Andy Kettlewell knocks a couple of sprues into a well-ard Gorkamorka mob over one weekend.

GAMES WORKSHOP NEWS
Da Orks 'ave booted out da White Dwarf.

Gorkamorka

DA FUTURVERSE IS GREEN
Dis is wot it's all about.

WE WUZ 'ERE FURST
Wanna see how it works? Turn to the world's first Gorkamorka game report.

ALL ALONG THE WATCHTOWER
You'll be needin' a big 'ammer and some scrap to put your tower together.

COLLECTING A MOB
Andy Kettlewell knocks a couple of sprues into a well 'ard Gorkamorka mob over one weekend.
PATH OF THE ELDAR

We aren't talking crazy paving on Craftworlds here. We're talking tactics to defeat the galaxy's less sophisticated types.

THE HAND OF FATE

Fate Cards for Epic and how to use them.

AIR SUPERIORITY

Strap on yer goggles and put a coat hanger in yer scarf as we take off with a whole cargo of new stuff for flyers.

MIGHT OF THE IMPERIUM

TAAANKS!!! Oh, and some infantry too as we showcase some cracking Imperial Guard armies.

THORSKINSON'S ISLAND (PART 4)

Sunshine, palm trees and wholesale carnage in Return to Thorskinson's Island (Part 4).

DIARY OF A COLD HEARTED SLAUGHTERER

Dark Elf shenanigans on Thorskinson's Island, by Iain Compton, aged 3 and a bit.

MAIL ORDER 102

Who's got all the gamey things you could possibly desire, including subscriptions, special deals and limited edition models? The Mail Order Trolls, that's who's got 'em.
Oi, humies! Lis’n up!
Do not adjust yer seats. We control da verticool, and we control da other thing too. Me, Snagdbitz, and my faithful mob of gallant Ork Boyz have leapt through da tellyporta (thanks to Mek Zakwiz for doing da business wiv da worky bitz) ter mount a daring and totally unexpected surprise raid on White Dwarf. After da pathetic resistance dat one expects from humies, we pulled 'em out from under da tables and tied 'em up with da grey plastic string wot comes out of da grey boxes. After all, da Boyz might get peckish later on!

Da barricades round White Dwarf are utterly feeble, so da Snots are building 'em up good and strong ter protect da gallant leader (ME – dat is!) while I make my broadcast ter da world. Snotpik? Snotpik, yer lazy grot, come 'ere and comb me hair squig. Now, hold da microphone up higher, dat's better. Ahem... Harrumf... Unaccustomed as I am ter public speaking...

LIS’N UP, HUMIES! WE IS ORKS AND WE IS COMING TER GET YER!
Question: When is a Space Marine not a Space Marine? Answer: When he's a Scout! New this month, hot on the heels of the Scouts boxed set, come Scouts in blisters! As all Imperial players know, with their special infiltration skill Scouts are great for lightning raids on the enemy.

If you equip them with needle sniper rifles, you don't have to roll to wound, which makes them especially good against opponents with a high Toughness. Beautifully designed by Jes Goodwin, the new models include Scouts armed with needle sniper rifles, heavy bolters, and a Scout Sergeant. If you've just bought Storm of Vengeance, these new Scouts are just what you need for Veteran Sergeant Naaman and his squad of brave Dark Angels Scouts. Depending on how you paint them, these Scouts can be used for any Space Marine Chapter, and who knows, in a couple of years' time, your Scouts might grow into Space Marines!

INDEPENDENT RETAILER IN MOSCOW

Games Workshop spreads out across the globe further than ever with the opening of our special first independent retailer in Russia, in the city centre of Moscow. Mr Sinyatkin's shop opened in June, and business is brisk, big boxed games like Warhammer being particularly popular. We wish Mr Sinyatkin the very best of luck and hope that Games Workshop games prove as popular in Russia as they have everywhere else in the world.

“Don't forget – when yer go ter da store always buy some green paint and some red paint – green fer da Boyz and red fer da buggies. And if yer mix 'em together yer get a really useful mud colour for da gunz and da trousers.”
SWORDS OF JUSTICE
LANCES AND MORNING STARS TOO

We've tried, we really have, but we just can't stop Alan & Michael Perry making their wonderful Bretonnian models. First we have two foot models—a Questing Knight Hero and a Knight of the Realm Hero. An unmounted Knightly Hero is ideal for leading a regiment of commoners—because they're not riding a horse they can't be targeted by missile fire, and they bolster the unit's Leadership. And, by not forcing your Hero to ride a horse (some people are allergic to them), you save a whole 3 points which you could—er—spend on 3/5 of a Squire! Also new this month are some more special characters from Warhammer Armies Bretonnia. Tristran le Troubadour and his faithful companion Jules le Jongleur come packed together in one blister. In addition to his Knightly virtues, Tristran has a choice of three ballads he can sing while fighting which have similar effects to magic spells (+1 combat score, + magic dispel or Ld10 for unit he accompanies). Baron Odo d'Outremer Suliman le Saracen come blistered individually. Odo's magic weapon, the Morning Star of Fracasce, gives him +2S in the first turn of any combat, while Suliman's warcry so terrifies his opponents that he can sometimes strike first in hand-to-hand combat.
GAMES DAY
ON YER JOLLIES

“At Games Day play and make
good cheer, for Games Day
comes but once a year!” Or
more than once if you happen
to be a bit of a jet-setting
globetrotter. If you’re feeling
European, why not hop over to
French Games Day in Paris, a
city of untold delights – Notre
Dame, the Louvre, the palace
of Versailles and now... Games
Workshop! We have three stores
in Paris, all easy
to get to on the Metro. If you’re
feeling more adventurous and
are fond of hot weather, visit
beautiful downtown Baltimore
for Games Day US. This two-
day event takes places in
June, and incorporates the
Golden Demon awards. Now’s
just the time to start thinking
about next year’s holidays!

Above: A massive game of 40k at the
French Games Day.

As I write, Games Day (26th
September, Birmingham
NEC) is galloping closer and
closer at the speed of... er... a
great, big galloping thing. In
fact, by the time you read this
the galloping sound may
already be receding into the
distance, but we thought we’d
mention it anyway, because
we’re nice that way. There are
some important things to
remember about Games Day.
Firstly, this is a ticket only
event, and tickets must be
bought in advance from a
Games Workshop store or by
post from Mail Order. You can’t
just turn up on the day and get
in, so please don’t come along
on the off chance! Games Day
is also the venue for the UK’s
premier model painting
championship – Golden
Demon – so if you’re planning
to enter you don’t have much
time to finish off your regiment
of badger-riding Goblins (or
whatever you’ve dreamed up).

You may remember that two
years ago we featured the
complete Ultramarines chapter.
Last year we had the Battle for
Antoch Plains between the
Bretonnians and Lizardmen.
Those of you who have tickets
to Games Day this year will be
treated to another massive
display. We’ll have a feature on
this diorama in a special Games
Day edition of White Dwarf.

ANDY’S NEW HAIR SQUIG

Style icon of the Studio, Andy Chambers, surprised
everyone (including himself) by turning up for
work recently shorn of his famous flowing
locks. Now that Andy looks so smart, will
Gav and Warwick follow his example? (No,
I’m sure they’re not man enough to rise to
the challenge – Ed)

“Taking yer buggin out on da
road without armour
plating, let alone an “easy
shoota is very foolish
indeed. No wonder this Ork
has had his new bugga
nicked by Diggas.”

“T’is a good idea
‘er trim da hair
squig once in a
white ter stop it
talling over yer
eyes while you is
firing da shoota.”

Look out for
Andy and Gav
in this issue’s
Gorkamorka
game report!

This red jeep was spotted by
Andy Chambers when he
was passing through San
Francisco earlier this summer.
While everyone knows that
‘red wunz go fasta in 40K’,
only an Ork player could
believe it was really true!
We did it with the Space Marines, we did it with the Orks and last issue we did it with the Tyranids! Now its time to unleash the mighty Eldar upon you! The Epic 40,000 Eldar army is now ready to attack and the Space Marines, Orks and Tyranids had just better watch out, these guys are dangerous. The Eldar are more than a match for any enemy force.

We take a closer look at the deadly troops as well as the exotic weaponry of the Eldar race in Path of the Eldar, later in this issue.

There's double jeopardy as the Eldar also feature in Air Superiority. This article talks about all manner of flyers in Epic 40,000, and includes new scenarios, new missions and

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**Fast, Furious and Deadly**

**Eldar Vyper Jetbikes**

**Eldar Falcon Grav tank**

**Eldar Night Spinner**

**Eldar Dreadnought**

**Eldar War Walker**

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**Epic 40,000**

This month's Epic 40,000 releases

**ELDAR**

- **Cobra Super Heavy Grav Tank** (One model per blister) £6.00
- **Dreadnoughts** (Four models per blister) £4.00
- **Elder Command** (Three models per blister) £5.00
- **Fire Prisms** (Three models per blister) £5.00
- **Night Spinners** (Two model per blister) £3.00
- **Night Wing Interceptors** (Five models per blister) £5.00
- **Phoenix Bombers** (Three models per blister) £5.00
- **Scorpion Super Heavy Grav Tank** (One model per blister) £6.00
- **Support Weapons on Grav Platforms** (Five models per blister) £4.00
- **Vampire Raider** (One model per blister) £7.00
- **War Walkers** (Four models per blister) £4.00

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**Gaming Clubs On Line**

The first official Games Workshop Club opened in Lincoln on September 11th. This is the first of many official clubs that will be opening around the country. All the clubs will have a large supply of gaming tables and terrain for you to use, as well as a painting area.

The second club will open in Watford at the end of September, and we'll be opening more clubs every month. More news will follow soon, but if you'd like to know more now please write to: GW Clubs, Games Workshop, Chewton Street, Hilltop, Eastwood, Notts, NG17 3HY.
TRAKS 'N' TRUKKS
Spinning and skidding, trukks and traks carry the Boyz into battle.

It's finally here! Gorkamorka has arrived and we're going to introduce you to this crazy game of high speed buggies and green skinned monsters!

BITZ
The battlefield is strewn with barrels, fuel cans and barricades, to smash, crash and crunch into!
**ORK MOBS**
Brutal Nobs lead their mobs of savage Boyz into combat.

**TEEF**
Orks fight to recover scrap and trade in for huge piles of teef!

**'ARD BOYZ**
The more you fight the harder you get, the harder you get the more teef you can earn – it's a grand life!

**DA FORT**
In the desert Ork mobs build huge forts in the desert out of scrap.

**A WHOLE NEW WORLD**
The Gorkamorka box has everything you need to get started, with enough models for two mobs. And that’s not all – take a look at the Rokkit Buggy, Wrecker Trukk, Spannerz and Nobz later in this article to see just some of what’s in store for Gorkamorka.
Models are supplied unpainted and require assembly. Contents and components may vary from those illustrated.
Each Ork mob has its own distinctive markings and mob colours which are used to distinguish its vehicles and warriors from those of other mobs. These markings and colours are decided by the mob’s Nob. If he really likes big glyph tattoos then you can be sure all his Boyz and Yoofs will have these on their arms and faces. Because of this there are no hard and fast rules about how to paint your mob but there are lots of ways to make your models look dead Orky.

This track has been painted using only black, white and bolt gun metal. Limiting yourself to a small range of colours when painting your models will help you to paint them quicker and also gives your mob a very strong and striking colour scheme.

Below: This mob’s main distinguishing marks are the lightning bolt glyph and the black and white check pattern. As well as using these to decorate the track, they also appear on the Boyz. The checks have been used on their clothing, whilst the lightning bolt is used as a tattoo.

Every Ork Nob likes to have a bike or two in his mob. These are the fastest vehicles in the Skid, the Ork riders driving far ahead of the rest of the mob to attack the enemy as quickly as possible.
This is an example of a typical Ork buggy. It’s been fitted with a huge ram and has an impressive rokkit launcher mounted on it. The rokkit launcher will blow apart a vehicle or the gate of a fort with no problems. OK, the crew may be deafened for a few days after a battle, but it’s worth it because every mob for miles can hear each time they blow something up!

Painting designs and patterns on your Ork vehicles can be done in a number of different ways. If you have a steady hand you can simply paint your chosen designs straight onto your model. We’ve included some handy waterslide transfer sheets in the box. These can be very useful as the sheets contain many different glyphs and patterns. Some splendid results can be achieved by combining the transfers with hand painted motifs and patterns. It’s worth noting that Orks are not renowned for their artistic abilities!
"WRECKER TRUKK"

Any trukk or buggy fitted with a wrecker ball is dangerous opposition. Whatever the wrecker ball hits, it smashes to bits. A wrecker ball is just a massive iron ball on the end of a crane, so it's really easy for the Spannerz to knock together out of scrap.

Of course, it's a bit risky having a huge iron weight swinging about on the back of a speeding trukk, but the Boyz still think it's great because it's simply the best thing for bashing in enemy vehicles! This trukk has a big ram bolted to the front for extra bashing power.

Below: When choosing a colour scheme for your Orks, remember that Orks are a savage, brutal race. Their clothing is simple and practical, being made from leathers, furs and animal hides, whilst the tattoos they bear are meant to be intimidating, depicting skulls, tangs, lightning flashes and so on.

Right: With this mob we've used bolt gun metal as a base colour. For patterning and Orky glyphs we've chosen a bold, bright yellow.

Above: If you're going to use very bright colours when painting your models, then one good tip to bear in mind is that bright colours always stand out more if the rest of the model is painted in neutral colours. The clothing of the Orks pictured above has been painted using neutral browns, which makes the bright yellow of their patterning and tattoos look really vibrant.
This trukk has been decorated with lots of bright, flashy patterns and Orky glyphs. Orks take great pride in their vehicles and constantly try to outdo rival mobs by making their buggies and traks the snazziest vehicles around.

One way of making your vehicles look distinctive is to make them appear beaten up and battle-worn. The trukk shown here has been made to look as if it has been in a few battles by painting the glyphs and other decoration so they seem chipped and worn.
DA MEKBOY WORKSHOP

One of the best things about the Gorkamorka game is that you can approach building up your vehicles just like a Mekboy. Orks bash their vehicles together out of bits of scrap so you can just dive in and glue yours together with a cheerful disregard for the usual niceties of painstakingly assembling your models.

This also means that converting your vehicles by changing guns and adding on extra gubbins like wrecker balls is really easy. Building Orky vehicles like this gives your mob that really personal touch and means that no two models will ever look the same.

Converting a model is really just the process of adding bits to or taking bits away from the original kit. Many keen modellers find they start to acquire lots of spare bits of scrap which can be kept in a ‘bits box’ and used for all kinds of modelling projects.

The pictures above show what can be done by just using a craft knife to scrape away bits of plastic and make your vehicles look battle damaged and riddled with bullet holes.

CONVERTING YOUR MODELS

As you fight more battles you can add extra warriors and vehicles to your mob. You’ll soon need kustomised weapons, gubbins for your vehicles, and then you can start getting into da pinnerkal of the Mekboyz’ art by converting your weapons and vehicles.

Below: This model has been made using parts from a standard Gorkamorka trukk kit, with additional parts like the wheelguards and the front armour plating taken from a Warhammer 40,000 Ork Warbuggy kit.

This buggy is a stripped down Warhammer 40,000 Ork warbuggy, with a few bits from a Gorkamorka trukk added to it.
**KRUUKSKUL'S KRIMS**

This is an example of a fairly experienced Gorkamorka mob. All of the vehicles and Boyz have been heavily converted by Mike McVey using all manner of materials and spare bits of Citadel miniatures.

The crossed choppas is the mob symbol of Kruksskul's Krims, and features prominently on all their vehicles. Ncb Kruksskul, like all of the Boyz in this mob, has been converted using the upper body of a Warhammer 40,000 Boarboy, and the legs of a normal plastic Gorkamorka boy.

The heavy shotta turret on this trak has been repositioned closer to the driver, and armour plating made from small squares of plasticard has been added over each track.

IN THE BEGINNING

So that you can get a better idea of just how much conversion work has gone into the vehicles on this page, the pictures below show you exactly how they looked before they were painted.

White areas on the vehicles have been made using plasticard cut to the right shapes.
GAME REPORT

ANDY'S MOB - CAGGRIM'Z DANCER BOYZ

I carrying Badgutz, Snazmek, Wazzgrond and Krumpslug.

Trak "Skumdakka" carrying Mekgrub, Snikdreg and Dakkasnik

AZOV'S MOB - OAZORI Ml GANGER

Trukk "Da Krusha" carrying Gazgrim, Snograt, Skabsnik, Blagrot, Tuffgit and Grog.

Morgskull

Rukfang

WB Morgskull!!
Andy Kettlewell: When we decided to present our first White Dwarf Gorkamorka battle report, there were only two guys we wanted to fight it — Andy Chambers and Gav Thorpe, the developers of the game.

First both Andy and Gav chose a basic mob (see the "Collecting a Mob" article later in this issue). Andy called his mob "Gazgrim'z Danger Boyz" and Gav called his "Da Leg Snappas". They decided to play one of the seven scenarios in the Gorkamorka game. The different scenarios range from making a getaway with some scrap before the other mob finds you, to exciting chases down the skid towards Meklown. Andy and Gav both wanted to use the Gorkamorka fort, so they chose to play the "We Wuz 'Ere Furst" scenario.

The area of the desert that we chose for the game was around an old disused fort. There are scenarios in Gorkamorka for attacking and defending your mob's fort but we used the fort as a piece of terrain in this battle. As we wanted to include all the terrain you get in Gorkamorka as well as the watchtower in this month's card section, the battlefield had a little more terrain on it than we would normally use, which would make it harder for vehicles to manoeuvre.

**SCENARIO**

In this scenario two mobz meet in the desert while searching for scrap to sell to the Mekboyz. Orks always assume that the area of desert they are in is their territory, so if they meet another mob they start shooting!

**TRAKKS AND TRUKKS**

Trukks form the core of most Gorkamorka mobs because they have loads of space to carry boyz and are really fast. Traks are slower but can move over difficult ground, such as sand dunes, without any trouble, unlike trukks which get stuck in the soft sand.

**FORTS**

Orks build forts from spare scrap to protect against sandstorms and Ork mobs. Forts are often the location of battles when rival mobs attack them or two mobz fight around them.

**SCRAP**

Scrap litters the desert around Gorkamorka and in this scenario there are D6 Scrap counters (piles of scrap) on the battlefield for both mobz to fight over and sell. Gorkamorka includes extensive campaign rules just like Necromunda but because the encounter Andy and Gav are playing is just a one-off game, collecting scrap is less important.

**DA GAME**

Right, we're ready to get started... LET'S GO!
**GORKAMORKA**

**GAME REPORT**

**TURN 1**

**Gav:** Da Leg Snappas arrive at the battlefield first and move on from the dunes near the mining shaft. Gazgrim's Danger Boyz arrive shortly after near the fort, and Badgutz, the Morka Boss, immediately shouts to his boyz to attack. The Morka trukk (Skumsmasha) races towards the abandoned watchtower but is going so fast that Snazmek skids out of control just in front of the tower and narrowly avoids all the barricades around it! The Morka trak speeds towards the mine shaft and the scrap hidden in the rocks, but just as it reaches top speed the engines splutter sending the trak skidding across the desert as well.

**Andy:** Seeing the Morka mob bearing down on him, Gazgrim orders his Danger Boyz to attack. Rukfang and Morgskull run towards the fort and the rest of the Gorka mob race at top speed on their trukk (Da Krusha) towards the Morkas! As they pass the fort Blagrot, the Gorka Spanner, jumps off Da Krusha and runs off towards the fort eager to get his hands on some scrap. Gazgrim ignores Blagrot and shouts at Snograt to drive as fast as he can. Time after time Snograt hits the injector button, until the thrusters malfunction and Da Krusha skids out of control on the opposite side of the watchtower from the Morkas!

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**TRUKKS 'N' TRAKS**

All vehicles on Gorkamorka have two types of engine – gas and thrusters. Gas engines are slow, and allow the vehicle to move up to 6" per turn. They are mainly used to turn tight corners and get out of tricky situations.

Orks love thrusters. When an Ork driver presses that big red button, the trak or trukk thrusts forward and, until something goes wrong, the Ork will just keep pressing da button! When you are playing Gorkamorka, every time a vehicle uses its thrusters it moves up to 6" straight ahead but you must test to see if the thrusters' malfunction. The first time you use thrusters they malfunction on a D6 roll of a 1, the second time on a roll of a 1 or a 2 and on the third and subsequent times they fail on a 3-6. You don't have to thrust but once you start you can't really stop yourself from thrusting, you just have to press that button (just like an Ork!). If the thrusters malfunction then the vehicle will do something wild and unpredictable like spinning out of control or skidding across the desert! Turning while thrusting is also very difficult and drivers must pass a Leadership test to turn. If they fail their vehicle will be sent skidding out of control.
Andy: After the Morkas stopped shooting Gazgrim and his boyz bellow a mighty Waagh and Snograt continues to drive Da Krusha around the watchtower. Unfortunately, the thrusters malfunction as soon as he hits the big red button and sends the trukk skidding out of control, rather messing up the Gorkas’ glorious getaway! Attemping to salvage some self respect from the situation Gazgrim shoots at the Morkas behind him but his shot is deflected harmlessly off the trukk’s side.

Realising there is a chance to ram the Gorkas, Snazmek skilfully controls Skumsmasha’s skid and manoeuvres around the dangerous barricades and hits the thrusters. Seeing even more barricades rapidly looming in front of him, Snazmek attempts to turn but instead skids out of control again in front of even more barricades.

Meanwhile Mekgrub had driven his trak (Skumdakka) around the densely packed rocks and Dakkasnik leapt off to collect some scrap. Still fuming with anger, Badgutz orders his whole mob to shoot at the Gorka trukk and immediately a rain of bullets flies at the Gorkas, but all go wide and Badgutz howls in frustration.

Gav: Realising there is a chance to ram the Gorkas, Snazmek skilfully controls Skumsmasha’s skid and manoeuvres around the dangerous barricades and hits the thrusters. Seeing even more barricades rapidly looming in front of him, Snazmek attempts to turn but instead skids out of control again in front of even more barricades.

Orks love guns with plenty of ‘dakka’, such as machine gun type weapons and the best way get the loudest noise out of these weapons is to hold the trigger down longer! This is called firing on full auto. If an Ork is firing a sustained fire weapon you first roll the sustained fire dice to see how many shots you get, and then roll to hit for each shot!
**GAME REPORT**

**TURN 3**

Gav: Further angered by the stikkbomb, Badgutz leaps from Skumsmasha and charges Biagrot. Seeing their Boss charging, the rest of Da Leg Snappas start chanting MORKA, MORKA, MORKA as loud as they can. To get a better view Snazmek slowly manoeuvres Skumsmasha out of the brutal array of barricades and Mekgrub races Skumdakka past the watchtower. At the last moment Mekgrub realises that he has missed the action and attempts to turn, but is going too fast and skids into a huge sand dune.

Badgutz is completely oblivious of the chaos behind him as he charges and swings his massive choppa at the Gorka Spanner. Unfortunately Biagrot is ready for him and, using a stikkbomb as a club, he knocks the Morka Boss out cold! GORKA, GORKA, GORKA!

**CHARGIN'**

In Gorkamorka models may charge at any time during the movement phase so warriors can race towards the enemy mob on their trukks and still charge off them in the same turn. If warriors jump off vehicles while they are thrusting, however, they may get hurt but that doesn't seem to stop most Orks!

Andy: Gazgrim'z face contorts into a hideous grin as he sees the Morka Boss fall and be carried away by Snograt and Da Krusha. As they move round the watchtower Dakkasnik, who has been waiting for a bit of the action, opens fire on the vehicle with his six-shoota but misses. Outraged by the Morkas' attempt to hit him, Gazgrim waits until Da Krusha is near enough and then charges at Dakkasnik while the trukk is thrusting! Obviously ready for the charge Dakkasnik hits and wounds Gazgrim, but the huge Gorka Boss howls with rage and refuses to go down (only suffering a flesh wound).

Meanwhile, back at the fort, Rukfang and Morgskull have reached the scrap and Blagrot readies himself to throw another stikkbomb. This time the stikkbomb hits the Morka trukk but explodes around the engines! Shrapnel ricochets off the thick armour plates protecting them.
Encouraged by his mob racing to help him, Dakkasnik fights the Gorka Boss again and is wounded, but battles on!

Andy: Wanting to prove his fighting prowess, Grog charges off Da Krusha after his Boss, and attacks the wounded Dakkasnik in close combat. Snograt, realising there is a chance to ram something, puts his foot down on the accelerator and aims towards the Morka trukk. At the last moment Snazmek swerves to avoid the ram but only manages to swerve in front of Da Krusha and instead of having another go Snograt stays behind the Morkas and starts a chase. As the Morka trukk swerves into his firing line, Skabsnik lets loose with his heavy shoota on full auto. Shells glance off the trukk’s wheels and its crew compartment but no-one is hit! Tuffgit has a go with his six-shoota as well but his shots glance off the engines.

Grog’s charge surprises both his Boss and Dakkamek, but he fails to hurt the Morka. While Dakkamek is distracted however, Gazgrim falls the Morka with his choppa. Seeing his opponent defeated he shouts a mighty Waaagh and picks up the Morka’s scrap.
Gav: The chase is on! Snazmek tries desperately to shake the Gorka trukk off his tail and heads towards a rock face, but just as the two trukks come to the rocks, Skumsmasha’s thrusters malfunction sending the vehicle spinning out of control! Behind them, Snograt manages to avoid the Morkas and steer Da Krusha around the spinning trukk. As he goes past Skabsnik lets loose with another salvo from his heavy shooter and damages the Morka trukk’s wheels, slowing it down. The Morkas on the trukk return fire but are too preoccupied with hanging on to the spinning vehicle to hit! Near the watchtower Mekgrub finally gets his trak yet again off the sand dune but as he hits the thruster button the engines malfunction, and the trak spins wildly towards some barricades!

Andy: Laughing at the Morkas, Snograt tries to ram their trukk again but Snazmek swerves to avoid it and ends up nearly crashing into the rock face. Hearing Gazgrim shouting, Snograt races over towards his Boss, and Grog and Gazgrim jump back on to Da Krusha as he goes past. Now the chase has finished Rukfang, Blagrot and Morgskull stop watching the action and start to drag their scrap away from the fort.

**CHASIN’**

Just like movies, most good Gorkamorka games have a chase scene in them. If a vehicle ends its movement within 2” behind an opposing mob’s vehicle then they can choose to chase. In a chase when the vehicle in front moves in its turn the chasing vehicle is automatically moved with it and may shoot in its shooting phase. The only way to shake off a chasing vehicle is to keep thrusting and turning and hope that the chasing vehicle fails its thruster tests before you do!
decides to take matters into his own hands. Leaping from Da Krusha, Gazgrim boards the Morka trak> swiftly followed by his new apprentice Grog! As the two Gorkas land on the trak Tuffgit, the Gorka Yoof, shoots his six-shoots at it as well, narrowly missing his own Boss, Gazgrim makes a mental note to 'talk to Tuffgit after the fight. On the trak Grog attacked Mekgrub while his boss Gazgrim fought with Snikdreg.

CARRYIN' SCRAP

Scrap is very important to Gorkamorka mobz, but it is also very heavy and slows warriors down while they try and run around the desert and hit other mobz. The best way to carry scrap is to throw it on a vehicle and let it carry the scrap round while the warriors get stuck in!
BOARDING ACTIONS

One of the most exciting parts of Gorkamorka are boarding actions. Warriors may board opposing mob's vehicles by charging them if they are on foot or, if they are riding on a vehicle, they are within 2" of an opposing vehicle. To successfully leap aboard, warriors must pass an Initiative test. If the warriors manage to get on they fight a round of hand-to-hand combat with one member of the crew. If they manage to win then they move onto the next member of the crew and so on until they have wounded all the crew, or the crew throws them off!

The more experienced Mekgrub gets the better of Grog and wounds him, throwing the Gorka Yoof off the trak. Gazgrin is far more successful and casually knocks Snikdreg off the vehicle.

Gav: After losing their Boss and two of their boyz, the sight of the Gorka Boss boarding one of their vehicles was all too much for Da Leg Snappas (Gav unfortunately fails his bottle roll for the mob and the game finishes, as it would do in Necromunda). They decide to get back to Mektown while they still have a chance. These Gorkas are ‘ard, and besides, there is a certain Mekboy they want to talk to about their trak’s dreadful thruster engines!

DA END

Andy K: I've focused in on the combat between Da Krusha and Skumdakka during Andy's sixth (and as it happens final) turn. It demonstrates how fast things can happen in Gorkamorka and was one of the turning points of the game.

The Morka trak thrusts off the dune but the thrusters malfunction sending the vehicle spinning across the desert. The Gorka trukk attempts to ram the trak but its thrusters also malfunction and the trukk skids forwards and spins. The trukk skids so far that it comes into contact with the trak and collides with it! The Morka driver passes his Leadership test to swerve out of the way and then Andy charges his Nob and one of his Yoofs off his trukk and onto the Morka trak. Amazingly both warriors pass their Initiative test to leap on board the trak and each attacks one member of the crew. In the one-on-one close combat that follows Andy’s Yoof is hit, wounded and thrown off the vehicle by the driver, but Andy’s Boss does the same to the Morka gunner! WAAAGH GORKA!

Andy K: Truks and traks skidding and spinning across the desert, brutal hand-to-hand combat, merciless shooting, dangerous chases and pirate boarding actions — sounds like a typical game of Gorkamorka to me!

For all their efforts Da Leg Snappas just couldn’t do any damage to Gazgrim’s Danger Boyz, but the Gorkas did what Gorkas do best, they hit people... hard. The turning points of the battle have to be the loss of the Morka Nob, the brilliantly named Badgutz, and the Gorkas’ boarding action on the last turn of the game. Boarding is normally very hard because warriors have to pass an Initiative test to leap on safely, but Andy managed it quite comfortably and once his Boss was on the trak there was no stopping him.

So here ends a day in the life of two Ork mobz... well, not quite. Fighting battles with your mob is only part of the game. Gorkamorka can be played as one-off battles as Andy and Gav did here, but it can also be played as a campaign where players use the same mob in many battles. During games their warriors earn more experience and learn new skills which they can use in the next game.

There are plenty of places you and your mob can visit in Mektown between games to increase the size of your mob and make it ‘arder. Da Mekboyz Workshop, Da Doc’s Serjery and Da Job Pole are just a few such places, but as with everything in Mektown they are all very unreliable, so don’t expect to get what you pay for when you visit! OK, now you’ve seen just how exciting Gorkamorka is...
Call in to your local store if you think you’re ‘ard enough and tell the staff that you are ready to RUMBLE!
Wow! Not only is there a huge feature about Gorkamorka, a step-by-step guide to collecting and painting an Ork Mob and a Game Report between Andy C and Gav in this issue, but we’ve also given you a bonus building as well! The watchtower is a great piece of tabletop terrain and it’s simple to assemble. As the tower is printed on pre-punched card, the only equipment you’ll need is some Citadel superglue. Just be careful that you don’t get glue on your fingers: superglue bonds really fast and very strong! You can see the completed watchtower in *Wuz ‘Ere Furst*, the Gorkamorka Game Report.

1. THE TOWER LEGS
   As you can see in diagram 1, fold each of the tower legs (1a, 1b, 1c, 1d, and 1e) round to make a rectangular tube. Apply a little glue to the tabs and fold the tower legs together (if you want, use some paper clips to hold them together until they are dry). Fold in the ends (1c, 1d, and 1e) and glue them into position.

2. TOWER CONSTRUCTION
   Push the tower legs (1a and 1b) into the locating tabs on the platform (2a). Fold round the platform walls, gluing as shown ensuring the tabs are on the inside. Slot the tower legs (1c) and (1d) into the gaps between the wall and the floor of the platform as shown in diagram 2.2.
   Slot tower leg (1e) into the gap provided in the base of the platform and glue into position as illustrated in diagram 2.2.
   Fold the crow’s nest (2b) as illustrated in diagram 2.1 ensuring the tabs are glued on the inside. Glue the crow’s nest to the top of tower leg (1e).

3. ROOF CONSTRUCTION
   Fold down the edges of the roof (3a) and glue into position. Glue roof onto the tower legs as shown in diagram 2.1.
   Fold the tabs on the roof supports (3b) and glue into position as illustrated.
FINISH the tower you need to add the support struts as shown in diagram 3. These can be positioned more or less as you like. Bear in mind, however, that the struts provide support to the tower itself so we've used two or three on each side, well spread out from the base to the bottom of the tower.

Diagram 3

5. PAINTING
You'll notice that after folding all the card and gluing the watchtower together there is some bare card showing. If you want to really finish off your tower, paint the edges with an appropriate colour Citadel paint and also stick it to a sturdy card base.

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COLLECTING A MOB

By Andy Kettlewell

Before you can start carving out a niche for yourself as a battle hardened Ork Nob you need to have a Mob to order around!

I’m going to show you how to choose your mob, step by step. I already have an Ork mob, Da Skull Splittaz, who have been quite successful but I really want another one as well. Having played Gorkamorka quite a bit now I have a good idea which Orks to choose to put together a Mob that suits my fighting style.

To hire my starting Mob I get 100 teef to spend. The only other way I can earn any teef after this is to search for scrap in the desert so I’d better spend them wisely.

Step 1 – Gorker or Morker?
Orks are either Morkers (cunningly brutal), or Gorkers (brutally cunning), so the first thing that I have to do is to decide which one my mob is. Remember that the difference between Gorkers and Morkers is the skills they can have so I’ve decided on a Morker mob because Morkers have better driving and mechanical skills.

Step 2 – Da Nob
First of all every mob has to have a Nob to be da boss. He’s the toughest of the tough so he needs the best weapons in the whole mob. I give him some frag stikkombobz to throw, a kannon to shoot with, and a choppa to bash his enemies, as well as studded armour to give him bit of protection.

Teef cost so far – 20 teef

Step 3 – Da Spannerz
Spannerz are Orks who specialise in maintaining vehicles and weapons and you need one for each vehicle in your mob. I want two vehicles in my mob, a Trukk and a Trak, so I am definitely going to need two Spannerz. Like the Nob, Spannerz start with a large amount of experience which, along with their mechanical skills, makes them quite valuable. They get a selection of armour, choppas and shootas between them.

Teef cost so far – 38 teef

The name of the mob is really important so I took a long time deciding what it should be. In the end I thought that Da Badskars sounded suitably 'ard and impressive.

Da Nob and Da Spanner have the best equipment because they are the hardest warriors in the mob.
Step 4 - Da Vehicles
Now I have bought my Spannerz I can buy some vehicles! A Trukk and a Trak will give me lots of room for da Boyz. These two turn out to be very expensive so I decide not to mount any Big Gunz on them. This means that my mob won’t be very shooty so I think that I will specialise in close range shooting and close combat instead.

Teef cost so far – 73 teef.

Step 5 - Da Slavers
Slavers look after Grotz and Slaves, but I don’t really want any Grotz in my mob (“dere good for fetchin’ but not fer fightin”) so I decide not to have any.

Step 6 - Da Boyz
Every mob must have at least three Ork warriors, other than the Nob. I already have two Spannerz so I need at least one more Ork to make up the numbers! Boyz are important to the mob because they are the best at diggin’ for teef after a battle. I decide to have three Boyz, two of which will be drivers. I am starting to run out of teef now so I won’t give the drivers any gunz and the boy on foot just gets a six-shoota.

Teef cost so far – 90 teef.

I have chosen the Boyz as drivers because they are fairly good fighters and can gain driving skills.

Step 7 - Da Yoofs
I have a few teef left so I decide to buy some Yoofs. Although Yoofs are not as good as Boyz at fighting, they do get skills faster and they are a good long term investment for a mob. I buy two Yoofs and give them a pistol each.

Teef cost so far - 100 teef.

Step 8 - Da Grotz
Not in my mob! Pesky little things, you can’t trust them. Grotz are good at boarding vehicles and searching for scrap so I will eventually buy some, but only after I have bought a Slaver to keep them under control.

Step 9 - Rolling for Starting Experience
Most warriors start with some initial battle experience and, now I have completed my mob I can roll a D6 for each of the Orks. The Nob and Spannerz start with 60 plus D6 experience each. The Orks start with 20 plus D6 but the Yoofs, who obviously have no battle experience, don’t get any at all. This doesn’t really matter, all my warriors will gain experience and skills fast enough once they start fighting some battles. Now I’ve chosen my Mob, I’d better start modelling them up!

To give my mob as much transport capacity as possible I chose a Trukk and a Trak. It was a hard choice not to have any Big Gunz but they will be one of the first things I will spend teef on after my first victories.

As I’ve said before, names are very important and the Gorkamorka game has a section to help you invent Orky names for your warriors and vehicles using Ork glyphs. A few of my favourite’s are Barkdreg and Gorsnik.
On the next two pages is a step by step guide to painting a Gorkamorka mob in a weekend. I only used the models from the Gorkamorka box, but Nob, Spanner and Yoof models are now available for you to buy.

1. DA SPRUE

I cut my models from the sprue with a modelling knife, carefully cleaning off all the mould lines with the knife and glue all the correct weapons to my Orks. I know it sounds silly but I have made this mistake in the past. It is very annoying having to change them again.

2. DA CONVERSION

I want my Nob to look more impressive than da ladz so I've given him some shoulder pads from my bitz box.

3. DA UNDERCOAT

I've found it much easier to paint Ork flesh and metal over a black undercoat.

HIGHLIGHTING

Highlights are raised areas where light catches and brightens a colour. They can be produced by using a lighter shade of the original colour or, if you're using a very pale colour, with white. Mix up a lighter colour using the original base colour and some white. Carefully pick out the raised details with the highlight colour using a fine brush.

There is a really fast way of highlighting areas of fur and metal which have lots of texture on them. It is called 'drybrushing'.

PAINTING ORK FLESH

The older an Ork is, the darker his skin, so I paint my warriors different colours depending on their age:

1. Yoofs have the lightest skin. Give them a base coat of Goblin Green and then highlight with Scorpion Green.
2. Boyz are older so they have darker skin. Use a base coat of Snot Green and then highlight with Goblin Green.
3. Da Nob and da Spannerz have the darkest skin so basecoat with Dark Angels Green and highlight with Snot Green.

4. DA BASIC COLOURS

I've painted all the leather and fur in Snakebite Leather. All the metal is painted in Bolt Gun Metal and the Ork skin was painted depending on how old the Ork is (see above).

5. DA HIGHLIGHTS AND DA DRYBRUSHING

I've used Bubonic Brown to drybrush the fur and Bleached Bone for the leather. The Ork skin is highlighted with the next lightest shade of green.

6. DETAIL

Using a fine brush I've picked out the teeth, sunglasses and mob markings. Da Badskar's are a Morka mob so they have brightly coloured markings and warpaint.

7. DA BASE

Finally I've stuck sand to the base with PVA glue, then painted the whole base Snakebite Leather and drybrushed it with Bubonic Brown.

DRYBRUSHING

Drybrushing is a process that is easy to get the hang of and quickly brings out the detail of your models. It is similar to highlighting but using a drybrushing brush. Dip it in to the light shade of the original base colour you want to drybrush. Then wipe off the paint until the bristles appear dry. Lightly draw the brush back and forth over the area and paint will begin to build up on the raised areas of detail. Continue brushing until you are happy with the colour. Dip your brush back in the lighter colour and repeat the process when the colour runs out.
1. DA SPRUE
I've stuck the vehicles together in the same way as the Ork models, scraping off all the mould lines with a knife.

2. DA CONVERSION
Converting vehicles couldn't be simpler. I've used a knife to cut bits off the model and made bullet holes here and there until the models looked wrecked!

When you use a modelling knife please take special care. Although it seems to be obvious to us that they are sharp, every year someone, somewhere slices off a piece of their finger with one - don't let it be you!

3. DA UNDERCOAT
I've sprayed the whole vehicle with black and red spray. This made the model look really rusty.

4. DA METAL
I've drybrushed the entire miniatures with Tin Bitz and then with Bolt Gun Metal.

5. DA MOB MARKINGS
Red and white teef (or triangles) are my main mob markings so I've painted these onto the model together with lots of other glyphs.

6. DA DIRT AND MUD
Ork's never clean their vehicles. It's just so un-Ork! Using a big drybrush and a pot of Bubonic Brown I've drybrushed most of the model.

JOBS A GOOD 'UN
All finished in one weekend with a bit of hard, but fun, work. I am quite pleased with how Da Badskars have turned out and I can't wait to play a few games with them.

Next month see how Andy's mob gets on in battle on Gorkamorka...
Our summer Warhammer campaign has reached its fourth month of play and the island is starting to look pleasantly battle-ravaged. The top players have now established a commanding lead, with three front runners all occupying the maximum of twelve territories. This month I'll be dividing the objective groups into the top players and the rest. The idea behind this is to allow the leading players to start the climb to final victory whilst giving the rest a chance to catch up by fighting each other.

**THIRD ROUND RESULTS**

Last time in White Dwarf 213 I presented players three reports to follow up: the Search for the Fabled City of Xhezeuotzit, Mysterious Caves, and the Sea Elf Wreck.

As in previous rounds the top two players in each group must fight a deciding battle to determine which of them wins the special territory. To work out which players qualify I used the basic scoring system with a few tweaks just to keep people on their toes. As you will doubtless recall, players can play as many games as they wish against other players who are pursuing the same objective earning points as follows:

![Map of Thorskinson's Isle](image)
WIN! – Three points for a first win, one point for a second win against the same player, half a point for the third or subsequent win.

DRAW – One point for a draw. No points for a subsequent draw against the same player.

LOSE – No points.

In the case of the Search for the Fabled City of Xhezeuotzit one extra point is earned for each game played regardless of whether you win, draw or lose. This represents the time spent searching the jungle and it means a player who fights lots of games may qualify for the play off even if he wins only a few games... or even if he wins no games at all!

**GROUP 1 – The Fabled City of Xhezeuotzit**

The two rivals hack their way through the jungles to reach the towering ruins of an ancient city. Its walls are still high and impenetrable, though encrusted with undergrowth, but its vast gateway lies open, its massive gates cast down upon the ground. Through the gateway lies the ruined city itself and who knows what treasures lie within!

Fight a battle to decide which player takes control of the Gate of Xhezeuotzit. The gate itself lies on one side edge and the rest of that edge is occupied by the city wall which is impassable. The two armies face each other across a stone paved square, ruined, but still free of jungle such is the amazing strength of its construction. The player who wins the game takes the Gate of Xhezeuotzit territory. No territories are staked in this battle.

Entrance to the Fabled City of Xhezeuotzit. Once a player has possession of this territory he can move his armies freely into the great city of Xhezeuotzit. This adds +100 points to the army’s value in the same way as a bridge/pass etc. At the same time it means the player can avoid having to pay the usual penalties for entering the city as described later in this month’s Island Chronicle.

**GROUP 2 – Mysterious Caves**

After many miles the tunnel complex eventually leads to a vast, cylindrical cavern. The cavern was hewn from the stone in ages past. At its centre there is a circular pit, dark and seemingly bottomless, its edges encrusted with runes stained with ancient blood. Around the inside edge of the cavern a staircase winds upwards into the darkness.

Fight a battle to decide who takes the Cavern of Sotek as part of their territory. The battle is fought in the cavern itself, which is flat and featureless apart from a massive pit in the middle – a black hole approximately 6” in diameter. All the restrictions previously described for cave fighting apply (check last month’s issue for details). In addition any troops who are forced into the pit are destroyed (eg fleeing or pursuing into it, or randomly moving into the pit in the case of troops such as Gobbo Fanatics).

The Cavern of Sotek. The cavern lies directly under the City of Xhezeuotzit and its winding stairway leads directly into the city from below. In ages past this was where the inhabitants of the city would sacrifice victims to the great and terrible serpent god Sotek. Of his mighty slithering majesty nothing appears to remain. The player who controls the cavern can use it to ascend into the city of Xhezeuotzit and avoid paying the usual penalties for entering in the same way as the Entrance to the Fabled City of Xhezeuotzit. In addition, the tunnels allow troops to spring into the city as if from nowhere. In any games fought inside the city the player may therefore deploy his entire army after the enemy.
GROUP 3 – The Sea Elf Wreck

A shattered hulk has been thrown upon the shores of Thorskinson’s Island – the place is awash with dead Elves, treasure chests, flotsam, jetsam, discarded tins of spam, and that kind of thing. Fight a battle on the beach. The table is basically flat but can include up to two hills (sand dunes) on each side of the table. The sea lies off one short edge and is impassable. The jungle lies off the other short edge and can be represented by a line of trees if you wish.

Whoever wins the game takes possession of the Sea Elf Wreck. Searching the wreck will uncover 3 magic items. These are special magic items, invented purely for purposes of the campaign, and they are generated by rolling a dice three times – re-roll any duplicates. These magic items must be assigned to specific named characters in your army. They cost no points. A character can only have one of these items, he cannot carry two or more of these specific items. Once allocated to a character the character must always bring that item to every battle. If the character is killed the magic item is lost forever.

The Sea Elf Wreck is a territory and can be staked like any other. If captured the new owner generates three random items afresh. If a player loses the wreck any remaining items in his possession are destroyed.

### RANDOM MAGIC ITEMS TABLE

(Make three D6 rolls on this table)

<table>
<thead>
<tr>
<th>1. SWORD OF IMPROBABLE GROWTH (Magic Weapon)</th>
</tr>
</thead>
<tbody>
<tr>
<td>This mighty magic weapon adds +1 Strength to the wielder. Furthermore, if a combat lasts for more than 1 combat round, then the wielder gains +1 Strength in each round as he grows ever bigger and more powerful. This applies to both players’ turns as long as the combat lasts. Once combat is over the bonus reverts to +1 and starts over again.</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>2. SWORD OF ROBBERY (Magic Weapon)</th>
</tr>
</thead>
<tbody>
<tr>
<td>This sword attracts the power of magic robbing an enemy’s magic of power and feeding it into the wielder. The weapon affects enemy models in base contact with the wielder, and only works if the enemy model has at least 1 magic item. The highest value magic item the enemy model has is nullified whilst in base contact, and if the model suffers 1 or more wounds inflicted by the Sword of Robbery the nullified magic item is destroyed. If a magic item is destroyed by the Sword of Robbery the wielder gains +1 Strength for the remainder of the game.</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>3. WAND OF ENFEEBLEMENT (Wizard Arcana)</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Wand of Enfeeblement can be used to cast a spell of Enfeeblement once per magic phase of the player’s turn. This is exactly like casting a normal spell, except no power is required to make it work. After each use the wand is exhausted on a D6 roll of a 1 or 2. Line of Sight is required and the spell can be cast upon a single model within 24″. The enchanted target loses 1 Toughness and any model reduced to 0 Toughness is dead. The reduction in Toughness lasts for the remainder of the game – so although a victim might be ‘temporarily’ in some fashion during the game he still has toughness 0 and so dies again.</td>
</tr>
</tbody>
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<tr>
<th>4. ORB OF ANTI-POWER (Enchanted Item)</th>
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</thead>
<tbody>
<tr>
<td>The Orb of Anti-Power reduces all Winds of Magic rolls by D6, 2D6 or 3D6. Roll the Winds of Magic first, as Normal, then decide how much to reduce it by. You must reduce the Winds of Magic by at least D6 each time... you have no choice in this. If you reduce the Winds of Magic by 2D6 or 3D6 any roll of a double means the Orb shatters and is destroyed, but the catastrophic release of power means no spells can be cast that turn and all spells on play are disabled. Once destroyed the Orb is gone forever and cannot be used in subsequent battles.</td>
</tr>
</tbody>
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<tr>
<th>5. MIRROR OF DARKNESS (Enchanted Item)</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Mirror of Darkness weirdly turns back magical power sucking power into the material regions of magic. If either side attempts to use the Total Power card the easier is immediately made to lose 1 of the real world with a curious, choking noise. Only his hat is left! The caster is not killed but is lost in magical regions and will reappear only after the battle is over. You earn no victory points for this... you don’t get anything quite that easy!</td>
</tr>
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<table>
<thead>
<tr>
<th>6. AWESOME GALE HORN (Enchanted Item)</th>
</tr>
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<tbody>
<tr>
<td>The Awesome Gale Horn can be blown to summon a awesome gale once per magic phase of the player’s turn. This is exactly like casting a normal spell, except no power is required to make the horn work. After each use the horn is exhausted on a D6 roll of a 1 or 2. Line of Sight is required and the spell can be cast upon a single unit within 12″. The target unit is blown back 3D6” directly away from the horn. If other enemy units lie within the path of the blown-back troops then they are blown back also.</td>
</tr>
</tbody>
</table>
This month the players are divided into two groups – those who have reached the plateau and the rest. In either case choose one report to follow-up this month. For those in the first group there is the chance to explore the ruins of Xhezeuotzit. For the rest there is the choice either to indulge in a bit of general raiding and pillaging or to search for the Idols of Womboziquet. I’ve given the extended Controllers Notes a miss this month. If you want to know more about how to organise and run your own campaign refer to White Dwarf issues 211, 212 and 213.

Report 1 – Explore Xhezeuotzit

This option is open only to players who have one of the following special territories: Phantom Gorge, the Jungle Trail to Zapuquik, the Valley of Bones, the Entrance to the Fabled City of Xhezeuotzit, or the Cavern of Sotek. Any players with at least one of these territories must explore Xhezeuotzit this round or they will automatically lose any and all of these named territories they have. Any special territories lost in this way will be occupied by players who do explore the city (I’ll explain how to do this in the next installment).

Xhezeuotzit is an ancient ruined Lizardman city. Rubble and debris lie scattered over many square miles. Here and there buildings stand almost intact. Many buildings lie over vast underground store houses, dungeons, tombs and who knows what treasures! At the centre of the city a great pyramid rises into the sky – no doubt the main treasure house is beneath it. At the entrance to the city there is a crude notice, scrawled in Dwarf Runes. This reads, ‘Private Property. Keep Out or Else. Beware the Baboon. By Order Tharkin Thorkinson.’ The sign is old and faded. Under it is a smaller, more recent note which reads, ‘2 pints please’ along with two copper coins.

Any games fought in the city are assumed to take place over a layer of debris. Battlefields can include hills, areas of ruin, and buildings but no other scenery. At least two buildings should be included to give the flavour of the thing. Because of the debris the movement of all wheeled machines is halved, including chariots, wheeled cannons, and so on. In addition the charge speed of all cavalry is halved to normal rate (ie not doubled as usual).

There is a penalty for entering the city – this represents the fact that whilst you are preoccupied with
exploring the city, your coastal areas are vulnerable to attack, internal strife, and what have you. The penalty works as follows. After each battle is over and territory has been worked out, if you have 10 or more territories nominate 1 territory, if you have 11 or more nominate 2, and if you have 12 nominate 3. Roll a D6 for each nominated territory. On a roll of 6 the territory is lost, destroyed by raiders, ravaged by pirates, or despoiled by rebels. If the player has either the Entrance to the Fabled City of Xhezeutzit or the Cavern of Sotek then only nominate 1 territory regardless of how many you have (because it’s easier for you to get back to protect all of your possessions).

Report 2 - Raiding and Pillaging

With the harvest about ready now is a great time to indulge in a bit of honest raiding and pillaging. If you go for this option you must stake 2 territories for each battle instead of the usual 1. Two territories are generated randomly after the game. Whichever side wins the battle retains his staked territories and can chose any 2 of the remaining territories. In other words, it’s exactly like a normal campaign battle except double the territory stake and gain. In addition, at the end of the round all players who take part in the raiding and pillaging will be allowed an extra randomly generated territory for free. It’s a time of abundance for all, so get fighting.

Report 3 - The Idols of Wotnobizquet

A merchant convoy has come across a strange arrangement of standing stones in the jungle. Mysterious flashing lights were seen. Strange smells were smelled. The merchant left the stones well alone, but is keen to organise an armed expedition to explore them further. A trek through the jungle is in order for those brave enough to try.

Games fought in search of the Idols of Wotnobizquet are played deep in the jungle, so you must include at least four woods in any battle. Hills, rivers, marshes and suchlike are all permitted, but no buildings or other constructions are allowed.
In Warhammer you become a fearless commander, painting and assembling mighty fantasy armies to do battle on the tabletop. Warhammer provides you with the core regiments of two armies - the knightly Bretonnians and the reptilian Lizardmen - and all the information you need to collect and paint your forces ready for battle.
The Warhammer boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice, range rulers and much, much more.
<table>
<thead>
<tr>
<th>Models/Unit</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
<th>Notes</th>
<th>Points Value</th>
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</thead>
<tbody>
<tr>
<td>SLANN MASTER MAGE PRIEST SWORD OF COCACHA PALANQUIN</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>6</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>9</td>
<td>4</td>
<td>7</td>
<td>ANY UNIT WITHIN 12&quot; TESTS AGAINST SLANN'S LH. COLD BLOODED 4+ UNMODIFIED SAVE COLD BLOODED</td>
<td>550</td>
</tr>
<tr>
<td>SKINK SHAMAN HAND WEAPON, ADDITIONAL HAND WEAPON</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>5</td>
<td>1</td>
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The more eagle-eyed readers may have noticed that the Character allowance for this army points over the minimum... Tut-tut, Davide!
Currently at the top of the Thorskinson's Island league is Davide Costa, one of the chaps responsible for translating our games into Italian.

You can see from the territories accrued that his position is a commanding one, but there are swarms of ambitious Skaven, ruled by Warlords Baker and Cavatore, not far behind him.

Davide's sprawling empire now extends to 12 territories, including the special Black Thunder Mine and Jungle Trails won during previous rounds:

**Treasure Horde**
Army may take five extra magic items at no points limit.

**Temple**
Army may take a level 4 wizard and one extra magic item worth up to 75 points.

**Trade Route**
May take one extra magic item worth up to 50 points.

**2 Sacred Groves**
Army may include two level 2 wizards.

**2 Villages**
Army may include two Champions.

**Black Thunder Mine**
Army may include one magic item worth up to 100 points.

**Town**
Army may include three Characters.

**Road**
Additional 230 points of troops.

**Jungle Trail**
Additional 80 points of troops.

**Pass**
Additional 80 points of troops.

Left: Davide finishes his last two Cold Ones in readiness for the next battle.
The Eldar are the most ancient of the dominant races throughout the galaxy. Their civilisation spans countless millennia and their technology is without equal. However, they are a dwindling race, scattered through the cold depths of space on their massive Craftworlds, battling against the eternal threat of utter extinction.
THE ART OF WAR

To the Eldar, war is an art. This attitude comes not from arrogance or from any strange sense of style, it comes from necessity. The Eldar are a dying race, so to truly win a battle they must destroy the enemy and suffer minimal losses. A battle won by attrition is a battle lost. For the Eldar, armour and numbers are replaced by speed and firepower. Eldar generals must use the manoeuvrability of their units to the maximum to achieve total victory.

BIEL-TAN CRAFTWORLD

For the people of the Craftworld of Biel-Tan the way of the warrior is considered the first and most important step upon the Eldar path. Their vehicles are ornamented with intricate twisting thorn patterns, designs of the Eldar craftsmen who take pleasure in the construction and decoration of everything in their culture, even their machines of war.
When Eldar go to war, deep inside the heart of their Craftworld an awesome figure awakens to lead them into battle – an Avatar of the Bloody-handed god, Kaela Mensha Khaine. The most powerful of the Eldar Warlocks, the Farseers, also join battle, using their skills in predicting the future to direct the Eldar forces about the battlefield.

The Avatar is an awesome close combat opponent, and with a suitable bodyguard makes a very effective close combat detachment. The Farseer is equally useful, partly because of his psychic powers, but also due to his high manoeuvrability when mounted in a Falcon. This allows him to move quickly to wherever he is most needed.
SAIM-HANN CRAFTWORLD

The wild, almost barbaric warriors of the Saim-Hann Craftworld favour a stark, violent red with which to colour their machines of war. Their savage Wild Riders and other vehicle crews paint symbols of the ancient Eldar pantheon of gods onto their swift tanks and Jetbikes, in the hope that the deity depicted will watch over them in battle.

BIKES

The swiftest of the Eldar vehicles are the small but deadly Jetbikes, and their heavier cousins the Vypers. Armed with lethal shrunken catapults and shrunken cannons they can cut down their foes in swathes, with the Vypers lending a heavier punch to the squadrons.

These Jetbike stands have been converted by raising them up on small pieces of wire to give the impression they are flying above ground.
Eldar Jetbikes and Vypers are the fastest units in the game and possibly the most useful in the Eldar army. Vypers and Jetbikes are great for ambushing isolated enemy units and speeding around flanks after objectives. As with other Eldar units, Jetbike and Vyppor detachments should form part of your mobile battle line.
The huge war machines of other races are crude and ungainly when compared to the smooth grace of the Engines of Vaul, the super heavy grav-tanks of the Eldar. Both versions are designed mainly to destroy vehicles and war engines. The Cobra is equipped with a Distort Cannon, which has the potential to destroy any war engine (shields or no shields) with a single shot, while the Scorpion is armed with a Pulsar. Against enemy infantry both will do damage, but will find themselves quickly swept away in firefights and close combats. Use them when there is a specific need in the battle. If you find yourself having problems with large Imperial tank detachments, or Titans, then a few Scorpions or Cobras are always welcome.

Thundering across the narrow causeway, the Land Raiders were protected by the swamp all around them. No doubt the humans believed themselves safe from attack as the skies were clear in all directions and ground vehicles could not easily penetrate the lagoons. Delairiell, watching the human tanks smiled to himself, their complacency would be punished. The powerful grav tanks under his command would make short work of the ungainly human machines. He allowed his mind to slip into the soul-circuit and felt the readiness of his crews. Sensing the moment, the grav engines hummed and all three of the mighty Scorpion tanks rocketed upward, out of the swamp. Water cascaded off the smooth curves of the vast war engines as light stabbed from the slender barrels of their pulsars. The thick armour of the Land Raiders buckled and flowed under the relentless laser bombardment, smoke belched from one, then another and within seconds nothing remained of the column but a line of blazing wrecks.
With their unequalled grasp of anti-gravitic technology, it is unsurprising that Eldar craft are the most swift and agile to fly over the battlefields of the 41st millennium. Squadrons of Night Wings make excellent interceptors and, if the enemy is foolish enough to have no fliers, they can do considerable damage when they attack ground targets as well.

Phoenix bombers have the potential to make devastating ground attacks. When using ground attack missions try to concentrate your fire power against one detachment. War Engines are particularly at risk from flyer attacks, especially when they have no shields, so try and target damaged titans and super heavy tanks before hitting infantry.

Vampires have the advantage of being able to transport units, but they are expensive and if they are carrying units as well it means a lot of points are concentrated in one, fragile model. Use your transport fliers to reinforce an attack, not to spearhead it.

The ground rushed upwards at an impossible rate as Ceruithar plummeted to avoid the Thunderbolt fighters on his tail. The wraithbone frame of his Night Wing groaned under the phenomenal stress. Autocannon shells streaked past his cockpit in a fiery line as Ceruithar flattened into a wide roll. A soft chime sounded in the cockpit, his seer-crystal had analysed the fighter's attack pattern and was showing their projected flight paths. He sent his craft into a slow spin, then yanked it round into a sharp, banking climb. For less than a second a Thunderbolt was in his sights, he fired twice and it broke up in mid air. Explosions rang through the hull as the second Thunderbolt opened fire. Rolling to avoid it, he allowed the Night Wing to stall and enter a spine-snapping tail spin. The Thunderbolt followed him down trying to track his erratic progress. At the last second he pulled out and opened the throttles wide. The interceptor leapt skywards with laser fire stabbing from its wingtips. The human pilot tried to turn away but was not fast enough. Ceruithar swept upward through the expanding fireball as wreckage pattered off the hull. The danger over, he pulled a final wingover and resumed his attack run.
Guardians are the most numerous of the Eldar infantry. Every Eldar is trained and ready to fight if need be, and it is these squads, assembled from the populace and led by those who have trodden the Path of the Warrior that form the bulk of the Eldar forces.

Squads of Guardians excel in supporting close combats and fire fights, and are best used alongside other unit types.

Those Eldar currently on the path of the Warrior are known as Aspect Warriors. Aspect Warriors are the most flexible units in the army. With the assault upgrade and the jump pack upgrade they become very fast and deadly in close combat. Dark Reapers carry heavy weapons which makes them very useful in a supporting role.

The Wraithguard are armoured shells bearing Spirit stones taken from the Craftworld's infinity matrix. They are most useful in assaults and for destroying tanks.

Harlequins are followers of the mysterious deity known as the Laughing God. They are great in close combat, in much the same way as Aspect Warriors.

Support weapon batteries are most useful if your opponent has lots of tanks or Aspect Warriors.

Scout detachments are useful for harassing enemy flanks and their infiltrate movement allows them to advance in front of your main detachments to uncover hidden counters and capture objectives ahead of the main force.
Eldar vehicles, with their powerful anti-gravitic motors, combine speed with deadly firepower. Falcon grav-tanks are the most versatile of all the Eldar vehicles. They can carry troop stands, have good fire power, good speed and fairly good armour. They are generally best used in a supporting role as their range, fire power and ability to pop up attacks makes them excellent in both defence and attack. One final note about Falcons is if they are used in a supporting role they shouldn't remain stationary for very long. The Eldar battle line works best when it is mobile, constantly exploiting the opponent's mistakes and reacting to disrupt his plans.

Wave Serpents are the best vehicles to use in planned assaults and for transporting units. Their armour can protect them from the worst of the enemy fire and their weapons can lay blast markers on enemy units before you launch your assault.

Vehicles such as Prism Cannons and Night Spinners are best used in a supporting role with Falcons. Night Spinners have a huge range so they can support any assault by disrupting the enemy, while Prism Cannons can protect units from flier attacks and help destroy enemy armoured vehicles.

Relative to the rest of the army Dreadnoughts and War Walkers are slow. This means they are best used in support and for defending important objectives. Dreadnoughts also have a high assault value which helps if the enemy gets too close.
The key to using an Eldar army well is making the various diverse elements work together. Here we give you some hints and tips on how you can best do this...

The Eldar forces you can see in action across these two pages are all taken from figure painter Jonas Ekestam's very own army. Jonas has been collecting his Eldar ever since the latest edition of Epic was released, and has now amassed a full 4000 points. But not content with that he intends to keep on going until he has no less than 8000 points! Jonas also plays with Eldar in Warhammer 40,000, and has a 40K army painted up in exactly the same colour scheme.

One of the biggest problems Eldar commanders will face is artillery, (you will learn this very quickly). You must find a way of neutralising the effect of your opponents' artillery detachments. Fliter attacks, Bikes, Pulsars, and Night Spinners are all good solutions to the problem, but you are going to have to accept that you are going to take casualties. On the bright side artillery is very expensive so if you do manage to break an artillery detachment then it will be worth the effort.

Bunker and Rescue objectives are perfectly suited for the Eldar. Pulsars and D-cannon can destroy bunkers from long range and fast moving detachments of bikes can perform rescues with arrogant ease.

Iyanden has suffered greatly over the millennia. This once great Craftworld is now partly ruinous due to a devastating Tyranid attack. They field large numbers of Wraithguard and Dreadnoughts, relying on the spirits of the dead to help the depleted ranks of the living. Their vehicles are most often yellow and blue, identifiable by the flaming designs used as decoration.
Super heavy tanks are excellent at long range against heavily armoured targets but can be easily pushed back in close combats and fire fights. Aspect Warrior units are the exact opposite being ideally suited for close combat, so it is a good idea to use Aspect Warriors to support your super heavy tanks.

The necessity for the Eldar player to use the speed of his units to the maximum can’t be stressed enough. This does not mean however that you should be whizzing around the board in a random fashion just because you can, you should be using your speed to bring detachments together to launch a surprise attack on one part of the enemy line. Other forces simply cannot react to your quick attacks because their forces haven’t the manoeuvrability. It will take your opponent a couple of turns to re-deploy and by this time you will have gone.
Jonas Ekestam – Jonas' two detachments shown here are both excellent for taking out enemy armour. The Support Platforms, which are usually carried in the Falcons, Fire Prisms and Scorpions, combine to deal out a frightening number of anti-tank shots each turn.

Andy Kettlewell – This is Andy's Supreme Commander detachment. The Farseer's bodyguard of Guardians riding in Falcons makes the detachment extremely fast and flexible.
Iain Compton – No Eldar army is complete without a detachment of Jetbikes. They are the fastest vehicles in the game, making them excellent for skimming around and surrounding enemy detachments.

Chris Harbor – Chris’ Eldar Warhost is again designed with speed in mind. Chris says that speed is the key to using an Eldar force well. Trying to use your army like an Ork or Imperial force is a recipe for disaster. You have to use your speed to surround and destroy your foes, rather than trying to bludgeon your way through in a head-on charge.

Dave Owen-Meller – Although Eldar detachments tend to be smaller than those of other armies, Dave has tried to pack as much into this detachment as possible. The high Assault factor of the Wraithguard, supported by the Guardians and Wave Serpents, make this an excellent assault force.
The Hand of Fate!

This month White Dwarf includes some special Fate cards for Epic 40,000 which have been specifically created for Eldar, Ork, Tyranid and Chaos players. Now the forces of Chaos can summon infernal magics against their enemies, Tyranids can terrorise their helpless prey, Eldar Farseers can confound their foes with their runic powers and Ork Warlords can unleash the ferocious energy of the Waaagh! Robin Dews tells us all about them...

Slings and Arrows

When we started to develop the Epic 40,000 game system one of the things we wanted to capture was the sense of a whole game of Warhammer 40,000 condensed down into a single Assault phase in Epic. Games of 40K normally start with the opposing armies about 24" inches apart (bolter range) and generally end with one or both of the forces being badly mauled but with one player victorious. In Epic 40,000, we recreated this sense of a decisive engagement by the resolving of combat with a single competitive dice roll (with the addition of a number of bonus factors to reflect the combat status of the troops) that makes the assaults a knife edge part of each battle.

However, whenever you decide things in a game with a single D6 roll the vagaries of chance can come into play. Despite stacking the odds in your favour by outnumbering your opponent, covering him with blast markers, and having psykers on your side, the fickle finger of fate can always turn against you and when your opponent rolls a '6' and you roll a '1' there is nothing you can do but howl in fury! Thus the Epic 40,000 Fate cards were born.

Initially, the cards were designed as simple re-rolls to help iron out some of the slings and arrows of fortune. However, as we began to develop the system we saw the opportunity to include other events in the deck such as 'Orbital Barrages' and 'Forced Marches' to give players the opportunity for an extra edge at critical moments in the battle. We also saw how the Fate cards would give us the opportunity to further develop the characteristics of the different warring races in the 40K universe by giving the Orks some Orky Fate cards and the Eldar their own set and so on.

In the Epic 40,000 game, we included a deck of 12 Fate cards that are used by both players regardless of the armies involved in the battle. This often means that in an average 2000 point game, one side has four cards and the other player has five. This means that there are only three 'dead' cards left in the deck giving you a fair chance of guessing your opponent's hand. I normally work on the assumption that if I'm not holding the 'Orbital Barrage' (a 3D6 firepower attack anywhere on the battlefield) then the chances are that my opponent has it in his hand and I try to avoid making March moves too early in the game as this is usually one of the first cards to be played. However, if I'm holding 'Curses Foiled Again' then I know that whatever he throws at me, I can turn the tables and play his card back against his own force.

We always intended to increase the size of the basic Fate deck, and a few months ago we published the 'Emperor's Tarot' in White Dwarf issue 210. This is a special deck of 16 cards that can only be used by Imperial players.

Now it's the turn of the Ork, Tyranid, Eldar and Chaos players! On the card sections of this issue of White Dwarf you'll find four sets...
of four new cards specifically created for each of these armies. Each of the four new cards for each race are used together with the twelve cards from the standard fate deck to create a new 'custom' deck of sixteen cards. This larger deck generates greater fog of war and makes it far harder for your opponent to guess what cards you hold in your hand.

In generating the new cards and giving them to some of the big Epic fans in the Studio to playtest, we discovered that they can be used in a number of different ways depending upon the armies involved in the battle. We've listed two of the most obvious ways here, together with a handful of other ideas, but if you or your gaming group come up with alternate suggestions, then give them a try and write in to let us know. The most important principle is that you and your opponent should agree on which method to use before you start to draw any cards.

How to include the new Fate cards in Epic 40,000

Method 1: If the battle involves an Imperial player against any non-Imperial army, then the Imperial player can choose to pick from either the 'Imperial Tarot' or the standard Fate deck. If he chooses the 'Imperial Tarot' then his opponent simply shuffles his four race specific cards into the standard Fate deck to create a new custom deck of 16 cards and then draws his cards normally.

If you don't have a copy of the 'Imperial Tarot' or the Imperial player chooses to draw from the standard deck, then simply mix in the race specific cards for the other player and deal them out in the normal fashion (usually one card for each 500 points in your army, with an extra card going to the player who's army points total was the lowest!).

If the Imperial player receives any of his opponent's army cards, then he simply puts them to one side and draws new Fate cards until he has the correct number of cards in his hand. The non-Imperial player can of course use either standard Fate cards or the new race specific ones.

Method 2: If no Imperial forces are involved in the battle, then both players should shuffle their four race specific cards in with the standard Fate deck to create an expanded super-deck of twenty cards. Cards are then dealt as normal, and if either player receives cards from their opponent's set, they place them to one side as before and draw new cards until their hand is full.

In addition to the above, we've decided to list some of the wilder suggestions from the Studio staff. Please be aware that these have not been extensively tested and could lead to some unpredictable results!

Method 3: Ignore the normal method of drawing Fate cards. Instead each player draws D3 cards from both the standard deck and their new set of race specific cards, so that each player will have a random number of cards ranging from 2 to 6!

Method 4: Mix the new set of Fate cards for each player into the standard deck before dealing out Fate cards as normal. Imperial players can draw four random Emperor's Tarot cards to add to the deck. Players who receive Fate cards they cannot use are allowed to redraw them (or not if you prefer).

Method 5: Each player is allowed to choose six cards to make up the Fate card deck. Cards can be chosen from the standard Fate deck or the players' special four card sets (or up to four from the Emperor's Tarot for Imperial commanders). Once the deck has been chosen, shuffle it and deal out Fate cards as normal. If either player is dealt a card they cannot use then the card is discarded and another one dealt to replace it. If there are no cards left the player doesn't get a replacement at all!

Nullifying Psychic Attacks

The new Fate cards include many different kinds of psychic attack that players can use to blast their enemies. However, the method for nullifying these attacks remains the same regardless of what they are called. Any fate card that has a number value printed on it is counted as a Psychic Blast for the purposes of nullifying. Hence any psychic attack can be nullified by the opposing player if he can play a card with a higher value on it before the attack is resolved.

Well that's about it for now. Let us know how you get on with the new cards, but most of all just have fun!
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**LIMERICK**
Fri 31st  Contact Gary at The Gates (tel 061 315133).

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Offers subject to availability and only available on 25/26 October 1997 at Games Workshop Manchester.
Working on White Dwarf we get to see loads of photos of different armies sent in by our readers. This month was no exception and we were particularly impressed by Paul Thomas' brilliantly painted Warhammer 40,000 Imperial Guard army. Paul loves to collect and paint new armies (and when he's finished, he often sells them to finance his next project!) and so we asked him to bring his models into
the Studio. No sooner had we started to open the miniature cases, than a crowd gathered to take a closer look. The sight of all those tanks and Imperial Guardsmen prompted shouts of “ere, I’ve got one of those too!” and in the end we had people bringing in Imperial Guard armies left, right and centre. In a huge Imperial Guard fest we decided to photograph and show some of our favourites.
Paul paints loads of Citadel models and does it very well. His Imperial Guard army is one of many that he has collected: this one taking about two years to complete.

The basic squads are all painted in regimental colours of his own design. For example, Paul wanted an urban look for his Catachan Jungle Fighters instead of their traditional green so he painted them grey. The Storm Troopers are painted with red berets which, along with his Cadian Shock Troops, are his favourite squads in the army.

A tank lover through and through, Paul’s original idea was to have a whole platoon of each type of Imperial Guard vehicle (that’s ten Leman Russ’, ten Chimeras etc, etc!). But you know how it goes, there’s always something else to paint. Paul told us that he hadn’t really painted any vehicles before he started on the Imperial Guard so he used the same highlighting techniques as he did on his infantry squads rather than just using a big brush to drybrush them with.

Griffons are Paul’s favourite vehicles at the moment and he’s come up with an interesting tactic for using them in battle. He keeps three of them in reserve for two turns or so and then brings them on to deal with any enemy troops who have strayed too close to Imperial Guard lines. In fact he quite likes to keep his reserves for later on in the battle rather than bring them on in the first turn like many players seem to do. As far as army selection goes, Paul would like to have less Hellhounds and more Griffons. He would also like to include a lot more basic 100 point infantry squads to bulk out his forces. Keep dipping your brush Paul!
I can hear it now, "Imperial Guard? How can you possibly win with the Imperial Guard?" Let me say, I've never lost a game with my army once I found the key ingredient for success: Ogryns!

A little lesson I learned some time back as I collected my Imperial Guard army was no one really expects you to be on the offensive. The Imperial Guard make great offensive troops, and most of my opponents (and yours for that matter) will build their armies for anti-tank and assault if they're fighting against an Imperial Guard army. If you use the following tactic this will be their downfall. First take one squad of fear-musing Ogryns from your additional units allotment. Place them in your specially constructed Chimera (also from your additional units, you know the one, it's the one with the supercharged engine, ablative armour and bulldozer blade). Next add a Commissar as a turret gunner (his BS of 5 will improve your dances to hit). Mix well and employ as reserves. The following should ensue.

The Chimera comes screaming across the battlefield on turn two, ramming into enemy troops or bikes foolish enough to get in the way. If you're lucky, you'll find yourself in or near your enemy's deployment zone. Now the fun begins. Your Ogryns jump from your Chimera, probably taking one wound each as they hit the ground at such high speed (so what, they have three wounds to start with – just a flesh wound!). Now you open fire with your Ogryns' SAKKA DAKKA DAKKA! And guess what? Ogryns at close range never ever miss! Now your Commissar opens fire along with the gunner manning the Chimera's heavy bolter. Do you have any idea how many Sustained Fire dice that is? Two each for the Ogryns, two for the heavy bolter and three more from the scatter laser for a grand total of 15! Eat hot death alien scum! If anything survives, it's probably broken and running (if it's smart). Other units find it difficult to charge those fear-causing behemoths in hand-to-hand. Left to their own devices, the Ogryns will happily go skipping through your enemy's deployment zone dispensing a taste of boot and hot lead to anything in range.

The reason this tactic is so successful is that I have found there are only two types of opponent. The majority are those who play angry. "Oh you killed my Exarch! I'm gonna pound that unit into the dirt." These are the types of players who, when something goes wrong take their revenge on the unit that caused the problem. The minority fall into the category of those who play cold (me, for example), "Oh, you killed my Commissar, I guess I just have to continue my battle plan without him". This opponent has a set plan and will not bend (or bends very little). Both types of opponent will fall victim to this tactic as no one can afford to have 12 foot tall monsters that cause fear rampaging through their deployment zone. Most small arms won't stop them, so your opponent uses his heavy weapons to stop these beasts, allowing your tanks and Infantry to move forward and sweep all that is before them.

While no plan ever survives contact with the enemy, I think you'll find no enemy will survive contact with this plan. Cheers to you all and good luck in your next game!

If you have any other great tactical ideas, send them in to White Dwarf. Don't write pages of stuff, though. Please be brief!
Paul has done some conversion work on all his tanks, and has come up with some great painting ideas too. These include diagonal colour stripes and camouflage painted in unusual patterns.

Chimera

We like the way that this camouflage pattern is with narrow bands extending out from the lungs getting broader as they move down the tank.
Leman Russ
Paul has used the spotter from the Griffon model kit as a Tank commander on this Leman Russ.

Primaris Psyker

Leman Russ
Paul has replaced the lascannon on the front of this Leman Russ with a heavy plasma gun.

Commissar
Ian Strickland – White Dwarf

Ian has recently joined the White Dwarf team. He loves old photographs showing huge columns of Second World War tanks advancing across the landscape, supported by thousands of foot troops.
Mark Bedford - GW Model Maker
Mark Bedford has some great looking painted armies including this Imperial Guard force. Take a look at the sand bags and camouflage netting Mark has added to all his tanks and artillery.

When we started work on the new Epic 40,000 model range, we wanted to invest the miniatures with as much variety, character and detail as their 40K counterparts. The Imperial Guard were no exception as you can see from the Epic 40,000 Basilisk, Leman Russ and Chimera models shown here.

Check out Mark’s models in White Dwarf 204, Treadheads.

John Wigley - GW illustrator
You’ll recognise John from last month’s illuminations article. He loves the Valhallan Imperial Guard and has lots of infantry squads instead of tanks.
When we talked to Simon about his Imperial Guard army he started ranting. Rather than try to remember everything he said, we got him to write it all down...

"I never meant to collect an Imperial Guard army, it's one of those things that just kind of happened. I have a Blood Angels Space Marine army that has become so enormous (9000 points, including a 20-man Death Company!) that I can't stand painting red any more. Being a staunch defender of the Imperium and wanting to make my army even bigger, I decided to use a few Imperial Guard squads as allies for my Blood Angels. The Imperial Guard are a great looking army with some fantastic Tank kits. They would be great in battle, but most important of all, I wouldn't have to paint them red!

After painting my first few squads of Catachans, I decided to collect my own Imperial Guard army. It is based around my very own regiment with the models named after members of my Necromunda gang, 'the Grabbers'. I've also created my own regimental colour scheme and cammo patterns for this regiment. So, the Necromunda 9th (or Battle Grabbers) were born, with my old gang leader "General Grabber" as their wily commander. I am still adding to my army, even though it has now exceeded the size of my Blood Angels!

I wanted to give the impression of a massive army with regiments pulled from throughout the galaxy to fight alongside my Blood Angels. For this reason I decided to include squads and platoons from lots of different regiments rather than choose just one. I can also field a smaller force of just the Necromunda 9th as you can see above, which makes a great 1600 point army for smaller games.

FAVOURITE TACTICS
The size of my army allows for great tactical flexibility. For example, I love using my Imperial Guard as a completely mechanised army by fielding loads more tanks than shown above. It's really intimidating for your opponent when you bring your whole army onto the games table in your first movement phase, after they've had to set up on the table as normal. This can make the Imperial Guard an unpredictable army to play against and can often throw your enemy's plan completely off balance.

I have one particularly favourite unit in my army. The Catachan Lascannon weapon team have the veteran ability Dead Eye Shots. This unit was great when I played against White Dwarf's Adrian Wood's Ork army. They annihilated his Evil Sunz warbikes in two turns (that's not how I remember it - Adrian). Ratling Snipers are always great, (except when you play against Tyranids) I just love the way they bravely stick it out in the middle of the battlefield. Deploying Ratling Snipers is always fun, your opponent has to do something about them or risk losing entire units to their deadly fire.

WHAT ELSE DO I HAVE? WHAT AM I PLANNING TO ADD?
I love tanks! I have included them at every possibility in my army, nearly every auxiliary unit I have is a tank. There is such variety in the Imperial Guard models that I'll just continue to collect more for a long time. At the moment I am working on a second platoon for my Necromundans and a completely converted platoon for a new regiment. I want to include some Ogryns and Storm Troopers and I still haven't got round to painting all the characters I want. There just isn't enough time, and to make things even worse I just started painting my first Sisters of Battle Squads as allies for my Imperial Guard. Oh no, here we go again..."

"Treadhead — a person completely and utterly obsessed by anything remotely to do with tanks"
One of our favourite Imperial Guard armies from past White Dwarfs is Fred Reed’s force featured in WD 203. When asked about his painting scheme he said, “I like to keep it simple, choose one or two colours that go well and stick to them.”
Nick Davis – GW Studio

Nick works in the GW Studio and is a complete gaming addict. The word humongous seems to best describe Nick’s army. Nick used the army in the first Warhammer 40,000 staff tournament where, he says, he got really thrashed!

Richard Wilson – GW Leeds store

Richard is the manager of the Leeds store. He gave himself only six weeks to paint his force of Tallarn Desert Raiders (we don’t believe it). He used the same uniform colour on all the models as well as a fast but effective painting style. Although he says he’s not lost a game yet, he admits to having played only five! One of Richard’s favourite tricks is to give the Hardened Fighter veteran ability to his squads of Rough Riders and Ogryns. They become unstoppable in close combat and it only costs an extra 10 points!

Anthony Bath – GW Photographer

GW photographer, Anthony always wanted a Tallarn Imperial Guard force when they first came out. More specifically, the Tallarn Guardsman with missile launcher was the figure that really attracted Anthony to the Tallarn army. Have a look at those Chimeras. Amazingly he painted all three in a single evening!
95th Cadia Rifles Imperial Guard Regiment – (The Revenants)

The 95th Cadia Rifles was raised for a campaign on Galahom III which was under the command of Captain Zam. The initial plan was to destroy several more transports, but the initial landing was a disaster. The Orks were able to reinforce the other surviving regiments. With the helping hands from the Revenants and the help of additional forces, they managed to take the fortress.

Regimental Command HQ – Colonel J. Fleiss, Commissar Yuri & Primaris Payker Lord
   (Regimental Command in green dress uniforms)
   Colour Sergeant A. Bull, Medic Officer D. Kildaw

Company 1 Command HQ – Cadia Captain J. Terrant, Commissar Byron & Primaris Payker Master

Platoon 1 – Cadia Rifles
   Command Squad – Lieutenant N. Piko
   Tactical Squad
   Tactical Squad – Chimeron
   Additional Units
   Ratling Snipers
   Sentries

Platoon 2 – Mordian Grenadiers
   Command Squad – Lieutenant P. Lawrence
   Tactical Squad – Chimeron
   Tactical Squad
   Heavy Weapons Squad

Platoon 1 – Cadia Rangers
   Command Squad – Lieutenant T. Savalli
   Tactical Squad
   Tactical Squad
   Heavy Weapons Squad
   Additional Units
   Gryph
   Leman Russ 2
   Hellhound

Platoon 3 – Attlian Light Lancers
   Command Squad – Lieutenant G. Khan
   Rough Riders

Army Points Value: 7463

Nick has also kindly supplied us with his 7463 point (WOW!) army list, or should I say essay!
The Blood Angels defend an Imperial Firebase against a Tyranid swarm. This photograph features Space Marines and Tyranids from the extensive range of models for Warhammer 40,000.
The Warhammer 40,000 boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice and much, much more.
**From the personal journal of Balinarch Chi’hl, Prince of Malthalion.**

Translator’s note - Only fragments of this journal have been translated. This is often due to Balinarch’s eccentric handwriting or ominous stains obscuring parts of the text, occasionally however it is simply that the sentiments expressed within are not suited to translation.

It has been three days now since we landed on this rock. So far no concurrences have presented themselves. Perhaps I should have to order some random executions to test the loyalty of my troops. I may even be forced to uncover a plot or stage some kind of mutiny simply to prevent myself from going quite mad with boredom.

Today we fought the Skaven. Treachery presented me from achieving the victory that was rightfully mine. I have been forced to execute almost a third of my scouts to eliminate the traitors. Now I am confident that I shall not suffer such humiliation again.

My mood was lifted somewhat today by a pleasant afternoon spent killing Chaotian Wyrms. The small number of these infernal creatures is particularly disturbing to one such as myself, so exterminating them is almost a chore rather than a pleasure. I am gratified to see that casualties upon my own side were fairly heavy, hopefully not too many, and that the compliment that has characterized the household of lots. I must ensure that Damroth’s attentiveness is firmly fixed on the task at hand in future. I couldn’t help noticing that his heart did not seem to be in the battle today. I shall talk to him and make sure he knows this is not an idle threat.

Wonderful news after nearly a week in which none of my troops have been killed. It seems that the Skaven have been scattered from their deep holes and are showing their heads in open country. The pewter-drudging fools will be taught not to show such temerity again.

My plan was a masterstroke. The plant lovers stumbled down the hill and were crushed between the steel and fangs of the Knights of House Chi’hl. I personally slew the Tree-Daemons and all heart seemed to leave the unwashed barbarians - indeed some hearts of the wood swarm were forcibly made to leave by the Brides of Khaine. Oh, how much a master of comedy as I am a master of strategy.

They were charged by Chaos Knights led by a Lord of Khorne. Well, you can be right every time.

**May 13th:** Another game has been arranged. I am to face a second Skaven horde, this time commanded by Alessio Cavatorta. Despite my previous experience against the Skaven, I am convinced that my basic army is fine, with this mind in mind I decide to return to my original army list for this battle. Alessio is a highly skilled player so this promises to be a tough game. I am going to spend my evening reading the Skaven Army Book. I shall exterminate the flea-bitten, verminous hordes of Ralman for good.

**May 14th:** Evidently the ‘chit’ between Damroth and Balinarch worked as Damroth pretty much won the battle by themselves. Determined not to risk another poor performance he summoned a Spell Familiar and this magical riddle-of-steam blasted the Skaven force into submission. Alessio suffered the most appalling lack which was fortunate beyond my entire reputation. At the end of the battle, a ragged hundred or so Skaven were huddled behind the concealing contours of a hill, afraid to venture out for fear of crossbows, bolt-throwers and Arinazipal’s Black Horror. None dared oppose Balinarch’s triumphant advance into the village that had previously been in thrall to the Skaven. The only piece of ill-fortune that I suffered was the death of my Spy. For the first two games I had forgotten all about him, evidently he was busy infiltrating the Skaven lair—not to take the place of my failed spy, the cold One Night Company decimated them from afar. As a result of their defeat, the Wood Elves were forced to abandon the forest that had been their birthplace, leaving the foul servants of darkness to put down the mighty trees for their evil machinations. I have now played everyone in my group once, and I think I am leading so far with three wins out of four games. There is still a long way to go before the fate of Thorkinson’s life is finally executed as an object lesson in counter-espionage. The adept of Clan Eshin obviously never took their guard for a moment.

**May 16th:** Today I am to play a Wood Elf army commanded by Paul Smith, one of our artists. I watched his army in action against Steve’s Chaos force yesterday and I am pretty confident that I can beat it with my standard army and a very cunning plan. After a good, hard think, I have made only two significant changes to my army; the first is that after a distinctly substandard effort by the Cold One Knights, Balinarch has summoned his personal steed and will lead the regiment himself by way of an example. Secondly, in recognition of his continued success, the temple of Khaine has released a Witch Elf champion. This fanatical killer will provide a deadly sting to the Sisters of No Mercy. Now for his cunning plan...

**May 16th - Later:** Horray! An overwhelming victory over Balinarch’s barbarian kin. I must admit to being slightly worried when the Treemen showed up, but Balinarch dealt with them personally and with commendable efficiency. They remained the Wood Elf army was simply swept away by the lethal onslaught of the berserk Witch Elves, or fell pierced by dark-fletched bolts as the crossbowmen of the Titan Company decimated them from afar. As a result of their defeat, the Wood Elves were forced to abandon the forest that had been their birthplace, leaving the foul servants of darkness to put down the mighty trees for their evil machinations. I have now played everyone in my group once, and I think I am leading so far with three wins out of four games. There is still a long way to go before the fate of Thorkinson’s life is finally

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**BATTLE 2:** Take that! Chaos scum. A win against Steve’s warband.

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mine, allowing me to scuttle there and lick my wounds. The world will hear from Balinarch Chi’hl again.

**May 9th:** It’s amazing what a good nights sleep can do for your confidence, I have arranged another game, this time against the servants of chaos Khorne commanded by Stephen Averill. The game is set for Monday so I begin my preparations. After a lot of thought the only real change is that my unit of Crossbowmen is replaced by a legion of the dread Black Guard. As Crossbowmen will find it hard to damage tough, heavily armoured Chaos Warriors, the Black Guard should hopefully make more of an impression against the twisted legions.

**May 12th:** This is more like it! Exactly as I planned, the warped and ugly children of Chaos fell like stalks before the scythe of my glorious host. Not a single hideous creation survived to offend my sensibilities with its presence. Damroth Chi’hl, however, managed only the slaying of a single Beastman in the entirety of the battle - and that was in hand-to-hand combat! He has been warned that such a feeble performance will not be tolerated twice. Intoxicated with success, the foul horde captured another silver mine. Balinarch and Damroth now have magical items coming out of their pointy ears. Incidentally my cunning tactical use of Black Guard was a complete failure, they were wiped out to a man without striking a blow when they were charged by Chaos Knights led by a Lord of Khorne. Well, you can be right every time.

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decided however and the second part of the campaign will begin shortly.

May 22nd: Rick announced the results of the first round today. I have the most points from my group and therefore am second so we must fight a battle to decide who will be the winner. This ‘play-off’ battle will be slightly unusual in that we do not have to take one of our territories for the game, instead the winner will gain a special territory which allows you to take extra points for your force and swap any territory you like for another, randomly generated one after every battle. This is an immensely handy territory to have and Rich is the only player so far to have beaten me I so will have to come up with my most cunning plan yet if I want to have no fear however. My revenge will be mighty. Skaven blood will flow like mountain streams after the thaw, ahaha. AAHAHA!

May 27th: OK... a temporary setback has occurred. I would like to think that Rick has only beaten me due to the fact that he had over three hundred points more than I did, however honestly forces me to accept that he simply had a better army and fought particularly well with it. His two Doomwheels in particular proved to be hugely successful, evidently the rats had been hand-reared on the finest Warstone as both war machines managed a truly impressive rate of speed throughout the battle. My cunning plan consisted of having a very focused army. I took a few units, one of Cold One Knights, the other of Witch Elves, a smaller unit of crossbowmen, two repeating bolt-throwers and a few scouts. I hoped to be able to crush his units one at a time between the Cold Ones and the Witch Elves while the Crossbowmen and Bolt Throwers kept his units busy. I worked hard in the jungle trails and secret, while the other will be a fresh challenge for j Luca Miselli, his Undead army

I have just arranged a load of games. I find that if I arrange all of my games at once then I won't get so dispirited if I lose a couple because I always have the next game to look forward to. First I am going to play Luca Miselli, his Undead army will be a fresh challenge for me. After that, I am playing Owen Gris who fields a Chaos army and then Rich Baker's Skaven for a third time (This time I'll show him!).

June 3rd: I have just finished fighting against Luca and this has been my most efficient demolition yet. On my first turn Damroth killed the Vampire Lord who was the dark will behind the Undead horde. Although the power of the Carstein Ring subsequently resurrected him, the entire army with the exception of a unit of Skeletons led by a Necromancer dissolved. As any blood-thirsty hosts surged forwards, he was forced to hide this last unit in a wood to keep it out of the way of the Cold One Knights. For four turns the Vampire dodged and evaded but no avail. On the next time that we meet, it should be a very close fought game. The only thing that really worried me was the Great Unclean One which he squeezed into his army.

After the weekend I have a few more games to play. I have the rematch with Luca, a game against Davide who has a Lizardman army and hopefully I will have time to play Owen again. Before all this however, I have to try and recover some sort of honour from the Skaven. I am playing Rich Baker for the third time tomorrow. An exceptionally cunning plan is needed.

June 9th: Oh dear, and it was all going so well. Davide's Lizardmen crushed me utterly.

the next turn, he was charged by the Witch Elves and the Cold One Knights. He routed and was caught, the Necromancer panicked, victory was mine!

Balinarch now controls another trade route, this brings the current territory roster to: Two trade routes; two silver mines; a forest allowing three extra war machines; a sacred grove and a village. What I really need now is a territory that allows me extra points such as a road. Hopefully I shall be lucky when I play Owen's Chaos force tomorrow.

June 4th: Do! Several people - including Tuomas our resident God of Warhammer - have pointed out to me that if a Vampire is killed wearing the Carstein Ring, then he is resurrected without the army being destroyed. Lesson for today; always read the description properly! Luca and I have agreed not to count yesterday's game and relight it next week. At least my battle against Owen brought me some cheer. Although I lost, I thoroughly enjoyed the game and I firmly believe that I could easily have won. The

Oh dear, and it was all going so well. Davide's Lizardmen crushed me utterly.'
The Games Workshop studio Dark Elf army, ready for battle. If you'd like to collect an awesome force like this, a campaign can form a convenient way to play games of Warhammer and collect your regiments along the way.
perhaps it should change but I shall persevere for now.

Tomorrow I have a rematch versus Davide’s Lizardmen. Although my confidence is at a bit of a low at the moment, I shall be optimistic about it. He doesn’t actually have anything that I can take care of this dig pit — but I can work around this. As long as I don’t get careless, I feel that I have a good chance of winning.

June 11th: OK, OK. Rethink required. Davide’s victory was not as crushing as last time — but it was comfortable nonetheless. I started quite well, decimating his Skink regiments — both the javeliners and the Cold One riders. However, the Stegadon proved to be unstoppable. After a brief detour over the Dark Riders, it stomped across the Witch Elves and bolt throwers to break up his ranks. Hopefully, I will be able to sort out my Great Stegadon armed with a spell – Soul Drain. At least my Black Horror could do it if I am lucky.

June 18th: Result! This has to be my fastest victory ever. Owen changed his force radically and took an entire army of Beastmen. Even so, my original plan worked beautifully. I crashed into its largest unit with the Cold One Knights and the Witch Elves simultaneously, broke them and while the Cold One Knights finished them off, the Witch Elves crashed into his second unit. That combat also went my way and the game was over as Owen didn’t actually have any figures left.

June 12th: Rich isn’t very well today so I have even more time to focus on the nefarious plans against him. Perhaps I should just take lots of missile troops and hope that everything dies before it gets to me. The only problem with this strategy is that it is SO BORING! I hate just standing there and rolling dice, going to one-way combat and desperate charges. Thumping people in close combat is so much more involving than picking them off at a range. There will be plenty of thumping tomorrow, as I am playing against Owen’s Chaos force once more. It is time for my run of ill-fortune to end.

June 17th: At last! I am playing Owen tomorrow. I have come up with a basic plan of using a standard army. The Dark Riders have been replaced by a Laurathe Ch’t’hi, a level one Sorceress with a Spell Familiar while Damroth’s Cloak of Mist and Shadows will be replaced with a Potion of Knowledge to make the most of my magical superiority. Aside from that I shall rely on Cold Ones, Witch Elves and bolt throwers to break up his ranks. Hopefully, I will be able to sort out his Great Stegadon joined with a spell – Soul Drain. At least my Black Horror could do it if I am lucky.

What to do with my extra points? I think that I shall give the Scouts another air, five of them cost only 65 points so I won’t need to refigure my army too drastically to accommodate them.

June 20th: Just as I was going home, Rich reminded me that we were supposed to be playing a game today. Luckily I hadn’t forgotten...erm. As my army is held in a state of perpetual readiness at the Studio, we were still able to play despite my absentmindedness. This last day of the second part of Rick’s campaign, and I managed to squeeze in one more game against Rich. This time, the game was infuriatingly close. The only thing left to him was a dozen or so Plague Monks and a Grey Seer. Both of his Doomwheels had been reduced to shattered wrecks, Damroth had demolished the Stone Fortress and the Skaven Warlord had been killed by a Manticoire (Damroth under the influence of the spell Transformation of Kadon). To be fair my own army was seriously depleted, but I still had quite a lot still fighting. Next time...

So, the end of another month and the end of another campaign turn. I didn’t do nearly as well this time as I did in the first month, only one win from seven games. Not a great performance but, thens your breaks. In the third round there will be three objectives to fight over, an Elven shipwreck, some mysterious ruins and searching for the fabled lost city of Xhezeuotzit. My interest in exploring has been momentarily eclipsed by the desire to despoil the scum of Uithuan so I shall be investigating the shipwreck. Vengeance is eternal.

Well, it’s that time again, or rather it was that time again some time ago - does that make sense? Never mind, due to my being a) on holiday and b) immensely busy for the last couple of weeks, I have managed to miss the first half of the third campaign turn. However, I am planning to catch up with my adversaries and give them a good, solid dose of fine Naggaroth steel.

My Dark Elf army has remained entirely unchanged since the last turn, my views on changing armies around in the middle of a campaign are becoming increasingly hard-line. Just to recap, here is a brief run down of my army:

A shooty army is definitely the way to go against Skaven...

Knights and the Witch Elves simultaneously, broke them and while the Cold One Knights finished them off, the Witch Elves crashed into his second unit. That combat also went my way and the game was over as Owen didn’t actually have any figures left.

To be fair, I was quite lucky on two occasions - both times when I was in combat with his main unit. Firstly, Balinarch challenged the Chaos general and narrowly avoided death from his Frost Blade, secondly the Beastmen had a Battle Banner and he only gave a ‘1’ for it’s effect.

The best news is that the territory I gained was a road into the fabled lost city of Xhezeuotzit, which gives me an extra 60 points for my army. A good result from the battle is that Balinarch, Laurathe, the Cold One Knights and the Witch Elves are all elite troops. This means that they can re-roll all of their ‘to hit’ dice once each per game. With the Cold One Knights especially, this is a particularly useful ability as a fluke set of rolls often means disaster.

Because the Witch Elves roll so many dice, their luck tends to average out more than the Cold Ones who only get one dice each.

What to do with my extra points? I think that I shall give the Scouts another air, five of them cost only 65 points so I won’t need to refigure my army too drastically to accommodate them.

June 20th: Just as I was going home, Rich reminded me that we were supposed to be playing a game today. Luckily I hadn’t forgotten...erm. As my army is held in a state of perpetual readiness at the Studio, we were still able to play despite my absentmindedness. This last day of the second part of Rick’s campaign, and I managed to squeeze in one more game against Rich. This time, the game was infuriatingly close. The only thing left to him was a dozen or so Plague Monks and a Grey Seer. Both of his Doomwheels had been reduced to shattered wrecks, Damroth had demolished the Stone Fortress and the Skaven Warlord had been killed by a Manticoire (Damroth under the influence of the spell Transformation of Kadon). To be fair my own army was seriously depleted, but I still had quite a lot still fighting. Next time...

So, the end of another month and the end of another campaign turn. I didn’t do nearly as well this time as I did in the first month, only one win from seven games. Not a great performance but, thens your breaks. In the third round there will be three objectives to fight over, an Elven shipwreck, some mysterious ruins and searching for the fabled lost city of Xhezeuotzit. My interest in exploring has been momentarily eclipsed by the desire to despoil the scum of Uithuan so I shall be investigating the shipwreck. Vengeance is eternal.

Well, it’s that time again, or rather it was that time again some time ago - does that make sense? Never mind, due to my being a) on holiday and b) immensely busy for the last couple of weeks, I have managed to miss the first half of the third campaign turn. However, I am planning to catch up with my adversaries and give them a good, solid dose of fine Naggaroth steel.

My Dark Elf army has remained entirely unchanged since the last turn, my views on changing armies around in the middle of a campaign are becoming increasingly hard-line. Just to recap, here is a brief run down of my army:

...
Balinarch Chi’hl is my general who rides a Cold One, wears Armour of Protection and carries an Ogre Blade. He leads House Chi’hl, a unit of seven Cold One Knights, with the Standard of Shielding. A Sorcerer called Laurathe Chi’hl with a Spell Familiar and normally fights alongside the Sisters of No Mercy, a unit of thirteen Witch Elves carrying the Standard of Might. I have a unit of nine Crossbowmen called the Thorn Company and the whole army is topped off with two repeating bolt throwers. This has turned out to be a surprisingly flexible army and I have done pretty well with it so far. On to battle!

July 21st: My first game of the turn is to be against Alessio who commands a Skaven horde which I have learned to respect. Those of you who have been following my progress over the past couple of months may recall that we clashed in the first turn and I came out on top. Alessio remembers...

Later: So close! That was the hardest fought game of Warhammer that I have had for a long time. Only a single victory point separated Alessio’s victory from my defeat. Both armies were seriously mauled at the end of the battle with very little left to fight with on either side. Alessio had all the luck early in the game, but the favour of the Horned Rat left him once his general had fallen (or more likely, just before...) and I was unusually jumpy later in the game. Magic played almost as big a part in this game as it did in our last battle - unfortunately it was all coming from Alessio’s side this time. His Warlock Engineer and Warlock Champion rode the constant hail of sorcerous power throughout the battle, Poison Winds, Putrefies and even

This has turned out to be a surprisingly flexible army...

pretty much a replay of our last game where his three Warlord, Vampire Count, Necromancer and Liche - blasted my army to bits from a distance with very little hand-to-hand combat involved in the game at all. The only real combat occurred on the last turn of the game when my Skeleton cavalry led by the Vampire charged the Cold One Knights. Needless to say the Vampire with his Hydra Sword carved them up utterly and, coupled with a rash of appallingly bad saving throws on my part, this effectively finished the game.

Iain’s Handy Home Hint: No.1 in an irregular series. Never cast a power three times in a row. You may decide to discount the game because I messed up the rules about the Carstein Ring potion causing a Panic lest. As you can see from the table, this effectively finished the game.

July 22nd: Complete disaster! Luca won by using the sneaky and underhand tactic of hiding his entire army behind a wood so that I couldn’t shoot at it. It was

I did have one stroke of luck in the game. Right at the beginning, I forgot to stake my road and put up a village instead. I have arranged another game with Luca for Thursday so I have two days to plot my revenge.

July 24th: If the last game was a complete disaster, then this game must rank as a truly apocalyptic catastrophe. At no point in the game was I even remotely in with a chance. Here is an example. Luca killed two of the Cold One Knights causing a Panic test. As the unit contained my general, they needed a ten or less to pass. Naturally, they failed and fled. The next turn, they failed to rally and proceeded to run straight off the table. With my general gone I had to retreat to the road and put up a village. Every single unit failed their test with the exception of the Witch Elves who were Frenzied and didn’t have to test. Just to add insult to injury, Luca’s Liche, who was armed with a bow, took advantage of the fact that Laurathe was temporarily separated from the Witch Elves and shot her dead!

Luca decided to take the village that I had staked his life on to retreat to the dubious safety of a mountain. This means that I can include another monster in my army. Unfortunately, I tend not to
Each month, the players in the campaign are given a choice of objectives to fight over. The two most successful generals fighting over any particular objective get to fight in a special playoff with the winner gaining a unique and powerful territory. This month, my Dark Elf horde has learned of an Elven shipwreck. Their interest piqued by tales of vast wealth being washed ashore with dead High Elves, they have trekked back to the coast.

From the personal journal of Balinarch Chi’hl, Prince of Malthalion.

The Skaven have pushed me too far after they had obviously lost the battle, the ragged, flea-infested scum kept on advancing. Evidently they are too stupid to understand the magnitude of the glorious victory that I won over them. I shall see that the prisoners are given personal tutors in my greatness...

I have given the most explicit orders, that no account is anyone to mention any details concerning our recent encounter with the skaven. Just thinking about it makes me want to shout rude things and kick people. (Translator note: This is not a strictly accurate translation of the original text which runs to considerable length). I find it hard sometimes to recognise the sheer incompetence of the average city guard officers. I led the army to the field to eradicate once and for all the legions of the walking dead. Having seen that things were proceeding according to plan, I generously retreated to allow my regiments to sate their thirst for glory. The fools however mistook my inactivity for cowardice, and thinking that all was lost fled the field. Never have I been so humiliated. I have enjoyed the cut and thrust of lively debate over this with selected officers. The emphasis being firmly on 'cut' and 'thrust'. Also my officers were only able to contribute opinions such as 'laugh' and 'scream' with 'gurgle' proving a popular counter-argument.

use monsters in my games as I prefer to win or lose with my regiments. I believe monsters are for big games, games like these battles should be about units and low level heroes.

July 28th: At very short notice I arranged to play Alessio once more. I hoped that the game would be as close as our last joust and that I could bring about a reversal of my recent fortunes. How wrong I was. I got absolutely stuff by Alessio’s vermin legions. Balinarch pulled off his famous running away trick yet again. My crossbowmen proved unable to hit anything at all, and I failed all but one of my Cold One Knight’s two plus saving throws when they finally got into combat. Still all credit to Alessio, he manoeuvred his army flawlessly and exploited his good fortune to the hilt. I am going to a dark room to have a long lie down now and when I return, the world will tremble because I will have come up with a plan so cunning that people on horses will want to chase it across fields.

July 31st: My plan will have to wait for another time. Turn three of Rick’s campaign is over and people are signing up for round four. Not surprisingly I have failed to even remotely approach the Elven shipwreck that I was supposed to be investigating. Some unkind people have pointed out the seemingly downward trend of my performances over the last three turns - winning all but one game in the first round, only winning one game in the second round and not winning a single game in the third round - but these people just don’t realise that tactical genius ebbs and flows, you can’t just turn it on and off like some tap. Obviously these callous denigrators of have absolutely no personal experience of the pinnacles of such strategic brilliance....

Still, never mind. As before, there are three objectives to strive for in the next round. The first is only available to people who have won a previous round. A second is to go on a wild rampage of destruction, looting and slaying at random (sounds good to me). The last option is to investigate the ruined city of Wotnobisquil. I think that a spot of good, honest, senseless violence will be just the tonic to lift Balinarch out of his black mood (not that he has any other kind) so I will sign up for the second objective. Ready or not world, here I come!
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OR £10 combination of two
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FREE £10 VOUCHER WHEN YOU BUY WARHAMMER 40,000 OR WARHAMMER
Get ready to start your attack run because we’ve got loads of new stuff to mess around with for Epic flyers, all penned by Gav Thorpe. There are ideas on how to carry non-infantry units on larger transport vehicles, more on Gargoyles and Swooping Hawks plus a couple of historical re-fights. To kick off though we’ve got two brand new flyer missions.

**EVAC! EVAC!**

As well as rapidly deploying troops into key areas of the battlefield, another use of transport flyers is to airlift troops out of danger or swiftly relocate them from one part of the war zone to another. This introduces the possibility of another flyer mission – Evac (short for evacuation, if you hadn’t already guessed). You can only use Evac missions if you have first agreed to do so with your opponent – this is an optional rule, not a sovereign right!

1. Flyers on Evac are placed and moved just like flyers performing a transport mission. They may also shoot in the same way – their firepower is halved and any super heavy weapons require a 4+ to lock-on and fire.

2. After shooting the flyer must remain where it is until the end of the movement phase. The troops being evacuated are allowed to make a 20cm retreat move, just as if they were broken. This means they can move even if they are marked by lots of blast markers. As usual, the troops must sacrifice 5cm of their movement to board the flyers. Flyers which are attacked while on the ground (by a preparatory bombardment, for example) are treated like normal vehicles – there is no chance they will be driven off, a hit is a kill.

3. At the end of the movement phase the flyer takes off and zooms back to its base, taking any evacuated units with it.

4. When the last unit in a detachment is evacuated it loses any blast markers (removing these does not affect army morale). From the next turn onwards the detachment counts as being a flyer detachment in reserve and you should roll to see if it is combat-ready in subsequent turns. When it becomes available it may be returned to the battlefield using a standard transport mission. The evacuating flyers must refuel and re-arm for a turn as normal.
COUNTERSTRIKE

Achieving supremacy in the skies is a key part to winning a battle. If your flyers can ground attack the enemy without risk of interception they will cause your opponent untold amounts of grief. Air superiority can be achieved in a number of ways. Some commanders put their faith in the ability of their interceptors to shoot the enemy out of the sky in a dogfight. Some armies rely on their superior batteries of anti-aircraft guns. Other army leaders prefer to hit the enemy when they are most vulnerable – while they are on the ground! The new counter-strike mission detailed below allows you to send your flyers on a ground attack on the enemy airbase. You can only use counter-strike missions if you have first agreed to do so with your opponent (though I’d recommend them as they can be very entertaining...).

1. Flyers performing a counter-strike may be intercepted by enemy flyers, just like a ground attack or transport mission.

2. The defender may roll one snap fire attack at each attacking flyer to represent the anti-aircraft defenses around their base.

3. Any enemy flyers performing a mission this turn are not affected by the counter-strike – they are already in the air. Enemy flyers that are re-arming can attempt to scramble. Roll a D6 for each flyer, if the score is equal to or less than the flyer’s dogfighting value it has managed to scramble and flies clear before the strike hits home. Any models which roll over their dogfight value or are being repaired are potential targets.

4. Work out the attack of the counter-strike just as if the flyers were performing a ground attack, treating all the enemy flyers on the ground as a single vehicle detachment in the open. The attackers are assumed to be in range and the player performing the counter-strike mission can allocate hits to any enemy since there are no closest models. Attackers with a barrage count as having a firepower of 2 each (heavy barrages as 4) when performing a counter-strike. Flyers on the ground are destroyed if they are hit - there is no chance of them being driven off. This attack does not place blast markers.

5. Flyers that have performed a counter-strike must re-arm and refuel as normal next turn.

Author of the article, 'Barnstormer' Thorpe.
Fancy bagging a couple of troop carriers before breakfast? Here's a rum do from Warwick 'Bomber' Kinrade:

"Mind your ranges with the Fightsa-Bommer, because getting two shot down by a Rhino is somewhat of an embarrassment."

(It's true! A single sharpshooting Rhino snap-fired and brought down two Fightsa-Bommerz in one go! - Gav)

_CARRYING NON-INFANTRY UNITS_

In Epic 40,000 transport vehicles are assumed to be only capable of carrying infantry units. However, as mentioned briefly in the Battles Book, it is not entirely unreasonable to assume that larger transports such as Leviathans and Nurgle Plague Towers can carry larger cargoes, like Dreadnoughts or Imperial Guard Sentinels. The same applies to flyers with a sufficient transport capacity (Space Marine Thunderhawks for the moment). There is actually no reason why you can't extend this idea to enable you to transport other vehicles which aren't walkers, both for flyers and ordinary transports. This only applies to transports with a capacity of 6 or more (you can't fit a Rhino into a Land Raider!). Of course, this is only a house rule and you'll have to agree with your opponent if you want to transport non-infantry units.

For instance, the Space Marines have several different operational loads for their Thunderhawks. As well as being able to carry troops to the planet's surface, Thunderhawks are quite capable of carrying vehicles and even unassembled fortifications such as bunkers and Imperial bastions. Here are just a few of the different loads a Thunderhawk may carry as part of its duties.

The standard transport is 3 squads of ten Space Marines each. The Thunderhawk contains an on-board medi-centre, plus a small workshop and armoury so that an Apothecary or Tech-Marine can have access to more sophisticated equipment and fulfil their roles to the best of their abilities.

The Formido payload replaces one unit of Space Marines with a Dreadnought (so if you are carrying ten-man squads, one can be left behind in favour of two Dreadnoughts). The Space Marines use this kind of load for reinforcing defensive positions or delivering the killing blow to broken troops. It is a great advantage for the Space Marines to deploy their Dreadnoughts from Thunderhawks, as they may otherwise be left behind as the Space Marines roar forwards in their Rhinos and Land Raiders.

Although Thunderhawks can drop their cargoes almost anywhere, there are still areas which are closed to them - zones defended by intense anti-aircraft fire, for example. However, these places are not invulnerable to the Space Marines' lightning assaults. A Thunderhawk can perform an Intrepid landing, carrying a single squad of Space Marines within its armoured shell and also transporting a Rhino slung beneath its hull. This allows the Thunderhawk to deploy the Space Marines as close as possible to the target, who then use their Rhino to complete the journey, striking where the enemy thought himself safe. When four or five Thunderhawks act in concert this can deliver a sizeable force deep into the foe's territory, ready to assault his rear lines.

Following on with this principle, the storage bays of a Thunderhawk are easily capable of accommodating disassembled vehicles such as Rhinos and Whirlwinds. In this situation, the Thunderhawks operate in pairs, with one ship transporting three disassembled vehicles while the other carries three squads of Space Marines. Other variations are used too. If one Thunderhawk is carrying two Rhinos and a Vindicator, this is only enough ground transport for two squads, so the other Thunderhawk may transport two squads and two Dreadnoughts instead of three squads. It is the flexibility of the Thunderhawk that make them such a powerful weapon.

There are other possibilities too, such as carrying a disassembled Land Raider, or perhaps transporting support weapons such as Tarantulas and Rapiers to forward positions to hold off the enemy while the rest of the army deploys.

If you like, a good house rule for transporting disassembled vehicles is to say that the vehicles must give up all of their movement phase while they are being assembled. However, this does not stop them moving in the assault phase if the detachment has appropriate orders. Of course, with the skill of the Space Marines, you could just say that having to assemble their Rhino hardly slows them down at all, and there's no penalty whatsoever! It's up to you to agree with your opponent what you think is suitable for your games.

These changes don't just apply to Thunderhawk Gunships. Other large transports should be able to accommodate different payloads too. The best guide for this is to look at the size of the models in relation to each other - if you think a Hellhound could comfortably fit into the back of a Leviathan, then you should discuss this with your regular opponents. In the end, allowing a vehicle with a large transport capacity to carry non-infantry units adds to the colour of your battles and doesn't affect game balance very drastically.
TYRANID GARGOYLES

The strangest flyers in Epic 40,000 are the Tyranid Gargoyles, which are a kind of flying infantry. Gargoyles are not fast-moving aircraft like Imperial Marauders and Eldar Nightwings but instead swoop down from their perches on the skin of a Harridan, which enables them to traverse the vast distances a flyer can. However, Gargoyles can also operate much like standard infantry, occupying objectives and assaulting the enemy. The following optional rules enable you to represent the particular way they can operate on the battlefield.

Gargoyles can, in effect, perform their own transport missions (and Evac if you are using those rules). What this actually means is the Gargoyles can fly in, open fire at half firepower and then 'land' (they actually have no legs so they're really hovering just above the ground). When they have landed the Gargoyles are treated as having a speed of 15cm and the jump packs ability (which doubles their move to 30cm and allows them to charge 45cm in the assault phase). Their assault value is 1, and they move and fight just like other infantry with jump packs (their Range and Firepower is unchanged). If they wish to leave the battlefield they must perform an Evac mission, following the rules given earlier. You will find this makes Gargoyles more useful and so we advise you either limit their numbers in some way or increase their points value by two or three points each (probably at least three points).

Swooping Hawks are one of the most specialised of the Eldar Aspect Warriors. With their sophisticated flight packs Swooping Hawks are able to traverse the battlefield with astonishing speed, bounding across the warzone with graceful leaps. This is represented in Epic 40,000 by having Aspect Warriors with the jump packs upgrade. However, the winged flight-packs of the Swooping Hawks also gives them the ability to drop down from the skies to almost anywhere on the battlefield. Although Swooping Hawks don't have the speed to act like real flyers you can enhance their abilities by using the following optional rule.

Swooping Hawks can start the battle high in the atmosphere, waiting to drop down and deliver a swift and telling blow to the enemy. To represent this, any detachment that consists solely of Swooping Hawks units (they can include Exarchs if you wish) can use the drop pod rules described in the Epic 40,000 Battles Book. They can do this in any scenario, not just a Planetary Assault.
The feral planet Laqueus was one of the first worlds which the Imperium had to defend against the onslaught of the Tyranids of Hive Fleet Kraken. Early on in the second Tyrannic War, the Imperium was still mobilising its forces to counter the threat. On Laqueus, Space Marines of the Ultramarines Chapter were deployed to stem the Tyranid advance. They had no hope of defeating the vast horde in the open field, but had to buy time; time for the Imperial Guard to lay miles of razorwire and construct bunkers and trench lines with which to hold back the bio-engineered monstrosities. What little study of the Tyranids existed showed that Lictors form an important part of the attack, leading the main Tyranid force to the enemy. The Ultramarines’ commander devised a plan that would distract the Tyranids from assaulting the main defences before they were complete. A small force of Ultramarines deliberately allowed themselves to be tracked by the Lictors and sure enough, the Tyranid swarm was soon assaulting their defensive perimeter. All the Space Marines could do now was hope the Thunderhawks arrived in time to extricate them from the Tyranid horde...

Sage advice from Gary ‘Red Baron’ Morley for chaps who want to excel.

If you are using a lot of flyers in a game, then commit them to missions in waves. By splitting your flyers into at least three waves, then you can be sure of doing a Flyer mission on every turn of the game.

No quarter is given to the fiendish Andy ‘Rommel’ Chambers:

‘Facing flyers can be tedious. I’ve lost count of the number of Gargants I’ve had flattened.’

SET-UP AND SPECIAL RULES

1. The players set-up the terrain in some mutually agreeable manner.
2. The Space Marines deploy first using the Hidden Set-up rules from the Battles Book, and may set up razorwire and fortifications as they wish. Their whole force, except flyers, are deployed at the start of the game. Any flyers in the Space Marine army are in reserve at the start of the battle.
3. The Tyranids move on in the first turn. At the start of the movement phase the Tyranid player places each detachment HQ on any table edge. This indicates where the detachments will move on. If you wish several detachments to arrive at the same point (along a road, for example) then place each HQ in a row, one in front of the other. Each detachment measures its first move from the rearmost HQ.
4. The Evac flyer mission is used in this Re-fight (and if you like you can also use the transporting vehicles and Gargoyle special rules).

THE RE-FIGHT

This battle uses the following special rules: Hidden Set-up, Razorwire, Fortifications, Reserves and Army Morale.

FORCES

Decide a total points value for the battle. One player picks a Tyranid force to this total, the other chooses up to 75% of this total from the Army of the Imperium list. However, the Imperial player is only allowed to take Space Marine detachments (there are no massed artillery waiting in the wings for the alien swarm!).

GAME LENGTH AND VICTORY CONDITIONS

There are no objectives in this battle, instead for every Space Marine ground detachment that leaves the table before being reduced to half strength (either by moving off a table edge or being evacuated by Thunderhawks) the Space Marines add the morale value of the detachment to their Army Morale.

If one army’s Army Morale is reduced to zero or less it has lost the battle. If this has not happened by the end of the sixth turn the force with the highest Army Morale wins a marginal victory.
**THE PURGATION OF XCV-78**

XCV-78 was a primeval world discovered at the end of the 39th millennium. After the Adeptus Mechanicus Explorators had finished their surveys, huge mines were delved deep into the planet’s crust, stripping it of its rich mineral wealth. However, as the work progressed there were increasing numbers of setbacks. Mine heads collapsed, whole work teams, hundreds of men strong, went missing and the populace was gripped by panic. Three regiments of Imperial Guard were raised and brought in to instill more confidence and to police the restless miners. Work began again, burrowing deeper and deeper in the ceaseless quest for yet more resources.

The Eldar attacked without warning. The single station orbiting the planet was destroyed in the first attack, its shattered remnants crashing through the atmosphere to rain debris on the planet’s capital. The Eldar poured from their ships, sending wave after wave of fighters and bombers screaming through the sky, while the Ghostships bombarded the mines from space. The lightning strike took a heavy toll on the Imperial defenders, but they managed to muster a defence around the mining province of Dlablos. Here they would make their last desperate defence to save the planet from certain destruction.

### THE RE-FIGHT

This battle uses all the normal rules for the Blitzkrieg scenario, unless otherwise stated below.

#### FORCES

Both players pick a force to an agreed points value. The Eldar player must spend at least 25%-50% of his points on flyer detachments.

#### SET-UP AND SPECIAL RULES

Both armies and objectives are set up as detailed in the Blitzkrieg scenario description.

The Eldar player is allowed to make D3 orbital barrages during the battle. These are resolved as detailed on the Orbital Barrage Fate card. Remember that these can place blast markers on troops who are hidden at the start of the battle.

The Imperial player may add +1 to all of his rolls for reserves to represent the fact that his army is concentrated in the vicinity of Dlablos.

#### GAME LENGTH AND VICTORY CONDITIONS

Normal victory conditions for a Blitzkrieg apply.

---

**AND EVERYTHING ELSE...**

The open nature of the Epic 40,000 system gives you lots of room to invent special rules, scenarios and tactics for all kinds of troops, including flyers. The two historical re-fights presented in this article show just two ways that you can use flyers to add character to a battle. The ideas I’ve discussed are just the start though, and as you play more games I’m sure that you’ll have many more of your own. There are many possibilities for other scenarios. Why not come up with a re-fight that has a convoy trying to escape an ambush, heavily outnumbered on the ground but backed up with some serious amounts of air cover. How about special flyer objectives, such as bombing enemy emplacements, flying recon missions over dangerous territory and so on. You can play battles where one side has lots of flyers while the other has really good prepared defenses, including massed batteries of flak units – can the flyers penetrate the curtain of death to deliver a killing blow to the enemy stronghold (backed up by a small ground force which can hopefully clear a path to their objective)? The list goes on, limited only by your imagination and willingness to try things out...
Michael originally designed this model to represent The Holy Knight from the Circle of Blood Campaign Pack, however it can equally well be used as a Grail Knight Hero in any Bretonnian army.

Designed by Alan and Michael Perry

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

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TRISTAN LE TROUBADOUR AND JULES LE JONGLEUR

A COMPLETE TRISTAN LE TROUBADOUR CONSISTS OF:
1 x TRISTAN’S BODY
1 x TRISTAN’S LANCE
1 x TRISTAN’S SHIELD
1 x TRISTAN’S LUTE
1 x BRETONIAN HORSE SPRUE
1 x JULES LE JONGLEUR

BARON ODO D’OUTREMER

A COMPLETE BARON ODO D’OUTREMER CONSISTS OF:
1 x ODO D’OUTREMER’S BODY
1 x ODO D’OUTREMER’S SHIELD
1 x BRETONIAN HORSE SPRUE

SULIMAN LE SARACEN

A COMPLETE SULIMAN LE SARACEN CONSISTS OF:
1 x SULIMAN’S BODY
1 x SULIMAN’S SHIELD
1 x PLASTIC HORSE

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JUNGLE FIGHTERS OF CATACHAN

JUNGLE FIGHTER WITH LASGUN 1
010504801

JUNGLE FIGHTER WITH LASGUN 2
010504802

JUNGLE FIGHTER WITH LASGUN 3
010504803

JUNGLE FIGHTER SERGEANT 1
010504804

JUNGLE FIGHTER WITH LASGUN 4
010504805

JUNGLE FIGHTER WITH MELTA-GUN
010504806

JUNGLE FIGHTER WITH FLAMER
010505612

JUNGLE FIGHTER WITH PLASMA GUN
010505613

JUNGLE FIGHTER WITH LASGUN 4
010504808

JUNGLE FIGHTER WITH MELTA-GUN
010504809

JUNGLE FIGHTER WITH FLAMER
010505610

JUNGLE FIGHTER WITH PLASMA GUN
010505611

THE COMPLETE JUNGLE FIGHTERS OF CATACHAN
MISSILE LAUNCHER
CONSISTS OF:
1 x CATACHAN JUNGLE FIGHTER
MISSILE FIRER
1 x MISSILE LAUNCHER
1 x MISSILE LAUNCHER STAND
1 x CATACHAN JUNGLE FIGHTER LOADER

JUNGLE FIGHTER MISSILE LAUNCHER

JUNGLE FIGHTER Seeder

MISSILE LAUNCHER STAND
010504610

JUNGLE FIGHTER LOADER
010504807

JUNGLE FIGHTER LIEUTENANT

MISSILE FIRER
010504808

JUNGLE FIGHTER WITH MISSILE LAUNCHER

THE COMPLETE JUNGLE FIGHTERS OF CATACHAN
MISSILE LAUNCHER
CONSISTS OF:
1 x CATACHAN JUNGLE FIGHTER
MISSILE FIRER
1 x MISSILE LAUNCHER
1 x MISSILE LAUNCHER STAND
1 x CATACHAN JUNGLE FIGHTER LOADER

JUNGLE FIGHTER WITH MISSILE LAUNCHER

Designed by Michael Perry

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

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JUNGLE FIGHTERS OF CATACHAN

JUNGLE FIGHTER SERGEANT 2
010503711

JUNGLE FIGHTER WITH LASGUN 5
010504626

JUNGLE FIGHTER WITH LASGUN 6
010504627

JUNGLE FIGHTER WITH LASGUN 7
010504628

JUNGLE FIGHTER WITH LASGUN 8
010504629

JUNGLE FIGHTER LASCANNON

A COMPLETE JUNGLE FIGHTER LASCANNON CONSISTS OF:
1 x LASCANNON
1 x LASCANNON STAND
2 x WHEELS
1 x CATACHAN JUNGLE FIGHTER GUNNER
1 x CATACHAN JUNGLE FIGHTER LOADER

CATACHAN JUNGLE FIGHTER LASCANNON GUNNER
010502322

LASCANNON
010500409

LASCANNON SHIELD
010500410

WHEEL
010504913

LASCANNON STAND
010500411

JUNGLE FIGHTER HEAVY BOLTER

A COMPLETE JUNGLE FIGHTER HEAVY BOLTER CONSISTS OF:
1 x CATACHAN JUNGLE FIGHTER GUNNER BODY
1 x CATACHAN JUNGLE FIGHTER GUNNER LEGS
1 x HEAVY BOLTER
1 x TRAIL
1 x SHIELD
2 x WHEELS
1 x JUNGLE FIGHTER LOADER

CATACHAN JUNGLE FIGHTER HEAVY BOLTER LOADER
010502216

HEAVY BOLTER
010504912

HEAVY BOLTER TRAIL
010504911

HEAVY BOLTER SHIELD
010504910

CATACHAN JUNGLE FIGHTER GUNNER BODY
010502214

CATACHAN JUNGLE FIGHTER GUNNER LEGS
010502215

WHEEL
010504913

Jungle Fighters designed by Michael Perry. Heavy weapons designed by Norman Swales
Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.
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**EPIC ® 40,000**

**ELDAR SUPREME COMMANDERS**

- **FALCON HULL 1**
  - 030400102
- **FALCON HULL 2**
  - 030400103
- **FALCON HULL 3**
  - 030400104
- **FALCON HULL 4**
  - 030400106
- **FARSEER FALCON TURRET SPRUE**
  - 030400507
- **FARSEER FALCON LEFT TURRET WING**
- **FARSEER FALCON RIGHT TURRET WING**
- **A COMPLETE ELDAR FARSEER FALCON CONSISTS OF:**
  - 1 x FALCON HULL
  - 1 x FARSEER FALCON TURRET
  - 1 x FARSEER FALCON TURRET WING SPRUE
- **ELDAR FARSEER FALCON**
- **VYPER JET BIKE HULL**
  - 030400609
- **FARSEER VYPER PLATFORM**
  - 030400510
- **A COMPLETE ELDAR FARSEER VYPER CONSISTS OF:**
  - 1 x VYPER JETBIKE HULL
  - 1 x FARSEER VYPER PLATFORM
  - 1 x FARSEER VYPER BASE SPRUE
- **ELDAR FARSEER VYPER**

**ELDAR WAR WALKER**

- **WAR WALKER LEGS 1**
  - 030400600
- **WAR WALKER LEGS 2**
  - 030400607
- **WAR WALKER LEGS 3**
  - 030400608
- **WAR WALKER LEGS 4**
  - 030400609
- **WAR WALKER TURRET 1**
  - 030400601
- **WAR WALKER TURRET 2**
  - 030400602
- **WAR WALKER WING**
  - 030400605
- **WAR WALKER TURRET 3**
  - 030400603
- **WAR WALKER TURRET 4**
  - 030400604
- **A COMPLETE ELDAR WAR WALKER CONSISTS OF:**
  - 1 x WAR WALKER LEGS
  - 1 x WAR WALKER TURRET
  - 1 x WAR WALKER WING
- **ELDAR WAR WALKERS**

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Designed by Tim Adcock

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A COMPLETE NIGHT SPINNER CONSISTS OF:
1 x NIGHT SPINNER HULL
1 x NIGHT SPINNER GUN SPRUE
1 x NIGHT SPINNER CANNON MOUNT
1 x NIGHT SPINNER TURRET

A COMPLETE FIRE PRISM CONSISTS OF:
1 x FIRE PRISM HULL
1 x FIRE PRISM TURRET
A COMPLETE ELDAR SCORPION CONSISTS OF:
1 x SCORPION HULL
1 x SCORPION PULSAR
1 x SCORPION TURRET

A COMPLETE ELDAR COBRA CONSISTS OF:
1 x COBRA HULL
1 x COBRA DISTORT CANNON

Designed by Tim Adcock

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A COMPLETE ELDAR VYPER JETBIKE CONSISTS OF:
1 x VYPER JETBIKE HULL
1 x VYPER JETBIKE TURRET
1 x VYPER JETBIKE BASE SPRUE

A COMPLETE ELDAR HEAVY WEAPON SUPPORT PLATFORM CONSISTS OF:
1 x SUPPORT PLATFORM HULL
1 x SUPPORT PLATFORM HEAVY WEAPON

A COMPLETE ELDAR DREADNOUGHT CONSISTS OF:
1 x DREADNOUGHT BODY
1 x DREADNOUGHT HEAD AND WEAPON

Designed by Tim Adcock

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A COMPLETE ELDAR VAMPIRE RAIDER CONSISTS OF:
1 x VAMPIRE RAIDER HULL
1 x VAMPIRE RAIDER FOIL
1 x VAMPIRE RAIDER FOIL SUPPORT SPRUE

A COMPLETE ELDAR PHOENIX BOMBER CONSISTS OF:
1 x PHOENIX BOMBER HULL
1 x ELDAR FLYER GUN SPRUE
A COMPLETE ORK NOB CONSISTS OF:
1 x NOB BODY
1 x NOB HEAD
1 x NOB RIGHT ARM
1 x NOB BACK BANNER, NOB AXE OR NOB KANNON

Designed by Brian Nelson
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Ork Boyz with Shootas designed by Colin Dixon, Ork Weapons designed by Brian Nelson and Colin Dixon

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A COMPLETE ORK SPANNER CONSISTS OF:
1 x SPANNER
1 x SPANNER RIGHT ARM
1 x SPANNER BACKPACK

Designed by Brian Nelson.
A COMPLETE WRECKER TRUKK CONSISTS OF:

1 x WRECKER TRUKK FRONT PLATE
1 x WRECKER TRUKK BATTERING RAM
1 x WRECKER TRUKK AMMO BOX
1 x WRECKER TRUKK SKULL SPIKE
1 x WRECKER TRUKK GLOYP SPRUE
1 x WRECKER TRUKK DRIVER
1 x WRECKER TRUKK GUNNER
1 x GORKAMORKA TRANSFER SHEET
2 x LARGE PLASTIC WHEELS

1 x WRECKER TRUKK WRECKER BASE
1 x WRECKER TRUKK WRECKER HANDLE
1 x WRECKER TRUKK WRECKER BALL AND CHAIN
1 x WRECKER TRUKK WRECKER PEDAL
1 x WRECKER TRUKK WRECKER BALL
2 x SMALL PLASTIC WHEELS
A COMPLETE ROKKIT BUGGY CONSISTS OF:

- 1 x ROKKIT BUGGY FRONT PLATE
- 1 x ROKKIT BUGGY ROKKIT LAUNCHER
- 1 x ROKKIT BUGGY BATTERING RAM
- 1 x ROKKIT BUGGY PINTLE
- 1 x ROKKIT BUGGY GUNNER
- 1 x ROKKIT BUGGY SPARE ROKKITS
- 1 x ROKKIT BUGGY LEFT SUPPORT
- 1 x ROKKIT BUGGY RIGHT SUPPORT
- 1 x ROKKIT BUGGY MAIN SUPPORT
- 1 x ROKKIT BUGGY GUNNERS PLATFORM
- 1 x ROKKIT BUGGY BANNER TOP
- 1 x WAR BUGGY SPRUE
- 2 x SMALL ORK WAR BUGGY WHEEL SPRUES
- 2 x LARGE ORK WAR BUGGY WHEEL SPRUES

Designed by Norman Swales and Brian Nelson

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A COMPLETE ORK BIKER CONSISTS OF:
1 x ORK BIKER UPPER BODY
1 x ORK BIKER BACK PACK
1 x ORK BIKER KANNON
1 x ORK BIKER RIGHT ARM
1 x ORK BIKER LEFT ARM
1 x ORK BIKER ICON
1 x WAR BIKE PLASTIC SPRUE
1 x SMALL PLASTIC WHEEL