the other big fight, the Chaplain warmed to his task, personally slaying three Orks to add to the five others killed by the remnants of the Assault squad and the bike. The Emperor's Champion was still trying to finish off the Killer Kans and failing (although he had to be pretty tired by now). Overall, the Templars lost three men, thanks to a sudden return to my more conventional saving throw behavior, but still won the fight. The last Slugga Boy tried to run off, but the Attack Bike had other ideas and declared a sweeping advance.

Sweeping advances have been completely revised in the new rules. Instead of one unit fleeing and the enemy rushing after it, the emphasis is on whether the beaten troops successfully manage to effect a break-off. If they are unable to get away, then the fight continues. In this case, the faster Attack Bike was easily able to prevent the Ork escaping, thereby ensuring that there would be no unengaged Space Marines getting shot in the ensuing Ork turn.

TURN 4 – ORKS

Andy: Gorbag down, Kans all but destroyed, 'Ardboyz fled, Slugga Boyz seconds away from being wiped out – I was down to the dregs, and the initial hopes of victory had faded into a bitter thirst for vengeance. I still had a third line of reserves to commit, but they were going to be so overmatched that I was going to have to be smarter with them. I moved the Shoota Boyz off towards the fire support squad – something I knew they could overwhelm – and brought up the Grots to keep the Chaplain and friends busy, buying time. With a mighty lump in their collective alien throats, the Tankbustas squared up to assist the Trukk Boyz in bringing down the towering Dreadnought. The wounded Skarfang limped in to stop the Attack Bike doing doughnuts on the head of the last Slugga Boy. Hopefully.

The Shoota Boyz hosed the fire support squad as they advanced, good wound rolls killing two of them. Sadly, the Templars passed their Morale check and so didn't foolishly charge out of their positions and a bit closer. Everything else was in combat and could not be targeted.

The squealing horde of Grots surrounded the Chaplain, and he dispatched four with distressing ease. Their puny attacks failed to wound him in return, but the Slaver's whip persuaded the little gits to stay in hand-to-hand combat.

The Dreadnought squished two Trukk Boyz, and Nashbad, even with the help of the Trukk Boyz and their boss, failed to scratch it. The Templars battered the Killer Kans some more, wrecking the power claw on one and destroying another. The Attack Bike offed the last Slugga Boy and easily survived Skarfang's return blows. Appalling! The dregs had achieved nothing. I suppose that's why they're dregs.

TURN 4 – BLACK TEMPLARS

Pete: The arrival of a horde of Grots demonstrated how short of reserves the Orks were getting. Sadly, the Templars were down to a mere handful of men still wading through a sea of green. Fortunately, they were a very tough handful.

Squad Conralivar blasted another Shoota Boy with the lascannon. Everything else was dead or fighting for its life.

Having finally finished off the Killer Kans, the Emperor's Champion and the Chaplain began to cut down the Grot horde, killing four with no loss in return. The Grots started to flee, but a sharp whistle from the Slaver ensured that they were herded back into the fight by his Squighound.

The Attack Bike found itself fighting the Ork Big Mek and started killing his Grot assistants, but just like the Grots themselves, the Big Mek wasn't deterred and fought on.

The embattled Dreadnought finally killed the power-fist-wielding Nob, thereby finishing off the Trukk Boyz, but still had to contend with the Tankbusta Boyz, some of whom had got behind it to strike at its weakest armor. It took two glancing hits and was shaken, and one of its weapons was destroyed. Needless to say, its Dreadnought close combat weapon seized up, leaving it with no option but to kick and stomp the Orks. The Old One was still alive though, and while it lived, it gave the Champion and the Chaplain a chance.

A horde of Orks descend upon the Black Templars survivors.

TURN 5 – ORKS

Andy: The Shootas continued to pound towards the fire support squad's sand bagged positions. The prospect of outnumbering them four to one was the most cheery aspect of the battle by now. Their shoota fire accounted for another dead Space Marine as they stormed forward.

In the Assault phase, Skarfang's other oiler died beneath the wheels of the Attack Bike while the Chaplain and Emperor's Champion made the Grot mob look as if it had run into a blender. The Slaver and his Squighound managed to sneak in and put a couple of wounds on the Emperor's Champion, but Pete made both saves and denied me my revenge once again. Perhaps not before time, the Grots fled from the suicidal engagement with the Templars, struggling off only 3" for their fallback, but Pete was determined not to get drawn into more pointless combat with the runts and let them escape while the last member of the Assault squad, the Chaplain and the Emperor's Champion consolidated towards the Tankbustas.

The Dreadnought crushed another of the Tankbustas underfoot, as they struggled to find a weak point. Many hits were scored, but none inflicted damage. Once again my opportunity to eliminate a major threat had slipped away; the Chaplain and friends would be bound to see to that.

TURN 5 – BLACK TEMPLARS

Pete: Squad Conralivar was still able to shoot and, in what was looking like a last act of defiance, killed two Shoota Boyz.

Having driven off the Grots, the Emperor's Champion and Chaplain charged into the Tankbustas killing three each, and the Orks fled. Just as the Emperor's Champion had prevailed and survived, so had the Dreadnought. It was battered and in need of the help of a Techpriest, but it stood and had plenty of ammo for its assault cannon.

The Attack Bike and the Ork Big Mek continued to do their best to kill each other but to no avail.

Finally done with the Grots, the Black Templars characters turn their attention to the Tankbustas.

TURN 6 – ORKS

Andy: Last gasp – after a couple of appalling turns, the best I could hope to claw back now would be a draw and make sure there were as few Black Templars able to walk away as possible. The Grots and Tankbustas scurried off like the beaten curs they were but took the opportunity to rake their old tormentors with fire as they did so. The Dreadnought was stunned by a rare Tankbustas rokkit hit, and the last Assault Marine fell prey to the Slaver's big shoota. The Shootas blasted another of the Templars as they pounded up to their foe's position and readied themselves to assault (even with the Orks' poor Ballistic Skill, I felt it was going to be better to take my shots in this case to take advantage of the higher Strength and AP of their weapons).

In the Assault phase, to my amazement, the Big Mek Skarfang killed off the Attack Bike, and the Shootas charged in with a mighty Waaagh!

In this instance, the last of the Templars is protected by cover and so counts as Initiative 10 when the Orks charge him. If they had frag stikkbombz, the Orks would also count Initiative 10 for the first round. They don't, so the defender goes first regardless of the Ork Waaagh! increasing them to Initiative 4. As it is, the Space Marine misses and gets pounded flat by a horde of angry Shoota Boyz.

Skarfang and the Shoota Boyz both consolidated to move further out of range from the Emperor's Champion and Chaplain. The Shoota Boyz were now placed comfortably far away (and doubtless wondering where the rest of the warband had gone). However, Skarfang found himself still disturbingly close...

TURN 6 – BLACK TEMPLARS

Pete: All that remained was for the Emperor's Champion and the Chaplain to kill the Big Mek and consolidate into cover on general principle. The Dreadnought was unable to shoot but was still mobile. The pass was a slaughterhouse, packed with the bodies of the dead and dying, but the Black Templars had held the line. Head-to-head and blade-to-blade they had met the Ork Waaagh! and survived.

The game was a draw, each army holding one quarter, although "army" might be an inappropriate term for the tiny handful remaining on both sides.

The lascannon gunner prepares to sell himself dearly as the Orks swarm towards him.

I REALLY HATE THE EMPEROR'S CHAMPION

Andy: As ever with Pete, this battle was wonderfully hard fought, and it was fascinating to see how he managed to wrest the initiative back with a numerically inferior force after a setback many players would never have recovered from. I didn't really plan for the victory conditions of the mission until the end game, as we wanted to get in some big fights. However, tactically spreading out to grab more table quarters would probably have given me more chances to whittle down the Templars with firepower and fight in areas where my numbers would have counted for more. Mainly, I needed to roll better dice and Pete to roll worse ones.

The trial Assault rules worked really well, even when we tried to push them with odd combinations of different Armor saves, Toughness, and weapons. I can't say that I need to modify my tactics or army to suit the new rules particularly; Nobz for every mob look tempting, but then they always did. Leading with the Grots to break the Templars' initial charge might have been a better plan, but I didn't anticipate the vehicle rush stalling so easily. All in all, the extra tactical choices to be made for assaulting units made this a more interesting assault-orientated game than any I've had in a long time.

WALKING IN THE VALLEY OF DEATH

Pete: This battle was enormously enjoyable. After losing the Land Raider on the first turn, it was an uphill climb for the Black Templars, but they stuck to their task with typical resolve. Having two rock-hard independent characters made all the difference, especially when Gorbag died leaving the Orks with no one who could really stand up to them. I will remember the Champion's lone charge for some time, especially as he managed to walk away from it afterwards.

Overall, the Assault rules worked superbly. The game involved some of the most complex close combats imaginable. There were characters, Killer Kans, Dreadnoughts, Orks, Marines, and Grots all getting stuck into one another, and it was interesting to see how differently this sort of vast melee flows with the trial rules. In this case, we got the game done in an afternoon, including a coffee break and time to note down all the moves and take the piccies.

The valley was a charnel house. Greenskin corpses and smoking vehicles choked its width, filling the air with the stench of Orkish blood and burning fuel. Black Templars reinforcements scoured the battlefield, dispatching wounded Orks or tending to their fallen brethren. Much blood had been shed this day, and Chaplain Cotea wearily dropped to his knees, offering a short prayer of thanks to the Emperor for this chance to smite His enemies. His armor was dented and torn, clotted blood coating his breastplate from a dozen shallow cuts. Brother Akeris stood swaying at the mouth of the valley, a mound of dead Orks surrounding him. The Black Sword dripped with gore, its blade dulled with Greenskin blood.

Cotea counted himself a formidable warrior but knew now that he was a novice in comparison to the Emperor's Champion. The carnage Akeris had wreaked amongst the Orks was little short of legendary. Vehicles, Orks, the smaller slave creatures, and the blasphemous mechanical constructs had all fallen before his righteous zeal. Cotea rose to his feet and marched towards the Emperor's Champion, hooking his Crozius on his belt.

"Brother Akeris, you fought like the great Sigismund himself."

The Emperor's Champion turned, his face a mask of contrition.

"You flatter me, Brother Chaplain, but their leader escaped just retribution upon the blade of my sword. I have failed in my vow and do not deserve your blessing."

"True, but your valor was unmatched by any I have seen. I shall pass word of your deeds to High Marshall Helbrecht upon your completion of penance for your unfulfilled vow."

The Emperor's Champion spun his sword to rest point down in the bloody sand and knelt before Chaplain Cotea.

"It shall be so, Brother Chaplain. Name my penance, I undertake it willingly."

ASSAULT!

How the new rules can affect your army

Chapter Approved in this issue covers the trial Warhammer 40,000 Assault rules. We thought it would be a good idea to let veteran gamers explain how the new rules affect their armies.

The Assault rules in Chapter Approved will no doubt have left many players with one thing on their minds: what do these changes mean for my army? As a result, we've decided not only to showcase them in a special battle report with Andy Chambers and Pete Haines who explain the differences as they go, but also to feature them in this special report. We're well aware that not everyone plays Space Marines and Orks, and so we've taken the opportunity to look at a few other viewpoints. We've scoured the Studio and the internet for veteran Warhammer 40,000 players and asked them how these trial rules influence their armies. We've even found a few who were only too pleased to talk us through the changes they plan to introduce. So, without further ado...

ELDAR

Phil Kelly: The Eldar have several units and models that specialize in close assault, and the trial Assault rules present some interesting choices when applied to these troops.

If you've ever watched your 70-point, 1-Wound Exarch bite the bullet before he really gets to strut his stuff, there's some good news for you. Under the new rules, the rest of his unit will take the incoming hits on his behalf. There's also some general changes (but nothing too difficult) to get your head around. Let's look at a few examples.

Howling Banshees: These don't fare too badly in the trial Assault rules. The fact that they lose the +1 Attack assault bonus if they shoot is not too much of a dilemma. Firing a volley of shuriken pistol shots at the enemy can potentially leave you without anyone in range to assault, and let's face it, you'd rather be using those power swords at full effectiveness. Besides, 90% of the time I find I'll use *Fleet of Foot* to get a squad of Banshees into a better assault position. I doubt I'll miss a smattering of shuriken fire given the alternative: more choppy death (striking first, naturally). The Exarch power *Acrobatic* comes into its own here, as the Banshee Exarch can flip into combat anywhere she wants. This can be very useful for extending the 2" kill radius of the Banshees deeper into an enemy unit, thereby ensuring that none of those lovely wounds from power weapons get wasted due to an embarrassing lack of victims. This power can also be used to land the Exarch right in front of an enemy independent character, add her blows to those of her sisters, and hopefully take down the enemy before he gets to strike.

Phil Kelly's Howling Banshee Exarch uses the Acrobatic *power to extend the unit's kill zone.*

The Nobz with the power claws snip the legs off a Wraithlord whilst the Warboss deals with the Wraithguard.

Striking Scorpions: The Exarch can really use that scorpion's claw to great effect, and beefing it up with *Crushing Blow* for a Strength 9 attack will really worry Dreadnoughts. Alternatively, give the Exarch a Biting Blade (allowing you to keep rolling one more D6 each time you wound) and *Crushing Blow* for a really great character-killing model. Try it against a Dark Eldar Archon who is busy attacking the Exarch's squad, and you'll see what I mean...

Swooping Hawks: As with the Banshee power *Acrobatic, Bounding Leap* can ensure that your Exarch is in the thick of things, allowing him to get the full use out of the *Sustained Attack* Exarch power (roll another D6 for each successful "to hit" roll). Combined with a Web of Skulls and shuriken pistol, this power will commonly result in the Exarch making seven or more power weapon attacks. Such an extortionately expensive combination of wargear and Exarch powers is far more justified with the new rules.

Storm Squads: The implications aren't too bad for small tank-busting Storm Squad units; firing the two fusion guns you can invest in won't affect the use of their haywire grenades one bit (they can only make one attack with the grenades in any case). However, if you're assaulting an infantry unit, I wouldn't bother firing the fusion guns or even contemplate flamers; Storm squads really need all the attacks they can muster. Also, if you like using a Warlock with the *Enhance* power in your Storm Squads to give them a bit more punch, rest assured the benefits of *Enhance* will remain until the last man is left standing.

Dire Avengers: The new rules are a bit of a double-edged Diresword for the Dire Avenger Exarch. On one hand, the Exarch power *Defend* comes into play only when the Exarch's squad is whittled down; opponents will be attacking the unit as a whole and so will not be affected by this power. On the other hand, *Distract* can be very useful: the Exarch can get into combat with the scariest enemy model and impose -1 Attack without fear of retaliation. He can similarly use his pricey Diresword to full effect provided some of his squad are still alive.

Seer Council: Working out combats with these guys is no longer a logistical nightmare, as you can happily assign hits to whomever is in the majority (Warlocks or Farseers) without worrying about who's in contact with who. I've lost count of the number of times I've had a dice marking "wounds lost" by three of my Farseers, getting mixed up with who has what psychic power, and generally getting irritated, and I'm extremely glad to see the back of it. Naturally, the Warlocks with *Augment* will be sporting "kick me" signs from now on...

Wraithlords: To avoid this much-maligned behemoth being crippled by power fists, try to ensure he has some back-up; if the guy with the power fist is preoccupied fighting off Striking Scorpions, the Wraithlord can strut its stuff in safety. Alternatively, take the bull by the horns and charge the power fist directly, ensuring the Wraithlord's "kill zone" incorporates the fewest models, and your opponent will be forced to take off the one major threat to you.

The Avatar: As the Avatar is an independent character, the fact that he has joined a squad does not affect his combat ability in the slightest; any attacks allocated against him will have to go up against his daunting Weapon Skill and Toughness.

Being primarily an Ulthwé player, I'm pretty jazzed about these Assault rules, because a mixed unit of multi-Wound models, such as the Seer Council, could be a real pain beforehand. I'm all in favor of anything that streamlines the Assault process. Now back to those D-cannons...

CHAOS SPACE MARINES

Pete Haines: As an Iron Warriors player, I could be blasé and take the view that a different set of Assault rules aren't something I need to worry about, because I like to shoot the enemy down before any of that crude hacking and slashing is needed. That would, however, be a terrible mistake. Even though I normally put more reliance on the lascannon than the chainsword, I still include the Assault in my game plan. I no longer rush across the table as I did when I first started playing with Chaos Space Marines but have honed down assault to something performed by a specialized part of the army.

There will normally be three assault elements in my standard 1,500-point army: my Chaos Lord, Murchad Kite, who is normally used independently of a retinue; my Dreadnought, Kase; and finally my Rhino-mounted Assault squad led by the Aspiring Champion Kaliban Tusk.

Murchad Kite has an expanding range of predominantly bionic battlefield manifestations. These manifestations always emphasize close combat, the idea being that Kite will lurk in the gun line and then either divert the enemies' attention by flanking their line of advance or meet an attack head-on. In the revised Assault rules, independent characters are always treated as separate units for close combat purposes, so the fact that he fights as a lone wolf need not change. I will need to be careful about where he charges though. The only enemy models he can kill in close combat are those engaged with him or within 2" of them. There is therefore very little point in hitting the end of a line where only two or three enemy models are in jeopardy. Kite rarely uses ranged weapons himself; there is no need for him to, because he has troops for that. Consequently, he will not be bothered by the need to shoot at only those units he intends to assault subsequently. Overall then, Warsmith Kite should not have to change his style too much.

The Dreadnought Kase is a vital part of my army's approach. Just as Lord Kite stands ready to intercept an enemy attack before it reaches my lines on one side, Kase guards the other. Anything that expects to get at my guns must be prepared to fight one or the other of them, and often both. Unless he becomes frenzied and doubles his number of attacks, Kase will not be bothered by the restriction on affecting only enemies engaged with him or within 2" of them, as he only has 3 Attacks. One cause for alarm is that he will no longer be able to pick off enemy unit leaders with irksome power fists as he used to. When charging in, therefore, it will be important to make sure that he hits the enemy somewhere where the power fists aren't. I never depend on him laying waste to entire units anyway. Mainly, he is there to tie down dangerous units before they can do what they want to do. Oh, and fire his twin-linked lascannon, I guess.

As will be becoming obvious, my Iron Warriors counter-assault more than assault. There are times, however, and it saddens me to admit it, when the enemy can actually outshoot me. There are evil, wicked Tau, Imperial Guard, Space Marines, and even Eldar armies in the world that have more firepower at their disposal. That means I can either be sickened and disgusted by their blatant plagiarism of my tactical methods whilst losing or compromise a bit. I choose to compromise a bit. Kaliban Tusk's squad is the result. It is a nine-man squad with bolt pistols, chainswords, the odd meltagun, and an Aspiring Champion with a power fist and combi-melta. They ride in a Rhino with extra armor and smoke launchers. There is nothing really original about this – the combi-melta maintains the theme of the dominace of guns in the Iron Warriors, but I suspect lots of players use virtually identical units.

The first challenge Mr. Tusk and his pals will have to overcome with the new rules is the stipulation that they can only charge what they shoot at. Many, many times I have delighted in disembarking, firing a nonchalant salvo of meltaguns at an enemy tank off to one side, and then charging into combat with some infantry. Fortunately though, I have an alternate approach, which involves disembarking the squad right in front of its intended target so that, even if I fire at the enemy, there is no chance that I will be out of charge range after any casualties are removed. As there are lots of loyalist Chapters (e.g., Space Wolves, Black Templars, and Blood Angels) with more potent assault units, a volley before charging in can be a good equalizer. This tactic is now more valid than ever. The loss of the assault bonus when charging after firing is a nuisance, but I have concluded that the shooting is worth it; after all, every man effectively gets an additional attack, hitting on 3+ with the Strength and AP of his weapon, which will always be as good as, or better than, anything he can do in close combat. Most importantly, the enemy dies long before he can fight back. The only downside I can see is that enemy models might flee before I can charge them, leaving my squad looking a bit sheepish. The sight of a few pairs of smoking boots and a dust cloud disappearing over the horizon is not an uncommon one to an Iron Warriors player though, and such a sight reminds anyone who stands still long enough that enemies just aren't as worthy as they were in the days of the Heresy. The real benefit though is that Kaliban Tusk can get stuck into Wraithlords or Dreadnoughts with his power fist, without getting squished before he gets a go. This factor alone is worth any other inconvenience.

So in conclusion, the trial Assault rules necessitate a few minor changes in approach, which I will inevitably forget all about for a few games until the consequences traumatize me into remembering. The improved clarity of the new rules is well worth the effort though, and I am looking forward to hassle-free assaulting from now on.

DARK ELDAR

Agis Neugebauer: In my opinion, the trial Assault rules are shifting the game balance in the right direction. In Warhammer 40,000 Second Edition, the game was a bit static. With the Third Edition rules, the Games Development team did a great job of putting some serious dynamism into the game. The game became a bit too close-combat-oriented for my taste, but the new Assault rules are now balancing the game. Under the trial rules, it's not always a good idea to charge into close combat, and you are forced to consider your decisions a bit more wisely.

So, how do these changes affect my more close-combat-oriented Dark Eldar

army? Basically, in how I equip my squads. Under the Assault rules in the rulebook, I always equipped my Wyches with two blasters per squad to give them some firepower before delivering the charge to the enemy. Since shooting before an assault will now remove the additional +1 Attack bonus, it is no longer a good idea to equip pure assault troops with good and, points-wise, costly ranged weapons. For the 10 points that the two blasters cost, I can almost get another Wych for the squad, which translates into three more Attacks in close combat when charging.

Another new rule is that you can force enemy units within 6" of a wiped-out unit to pass a Leadership test or fall back. Because of this, I tend to equip my Wyches now purely for close combat and use the maximum number of models per squad. Assault troops are no longer "jacks of all trades"; they now have to become more specialized to be truly efficient. Under the old rules, my typical Wych unit consisted of five Wyches with splinter pistols and close combat weapons, and two with blasters, led by a Succubus with a splinter pistol and an agonizer. These were deployed in a Raider armed with a dark lance. This squad could make as many as 19 close combat attacks (plus those of the Succubus).

My new Wych squad consists of nine Wyches with splinter pistols and close combat weapons, all equipped with Wych weapons, led by a Succubus armed with a splinter pistol and an agonizer. Again, these are all deployed in a Raider armed with a dark lance. The new squad's possible number of close combat attacks is now 27(!) when charging (plus any additional havoc the Succubus can inflict upon her victims). OK, the new squad is really not good at shooting, but the potential close combat efficiency has dramatically improved. The chances of the squad delivering that important "Wipe Out!" charge has improved greatly.

I am still unsure if I should shift the balance of my army a bit more into the shooty direction. I am a big fan of an army selection that gives me the opportunity to be good in shooting and in hand-to-hand. I'm sure some more games under the new rules will enlighten me further!

TYRANIDS

Phil Kelly: Tyranid players the world over can be forgiven for thinking the new Assault rules pose a couple of nasty questions for their monstrous creatures. A Carnifex could previously stomp a Tactical squad into the floor without raising a sweat. Now he has to be very careful of the Veteran Sergeant with the power fist, because all the Carnifex's wounding hits will be meted out to the rank and file rather than directed squarely at the guy with the big hand. However, with a bit of thought, this can be circumvented. As with any large and impressive close combat beastie, be it Dreadnought, Wraithlord, or Hive Tyrant, the trick is to support them with a squad of little guys.

I've found that one of the secrets of using the Tyranids properly lies in the timing of the attacks, with the Gaunts forming a "first wave" that ties up the opponents' firepower and blocks line of sight until the heavyweights of the second wave can close in for the kill. So, given this fairly basic tactic, I'll tackle the implications of the trial Assault rules in two main sections.

First Wave: The humble Termagants and their Gargoyle cousins are affected quite strongly by these trial rules, as often the only time they really get to use those 12" fleshborers is before an assault. It's still worth loosing a volley if they are in range (S4 hits from shooting, S3 from close combat), but their close combat effectiveness is definitely reduced by doing so. Still, the way I see it, these squads aren't really there for their lethal combat prowess so much as to tie up enemy troops, so their

Hormagaunts can surround a model equipped with a power fist before it gets a chance to attack your gribbly monsters.

A Wych squad equipped with close combat weapons can unleash a horrendous number of attacks!

battlefield role remains the same. Half of the time I find I use their *Fleet of Claw* rule to get into position for an assault in any case.

The good old Hormagaunt does quite well with the changes introduced in the trial rules. They have no guns, so the Termagant's fleshborer problem does not apply. More pointedly, in the Moving Charging Units section, there is a sentence stating "After the first model in the unit has been moved you may move the others in any sequence you desire." This means that every member of those really large squads of Hormagaunts can get into the mix. Simply move the one at the front first; then the ones at the back; then the rest. With the *Bounding Leap* rule (12" assault, all those within 2" of the enemy make their full attacks), you should be able to get a full brood of 32 into combat with the victim squad, whereas before, there would inevitably be stragglers. This tactic will net you a healthy 96 attacks. Why not invest in a bucket and pour a tidal wave of dice over the table for the full psychologically damaging effect?

The fact that Sweeping Advance no longer involves running down the enemy will stop those insane instances where a lone Termagant gets a lucky kill, and one flopped Morale test later, the entire enemy command squad has been run down and slaughtered by one measly alien. The Hormagaunts can no longer chase their enemies down with their flashy 3D6" pursuit. However, they can certainly lock them in place whilst the monstrous creatures wade into the mix, and they will stay in Synapse control range rather than gallivanting across the table. When you pile in your Gaunts at the end of the assault, try to get as many as you can around the guy with the power fist; the Carnifex will thank you for it in a turn or two.

This new Sweeping Advance rule also stops Gaunts being shot to pieces by the entire enemy army when they careen into another enemy squad. Remember this golden rule: for light assault troops, close combat is the safest place to be. That's what you bought them for, after all.

Second Wave: The larger gribblies in the Tyranid swarm are also affected pretty strongly by these rules. As stated above, they need to watch out for power fists, thunder hammers, and the like; swamping him with smaller Tyranids is is a good start (see above). You might find that accompanying your monstrous creatures with Genestealers really does the trick; they move at the same rate and can tip the balance. If the guy with the power fist can remain standing with a bunch of Genestealers ripping through his armor, then fair play to him.

The big guys also have a dilemma in the Shooting phase preceding their assault. Most of the heavy firepower that the Tyranids can throw out comes from precisely those monstrous creatures you were intending to plunge into the thick of the fighting. At first, the fact that you can't squeeze out a few more venom cannon shots at the enemy tanks before crashing into the assault without losing an attack may leave you peeved. However, if you're about to plunge into assault, the tank won't be able to touch you until you're done squishing the enemy unit anyway. You might find that the new rules encourage you to take more scything talons and rending claws biomorphs instead of ranged weaponry, especially for units like Raveners, which can no longer slaughter one squad with devourers before assaulting another. Still, the prospect of making your units more formidable in close combat shouldn't irritate Tyranid players too badly, should it?

SPACE WOLVES

Paul Rudge: As a Space Wolves Lord, I learned very quickly that the Assault phase is where my army excels. When I heard that the Games Development team was working on a trial set of Assault rules, I was, of course, more than slightly concerned. My army has always been based around a strong

attacking combat force of around 30 Space Marines mounted in three Rhinos, with a varied selection of supporting units. After the release of *Codex: Space Wolves*, my feral warriors began to evolve into what I now consider to be my first choice army. It consists of:

- One pack of Grey Hunters.
- Two packs of Blood Claws (each of which is led by a member of the Wolf Guard and mounted in a Rhino).
- Three Attack Bikes (unlike Land Speeders, these can engage in combat and under the new Assault rules still receive the +1 charge bonus even after they shoot).
- A Leman Russ Exterminator (Armor 14 and BS 4 – eat your heart out, Imperial Guard generals).
- A Venerable Dreadnought with with a plasma cannon and Dreadnought close combat weapon (BS 5 and WS 5 – better than your standard Space Marine Dreadnought).
- A Rune Priest, equipped with a whole host of nasty close combat weapons (and the ability to cast *Storm Caller*, which when combined with the new Assault rules has become a very deadly defensive ability).
- Of course, no Space Wolves force would be complete without a unit of sneaky Scouts, which always use their special ability to set up close to the enemy or enter the battlefield from behind them.

As I'm sure you can see, the army has been designed around the idea of quick movement, with every unit having the capability and intention of engaging in close combat. Even the Leman Russ Exterminator can now help swing the outcome of a prolonged combat, because the trial rules allow it to shoot at any models from a unit that is locked in combat but who aren't in the Kill Zone.

The Space Wolves' love of combat is represented by the fact that their wargear list is aimed, almost solely, at improving their combat abilities. The basic troops within the army are not allowed heavy weapons; instead, they have access to more power weapons. My packs take as many of these valuable tools as they can carry; my current packs include one power fist amongst their many power swords, giving them the ability to deal with any vehicles they may come across. The problem I have found in the past is that, all too often, a wise opponent simply targets as many close combat attacks as they are able to towards these individuals, killing them before they have a chance to do the harm intended. As I read the rules about losing the charge bonus if the unit shoots in the turn that it charges, a smile began to grow across my face. Blood Claws with the Ballistic Skill of Guardsmen will not have to ponder whether or not to shoot (unlike other Space Marine commanders), as their +2 charge bonus and their inability to aim straight make the decision a simple one; time to convert a squad of Blood Claws with a chainsword in each hand, I think!

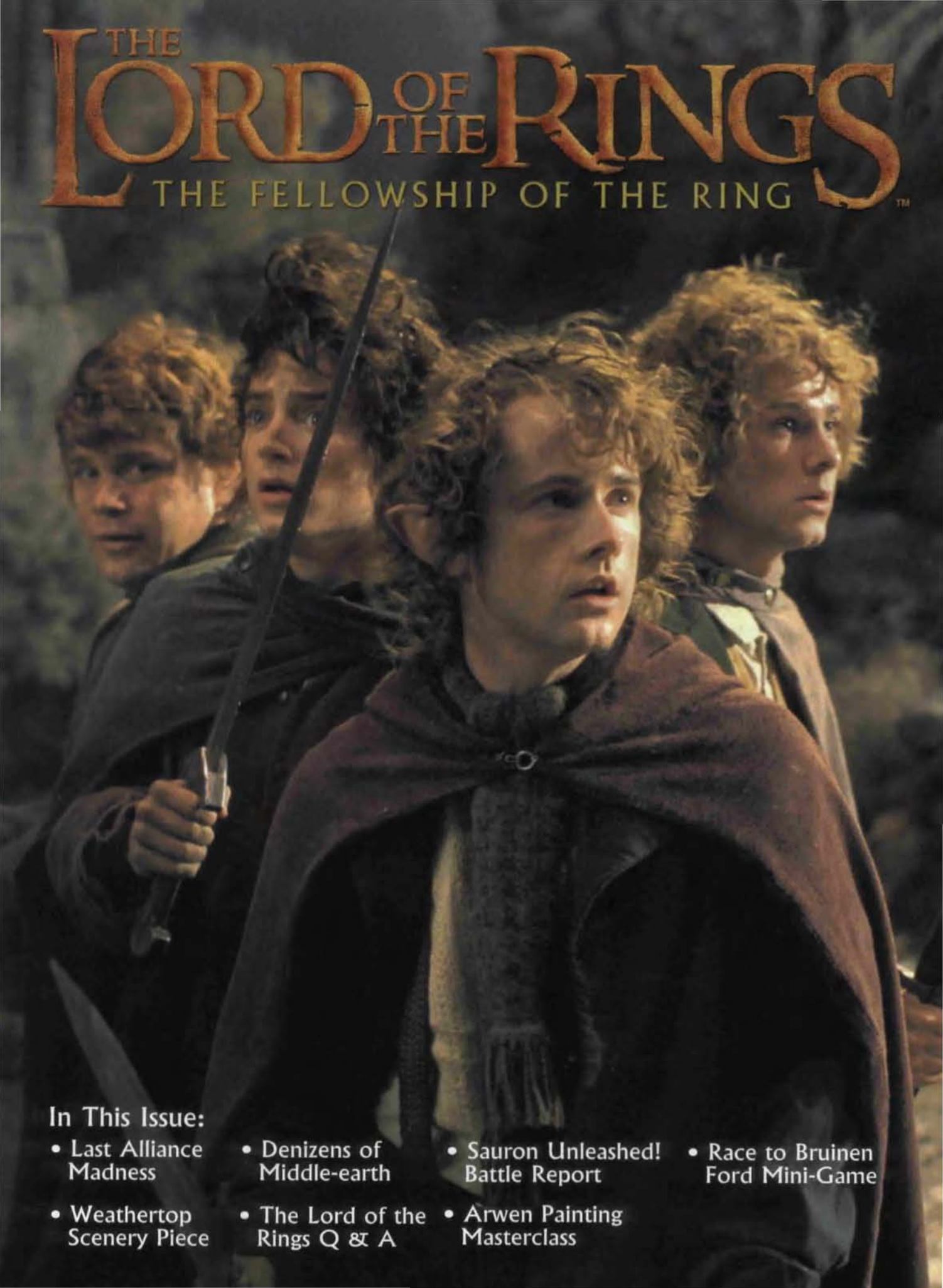
These trial rules have also made me look at the Space Wolves' special skill *True Grit* in a new light, as I must admit to never liking losing the +1 Attack bonus (for equipping my Grey Hunter pack with both a boltgun and chainsword), simply because I wanted to give a pack of Grey Hunters a more tactical role on the battlefield. Working within the new rules, they don't lose an attack for shooting and charging, as they never had it in the first place.

Of course, not everything about these trial rules is going to make me smile. But the fact that the *Storm Caller* psychic ability no longer allows a charging unit to count as being in cover when it makes it attacks is only a minor setback. Anyway, most of my regular opponents know that particular tactic all too well and have devised devious tactics to avoid the unit or nullify its effects. Besides, my Wolf Guard pack leaders, resplendent with their newly donned power fists and proudly wearing their treasured wolf tooth necklaces, are secure in the knowledge that under the new rules wearing a power fist will no longer make them the sole target for the unwanted attentions of the towering Wraithlords and monstrous creatures. Which reminds me, I must go and settle a few old scores with several of those deadly individuals and collect a trophy or two.

And there we have it. Although we do not have the space to cover every race and every unit, nor every single change listed in this month's Chapter Approved, we hope that we have at least shown all the major changes in context. Besides, if we published every little detail of how to get the biggest advantage from the Warhammer 40,000 rules, the game would be a lot less fun. We hope that you find the Assault phase a lot more realistic and smooth to play with the changes we presented this month. After a short period of getting used to the new rules, they should really add something to your game. Good luck, and may your blades stay ever sharp!

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING™



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LAST ALLIANCE MADNESS!

Mount Doom and its foothills were brought to life by our US Hobby Team. Here's how!

THE FINAL BATTLEFIELD

From the start of the Last Alliance project, we knew we wanted a massive gaming table for staff gaming and big games at the three North American Games Days this year. This table would have to be backed up by an enormous smoking volcano, Mount Doom. There would be no more impressive way to introduce the Dark Lord Sauron to the unsuspecting world.

1. Jason Buyaki, US Hobby Team manager, began by working on three 4'x8' tables. Along one edge, he built a series of cliffs and washouts. For a step by step guide, head to our website:

www.games-workshop.com/lotr/lotr.US

2. The surface of the battlefield was textured with a mixture of sand and gravel, glued down with wood glue.

3. Once the glue was dry, the tables were painted with black acrylic house paint. The guys used a very large brush!

4. Lots of excited gamers attended our staff event, with fairly even numbers aligning themselves to the sides of Good and Evil. For the results, head to the report on our website.

5. Mordor Orcs and a Cave Troll swarm towards the Elves of the Last Alliance.

CONSTRUCTING MOUNT DOOM

For many people, this part of the project was going to be the most exciting. Who wouldn't want an enormous smoking volcano in their gaming room?

1. Jason began by building a platform in two halves to give Mount Doom the imposing height it should have. On top of this platform, he then constructed some basic framework and added plywood sheeting.

2. Thick sheets of insulation foam were screwed to the framework to give the volcano its basic shape.

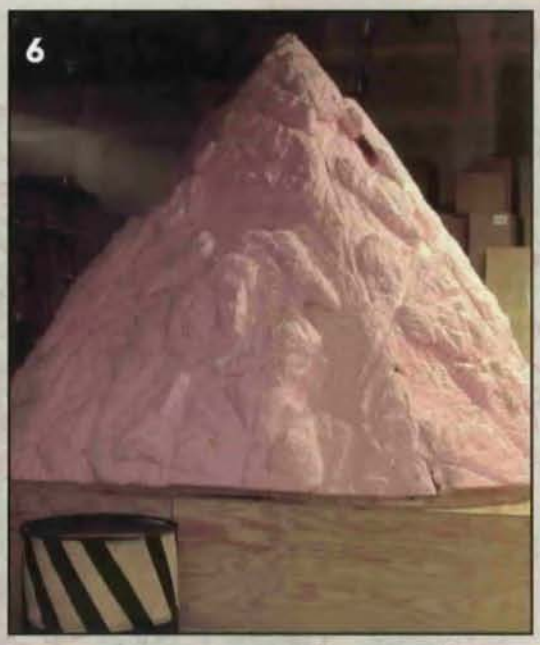
3-4. Jake screwed more chunks of insulation foam to the structure to add texture and form.

5. The immense size of Mount Doom meant that Jason, Chad, and Jake were forced to climb on it to start the texturing process, careful slicing and gouging with sharp knives. Be very careful if you attempt this madness at home!

6. The entire surface was scored and marked, and TEN cans of expanding foam were used to create the lava flows!

7. The volcano was then sprayed with an acrylic paint called, appropriately enough, 'Magma.'

8. The finished Mount Doom at Games Day Baltimore. Red lights and a smoke machine really added to the atmosphere!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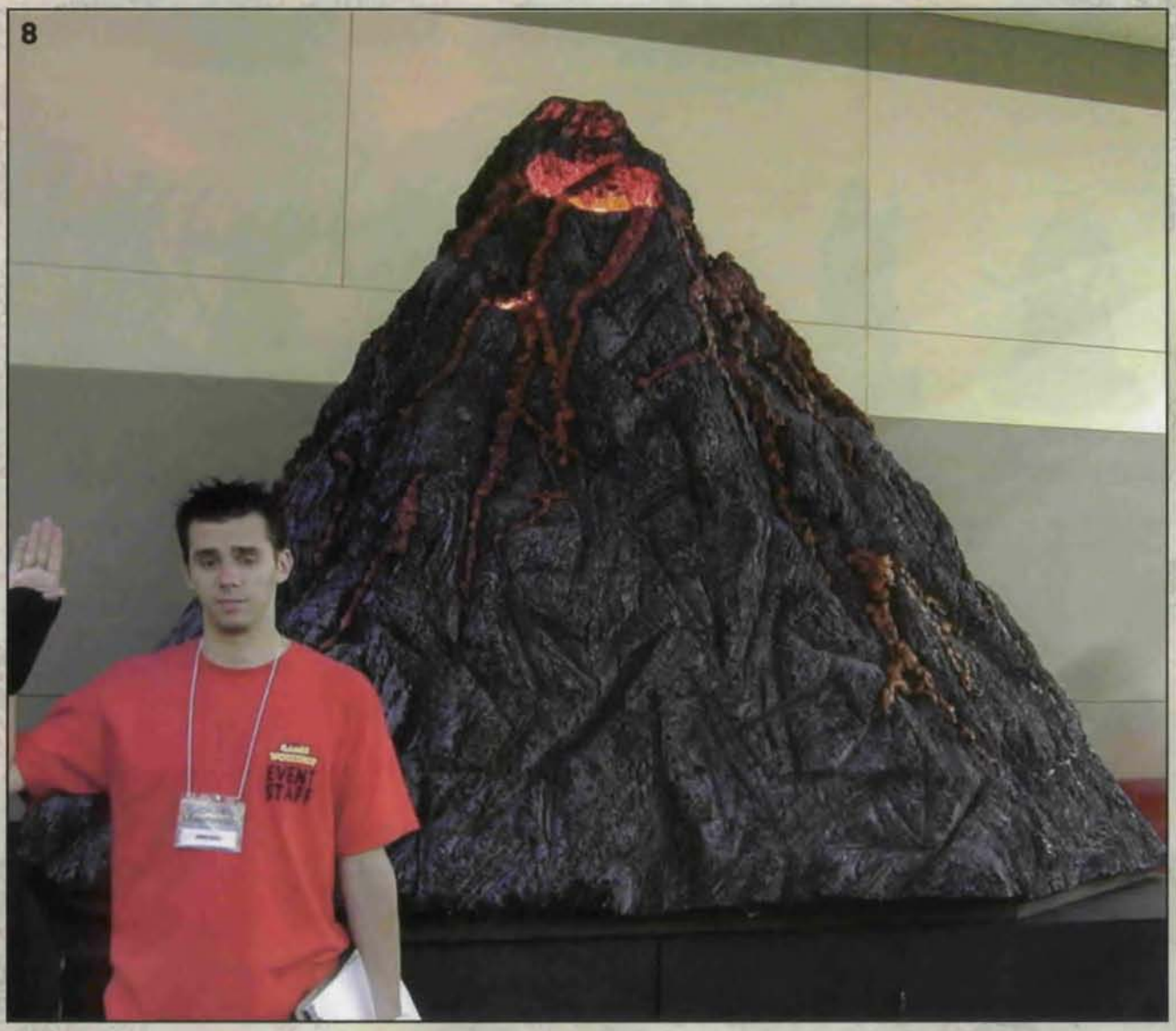

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DENIZENS OF MIDDLE-EARTH

The Lord of The Rings gamers' models

This month, we start a new feature in which we showcase models that gamers have in their own collections. Included here are some dioramas that our store managers brought with them to a recent meeting at HQ.

Rob Wood's Elven collection

Gil-Galad

High Elf Warriors

High Elf Archers

Elrond

Galadriel

Celeborn

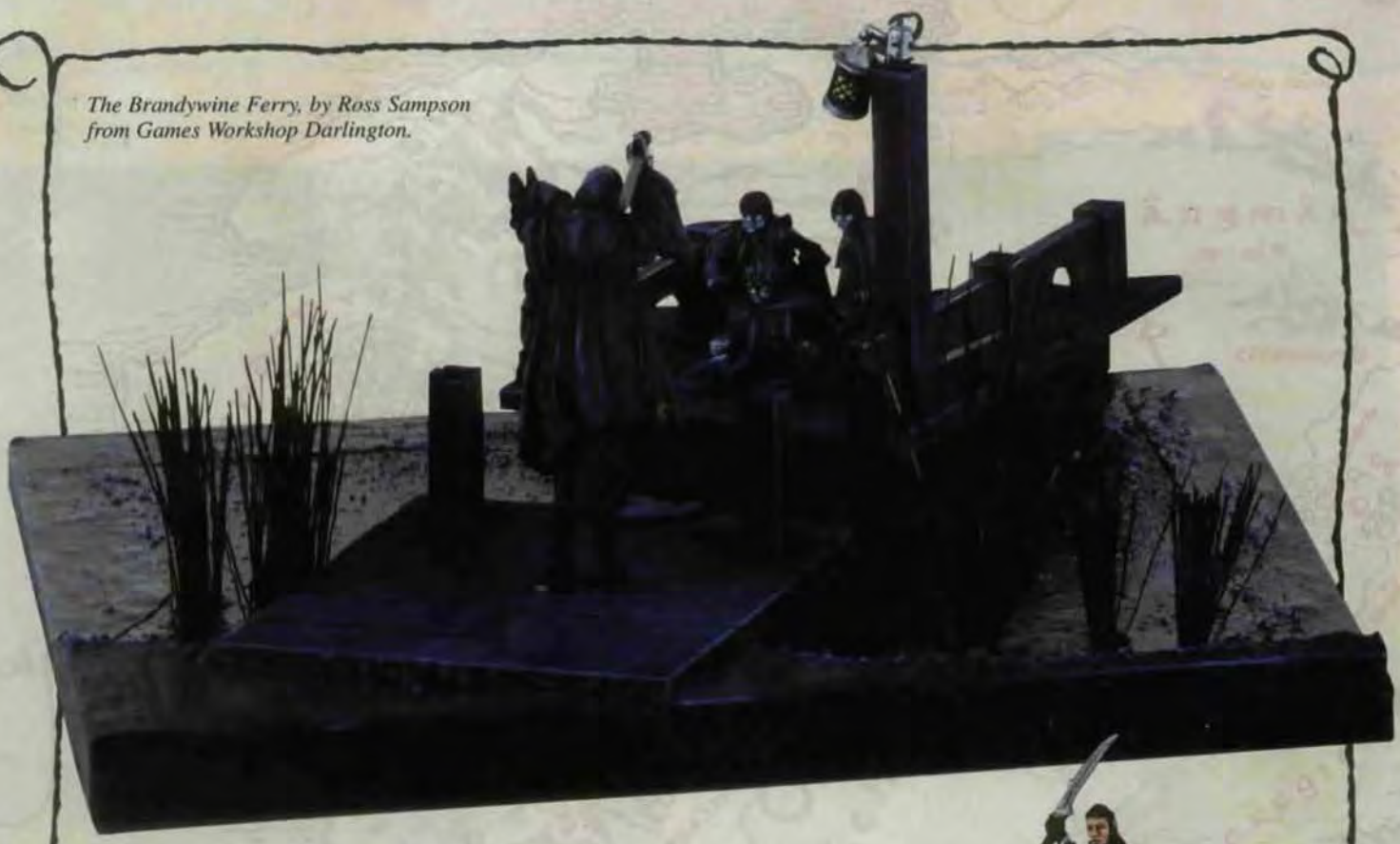
Wood Elf Warriors

Bruinen Ford, by Ian Hawkins from Games Workshop Bradford.

▲ *The Fellowship of The Ring in Balin's Tomb, by Alan Mander, Mark Howlett, Toina Mander, and Matthew Barker from Games Workshop Hull.*

► *Legolas slays the Cave Troll, by Adam Todd, Warren Crowhurst, Simon Odd, and Paul Bridges from Games Workshop Bluewater.*

The Brandywine Ferry, by Ross Sampson from Games Workshop Darlington.



Aragorn, by Neil Bosher from Games Workshop Milton Keynes.

Boromir, by John Taylor York from Games Workshop Preston.

Arwen Evenstar, by Ray Dranfield from Warhammer World.

Converted Uruk-Hai, by Bo Tolstrup.

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THE FELLOWSHIP OF THE RING™

Relive the battles and adventures of **The Fellowship of The Ring** *with The Lord of The Rings battle game – a tabletop strategy game for two or more players. In this box, you'll find a rulebook, dice, and 48 highly detailed plastic miniatures – the ideal start to your collection.*

The Strategy Battle Game
$39.00 US / $59.00 CDN

The Lord of The Rings game contains a 128-page full color rulebook, 48 highly detailed plastic miniatures (8 Men of Gondor, 16 Elves & 24 Moria Goblins), a ruined building, and dice.

Sauron
$24.99 US
$32.00 CDN

The Sauron boxed set contains Sauron, Elendil, and Isildur.

Warriors of Middle-earth
$14.99 US /
$20.00 CDN

Contains 4 Men of Gondor, 8 Elves, and 12 Moria Goblins.

Moria Goblins
$14.99 US /
$20.00 CDN

Contains 24 Moria Goblins.

Warriors of the Last Alliance
$14.99 US /
$20.00 CDN

Contains 8 Men of Gondor and 16 Elves.

Ambush at Amon Hen
$39.99 US / $59.00 CDN

The Ambush at Amon Hen boxed set contains Aragorn, Dying Boromir, Legolas, Gimli, Lurtz, an Uruk-Hai with Pippin, an Uruk-Hai with Merry, and 3 Uruk-Hai.

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THE LORD OF THE RING

A Battle Report for The Lord of The Rings

Using the new scenario from last issue, this battle report recreates the epic confrontation between the forces of Good, led by Gil-Galad, Elrond, Elendil and Isildur, against Sauron and his Orc followers.

The Last Alliance of Men and Elves resulted in an army of the most powerful of each race leading massed ranks of thousands of their best warriors against the Orc hordes and their supreme master, Sauron, the Dark Lord, the Lord of the Ring. Should Sauron win, the lands of Middle-earth would fall under his fell rule, and so this battle was the final chance to stop this dark future from becoming a reality.

In *The Fellowship of The Ring* film, the action starts with the Last Alliance and sees the mightiest of Elven heroes, Gil-Galad and Elrond, join forces with the mighty leaders of Men, Elendil and his son Isildur, to command a colossal army. They clash with huge forces of Orcs, and eventually the Dark Lord himself strides into the fray smashing apart a dozen or more warriors with each sweep of his mace. With the One Ring on his finger, he is a colossus that none can stop.

In this battle report, we'll be replaying this most famous of battles in Middle-earth history. The alliance will be led by Matt Hutson, who has been undefeated so far in The Lord of The Rings battle reports, and Rob Wood, one of our The Lord of The Rings team. They will try, through weight of numbers and the valiant actions of their Heroes, to stop Alessio Cavatore from leading Sauron to victory. Alessio now heads The Lord of The Rings Games Development department and rejoices in his new title, "Ringbearer." To say he's a fan of the books and the film would be an understatement of enormous proportions!

We'll be using the new scenario found in *WD 270*, "Sauron Unleashed," and it's worth noting the changes to Elrond found in that same issue. We also used one of the great battlefields from the newly refurbished Warhammer World. The scene is all set for a titanic battle – can Matt and Rob stop the Dark Lord, or will Alessio cover all the lands in a second darkness? Read on...

THE LAST ALLIANCE

Rob Wood

Rob: Always put your trust in an Elf – well that would be the plan anyway. When you are going up against Sauron, you need the most capable troops at hand, and during the Last Alliance, the Elves were second to none. The plan for Matt and myself was simple; take care of as many of Alessio's Orcs as quickly as possible through concentrated bow fire and the use of Spearmen and Gondor swordsmen. At the same time, we needed to protect all of the characters and the Elves armed with two-handed swords, as we would need all of these for the showdown with the Dark Lord.

With this in mind, we split our forces directly down the middle, Men on the left and Elves on the right. This division would give me around 20 Orcs to deal with, and knowing we would have priority on the first turn, my entire contingent of spearmen and a few of my swordsmen were placed in a position to charge the Evil ranks immediately. The bowmen were placed to the side looking for any possible angles where they might put their deadly aim to use. Once we had dealt with the Orcs, I would then look to link up with Matt's dogged Men of Gondor and try to surround Sauron.

Hopefully, the superior Fight value, high Courage, and Elven accuracy with the bow would cut a path through those Orcs and lead straight to the destruction of the Dark Lord himself.

Matt Hutson

Matt: Let's face it, one-on-one, an Orc is just as good as a Man in combat. Hopefully, my superior numbers would be the telling factor in eliminating my allocated quota of Orcs. It had quickly become apparent when we played this scenario before that the High Elves were far better at taking on Sauron due to their higher courage and two-handed weapons. The Men, however, struggle, as their lower Courage means that you can usually only rely on about 50% getting into combat. When they do get in, they need to roll two 6s in a row to do any damage to the Dark Lord. To this end, Rob and I had decided to protect the Elves with two-handed weapons and, of course, the characters. We would commit these only when Sauron appeared. The troops left over from killing Orcs would be used to encircle Sauron and ensure that we take him on in one go. The worst thing to happen would be to let Sauron take us on piecemeal. It would take the combined power of all our characters and troops working together to ensure victory.

When it comes to fighting Sauron, previous experience has taught me that Elrond is easily the best character for wounding him. To this end, Rob and I decided that we would save Elrond's Might to help him wound Sauron and use the other characters to ensure that we get to move first and win close combat.

THE MASTER PLAN

Alessio Cavatore

Alessio: Ah! Pathetic weaklings! In their foolishness, they dare challenge the Dark Lord Sauron. They shall pay for this arrogance. They shall be taught a lesson in humility. Of course they can defeat my useless Orcs, but this time, they are facing their doom! None will be spared! I'll slaughter them all!

OK, now let's calm down a bit from the delirium of omnipotence that playing with Sauron inspires and try to work out a plan to win this game. It would be embarrassing if, after all this big talking, they cut down Sauron in two turns.

I've written this scenario so that it's extremely difficult for the Dark Lord to survive the battle – it would certainly ruin the book/film otherwise, but he can do some damage before he dies and take quite a few Men and Elves with him.

The Orcs are certainly not going to last long, outnumbered as they are by such a superior force. It is vital, though, that they try to deal as much damage to the Good side to facilitate the work of their Master. It would be perfect if some of them remained alive when Sauron joins the fray, so that I can use them to stop the Good army from surrounding him. Even the mighty Dark Lord can be brought down by sheer weight of numbers, especially when among the many Elves and Men there are characters of the caliber of Gil-Galad, Elendil, Elrond, and Isildur.

I will try to split my Orc force into two groups and deploy them separately to divide the Good force into two as well. When Sauron turns up, he will hopefully be able to take on one group at a time. I will also try to use the terrain to my advantage and deploy in such a way that it is difficult for the enemy to attack en masse and surround the Orcs. The minions of the Dark Lord should execute a fighting retreat to shorten the time before their Master can join in the fray.

No matter what happens, previous games have taught me that this scenario invariably comes to a point where all the Orcs are dead and Sauron is surrounded by dozens of enemies. I will therefore try to fight Sauron's last stand with the Dark Lord's back against one of the impassable rock formations. If he's defeated in combat in such a position, he will be trapped; however, the number of attacks that the enemy can dish out will be reduced.

Experience also showed me that enemies armed with two-handed weapons are the most dangerous, because if the Good side wins the fight, the guys with the big swords have a much better chance of doing some damage. Elrond in particular, with his combination of 3 Attacks (doubled to 6 against a trapped Sauron!), Strength 4, 3 Might points, and two-handed sword, is really deadly! Spearmen are also annoying, because they allow the enemy to bring more Attacks to bear against Sauron, all doubled when he's trapped.

I think that it's a good idea to go for these opponents first, both with the Orcs and with Sauron's Gaze.

And now, let's see how hard they are!

TURN ONE

As with most The Fellowship of The Ring scenarios, the Good side started the proceedings. With Matt's forces spread across one half of the deployment zone and Rob's Elves on the other, there was little choice for either player other than to advance towards the enemy. Those who could unleashed the full force of their missile fire upon the few Orcs who were not in combat. The Men fired their bows first, killing a single Orc, whilst the Elves managed to dispatch two of the hated forces of Mordor. Only the rocks between the warriors of the Alliance and the Orcs prevented nearly all of their troops from entering the fray. In the ensuing combat, the Men managed to kill a single Orc for the loss of two of their own, whilst the Elves fared considerably better, dispatching five foul servants of the Dark Lord. In the spirit of friendly competition, Matt and Rob began to tally their kills. It was clear even at this early stage that, until Sauron arrived, the battle would be something of a picnic for the forces of Good.

TURN TWO

Alessio began the turn with the roll to see if Sauron would arrive. The dice rolled down the table, and all participants held their breath. A twisted laugh from Alessio told all in the Studio that Sauron had been unleashed. A small consolation for the Good side was that they were able to retain priority, and so both Men and Elves surrounded the now heavily outnumbered Orcs. With so many models now within charging distance, Matt and Rob were able, for the most part, to arrange the separate combats in their favor, making

The two lines smash into each other.

NEXT MONTH:

DEATH TO THE FALSE EMPEROR!

WARHAMMER 40,000

CODEX: CHAOS SPACE MARINES

The Traitor Legions are back! From the Eye of Terror they launch their raids, intent upon nothing less than the utter destruction of the Imperium and the death of its weakling Emperor.

WARHAMMER

HORDES OF CHAOS: TZEENTCH

CHAOS VS. DARK ELVES BATTLE REPORT