

INSIDE: THREE-PLAYER KARAK EIGHT PEAKS WARHAMMER CAMPAIGN

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GAMES WORKSHOP'S MONTHLY MAGAZINE

WD375 March 2011

WARHAMMER
ORCS & GOBLINS

WOLFE MARCH 2011 WWW.GAMES-WORKSHOP.COM

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WARHAMMER

WAAAGH! DA ORCS

The ground trembles with the approach of countless feet, for the Orcs & Goblins are on the march. We take a look at all the new kits and talk to the miniatures designers and games developers responsible, starting on page 18.



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The Orcs & Goblins are unleashed upon the Old World, so Jeremy Vetock and Mark Harrison sat down with Adam Troke to talk greenskins.

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Duncan Rhodes takes up his paintbrush and shows us how to paint a distinctly savage Orc & Goblin army.

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Da Great Green Prophet leads a huge invasion of greenskins down from the Grey Mountains. Can the Dwarfs and Bretonnians stop them?



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NEW RELEASES

WARHAMMER

ORCS & GOBLINS

This month the unstoppable power of the Waaagh! is unleashed with three awesome new plastic kits for the Orcs & Goblins and a brand-new army book. March is the time to loose the greenskins upon the Warhammer world!





ARACHNAROK SPIDER

First up this month is the gobsmacking Arachnarok Spider, the largest plastic miniature we've made for Warhammer. With loads of options, including a clutch of Forest Goblins, the Arachnarok is a stunning centrepiece for your army.

The Arachnarok Spider is a massive new monster for Orc & Goblin players to include in their army. This beast of a kit is so huge that it needs its own 150mm x 100mm base – it's the largest plastic miniature for Warhammer so far. In addition to the colossal spider itself, the kit contains eight Forest Goblin crew and a Goblin Great Shaman. There are also options to add a Flinger, a devious weapon that bombards the foe with sticky spider's web strands, or a Catchweb Spidershrine. The shrine makes the Goblin Great Shaman riding on the Arachnarok Spider a Loremaster, meaning that he knows all of the spells of the Little Waaagh!

The Forest Goblin crew each have separate heads for more versatility and the design of the howdah allows you to perch them in a number of positions – Alex Hedström and Aly Morrison have taken great pains to ensure your Arachnarok Spider will be as distinctive as possible.



This Arachnarok carries a Flinger, a catapult that fires a sticky mass of toxic spiders at the foe.



TURN TO PAGE 26 TO SEE THE FULL RULES

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**ARACHNAROK SPIDER** £36

Product code: 99120209023

Sculpted by Gaili Clayton,
Alan Hinderlein and Aly Morrison.
#91.30, 136ids #4616ids 171ar**ON SALE MARCH 5TH****MULTI
PART
PLASTIC
KIT**

The kit also includes a host of small (by which we mean dog-sized) spiders to further enhance the model.



The kit includes a Catchweb Spidershrine and a Goblin Great Shaman.



The Arachnarok's many-eyed face – small wonder it causes Terror.

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SAVAGE ORC BOAR BOYZ

This new multi-part plastic kit enables you to utilise the devastating frenzied charges of the Savage Orc Boar Boyz against your foe.



Savage Orc Boar Boyz are able to wield two hand weapons from boar back (they're so reckless they don't even try to hang on).

MULTI
PART
PLASTIC
KIT

From the talented quartet of Brian Nelson, Mike Anderson, Matt Holland and Neil Langdown come the new Savage Orc Boar Boyz – a kit utterly rammed with options and accessories. The set enables you to build five Savage Orc Boar Boyz armed and equipped with choppas and shield, spear and shield or two choppas. Savage Orcs have the ability to fight recklessly with two weapons from the back of an angry boar, a special rule unique to them but one that comes with a risk – they fail Dangerous Terrain tests on a 1 and a 2.

SAVAGE ORC BOAR BOYZ (£15.50)

Product code: 99120209023
Sculpted by Brian Nelson,
Mike Anderson, Matt Holland
and Neil Langdown.
£15.50, 110mls, 190k/10k, 75k

ON SALE MARCH 07N



The drummer sounds the advance with wild abandon.



A Savage Orc Boar Boyz charge is incredibly deadly.

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SAVAGE ORCS

Savage Orcs are utterly feral warriors, frenzied troops who bask in the joy of battle. This box includes 10 multi-part models with enough options to delight any greenskin player.



The kit contains parts to build a deadly Big Stabba.

The new Savage Orcs box set contains 10 Savage Orcs, all of whom can be built in a multitude of ways. Whatever upgrade you fancy for your Savage Orcs, this kit has it! Not only do you get bows, extra hand weapons and shields but you also have the components to build a full command and a big stabba. Designed for killing massive jungle creatures, Big Stabbas are huge weapons that require two Orcs to wield them – they give your regiment D3 Strength 5 Impact Hits when they charge!

MULTI
PART
PLASTIC
KIT

SAVAGE ORCS £18
Product code: 99120209024
Sculpted by Brian Neilson,
Mark Hammett, Neil Langdown and
Matt Holland.
£22.75 / £16.99 (20% off) 97 504

ON SALE MARCH 5TH



A mob armed with spears and shields, as well as a Big Stabba upgrade.



Savage Orc armed with a club and shield.



Savage Orc Boss with two hand weapons.



Savage Orc armed with a bow.

SEE DUNCAN RHODE'S SAVAGE ORC ARMY WORKSHOP ON PAGE 98.

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The Orcs & Goblins army continues to grow with the addition of these fantastically detailed metal miniatures, including the new Goblin unit upgrade, the Nasty Skulkers, a Savage Orc Shaman and Wurrzag, da Great Green Prophet.

SAVAGE ORC GREAT SHAMAN

Most Orcs and Goblins view Shamans with a mixture of fear and bewilderment – not the Savage Orcs! The primitive greenskins regard them with awe, hanging on their every insane utterance. This squig-waving Savage Orc Shaman, sculpted by Mark Harrison (with boar by Brian Nelson), will find an honoured place amongst the Savage Orcs released this month.



**SAVAGE ORC GREAT SHAMAN
ON WAR BOAR** £10.25
Product code: 99060/209211
Sculpted by Brian Nelson
and Mark Harrison.
©11, 11500, 14140000, 504

ON SALE MARCH 5TH

WURRZAG

Wurrzag is an utterly mad Orc Shaman, convinced he is the prophet who will usher in the return of Gork and Mork. As such he travels the Warhammer world, rallying Orc tribes to realise their potential and conquer the world in the name of their gods. He's also a really powerful spellcaster capable of turning nearby enemy wizards into squigs!

WURRZAG £10.25
Product code: 99060/209209
Sculpted by Neil Langdown.
©11, 11500, 14140000, 504

ON SALE MARCH 5TH



NASTY SKULKERS



NASTY SKULKERS £8.79
Product code: 99060/209210
Sculpted by Neil Langdown.
©12, 10, 10000, 11140000, 42, 504

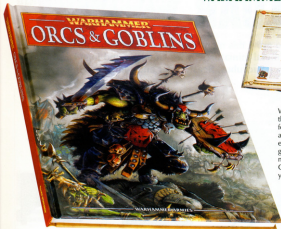
ON SALE MARCH 5TH

While all Goblins are cunning, sneaky and unpleasant there are some who take this innate cruelty and raise it to an art form. These are the Nasty Skulkers, devious killers who lurk amidst the Goblin throng, ready to plunge a dagger into an exposed groin or underbelly. A regiment of Goblins can include up to three of these deadly gits.

SEE PAGE 18 FOR OUR ORC & GOBLIN FEATURE

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WARHAMMER: ORCS & GOBLINS



Warhammer: Orcs & Goblins heralds the start of a new era of army books, for it is printed in glorious full colour and sturdy hardback. Packed full of exciting rules, background, artwork and galleries of fantastically painted miniatures, Warhammer: Orcs & Goblins is a must-have addition for your Warhammer library.

WARHAMMER: £22.50
ORCS & GOBLINS
 Product code: 600302/09004
 Written by Jeremy Vetock
 ISBN 00 22 5046 2004 ISBN 1 02 324

ON SALE MARCH 5TH

AUTHOR JEREMY VETOCK TALKS ABOUT THE WAAAGH! FROM PAGE 32

WARHAMMER BATTLE MAGIC: ORCS & GOBLINS

This handy pack of magic cards is the perfect tool for helping greenskin players remember the all-important know-wots when they're casting the Spells of the Big Waaagh! and Little Waaagh! The pack contains 16 cards in total – that's all the spells for both lores as well as the lore attributes as a handy reference when you play.

WARHAMMER BATTLE MAGIC: £4.50
ORCS & GOBLINS
 Product code: 602302/09002
 ISBN 00 22 5046 2004 ISBN 1 02 324

ON SALE MARCH 5TH

**AVAILABLE WHILE
STOCKS LAST**



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DARK ELДАР

WARHAMMER
 40,000

The Wych Cults continue to grow this month and Dark Eldar collectors get a welcome boost with these metal miniatures by Jes Goodwin and Juan Diaz. The Dark Eldar are bolstered by a Succubus, Beastmaster and some amazing creatures.

BEASTMASTER

Beastmasters are a central aspect of the arenas of the Dark Eldar. Experts in dominating even the most savage alien creatures, Beastmasters ride into battle upon skyboards alongside their bloodthirsty beasts, indulging in the slaughter even as their creatures slake their own thirsts upon the enemy.

DARK ELДАР BEASTMASTER £10.70
 Product code: 99060112062
 Sculpted by Jes Goodwin
 #12.30, 15000, 11500000, 400

ON SALE MARCH 19TH



SUCCUBUS

A Succubus is an HQ choice for a Dark Eldar army, enabling you to include a Wych Cult leader for your force. Her incredible profile, backed up by a great 4+ invulnerable save in combat and some of the best combat weapons available, make her truly deadly.

DARK ELДАР SUCCUBUS £10.70
 Product code: 99060112064
 Sculpted by Jes Goodwin and Juan Diaz
 #12.30, 15000, 11500000, 400

ON SALE MARCH 19TH



KHYMERAE

Khymerae are Warp-beasts, denizens of the Warp that the Beastmasters have hunted down and bent to their will, both to prove their mastery over all creatures and to provide a deadly tool in the arenas of Commorragh.

This set contains one model supplied from the designs shown.

DARK ELДАР KHYMERAE £10.70
 Product code: 99060112063
 Sculpted by Jes Goodwin
 #12.30, 15000, 11500000, 400

ON SALE MARCH 19TH



Both Khymerae are available to order separately. Go to our website for details.

games-workshop.com

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CLAWED FIEND

The Donorian Clawed Fiends are brutal and powerful creatures. Each time it suffers a wound, a Clawed Fiend gains an additional Strength 5 Attack – making them more powerful the longer they stay in the fight.



DARK ELДАР £13.80
CLAWED FIEND
 Product code: 99060112067
 Sculpted by Jon Goodwin
 £13.80, 11444, 1744444, £7.30

ON SALE MARCH 10TH

RAZORWING FLOCK

Razorwings are deadly raptors that hunt in lethal flocks with a natural cruelty that is greatly admired by the Dark Eldar. Razorwing Flocks are capable of slicing both flesh and bone with their knife-sharp wings and powerful beaks.



DARK ELДАР £7.70
RAZORWING FLOCK
 Product code: 99060112068
 Sculpted by Jon Goodwin
 £9.75, 7544, 954444, £7.30

ON SALE MARCH 10TH



TURN TO PAGE 40 TO READ ABOUT THE WYCH CULTS OF COMMORRAGH

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BLACK LIBRARY



Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.

www.blacklibrary.com

NECROMUNDA OMNIBUS



In the nightmare industrial underworld of Necromunda, brutal gangs clash, desperate to increase their standing with the rich, decadent families who occupy the uppermost spire of their teeming hive city. Necromunda Omnibus Survival Instinct by Andy Chambers, Salvation by C.S. Goto and Junction by Matthew Farrow.

This book is available to order as a F.O.D. through www.blacklibrary.com

NECROMUNDA OMNIBUS
by Chambers, Goto and Farrow £20

HAMMER OF THE EMPEROR



Whether charging forward on foot or crushing the enemy with their machines of war, the soldiers of the Imperial Guard are unwavering in their duty. On worlds unnumbered, they repel the forces of Chaos and stand fast against the threat of the alien and the heretic in a conflict without end. This omnibus collects three tales of savage warfare and heroism on the frontlines.

HAMMER OF THE EMPEROR £10.99
by Lyons, Penker and Southon
ISBN: 978-1-84970-028-3
Pb, 112pp, 160x260mm, 16.95oz

SAVAGE SCARS



The forces of the Greater Good hold power on the planet Dallyn, and the time has come for the mighty armies of the Imperium of Man to move against the Tau Empire. Space Marines from the White Scars Chapter lead the ground assault against the aliens, launching into combat with speed and fury, shedding blood as they gain ground against their enemies.

SAVAGE SCARS £7.99
by Andy Hoare
ISBN: 978-1-84475-564-3
Pb, 96pp, 160x260mm, 16.95oz

BROKEN HONOUR



The armies of Hochland are at breaking point. Beset on all sides by the feral beastmen, the safety and prosperity of the province is shattered. These are desperate times. Mercenary Captain Erikson looks to capitalise on the conflict, buying the freedom of a group of prisoners to form a new free company. On the battlefields of Hochland, either damnation or redemption awaits them.

BROKEN HONOUR £7.99
by Robert Earl
ISBN: 978-1-84970-024-9
Pb, 96pp, 160x260mm, 16.95oz

BLOOD GORGONS



The Blood Gorgons Chaos Space Marines are called to the defence of one of their recruiting worlds to protect the populace from a plague of undeath. The expeditionary force is struck down by mysterious enemies, leaving only one survivor – Bond-Brother Barsabbas. Stranded and alone, Barsabbas must dig deep into his hatred and his cunning to survive.

BLOOD GORGONS £7.99
by Henry Zou
ISBN: 978-1-84970-006-1
Pb, 96pp, 160x260mm, 16.95oz

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Forge World

Forge World makes a huge array of resin kits and accessories designed to complement our range of Citadel miniatures, including super-heavy tanks and huge Titans. Go online to see more of these awe-inspiring models:

www.forgeworld.co.uk



GOLDEN DEMON APPROACHES

Every year Games Workshop hosts a number of sensational Games Day events around the globe. Not only are these a great excuse to play some amazing games, meet the designers, sculptors and painters you see in the pages of *White Dwarf* each month and celebrate the hobby, but they're also host to the Golden Demon painting competition.

Next month in *White Dwarf* we pay homage to the best of the best from 2010 with a gallery of the Slayer Sword winning entries from around the globe. Expect to see plenty of gorgeous pictures featuring what must be some of the best painted miniatures ever and words of wisdom from the painters themselves. These pieces are so good they must be seen to be believed.



Martin Footitt's gold-winning entry in the 2010 UK Golden Demon Open Category.

Brushes at the Ready

About this time of year you can count on one thing here in the Studio – a band of talented painters are already hard at work on their Golden Demon entries.

Games Workshop staff can only enter the Open category, so in the Studio there's some friendly competition to make sure that every entry is the best it can be!

Already the Golden Demon heavyweights are hard at work. Martin Footitt, expert sculptor, former 'Eavy Metal painter and winner of the gold award in the Open category at UK Golden Demon 2010 has commenced work on this year's entry. Martin's not alone either: Mike Anderson, himself a winner in previous years, is also beaver-ing away.

Don't be put off if you've not started your own entry yet, there's a few months to go – so get busy!

GOLDEN DEMON 2010 WINNERS' DISPLAY

Far from the crowds of Games Day, the Citadel Miniatures Hall at Warhammer World will be playing host to some of the winning miniatures from 2010's UK Golden Demon competition.

Kindly loaned by their painters, these miniatures show levels of dedication and talent that will hopefully inspire you in your own entries for 2011 and beyond.

Drop by from April 9th to June 17th for a close-up view of these exceptional works of art.



GAMES DAY & GOLDEN DEMON 2011

It's that time of the year again, and even now we're starting to prepare for Games Day 2011. Tickets go on sale in just a few months time, but White Dwarf subscribers can get theirs even sooner than that.

Last year's Games Day was a magnificent event, packed to the rafters with participation games, displays and Golden Demon entries – arguably, the best Games Day ever! However, this year we're aiming to make it even better still.

Over the years, Games Day has served as the backdrop for many exciting spectacles and fabulous new releases. We've featured vast mega-battles, such as the biggest tank battle in history and the ruination of Azhag the Slaughterer. We've showcased some of the very best examples of what the Studio get up to, including last year's The Island of Blood gaming table, as featured in the pages of White Dwarf and which served in the inaugural battle report.

You've been able to meet the many talents of the Design Studio, 'Eavy Metal, Forge World and the Black Library, there have been the ever popular hobby zones where you can build your latest miniatures, we've had a full-sized Space Marine Rhino grace the halls with its enormous presence, followed last year by a life sized, fully

articulated Space Marine and Ork. And then of course, the mammoth spectacle of more than a thousand entries into each year's Golden Demon. This is truly the greatest celebration of your hobby.

And this year we're delighted to announce that Games Day will also host the final of the magnificent new Armies on Parade competition. Check out next month's White Dwarf for details of the competition.

White Dwarf Subscribers

Tickets to Games Day 2011 are released on 28th May. However, White Dwarf subscribers will be able to purchase theirs from 9th April – almost two months earlier.

And, following the success of last year's unique seminars, subscribers will once again have the opportunity to pre-book one of a strictly limited number of tickets to this year's exclusive seminars.

Over the coming months we'll reveal more of the details of Games Day 2011, both here and on games-workshop.com, but rest assured, this will be a Games Day not to be missed!



This year's exclusive Games Day Miniature is a venerable Skaven Warlord sculpted by Dave Thomas and, as in previous years, this awesome character is included in the £70 ticket price.



EASTER AT YOUR LOCAL HOBBY CENTRE

Christmas and the Winter Crusade are now but distant memories, and with the onset of warmer weather Spring is finally here, and so too is Easter.

Hopefully your Christmas was a bountiful one and you are now the proud owner of a brand new army (or at least the beginnings of a new army), and with the recent half term break, those armies are all assembled, painted and ready for battle. But as the new Spring season dawns, it is once again time to let your armies expand and flourish into a fully fledged fighting force.

To give you plenty of help and advice this Easter, our dedicated staff will, as always, be on hand to share some tips and guidance when planning how to expand your armies. They'll be running loads of modelling and painting activities to help you raise your armies in no time

and, to cap it all off, at their regular gaming sessions you will be able to learn new battlefield tactics and strategies to help you take your fledgling force and become a fearsome warlord at the head of an immense horde!

And if that weren't enough, throughout April your local Hobby Centre will be hosting a series of exciting themed scenarios – check out the inside back cover of this very issue for a glimpse of what future holds...

So, to find out exactly what will be going on this Easter, get down to your local Hobby Centre today and ask them about their Easter activities, and check online at games-workshop.com.



Reaching for Glory

The Frozen Reaches, an adventure for Rogue Trader, throws the Explorers before an impending Ork invasion as they work to save the planet of Damaris. But first, they will need to organise squabbling factions. This is no easy task, as powerful forces work against them from the shadows...

Use all your influence to prepare a planet's defences as the Ork fleets close in on Damaris. Fight the xenos in space aboard the bridge of your starship, or meet the bloody Orks in brutal hand-to-hand combat on the ground! The decisions you make will decide the fate of thousands. Choose wisely, and reap the rewards of your victory.

www.fantasyflightgames.com

Warhammer Invasion Battle Pack

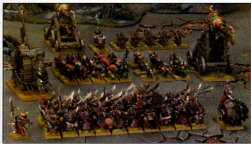


A strange moon is rising, casting the Old World in a sickly green light. What horrible future can be foretold?

Omens of Ruin, the first Battle Pack in the Mornslieb Cycle for Warhammer: Invasion the Card Game, introduces the nimble Wood Elves and their mysterious Forest Spirit allies. With three copies each of twenty never-before-seen cards, Omens of Ruin will augment existing decks and add variety to Warhammer: Invasion.

www.fantasyflightgames.com





COLLECTING & GAMING

The Games Workshop website has an impressive archive of gaming and collecting articles for you to enjoy.

Online you'll find enough tactical advice and sample army lists to satiate any collector, along with new scenarios and more. The articles database contains additional battle missions, Apocalypse datasheets, guides for magic tactics and even quick reference sheets for each of our games. If you want to get your grubby mitts on these handy resources, get online now!

PAINTING & MODELLING

If you're embarking on a new hobby painting challenge, and need some good advice, make sure you check out our massive archive of painting and modelling articles.

Within the Games Workshop website you'll find all sorts of useful information to help you along, from detailed painting guides and instructions to tips that help you get the most out of your Citadel kits and scenery. All the articles are written by experienced hobbyists, for people just like you.



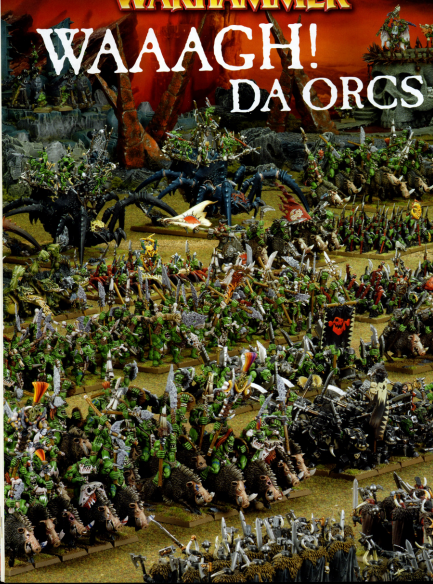
WHAT'S NEW TODAY?

Let's face it, we all wish we could get a little fix of White Dwarf every day, right? Well, every weekday Games Workshop updates its own blog, entitled What's New Today.

Written by hobbyists for hobbyists, What's New Today contains all the latest news on Citadel miniatures as well as hobby tips, painting and tactical advice. What's New Today also welcomes submissions from hobbyists from around the world, featuring the best of these in future articles or galleries.

WARHAMMER

WAAAGH!
DA ORCS





This month is most definitely green, as Warhammer: Orcs & Goblins is released! White Dwarf's Adam Troke braves the growing Waaagh! to find out more about this fantastic slew of releases.

There's no denying the fact that the Orcs & Goblins are central to the imagery and attitude of Warhammer, thanks to their unique blend of wanton brutality and entertaining Orcish madness. The greenskin menace is a rolling tide of anarchy and violence, an unstoppable horde of warriors intent on the destruction of everything in its path – total devastation, not for some high and mighty principle nor political agenda, not even in the furthering of some diabolical world-ending objective, but for the simple joy of battle and the thrill of combat.

Those are the Orcs & Goblins, whose presence in Warhammer is essential to make it what it is: the various greenskins are the worthy protagonist in many of the greatest and most exciting tales from the Warhammer world. The Orcs & Goblins are the ancient and hated enemies of the Dwarfs, leaving scars and bitterness with them so deep that even generations later their hatred is unabated. The Empire was forged amidst endless wars against the greenskin menace and many of Sigmar's greatest glories were wrought in battle against them. Two thousand years later and

the Orcs continue to plague Sigmar's heirs, with Waaagh! after Waaagh! smashing into the embattled Empire. Bretonnia, the Wood Elves and High Elves too have their feuds with the greenskins – one only needs to look as far as Grom the Paunch to see how even the most unlikely locations can fall prey to their barbaric attentions.

With their place and provenance rooted so deeply in the imagery and history of Warhammer, the Orcs & Goblins were always odds on favourite to be the subject of an army book after the release of a new edition, and what an army book it is! In fact, the whole release this month is a frantically exciting affair. The book is a first for Warhammer army books, heralding in a new era of hardbound and full-colour books. The book contains plenty to get excited about, from brand-new colour artwork and background stories, to new unit entries and special characters.

Over the next few pages we'll be delving into the new releases, speaking to the author of the new book, Jeremy Vetock and just some of the many talented miniatures designers who have helped to make the fantastic new models.

Waaagh! on da Web

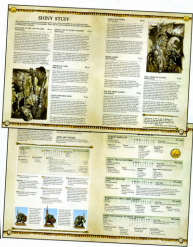
White Dwarf isn't the only place up to its armpits in the green tide this month, the Games Workshop website also faces the unstoppable might of the Waaagh!

If you go online to our website you'll find all manner of great articles. The databanks are bursting with strategy guides, tips and tactics to painting advice and tutorials – everything an Orc Warboss (or Goblin Warboss for that matter) could hope for. If you're looking for a double dose of greenskin goodness, make sure you get online to the Games Workshop website – there's plenty to be found.

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WARHAMMER: ORCS & GOBLINS

Warhammer: Orcs & Goblins is the first in a great new style of army books, printed in full colour and hardback. Bulging with loads of fantastic new colour artwork and exciting background on the tribes and Warlords of the Orcs & Goblins, the book is a great read for all fans of Warhammer. As well as the new army list, it also includes all the rules, profiles and points values you need to use your models on the table. This book contains everything a general needs to launch his very own Waaagh! upon the dominions of the Warhammer world.



Waaagh!

The distinctive Orc battlecry of Waaagh! accompanies any massed greenskin charge. In the game, Orc Warbosses can call a Waaagh! once per game when he declares a charge. When he does this, all units of Orcs on the table add +1 to their combat resolution for the rest of his turn, representing the boisterous, battle-loving nature of the Boyz!



The cheerful fellow at the helm of the new Orcs & Goblins book is Jeremy Vetock. His contagious (some might say rabid) enthusiasm for all things green-skinned made him the perfect candidate to captain the project for Warhammer: Orcs & Goblins. In my quest to unveil everything that I could about the new releases, Jeremy was my first port of call.

'The Orcs & Goblins background has always attracted me,' Jeremy explains when I ask him about his involvement in the Orcs & Goblins project. 'From their history to the little bits of colour text woven throughout years of White Dwarf magazine and odd places like the back of box sets (the old Regiments of Renown were hilarious!) the army has always had a distinctly Warhammer voice.'

As Jeremy speaks, it's interesting to note that the things that draw him to the infamous greenskins are the self-same aspects that appeal to the rest of us. 'I enjoy how they speak,' he adds, 'and their over-the-top comedic violence,' he adds. 'Orcs resolve debates with judicious use of an eye-gouge or a kick to the 'utty bitz. They are colourful with just

a touch of the zany – really the best (and one might argue the most brutal) villains Warhammer.'

As Jeremy eulogises, I'm drawn to look through the new army book, an impressive hardback tome that oozes all of the character, menace and excitement one has come to expect from the greenskins. I asked Jeremy how he had decided what to put into the book and what to leave out.

'Getting to work on the Orcs & Goblins book was one part hard work and one part dream come true,' he explains.

'On a background from my aim was to include all the classic information and stories that first drew me in to the Orcs & Goblins while bringing to the fore a bit more on the tribes – their various compositions and eccentricities. The Orcs & Goblins have always been full of a vast richness of different characters and aspects, but there has rarely been room to explore it. I mean, Savage Orcs aren't just a troop type, they are a lifestyle! The idea was to give more information on some of the Orc & Goblin tribes – who they were, where they are from, how they lived, and so on.'

The Arachnarok Spider is a terrifying monster, scuttling from its lair with Forest Goblins clinging on for dear life.





ORC BOYZ



Mobs of Orc Boyz are the mainstay of the greenskin armies, they're the footsoldiers of the Waaagh! and they love to fight amongst each other if there are no enemies to hand. The hulking Orc physique makes them superb combatants, able to withstand terrible wounds and granting them incredible brute strength. In large mobs, Orc Boyz launch devastating charges

into the ranks of the foe, using huge choppas to smash through the armour (and flesh and bone) of their victims. While most Orcs keep their feet firmly on the ground, some ride into battle on captured (but far from tame) boars. This crude cavalry is incredibly effective, combining Orc toughness and ferocity with the feral strength and razor-tusked aggression of a boar.

In line with this attitude towards the different 'types' of Orcs & Goblins, Jeremy has also focused on the Goblins. 'That all comes from something that Mat Ward had pointed out to me years ago,' Jeremy explains. 'Night Goblins are really exciting because we know where they come from (tunnels in the mountains) and they have developed a slew of interesting stories, upgrades and troops over the years. By comparison we've only scraped the surface with the other gobbos – well, no longer! Think of the Forest Goblins in their web-haunted dens, the thieving caravan trader tribes, the bog-dwelling ambushers or the Wolf Rider tribes from the plains. They are all archetypes of the crafty, spiteful Goblin and they all get a little something extra. Wolf Riders get a special character who embodies their hit-and-run style. The sneakiness of Goblins is embodied by the new Nasty Skulkers unit upgrade (who lurk in units waiting to stab enemy characters in the soft bits). As for Forest Goblins? Well, they get the biggest addition of them all! Of course, a new focus on Goblins doesn't mean we've forgotten the Night Goblins – you'll find they do quite well. Squig Hoppers had a points reduction and can be joined by Big Bosses on Great Cave Squigs, and there is a new Rare choice: the dreaded Mangler Squigs.'

All this attention on the gobbos sets a man's mind to thinking that perhaps the Orcs have been left behind a little. 'Not at

all,' Jeremy reassures me when I voice the question. 'While first and foremost Animosity is the special rule that defines the Orcs & Goblins army, there are plenty of other rules too that really emphasise the Orcs over their stunter, weaker and generally subjugated Goblin cousins.'

Animosity is the rule that covers the quintessentially greenskin ability to get so distracted in the middle of a battle that they will stop concentrating on the enemy and in fact take out their frustrations on a nearby rival instead. It's a staple of the Orc & Goblin army, and one that's sparked no small amount of debate and discussion over the years.

'Speaking of Animosity, it's worth a look at. This was the subject of much debate amongst the games developers and something that Jervis and I worked hard to make sure we were happy with. As Jervis puts it, we want Animosity to reflect the Orcish ways, but still be even handed. This is the kind of place where rules meet background in the most pleasing way. Sure, there's a chance that your Orcs will take out their frustrations on a nearby unit, but they might just do something really useful instead. It's fair and adds character to the way the army plays, but it's unlikely to win or lose a game by itself.'

The other rule that Jeremy was alluding to is the Choppas rule. This is a special rule designed to portray the brute strength and fury of an Orc assault.

Choppas

Orcs seldom wield weapons of impressive design, and they certainly never make them. Instead they use crude-but-effective axes, clubs, spears and blades that they smash into their foes with terrifying enthusiasm (until they get tired). In the first round of any combat, Orcs with the Choppas rule receive +1 Strength bonus, regardless of the weapon they are using.





SAVAGE ORC BOAR BOYZ

The mentality of the Savage Orcs is remarkably akin to the belligerent nature of the boars that Orcs like to ride into battle, making for a relationship that both wholeheartedly enjoy (one could also argue that their shared lack of hygiene is another uniting factor).

At the start of a battle all Savage Orcs will work themselves into a frenzy, chanting and drumming until the entire mob reaches a fever pitch of insane rage. As soon as the battle begins (assuming they can wait that long) the Savage Orcs will make for the enemy, whooping, hollering and unleashing many a cry of 'Waaagh!' Savage Orcs fortunate enough to ride on a boar are able to get to grips with the foe that much quicker than their comrades, streaking forwards on a squealing, grunting mass of tusks and muscles right into the heart of the enemy force.

Their unruly nature is further highlighted by the carefree (some might say dangerous) way in which they wield two weapons from boar-back, risking life and limb in the effort to do as much 'ead krumping as possible.

WURZZAG

Wurzzag is da Great Green Prophet, the envoy of Gork and Mork, determined to usher in the coming of da gods! A Shaman of prodigious powers, Wurzzag is renowned for turning his rivals into squiggly beasts, and calling upon the power of both Gork and Mork to smash the foe into bloody ruin.



'The Choppas rule is one that will be especially welcome by those who field Orcs,' Jeremy enthuses. 'All Orcs, regardless of what they are armed with, receive a +1 Strength bonus in the first round of combat. This has all kinds of ramifications that will make Orc Warbosses rub their green hands together with glee – Orcs with spears can deliver some wicked punishment (they're Strength 5 in the first round if they are Big 'Uns!) and Big Bosses and Warbosses become even nastier! It also separates the Boyz from the gobbos, if you see what I mean.'

The book has a whole lot more to it than these exciting new rules, however; in fact, as you turn the pages you can see the evidence of a great deal of care and consideration, and some fantastic new

miniatures to boot. When I asked him about the new models, Jeremy was glowing with praise towards the Citadel miniatures design team. 'Those guys have made the background come alive – a few lines of description text from me (and on the odd occasion an enthusiastic but badly wrought mock-up) and they produce utterly phenomenal models.'

This month the Orcs & Goblins range has grown by three new plastic kits – the Savage Orc Boyz, Savage Orc Boar Boyz and the Arachnarok Spider. Brian Nelson paved the way for much of the work on the Orcs, and was joined by renowned names such as Mike Anderson, Mark Harrison, Matt Holland and more. I collared Mark to ask him about his involvement in the Savage Orc kits.



SAVAGE ORCS

By the standards of Elves, Dwarfs or even Men the Orcs are a primitive lot. However the Savage Orcs are cruder and even more under-developed. Savage Orcs are in many ways traditional Orcs, who have kept to the old ways. No less violent minded and warlike than their cousins, they do however shun the use of modern developments such as metal weapons and armour. Instead they clad their bodies in furs and pelts and use crude but effective weapons with stone heads or pieces of sharpened bone.

As natural hunters, Savage Orcs often carry around huge weapons designed to slay the massive feral beasts that they feed upon – dubbed 'Big Stabbas', these weapons are so large that two Orcs must wield them together. Whilst intended to slay giant beasts, mammoths and the like, a Big Stabba is equally capable of delivering a deadly spear thrust to the enemy as the mob charges howling into the ranks of the foe.

To protect them, Savage Orcs daub themselves in blue paint – their Shamans painting this onto their flesh as a mark of protection. Whilst this might appear somewhat ridiculous to onlookers, its effect is very real and sword strokes, spear thrusts and even bolts and shot can be deflected from the Orcish skin it protects.

'Including Brian, who made the prototypes for the Savage Orcs and their boars, there were five of us who worked on the two kits,' Mark says. 'As a team we spent a while refining the designs of the models, creating mock-ups and making sure that we had an overall design that we were very happy with. The biggest part of the challenge was to make a single kit that catered for each of the optional upgrades that you can find in the army lists – that caused a lot of fiddling around to make sure it fitted onto the frames. We generated a list of materials that were suitable for the Savage Orcs to use for their weapons and wargear and stuck to that religiously. The list included materials such as flint, bone, tusks, wood and so on. In short, anything that most primitive of Orcs might utilise. As

you look at the kits you can see that we've continued the same themes on the items, in spite of their curious manufacture. Similar iconography and imagery exists on the Savage Orcs as with the other Orc Boyz – this is deliberate, we liked the idea that Orcs subconsciously adopt these same motifs regardless of their 'kultur'. That speaks of a shared racial intelligence that we all liked.

'Some of the options came later into the project,' Mark continues. 'Jeremy had the idea of the Big Stabbas and we were sure we could find a way to fit it onto the kit. We loved the idea of a massive, stone-headed weapon so we made sure to find space for it on the frame. Since we had already come up with the idea of making the weapon hands separate and raised up

Waaagh! Magic

The magical powers of Orc & Goblin Shamans are not fuelled by the Winds of Magic alone, but also by the violent energy of their fellow greenskins. When the Orcs & Goblins are fighting enthusiastically, the power of a Shaman's spells are increased. While there are more Orc & Goblin units fighting in combat than fleeing, all spells receive +1 Strength bonus.

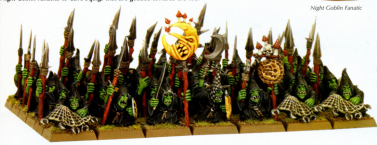
NIGHT GOBLINS

Night Goblins are, if it's possible, sneakier and even more cowardly than their Goblin cousins. Dwelling in dark, dank caves they spend their time cultivating fungus, Cave Squigs and fighting against each other incessantly. When they're not fighting against each other, the Night Goblins wage a persistent and cruel war against the Dwarfs, Skaven or, in fact, anyone else.

In addition to black-robed hordes of spear-wielding troops, the Night Goblins employ all manner of esoteric wargear and tactics, from deadly Night Goblin Fanatics to Cave Squigs that are goaded towards the foe.



Night Goblin Fanatic



GOBLINS

Goblins always enjoy the opportunity to inflict a little pain, especially if it can be done while the foe isn't looking their way. Amongst any band of Goblins there are always a few who excel, perhaps as Shamans or even Big Bosses who can lord it over their fellows. More devious still are the Nasty Skulkers, who mangle within the mob, waiting for a chance to leap out and jam a sharp blade into the guts of a likely looking victim. Laying low a noble champion with a shank to the groin is just the sort of thing that pleases Goblins no end.





high, it was a simple enough option to include. That pose is intentional too. Orcs work best in large regiments and we wanted to make it as easy as possible for hobbyists to rank their models up.'

While Mark and the team worked on the Savage Orcs, Alex Hedström and Aly Morrison took on the awesome challenge of the Arachnarok Spider, our largest ever plastic monster for Warhammer. 'Aly and I worked together on this kit for a long time,' Alex says, 'when I ask him about the huge arachnid. We used a 3-up model of a Giant Spider, such as the Forest Goblins normally ride as a scale reference (a 3-up is a resin model three times the size of the finished piece, and a key part of the design process). That was about the right size, but we wanted something with a fuller body and more menace – after all, the Arachnarok was going to be an army centrepiece and didn't need to fit into a unit of Spider Riders. So we chose a pose that was menacing. He looks like he's descending on his prey, his face low and his abdomen high – like a spider from a horror movie.'

'It takes its design cues from the other spiders we've made, but of course the biggest distinction is the massive howdah full of Forest Goblins. Aly and I had so much fun with these. The Arachnarok is truly massive, so you can fit plenty onto the howdah. While Aly made the wooden platform, I went to town working on the Goblins. It was a cool time, as Jeremy would come over with ideas and Aly and I shared all our work to produce the finished piece. We covered all the options off too: if you don't build the Flinger, then there's no point putting the Goblin who is loading the ball of webbing onto the kit. So we made alternate arms and face for him, with him being attacked by a spiderling instead. With the kit finished, we also made loads more little spiders and gave them to the cunning chaps who make the moulds – we asked them if they would squeeze on as many extra spiders as they could and they did a great job. Anywhere there's an empty space on the frame, it's been filled with another little spider, perfect for decorating bases or crawling over the Arachnarok itself.'

Animosity

Unless bashed into line by their Bosses, greenskins have a tendency to scrap amongst themselves.

Each turn, on a roll of a 1, they must roll on the Animosity table, possibly fighting nearby units or surging recklessly on.



DA BIG STUFF

Not everything that fights alongside the greenskin hordes has green skin. The chance to unleash mayhem and devastation is an opportunity that many creatures of the Warhammer world take up. Towering Giants willingly throw their lot in with the Orcs & Goblins, and Trolls are drawn to the greenskins by the plentiful supply of carcasses and refuse that they leave in their wake.

While these gigantic additions might not be 'proper greenskins', they are big enough and brutal enough to find a welcome place in the ranks of any Orc & Goblin tribe. In fact, many Warbosses and Warlords go out of their way to secure the services of just such an ally and well they might. Few creatures can trample on a regiment of Empire Knights with quite the degree of joy (and efficacy) that a Giant can muster. Even the skill of the Elves is little use against the regenerating flesh (and brutal strength) of a band of Trolls.



MARCH OF DA SPIDER-GOD

The Arachnarok is the largest of the many spiders that infest the wild woods, a colossal, nigh-unstoppable predator bigger than an Empire town house. Capable of stalking and trapping entire Beastmen herds, as well as even larger prey such as Giants or Cygor, the Arachnarok will first incapacitate its victim with flesh-dissolving venom before drinking their liquefied innards.

For the Forest Goblin tribes, Arachnarok Spiders are a source of awe and reverence, worshipped as living idols of the Spider-god. The Arachnarok Spiders seem to tolerate this with indifference, treating the Forest Goblins that crawl over their armoured carapaces as though they were young broodlings that need to be carried upon their great spiny backs. Great, crude howdahs are created atop the beasts using green saplings and copious spider-silk twinnings to build platforms from which to fight in battle.

When Arachnarok Spiders are summoned to war, they do not cause the ground to tremble, but rather they creep forwards almost silently. With unnerving stealth they bring their bloated, nightmarish bulk to bear against the foe, poisoned fangs wreaking havoc, the Forest Goblin crew picking off any survivors. Sometimes the Goblins will mount a crude-but-effective Flinger on the Spider's back, or a Shaman will commandeer it as his war platform.



ARACHNAROK SPIDER

	M	WS	BS	S	T	W	I	A	Ld
Arachnarok Spider	7	4	-	5	6	3	4	8	-
Forest Goblin Crew	-	2	3	3	-	-	2	1	6

TROOPTYPE: Monster.

SPECIAL RULES: Forest Strider, Immune to Psychology, Large Target, Obstacle Strider, Stubborn, Swiftstride, Terror, Wall-crawler, Poisoned Attacks (Arachnarok Spider only).

Howdah Crews: The Arachnarok Spider is ridden by a small mob of Goblins. The Arachnarok Spider and its howdah crew have their own characteristics, but are treated as a single model. If the Spider is removed as a casualty, then the Forest Goblin crew are removed along with it.

When moving, the model always uses the Movement characteristic of the Spider. The Spider and crew use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with. The crew use their own Ballistic Skill when making shooting attacks.

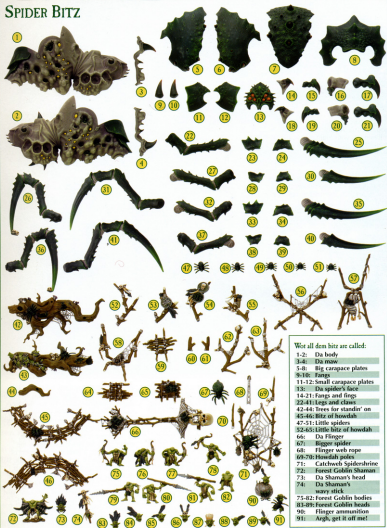
All hits upon the Arachnarok Spider are resolved using the Spider's Toughness and Wounds. In combat, enemy models attacking the Arachnarok Spider use the Spider's Weapon Skill when rolling to hit. However, we assume the crew to be in complete control of the monster, so the Arachnarok Spider's Leadership is never used.

An Arachnarok Spider is treated as a monster in all other respects, as described in the Warhammer rulebook. It may be taken as a ridden monster for a Goblin Great Shaman, in which case any shooting attacks against the Arachnarok Spider will hit the monster on the D6 roll of 1-4, and the Great Shaman on a roll of 5+, as normal.

Natural Armour (4+): The Arachnarok Spider is protected by a thick, chitinous hide, granting it an armour save of 4+.

Venom Surge: The Arachnarok Spider uses a jolt of poison from its huge, crooked fangs to kill more formidable opponents. Before rolling to hit, nominate one of the Arachnarok's attacks to be made with the Venom Surge, and roll it separately. In addition to being Poisoned, this attack has the Multiple Wounds (D6) special rule.

SPIDER BITZ



Wot all dem bitz are called:

- 1-2: Da body
- 3-4: Da maw
- 5-8: Big carapace plates
- 9-10: Fangs
- 11-12: Small carapace plates
- 13: Da spider's face
- 14-21: Fangs and fangs
- 22-24: Legs and claws
- 42-44: Trees for standin' on
- 45-46: Bitz of howdah
- 47-51: Little spiders
- 52-63: Little bitz of howdah
- 64: Da flinger
- 67: Bigger spider
- 68: Flinger web rope
- 69-70: Howdah poles
- 71: Catchweb Spidershrine
- 72: Forest Goblin Shaman
- 73: Da Shaman's head
- 74: Da Shaman's wavy stick
- 75-82: Forest Goblin bodies
- 83-89: Forest Goblin heads
- 90: Flinger ammunition
- 91: Argh, get it off me!



Grimgor Ironhide

Without doubt the choppiest, killiest Orc in recorded history, Grimgor Ironhide has cut a bloody swathe across the Warhammer world. Alongside his elite bodyguard, the Black Orc regiment known as da Immortulz, With Gibnik, his magic axe, in hand Grimgor has laid waste to everyone and everything in his path, unmatched by any foe.

Adam: The enormous army list found within Warhammer: Orcs & Goblins enables players to create a host of different forces centred around all manner of themes and concepts. From massive hordes of Goblins and Night Goblins to relatively compact, but heavy-hitting cavalry forces or even armies packed with monsters and monstrous infantry, the Orcs & Goblins army book has it all – with 26 unit entries in total, the army list is massive. Presented here is just one possible army: a mixed force that features a variety of units including infantry, cavalry, monstrous infantry and a couple of huge monsters.

The force is built around Grimgor Ironhide, my own favourite greenskin character – his pugnacious attitude and super-hard combat ability make him a great

choice to lead any army into battle. In combat he's one of the very best fighters in the Warhammer world. He has the stones to chop, hack and smash his way through anything in his path, and to call a Waaagh! when his ladz gets stuck in.

Grimgor hasn't got to go it alone, either, because he's backed up by the da Immortulz, a formidable regiment of Black Orcs with an enhanced Weapon Skill of 5. They're armed to the teeth (in fact, that's one of their rules: Armed to da Teef lets them choose between hand weapons, two-handed weapons and additional hand weapons) so they have great versatility against a range of different foes. If you need to scythe through ranks of weak troops, they can use two choppas, if they're fighting heavily armoured foes they can use



great weapons to split 'em apart. If you're worried about taking losses, you can use shields to increase your save and get that all-important 6+ parry save. In short they can do it all, and with Grimgor leading them, there's very little to fear.

As for the rest of the army, it's formed up of large units of Boyz and gobbos, all with the intent of smashing the enemy to bits, or bogging them down while the Boyz get into position to cause carnage.

Pigface, the Battle Standard Bearer joins Bulgegut's Big 'Uns to give them some much-needed leadership and provide a second, ultra-reliable killing machine for the force. Big 'Uns with spears are a fearsome proposition for any opponent to face off against and that battle standard means the unit will stick around even if

things go awry. Rotgob's Savage Orc Boar Boyz can be relied upon to go smashing into the enemy (but because of their frenzy, not to hold back in a reserve capacity) so flanking duties are instead given out to da Gristlehounds, the unit of 10 Goblin Wolf Riders and Big Krunk, the army's Giant. Krunk can hit like a ton of bricks, so he's a good unit to back up your Boyz when they're in a fight while the Gristlehounds have the numbers to take away the enemy's flanks if all goes well.

Use the gobbos as your expendable chaff to be used and abused for your ultimate victory. Grimgor doesn't care about the gobbos, and nor should you. Hold down the enemy with them until proper Boyz can come crashing in and make some serious impact.

LORDS

Grimgor Ironhide
355 points

HEROES

Gnashrog Brainmasha
Level 2 Orc Shaman.
100 points

Pigface Elf Smasha
Orc Battle Standard Bearer.
80 points

COBE

Lurgak's Choppa Boyz
30 Orc Boyz with shields, musician, standard bearer and Orc Boss.
245 points

Da Blue Howlerz
20 Savage Orcs with spears, shields, Big Stabbas, musician, standard bearer and Savage Orc Boss.
255 points

Bulgegut's Big'uns
20 Big 'Uns with spears, shields, musician, standard bearer and Orc Boss.
235 points

Stabbe's Gitz
20 Goblins with spears, shields, 2 Nasty Skulkers, musician, standard bearer and Goblin Boss.
130 points

The Gristlehounds
10 Goblin Wolf Riders with spears, shields, musician, standard bearer and Wolf Rider Boss.
150 points

Bugeye's Blackrobes
30 Night Goblins with spears, netters, musician, standard bearer, Night Goblin Boss and a Fanatic.
190 points

SPECIAL

Da Immortulz
19 Black Orcs with shields, musician, standard bearer and Black Orc Boss.
272 points

Rotgob's Riders
10 Savage Orc Boar Boyz with additional hand weapons, musician, standard bearer and Savage Orc Boss.
235 points

RARE

Da Creepa
Arachnarok Spider
290 points

Big Krunk
Giant
200 points

TOTAL 2747 points

'ERE WE GO!

IN-STORE THIS MONTH

This month the Orcs & Goblins return amid a savage array of reinforcements and to mark the occasion your local Hobby Centre has its very own Waaagh! of green-skinned activities in store for you.

Savages and Arachnids

No Waaagh! is complete without a unit or two of *Savage Orc Boyz* and gribbly monsters. Happily the staff at your local Hobby Centre are on hand to give you a hand assembling your new *Savage Orc* warriors and the titanic *Arachnarok Spider*, not to mention the entire *Orcs & Goblins* range.

Tribal Colours

Whether you're expanding your existing Waaagh! or beginning your very first mob of Orcs & Goblins, make sure you have a chat with the staff at your local Hobby Centre about how to paint tribal markings, chitinous hides and carapaces and about choosing a colour scheme that brings it all together.

From the darkest woods

With such a myriad of characters, creatures, warriors and monsters, there are no shortages in battlefield tactics and strategies available to an *Orcs & Goblins* player. Talk to the staff at your local store about the new army book and find out how you can get the most from your greenskins.

Who wants a fight?

As everyone knows, Orcs are happiest when they're beating their opponents senseless, and with your *Boyz* assembled, painted and ready for battle, it's time to lead your Waaagh! to glory. Bring your armies into your local Hobby Centre and help defend your lands against the green-skinned menace, or join the marauders in a jolly good fight!

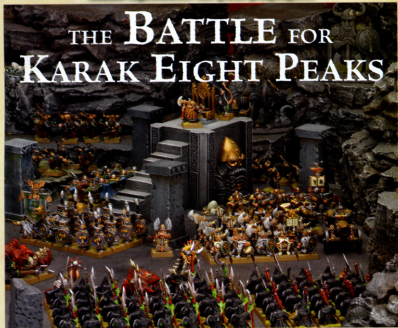
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THE BATTLE FOR KARAK EIGHT PEAKS



In the Worlds Edge Mountains there rages a battle like no other. Long-time Warhammer gamer Jeremy Vetock delves into the bloody history of the Dwarfhold Karak Eight Peaks and presents a campaign for refighting this infamous conflict.

Campaigns

Campaigns are a great way to play, linking together games to form part of a larger story. A campaign can be as focused or as grand as you want, from a simple series of three linked scenarios all the way up to lengthy map-based campaigns with custom rules. You can find more about campaigns in the Warhammer rulebook, the *Mighty Empires* Expansion and online:

games-workshop.com

Karak Eight Peaks was once the most powerful of all the Dwarfholds in the southern Worlds Edge Mountains. Its untold splendours were the envy of other realms and only Karaz-a-Karak was richer, although Karak Eight Peaks was older and was therefore accorded even more respect by the Dwarfs. It is said that the Dwarfs of this ancient hold were descended in unbroken lines from the Ancestor Gods.

The Dwarf name, Vala-Azrilungol, means Queen of the Silver Depths, and this hold was not just famed for its wealth, but also its location. A large portion of the city was built above ground, in a natural amphitheatre ringed by eight great peaks. The High Elves recorded visiting Karak Eight Peaks long before their strife with the Dwarfs and were amazed at its sheer size and unassailable walls, and they gloried in

the magnificence of the city nestled amongst those towering peaks. Yet more amazed still would they have been if they had travelled below. The Dwarfs delved deep below this fortress, and over the ages they carved out countless halls, mines, tunnels and shrines. Down in the depths were great vaulted courts, endless plazas and elaborate tombs housing revered ancestors and the mighty kings of old. It was said that not even one hundredth of the glory of Karak Eight Peaks was above ground. Here was a Dwarfhold strong and mighty, built for the ages.

A History of Strife

The Worlds Edge Mountains are a wild and dangerous place, and numerous monsters make their lairs there, dwelling in caves high up in the cliffs. The cries of Griffons

echo down the valleys and vast shadows of circling Wyverns criss-cross the slopes. Orc armies march through the passes and Night Goblins are rife throughout the mountain range. Yet so strong and secure was their hold that such worries little troubled the Dwarfs. It wasn't until the Goblin Wars, the upsurge of attacks that plagued the Dwarf realm 1500 years before Sigmar, that Karak Eight Peaks suffered any major attacks. In those turbulent times trade caravans and armies on the march were ambushed. Greenskins, Trolls and Ogres rampaged and many holds suffered grievous blows, some even falling. Several large-scale invasions attempted to take Karak Eight Peaks, yet all shattered ineffectively without so much as denting that fortified ring. The Dwarf realm began to steadily shrink as mines and cities fell, yet Karak Eight Peaks prospered.

The Beginning of the End

In the year -701 Dwarf miners broke through into a strange series of tunnels that had been gnawed out beneath their own. There are many creatures that dig deep into the dark places of the world, but this was not the work of some lone monster, but an extensive invasion by the Skaven. The Dwarfs were shocked to discover how deep the malignancy ran. The attack that followed all along the lower levels was devastating and, for the first time, Karak Eight Peaks was hard pressed.

As more and more Dwarfs became embroiled in the underground battles, the warriors who guarded the surface watchposts were stripped back and thrown into the vicious tunnel fighting along a vast network of mines deep below the surface. Sensing this new weakness, the Night Goblins renewed their assault on the mountains that ringed Karak Eight Peaks. For the next 150 years bitter and unrelenting warfare was waged above and below ground. Pressing with their numbers, the Skaven advanced upwards, taking over great expanses of mines and capturing whole forgehalls. Up top, the ring of roadlocks, watchtowers and stoutly guarded mountain gates around Karak Eight Peaks fell, one by one, into the hands of the Night Goblins. The lure of Dwarf-plunder drew Orcs in great numbers and in their wake strode Giants, Trolls and Ogres. Assault after assault was launched and the Dwarfs always inflicted vast casualties, but all too often they were also forced to steadfastly retreat in good order.

The Fall of Karak Eight Peaks

Slowly, insidiously, the Skaven began to poison the Dwarfen water supply. By the time the Dwarfs caught on to the foul act, many of their kind had consumed the waters and died horrible deaths. Then came a new wave of Skaven weaponry devised for underground fighting. Soon the

tunnels blazed with the fire of Warpfire Throwers and the eerie greenish glow of poisoned gas drifting the halls.

Above and below ground, the long-standing gatehouses, guardtowers and fortified strongpoints did not have enough warriors to secure them. Matchless defences and well-devised chokepoints were abandoned as the Dwarfs were too thinly stretched to effectively resist the attacks. The greenskins were openly camping within the ring of the eight peaks and a pall of smoke hung above the besieged citadel at the heart of the stronghold. With a heavy heart and a beard torn ragged by desperate fury, King Lunn sealed up the sacred shrines of the ancestors and had runes of concealment inscribed over the vaults. Taking what heirlooms they could carry, the last survivors broke out of the hold and made their way through the mountains. Only after many heroic sacrifices did the Dwarf refugees finally reach the safety of the outposts of Karak Azul. Many thousands began the breakout, yet only some few hundred survived that journey.

The Black Years

The war did not end with the Dwarfen retreat. Instead the Skaven and Night Goblins fought for possession of the fallen hold. Unable to wear each other down, the fighting raged back and forth – dying out as leaders made truces, but reigniting when treachery ensued. As centuries passed, the Dwarfs sent expeditions to recapture the hold and many adventurers travelled to seek their fortune. Nearly all lost their lives in that black pit of despair and ruin. Hideous things crawled and bred in those depths and foul armies of Skaven and Goblins were everywhere.

The Dwarfs Return

In the year 2473 – nearly 3000 years after being cast out – the Dwarfs successfully returned to Karak Eight Peaks. Belegar, true descendant of King Lunn, led an expedition to reclaim his inheritance. He caught the Night Goblins focused on their battle with the ratmen and drove them from the ruins on the surface and reoccupied the old citadel. Before the greenskins could regather their strength, the Dwarfs re fortified the citadel until it became, once again, virtually impregnable. There the Dwarfs stay, an isolated island secure (for now, at least) against a hostile sea of enemies.

“We sons of Grungni may have drunk deep from the bitter waters of misfortune, but we yet survive. Whilst a single Dwarf draws breath, we will fight the evils that assail us, and we will never, ever give up.”



THE ARMIES AT WAR

In the shadow of the eight peaks, armies fight in the ruins, undermines and surrounding mountains of that once great Dwarfhold. It is an unending age of battle. The Dwarfs, Night Goblins and Skaven all vie for dominance.



Dwarf Lord

The Dwarfs

Under King Belegar, the Dwarfs use the citadel as a base from which to launch expeditions into the surrounding mountains and subterranean halls. Through toil and blood, the Dwarfs, have even found a few lost artefacts, but they cannot expand their control beyond the citadel. The surrounding mountains and the depths below remain in the hands of their age-old enemies. The Dwarfs live in a state of perpetual siege, threatened at all times and from all directions. But there is hope.

Backed by the High King of Karaz-a-Karak himself, many attempts to break the siege and reinforce King Belegar have been made. Some have succeeded, as new warriors cut through the scum to strengthen the defenders. Many more such ventures have failed, adding to the butcher's bill of grudges awaiting settlement. With iron-hard determination, the Dwarfs long to reclaim the halls of their fathers and revenge burns brightly within them.

The Night Goblins

The Night Goblins were once a rabble, yet under the shrewd leadership of Skarsnik, the Warboss of the Crooked Moon tribe, they have become nigh-unstoppable. Under his command the Night Goblins now rule six of the eight peaks and are making progress underground, having recently won back the coveted Great Throne Hall from the Skaven. Unlike most greenskins, Skarsnik is patient – he is the spider at the centre of the web, awaiting the flies...

Ever devious, it was Skarsnik who called off the attacks on the Dwarfs in their citadel. He reckons his multitudes can crush the stunties at any time – yet with unequalled cunning, the greatest of all Night Goblin leaders instead plays the long game, for it is Skarsnik's plan to use the returned stunties as bait – drawing ever more of their bearded kind into his trap until stamping out the lot. In the meantime, he aims to keep the Dwarfs at less than subsistence level, a slow torment to let them know who really rules Karak Eight Peaks.



Skarsnik, Warlord of the Eight Peaks and Gobbles the Giant Cave Squig.



Quekk Headtaker, Warlord of Clan Mors.

The Skaven

Deep below the surface of Karak Eight Peaks reside the Skaven. They call it the City of Pillars, as their kind has never cared a dropping for mountains and it was the vast halls of innumerable pillars that first impressed them. Clan Mors, arguable the greatest of all Skaven Warlord clans, have claw-marked the fastness as their own, making it their stronghold where they rule over a thriving Skaven-city and a major hub on the underground network of tunnels known as the Underway. So powerful has Clan Mors grown by gnawing on the decaying roots of that vast Dwarfhold that they have parleyed those riches into a seat on the mysterious Council of Thirteen, the rulers of all verminkind.

Yet despite the univalued success, Clan Mors knows that they rule nearly three quarters of the vast underground holdings of the City of Pillars, yet they do not own it all. This blemish weighs against their machinations on the Council and has delayed fully searching out and plumbing the armouries and forges of the ancient fastness. Thus has Quekk Headtaker, the greatest and most active Warlord of Clan Mors, been ordered to return to the City of Pillars and take command of the vast Skaven forces there.

KARAK EIGHT PEAKS ON THE TABLETOP

This campaign is designed to capture the bitter action of the ongoing battles taking place in and around Karak Eight Peaks. The number of players and games is flexible, but three armies must be involved: Dwarfs, Skaven and Night Goblins.

This campaign is a series of battles between three sides – the Dwarfs, Skaven, and Orcs & Goblins. It is made up of different scenarios with the results building to a climactic final game involving all three armies. The system is flexible, accommodating differing numbers of players and games, as this best fit my gaming group, which is made of players who drift in and out as time allows. Feel free to expand or contract to the tastes and time requirements of your own group – for instance, agreeing to play each army twice before all playing in the final battle.

Fighting the Campaign

This campaign is made of a series of connected games to recreate the ongoing battles in and around Karak Eight Peaks. It was designed to start with a few battles for each army, and then finish with a grand climax in about a three week period.

The idea with this part of the campaign was to capture some of the diverse conflicts fought throughout the vast complex of ruins, involving a mix of underground battles and surface fights. These games are, for the most part, regular pitched battles pitting one army against another. We used 2000-point armies but players can agree any points size. These battles are a mix of new scenarios and existing ones from the Warhammer rulebook, most of which include a chance of the game being fought underground (see below). Campaign points are awarded for each game, and are then spent on bonuses in the final battle.

Opening Battles

For the first few weeks of the campaign, play as normal against your opponent, but roll a dice on the following table instead of the Pitched Battle table in the rulebook:

- 1 **The Watchtower** (see page 150 of the Warhammer rulebook)
- 2 **Seek & Destroy**
- 3 **The Chokepoint**
- 4 **Fighting Retreat**
- 5 **Battle for the Pass** (see page 146 of the Warhammer rulebook)
- 6 **Heroic Last Stand** (see page 394 of the Warhammer rulebook)

The Final Battle

After a few weeks of gaming, wrap up the campaign with the final battle – the Battle for the Throne Room.

Special Characters

Part of what makes Karak Eight Peaks special are the personalities involved – Skarnik, Warlord of the Eight Peaks, ruthless Queek Headtaker and the grudge-seeking King Belegar. To encourage their use in every game, they can be taken for 'free' – that is, at no points cost so long as that model is your General. Should the special character be struck down or flee the table, roll on the Character Injury chart to see about his continuing use in the campaign. This made them especially survivable and helped build many old scores to settle.

For King Belegar, we counted him as a Dwarf Lord with Hatred (Orcs & Goblins, and Skaven). He was allowed runic weapons, armour and talismans worth up to an extra 155 points.

Naming other characters in the various armies – top Thanes, infamous Chieftains, King Belegar's brother Lord Duregar, Skarnik's infamous ally Gorfang Rotgut, famed Battle Standard Bearers and so on – will only add to the 'grudginess'.

Underground Special Rules

Many of the battles in Karak Eight Peaks take place underground – if unspecified in the scenario, the battle is fought underground on the roll of a 1-4. On a 5 or 6 the game is fought as normal. If the game is fought underground set up the terrain appropriately and use the following rule:

Uncertain Footing & Low Ceilings: Cavalry, monstrous cavalry and all flyers must take a Dangerous Terrain test whenever they make a march, charge, flee or pursue move.

Campaign Points

After each battle, campaign points are awarded as follows:

Results	Campaign Points
Victor	3
Tie	2
Loser	1

Campaign points are spent before the final battle (see the Battle for the Throne Room). For every 3 full campaign points you spend you can choose to either take an 100 extra points or risk a single roll on the Random Events chart (which you roll immediately after your first turn – see the final scenario for more details). Any unspent campaign points are lost.



Dwarf Lord

Character Injury

If Skarnik, King Belegar or Queek Headtaker are slain or flee the table during a battle, remove them from play as per normal and at the end of the battle roll a D6.

- 1 **Dead, Dead, Dead.** The character in question really is dead – a deed that will be remembered by all combatants of Karak Eight Peaks.
- 2-5 **Injured.** The model doesn't die, but is instead knocked out, buried in a cave-in or saved by another far-fetched happenstance. The character can be used in the next game, but must join that battle late – entering play along a friendly board edge on a roll of 4+, starting with the owning player's second turn. If the character never makes it to the battle, he has lost his way, but can be used in the next battle as normal.
- 6 **Ah-ha! The hero was not slain!** The character in question leapt to safety and can be used as normal in ensuing battles.



SEEK AND DESTROY

This scenario is about one side making a determined attack to wipe out a key structure or resource of the foe. This could be whatever you have suitable in your terrain collection. For our group it was Fungus Forests (if there are Night Goblins defending) or a Dwarf Brewhouse (for the Dwarfs), but you could easily see this being a Dwarf shrine, an Idol of Gork, an Ancestor's Tomb and so on.

THE ARMIES

This battle is fought between two equal points armies. Roll off to see which player is the attacker and which is the defender. If there is a Skaven player they will automatically be the attacker.

THE BATTLEFIELD

This battle is fought underground on a roll of 1-5. On a roll of 6 it is fought above ground. It is set up as described on page 142 of the Warhammer rulebook, with the exception being that the defender sets up the battlefield.

DEPLOYMENT

The defender chooses a table half and sets up his entire army first. He must also place the main objective (see below) in his own deployment zone. Otherwise use the same rules for deployment as Battleline (in the Warhammer rulebook, page 144).

FIRST TURN

After deployment, the attacker rolls a dice. On a roll of 1-5 he can choose who has the first turn. On a roll of 6, the defender can choose who goes first.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143. The defender gains +500 points if the main objective is not destroyed at the end of the game. The attacker gains +500 points if the main objective is destroyed.

SPECIAL RULES

Destroying the Main Objective. Normally terrain cannot be destroyed, but for this one-off battle it fits the objective to do so. Models in base contact with the terrain and not in contact with any enemies can attack it. There is no need to roll to hit, terrain is hit automatically. Fungus Forests are Toughness 5 with 5 Wounds each while the Dwarf Brewhouse is Toughness 8 with 6 Wounds. Units must choose whether to shoot at the Fungus Forest or any unit inside. Templates will affect both the terrain and any models touched. When the terrain reaches 0 wounds it is removed.

A Note on Underground Terrain

A few pieces of special terrain can give the impression of an underground battle. For our games we used Fungus Forests for any trees, hills were Scree Slopes and a few rockpiles, broken pillars or ruined ancestor statues helped set the tone. There are no hard and fast rules for scenery – but the more you use appropriate-looking terrain, the more of the Karak Eight Peaks atmosphere you can inject into your battles.

THE CHOKEPOINT

Karak Eight Peaks is full of defensible points: the narrowest point of a mountain pass, an arched stone bridge over a massive chasm or a small stone columned cavern before it opens into one of the miles-wide arched halls of a grandeur beyond belief. Naturally these areas are more easily defended than the open spaces of the grand caverns and so bloody battles occur to control them.

THE ARMIES

This battle is fought between two equal points armies. Roll off to see which player is the attacker and which is the defender. If there is a Skaven player, he will automatically play the role of the attacker in the scenario.

THE BATTLEFIELD

This battle is fought underground on a roll of a 1-4, using the special rules described earlier. On a roll of 5+ it is fought above ground. Set terrain up as described on page 142 of the Warhammer rulebook, with no terrain placed anywhere within 12" of the centre of the table's midpoint, to represent the crucial chokepoint that both forces are battling to control.

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turns to place their units on the table, using the alternating units method of deployment described on page 142 of the Warhammer rulebook. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.

FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his dice roll.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143, but with the following additional victory point conditions. For every unit that ends the game in the opposing player's half of the table will gain an additional +100 victory points. Also, the side that can claim the most units within 12" of the centre point of the board gains an additional +250 points.

SPECIAL RULES

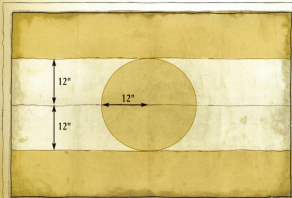
Fought With Great Fury. In this game all units gain the Hatred special rule against all models on the opposing side. If the model already has Hatred against a certain foe, he will now suffer Eternal Hatred against them (re-rolling misses in every round of close combat, not just the first).



In the tight confines of the tunnels, rats proved especially deadly.



The loss of Karak Eight Peaks saw many Skaven take the Slayer Oath.



Name that Place

In much the same way that naming all your characters adds to the sense of history in the campaign, so too can naming the sites of your battles. You don't have to go as far as drawing a map (although you can!), but naming the locations help to bring the campaign to life. That way, when you play the Chokepoint scenario, you're not fighting for a scrap of dirt, but for the Bridge of Grudges. And if you find yourself playing the same scenario again you can choose to set it in the same place, and then all the history and grudges from past games will come flooding back.

BATTLE

4

FIGHTING WITHDRAWAL

In the non-stop fighting in, under and around Karak Eight Peaks, there comes a time when an army must pull back in the face of a much stronger opposition, perhaps a forced retreat to a strong point or a redeployment to a better defended position. Territory is only grudgingly conceded in the bitter war, but resources are often scarce and warriors rested until reinforcements can arrive.

THE ARMIES

This battle is fought between an attacker and a defender. The attacker has +25% more points to begin with than the defender (in addition to any points modifiers). If there is a Skaven player he must always be the attacker.

THE BATTLEFIELD

This battle is fought underground on a roll of 1-3. On a roll of 4+ it is fought above ground. It is set up as described on page 142 of the Warhammer rulebook.

DEPLOYMENT

The attacker chooses which long table edge he will enter play from, the opposing long table edge is the defender's destination. Next, the defender must set up his entire army. The defender must place all his models within 6" of the centre line. At least half of the defender's units (rounded up) must be facing towards the destination edge. After the defender has set up Scouts (if any) are deployed, with the defender placing first.

FIRST TURN

The attacker always gets the first turn and moves his models on from his own table edge. Any models that have no Movement value can be placed anywhere along their

table edge at the start of the first turn, but cannot shoot or cast magic in the turn in which they are placed.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143 with the following additions. The defender gains +100 points for every unit that ends the game on the tabletop (fleeing units do not count) and +100 points for every unit that exits safely off the edge marked as the defender's destination.

SPECIAL RULES

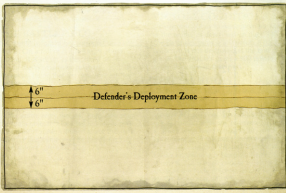
Exits Safely. The defender can move (not march) off the board edge marked as the defender's destination. If any part of the unit touches the board edge the unit is removed and considered having exited the battlefield for victory points conditions.

Escape-blockers. The attacker can nominate a single Core, non-horde unit to act as Escape-blockers. This unit can enter play from any table edge (as if coming on from reserves) at the start of Turn 2.



The colours of the ancient kings of Karak Eight Peaks flow above the recaptured keep. When Belegar marches to war, so too does his loyal Battle Standard Bearer.

My laid back 'play as many games as you can' approach worries some gamers. They either feel pressured as someone who plays ten times the amount of battles can garner an undue advantage (which is true) or, it is simply too random and they'd like more structure. The get-in-as-many-as-you-can approach works for my group as it is full of guys like me - we're all too busy with family, work or other commitments to play everyday (as great as that sounds!). So while one guy will strive to get in an extra game or two, it won't get too lopsided. If your group sees a larger disparity between the numbers of matches, by all means consider something with more restrictions on who plays who.



BATTLE FOR THE GREAT THRONE HALL

The Great Throne Hall is the largest single hall within Karak Eight Peaks and its pivotal location has made it the site of countless battles. The hall's strategic value – with unparalleled access to the lower depths, along with its superb defence points make it vital to the success of any plan to conquer the main underhalls. Whichever side can claim ownership of the hall can be said to be the reigning power of Karak Eight Peaks.

THE ARMIES

This battle is fought between three armies. All players can spend their campaign points for extra points or more rolls on the Random Events chart. Additional random events are rolled after the player's turn.

THE BATTLEFIELD

This battle is fought underground. Set terrain up as described on page 142 of the Warhammer rulebook, with a ruined dais in the centre of the battlefield.

DEPLOYMENT

Players roll off to determine who sets up first, with each player rolling a D6 and adding their campaign points total. The lowest scoring player must deploy in the central deployment zone. Up to three units can be brought in as reserves from any table edge – any units that can't be deployed are lost. After the first side has set up, the remaining players can place their Scouts, beginning with the player who has set up in the central deployment zone.

FIRST TURN

The remaining two players dice off, once again adding their campaign points total with the lowest scoring player having the first turn. Choosing either of the long board edges, the player takes his first turn, moving on from the table edge. Any

models that cannot move are placed on their table edge. They cannot shoot or cast magic in the first turn. After his turn is complete, the next player takes his turn, moving on from the opposite table edge. Finally, the player who set up in the centre can take his turn.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed is reached.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143 with the following additions. Ending the game with your General alive (and not fleeing) is worth 500 victory points. Slaying an enemy General is worth an additional 500 victory points. Also, the side that has the most models within 12" of the ruined throne of Karak Eight Peaks gains a further 500 victory points.

SPECIAL RULES

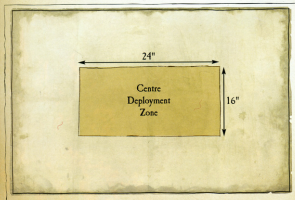
Three Sides. Follow the rules for fighting with additional players on page 407 of the Warhammer rulebook.

Random Events. At the end of every game turn roll on the Random Events table and apply the results. This is in addition to any events bought with campaign points.

Random Events

2D6 Event

- 2 **Tunnel collapse.** In the next game turn all models are treated as if they were in dangerous terrain.
- 3 **Luck Stone.** You may re-roll any single dice roll next turn.
- 4-5 **Cave-in.** Choose an enemy unit – their next move is treated as if the regiment was in dangerous terrain.
- 6 **Cave Beasts Attack!** Choose any enemy unit – they suffer 3D6 Strength 2 hits.
- 7 **Eruption of Squigs.** The winner of a roll-off (Night Goblins gain +2), chooses one enemy unit to suffer 2D6 Strength 5 hits with no armour saves.
- 8 **Ancient Trap.** The winner of a roll-off picks one enemy unit to suffer D6 Strength 6 hits.
- 9 **Secret Tunnel.** The winner of a roll-off (Skaven gain +1) may bring a Core unit of up to 150 points on to the table in the same way as reinforcements.
- 10 **Sinkhole.** Choose an enemy unit – all models in the unit must pass an Initiative test or die with no saves allowed.
- 11 **Dwarfen Ancestors.** The winner of a roll-off (Dwarfs gain +2), chooses one enemy unit – it must pass a Terror test or flee.
- 12 **Surge of Magic.** The winner of a roll-off gains an additional +D6 power dice to use in their next Magic phase.



WARHAMMER
40,000

WYCH CULTS OF THE DARK ELDAR



The Dark Eldar feast upon pain, using the suffering of others to extend their own unnatural lives. Nowhere is this more apparent than in the dark arenas of Commoragh. In this article Phil Kelly explores the world of the Wych Cults.

Dark Eldar society thrives on the infliction of pain and suffering. Because of this, Commoragh – the nightmarish city-realm that pulses within the webway like a vast galactic tumour – exists in a delicate but well-established balance. Its citizens would gladly stab each other in the back just for the look on their victim's faces, each murderer drinking in the heady draught of terror as his victim gasps their last. To witness another's anguish is the only way the Dark Eldar have left to feed their withered souls, but for the ruling Archons of Commoragh to allow unchecked bloodthirst would be to invite total societal collapse.

Because of their kind's unending need to bathe in the most extreme of sensations, the Dark Eldar have evolved the Hekatarri, known in common parlance as the Wych Cults. Each Wych Cult is a thousands-strong organisation of gladiators that put on nightly displays of the most incredible violence; not only for the edification of the masses, but also for literal sustenance. Such is the scale of the carnage enacted by

these armies of warrior-athletes that the Dark Eldar spectators, after a few intense hours of witnessing the cutting edge of martial expertise, leave the arena with the glow of well-fed predators. In this way the populace is kept from full-scale anarchy – at least, those portions of Commoragh wealthy enough to attend the Wych Cults' nightly performances.

“Each Wych Cult is an organisation of gladiators that put on displays of the most incredible violence.”

Each Wych Cult has its own arena within which these spectacular events unfold. Comparing architectural masterpieces such as Crucibael or Moedh Stair to the primitive colosseums of feudal worlds would be much like comparing a glittering palace to a mud hut. Likewise, the athletes that perform within them make even the most gifted human acrobat look like an uncoordinated ape by comparison. Each arena has its own deadly charms and challenges, usually incorporating razor-sharp blades or fiendish predators starved

YCTRIA, THE FLAYER QUEEN

Some Succubi prefer to rule in name only, letting their actions in the arena speak for themselves. Others rule their cults with an iron fist, taking an active role in the recruitment and advancement of their charges. Yctria Ghularis, known behind her back as the Flayer Queen, is most definitely of the latter persuasion. The Cult of the First Blood is led by a pyramidal hierarchy of Wyches whose senses are constantly sharpened by the tang of pain – in the same way as their leader Yctria, they have been surgically modified so that sharpened wire runs through their energy meridians. This makes every movement uncomfortable, no doubt contributing to the legendary temper of the Succubus herself, who has been known to declare vendettas against whole Kabals purely for using her hated nickname.

continued on page 45...

THE CURSED BLADE

In Commoragh, the term 'cursed blade' does not refer to a physical weapon, but instead to an individual or organisation that rebels against its masters. The Cult of the Cursed Blade has earned its name many times over, so much so that even for a well-protected Archon to invite Wyches from this Cult into his palace is tantamount to cutting his own throat. Treachery is held as the greatest of all virtues by the Cursed Blade, for by a process of hyper-accelerated natural selection, the warrior women of the cult ensure that only the strongest and most cunning survive within their ranks. Weapons that deceive and wrong-foot the foe are almost universal within their warrior cliques – a great many Laceraï refine their razorflail skills within the blade-lined colonnades of the Nhexus arena, and many a harmless-looking ornament worn by the Wyches contains a hidden snap-sword, a poison barb or a pair of flickblades.



Wych of the Cursed Blade





Wych of the Cult of the Red Grief

THE RED GRIEF

The Wych Cult of the Red Grief is famous for killing blows administered in mid-air. All Wych Cults believe that the best defence is simply not to be there when the opponent's blade falls, but the Red Grief take this to extremes, because they are often hundreds of metres away before their prey has the chance to retaliate. The Cult of the Red Grief has a great many Raiders in their forces; transports that fly in close formation towards the foes, escorted by Reavers, Venoms and Hellions. When the aerial formation closes with the enemy, the Wyches will bound and spring from Raider to jetbike to skyboard and back again with athletic precision, dismounting and mounting so swiftly that the transports barely have to slow. Only the Wyches themselves ever deign to touch the ground, and even then only to deliver the killing blow to an astonished enemy who is often still trying to adjust to the fact he is under attack in the first place.



'STEEL FANG'

Steel Fang is a figure of legend amongst the Wych Cults. Though her true name has been deleted from all records, her teachings are well-known, for she was the undisputed queen of improvised weaponry. It is said that in a former life she walked unarmed into the Inner Council of Craftsworld Lugganath on a diplomatic mission, smashed apart a crystal statue and used the shards to kill the Autarch and his advisors one by one before escaping through the webway. In the Bleak Pit of Port Carmine, she took down an Elder Solyth with nothing more than the hot sand of the pit floor, blinding her foe with a cloud of grit and then choking it to death in the dust. The stories go on and on. It is small wonder that the Cult of Steel Fang has grown up around her, and that her style of fighting is taught to every Wych.



THE PAIN ETERNAL

The Pain Eternal are exceptional in that they do not stage gladiatorial bouts in the arenas of High Commorragh. Instead they are a spacelaring cult that dock only once every few years in the Dark City. Unstinting in the service of the dark muse Hekati, Mother of Strife, the Pain Eternal exists only to tear down and destroy everything that is holy to the lesser races of the galaxy. Acts of anarchy and iconoclasm are held as a

kind of inverse worship for the Pain Eternal, for they believe in a higher reward than the adulation of the crowd.

The stagnant serenity of worship is a powerful goad to the Pain Eternal. Shrine worlds in particular are preferred targets; the Adepta Sororitas is well aware of the cult's agenda and has brought it to battle in countless warzones. Nonetheless, despite the best efforts of the Sisters of Battle, many a religious stronghold has found massed strike forces of Wyches descending without warning, hell-bent on replacing the surety of faith with terror and doubt. The covens of Hekatrices that lead the Pain Eternal love nothing more than to snuff out the flame of hope wherever it can be found, taking pains to defile and destroy the saints and lordlings of those they see as beneath them. Their detractors often say that the Pain Eternal wreak their own brand of havoc purely to prove that nothing is sacred, but the Succubi that lead them to battle profess a far greater aim – they wish to bleed away the lifeblood not of mortals, but their gods.





THE SEVENTH WOE

The Seventh Woe, in the ancient myths of the Eldar, refers to the destruction of the maiden-god Lileath's hearth-moon at the hands of Kaela Mensha Khaine. The legend is synonymous with the end of innocence, a tenet that the Seventh Woe embraces wholeheartedly by teaching those born into their cult to wield a blade before they can talk. Each of its members has been learning to fight and kill since infancy, and although a great many of the Seventh Woe's warriors defect from the oppressive and controlling weapon-regime of their masters to join the Hellion gangs, those that remain are counted amongst the most deadly of all Wyches.



Wyche



THE BLADE DENIED

The Blade Denied is an elder Wyche House that specialises in the art of using their foes' weapons against themselves. The irony of seeing a warrior impaled upon his own blade is always a favourite of this cult, for it shows that even a weapon cannot be trusted. A perennial favourite in the Blade Denied's Helix arena is the sight of an unarmed Wyche, seemingly at the mercy of a heavily-armed opponent and sometimes even tightly bound beforehand, slip the noose and gradually turn the tables from victim to persecutor by systematically disarming and then stealing the weapons of her opponent before the showy (and invariably messy) finale.

The tendency for using the enemy's strength against them is magnified whenever the Cult of the Blade Denied mounts a realspace raid. The cult deliberately puts itself at a disadvantage against its enemies, taking on superior numbers in heavily armed emplacements with little more than well-sharpened knives, haywire grenades, and the Raiders that bear them planetside. When the killing begins, however, the Wyches will improvise, turning the technologies of their foes against them, crippling the largest of targets with well-placed haywire attacks, and digging out the fleshy bounty inside with the care of an epicure savouring every nuance of his carefully prepared meal.



Lacetal



Hekatrox and Wyche from the Cult of the Blade Denied.

THE CULT OF STRIFE

The Wych Cult of Strife has become the most powerful Wych Cult of them all, largely due to the sublime talents of Her Excellence, Lelith Hesperax. Not through martial coups or treacherous politicking has the Cult of Strife risen to the apex of power, but through the creed of speed over strength, and the elevation of bloodsport to a high art. Though the Cult of Strife boasts dozens of the best warrior-athletes in the galaxy, Lelith herself is the diamond at the centre of the crown. Her deadly allure draws in hundreds of thousands of spectators every night – each of whom is prepared to pay a high price to the Cult's paymasters for the privilege. Night after night Lelith dances her way through massed ranks of steroid-enhanced Orks, captured Carnifexes, gut-wrenching Grotesques, disgraced Archons and more besides, the crowd roaring its approval all around as she gifts each the kiss of death with a contemptuous flick of her blades.

Amongst Lelith's many admirers is Asdrubael Vect himself, and the Cult of Strife has long been affiliated with the Kabal of the Black Heart as a result. Whether this is a bond of mutual admiration or the wary respect of natural born killers is immaterial, for the alliance has proven strong as steel, and strength is hard currency in the Labyrinth Dimension. Because of her immense value to the Dark City's rulers, it is rare for Lelith to emerge from Commorragh upon a realspace raid more than once per lunar cycle, but when she does so she fights with the fury of a Daemon. Each time she returns to Commorragh with a new clutch of grisly trophies, much discussed by her legions of devotees but soon lost amidst the mass of disembodied heads that adorn her private mansions. Whilst the Wych Cult of Strife is waging war in the galaxy at large, the Kabals of High Commorragh are far more likely to mount realspace raids themselves. After all, without the Belladonna of Commorragh to entertain them, life can seem a touch more dull – and there is nothing more likely to drive the Dark Eldar into a killing spree than the threat of simple boredom.



Lelith Hesperax



Hythae





THE WRATH UNBOUND

The killing trance known in the Eldar tongue as Khaēlas Maenaid is seen as a two-edged sword by the Craftworld Eldar, a near-berserk state where allies are killed as often as enemies and the tang of blood in the air is the only thing that matters. The Cult of the Wrath Unbound seek to harness this half-crazed state of mind the better to become one with the kill. Led by the Succubus Hythnamene Veilblood, the Wyches and Beastmasters of

this cult practice long and gory rituals before each performance and each battle, gradually letting their intellect slip away and their hungry instincts take over. Slowly but surely they become creatures of pure bloodlust; their eyes roll back in their heads, and ancient litanies to the Bloody-Handed God spill out of their painted lips. It is a well-known fact that a Wych in the grip of the Khaēlas Maenaid will not just kill her victims but reduce them to bloody scraps of meat, laughing hideously all the while. Whilst the killing trance is upon them, the warriors of Wrath Unbound are every bit as savage as the packs of Khymerae and Clawed Fiends that run with them on the hunt.



...continued from page 41...

into desperation. No two are ever quite the same, as each Wych Cult is constantly in competition to outdo its rivals with the sheer scope, grandeur and imagination of its gore-soaked games. Be they aerial ballets of bloodletting, zero-gravity hunting parties or carefully selected menageries on the prowl, they all have one thing in common – the arena is slick with blood and viscera come the end of each elaborate performance.

Predominantly female, the Wych Cults are comprised exclusively eye-wateringly

beautiful individuals. Each Wych performs the dance of death clad in provocative and skin-tight battle dress that owes more to

pure aesthetic appeal than to any semblance of practicality. Indeed, it is considered a point of pride for a Wych to taunt her foes with exposed areas of weakness, only to complete each feint with a viper-fast strike when her opponent's blow falls upon nothing more than thin air.

The Wych Cults are led both in the arena and upon the battlefield by a combination of champion and queen, formally known as a Succubus. Each Succubus is breathtakingly seductive, though in truth she may be centuries or even millennia old – all too often, underneath the alabaster perfection and taut musculature of her physical form lurks the soul of a dry and shrivelled hag.

Nevertheless, the Succubi remain the main attraction in the arenas, for they have been steeped in the arts of bloodletting for the entirety of their long lives, and they are quite willing to enforce their dominance with a perfectly-executed decapitation should the need arise.

Almost every Wych Cult enjoys the patronage of a powerful Archon, not only because the Archons know that the populace of Commorragh will always be indebted to those who allow them a safe environment in which to feed, but also



Wyches

“Predominantly female, the Wych Cults comprise eye-wateringly beautiful individuals.”

because the Wych Cults are powerful allies in the never-ending war against the denizens of realspace.

The Wych Cults take every chance they can to prove their martial skills superior to those of the lesser races, both within the arena and without. Though they profess nothing but contempt for the warrior castes of Man, Ork, Tyranid and Craftworld Eldar, the Wyches get an undeniable thrill out of matching themselves against the elites of their rival races. The trophy museums of a successful Succubus will hence boast the heads of Chapter Masters of the Adeptus Astartes, conquering Ork Warbosses and Tyranid Hive Tyrants alike.

WARHAMMER
40,000

DARK ELДАР

The Dark Eldar strike without warning from their twilight realm of Commorragh. Cruel beyond compare, their way of warfare is swift, deadly and unerringly precise.

On this page you can see a selection of the multi-part plastic kits available from the Dark Eldar range.



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WAR OF THE RING

DOL GULDUR AWAKENS



War of the Ring is a tabletop battle game putting you in command of vast armies of miniatures. The forces of good and evil clash as you take part in the great battles from the history of Middle-earth. The War of the Ring rules manual is a vast 328-page tome that contains all the rules you'll need to muster your own mighty hosts.



In a time before the War of the Ring, before Saruman had fallen into shadow and even before the birth of Frodo Baggins, the Necromancer stalked the boughs of Mirkwood.

Nowhere is the touch of Sauron more obvious than in Rhovanion, the land that lies east of the Misty Mountains and north of Rohan. Here, dominating the wide plains that fall under its shadow, lies the dark and tangled mass of Mirkwood. This mighty forest is an enduring testament to Sauron's malice and corrupting influence, for it was once a wholesome place until the Dark Lord took up abode under its lush canopy. In those days, it was known as Greenwood the Great, for it was as noble, in its way, as the forests of Fangorn and Lothlórien, and many times their size.

It was here that Sauron came in secret during the first half of the Third Age, still reeling from his defeat at the hands of the Last Alliance of Men and Elves some centuries before. Knowing that the folk of Gondor still kept watch upon the bounds of Mordor, Sauron sought a new lair from which to rebuild his strength. It will never truly be known why the Dark Lord chose

southern Greenwood for this purpose, for that secret rests solely in the mind of Sauron. Certainly, no realm claimed ownership of the southern bounds of the forest, for the Elves of Greenwood largely had their halls in the north and the Men of Rhovanion were ever reluctant to stray into the depths. It is possible that the Dark Lord deliberately sited his new lair atop the ruins of an older, long-abandoned fortress from the days of Morgoth in the hopes of rekindling any power that resided in its ruins. Wherever the truth of the matter lies, the coming of Sauron to Greenwood changed the forest forever.

Slowly, but inexorably, the presence of the Dark Lord corrupted and changed the forest beyond all recognition. The trees took a twisted shape and the very air itself became heavy with malice. Evil creatures began to venture under the trees, drawn by the unwholesome presence of the Lord of the Rings. Whether spiders from the Ephel Duath, or Wargs and Orcs from the plains

of Anduin, they came in great numbers and in brazen defiance of the Elves who lived there. Such changes could not go unnoticed forever, and soon tales came to the ears of Men and Elves that a great evil now dwelt in the forest of Greenwood. A Necromancer of great power resided in a dark and twisted tower that seemed almost alive and aware, atop a pit of shadow from which there was no escape. Greenwood was a noble place no longer, but had become the oppressive and malignant forest, Mirkwood. The worst of the changes was to be seen in the glades surrounding Sauron's new home, Dol Guldur – the Hill of Sorcery – yet throughout the forest his influence was plain.

Shortly thereafter, the Elves of Mirkwood – led by proud King Thranduil, father of Legolas – found themselves beset upon all sides as the very forest seemed to turn against them. Despite the dark terror that their home had become, the Elves of Mirkwood did not yield, and fought on to reclaim their home – though with little help from beyond their borders. For many long years, the Necromancer gathered strength in his fortress, directing from afar his minions in other lands. Why the Free Peoples allowed him his grip on Mirkwood for so long is unknown, though they would often find themselves challenged in other quarters. Indeed, the Third Age saw many troubles to distract its kingdoms – plague, restless Haradrim in the south or the invading forces of Angmar in the north, to name but a few. It is likely that the Necromancer endured simply by remaining a less immediate foe. Dol Guldur remained unopposed save by those it directly threatened – the Elves of Mirkwood, who were faced with a battle they could not win alone.

Only when Gandalf the Grey entered the dungeons of the Necromancer's lair did the wheels of fate begin to turn against Sauron. For some time, the Wizard had feared that the master of Dol Guldur was none other than the Dark Lord, and beneath the Hill of Sorcery he found all the proof that he required. Faced with this knowledge, the White Council was no longer able to postpone confrontation with the darkness at the heart of Mirkwood. Though Sananar the White, then the master of the Council, stalled preparations to suit his own ends, the Wise were able to marshal their forces in preparation of assaulting Dol Guldur. Never before or since in the Third Age had so many powerful individuals been assembled in one place. The stage was set for one of the greatest battles of Middle-earth.

Sensing the Wise were moving against him, the Necromancer acted decisively, seeking to deny the White Council allies and to split their loyalties. Exerting his influence over the corrupted creatures of

the forest, the Necromancer sent them north to break Thranduil's Elves. A running battle amidst the boughs broke out as the Wood Elves fought back. Yet still they were hard-pressed by the evil onslaught. Many Elven lives were lost as Orcs, Wargs, Spiders and flocks of Bats swept through the forest like a hungry wind. Slowly but surely the Elves were driven back to their halls in the north of the woods.

Elrond and the Elves of Rivendell were due to meet up with the Wise on the outskirts of Mirkwood close to Dol Guldur but immediately diverted northwards to help their kin, once news of Thranduil's plight had reached them. The Necromancer's ploy had been successful at splitting the White Council before it had fully formed, gaining him time. This he used to great effect, sending the Castellans of Dol Guldur against the gathered Wizards even as they prepared to breach the interior of the forest.

Thanks to Elrond's aid the halls of the Wood Elves were saved. The Elves headed south and met up with the triumphant Wizards. Together at the last, the Elven armies and the White Council approached Dol Guldur, ready to confront the dreaded Necromancer of Mirkwood.

The Necromancer

A darkness has dwelt in Mirkwood for many years, an evil known as the Necromancer. It is none other than Sauron in his shadow form, here he waits, gathering power and seeking something lost to him.



“A SHADOW FELL ON THE FOREST, SO THAT IT BECAME DARKENED AND ITS NEW NAME WAS MIRKWOOD.”

– THE FELLOWSHIP OF THE RING



DENIZENS OF THE DARK WOODS

The pursuit of the Necromancer gave cause for some of the most powerful heroes of Middle-earth to gather as one. Here we take a look at both the forces of the White Council and their allies, and the dread foes they are likely to face.



Khazîd the Easterling



The Undying



Castles of Dol Guldur



Celeborn



Radagast the Brown



Thranduil



Legolas

The denizens of Dol Guldur surge forward to attack the approaching White Council.



SCENARIO ONE

ASSAULT ON THRANDUIL'S HALLS

The Elves of northern Mirkwood are cruelly pressed by the Necromancer's onslaught. Though Thranduil repels the attacks as best he can, much of his army is scattered throughout the forest on other errands and his wounded followers are beginning to outnumber those still capable of fighting at his side. Elrond Halfeleven, already en route to Mirkwood, has learned of the King's plight and, with great haste, has led part of his army to Thranduil in the hope of rescuing the Wood Elves. Though he meets with much delay, Elrond arrives just as Thranduil prepares for a last defence of his realm. With luck, and through the grace of the Valar, they will yet be able to crush the Necromancer's forces and save the realm from ruin.

Good Forces

Wood Elf Defenders

- Thranduil
- Up to 1200 points chosen from The Elven Kingdoms army (Note that, for this scenario, only Wood Elf Warbands count as Common formations. All other Common formations must be treated as Rare).

Eri Allies

- 0-4 Eris

Relief force

- Elrond
- Up to 500 points chosen from the Elven Kingdoms army.

Evil Force

- 1 Ringwraith (Khamûl the Easterling).
- Up to 2000 points from the Misty Mountains army list (Note that the Dragon and the Balrog cannot be selected for this scenario).

The Battlefield

The battle should be played on a 6' x 4' that is heavily wooded – the more trees, the better! This represents northern Mirkwood.

Deployment: Randomly nominate north and south on the long edges of the battlefield. The Evil player sets up first, deploying his entire force up to 18" from the southern board edge. The Wood Elf Defenders are then placed, up to 12" from the northern edge.

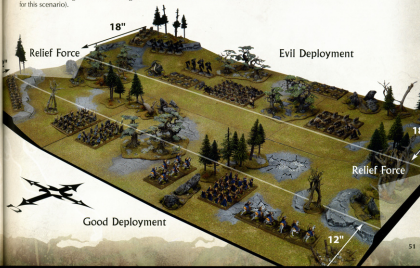
Victory Conditions

The Elves win if they can reduce the Evil army to a third of its starting strength. The Evil force wins if it slays both Thranduil and Elrond. Any other result is a draw.

Special Rules

Relief force. Elrond and the Elves from Rivendell are marching north, desperate to aid their Elven brethren in their plight. At the start of every turn after the first the Good player rolls a D6, on a 4+ the Relief Force arrives on either the east or west side of the table. The player that wins priority for that turn decides which table edge they enter play. Use the Reinforcements rules on page 81 of the War of the Ring rulebook to determine how the force arrives on the battlefield.

The Living Forest. The trees in the north of Mirkwood have yet to succumb to the Necromancer's corruption. For now at least, they resent the presence of Evil as much as the Elves. Any Evil formation that moves across or into a forest during any part of its move must roll a D6. On a 5+ the formation takes D6 hits.



SCENARIO TWO

THE FALL OF THE NECROMANCER

The Necromancer can hide in his fastness of Dol Guldur no longer. The greatest heroes of the Free Peoples stand ready, and only the dread fear of their undying master's wrath yet binds Sauron's minions to his will. With seemingly endless numbers of Sauron's minions arrayed against them however, the White Council must assail the tower directly in a bid to draw the Dark Lord into the open where he can be defeated.

Good Force

- The White Council
- Radagast the Brown
- Thranduil, King of Mirkwood
- Legolas, Prince of Mirkwood
- Celeborn, Lord of Lothlórien
- Glorfindel, Lord of the West
- The Rivendell Guard
- 0-3 Ents
- Up to 1250 points of formations chosen from the Elven Kingdoms army list.

Evil Force

- The Necromancer of Dol Guldur
- Khamûl the Easterling
- The Dwimmerlaik
- The Dark Marshal
- The Undying
- The Shadowlord
- 1-3 Companies of Castellans of Dol Guldur
- Up to 1500 points of formations chosen from The Misty Mountains or Angmar army lists (cannot include Gûlavhar, the Terror of Amor).

The Battlefield

The battle should be played on an 8' x 4' table that features plenty of woods and rocky crags, representing the southern region of Mirkwood that has long been under Sauron's corrupting influence. On the southern board edge, a dark, brooding tower is placed atop a hill, portraying Dol Guldur itself. An Orc lair or ruin is placed within 18" of both southern table corners.

Deployment: The Evil player sets up first, deploying within 18" of the southern board edge. The Necromancer starts the battle occupying the tower of Dol Guldur, but is not deployed at this stage. The Good force is then placed anywhere within 12" of the opposite table edge.

Victory Conditions

The White Council must draw forth and slay the Necromancer to achieve victory. If the Good side succeeds in destroying the Necromancer before their forces are wiped out, then the Good player wins. Any other result is an Evil victory.

Special Rules

Let the Lord of the Black Land come forth. If any member of the White Council has, at any point, moved within 12" of the tower of Dol Guldur, they will cast down the walls, and the Necromancer must be placed on the battlefield during the Evil player's next Move phase. The Necromancer is placed in contact with the tower of Dol Guldur, but cannot charge on the turn he is placed. Otherwise, he can act normally. From this point onwards, the tower cannot be occupied for the rest of the game.



Send forth all legions. Roused from their lairs by their master's desperate summons, hordes of Orcs and Goblins spew from the dungeons deep beneath the Hill of Sorcery. At the start of his Move phase, the Evil player may take any full common formation previously removed as casualties and place them on the board in contact with either of the Orc lairs or ruins. Formations that return in this manner may not charge in the turn they arrive, but may otherwise act normally.

The Dol Guldur Awakens Campaign

If you wish to link the result of the Assault on Thranduil's Halls battle to the Fall of the Necromancer scenario, then do the following:

- If Thranduil was slain in the first game, then he will be unavailable for this scenario.
- If Elrond fell in battle, then the White Council will begin the game having already taken a casualty (who must be Elrond), but may otherwise act normally, and may even restore Elrond with the Blessing of the Valar spell.
- If the Elves were victorious in the first game, then they may include an additional Wood Elf Warband (of any size) in their army for free.



Evil Deployment

Ruins

18"

12"

LORD OF THE RINGS

SCENARIO THREE

A Note on this Scenario

This scenario is designed to be an optional alternative ending to the Dol Guldur Awakens campaign played using the rules from the Strategy Battle Game. If you wish to play this game, simply make the following adjustments to The Fall of the Necromancer scenario on the left:

- Replace the Necromancer with a formation of Castellans of Dol Guldur, representing the Dark Lord's last line of defence.
- The Good side wins if, after five turns, they have six or more named heroes within 12" of the tower of Dol Guldur. Any other result is an Evil victory.

The Final Battle

With the Necromancer driven from his fastness of Dol Guldur in the face of such mighty opposition, the White Council can now take the battle to their arch-enemy directly. Gathering the greatest among them, the White Council must seize their opportunity to finally rid Mirkwood of Sauron's evil presence.

Participants

This scenario represents the final battle between the mightiest heroes of Middle-earth. As such, this scenario ignores any but the most powerful participants.

Good

- Any named Heroes that finished Scenario Two within 12" of the tower of Dol Guldur.

Evil

- The Necromancer
- Any surviving named Ringwraiths from Fall of the Necromancer scenario.
- 4 Castellans of Dol Guldur
- 1 Troll Chieftain

Layout

This scenario takes place on a 2' x 2' board, featuring the tower of Dol Guldur atop a hill in the centre of the board, surrounded by trees and rocky ground.

Starting Positions

The Necromancer is deployed within 6" of the tower of Dol Guldur. All other models arrive as reinforcements.

Objectives

The Good player must slay the Necromancer. Any other result is an Evil victory.

Special Rules

A Gathering of Might. At the start of each player's Move phase, roll a D3 to discover how many reinforcements they receive. The Good player deploys these models on any board edge, but the Evil player must place his models touching the tower of Dol Guldur. Newly arrived models can not charge on the turn they arrive, but can otherwise act normally.

WARHAMMER
40,000
TACTICA

ANCIENT HEROES



Some days, Mat Ward wishes he were an armoured killing machine, capable of cutting a swathe of destruction through those foolish enough to oppose him. That's why we asked him to share his thoughts on Blood Angels Dreadnoughts.

Pah! That's not an intro – it's shameless character assassination. Next they'll be saying I write about myself in the third person, like some kind of glorious monarch, whose inevitable rule will last a thousand years! (Actually, Mat did write about himself in the third person throughout this article but, happily, the red pen of correction banished it all – Ed). Anyway, wondrous destinies aside for a moment, where to begin?

Triumphant Trinity

Like most Space Marine armies, the Blood Angels are able to field Dreadnoughts. Unlike most Space Marines, however, the Blood Angels can squeeze far more into their armies, with access to Dreadnoughts, Furious Dreadnoughts and Death Company Dreadnoughts. Whilst each can be considered to have its own role within the Blood Angels' army, there's a lot of flexibility to be had, as we'll discover.

The Dreadnought

Of the three, the Dreadnought should be considered the fine-support choice. With the usual selection of anti-tank and anti-infantry weapons to choose from, it's a good all rounder and an ideal supplement to any strike force. Truth be told, the Dreadnought's often overlooked in the Blood Angels army, where most players make a mad scramble to spend all their points on as many assault troops as they can cram in. Nonetheless, a bit of flexible firepower never hurt, and a Dreadnought has always been great value. Consider the lascannon/missile launcher build – for a mere 140 points, that's an awful lot of tank-busting firepower. Or even the basic assault cannon/blood fist/storm bolter combination – at 105 points, it's a great way to add firepower to your advance.

The Force Organisation chart's another thing to bear in mind when considering whether or not to include a Dreadnought in your army. As the Dreadnought sits in Heavy Support, it's not going to use up any of your valuable Elites slots and so deny you the use of Chaplains, Sanguinary Priests, Sanguinary Guard, and so on and so forth. Granted, it will reduce the number of Predators, Whirlwinds and suchlike that you can take, but you're a Blood Angel! Surely a walking tank that can fight in close combat is better than the more traditional sort?

In truth, the only real disadvantage the Dreadnought has compared to the Furious and Death Company variants is that it doesn't have access to some of the unique Blood Angels wargear – it can only take the

blood fist, which is essentially a Dreadnought close combat weapon. But then, if you've got the other types of Dreadnought as well, it won't matter. The aforementioned specialised gubbins are close range and close combat enhancements, and the Dreadnought's prime role in the Blood Angels army is at medium to long range. For close quarters combat, you'll want...

The Death Company Dreadnought

Blinded by rage and the psychic echoes of doomed Sanguinius, the Death Company Dreadnought is definitely a Battle-Brother or two short of a full company. However, for getting stuck into the hack and slash of melee, there's no better candidate. With 4 Attacks (compared to the Dreadnought's 2) the Death Company Dreadnought can certainly dish out the damage, and thanks to None Can Stay My Wrath! (which allows it to ignore crew shaken and crew stunned results) can take it too. If this weren't enough, the Death Company Dreadnought also has Fleet and Furious Charge, ensuring that he'll not only get stuck in quicker, but will also slaughter plenty of enemies before they strike back!

Of course, there is a price to be paid for these fine abilities, but nothing you'll not happily pay. First up, you must have at least 5 Death Company models in your army for each Death Company Dreadnought – but as a Blood Angels player, why wouldn't you want plenty of Death Company anyway? Secondly, Death Company Dreadnoughts are subject to Rage and must therefore move towards the enemy but, again, it's hard to see the problem – you want to be close in so that you can tear them to little tiny pieces. I suppose you can argue that a canny foe can use Rage to pull your Death Company Dreadnoughts into a place other than the one you wanted, but as Rage doesn't influence your assault moves, you'll just need to be aware of it as a possibility and take steps to screen your Dreadnought.

The Furious Dreadnought

The Blood Angels' equivalent to other Chapters' Venerable Dreadnoughts, the Furious is a bit of a jack of all trades, albeit one slanted towards combat, as should only be expected. With its default loadout, the Furious has a mite less close combat ability than the Death Company Dreadnought (it has one less Attack) but doesn't have any of its disadvantages. The Furious's true worth comes from its array of options, be they weapons or – with the

Weapon of Choice

There's no right or wrong answer to the question of how to arm your Dreadnought – with access to a variety of different heavy weapons, there's a tool for every job. The trick is to decide what that job is and focus on the task. Is the Dreadnought going to accompany your main advance? You can't go wrong with an assault cannon and a storm bolter. A spot of tank hunting? A lascannon or multi-melta will do the trick nicely. Having trouble with hordes of gribbly? Try out the assault cannon and swap the storm bolter for a heavy flamer, just to make sure. And for heavy infantry, a plasma cannon should do the job.



In for the Kill

So, we've discussed the extensive choice of ranged weaponry for the Dreadnought, but not made mention of the more specialist close-combat equipment available to the Furioso and Death Company Dreadnoughts. At the most basic level, the choice comes down to blood fists vs. blood talons. Blood fists are a must if you're relying on the Dreadnought to tackle vehicles of any description, as its Strength 10 allows it to punch through the hull of anything it can get to grips with. Blood talons are less useful against vehicles (although they are Strength 7 on the charge, which is enough to rip through the rear armour of most vehicles), but considerably more potent when used against infantry. With Strength 6, the Dreadnought will be killing most things on a 2+, but it's their ability to keep making attacks that makes them so potent – a must against hordes of infantry.

Furioso Librarian upgrade chosen – psychic powers. In short, they're the ideal unit to round out your force. To discuss the Furioso's strengths is to talk about the weapons it can carry, so let's dive in there without further ado.

Unlocking the Armoury

There are plenty of unique weapons in the Blood Angels' armoury, and many of them pertain to Furioso and Death Company Dreadnoughts (as already mentioned, ordinary Dreadnoughts have access only to standard equipment). These weapons are particularly suited to the Blood Angels' way of war and, when employed correctly, can drastically increase your Dreadnoughts' combat capabilities.

Up Close and Personal

When it comes to assault, a Dreadnought excels against other vehicles and small groups of elites, but rarely has enough Attacks to plough through a horde at anything like an appropriate speed. Granted, the one or two enemies smushed by the Dreadnought's blood fist each turn are most definitely not going to be coming back for seconds, but it's sometimes just not enough. We've all had games where our poor old Dreadnought's ended up mired in combat with a massive brood of Termagants or mob of Orks, neither of which is much likely to care if a couple of their number are pulped each turn. Meanwhile, your Dreadnought's effectively neutralised. Granted, it's not likely to get destroyed too soon (unless there's a power claw-armed Nob lurking in the mob) but

he's not exactly performing deeds worthy of song. This is why your Dreadnought needs blood talons.

Blood talons should be considered the default weapon fit for any Furioso or Death Company Dreadnought seeking to get stuck into assault against rank and file. The ability to re-roll wounds and ignore armour saves (combined with the Dreadnought's base Strength of 6) will almost always garner you more kills than the higher Strength blood fist – after all, most of your Dreadnought's opponents will be Toughness 4 or less, so the difference in Strength is no difference at all. However, to truly get the most from blood talons, you'll need a pair of 'em. Why? Because with a pair of blood talons your Dreadnought gets to make an extra Attack for every unsaved wound he causes in close combat. When combined with all the other slice/choppy goodness of the blood talons, this'll normally garner you an extra couple of kills each round of combat. This may not sound like much, but it's double what the Dreadnought was doing before so, even if it's still not enough to get those Orks to finally turn tail, it does mean you're getting through them twice as quickly.

So then, blood talons = good. Does this mean that blood fists therefore = bad? Absolutely not – it's just about picking the proper weapon for the proper job. In the case of the blood fist, the proper job is bashing the blistering barnacles out of other vehicles – especially other Dreadnoughts. A Strength 6 blood talon isn't likely to do much more than scratch the paintwork on a Delf Dread or Chaos



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VEHICLE UPGRADES

By and large, I don't bother with extra armour and searchlights on my Blood Angels Dreadnoughts. I find the first a little too pricey, and the second a little too situational – it's rare for a Blood Angels Dreadnought to find itself with a weapon in range during the first turn of the game. However, as with any rule, there are exceptions. To keep your Furious Dreadnought moving towards its foes as quickly as possible, the extra 15 points to reduce Crew Stunned to Crew Shaken makes it more worthwhile.



Space Marine Dreadnought, but a Strength 10 blood fist? That'll put a crimp in more than its armour, that's for sure. As ever, two's better than one, so if your Dreadnought is intending to engage in this sort of cyborg deathmatch, best bring along that extra blood fist. Though there's no innate bonus for stacking blood fists (unlike the blood talons) you'll still get an extra Attack out of the arrangement. On a Death Company Dreadnought, this raises his Attacks on the charge to a weighty 5. That's enough to down a Wraithlord, if you're lucky (for the record, lucky or no, the Wraithlord'll probably tear your Dreadnought apart if you don't charge, so consider shooting the pretentious pixie-creature-Dreadnought-wannabe in the face, and set your own noble Dreadnought on a Falcon instead).

Death from a (short) distance

We've established that, in close combat alone, your Furious and Death Company Dreadnoughts are the toughest spiritual sons of the Beneficent Emperor (praise be) to ever span the stars, but how do they measure up at range? After all, in a game dominated by battle cannons and blistering

laser beams, sometimes a little death delivered from range is not only advisable, it's downright crucial. So, that in mind, what delights in ranged death-dealing can a Furious or Death Company Dreadnought provide? Well, the basic configuration for both consists of a storm bolter and a meltagun – not too shabby, but lacking a little in the way of punch. I'd always advocate taking the opportunity to swap the storm bolter for a heavy flamer – a Furious or Death Company Dreadnought's always going to be barrelling towards the enemy, so the reduced range isn't much of a concern and the bonus is massive.

The other option available to both Dreadnoughts is the magna-grapple. For a mere 15 points, the magna-grapple grants your Dreadnought a Strength 8, AP 2 gun. Granted, it only has a range of 12", but in that range it's especially lethal to vehicles. Why? Because when a magna-grapple hits a vehicle, there's a chance that the Dreadnought can reel it in 2D6" – normally enough to get the victim into assault range. Combine this with a pair of blood fists, and that's an enemy vehicle that'll trouble you no further. Be warned, the magna-grapple's chances of a

Seeing Red

Whilst the Death Company Dreadnought is always hopping mad, its saner kin are prone to blowing their top on occasion too. Both the Furious Dreadnought and the regular Dreadnought possess the Red Thirst special rule, so on the roll of a 1 at the start of the game, gain the Furious Charge special rule in the same way as any other Blood Angel. The +1 Strength on the charge might not be much use to a blood fist-armed Dreadnought, but Strength 7 blood talons aren't to be sniffed at. And never underestimate the advantage of a Dreadnought striking at Initiative 5 – before most things can strike back.

Mind over Matter

The Furious Librarian has four different psychic shooting attacks available to it – although you'll want to avoid picking more than one, it does offer great flexibility when choosing your army in the first place. *Smite* is the most obvious choice, an Assault 4 AP 2 attack that can tear the heart out of even elite troops. *Blood Boil* is great for sniping foes, inflicting a wound with no armour saves allowed. Even better, if the Librarian rolls low enough on his psychic test, you get to pick the victim, allowing for heavy weapons or unit leaders to be felled. The *Blood Lance* has the potential to cause the most devastation. This power hits anything under a 4D6" long line with a Strength 8 AP 1 Lance hit, killing infantry and even the most heavily armoured of vehicles. Finally, *Shackle Soul* is the subtlest, forcing the target to pass a Leadership test to do anything, throwing the foe's plans into disarray.

successful fishing trip are based entirely on how high the target's armour value is – Yypers and Trukks are easy enough to snare, but don't count on winning any tug o' wars with Land Raiders or Battlewagons.

Those're all the shooting options a Death Company Dreadnought can call upon – let's be honest, the pilot's far more interested in the up-close-and-personal than he is in death at range anyway. However, the Furious still has a few more tricks up his sleeve. Trick number one revolves around another piece of unique Blood Angels' wargear – the frag cannon. This is an anti-infantry weapon par excellence, firing two (that's right, two) templates of Strength 6, rending horror every turn. Against horde troops, it's a blessing (especially if you've swapped the storm bolter for the heavy flamer like I suggested) and the rending keeps it useful against more heavily armoured foes. Trick number two is less a weapon fit, and more a state of mind – it's time to take a look at the Furious Librarian.

Psychic Fury

For a mere 50 points, any Furious Dreadnought can be upgraded to a Furious Librarian. In doing so, he loses access to all other upgrades but picks up two psychic powers as well as a force weapon. When it comes to choosing which psychic powers you want your Furious Librarian to have, it's best to have a think about what role you want him to play.

There's a lot of fun to be had in mixing and matching a Furious Librarian's psychic powers, all the more so as your opponent will never be quite sure what to expect.

There's one golden rule to remember throughout though. As your Furious Librarian can only use one psychic power each turn, taking two psychic shooting attacks, such as *Smite* and *Blood Boil*, will rarely pay off as you'll only get to use one a turn. In fact, the best way to get the most out of your Furious Librarian is to take one power that activates in your turn, and one that activates in your opponent's turn.

A couple of examples: *Fear of the Darkness* and *Shield of Sanguinius* makes for an excellent support role. *Fear* forces a Morale check with a -2 penalty and is a great way to take an enemy unit out of the game for a turn or two. *Shield of Sanguinius* is used in your opponent's turn (so doesn't stop you from using *Fear* in your turn) and gives a cover save to nearby friendly troops. If you're more interested in the direct approach, consider *Wings of Sanguinius* (move as jump infantry) and *Might of Heroes* (+D3 Attacks) as a pretty devastating combo. Whilst you'll not be able to pop *Might of Heroes* in the same turn as *Wings of Sanguinius*, come your opponent's Assault phase you'll be able to start pouring on the extra attacks.

So...

...can you make an all-Dreadnought army? The answer, alas, is no. The restrictions on needing Death Company models to take a Death Company Dreadnought aside, there's the matter of claiming objectives. Dreadnoughts are great, but they can't capture objectives, and that's going to put a serious crimp in your ability to win games. However, it is possible to make a Dreadnought-heavy army.



STRIKE FORCE 'BLOOD CREED'



This army excels at Capture & Control and Annihilation missions. For Capture & Control, the Death Company, Death Company Dreadnoughts and Reclusiarch form up around the Furioso Librarian and hustle towards the enemy-held objective, relying on their innate resilience and the *Shield of Sanguinius* (it affects any friendly unit within 6" as well as the Furioso Librarian, after all to keep them alive until they can pile into assault). The other elements dig in around my objective, providing supporting fire and fending off any assault on their position. If the opponent is playing incredibly defensively, then I'll send the Furioso Dreadnought and Tactical Squad to join the main attack too. For Annihilation missions, the entire army becomes a support mechanism for the Death Company Dreadnoughts as they wade through the foe.

To make this army work, you've got to keep your eye on target priority the whole time. As your heavy hitters are AV 12 vehicles, you don't have to worry too much

about most of the weapons your enemy can bring to bear, but those things that can penetrate your Dreadnoughts' armour have to be eliminated as swiftly as possible. This obviously includes lascannons, missile launchers and the like, but monstrous creatures pose the biggest danger. Most of your Dreadnoughts need to get into close combat to rack up the kills, but they'll last no time at all if there's a Wraithlord, Camille or Bloodthirster ready to charge in. If you're in this situation, focus your fire, taking out one monstrous creature at a time – knocking the odd wound off here doesn't reduce their combat potential, so it's best to kill one all the way rather than injure several.

The only other weakness of this army is its speed – or rather lack thereof. Without transport vehicles, and with no way to Deep Strike or Outflank, it'll have to survive a fair old pasting before it gets to the foe. If a thin red line of this type isn't entirely to your taste, it's probably time to unleash the Blood Angels' newest weapon: the Stormraven.

HQ

Reclusiarch Castellan
Reclusiarch with power fist and melta bombs.

150 points

ELITES

Honoured Brother Adraelon

Furioso Librarian with *Shield of Sanguinius* and the Blood Lance.

175 points

Honoured Brother Carveth

Furioso Dreadnought with frag cannon, blood fist and heavy flamer.

135 points

TROOPS

Tactical Squad Machello

10 Space Marines with flamer, missile launcher and Sergeant.

170 points

Assault Squad Kael

5 Space Marines with hand flamer and Sergeant with infernus pistol, power weapon and melta bombs.

145 points

The Death Company

9 Death Company with boltguns, thunder hammer, power weapon and hand flamer.

235 points

Brother Vanadael

Death Company Dreadnought with two blood talons, meltagun, storm bolter and magna grapple.

140 points

Brother Ishael

Death Company Dreadnought with two blood talons, meltagun, storm bolter and magna grapple.

140 points

HEAVY SUPPORT

Brother Morix

Dreadnought with multi-melta.

105 points

Brother Aestralan

Dreadnought with multi-melta.

105 points

TOTAL 1500 points



SKIES OF BLOOD

If the Stormraven has moved flat out, passengers can still disembark, but they do so as follows. Nominate any point the Stormraven has moved over and deploy the squad as if they were Deep Striking onto that point. If the unit scatters, every model must immediately take a Dangerous Terrain test. Models with jump packs can make a controlled descent – not only do they not take Dangerous Terrain tests (unless they land in Dangerous Terrain), they can use the Descent of Angels special rule to land more accurately. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table. Models that disembark in this manner cannot assault on the turn they do so.



Mobile Armoury

The Stormraven is a veritable armoury, bristling with guns from (almost) every facing. Its default armament of a twin-linked heavy bolter and twin-linked assault cannon makes it excellent at gunning down infantry threats. Add on hurricane bolter sponsons or swap the heavy bolter for a typhoon missile launcher and it becomes even more effective in this capacity. If you see the gunship in more of a tank hunting role, a twin-linked multi-melta and twin-linked lascannon should do the trick – and don't forget that the machine spirit lets it fire at two separate targets, potentially bagging you two armoured trophies a turn. Even if you don't tool the Stormraven up specifically for tank hunting, its four bloodstrike missiles means you'll always have some anti-tank weapons at your disposal.

Attack, at full throttle

The Stormraven is both a little bit less, and a little bit more than a Land Raider. A little bit less, because its Armour Value 12 isn't going to keep those lascannon bursts out anywhere near as easily as the Land Raider's elephantine hide. However, what the Stormraven lacks in armour, it more than makes up for in firepower and transport capacity.

Even a bare bones Stormraven has enough firepower to turn a Devastator Squad green with envy: twin-linked nose weapon (heavy bolter or multi-melta) plus a twin-linked turret-mount (lascannon, assault cannon or plasma cannon) as well as no less than four tank-busting bloodstrike missiles. For that extra kick, this weaponry can be boosted further by swapping out the nose mount for a typhoon missile launcher, or by adding a pair of hurricane bolter sponsons. Even better, thanks to the Stormraven's machine spirit, the gunship can hustle flat out around the battlefield and still fire one of its guns – a 24" move and a twin-linked multi-melta is an excellent way to ruin an enemy tank's day. If, however, you're looking for a little more anti-infantry firepower, I'd recommend the aforementioned sponsons, a twin-linked assault cannon, and the nose-mounted typhoon. This'll allow your Stormraven to move along at 12", whilst putting out a blistering amount of firepower (twelve Strength 4 and four Strength 6 shots, plus two Strength 4 blasts – that's a dead Oek mob, right there).

But we're not here for the Stormraven Gunship's fabulous firepower – we're far more interested in its transport abilities. You see, the Stormraven is the only vehicle currently in the Warhammer 40,000 game (and no, this isn't a veiled hint) that can transport a Dreadnought. Better yet, it can do so alongside a regular transport capacity of up to twelve Battle-Brothers. This exceptional capacity might well make the Stormraven sound like a strike force unto itself, but that's fair, because it is. The combination of a Dreadnought, a Stormraven and a Space Marine squad (of any variety – even a Terminator squad) make for a pretty formidable foe, easily capable of head-hunting a vital enemy unit, or securing an objective, and only gets better when you consider that both Dreadnought and transported squad can disembark even if the Stormraven's moved flat out (though not without a little risk) thanks to the Skies of Blood special rule.

With all this in mind, it's obvious that the Stormraven's the best way to get your Dreadnought into the thick of the battle. It's certainly a lot more mobile than a Drop Pod – it's not like their Dreadnoughts are proper close combat machines anyway! Of course, all this flexibility and sheer destructive joy comes at a price – a Stormraven'll cost you around 200-250 points (roughly the price of two Dreadnoughts) so having several will really eat your resources. However, you can consider this a price worth paying – just plan your army accordingly.

STRIKE FORCE 'RED WIND'



Strike Force Red Wind is essentially an evolution of the Blood Creed army list from earlier in the article. Dreadnought sacrifices had to be made in order to get the pair of Stormraven Gunships into the army. Ultimately, the axe fell on the fire-support Dreadnoughts armed with multi-meltas, as the Stormravens can fulfil this mission role themselves, thanks to their masses of anti-tank weaponry. Even so, I've managed to retain three Dreadnoughts in the army, and could have retained at least another had I been prepared to skimp a little more on objective-grabbing units and shrunk the Death Company a little more.

What I'm left with is an army that is, if anything, slightly more effective. Depending on the mission, and the deployment of the foe, I can create two Stormraven freight train o'deaths – one carrying the Death Company and the Death Company Dreadnought, the other carrying a Tactical Squad, Captain and

Furioso Dreadnought. The first can clear the enemy off pretty much any objective in existence, the second can swoop in and secure that same objective for the greater glory of the Blood Angels, the Emperor, and so on.

Alternatively, I can use the Stormravens as fire-support gunships, eschewing their transport capacity in favour of getting their guns to the right place at the right time. Meanwhile, the rest of the army functions pretty much as I described for Blood Creed, with the smaller number of large, clanking Dreadnought bodies on the ground compensated for by the Stormraven Gunships' firepower. This deployment also has the distinct advantage of avoiding 'all eggs in one basket' syndrome, where a succession of unfortunate dice rolls see a third of your army blown up (or stranded) with a single lascannon shot.

Either way, by zooming and clanking forwards at full pelt, your opponent will struggle to focus his fire effectively.

HQ

Captain Andael
Captain with power weapon.

115 points

ELITES

Honoured Brother Canto
Furioso Dreadnought with two blood fists and heavy flamer.

135 points

Honoured Brother Carvoth

Furioso Dreadnought with frag cannon, blood fist and heavy flamer.

135 points

TROOPS

Tactical Squad Jastoi

10 Space Marines with flamer and missile launcher.

170 points

Tactical Squad Cervian

10 Space Marines with meltagun, multi-melta and Sergeant with power fist.

200 points

The Death Company

7 Death Company with boltguns, thunder hammer, power weapon and hand flamer.

195 points

Brother Zondrael

Death Company Dreadnought with two blood talons, meltagun, storm bolter and magna grapple.

140 points

HEAVY SUPPORT

Baal Secundus

Stormraven with twin-linked lascannon and twin-linked multi-melta.

200 points

Baal Primus

Stormraven with twin-linked lascannon and twin-linked multi-melta.

200 points

TOTAL 1490 points

WARHAMMER
40,000

BLOOD ANGELS

The Blood Angels first fought at the Emperor's side as he forged the Imperium. Ten thousand years later, the Sons of Sanguinius still battle to protect Mankind.

On this page you can see a selection of the multi-part plastic kits available from the Blood Angels and Space Marines ranges.

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WARHAMMER

THE FOREST OF SPIDERS

There is something stirring in the woods and it's up to a Bretonnian and Dwarf alliance to flush it out. Mayhem ensues as Andy Hall introduces this month's battle report, a 4000-point, four player spectacular, starring Orcs, Goblins, and arachnids.



Andy: Far from being contained on an island or isolated in some mountainous corner, Orcs & Goblins blight the Warhammer world. Tribes and clans scatter the lands ensuing they're never far from a good fight. Who then were we going to pitch against the greenskin menace for this month's scrap? Step forward the noble Bretonnians and stalwart Dwarfs. Both races have a great deal of enmity towards the Orcs & Goblins and have clashed numerous times throughout history, giving them more than enough reason to put aside any misgivings they may have about siding with each other.

We wanted a big game, as not only did it seem rather fitting, but it would also allow us to showcase many of the

new kits. To this end, the Orc & Goblin generals, Standard Bearer's very own Jervis Johnson, and Studio hobbyist, Nick Bayton devised an army list full of Arachnarok Spiders, Forest Goblins and Savage Orcs. While the greenskins will fight with one big army, their opponents – the two Matts (Mat Ward with Bretonnians and our own Matt Hutson playing Dwarfs) – chose two separate forces that would fight as an alliance. Technically, this could give the greenskins a slight advantage when it came to working out victory points, but, frankly, we didn't care!

Once the armies were selected all that was left to do was set up the 8' by 4' table, roll on the Pitched Battle scenario chart and get playing!

Battle Facts

Game Size
4000 points

Armies
Orcs & Goblins vs.
Bretonnians and Dwarfs

Scenario
Dawn Attack

Players
Jervis Johnson
and Nick Bayton
(Orcs & Goblins),
Mat Ward (Bretonnia)
and Matt Hutson (Dwarfs)

Chronicles
Andy Hall
and Tom Hutchings

Duke Bohemond of Bastoane crested the hill and catered towards the Dwarf army, who were already busy forming lines and setting up their deplorable contraptions of war. Flanked by his Knights of the Realm, he approached the Dwarf Lord, who stood drinking foamy beer from a tankard. At the Dwarf Lord's side were his Shieldbearers, also quenching their thirst with Dwarfen ale. The Duke lifted his visor but remained aloof, forcing the Dwarfs to crane their short necks even further upwards to meet his eyes.

The Dwarf Lord, Karlisskoon, was old and wise. He knew there were more pressing concerns and so ignored the slight – for now at least. Before the Duke could speak Karlisskoon stepped forward, 'Now mauling, we're here as promised, but I don't march out at your beck and call whenever you get your beeches in a twist. Your herald promised greenskin trouble, so where is it?' asked the Dwarf Lord, beckoning to the dark forest that spread out in all directions from the bottom of the hill.

'Spiders, the largest of their kind, are coming,' said a female voice in a harsh whisper. From behind the Duke's retinue, the Prophetess Elvinella rode forward and dismounted, an act that was not lost on the Dwarfs.

'I see,' said the Dwarf Lord, stroking his large grey beard, 'and the Orcs will be among them?' the Prophetess nodded. 'Well, why didn't you say so. Now I've quenched my thirst I need a good reason to work it up again. Splitting greenskin heads is the perfect remedy.' The Dwarf turned and motioned that his tankard needed refilling. As he did flocks of birds swooped into the air from the tree canopy below, clearly startled by some as yet unseen threat: something was emerging from the forest.

WAAAGH! WURRZAG



Bosses Jervis Johnson and Nick Rayton may sport alarmingly pale flesh tones but are greenskins through and through. Nick has painted over 300 Goblins for his own 12,000-point army and Jervis has been writing about greenskins since the 1980s!

Jervis: One of the things you'll often find written in a battle report is 'I would have liked to have taken more models, but we didn't have them in the Studio's collection', or words to that effect. Fortunately, as befits an army that has been around since the start of the hobby, the Studio's Orc & Goblin army is extremely large, allowing any would-be Orc Warlord a huge amount of choice – too much, if anything. Because of this we decided to fight a large battle, so we could showcase as much of the army as possible. Even so there was lots for me to choose from.

After quite a bit of dithering and one or two false starts, I decided to focus on the new Savage Orc and Arachnarok Spider models we've just added to the range. This was mainly because I hadn't had a chance

to play a game with the new models yet (we have to use mock-ups and stand-ins in our playtest games, as the models are usually still being sculpted at the time), but, less selfishly, it would also give us a chance to show what they can do.

This decision having been made, the Lord choices for our army were pretty much predetermined: I just had to include Wurrzag, and I couldn't resist also taking a Goblin Great Shaman riding on an Arachnarok Spider with a spidershrine. This gave the army two fantastically impressive models to lead it, even if it did use up over 800 points of the 4000 points I had to spend. It also meant that I would have to rely on the rather fickle Winds of Magic to get the most out of the two characters – but Orcs & Goblins have always been



something of a gambler's army, so I didn't let this bother me. In fact it seemed rather appropriate.

Next, I added in a big horde of Savage Orcs, two large units of Savage Orc Boar Boyz, and finally – what the hell! – not one, but TWO more Arachnarok Spiders. I know, I know, taking three Arachnaroks was a bit over the top, even in a 4000-point game, but the models looked so great I just couldn't bring myself to leave any of them out of the army.

With the core of the army chosen, I started to look through the rest of the models that were available. I decided to take the new Savage Orc Shaman riding a boar, as he looked great and would add a little bit of oomph to one of the Boar Boyz regiments. Next, to emphasise the 'Spider'

theme, I took three units of ten Spider Riders each, and a Goblin Big Boss on a Gigantic Spider. By now the army was really taking shape, but I also wanted to get across the polygot nature of a large Orc & Goblin army. Bearing this in mind, I took a regiment of Orc Big 'Uns, Night Goblins, Trolls, a Doom Diver and two Spear Chukkas. In my imagination these were the remnants of tribes that had been overwhelmed by the Savage Orcs and their Spider Rider allies, and now fought under the command of their conquerors.

When it came to deploying, Nick and I decided to split the army so that I commanded the Savage Orcs while Nick took charge of the Spiders, with the remaining units split equally between us. So then, on to victory!

LOBBIES

- Wargag**
350 points
- Slithering Hob-Wizard**
Level 3 Goblin Great Shaman mounted on Arachnarok Spider with Catchweb Spiderbane
475 points

HEROES

- Hugruga**
Level 1 Savage Orc Shaman mounted on war boar, with lucky Shandek Head.
136 points
- Grog Chentage**
Orc Battle Standard Bearer with shield and the Banner of Swiftness.
97 points
- Wuzzak**
Goblin Big Boss with shield, light armour, Talisman of Endurance and Sword of Might, mounted on a Gigantic Spider.
129 points

CORE

- Do Beally Big 'Uns**
21 Orc Big 'Uns with shields, muscians, standard bearer and Boss.
224 points
- Crawled Monnerz**
20 Night Goblins with shields, spears, muscians, standard bearer, Boss and 3 Fanatics.
165 points
- Do Big Hands**
29 Savage Orcs with additional hand weapons, Big Stabfuss, muscians, standard bearer and Boss.
218 points
- Lug's Lads**
10 Forest Goblin Spider Riders with short bows, muscians, standard bearer and Boss.
170 points
- Springer's Spiders**
10 Forest Goblin Spider Riders with short bows, muscians, standard bearer and Boss.
170 points
- The Tree-Crawlers**
10 Forest Goblin Spider Riders with short bows, muscians, standard bearer and Boss.
170 points

SPECIAL

- Buggo's Figs**
15 Savage Orc Boar Boyz with spears, shields, muscians, standard bearer and Boss.
365 points
- Grogg's Bear Boys**
15 Savage Orc Boar Boyz with spears, shields, muscians, standard bearer and Boss.
335 points
- Bulka's Chukka**
Goblin Spear Chukka.
35 points
- Snulka's Chukka**
Goblin Spear Chukka.
35 points

RARE

- Slimey Gitz**
3 River Trolls.
115 points
- Krimson Beant**
Arachnarok Spider with Flings.
320 points
- Fang-Ra**
Arachnarok Spider.
290 points
- Doom Diver**
Doom Diver Catapult.
80 points

TOTAL 3,997 points



THE HOUSEHOLD OF KARLOSSKSON

LORDS

- Lord Karlosskson**
Dwarf Lord with gnomell armour with Rune of Preservation and Rune of Stone and axe with Master Rune of Smelting, Rune of Might and Rune of Speed, carried on Shieldbeavers, 290 points

HEROES

- Braddon Karlosskson**
Thane with great weapon and gnomell armour with Rune of Stone and Rune of Brotherhood, 94 points
- Durllir**
Runesmith with great weapon and 2 Runes of Spellbreaking, 124 points

COORE

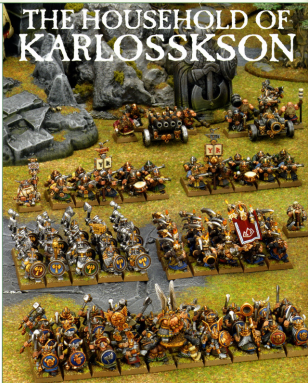
- Karlosskson's Throng**
32 Dwarf Veterans with shields, musician, standard bearer and Veteran, 313 points
- Dragon Belchers**
10 Thunderers with musician and standard bearer, 155 points
- Dragon Spitters**
10 Thunderers with musician and standard bearer, 155 points

SPECIAL

- 4th Valf's Mining Corps**
19 Miners with blasting charge, musician, standard bearer and Prospector with steam drill, 209 points
- Guardians of Grid**
20 Ironbreakers with musk-lan, standard bearer with Rune of Determination and Ironboard, 210 points
- Little Sliker**
Cannon with Rune of Forging, Engineer with Dwarf handgun, 145 points

BASE

- Dragon's Breath**
Organ Gun, 120 points
- TOTAL** 1995 points



For someone who's painted a lot of Elves, Matt certainly knows his way around a Dwarf army. Just look at those runic combos – ooh!

Matt H: Having already played (and won) with a Dwarf army in a recent battle report I'm well versed in Dwarf tactics.

Seeing all the nasty big Arachnarok Spiders in the studio collection I knew we would be against at least one (or three) of them so I resolved to tackle them in traditional Dwarf fashion with lots of guns, axes and, of course, runes. Content to let the spiders do their thing against my Bretonnian allies, my plan was to shoot or chop them down if they dared to venture anywhere near me.

A horde of Dwarf Warriors is always difficult to shift, so 32 of them should be really hard to tackle, especially when they are led by a Dwarf Lord with a runic combination capable of killing a Arachnarok Spider with ease. Of course

any weapon that can kill a giant spider can also pretty much kill anything that your opponent can throw at you.

Ironbreakers are one of the toughest units in Warhammer and are always incredibly hard to kill, against Orcs armed with choppas I'm going to need something that can hold them in combat so I took 20. Next on my list was a unit of Miners led by a Thane with the Rune of Brotherhood. Miners turning up behind the enemy lines can be a real headache for your opponent, plus that steam drill could be very handy at wounding Arachnarok Spiders. To finish off the army, I've crammed in as many hardy Dwarf guns as I can get hold of.

With the throng ready for battle, I know that I can stem the green tide, hopefully the weak manlings will do the same.



THE ARMY OF THE RED DRAGON



LORDS

- Duke Bohemond of Bretonnia**
 Bretonnian Lord with hued Bretonnian Warhorse, a lance, shield, Sword of Bloodshed and the Virtue of Audacity. **240 points**
- Divinella of the Shadowed Grave**
 Level 3 Prophetess of the Lady with Bretonnian Warhorse, with Mace of the Fettered and the Trickster's Shand. **255 points**

HEROES

- Guderac the Silver Paladin** with Banded Bretonnian Warhorse and the Virtue of the Impetuous Knight, carrying the Battle Standard with the Rampager's Standard. **164 points**
- Vivienne D'Espada**
 Level 1 Damsel of the Lady with the Forbidden Root. **103 points**

CORE

- The Brothers Bretonne**
 15 Knights of the Realm with muscians, standard bearer and Gallant. **341 points**
- The Bold Challeners**
 20 Proud Bretonne with muscians, musician, standard bearer and Villain. **245 points**
- The Bretonne "Volunteers"**
 20 Men-at-arms with muscians and Veteran Wardens. **127 points**

SPECIAL

- The Sky Warriors**
 3 Pegasus Knights with muscians, standard bearer and Gallant. **195 points**

RARE

- The Guardians of the Shadowed Grave**
 8 Grail Knights with muscians and standard bearer. **234 points**
- Bohemond's Favourite**
 Field Trebuchet. **90 points**

TOTAL 1996 points

Mat W: It's been a while since I've had good reason to bring the proud sons of Bretonnia to the battlefield, but it's nice to be back in the saddle (ha ha).

Now, the Orcs & Goblins army has plenty of new tricks up its sleeve, and I know I'd have to try to match it in kind. Happily, between its virtues and magic items, Bretonnia has some particularly nasty tricks to play. Duke Bohemond was geared up to chop through anything that stood in his way (the Sword of Bloodshed and Virtue of Audacity means that he'll have 7 Attacks, re-rolling hits and wounds against big things). Guderac? He was my ace, with a virtue to extend his unit's charge distance, and a banner to re-roll it. I had high hopes for this pair at the head of their Knights of the Realm. Beyond that, my

army was pretty standard stuff: a Prophetess, Grail Knights, Pegasus Knights, a Trebuchet, a Damsel and enough Peasants to support the knights (and to die in ignominious fashion if called for).

Of course, against such an outnumbering horde, careful teamwork with my Dwarfen allies would be crucial. We'd have to gang up on one section of the greenskin army, break it, then focus on the next chunk. A daunting task, perhaps, especially with the looming presence of Arachnarok Spiders, but I was certain that the lances and sorcery of Bretonnia, combined with the axes and blackpowder of the Dwarfs, would be sufficient to carry the day.

With one last prayer to the Lady, it was time to charge to death or glory!



Mat Ward has forgone his usual role of mustache-twirling maniacal villain to bring the noble Bretonnians to battle. It won't last!



Dawn Attack was rolled up as a scenario and the Dwarf and Bretonnian alliance deployed first. They elected to set up along the southern edge, facing the forest border. The placement of each unit was taken out of their hands somewhat and left to fate. But the dice proved to be reasonably kind, allowing the Matts to set up their war machines on the hill. The two lance formations of knights were placed around the same hill, able to strike from the centre and hopefully shatter any mobs of Orcs that may come strolling out of the woods. The only annoyance for the Dwarfs was that the Lord's throng was forced to deploy on the western flank. They

deployed in a wood that turned out to be a Blood Forest, which would be fine as long as no spells were cast on the unit.

At the far end of the table both units of peasants were entrusted to look after the eastern flank, bolstered by a unit of ten Thunderers. As long as no monstrous spiders or frenzied boar riders attacked from this side of the battlefield then all should be well!

The Orc plan was to charge forward and 'make it up as they went along', so the specific placement of the units was less important, as long as they were going the right way!



Animosity

The results of Animosity can vary from being annoying, to crippling your best unit at the worst time, or to giving your mobs a much-needed boost and so are not necessarily disagreeable. In this turn the Big 'Uns gained an extra 4" move towards the enemy lines, sending them forward into an Abyssal Wood.

OUT OF THE FOREST

TURN 1

As the Bretonnian and Dwarf Alliance had set up first, they were entitled to start the game. However, the Orcs & Goblins could steal a march on the enemy and go first if Jervis could roll a 6 on the dice, which he duly did! But before Nick and Jervis could clap each other on the back too much, Mat W informed them that the Bretonnians were praying for the Blessing of the Lady and so would be going second anyway.

The battle began in earnest with a clutch of Animosity tests, on the whole the army behaved, with only the Big 'Uns failing and even then they stormed forward into the woods, eager to get to grips with the foe. The forest turned out to be an Abyssal Wood making them especially fearsome to fight against. The rest of the greenskin tide advanced on the enemy. The Arachnarok Spiders strode between the trees unimpeded. In the east, the Savage Orcs traversed over and around the Temple of Skulls, on the far eastern flank the red Arachnarok Spider, carrying the flinger,

marched through a fungus wood, and even the Goblins scuttling about on its back were far too keen on getting to grips with the enemy rather than stalling to drink mushroom juice. Across the table on the right flank the River Trolls unsurprisingly failed their Stupidity test and so mooched forward, oblivious to all around them.

Despite the presence of Wurrzag, a Goblin Great Shaman and a Savage Orc Shaman, the first Magic phase was extremely unimpressive. The winds rolled low and the only spell attempt was for the Foot of Gork but this was dispelled.

As the Shooting phase began, the Goblin Spear Chucks unleashed their bolts at the Grail Knights. The first one predictably fell short but the second stuck the target skewering no less than three Grail Knights on its wicked barbs, so much for praying to the Lady! The Doom Diver launched a Goblin high into the sky. The winged Goblin quickly homed in on the Thunderers in the west, landing on top of one with a resounding splat.



The Arachnarok Spiders emerge from the dark forest.

The allies issued no charges in their first turn, preferring to reposition their battlelines in response to the greenskin advance. Chiefly, the Knights of the Realm shuffled sideways in what must have been a masterful display of dressage!

The Bretonnian Magic phase – let's not lid ourselves that the Dwarfs had any interest in this part of the battle – was just as uneventful as the greenskins' attempts, the Curse of Anraheir was dispelled and Wyssan's Wildform could not even be successfully cast.

The Shooting phase was bound to be more memorable with all the Dwarf machinery around and it certainly was, although it was the Bretonnians that kicked things off when the Trebuchet landed a large rock slap bang in the middle of the Night Goblin unit. The Dwarfs also added to the cull with the Organ Gun killing one more. The Dwarf Cannon was far more successful, smashing a cannonball into the bloated body of the blue Arachnarok, wounding it five times. The Thunderers also wounded the eight-legged beast.

Stoopid Trollz

Originally Jervis and Nick intended that the River Trolls would be set up close to Wurrzag, and therefore benefit from his Leadership, as well as the battle standard's Hold Your Ground rule. However, the Dawn Attack set up soon put paid to that, stranding the River Trolls away from the army's leaders. This meant the Trolls would have to pass Stupidity tests on Leadership 4 if they wanted to do anything other than amble forward!



MORK (OR GORK) WANTS YA!

ORC & GOBLIN TURN 2

Annotations

- A** The Savage Orcs continue to circumvent the Temple. The Savage Orc Boss cheekily prays to the Chaos Gods and gains +1 to his Initiative.
- B** The four Night Goblins remain in the open, close to the southern hill, daring the Knights to trigger the release of the Fanatics.
- C** The Savage Orc Boar Boyz swoop around the temple, advancing in a south-westerly direction towards the Bretonnian and Dwarf lines.
- D** The Big 'Uns miss their opportunity to charge, simply because Nick thought Jervis was controlling them and vice versa. It's classic Orc miscommunication, so they miss the correct phase, and instead are forced to shuffle forwards out of the woods.
- E** Nick backs up the black Arachnarok Spider, not wanting to put it in charge range of the Dwarf Warriors and hoping to form some 'kunning' plan with the other Spider Rider mobs.
- F** Lug's Ladz catch the Pegasus Knights and make them pay for their lethargy. The Knights are wounded by the assault and, to top it all, fail to do enough damage in return. They flee from the battlefield in shame. The Forest Goblins do not pursue and reform to face the flank of the Dwarfs.

A new turn meant a fresh round of Animosity tests. All but Springut's Spiders were unaffected, the Spider Riders foregoing any advance to squabble amongst themselves. Aware that the blue Arachnarok Spider probably couldn't take another cannon shot, Nick declared a charge with it into the Ironbreakers taking cover behind an obstacle. But this was just the first in a host of greenskin charges. The east flank was overcome with fearsome greenskins and a big red spider, and back in the west Mat W's Pegasus Knights were caught unawares, as the Forest Goblin Spider Riders charged home.

Contrary to the magical fizzle of the previous turn, this time Jervis rolled a mighty 11 for the Winds of Magic. The magical fusillade began with the Curse of the Bad Moon from the Goblin Great Shaman at its maximum level. The spell

was cast but rather than risk a host of Initiative tests on his Dwarfs, Matt H immediately invoked a Rune of Spellbreaking. Skritch Web-Weaver wasn't finished yet, casting *Vindictive Gaze* at the Dwarf hordes, which was dispelled. Finally, Wurrzag cast *Foot of Gork* forcing Matt to use his last Rune of Spellbreaking. It had been an exhaustive Magic phase, but the allies had halted all spells. However, there were four more greenskin Magic phases to go, and the Dwarfs were now out of Spellbreaking Runes.

In the Shooting phase one of the Spear Chukkas misfired, but the other managed to skewer a solitary Knight of the Realm. Despite their slipshod natures, the Goblin war machines had been very impressive in the battle so far. The Doom Diver successfully targeted the Grail Knights hitting home, but this time all three Knights made their ward saves.



**Charge!**

The attack on the eastern flank surprised both of the allied generals as the greenskins sped across the table on their porcine and arachnid mounts. Gogog's Bear Boyz crashed into the Thunderers, who opened fire but to no avail. By then the Arachnarok with the Flinger – named the Krimson Beast by its passengers – attempted to charge the Men-at-Arms who understandably fled in sheer terror. With the peasants fleeing, the spider redirected towards the Peasant Archers. The bowmen overcome their fear to stand and shoot, getting several hits but failing to pierce the creature's hide.

**ORC & GOBLIN TURN 2
CLOSE COMBAT PHASE****Annotations (cont.)**

G The blue Arachnarok Spider attacks the Ironbreakers who, through their doughty saves, manage to stave off many wounds, that is until the Thunderstomp, which wins the combat for the spiders. The Dwarfs stay but only because they have more ranks.

H The eastern flank is overrun by the greenskins. First the Arachnarok Spider makes short work of the peasants, who flee towards the battlefield's edge. The Savage Orcs then smash aside the Thunderers mercilessly running them down.



LANCES DOWN, CHARGE!

DWARF AND BRETONNIAN TURN 2



The two lance formations charge into the forest bounds, intent on routing the greenskins.

Choppas!

Orc weapons are collectively known as *choppas*, referring to the large, heavy blades crudely affixed to the ends of spears, sword hilts or even the leg bones of former enemies. The Savage Orcs and Big 'Uns that fought in this turn were both armed with *choppas*, giving them +1 to their Strength for the first round of combat. As both fights only lasted for a single round of combat, the *choppas'* loss of momentum turned out to be irrelevant.



A lack of Dwarf Miners was overshadowed by the two massive charges as the Knights goaded their steeds forward into the teeth of the enemy. The Knights of the Realm hit home, smashing into the Big 'Uns who had been dithering in the woods. The Grail Knights, including the Prophetess, galloped across the battlefield with Brugga's Pigs firmly in sight. However, they were the first to come within 8" of the Night Goblins, so three Fanatics span wildly out of the hooded mob. It was then the Orc generals had their first disagreement. Jervis wanted to keep it simple and aim all three Fanatics straight at the Grail Knights, who had temporarily halted while the spinning loonies were released. Nick, on the other hand, was keen to land the Fanatics along the remaining 8" the knights had to navigate before contacting the Boar Boyz. This was because a Fanatic passing through a unit does D6 Strength 5 hits but having a unit land on the Fanatic does a tremendous 2D6 Strength 5 hits. If Nick pulled it off it would be a cunning ploy, enabling the greenskins to maximise the damage. However, the random movement of the Fanatics made it anything but a given. And, in fact, it didn't pay off, once the Fanatics had been placed the Grail Knights were only struck once, causing three wounds, two of which were saved.

Before Jervis could say 'I told you so', Mat W had rolled the Rally test for the fleeing Peasant Bowman, which failed and so they fled off the table. Although, against expectations, the Men-at-arms passed and turned to face the looming threat of the colossal spider.

In the Magic phase the winds blew up a robust breeze with an average of 7 rolled. The Prophetess then cast *The Savage Beast* of Horros on herself giving her +3 to both her Strength and Attacks characteristics. This was followed by an attempt to cast *Wyssan's Wildform* but was promptly dispelled.

The Shooting phase came into view and while the Dwarfs looked on jealously as the Bretonnians were the first to charge into combat, their war machines were more than ready to add to the slaughter. The Organ Gun started by ravaging the squabbling Spider Riders, Matt H rolled a 10 on the artillery dice and the mob disappeared in a pall of acrid black smoke, which when cleared revealed that just one Spider Rider had survived the massacre and was now fleeing for its life. The Thunderers targeted the next Spider Rider mob, and slew two, causing that unit to rout as well, although they only scampere two inches. The Cannon, affectionately termed *Little Sister* by its crew, turned a full 180° and brought the Krimson Beast into

TURN 2 - ALLIED CLOSE COMBAT PHASE



Annotations

- A** The Dwarf Engineer fires his handgun at the Night Goblins, killing one and finally causing them to flee.
- B** The Trebuchet aims at Gogog's Boar Boyz but the hurled stone veers off target for a palpable miss.
- C** The Dwarf throng shuffles back, not willing to march into the greenskins' trap.

is sights. The cannonball struck home but the monster only lost a single Wound.

In the allied Combat phase Fang-Ra, the blue Arachnarok Spider, and its Goblin riders continued their assault on the unit of elite Ironbreakers, slaying another four. The Ironbreakers' famously strong armour failed to protect against the brute strength of the humongous spider before them. The Dwarfs were shaken but stoically hit back. Alas, despite good Dwarfen steel they could not wound the monster. Nevertheless, they remained in the fight – steadfastly refusing to run. Time was running out, but a gushing wound in the creature had proven it could be wounded – they just had to find the strength to slay it before the monster killed them all.

With lances down, the Knights of the Realm charge hit home into the Big 'Uns, Duke Bohemond and Guderac the Silver were at the forefront, skewering five greenskins on their lances between them. The other knights also did their fair share bringing another two greenskins down. With choppos in hand, the Big 'Uns stepped up and set about the knights, crunching armour and ripping off helmets. They wounded the Duke and dragged a knight off his horse, but it wasn't quite enough. The Bretonnians had won, and rode down the Orcs even as they fled. However, while pursuing through the woods, two of the knights were unhorsed.

The Grail Knights did not fare so well against Brugga's Pigs. Mat W rolled some terrible dice for the mightiest cavalry in all of Bretonnia and only managed to kill two Savage Orc Boar Boyz. The Orcs struck back, slaughtering the Prophetess amongst the carnage as their choppos rose and fell. The Grail Knights fled, but managed to avoid the spinning Fanatics. The pursuing Savage Orc Boar Boyz were not so lucky – 11 were toppled from their boars as the balls and chains span indeterminately through their own side's unit before killing the Fanatics themselves.

VICTORY POINTS: TURN 2

ORCS & GOBLINS

675 VPs

BRETONNIANS
& DWARFS

706 VPs



Fang-Ra attacks the Ironbreakers, slaying the armoured boardings with every swipe of its great legs.

BATTLELINES REDRAWN

TURN 3

Fanatics!

Fanatics have always been popular with Orc & Goblin players for the sheer amount of carnage they can cause – often to both sides. This battle was no different with both noble knights and Savage Orc Boar Boyz falling to the swinging death of a crazed fanatic. But these fungus-riden loons are not the only things you can now hide in a mob of Goblins. A unit of Goblins can conceal Nasty Skulkers, and just like the Fanatics they strike by leaping from their parent unit and aiming for the enemy's 'urly bits.



Looking at the battlefield at the start of Turn 3 you could see a definite pattern emerging: the eastern flank had all but fallen to the Orcs, while the western flank was firmly in Dwarf hands, for now. In effect, the battle had spun on its axis, and this turn would be about reorganising battlelines for the further slaughter to come.

The greenskins began proceedings by declaring a charge against the Grail Knights with Brugga's Pigs. The Grail Knights were already galloping away and fled off the battlefield, allowing the Savage Orcs to redirect their charge into the Trebuchet.

The Men-at-arms passed their Terror test, and so held as they were charged by both the red Azachnarok Spider and Gogog's Boar Boyz, shaming the fleeing Grail Knights not 12" away. Across the table Lug's Ladz hit the flank of the Dwarf Warrior horde.

In the Magic phase Nick used the Great Shaman to cast Gork'W Fix It on the Dwarf horde. The spell was cast with irresistible force and the resulting magical feedback wounded every other greenskin magic user. However, because the spell was cast on a unit in the Blood Forest, the trees came

alive seeking sustenance, attacking the Dwarfs who managed to fend them off. The forest then moved southwards away from the Dwarf horde and crucially giving them their rank bonus back for the subsequent combat, something they would not have been able to claim should the wood have remained stationary. Which gives rise to the question of whether the greenskin generals should have cast the spell at the Dwarf throng in the first place.

In the Shooting phase the Doom Diver and working Spear Chukka fired upon the Knights of the Realm. Mat W made his ward saves against the Doom Diver attack but once more the Spear Chukka proved invaluable by striking and killing another brave knight.

In the Combat phase, battle was joined across the table, but in the centre the Ironbreakers were still fighting for their lives against a monstrous spider. The spider slew two more brave Dwarfs and the unit lost its steadfast status. Rather than see the remnants of his prized unit flee, Matt H used the Rune of Defiance on their standard to keep them in the combat. If the Dwarfs could just wound the monster twice more they would break the deadlock.



END OF TURN 3

The Arachnarok Spider and Savage Orcs made short work of the Men-at-arms. The humans fled off the table after their knightly masters. The Krimson Beast restrained from pursuing, already focusing its many eyes on other enemies, but Gogog's Boar Boyz had no choice but to chase the Bretonnians off the battlefield.

Meanwhile, as the Dwarf Lord battled the Goblin Big Boss, Lug'z Ladz fought the Dwarf Warriors, killing two and actually winning the combat, but it just wasn't that easy to get rid of the remaining Dwarfs and they stayed put.

The Dwarf turn started with the Miners arriving, coming on behind Lug'z Ladz. A distinct lack of magic meant it was straight into the Shooting phase. The Thunderers targeted the northern-most Spider Riders and slaughtered four, forcing the mob to flee back into the woods. The Cannon had already hit two of the Arachnarok Spiders and now settled its sights on the black beast skulking about in the north-west. The shot was accurate, pulping the Shaman and wounding the creature five times.

In combat, the Ironbreakers had been given a second wind, having spent the three previous Close Combat phases unable to hurt the blue Arachnarok Spider they took off its last two wounds in one exceptional round of combat. The massive spider crashed to the earth, dead – to the belows of satisfaction from the Dwarfs.

Meanwhile the Dwarf Lord's throng had no trouble dealing with the Spider Riders as they seemed unable to pierce flesh or Dwarfen armour. The spiders fled and, full of bloodlust, the Dwarfs followed only to meet the Miners head on.



The Runes of Wrath

The Dwarf Lord had finally got a chance to work up a thirst as the Spider Riders charged the horde in the flank. Wuzzek, the Goblin Big Boss, goaded his Gigantic Spider forward and into a challenge with Karlssksson. The first round of combat reached a stalemate as the Dwarf Lord uncharacteristically missed with all his attacks, the Goblin Big Boss also failed to make a mark. The Dwarf Shieldbearers did wound but this was saved. In the Dwarf turn, Karlssksson found his form, and with a mighty swing of his runic axe decapitated Wuzzek and lopped off the Gigantic Spider's front legs. When its body crashed to the ground, the Shieldbearers finished it off.

Annotations

- A** The Peasant Men-at-arms are butchered by the combined might of ginormous spider and frenzied Boar Boyz. What is left of the Bretonnian rabble flees off the table. The spider restrains, already focussing on other enemies, but Gogog's Boar Boyz had no choice and pursue.
- B** The four remaining Savage Orc Boar Boyz are still more than enough to deal with the Trebuchet and its peasant crew.
- C** The Organ Gun targets Brugga's Pigs and slays three more leaving just Brugga alive. He bellows his defiance and readies to charge once again.
- D** The Knights of the Realm reform with the Duke leaving his retinue. This was to give Mat W more some charge options in the following turn, that was the theory anyway.



BEWARE OF FLYING GOBLINS

TURN 4

Doom from Above

Never underestimate the devastation a rapidly plummeting Goblin can cause. Mat W found out the hard way, as Duke Bohemond was unceremoniously splattered by a rapidly-falling gobbo. The Duke had left the relative safety of his Knights of the Realm unit in the previous turn, to give the Bretonnians more options when it came to charging. Mat W still had a 4+ 'Look Out Sir!' roll to save his valiant Duke, but he only rolled a 2 and therefore his Army General went splat as the Goblin Doom Diver made explosive contact.

As predicted, each army's left flank had now been utterly destroyed. In the east the Savage Orcs were readying to advance west and roll up the Dwarf flank, whilst the bearded ones were preparing to meet what was left of the greenskins. The Bretonnian army now consisted of a single but extremely powerful unit of Knights of Realm, a charge from this formation could wipe out any foe it rode against.

The black Arachnarok Spider crashed through the trees and into the rear of the Dwarf horde, hungry for vengeance. In the north the final unit of Spider Riders fled off the table, scampering through the River Trolls, forcing them to take a panic test, which they miraculously passed. Brugga, the lone Savage Orc Boar Boy, charged the Dwarf Cannon. The Engineer shot at the incoming boar, but failed to wound the frenzied rider and beast. Further east the red Arachnarok Spider moved forward, the Goblins on top preparing the Flinger.

Gogog's Boar Boyz returned to the table and the Savage Orc horde steadily advanced westwards keener than ever to make a mark on the battle.

In the Magic phase Wurrzag cast *Hand of Gork*, to move Gogog's Boar Boyz further west. Foot of Gork was then cast but dispelled. It was then the greenskin Shooting phase. The Goblin artillery had

been performing well all game but this turn will be the one that all the players remember as a Doom Diver landed on top of Mat W's general, killing him instantly! The Spear Chukkas missed their targets and the Flinger upon the back of the red Arachnarok Spider misfired – the web clearly wasn't sticky enough just yet.

Over by the Cannon, the Dwarf crew were busy fending off the Savage Orc Boss, Brugga. The Dwarfs managed to keep him off their precious gun, although they failed to wound him themselves. Brugga charged so won the combat, but the Dwarfs were not going to abandon the Cannon just yet. In the west, Karlousskon's Rune of Speed ensured he struck first, the Rune of Might doubled his Strength against the monster and the Master Rune of Smitting multiplied each wound into D6. Despite charging into the rear, the Spider had been pulverised by the Dwarf Lord before it could even bear his fangs in attack!

Whilst the Orcs & Goblin players reeled from the loss of two Arachnarok Spiders, Matt H pressed home the advantage by having the last six Ironbreakers try to charge the Savage Orc horde in an almost suicidal manoeuvre, no doubt a heroic death awaited! Alas, the short Dwarfish legs couldn't make the distance and so they strode forward, ready to receive the charge instead.



Spider at your Back

Having an Arachnarok Spider charge into the rear of your unit would spell doom for most. However, the Dwarfs are sturdy folk and seemed unfazed. In fact, the Dwarf Lord used his *Make Way!* move to put him face to face with the many-eyed monster. The Rune of Speed engraved in the Dwarf Lord's axe allowed him to strike first, Matt H's deadly runic combination kicked in and so deprived the Arachnarok Spider of its remaining three wounds. This left just one of the giant beasts alive, but that was still more than enough to cause carnage.



END OF TURN 4



In the Shooting phase the Organ Gun fired upon the Savage Orcs and seven dropped dead. If the Goblin contraptions were working well then there was no doubt the Dwarf machines were too. The cannon couldn't fire as the crew were still in combat with a Savage Orc, but this was quickly resolved in combat as the Dwarf Engineer overpowered the greenskin, dragging his corpse off the boar.

At the end of the fourth turn, the battle had shifted 90 degrees with both sides losing a flank but still having plenty of muscle to finish the job as they lined up across the width of the battlefield. If anything the Orcs & Goblins now had the advantage in numbers and potential devastation, with Savage Orcs, Boar Boyz and an Arachnarok Spider all ready and willing to spill blood.

VICTORY
POINTS:
TURN 4BRETONNIANS
& DWARFS
2335 VPsORCS & GOBLINS
1851 VPs

The Savage Orcs form up across the east flank, ready to charge west in Turn 5 and roll up the rest of the allied army.



THE BIG FOOT OF GORK

URNS 5 & 6



Squished!

The allies had done a good job of keeping the Waaagh! energies to a minimum throughout the battle. However, when Wurrzag cast Foot of Gork with irresistible force it went very wrong for the Bretonnians. The Knights of the Realm started the phase healthy but Gork's foot then stomped down, killing three. It then stomped on the same unit again, killing two more!

The Savage Orcs were all set to smash aside the Ironbreakers and overrun deep into Dwarf territory. Jervis was concerned about the unit's formation and ideally, would have liked to reform to give the Orcs deeper ranks but the time for shuffling about had passed, it was now or never, unless, of course, you roll a 1 for Animosity, and that's exactly what the Savage Orcs did! To be fair, they still tried to charge, but stumbled forward short, with the Knights of the Realm and the remnants of the Ironbreakers poised to charge. The Savage Orc Boar Boyz charged the Cannon, the second cavalry unit to do so, although this time, the odds were firmly in their favour.

The Magic of the Waaagh! proved truly devastating as Wurrzag conjured a big green foot, which descended from the sky and stomped all over the Knights of the Realm not once but twice! As the giant foot rose to reveal the trampled forms and broken lances of the flower of Bretonnia Gork slipped, allowing the enemy to nominate a unit to be stomped on. The two Matts didn't hesitate for a second and chose da Big Hands – the Savage Orc horde. The foot descended for a third time,

squishing four Orcs before finally retiring back into the ether. The knights were shaken from the events of the Magic phase but before they could recover they were then hit with the Goblin artillery, which finished them off! There were now no Bretonnians left on the battlefield; it was

“Wurrzag conjured a big green foot, which descended from the sky and stomped all over the knights not once, but twice!”

up to the Dwarfs to stop the greenskins. The Crimson Beast flung its Flinger, hitting the Ironbreakers and causing no wounds, but forcing them to strike last should they end up in combat.

As the fighting continued, the Boar Boyz wiped out the Cannon and overran 12+ to halt just in front of the Thunderers.

It was then the Dwarfs' fifth turn. The Ironbreakers, now lacking the support of the knights, charged into the Savage Orcs. Further west, the Dwarf throng turned and advanced east, while the Miners headed north towards the River Trolls. Skipping straight to the Shooting phase – for there was definitely no allied magic now! – the Thunderers found the Savage Orc Boar



Boyz bearing down on them and so opened fire at point blank range. All the Dwarfs hit their targets, but the greenskins proved exceedingly tough, and just four toppled from their mounts. The Organ Gun also targeted the Boar Boyz but could only manage a single wound as Matt rolled a 2 on the artillery dice and wounded just once. The Savage Orcs fought the Ironbreakers to a disappointing standstill.

In the greenskins' final turn of the battle, Gogog's Boar Boyz charged the Thunderers. The red Arachnarok Spider moved onto the Temple of Skulls for a view of the battlefield to fire its Flinger. Wurrzag cast 'Ere We Go! but this was dispelled on a double 6 by the Runesmith. The Flinger fired its sticky webbing at the Dwarf horde, killing three.

And in combat the Savage Orc Boar Boyz unleashed their fury, wiping the Dwarf Thunderers out barring the Runesmith, who hit back slaying a single Orc. But this token resistance was too little and the Dwarf was summarily ran down.

The Savage Orcs and Wurrzag had another go at the Ironbreakers, but Matt H just didn't do the courteous thing and fail any saves. The Dwarfs struck back and killed another four Savage Orcs, which proved too much for the Orcs who fled.

In the Dwarfs' final turn the Ironbreakers caught up with the Savage Orcs and wiped them out, effectively ending the battle. But who had won?



Saves of Iron

The Combat phase in Turn 5 was centred on the Savage Orcs and Ironbreakers. The Orcs struck with 24 Attacks of which 8 wounded, but Matt H then made an amazing 7 saves and then jammily made his parry save on a roll of 6 as well. The Dwarfs struck back, slaying four Savage Orcs and winning the combat. The greenskins were steadfast, allowing them to pass their Leadership test. In the sixth turn the Ironbreakers gained the upper hand, due to their impressive armour saves and so the Savage Orcs fled. Buoyed by winning the combat against the odds, this time the Dwarfs caught the Orcs.

BRETONNIAN AND DWARF VICTORY!

BRETONNIANS
& DWARFS
3101 VPs

ORCS & GOBLINS
2676 VPs

“Bretonnia is eternal, even if her knights are not...”

Matt H: Well, that was quite a turn around! With all the Bretonnians either dead or driven off it was down to the Dwarfs to win the day. As the old Dwarf saying goes, if a job's worth doing don't get a manling to do it. In the face of all those Savage Orcs the remaining Ironbreakers not only simply refused to die but won the combat, handing victory to the Dwarfs. In fact, the whole game came down to that one combat, if the Savage Orcs had won it they would have been the outright winners.

The Dwarf war machines did their bit, with the Cannon consistently taking at least five wounds off an Arachnarok. The Organ Gun didn't misfire all game and proved a real thorn in the side of the Orcs, so much so that towards the end they were going out of their way to destroy it, even targeting it with their Goblin Doom Diver.

Spider-killers of the match has to go to my Lord and his his kinsmen as they killed all three types of spider. My Dwarf Lord was particularly impressive causing ten wounds on an Arachnarok in one Combat phase thanks his combination of runes.

Mat W: First of all, I'm going to choose to believe that it was the confusion of the Dawn Attack that led the Dwarfs to leave their erstwhile allies all but abandoned at one end of the battlefield. It would, after all, be the lowest of calumnies to suggest that those treacherous, smelly and ill-mannered Dwarfs sat idly by and watched, guffawing into their lice-ridden beards, as the proud flower of Bretonnia was trampled into the mud.

Alas, this unfortunate lack of coordination during deployment put my gallant knights on the back foot from the start of the game. Worse yet, whilst my knights clearly thought it would be sporting to attack with one arm tied behind their backs (no other explanation for my shockingly bad dice rolls is readily forthcoming) I'd have greatly preferred slaughter over sportsmanship. Never mind. They say Bretonnia is eternal, even if her knights are not.

Oh, and yet we still won, so that's good isn't it! More to do with Dwarf engineering than Bretonnian lances I fear.

Look out Sir!

The moral of the battle seems to be to watch out for flying Goblins, and green things in general falling from the sky. Whether it was the disembodied foot of an Orc god or a mad Goblin glider, the Bretonnians didn't fare too well. Mat W really came unstuck when his general left the Bretonnian unit, allowing Nick to target him with his unerringly accurate Doom Diver. A successful 4+ Look Out Sir! roll would have made all the difference, keeping the Bretonnian Duke in play for a while longer at least!

You could argue that the Duke should never have left the unit in the first place, but it was a calculated risk that could quite easily have paid off.





Jervis: It's one of the truisms of Warhammer that you often feel elated at the end of your own turns, and deeply depressed at the end of your opponent's. However, I've never known the mood swings to be quite as dramatic as they were in this battle. From turn to turn the fortunes of war switched dramatically from one side to the other; it was a roller-coaster of a battle and no mistake! This series of highs and lows reached its climax in the last two turns of the game. At the start of turn five I was pretty sure we were done for, only to have our magic and shooting to completely turn things round. Quietly confident that this meant we (finally!) had the game in the bag, I was dumbfounded when Matt's Ironbreakers routed my Savage Orc Boar Boyz, running down Wurrzag into the bargain and giving Mat & Matt the game.

Even though we lost, I was very pleased with the way the Orc & Goblin army had performed. The Arachnarok Spiders had proved their worth, and the only thing that held them in check was some lucky Dwarf artillery fire and one of the most tool-ed up Dwarf Lords I've ever had to face (Matt, you should be ashamed of yourself!) That said, my 'Ladz of the Match' award has to go to the Savage Orc Boar Boyz, who powered through everything that got in their way. Combining hitting power, toughness and a good turn of speed, I'm sure they will prove to be a popular choice in Orc & Goblin armies for years to come.

Nick: So as the dust settles on what was a thoroughly enjoyable game of Warhammer. It would seem to the casual observer (and the scenario...) that we lost... but if there's a big fight and lots of humies and stunties to stomp on, then it's a win-win situation for the Orcs! I have to hold my hands up here - I think I might have lost us the game with the risky deployment of the Fanatics - my plan was to line them up in front of the charging Grail Knights and have the hapless Bretonnians end their charge on top of them, dishing out a punishing 6D6 55 hits - enough to kill any unit stone dead. If only, my plan had worked (and not killed Jervis' Boar Boyz... oops!).

Despite this hitch, the game was a remarkably close and enjoyable, made all the more unpredictable by the scenario set-up. Having to roll randomly to decide where our units were to be placed meant we all had to really think on our feet, and while it hindered both sides' battle plans somewhat (the Trolls being deployed so far from the General a good example), made the game all the more exciting!

The Arachnarok Spiders performed excellently, and provided us with much needed armour-penetrating, Dwarf-stomping killing power. As did Wurrzag's magic, I've never seen a more effective foot of Gork! We might have lost this battle, but there will always be more greenskins waiting in the hills to destroy the lands of men and Dwarfs...

Ladz of the Match

The Savage Orc Boar Boyz really proved their worth, girding their bad tempered mounts into some of the most intense fighting of the game. If only those Fanatics hadn't spun through a whole unit. The Wild Abandon special rule allows them to be armed with two hand weapons (which also benefit from the Choppas rule), making them hit really hard in the first round of combat. Of course, this also makes them less stable and so they are more likely to fail their Dangerous Terrain tests, but, as any Orc Warboss will tell you, that's a price worth paying.



Fings We Could've Done Betta

The River Trolls spent the battle doing nothing much at all, other than occasionally chewing on the odd fish head. This was because the deployment forced them away from Wurrzag, the army general, and his influence for controlling Stupidity. Rather than simply letting them go it alone and inevitably constantly fail their Leadership tests as Jervis and Nick did, an easy fix would have been to move the Goblin Big Boss on Gigantic Spider out of the Spider Riders unit to join the River Trolls. This would have increased their chances of passing a few Stupidity tests and created a very powerful unit to boot!



STANDARD BEARER



You've all heard these types of story: I rolled a 6, and then Jervis rolled a 1, and then I rolled a 4. This month Jervis turns his attention to the tool of our trade – the humble dice.

In a fight between Orks and Betzorkim, only one thing is for certain: a lot of dice will be rolled.

I recently visited Narbonne, a lovely town in the south of France. I love Roman history, and so headed straight for the museum that holds a spectacular display of Roman mosaics and other artefacts. As I browsed through the museum, I was rather surprised to come across a set of 2000-year old Roman dice. These dice were, apart from their great age, identical to the dice we use in our games; the pips on the dice were in the same position we use now, and placed on the same sides, so that the pips on any two opposite sides totaled seven (look at your own sets of dice and you'll see what I mean). Seeing those little dice gave me a strange feeling of connection to the Romans that would have used them, just as we use them now when we play our games, and it really got me thinking about dice and the important place they hold in the hobby.

Like most hobbyists, I am obsessed with dice, and have been ever since I started playing board games when I was young. As I progressed from board games to tabletop wargames and roleplaying games, this obsession grew deeper, fueled I'm pretty certain by all of the weird polyhedral dice sets that were popular with Dungeons & Dragons players back then. However, I think I knew in my heart that the one true dice is the humble six-sided dice, or D6 as we know it.

Anyway, over the years I've become fascinated with the little six-sided cubes of elation and despair that we use in our games. What's more, I know that I'm not alone in this – almost every hobbyist I meet seems to be similarly obsessed. Some take their obsession further than others, of course. I've met hobbyists who will only use certain colours of dice or who have to stack them neatly on their side of the table, or who won't use dice that have been touched by another player, and so on. Other hobbyists try to 'train' their dice to roll well, either by rolling them before a game to 'get the ones out', or by making examples of dice that under-perform by throwing them away or smashing them with a hammer!

And then there are all of the little rituals that hobbyists go through when they actually roll the dice, either rolling them in a specific way with a special flick of the wrist, or in a special order that ensures they roll better. My own particular foible is that I hate to roll single dice – they always seem to roll low if they are on their own – so I'll do anything I can to roll as many dice as possible. Other people I know won't pick up and re-roll dice that have just scored hits or wounds, because they've 'used their luck up'. It really is wondrous just how many of these little quirks we manage to pick up.



And you know what, I bet the Romans were just the same. What the Romans probably didn't know was that dice had already been around for thousands and thousands of years. These first sets of dice were made from the ankle bones of cattle, which is where the term 'knucklebones' comes from, and they almost certainly have been in use since prehistoric times. Although modern dice are made of plastic not bone, they are still one of the most ancient tools in existence, predating things like wheels, pottery and metal implements by millennia. The earliest dice to be discovered by archaeologists date back about five thousand years, and were used in a game very similar to the modern game of backgammon. So when you next roll a set of dice, you will be carrying on one of mankind's most ancient traditions.

though we do, so that chance of rolling that sixth 6 is just the same as it was to roll the first 1. This is useful at the gaming table, as it means that a run of good or bad rolls doesn't have any effect on what the dice will roll next.

It is this inherent uncertainty that dice bring that make them so beloved of games designers like myself. Although players can predict the chances of making a certain roll, they don't know for certain what it will be, and this element of chaos (with a small 'c') stops them from knowing exactly what will happen next. Without dice a game would play out exactly the same way every time if you carried out the same moves – like chess – but with dice it is highly unlikely that two battles will ever be exactly alike, even if you use the same armies and set up in the same way. This



Dice of all kinds are a valuable tool for a games designer, not to mention gamers of all kinds.

“It is this inherent uncertainty that dice bring that make them so beloved of games designers like myself.”

As a game designer dice are one of my tools of the trade, and have meant that I've had to learn more about probability theory than any of my old mathematics teachers would have thought me capable of (sadly, I wasn't the most attentive of students). For example, when you roll a single D6, you have a 1 in 6, or roughly a 16.666%, chance of rolling each of the numbers of the dice. This is what's called a linear set of results, because the chance is exactly the same for each number. However, when you roll two dice and add the results together, instead of there being a 1 in 12 chance of rolling each number, you get what is called a 'bell curve' with the most likely result being a roll of 7 (occurring about 16.666% of the time) and the least likely results be 2 or 12 (each of which has only about 2.777% chance of occurring). This kind of thing is really important with a 2D6 table, as you must keep in mind that whatever result you put by the 7 is six times more likely to come up than the results you put by the 2 or the 12. Add in modifiers or situations where you use the two best dice out of three, and things get really complicated.

The other thing that probability theory teaches is that dice don't have a memory. Say that you've just rolled a dice five times in a row, and got a 6 every time. What's the chance of getting a 6 on the next roll? Intuition tells us that it's really unlikely that you'll roll another 6, as you've been so lucky this far. In actual fact, though, you've still got a 1 in 6 chance of rolling another 6 – dice don't remember what they've rolled before or have any concept of luck, even

adds immensely to the variety of tactical situations you will face, and means that every game will throw up new challenges.

Dice are useful tools in other ways too. They are great markers, for example. Most players intuitively use them in this way to track wounds and so on. They can also be marked with symbols so they can be used to generate things other than numbers. For example, arrows on a scatter dice are used to generate a random direction. They really do have many uses, which is part of the reason they have been used for so long.

However, I don't think it really explains why we love dice so much. For all that I know dice are inanimate objects subject to the immutable laws of probability, I don't treat them in this way. I treat them more like little living creatures. What's more I think that most other hobbyists do the same. We talk to our dice, we punish them, we fear them. Why? Because we know that our fate often lies in their hands. It doesn't, of course, but I think it just feels better if we believe that it does. And this, perhaps, is why dice have remained so important to us over all these thousands of years – they are the perfect scapegoat, making the games we play more fun by taking the edge off the losses we suffer. When all is said and done, we can always blame it on the dice.

And with that I will leave you for another month. As ever, please feel free to write to me and let me know about the relationship you have with your dice or about the strange rituals you go through to get your dice to roll better.



Fittingly for a creature of Chaos, the Chaos Spawn is one of the most random models in the game.

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RETURN TO

ARMAGEDDON



Databanks Updated

Last month we uploaded new Armageddon-related articles to the Games Workshop website, such as an article explaining how Matt Hutson made our map, as well as a collection of scenarios for you to use in your own Armageddon games.

You'll find these, along with lots more great Warhammer 40,000 content, on the Games Workshop website. Just go online to get access to it all.

games-workshop.com

The battle for Armageddon continues this month as our campaign reaches its conclusion. Adam Troke recounts a few of the victories and defeats and sheds light on the apocalyptic final battle.

Five weeks of bloodshed and mayhem have followed the start of our Armageddon campaign as we've fought battles based on that most famous of war-torn worlds.

For the players involved, this has been a fantastic opportunity to play some games that are all linked together with a strong sense of narrative – each victory for the Orks brings them closer to domination of the world, while the Imperium constantly strives to hold back the green menace. This element of storytelling has really helped to enhance the games as we've played them.

Matt Hutson, the mastermind behind much of the campaign insisted that only 'historical' forces be permitted in our

games, and as it turned out, this was a really great idea – it meant that each and every battle felt like it was a rich encounter plucked straight from the background. This lent our games a sense of historical legitimacy that, created a fantastic sense of shared story-telling and enjoyment.

My own Steel Legion force, led by none other than Commissar Yarrick has been enthusiastically (and some might say uncharacteristically) aggressive. Commissar Yarrick, isn't the type to stand back and leave the fighting to others and so I've taken on an aspect of roleplay as I control my force – and I'm not the only one. All of the other gamers in the campaign agree that having such a strong sense of story



Armageddon: The Story So Far

If you've been living on an abandoned moon-base or adrift upon a space hulk you might have missed the fact that last month we kicked off our own White Dwarf (and guests) Armageddon campaign using the Planetary Empires expansion – veteran Dwarfier Matt Hutson made us a great map and we gathered together a band of ten gamers to play on it.

The only hard-and-fast rules at the start of our little adventure were that we would only permit forces that were present in the background of the Third War for Armageddon to be used in the campaign – this might seem a little strict but it would mean that our campaign would be a 'historical' event, rather than a free-for-all.

In just over a month we fought battles by the dozen, pitting the full might of the Imperium against the relentless savagery of the Orks and Waagh! Ghazghkull.

Battles spilled out from the massive hive cities of Armageddon to the burning ash wastes, from the Diabolus Mountains to the deadly Equatorial Jungles. We played games using every Warhammer 40,000 Expansion, fighting battles with Spearhead, Planetstrike, Cities of Death and Apocalypse.

This month we focus on the finale of our campaign and track which force will win this exciting re-fight – will Ghazghkull finally reign victorious or will the Imperium, rallying behind the Old Man of Armageddon, stand firm?

underpinning our games has led to a chain of extremely thematic and incredibly enjoyable battles. As a testament to how much fun the games have been, I'll explain a little about my rather unfortunate defeat at the hands of Phil Kelly.

We played a standard Warhammer 40,000 mission and rolled up Annihilation. However, because we knew my force included Commissar Yarrick (who was deployed on the outskirts of Hades Hive), we set up our board to represent the outskirts of a shattered industrial area – plenty of broken manufactorum buildings, a ruined road and lots of craters. By the time we were done, the battlefield told a story all of its own. The mission saw my entire force wiped out except for the Old Man of Armageddon and half a Company Command Squad, who ended the game making a fighting retreat in a battered Chimera. The funny thing was that, despite

the hammering I'd received, both Phil and I agreed, it had been the most entertaining game of Warhammer 40,000 either of us had played in a long time!

All that is a slightly long-winded way of explaining how playing in a series of games such as this, linked together by a strong story and a thematic campaign map, can really add excitement and character to your battles. If you haven't already tried it yourself, what on earth are you waiting for? Already there are machinations afoot to build a new map for another campaign – there's talk of building a Mighty Empires map to recreate an invasion of the Empire. And that's the beauty of it all really – the Warhammer and Warhammer 40,000 backgrounds are replete with great stories, tales of invasion and war, that there's no shortage of battles to recreate. All you need is an enthusiastic group of mates to fight the battles with you!



THE BATTLE RAGES ON

Vulkan He'stan

Throughout the campaign a number of special characters have made an impact on the battles, but few more than Vulkan He'stan, who has stoically led Andrew Kenrick's Salamanders to victory after victory! His ability to make all flamer weapons in his force twin-linked has proven to be the bane of Orks across Armageddon – amongst the Ork generals he's now become a wanted man, with players lining up to take a pop at him.



Forgotten Lore

On the right you can see a section taken from the original Armageddon force lists included in the (now rather aged) Codes: Armageddon.

This list served as our bible for the campaign. If it wasn't on the list, it wasn't allowed into the campaign. This might seem a little cruel (and there's no reason why you should inflict similar mandates on your own campaigns), but it did ensure that all our games maintained a strong narrative.

It also gave players some ideas on how to name their own forces, Warlords and so on.

The opening stages of the campaign proved to be an uphill battle for the Ork players as the Imperial forces got off to a strong start. In fact, only Phil Kelly was able to win any games for the Ork team in the first round, something the Imperial players seized on to grab back key areas from the Orks and move within striking distance of the captured hives.

The Orks were not denied for long, however, and quickly launched an aggressive counter-attack. In the ash wastes around Hades Hive the greenskins cut down Commissar Yarrick, only for him to reappear weeks later in the frantic fight to defend Hive Helsreach.

We quickly began to see that a few wins one way or the other could cause a real landslide of subsequent conquests. Tiles quickly changed hands if the right targets were chosen, while bastions of resistance, such as the hive cities, proved far harder to capture.

The Ork players quickly developed the strategy of using Snikro to tackle hive cities, since he discounted the defensive bonus for having a Shield Generator while Ghazghkull oversaw conquests of adjacent tiles – thus creating a buffer-zone between the precious hive cities and the Imperial forces that wanted to recapture them. The ability for Orkimedes to attack directly against Helsreach ensured that unfortunate hive was contested over and again, keeping the Imperial players constantly on their toes.

By Turn 5 the game was hanging very much in the balance. While the Imperial players had probably had the balance of victories, conquests had been far more frequent for the Ork players (a combination of cunning tactics, lucky rolling on the power of Ghazghkull and Snikro's special rules. As the last round drew to a close, it was clear that the final Apocalypse game would prove pivotal.

LEGIONES ASTARTES

Angels of Fate	7 Companies
Angels of Redemption	4 Companies
Angels of Vigilance	6 Companies
Black Dragons	9 Companies
Black Templars	3 Chapters
Blood Angels	3 Companies
Colonial Lions	10 Companies
Concussors	12 Companies
Fish Terrors	5 Companies
Marines Malevolent	2 Companies
Modificators	10 Companies
Omni Marines	9 Companies
Raptors	5 Companies
Reclusors	10 Companies
Salamanders	6 Companies
Silver Skulls	7 Companies
Sons of Guilliman	6 Companies
Space Wolves	5 Co. Companies
Storm Lords	2 Brotherhoods
White Scars	3 Brotherhoods

IMPERIAL GUARD

Arm. Ash Warr Militia	5 Regiments
Arm. Command Guard	5 Companies
Arm. Hivie Militia	120 Regiments
Arm. Oak Hunter	5 Regiments
Arm. Steel Legion	25 Regiments
Arphidion Penal Legion	1 Legion
Cadian Shock Troops	15 Regiments
Cadian Jungle Fighters	3 Regiments
Death Korps of Krieg	3 Regiments
Elysian Drop Troops	14 Squads
Korvik Open Assault	2 Regiments
Minesweeper Task Force	3 Legions
Minotaur Iron Guard	6 Regiments
Noctis Strike Force	6 Regiments
Ocean Phalanx Troops	11 Regiments
Pyre Dragons	10 Regiments
Solar Chariot	6 Regiments
Solar Chariot	2 Regiments
Spirit Troopers	18 Companies
Zorast Shimmers	4 Brigades

ARMAGEDDON SECUNDUS

FORCES OF GHAZGHKULL: MUD UNIK TROOPS
• Great Onslaught Ghazghkull's War Hounds (400 warheads, 18 Gargants)
• Warlord Morling's Gargant Big Mob (6 warheads, 7 Gargants)
• Warlord Shurtag's Gargant Big Mob (7 warheads, 4 Gargants)
• Warlord Brenark's Gargant Big Mob (4 warheads, 9 Gargants)
• Warlord Korkanik's Dark Tanks (4 warheads, 32 Battle Fortresses)
• Madball Tribe (10 warheads, 3 Gargants)
• Crooked Moon Tribe (21 warheads, 3 Gargants)
• Red Fire Tribe (10 warheads, 4 Gargants)
• Red Whirls Speed Frocks (18 Speed Kalk' warheads)
• Burning Dark Speed Frocks (23 Speed Kalk' warheads)
• Warlord Thagmik's Big Gun (6 'artillery' warheads)
• Warlord Madball's Big Gun (12 'artillery' warheads)

THE FIRE WASTES

FORCES OF UNIKROK THE UNSTOPPABLE
• Great Slaver Gargant's War Hounds (10 warheads, 8 Gargants)
• Warlord Blagor's Gargant Big Mob (4 warheads, 3 Gargants)
• Warlord Slag's Gargant Big Mob (2 warheads, 3 Gargants)
• Vulture Tribe (6 warheads, 3 Gargants)
• Stormers Tribe (11 warheads, 1 Gargant)
• Shatters Speed Frocks (12 Speed Kalk' warheads)
• Warlord Redglim's Big Gun (11 'artillery' warheads)

THE DEAD LANDS

FORCES OF THE OVER-FRIEND OF OCTOBER
• Great Head Gargant Magak's War Hounds (10 warheads, 10 Battle Fortresses)
• Warlord Bogak's Blaze Brigade (5 warheads, 20 Battle Fortresses)
• Warlord Shabonik's Blaze Brigade (2 warheads, 40 Battle Fortresses)
• Black Cloud Speed Frocks (20 Speed Kalk' warheads)
• White Lightning Speed Frocks (31 Speed Kalk' warheads)

Turn One

The initial map showed a significant green stain on the surface of Armageddon, but the Imperial forces were still firmly in control. In Turns 2 and 3 a massive greenskin offensive and some cunning ruses by the Warbosses left the Imperial players reeling.



Turn Five

By the fifth turn of the campaign the Orks had established a much stronger presence on the map, retaining Hive Hades throughout, despite concerted efforts to recapture it. At the end of Turn 5 it was clear that victory in Hades Hive would determine the winner.



A WORLD AT WAR

As the fighting intensified, battles erupted across Armageddon Secundus (the principle battleground in the Third Armageddon War). Here we track a few of those games, looking at how they went.

Waaagh! Killboss

With Hades Hive surrounded and under siege Commissar Yarrick led the Steel Legion XIII Regiment to relieve the city. His attempt at reconnaissance in strength was cut short by notorious Ork general Killboss. In a swirling battle that saw two highly mechanised forces face off against one another, the Orks had the advantage against the Imperial Guard. Only a desperate charge by Sergeant Kruger and his squad of Veteran Guardsmen prevented the wounded Commissar from being overwhelmed. As the Orks finished off the sacrificial Guardsmen, Yarrick and his staff of officers withdrew to gather more strength.



Strikeforce Tu'Shan

As the Orks strengthened their cordon around the captured hive cities, the Salamanders began to attack deep within their lines. Bastions destroyed by Terminators armed with chainfists or Tactical Squads carrying meltguns. Against these angels of death, the Orks had no reply.

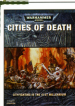


The Slaughter Plains

Full-scale warfare quickly spread out from the hives as the Ork Speed Freaks did battle against the Imperial Guard. Battle Group Iane, reinforced by the Iron Saint, crashed headlong into Waaagh! Grublonok and their towering Storma. While the two behemoths of the battlefield duelled, squadrons of Leman Russ tanks swept the Ork Boyz from the field, securing key objectives and the final victory.

We played a few games set on the Slaughter Plains, each of them dynamic tank engagements fought using the Spearhead Expansion. Spearhead originally appeared in White Dwarf last year, but can now be found in its entirety online at:

games-workshop.com



Blood in the Streets

As the Orks assaulted Helbreach, Sycho led the defence. Facing the brutal might of Ghazghkull Thraka himself, the Blood Angel was overwhelmed and though his warriors held the city against the initial onslaught, the Orks returned in the following weeks to rout the Blood Angels – Snikrot's Kommandos used the sewers to infiltrate the city, easily bypassing the protection of the Imperial defence shields to run riot.



BATTLE FOR HADES HIVE

The final stage of the campaign was an Apocalypse game which saw all the players involved. This titanic clash saw the fury of five Ork Waaaghs! pitted against three Space Marine Chapters and two regiments of Imperial Guard. Carnage was assured.

ANGEL FLIGHT

The two Stormravens spent three turns launching deadly strafing runs against the Orks, soaking up bewildering amounts of damage but steadfastly refusing to die. Alex Boyd finally decided to end their antics by hosing them down with the supa-gatler. In one thunderous volley, both heroic craft were blown apart.

TASK FORCE GRIMALDUS

Task Force Grimaldus, commanded by Black Templars player Matt Hutson formed the frontline of the Imperial forces. If anyone had expected the Black Templars to be quickly overrun, however, they were in for a surprise as Matt tenaciously protected the left flank of the Imperial line against the fury of the greenskins. Although Grimaldus was quickly lost amidst the swirl of combat, the natural ferocity and never-say-die attitude of the Black Templars saw them through the loss of their leader and onwards to cut down the Warlord of da Burning Death.



WAAAGH! GHAZGHKULL

Ghazghkull threw his full might against the centre of the Imperial forces, quickly butting up against the noble Blood Angels. At the head of a Dread Mob he smashed through a Tactical Squad, the Death Company, and a Dreadnought before the Shadowword Iron Saint halted his rampage (for a turn). In the end it took Commissar Yarrick (who passed the test required to return from the dead), Captain Tycho and a Terminator Squad to topple the rampaging Ork Warlord – Jim happily claimed that his kill-streak made him Ork of da match.

**RIGHT FLANK ADVANCE!**

Andrew Kenrick launched a devastating right hook with his Salamanders that cut the heart out of the greenskin advance. Joined by the Hellhammer Glorious Victory, the Sons of Vulkan tore deep into the Orkish lines.

The Ork players responded by diverting a massive Sqiggoth and the Rok 'n' Rolla Stompa by way of a counter-attack.

In the end the battle across the right flank and northern edge became a stalemate with such heavy casualties to both the Orks and Imperium that neither side could press any real advantage.

**IMPERIAL VICTORY**

As the battle came to a close, it became clear that the Imperium had secured the victory. Ghazghkull was down and the objectives laid firmly in Imperial control. With that battle won, the Imperial players now controlled Armageddon – victory to the Imperium of Man (but only just).

'EAVY METAL

ORCS & GOBLINS

The 'Eavy Metal team have been busy painting Orcs green of late, but this was not always the case. In fact, the very earliest Citadel Orcs were painted brown – it was only when Dave Andrews began painting his Orcs green that it became synonymous with the race. Decades later, many thousands of pots of Goblin Green, Snot Green and various others paints that end in 'green', have been used. We asked 'Eavy Metal's Darren Latham to talk us through some of the team's latest greenskins.

This Orc Warboss uses parts from the Orc Warboss and Black Orc kits. This is a frequent feature on many Orc models. Another common theme on greenskins, particularly when painting, is the use of check and dog patterns. On this model they've been used to great effect, helping break up lines along the sword blade, shoulder plate and gauntlet.



Orc Warboss

The Savage Orcs shown here are all painted with different shades of green to highlight the many possibilities available. The skin tone is particularly noticeable on Savage Orcs as they show armour and clothing in general. To break up the large areas of flesh, the Orcs have had warpaint applied; this is a great way of adding contrast or complementary tones. For example, the Orc on the far right has a dark green pattern painted around his thigh, while the Orc on the immediate right has bright white spicals that contrast with the flesh.



Savage Orc with additional hand weapon



Savage Orc with hand weapon and shield



Savage Orc Boar Boy



Orc standard bearers



Black Orc standard bearer

These Orc standard bearers proudly display the icons of their tribe. On the far left, the Orc is showing the banner of the Black Surz mob. In the centre, the banner bearer waves the standard of the Broken Tooth tribe. And on the immediate left the Black Orc wields the flag of the notorious Krimzon Killers. Teeth, skulls, horns, suns and moons are common elements in Orc iconography and 'Eavy Metal incorporated them all into their freehand designs.



Orc Battle Standard Bearer on war boar

This Orc Battle Standard Bearer proudly waves his banner displaying the evil sun, a device prevalent in Orc symbology. The icon is incredibly detailed and was painted on to freehand, a feat all the more impressive when you look at how the banner folds and bends. It's far from a flat surface making freehand banner designs quite a challenge to apply.



Night Goblin with spear and shield

Whilst all Night Goblins have a penchant for wearing robes, the hoods will often vary in colour and design. For instance, the Night Goblin Boss on the left is part of the Burning Moon tribe, who use a cream trim around their hoods. For the boss, this has been reversed so he is wearing a cream hood with black trim. All of Tary Metal's Night Goblins have some form of trim design around the hood, as this helps to frame the face of the model.



Night Goblin with short bow



Night Goblin Boss



Orc Boyz with additional hand weapons



Orc Boyz with spear and shield

Here are some Orc Boyz highlighting the variety of different poses and weapons they can be armed with. Note also the differing skin tones. The Orc on the far left has dark green skin with deep shadows to contrast with the almost white highlights around the mouth. The other two Orcs have a more muted, yellowish-green look that works well with the red tones found on the armour and weapons.

These two Orc Boar boys are clearly from different tribes. The Orc on the immediate right is decked in red armour obviously in way of the commonly held greenskin belief that 'red ones go fast'. On the far right, the Orc has been painted with a brown colour scheme that complements its green flesh well. The boar has been painted as though it were an older specimen - you can see this with the white hair around the face, the grey in its eye socket and the muzzle's black snout.



Orc Boar Boy with spear and shield



Orc Boar Boy with hand weapon and shield



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With an enormous and ever-increasing range of multi-part plastic kits, Orc & Goblin players have plenty of options to choose from. We've displayed a selection here, but don't forget to check out the website for the full range.

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WARHAMMER

ARMY WORKSHOP

ORCS & GOBLINS



The Games Workshop website is full of useful painting and assembly guides. You can find all sorts of detailed stage-by-stage guides to painting the whole gamut of greenskins, from Goblins to Boar Boys, offering you plenty of options when it comes to getting your Waaagh! off the ground.



games-workshop.com

This month our resident hobby heroes, Duncan Rhodes and Nick Bayton, show us how to paint a force of Savage Orcs ready for tribal conquest of the Old World.

Fresh from last month's painting adventures with the Blood Angels our dynamic duo is back with paintbrushes poised. This time though it was green paint they needed in bulk as Duncan and Nick turned their attention to the Orcs & Goblins.

The army took full advantage of the new plastic kits to give it a distinctly primitive feel with a preponderance of Savage Orcs and befeathered Forest Goblins. Duncan carefully planned out the force so it not only worked within the army list restrictions but also maximised the potential of the kits. It's a very lean army with no leftovers or wasted components. For example, the Spider Riders are made of one box set, as are the Savage Orc Boar Boys. The Savage Orc horde, on the other hand, contains four kits, including the command group and the Big Stabba.

When you're starting an army from scratch, it's always good to begin with a core force such as this. You have a strong foundation in the form of the infantry, a fast flanking force with the Spider Riders, an elite unit to accompany your general as well as something big from the Rare allocation that gives your burgeoning army a dazzling centrepiece. It's a legal force so you can start playing with it straight away, even as you're planning what to add next – and with the core complete, there's plenty of scope for expanding the army.

To start with, the guys assembled the whole force and placed units on movement trays. This gave each model a permanent position within the mob, which is important for the painting method Duncan used as it denoted how much attention a figure would receive. This was especially important in the case of the Savage Orcs.



ORC ARMY PAINTING

Duncan viewed this project as painting an army first and foremost and so tailored his style to cope with lots of models. When painting large units, you can maximise your efforts by giving more attention to models more

prominently placed in the unit, such as those in the front rank. Using the Savage Orcs as an example, you can see how much time and attention Duncan has given each model dependant on their position within the mob.



First Rank

The Orc has been basecoated and a wash applied. Only the head, weapons and hands have had further attention, as these are the areas on view when the unit is fully called up.



Second Rank

Like the Orc behind him in the fourth rank, this model has been basecoated and washed but the highlights have only been applied to areas of the model you can clearly see when viewed as part of the horde.



Third Rank

The models in the second rank were given more attention, as a greater portion of the model is visible. As well as the head, arms and weapons of the Orc, Duncan has highlighted the torso, the bone tabernacle and his back.



Fourth Rank

The Orcs on the first rank are fully highlighted from top to bottom. Duncan gave these models the most time and attention as they would not only be seen the most but were also the models least likely to be removed as casualties.

MOVEMENT TRAYS

When mustering large units, movement trays are incredibly useful during a game, when moving 40 or more models individually would be time consuming, to say the least. They're also handy for transporting the unit short distances (such as from one end of a building to another; if you're going on a train it's probably better to use a figure case!). Movement trays are also great for storing your models, keeping them all together on a shelf or in a display cabinet.

For Duncan's Savage Orcs the movement tray was an integral part of the unit, giving him an area he could use to fill in as he assembled the models, in a similar way to doing a jigsaw. It let him plan which Orcs were going where and which models would go on single bases or multibases and where elements such as the Big Stabba and command group would fit.

Duncan used the Modular Movement Tray set, creating a floor piece 25cm wide and 10cm deep. The floor sheets come in pieces 20cms wide, so he used a second sheet (you get two in each set) to add on the additional 5cm x 10cm piece, using the raised edge pieces to stick them together. Some hobbyists prefer to only cover three sides of a tray with the edging, but Duncan covered all four sides to give the two floor parts extra rigidity and to ensure the Orcs won't slide off when going up a hill!

Once complete, the tray was painted Bestial Brown, so when models are removed, the grey of the plastic doesn't show. The edges were coated with a thin layer of PVA Glue and then covered in sand. Once this was dry it was painted using the exact same method as all the other bases in the army.





The battle in all its glory. In the front rank you can see the Big Stabba, this was painted exactly the same as the other weapons in the unit, only on a larger scale.

SAVAGE ORC HORDE

The raging heart of the army is this horde of 40 Savage Orcs. Duncan used a vibrant green for the flesh and then broke this up with blue warpaint and red topknots.

Because he was painting a fair few Orcs, Duncan kept to a very simple method which broadly consisted of a Foundation basecoat (1), followed by a wash (2), the reapplication of the basecoat on the raised areas (3) and

then building up highlights to a different degree depending on where the model was placed in the unit (4).

To make the mob less regimented and more like a rabble, Duncan used different-sized bases. This allowed him to position models so they're interacting with each other or, as with the front rank, so that some are further forward than others.



From a Chaos Black undercoat, spray the entire unit with Kneadle Green using the Citadel Spray Gun. Then paint the leather, wood and bone with Caliban Brown. Paint the teeth, nails and bone awns with Offwhite Stone. The vicious first blades were painted Adleptus Battlesgrey and the scales on the tattered hides were given a coat of Oxhide Shade.



The whole unit was then given a heavy wash of Devlan Mud. Each model was given a liberal coat, especially in and around the depressions of the musculature.



Now reapply Kneadle Green to the raised areas of skin. Apply an edge highlight of Mithril Silver to the metal areas. Then layer on Bleached Bone to the teeth, nails and bone jewellery. Carefully add spots of Blood Red into the eye sockets and layer the same colour onto the tongue. Finally, highlight the stone with Colder Grey and the topknot with a 1:1 mix of Meechire Red and Blood Red.



Layer the skin with watered-down Goblin Green. You can then highlight the bone areas, including teeth and nails, with Skull White. The tongue was highlighted with a 1:1 mix of Blood Red and Bleached Bone. The topknot was highlighted with Blood Red and the eyes were given a fine highlight of Vornit Brown.



SAVAGE ORC BOAR BOYZ

Nick painted the Boar Boyz but the aim was to make the army a unified whole, so he used the exact same method for his Orcs as Duncan had on the horde mob. The boars themselves were painted in muted browns, which made the Savage Orc riders really stand out. To paint the boar fur, spray with Scorched Brown using the Citadel Spray Gun (do not mount the riders at this stage) and then drybrush with Caliban Brown followed by lighter application of Khemri Brown. With the fur done you can move onto the flesh, basecoat with Khemri Brown then wash with Ogryn Flesh. Then apply a fresh layer of Khemri Brown and highlight with Kommando Khaki. For a more comprehensive guide on painting boars go to the Orcs & Goblins section of the website.



WARPAINT

The distinctive blue warpaint is a common element to all the Savage Orcs in the army, and is even applied to the boars to help tie the whole force together.

SHAMAN

Leading this force is a fearsome Savage Orc Shaman mounted on his boar. The intention is that he will ride with the Boar Boyz into battle. Nick broadly used the same palette as for the rest of the army but highlighted it to a greater degree by adding lighter tones and deeper shades. He deliberately painted the boar in much darker colours to differentiate it from the others. Rather than colour the warpaint blue, Nick chose red, helping the character to stand out from the other Savage Orcs.



Once you have a design in mind apply a coat of Mordian Blue to the painted flesh of the Savage Orc (or face of the boar).



Layer on Enchanted Blue to the area, avoiding the recesses.



Wash Asaenen Blue directly into the depressions.



For the Savage Orcs, apply a fine highlight of Ice Blue. The boars have a more muted highlight that uses a 1:1 mix of Enchanted Blue and Kommando Khaki.

FOREST GOBLIN SPIDER RIDERS

This army contains more than just Savage Orcs; there is a healthy Goblin quotient in there as well. Although the Orcs would never admit it, the Forest Goblins provide a vital function, allowing the greenskin player to potentially outflank the foe. Duncan has chosen a slightly lighter skin tone to distinguish the Goblins from the Orcs. To paint them, keep with a Knarloc Green basecoat but once that has dried use a Gryphonse Sepia wash. Then reapply the Knarloc Green to the raised areas before highlighting with Gretchin Green.



From a Chaos Black ordercoat, drybrush the model Codex Grey. Then paint the flesh that is visible under the spider's carapace and the mandibles with Dheneb Stone. The eyes were painted with Mechrite Red.



Now wash the cracks in the abdomen with Gryn Flesh. The mandibles and eyes should be given a light wash of Devlan Mud.



Highlight the exposed flesh under the carapace with Rotting Flesh. The eye clusters were highlighted with Blood Red and Bleached Bone was used on the mandibles.



Finally, highlight the exposed flesh and mandibles with Skull White. The eye clusters should be highlighted with Vornet Brown.

ABDOMEN DESIGNS

The designs on the back of the spiders are many and varied, the common element being that they no matter what the design is they all use the same palette as detailed above. This helps you paint the unit in an effective way as well as giving the mob a unifying look.



THE FEATHERS

Feathers are a common element on both of the spider units and have been painted blue, helping to bind the unit as a whole as well as matching the facepaint of the Orcs. To paint use a basecoat of Mordian blue for the feather and Dheneb Stone for the quill. Then coat the whole feather with Devlan Mud. Highlight the quill with Skull White and the main part of the feather with Enchanted Blue to finish the effect.





ARACHNAROK SPIDER

The imposing centrepiece of this force is the monstrous Arachnarok Spider. Not only will this hulking creature have the enemy fleeing in terror, but it's a kit deserving of extra

attention. Duncan painted it black with big glassy eyes, just like a real spider, as he holds a healthy fear of house spiders and wanted to freak himself out!

The carapace hound's was painted Scorched Brown and then drybrushed with Graveyard Earth. The webbing was basecoated with Dheeneb Stone. The whole structure was then washed with Devlan Mud.

The Spider's pale flesh, seen in the leg joints and under the carapace, was painted Dheeneb Stone and then a wash of Ogryn Flesh was applied. The areas were then carefully highlighted from Rusting Flesh up to Skull White over several thin layers.

The small spiders, found on the Arachnarok frame, were also placed on the base scuttling about under their monstrous mother. They were also simply painted black and drybrushed Codex Grey.

Bits of slate from the Warhammer Basing Kit were used to decorate the large base.

The mandibles and horny protrusions were painted with Dheeneb Stone and then washed with Devlan Mud. Dheeneb Stone was then reapplied and this was highlighted up to pure Skull White.

To get those glassy, pitiless clusters of eye start by basecoating them Red Gore and then layer on Blood Red. Apply thin layers of Bael Red wash over 4-5 coats, waiting for each to dry before applying the next one. Finally, a dot of Skull White was placed at the top of each eye.



The Goblins and their feathers were painted in exactly the same way as described on the opposite page.

The carapace was painted black and then drybrushed Codex Grey.



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