

THE ORACLE

DEATH ON THE RIVER SALZ
NECROMUNDA DARK ELДАР
TOMB KINGS VS LIZARDMEN
TACTICA IMPERIUM



A Word From Your Editor

Or two...

We'll look here; it's the 2nd issue of The Oracle, a little late.

Ok, it's late.

Very late.

Normally, I'd tell you to blame Nick, however I think fate and even myself have a bit to blame. We received a few submissions from the first issue, however nowhere near what we hope to have for issue 3. Anything you feel like sending us, be it a story, tactical, artwork, even hate mail- we value all your opinions.

Speaking of those opinions, we read your feedback, and have made some changes regarding the layout. We hope you find it much easier to read.

Inside this issue you will find an update on our four minions, struggling with their army building in the Tale of 4 Gamers feature. The promised Anargo Sector Project is included, and we have a Battle Report featuring Lizardmen and the nasty Undead.

I'd like to steal this soapbox to pay homage to one of my 40k idols, Andy Chambers. On April 1st, as most know, the GW community was shocked to hear he had decided to leave the company. Although I'd prefer GW to refuse his exit, and lock him in the bowels of the Nottingham HQ, we must wish him the best in his future endeavors. He will be greatly missed both for his exceptional codex skills, and for one of the best non-core games ever to come out of GW, Battlefleet Gothic.

I recall when the game was first released; I browsed through the rulebook, in awe of the fantastic conversions. One struck my eye, Andy's Ork Hulk. I remember asking him on the BfG list what was up with the glue dripping off, and his valiant defense that it was actually "ice crystals." Of course it was, Andy :p

I'd like to ask the Portent community to submit a farewell to Andy, whether it's just a good luck, a memory regarding him, or perhaps a plea for him to return. Anything. Submit them to Oracle@Portent.net with the subject "AndyC" and we'll print them in a future issue.

Sit back, grab a cup of tea, and enjoy The Oracle, Issue #2.

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ORACLE STAFF LIST

heretic:



Look. This is not only a game. This is a game, RPG, story, and universe rolled into one. Sure there are tourneys, but what good does an army bred to win do? What do you spend hours assembling, naming, painting, converting? A few game pieces? No. It's your ARMY. not only that, but it's a Warhammer army. Fit it to fluff. Who cares if you won't have a 1 billion:0 win ratio? You'll have more fun, people will enjoy your army, and you have a better time. Leave the powergaming to Magic.

Christine:



This month I am mostly been painting Tau... Actually the last two months have been crazy for me, I've had all sorts of fun and games with the articles I was working on, mostly the sudden realisation that my spending on my four gamers article was vastly out of whack resulting in manic changes to my army list.

Beyond the hobby (yes there's life outside it - sort of) I've been looking for a house with my partner and going crazy playing tennis sims.

Aaron:



Has it really been two months since the last issue already? Eek! In the mean time, I've been having lots of fun and games down my local gaming club. One of our members ran a small Rogue Trader (1st edition Warhammer 40,000) campaign, where my poor Imperial Guard got soundly beaten in every game. It was nice to play a game or two for nostalgia purposes and it certainly gave me a perspective on how 40k has improved, and in some cases, gone downhill.

I don't think I'll be playing it again in a while though - if you thought the amount of books and magazines you need to play the current edition was a lot, you should have seen our gaming table. We had more books than the British Library!

Anseur:



What have I been up to? Apart from putting this webzine together? Well, I ordered some dungeons from Ainsty and I've been painting them up. They are of surprisingly good quality, and the detail is astounding. I hope to write of review of it in a future issue. I've also ordered the forgeworld Warhammer Coaching Inn, although that has yet to arrive. On the non-wargaming front, I've been tweaking my counterstrike server, and adding plug-ins to it. It's surprising how fun it can be to turn your users into human time bombs.

Lord Lucifer:



They say a change is as good as a break...

Since about September of last year, I'd been suffering a bit of Warhammer Burnout, and sought refuge in Lord of the Rings. The Fantasy tournament Fields of Blood, and intensive painting immediately prior, had taken its toll.

But then, at roughly the time the first Oracle went to the press, I started something a little new, a different flavour of my trusty old Empire army. Cult of ulric. Very definitely NOT the same men in frilly tights, this army has really reinvigorated me, pouring new life into my games of warhammer. It's been great playing aggressively and owning the magic phase, hehe.

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That's now progressed to the SoC Middenlanders army list, which appears to be working for me. I can only hope it lasts until the end of Storm of Chaos

Defy Archaon! Enact a Chaos Regime change!

Lavfluris:



In the two months since the first Oracle, I have had the double pleasure of photographic consultant courses and house sitting, which means I have only had the time to assemble my Thousand Sons and

paint nine models... not so good when the Portent Tournament is not far away now. A painting miracle is in order.

Zeb

My spring has been kind of hectic, I have had loads to do at University, work and then the biking season has started. Firstly for me but also I have had the chance to follow the Spring Classics on TV, the top being Magnus Bäckstedts win at Paris-Roubaix. And now the Giro is starting. As for Warhammer, I missed out on the tournament being held. I ended up with studies instead... But I still have had the chance to play a game or two, with mixed succes. The new chaos plastics really look good so I'm planning to get some of them into my beast army, and let it get some heavy hitters. I'll tell you more in

the next issue.

Toddy



I'm still a shaved monkey.

Note: We could not manage to get a written column from Toddy, we're not quite sure why he still has a rant column. If we ever find a good reason, we'll be sure to let our readers know. PS: He did actually write his 'column' in issue one, but



Cover art by Nameless One

DARK ELDAR: TALES FROM THE DARK CITY

A Rules Plug In For Necromunda

Rules By Nick Davis, Edited By Christine Moore

I've always been fascinated by the rules that make up the games we play, it's probably the reason why I own so many different games, when I was younger I used to make Role Playing Games for my local group to play and later I designed many an insane creation for 40k. It's always been a pleasant experience for me to run across alternate rules systems for the games we all love, especially when they have been well crafted and loved by their creator, such as those created by Nick Davis, of White Dwarf fame.

I first ran into Nick's creations on the internet under the guise of the Gundam Battles System, which is a rules system that 'plugs-in' to the Warhammer 40k rules allowing you to fight games with the mighty mecha so adored by countless anime fans. Later I came across the Tales From the Dark City Rules for Necromunda which allow you take control of a vicious gang of Dark Eldar in their bloody city Commorragh, fighting for power and wealth. Excited by my finds I happened to propose to the Editor that perhaps we should run a rules plug in, in the Oracle. I threw a list of titles at him which included the two mentioned above and lo and behold he chose 'Tales from the Dark City'.

A flurry of e-mails between Nick and myself resulted in permission being granted to use the rules in the Oracle, however I feel a word of caution is in order. Some of you will no doubt remember the early days of battlefleet gothic when it was but a struggling rules set in a copy of white dwarf, of course since then it's grown into a game in its

own right. The Dark City rules should be treated in the same way, they aren't finished yet and no doubt you'll run into quirks and curios when you start playing but hopefully like Battlefleet Gothic did they'll inspire you to greater things and who knows if enough of us start playing and clambering for more we'll end up with a polished rules set that will become recognized as an entity in it's own right. It's a long shot but stranger things have happened in the past!

Nick Davis has written in several issues of white dwarf, his prodigious talents running from building scenery for Warmaster to introducing us all to the new edition of Warhammer 40k. The Mobile Suit Gundam Battle System rules can be found at:

[http://
www.gundambattlesystem.net/](http://www.gundambattlesystem.net/)

The Tales from the Dark City resides in all it's glory at:

[http://
www.gundambattlesystem.net/
talesfromthedarkcity/](http://www.gundambattlesystem.net/talesfromthedarkcity/)

Go check them out!

Now over to the rules as written and introduced by the man himself....

Welcome...

...to the Tales from the Dark City, a rules plug-in for the Necromunda Skirmish system by Games Workshop.

This rules plug-in puts you in the role of an up and coming Sybarite in the most dangerous and Treacherous City in the Warhammer 40,000 universe. Now you can fight for power and survival on the deadly streets of Commorragh.

Dark City Background.

Commorragh the Dark City...

Welcome Sybarite to Commorragh, the dark city - home of the Dark Eldar. What can one say of Commorragh? It's the embodiment of anarchy and terror. It is fear, hatred and desperation incarnate. The air is filled with the screams of the weak and the cruel laughter of the strong. Its twisted architecture looms out, over-hangs, twists and towers in maddening ways. It's beyond comprehension, a city every bit as twisted and predatorily as its occupants.

Power is held by the great Kabels who rule with an iron grip of fear over their followers. The Dark Eldar prey upon each other as much as their captives. Within the twisting alleys and shrouded doorways, allegiance is secondary to martial skill. Running battles are fought constantly between the different Kabel warriors. As every up and coming Sybarite tries to make a

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name for himself within his Kabel. The path is long and treacherous - for every Sybarite that makes it to the power of an Archon, a hundred more fall to the blades of Assassins, rivals and even their most trusted followers. There is no attempt to hide their nature, the Dark Eldar glorify treachery, betrayal, assassination, murder and double dealing - it's all a way of life to them.

Life is worthless in the Dark City, only pain, misery, and death have value. Only one thing is worth more - power over these values. Those that hold this power at the moment are weak and do not deserve to rule. Your time is now. Succeed or die - step wisely Sybarite.

Dare you enter the Dark City? For once you step upon its streets there is only one escape...

The Kabels of the Dark Eldar...

The Dark Eldar thrive on domination and power. The Lords of the Dark Eldar formed Kabels to hold together dominions and expand their power bases. Every Dark Eldar is a member of a Kabel with the exception of the bloodthirsty Wyches and the mysterious Incubi.

There are many Kabels within of the Dark City; the most powerful and important are listed below. Choose wisely Sybarite for each one has its own advantages and individual styles.

The Bloodied Claw

The Kabal of the Bloodied Claw is renowned for their savagery in battle only surpassed by the Wych Kults. Their domain is on outskirts Commorragh near the warp wastes of the Webway and is not very rich in resources. Bloodied Claw

warriors are constantly raiding the other Kabels for raw materials and slaves.

The Dark Eldar of the Kabel often form hunting parties and go out into the wastes to bring back the creatures that live there to fight in their arenas. This is seen as a right of passage amongst the Kabels warriors. The Bloodied Claw Kabel colours are blood red and of all the Kabels they seemed more preoccupied with physique and proving their hardiness. Or they would of overrun a younger, more resource rich Kabel millennia ago.

The Venomed Blade

The youngest of all the Kabels, the follows of the Venomed blade are mysterious and consider themselves masters at stealth and assassination. Indeed their Kabel spawns more Mandrakes than any other. The Dark Eldar of the Venom blade are considered more treacherous and backstabbing. Many of their weapons and blades are poisoned and they prefer to strike from the shadows unseen.

The colours of the Kabel are black and gold; many of their members never take off their helmets and those that do wear masks covering their faces.

The Rending Talon

Another one of the younger Kabels, it is different as Matriarch rules the house and females hold almost all the Kabels positions of power. Although it is common to see many Kabels have females in positions of power. The few males within the Kabel of the Rending Talon seem to be subordinate and lack the usual ambition observed in the Dark Eldar.

The Kabels colours house colour is

purple and their territory borders along that of the Bloodied Claw and is subject to there constant marauding. After millennia of fighting the two Kabels hate each other even more than is observed as normal between Dark Eldar.

The All-Seeing Eye

The second oldest Kabel in Commorragh and the wisest of the Dark Eldar. Followers of the All-Seeing Eye are forward planners wanting to manipulate others than take action themselves. It's no coincidence that the Lord of the Kabel has sat on his throne almost as long Asdrubael Vect - Lord of the Black Hearts.

Their preference is for ranged combat where they are able to manipulate the actions of their foes easier. Their Kabel colour is deep blue and dark red. Their territories contain many of the weapon factories in Commorragh and the Kabels warriors are more technically minded and pay attention to even the smallest details than there more flighty cousins.

The Poisoned Fang

The youngest and unstable of all the Dark Eldar Kabels in Commorragh they are known as upstarts and usurpers. The first Lord of the Kabel started his climb to power after leading a bloody coup against the Lord of the Daemon Hearts only a millennia ago. Since then the Lordship of this Kabel has changed hands over a three dozen times in the past 1000 years. Their power base is the vast Space fleet that they control and all the resources that it brings them.

Their position is looked on with envious eyes by other Kabels and they have many blood enemies

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amongst the All-Seeing Eye and the Black Hearts. The colours of this Kabel are Silver and Black. Due to their lack of numbers, Warriors of the Poisoned Fang have been known to arm and use Slaves in their Raiding parties - given the promise of freedom and better privileges the Slaves fight with a desperate savagery. Again this angers the older Dark Eldar that they dare arm the foul Mon-keigh let alone use them against other Dark Eldar - better they fight in the arenas for sport than on the streets of the Dark City.

The Black Heart

The oldest Kabel in Commoragh, in fact some say their Lord Asbrubeal Vect founded the Dark City by transporting his temple and followers to Webway first. It was his Haemonculi that found a way to stave off the 'She Who Thirsts'. The Black Heart is arrogant and proud even by other Dark Eldar standards. They are also more cruel and twisted; they prefer not to kill their opponents, but to prolong their torture in the arenas and mining pits around their domain. There is a greater amount of Haemonculi in this Kabel always willing to acquire more materials for their experiments. The Black Heart has no preferred method of fighting and they disdain the use of Mon-keigh slaves to fight for them. They have a deep hatred of the Poisoned Fang who they see as usurpers, and they take every opportunity to raid their territories and despoil their Slave caravans.

Creating a Raiding Party Raiders in the Dark City...

Commoragh is a dangerous place where even its denizens the Dark Eldar travel together in groups.

These groups form Raiding parties under the leadership of an aspiring Sybarite - prey upon the resources of others. Those who join these Raiders are always from the same Kabel. A Dark Eldar sense of loyalty is based upon his Kabel and to a certain extent this gives him his identity. It has long been the tradition in Dark City that the strong prey upon the weak. Parties of Raiders constantly fight skirmishes over the precious resources of the Dark city for their Kabel. For the Sybarite this is his first step upon the road to ultimate power as he gathers a band of Raiders around him. It is here that his power base will grow as he captures resources for his Kabel, expands his own private domain and gathers more Raiders to his banner. Few Raiding parties have more than twenty members and most have fewer than a dozen. Of this some will be fully fledged Raiders, warriors of experience who know how to look after themselves on the Kabels borders and frontiers. Others may be young Aspirants out to prove their mettle or even Mon-keigh slaves to carry the Raiders booty and dig in the Raiders mining pits. Sybarites can even hire the services of the bloodthirsty Wyches from the arenas of the City or a shadowy Mandrake. If a Sybarite can gather enough together enough souls he might even try to buy the services of a mysterious and dreaded Incubi warrior. Now choose your Raiding party wisely Sybarite for it's in the twisted alleyways of the Dark city that your fate will be ultimately decided.

Creating a Raiding Party...

Before you are ready to play Tales from the Dark City you need to start a Raiding party. You will find the Dark Eldar plastic warriors are perfect for this and if you get a box set you should have enough to start

to Raiding parties from rival Kabels. The Dark Eldar miniatures have plenty of scope for conversion so adding to your gang or boosting its firepower should not cause too much hardship. A Raiding party can be any size from three models upwards. Use the lists on the next page as it explains how to recruit and equip your different Raiders.

To begin with you have 1000 Souls (the currency of choice in Commoragh) which to recruit your Raiders. You'll need a piece of paper to write down the details of your Raiding party (I suggest using a photocopy of the Roster in the Necromunda skirmish rulebook). The Roster is a record of your Raiding party and is useful to keep by you when you play. During a skirmish you will find it handy to make notes on the Roster - recording exploits, flesh wounds, exploding weapons. Also don't forget to name your Raiding Party.

You will also notice on your Roster a space to keep track of your Territories. When playing a Tales from the Dark City campaign each Raiding party has it's own territory that represents resources, contacts and even property owned by the Raiders. As you fight more games you will win more territories and maybe even lose a few to your enemy. Your territories are important as it's from them you generate the funds that you can spend on hiring new Raiders, buying weapons or trading for exotic items.

Good luck Sybarite, choose your Raiders well for they will be the key to obtaining ultimate power... The following list is used to recruit and equip your Raiding party.

To start with you have 1000 souls with which you must recruit at least three fighters including the Sybarite. Any unused souls are added to the

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Raiders stash and can be used later on or hoarded to buy something more expensive. The weapons you choose for your Raiders must follow the *What You See Is What You Get* rule. With exception of blades and grenades, which you may assume are tucked inside their clothing, and pistols contained in holsters can be assumed to represent any type of pistol. It's a good idea to decide what you Raiders will be armed with before you assemble them.

Choosing your Raiding Party... You have 1000 souls to spend on recruiting and arming your Raiders within the following guidelines.

Minimum 3 Raiders - A Raiding party must have at least three models

Sybarite - Your Raiding party must have one Sybarite - no more, no less!

Slave Master - Your Raiding party may have one Slave Master

Raiders - You can include as many Raiders as you can afford

Reapers - A Raiding party may not have anymore than two Reapers at one time

Aspirants - No more than half the Raiding party can made up of Aspirants

Mon-keigh Slaves - You can have a maximum of five slaves if you have a Slave Master

Knives - All Raiders (with the exception of the Mon-keigh slaves) are assumed to be carrying a blade even if the Miniature doesn't have one.

Sybarite - Cost to recruit 120 souls

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	8

All Raiding parties are lead by a Sybarite who is determined to make a name for himself within his Kabel. A Sybarite is as ruthless and cruel as the Dark City itself. He keeps the

Raiders in line, decides when to fight, when to recruit new Raiders and how to spend the Raiders stash.

Weapons: A Sybarite may be armed with weapons chosen from the Hand-to-hand, pistols, basic, assault and grenades list Special Rules: A Sybarite does not need the support of the rest of his Raiders to fight on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place.

Any Raider within 6" of the leader may use the leadership of the Sybarite when taking a leadership test. This applies so long as the leader isn't down or pinned himself.

Slave Master - Cost to recruit 80 souls

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	8

Raiding parties can include a Slave Master. He is in charge of any slaves in the Raiding party and any prisoners the Raiders may capture. **Weapons:** Slave Master may be armed with weapons chosen from the Hand-to-hand, pistols, basic and grenades list Special Rules: You may take up to five Slaves. Special Rules: Like the Sybarite the Slave Master does not need the support of the rest of his Raiders to fight on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place.

Any Slave within 8" of the Slave Master must use the leadership of the Slave Master when taking a leadership test. This applies so long as the Slave Master isn't down or broken himself. If the Slave Master is broken or pinned and the Slave is not within 4" of another Dark Eldar,

then the Slave must take a leadership test each turn or count as pinned.

Also any captured prisoners can be put to work in the mining pits - adding to the Raider income as long as you have a Slave Master in your Raiding party.

Raiders - Cost to recruit 50 souls

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	7

Raiders make up the bulk of a party - they are dependable and experienced fighters. Raiders can be found all over the Kabels frontier territories ready to join a Raiding party to further there own ambitions.

Weapons: A Raider may be armed with weapons chosen from the Hand-to-hand, pistols, basic and grenades list

Reapers - Cost to recruit 60 souls

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	7

Reapers are normally the more technically competent than other Dark Eldar Raiders and often a smart Sybarite will equip them an assault or heavy weapon.

Weapons: A Raider may be armed with weapons chosen from the Hand-to-hand, pistols, assault, heavy weapons and grenade list

Aspirants - Cost to recruit 30 souls

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	1	3	1	6

Aspirants can be found hanging around the frontier territories. They

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are eager to join a Raiding party and become fully fledged Raiders. They are poor fighters and viewed as little more than cannon fodder by most Sybarites. In time though if they survive long enough they become valuable warriors and a potential threat to the Sybarites power.

Weapons: An Aspirant may be armed with weapons chosen from the Hand-to-hand and pistols list

Mon-keigh Slaves - Cost to recruit 6 souls

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	2	1	2	1	4

Many Sybarites buy Slaves to do all the Raiding parties manual labour and to use as cannon fodder. They carry the Raiders booty, dig in the mining pits and fight in the arenas for their masters. Their lives are normally mercifully short.

Weapons: No Sybarite in their right mind would arm a Slave with a projectile weapon*.

** With the exception of the Poisoned Fang Raiders who can arm their Slaves with Carters from the pistol list if the Sybarite wishes. Special Rules: Slaves are not known for their bravery as their spirits are broken and general are not trusted by their Dark Eldar Masters. Any Slaves not within 8" of the Slave Master or within 4" of another Dark Eldar has to take a leadership test each turn or count as pinned. Note, the Slave Master or Dark Eldar must not be pinned or broken for the control range to count.*

Raiders Weapon list

(Editor: Looking through the article you will notice that at the time of going to press we only have rules for hand to hand weapons and pistols. Whilst you might be horrified by the lack of weaponry

with 'a decent range' this does mean that your going to have brutally bloody games at the moment, quite in keeping with the Dark Eldar race!)

Each Raider you recruit can be armed with one or more of the weapons listed below. Different types of Raiders are restricted to different types of weapons, Aspirants - for example can only have hand-to-hand weapons and pistols.

A Reaper can carry only one heavy or assault weapon - e.g. he can carry a Splinter cannon or Barb cannon, but not both. He can have any other weapons. The miniature is always assumed to be using the weapon depicted in his hands unless the player declares otherwise.

Remember the WYSIWYG rule. If the miniature does not have the weapon on it then you cannot use it. A Raider can carry grenades even if the model does not actually have them include them, as they are assumed to be stowed inside pockets, pouches and belts. The cost is the price that equips the model with a supply of grenades - not the cost of a single grenade. Once equipped with grenades a Raider may use them in every battle.

Hand-to-hand

These are the weapons designed to be used purely at close quarters such as swords, fighting claws, axes and even crude clubs. Such weapons cannot be used for shooting but only in hand-to-hand combat.

weapons marked with this symbol can only be used by Slave Masters

*** weapons marked with this symbol can only be used by Raiders, not Mon-Keighs**

Weapon	Cost in Souls
Knife/Blade	Free
Sword	10
Club, maul or bludgeon*	10
Chain or Flail	10
Razorsword*	20
Fighting Claw*	15 each
Whip#	15
Mancatcher~	20
Net#	15
Trident	10
Halberd	15

Pistols

Pistols are small hand-held guns that can be used at close quarters or at longer range. A Raider can shoot with a pistol or use it in hand-to-hand combat. With the exception of the Bolas which is a ranged weapon only.

*** weapons marked with this symbol can be used by Slaves**

Weapon	Cost in Souls
Carter Pistol*	10
Barb Pistol	15
Bolas	10
Splinter Pistol	15

Recruitment Complete..

Once recruited and armed your Raiding party they are ready to embark upon its struggle to ultimate power. When you recruit your first party of Raiders it's a good idea to get stuck in against another 'raw' Raiding party to get used to some of the new rules in the Tales from the Dark City. Also it gives you chance to learn how your Raiders perform in action before you try out the

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campaign section.

Now get playing everything you need to know for a basic game of Tales from the Dark City has been included in the last few pages. The new weapon information is included in the Armoury section that follows. The important part of the Tales from the Dark City is on the pages that follow.

Good luck Sybarite.

The Armoury

This section describes the different weapons which the Raiders of Commoragh carry in addition to other equipment such as armour and sunsights. As well as the more common place weapons and easily obtained items of equipment there are many more unusual weapons or rare devices carried by the more successful and richer Raiding parties.

Hand-to-Hand weapons

Hand to hand weapons include the primitive weapons such as knives, swords and clubs; and more advanced weaponry such as power weapons and the deadly agonisor. These weapons cannot be used to shoot, they are exclusively for hand-to-hand fighting only. All Raiders carry a knife or blade in addition to any other weapon they carry tucked into their clothing or boot.

Knife/Blade

Every Raider carries a blade of some type, built from very lightweight materials with edges honed to a monomolecular edge. Their appearances can be from long bladed close combat knife to the deadly double-edged crescent blade.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User
Dam.	Save Mod.	Ammo Roll	Special	
1	-	-	-	

Sword

Some Raiders prefer the danger of fighting close quarters. They often go in battle carrying a pistol and longer combat blade that can only be described as sword.

Special Rule

Parry - Raiders with swords are able to parry as described in the Necromunda close combat rules.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User
Dam.	Save Mod.	Ammo Roll	Special	
1	-	-	Parry	

Club, Maul or Bludgeon

A simple primitive weapon often used by Slaves or the more blood thirsty Dark Eldar who care little about finesse. This type of weapon comprises crude clubs, metal bars, murderous hammers or axes. They can be used with one hand leaving the other free to carry a pistol or another close combat weapon.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User +1
Dam.	Save Mod.	Ammo Roll	Special	
1	-	-	-	

Chain or Flail

Another primitive weapon which is popular amongst Slaves who are pressed into service along the Kabal's frontiers. It is basically a piece of chain with a metal bar attached to it. It's a dangerous weapon to use and fight against.

Special Rule

No Parry - You cannot parry against a fighter using a chain or flail
Fumble - Because the weapon is so clumsy and fumbles rolled in hand-to-hand combat count double - so every 1 rolled adds +2 to your opponents combat score

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User +1
Dam.	Save Mod.	Ammo Roll	Special	
1	-	-	No parry	

Razorsword

The Razorsword is a deadly weapon, along the length of its blade are hundreds of buzzing monomolecular teeth all. A wielder of a Razorsword can cut through plasteel is enough force is applied behind the blow. Its an expensive weapon and favoured amongst the up and coming Sybarites.

Special Rule

Parry - Raiders with Razorswords are able to parry as described in the Necromunda close combat rules

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	4
Dam.	Save Mod.	Ammo Roll	Special	
1	-1	-	Parry	

(Continued on page 11)

Fighting Claws

Only the most skilled and savage of Raiders use fighting claws. These deadly weapons can be used on their own or as a set and are usually mounted on armoured vambraces on the Raiders wrists. The advantage of using fighting claws is it leaves the Raiders hands free to use a pistol weapons for ranged combat.

Special Rule

Parry - Raiders with a fighting claw are able to parry a blow as described in the Necromunda close combat rules. If the Raider has a set of fighting claws then he can parry two blows.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User
Dam.	Save Mod.	Ammo Roll	Special	
1	-	-	Parry	

Power Weapon

Power weapons have sophisticated disruptor generators built into them adding a powerful discharge of energy to any blow landed with one.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User +2
Dam.	Save Mod.	Ammo Roll	Special	
1	-3	-	-	

Punisher

The Punisher is a heavy bladed glaive that requires two hands to use. It's also a Power weapon which just adds to its destructive capabilities. Its the weapon of choice amongst the mysterious Incubi and has found its way into the Kabels frontier territories amongst the more combat savvy Raiders.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User +3
Dam.	Save Mod.	Ammo Roll	Special	
1	-4	-	-	

Agonisor

The ultimate symbol of power amongst Raiders - an Agonisor is a vicious close combat weapon. When wielded in battle they are covered with a shimmering crackling energy. This energy affects a victims nervous system, causing severe pain that can disable and even kill the largest of opponents. They come a wide variety of shapes from whips to barbed gauntlets.

Special Rule

Always Wound - A Raider armed with an Agonisor will always wound on a 4+ regardless of the opponents toughness

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	-
Dam.	Save Mod.	Ammo Roll	Special	
D6	-6	-	Always Wound	

Scissorhands

One of the more exotic weapons that a Raiding party can get its hands on. Scissorhands are a favoured weapon of Haemonculi, as they prefer to paralyse there opponent rather than kill them. Keeping them alive for further study. The weapon is gauntlet shaped with each finger ending with a sharp edge that goes down the molecular level needle.

Special Rule

Poisonblade - If a Raider armed with Scissorhands wounds his opponent - then the Raiders opponent must roll under his

toughness or lose a point of toughness. He must do this on this and each subsequent turn the game continues. This represents the poison from the Scissorhands coursing through his body. If the characteristic is reduced to 0 the Raider is automatically out of action.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User
Dam.	Save Mod.	Ammo Roll	Special	
1	-1	-	Poisonblade	

Whip

A favoured weapon amongst the Slave Masters of Raiding parties. Often they are a symbol of office and you can tell how important a Slave Master is by how lavishly decorated his whip is. Slave Masters are also expects at using their whips to cow and distract potential victims and lashing newly cowed slaves into the mining pits.

Special Rule

Distracts Enemy - A Raider fighting an opponent armed with a whip suffers a -1 penalty to their WS

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User -1
Dam.	Save Mod.	Ammo Roll	Special	
1	-	-	Distracts Enemy	

Mancatcher

A Mancatcher is a pole, usually as tall as an Ork, with a pair pincer like jaws. The jaws are spring loaded and the Slave Master snaps them shut around the victims neck in hand to hand combat. He can then use the pole to drive his victim to

(Continued on page 12)

the ground or just snap their neck.

Special Rule

Captures Victims - If a Slave Master takes a Slave or Raider out of action in hand-to-hand combat using the Mancatcher no serious injury roll is made. Instead the model is automatically captured at the end of the game.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User
Dam.	Save Mod.	Ammo Roll	Special	
1	-	-	Captures Victims	

Net

Nets are strung together from filament wire and are heavily weighted. The sharpness of the filament wire prevents the victim from escaping.

Special Rule

Entangled - A Slave Master can choose to use his net in Hand-to-hand combat to entangle his victim. He must hit his opponent before the net can take effect. But if he does his victim is entangled in the net and cannot make any further attacks. On a roll of a 6 in any turn the victim can free himself - if he fails to free himself before the end of the game and his on Raiding party has bottled out then the victim is captured.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	-
Dam.	Save Mod.	Ammo Roll	Special	
-	-	-	Entangled	

Trident

A primitive weapon mainly used in the arenas and fighting pits of Commoragh. It gives the advantage

of reach and is fairly harmless weapon arm your Slaves with.

Special Rule

+1 Initiative - Models equipped with a Spear can add +1 to their initiative in hand-to-hand combat.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User
Dam.	Save Mod.	Ammo Roll	Special	
1	-	-	+1 Initiative	

Halberd

With a halberd you can chop like an axe or stab like a spear. Its heavy blade needs two hands to control but adds a lot of weight to the blow.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
-	-	-	-	User +1
Dam.	Save Mod.	Ammo Roll	Special	
1	-1	-	-	

Pistols

Pistols are small hand-held weapons that are especially useful for close ranged fire fights and hand-to-hand fighting. Their lightness means they are easy to aim and fire, though at longer ranges their lack of stability and power means they are inaccurate.

Barb Pistol

The Barb pistol is a heavier version of the Splinter pistol with a wider barrel and ammo magazine built into the guns handle. It fires heavy barbs that explode on contact with their target. It has a slow reload rate and its ammunition is expensive to acquire. Also the pistol requires almost constant maintenance and spares are hard to come by.

Despite its drawbacks the Barb pistol is a highly favoured weapon amongst Raiders as its more deadly and far more obvious than an Splinter pistol, it makes the ideal side arm for a Sybarite keen to impress his rivals.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
0-8	8-16	+2	-1	4
Dam.	Save Mod.	Ammo Roll	Special	
1	-1	6+	HTH	

Carter Pistol

The Carter is a primitive hand gun sometimes employed by Slaves if their master are foolish enough to arm them in that manner. Its named after Carter Daily the first Slave to lead an armed revolt in Commoragh. He and several hundred Slaves manufactured these reliable and simple to maintain weapons in the Kabel machine shops. Before successfully taking a Bloodied Claw Temple and holding it for several days. Carter was never captured and it was assumed that he died when the Bloodied Claw collapsed the temple on top of the Slaves. The Carter is recognisable as a revolver of the kind used in the 20th Century - although it commonly has a small magazine of 5 solid bullets and the fighter carrying it has to have plenty of ammunition in an extended fire fight.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
0-8	8-16	-	-1	3
Dam.	Save Mod.	Ammo Roll	Special	
1	-	4+	HTH	

(Continued on page 13)

Splinter Pistol

The Splinter pistol is the common side arm in Comorragh and is manufactured in vast quantities in the weapon shops of the Kabel. The pistol may not be the most powerful but it is certainly the most reliable. Its splinter pod will last for number of hard fought fire fights and ammunition is easy to come by. Many more experienced Raiders prefer the Splinter pistol over the more powerful weapon for these very reasons.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
0-8	8-16	+2	-	3
Dam.	Save Mod.	Ammo Roll	Special	
1	-	2+	HTH	

Stinger

The Stinger is a special type of gun mainly used by the cities Haemonculi. As with most weapons it has found its way onto the Kabel frontier territories and into the hands of the Raiding parties who constantly fight skirmishes along the borders. It fires a dart of virulent poison that can take a Raider out of action. Its a very rare and expensive weapon its chief advantage is its silent and a favoured weapon amongst assassins.

Special Rule

Toxic Dart - No rolling to wound is required when shooting the Stinger; if the target is hit by then the poison will automatically inflict 1 wound. Armour saves may be taken as normal.

Injuries - A target suffering his final wound from a toxic dart does not roll on the standard Injury chart instead roll on the chart below with the injury is inflicted and in subsequent recovery phases

D6

1-2 No effect - the target may fight on as if he'd only suffered a flesh wound

3-4 Sedated - the target shrugs off the full effect and only counts as down

5 Comatose - The target is knocked out and falls to the ground. The target cannot move at all

6 Out of Action - The target slumps lifelessly to the ground - he could be dead or barely living. Remove the model as you would for any out of action casualty.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
0-8	8-16	+2	-	3
Dam.	Save Mod.	Ammo Roll	Special	
1	-1	6+	HTH, Toxic Dart	

Shuriken Pistol

The Shuriken pistol is a rare weapon on the streets of Commorragh as its a common weapon of the Dark Eldar hated cousins the Craftworld Eldar. These weapons do turn up in Kabel armouries when captives are taken in the Dark Eldar's constant raiding on their 'inferior' cousins. And occasionally a Sybarite will come by one in a trading session or by chance even on the frontiers. The parts and ammunition for this weapon are also extremely rare. Furthermore most of the ammunition manufactured for it is local and is often very unreliable. This though does not put off Sybarites who see owning a Shuriken pistol as a symbol of power. The weapon itself although short ranged is deadly. It fires spinning disks which can slice through flesh or bone with ease.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
0-8	8-16	+2	-	4
Dam.	Save Mod.	Ammo Roll	Special	
1	-2	6+	HTH	

Fusion Pistol

A Fusion pistol fires superheated microwaves that cause havoc on flesh and metal alike. The biggest disadvantage is a Fusion pistol takes a relatively long time to recharge between shots. Also its a difficult weapon to maintain on the frontier.

Special Rule

Recharge - A Fusion pistol takes one full turn to recharge between shots

Short Range	Long Range	To Hit Short	To Hit Long	Str.
0-8	8-16	+2	-1	6
Dam.	Save Mod.	Ammo Roll	Special	
1	-1	4+	HTH, Recharge	

Bolas

Bolas is a long flail with weights at either end so when its thrown it wraps around the target hopefully stopping it in its tracks. Bolas are hard to use as a mistake can easily knock out the user out. They are another weapon that is popular with Slave Masters and they carry a supply of several Bolas at once.

Special Rule

Dangerous - If you roll a 1 to hit when using the Bola's the user takes an automatic S3 hit.

Entangles - A Raider who is hit by a Bola isn't hurt but will become entangled. An entangled Raider cannot move and suffers -2WS if attacked in hand-to-hand, he may still shot as normal. An entangled

(Continued on page 14)

Raider can try to free himself on a D6 roll of 4,5 or 6 at the end of its turn.

Short Range	Long Range	To Hit Short	To Hit Long	Str.
0-8	-	-	-	-
Dam.	Save Mod.	Ammo Roll	Special	
-	-	Auto	Dangerous, Entangles	

The End

And that's it for the moment!

The articles gotten pretty big as is and I think we all need to step back and take stock. Like I mentioned at the beginning of the article this is work in progress. So far your

raiders don't have access to heavy weapons like dark lances or even basic weapons like splinter rifles. Of course an enterprising player can probably make up for the lack with some of the items from the main Necromunda rulebook, after all the Dark Eldar are a race of raiders so you can expect lots of strange and bizarre items to turn up in their grubby mitts! I've deliberately held back on the rules for miscellaneous items, basically I felt the article was getting large and we had enough that we could play around with and see if we liked what had come so far. Of course if you can't wait you can always check out the website that this all came from!

Let the Oracle team know what you think of the rules set, if we get

people saying 'hey I really enjoyed that' then perhaps Heretic will let me run some more of the rules. And of course we are always keen to see what your warbands look like so send in your photos and if you crave splinter rifles dark lances and all the rest sit down, do some writing and play-testing and if we like what we see then perhaps we'll publish your rules.

So for now at least get out there! Build Dark Eldar! Take slaves! And may your blades always run bloody and your splinter pistol never fail!

TTFN

Christine

(Special thanks to Nick Davis again for letting us use his rules)

THINGS CAN ONLY GET BETTER

A painting article

by Aaron Tunney

Introduction

A while back I was rummaging around in a box of old miniatures when I came across the first models I ever painted. I don't consider myself much of an artist, but the difference between my first and most recent models was dramatic. A light bulb appeared above my head and I thought "Hmm... wouldn't it be interesting and amusing to compare people's first model with their latest model?". And so this article was born. A word of warning though, you may wish to look away unless you want to be mentally scarred forever.

Aaron

My first attempt at painting came with the release of the 2nd edition of Warhammer 40,000. I saved up my

pocket money as bought a copy of the boxed set from my local Argos as there were no GW stores nearby. In the boxed set were Space Marines and Orks, and after a few games I decided that Space Marines were the way to go. Being an impressionable youth, I painted them up in the colours of GW's chapter of choice at the time - the Blood Angels.

Without a GW store near me, I grabbed whatever paints I had laying around. A relative had bought an Airfix model airplane kit a few years back and it came with some Humbrol paints. For those who have never met these paints before, they are oil-based and very thick. Using an old paint brush, I slapped some red on the model and some green on the gun and backpack. I didn't have any black paint, so I improvised as

best I could - I used a permanent marker pen!

As you can see, the result was an absolute masterpiece.



Above: Aaron's sad-faced Blood Angel

My latest model is from The Foundry's Street Violence range. I picked the model up at a wargaming convention with the intent on using it for

(Continued on page 15)

Necromunda. I swapped the model's weapon for an old style Heavy Bolter and an ammo belt from the Ork boxed set. The base is a mixture of modelling sand and bit of plastic sprue. I'm still not completely happy with the model, my shading still needs a bit of work but overall I think it's a big improvement over my first attempt.



Above: An alternative Necromunda model.

Elfatto

This is a marine I painted up when I first got into 40k around 3 years ago (notice the typical newbie ultramarine paint scheme). I guess like most people I was really proud of my paint jobs at the time, probably because my friends were playing with models that were just black with a metal drybrush, so my stuff looked good in comparison.



Above: Ultramarines: A sure sign of a new player

I painted this kasrkin for the recent painting competition that was in the painting forum about a month ago. I found this model really fun to paint, because it was my first non-marine miniature as well as the first miniature I've done for a competition.



Above: elfatto's excellent Kasrkin

Firehound (aka Wez)

This splodge of white and green paint you can see above is in fact, the first miniature I ever painted. At the time (2000), I was 12 and had just started getting into games workshop. I wanted to do an Eldar army as my friend Chris (who got me into GW) collected Dark Eldar and I thought that it would be cool if I collected his arch-enemy. I was advised by the GW staff to drybrush the model... unfortunately, drybrushing white isn't the easiest thing to do when you start!

I was quite pleased with him at the time though and he actually once

managed to kill Chris' Archaon in combat on his own (caused 1 wound and ran him down)!



Above: Firehound's first attempt.

This is a normal Knight of the realm from my new Bretonnian army. The whole army has purple cloth, but each unit's barding will be different. On it, I used most of the techniques I know to date: Dry-brushing, blending, fine lining and a few others. The whole army will hopefully be ready in time for the Portent Tournament. I haven't added transfers (I want to do them all in one go) and I haven't based the model as I want to do something more scenic.



Firehound's new model is far from a Knight-mare

(Continued on page 16)

Lord Lucifer

For a young lad of a mere 21 years, I've been in the Games Workshop hobby for rather a long time. Hell, I was a Games Workshop gamer when it was really an underground hobby. There were no Games Workshop stores in the entire country, I picked up UK White Dwarf magazines before the rather more abysmal Australian version took over. You had to really build a gaming base for the hobby out of your immediate social grouping of close friends and the odd interested relative. That was around ten years ago, and things have progressed since then, with a grand total of 3 Games Workshops in my beloved little pavlova paradise, Aotearoa New Zealand (you may recognize it as the face of Middle-Earth).

I am currently the President of the South Auckland Miniature Wargames Club, and collected a fair few armies for a fair few games systems. There remains, however, one constant- I can't finish painting an army to save my life. Now, before I even started up with GW miniatures, I collected, constructed, and painted model tanks. They looked, quite naturally, like utter crap. So it was a joy to paint up my first Citadel Miniatures to look like... well, utter crap!

My first encounter with Games Workshop, the Warhammer world, and Citadel miniatures, was from a classic now older than half the fan-base of Games Workshop, a little number some of the older fellows will know of as HeroQuest! This came out around about 1990 if I'm not mistaken, and as an indication of how old that actually is, in 1990 Michael Jackson still had a viable music career.

As a special treat, I've painted an exact duplicate of the Elf, to show what I can do with the miniature

these days. You may notice that the face and hands seem to be somewhat blurred... this is, uhhh, due to the glamour of the elves... yeah, that's a good excuse. Well, actually, yeah, I took a shot with the flash on me camera, was a tad too bright, and the pale skin of the elf has sort of reflected it just a little... But, aside from that, it's not a bad job is it? Meticulously shaded tunic, subtly shaded breeches, nice balanced colour choice, face the focal point of the miniature. All in all, a vast, vast improvement over the first.



Above: Image blurred to protect reader's sanity.

Elsewhere in this issue of The Oracle, in my Lord of the Rings article, you may catch a glimpse of my Men of Gondor, who are leaps and bounds ahead of most of my work to date. My advice on improving your painting is simply to stick with it, and read all the guides you can. Don't be afraid to experiment. And definitely read the White Dwarf colour guides. It looks pointless, but it really does help. Oh yes, and finally, **THINK** about your colours. Good colour selection can help like you wouldn't believe!



Above: And who said that wargaming was bad for your elf?

Inquisitor Engel

This is, quite regrettably, my first model ever painted. This does of course not include the various model aeroplanes I build in my single digit, and early double-digit years. It's an Eldar Guardian, in case you can't tell. (Yes, it is hard) and of course, this same passion still runs through my veins today! Biel-Tan, though as you'll see, the colour scheme is now inverted, and they carry legal weapons! The funny thing is, I never even owned this model, it's actually my friend Charlie's (Rozonus on Portent). We went to the same school back in the ancient year of 998.M2 (That's 1998; 0-999 being M1, and 1000-1999 being M2 and so on and so forth) He got me started in 40k, and I haven't looked back ever since. That is of course, a lie, as I look back quite frequently when emptying my wallet!

Anyway, during the Summer following Year 8, I spent a good deal of time learning the [booming voice] "ways of the gamer" from Charlie, and he gave me an Eldar model to paint up.

I quickly set about converting, and gave him an old-style Havoc-Missile Launcher, and shoved the

(Continued on page 17)

end of a Lascannon on it (Or so I'm told). I slapped a black undercoat on him, and gave him a single layer of white paint all over, which is, as you can see, crap. The head was then dabbed over in some form of green, which smeared and can still be seen through. I did pick out the "metal" parts of the "weapon" in black and the eyes, as well as the face grill the old Eldar Guardians used to have. I am much more fond of the current ones, and my painting has improved more than I care to imagine in the six years from that fateful summer.



Above: Engel's Eldar.

Now we see my latest work, as my Guardians are suffering neglect for my Grav-tanks (which are turning out quite fantastic), though aren't nearly done enough to place here.

My Grey Knight Grand-Master Idealus Augustus. You'll notice he's holding his Halberd with both hands. This is not a difficult conversion, and the correct bits and a bit of green stuff is all that's required, though it requires a bit of tweaking to make it look natural. I think it looks like he's about to swing at a Daemon-Prince (which he does often, and well, I might add). The paint scheme is directly from the book, though I used several layers of Boltgun Metal rather than straight Mithril Silver. The scripts on the book and scrolls are done with a 0.25mm Black Pen, obtained from most Hobby Shops, and works

wonders for details and bits that are too fiddly to paint without ruining your highlights. As you can see, six to seven years of painting improves alot... keep an eye on P&T for some shots of my Eldar charcters and Troops as they come together, to be my latest and greatest!



Above: A Shiny new Grey Knight

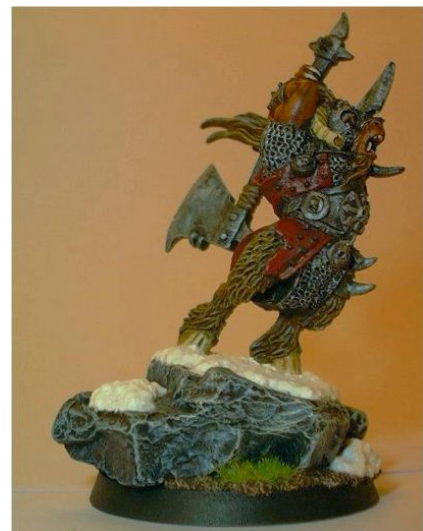
Syllass

As I heard about Aaron's idea for an article in the Oracle showing pictures of old miniatures painted ages ago by Portent users, I was instantly reminded of the painting crimes I committed when I started collecting miniatures. I guess as many others I got in contact with the Games Workshop miniatures when buying the game 'HeroQuest'. Basically you can blame this game for what I've become today. But that's a different story... Well, I took a look at the box hiding in the depths of a cupboard and I found some of the old miniatures and they were uhm...kinda painted too. Here's a summary of some of my old Hero-Quest minatures:



Above: Syllass's HeroQuest models.

As you can see there's a Chaoswarrior, an Ogre that we called 'Malibu', my old dwarven Hero, and a sorcerer from the 'Morcar's Mages' (was it called like that?) extension set. I was really proud of my painting skills when I finished the miniatures...and in case of the Dwarf and the mage it seems I was a big fan of a really thick layer of varnish too. Time to give your eyes a chance to recover a bit I guess. This is what my miniatures look like now:



Above: Beastman with axe.

Despite of the bad picture quality, I hope you can see that I was able to improve my painting skills over the years and I also hope it shows you that with a bit of patience, training and time everyone can archive decent painting results. It's certainly not GD standard, but I think it's not too shabby too. That's the Beastlord of my undivided Beastmen army in case you are still reading this. Yeah...I'll stop now. There are other's who want to show their miniatures too.

AND THE WINNER IS...

Portent Choice Awards 2003 Round-up

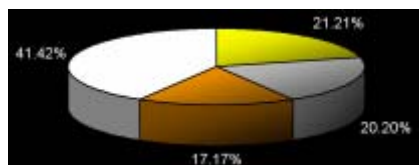
by Aaron Tunney

Introduction

Awards are essential part of any industry. It gives the critics and general public an opportunity to voice their opinions on the past year's events, and for everyone in the industry to pat themselves on the back and drink lots of free champagne. Movies have the Oscars, music has the Grammys, dogs have Crufts but what do wargames, and Games Workshop in particular, have? Ummm... nothing... until now.

Over the cold and dark winter months between 2003 and 2004, Portent ran its first ever annual 'Portent Choice Awards'. The awards covered a wide range of categories, not just from wargaming but also music, film and video games. Some award winners were very obvious (best film of 2003 anyone?), whilst others raised a few eyebrows. So here they are, the winners of the Portent Choice Awards 2003

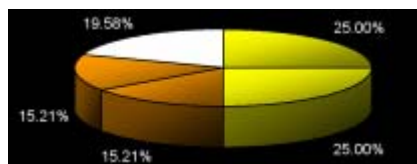
Best Warhammer miniature release



1st place: Daemonettes of Slaanesh* (21.21%)
2nd place: Dragon Ogre Shaggoth (20.20%)
3rd place: Daemonettes on Mounts of Slaanesh (17.17%)

The first category was also one of the most controversial. A huge debate (read: argument) raged over whether the Daemonettes of Slaanesh were released in 2002 or 2003. The debate was finally settled with a call to the Trolls Hobby Specialists. Doubts remain though and hopefully next year, with a bit more experience, these problems will be avoided. None-the-less, everyone seemed very impressed by the new Slaaneshi daemon range sculpted by Juan Díaz.

Best Warhammer 40,000 miniature release



1st place (tie): Cadian Shock Troops / Cadian Kasrkin (25.00%)
2nd place: Chaos Dreadnoughts (Forgeworld) (15.21%)
3rd place: Chaos Lord Typhus, Herald of Nurgle (15.21%)

2003 was an excellent year for Warhammer 40,000 releases. Not only were plastic Cadians finally released, but we were also treated to the amazing new Cadian Kasrkin and yet another superb special character from Jes Goodwin, in the form of Typhus. In the end, the voters could not decide between the two major Cadian releases. The Kasrkin were praised for their cool looks and interesting new special weapon design, whilst the plastic Cadians were singled out for finally allowing players to field an Imperial Guard

army on a sensible budget and for their conversion potential.

Best Lord of the Rings miniature release



1st place: Ringwrath on Fellbeast (46.97%)
2nd place: Easterlings (16.67%)
3rd place: Aragorn the King (13.64%)

Lord of the Rings proved to be a less competitive category than both the Warhammer and Warhammer 40,000 awards, with the Ringwrath on Fellbeast miniature easily snatching the top spot with an impressive 47% of the vote.

Best Fanatic miniature release



1st Lady Jena Orechiel (Inquisitor) (32.86%)
2nd place: Carnival of Chaos (Mordheim) (20.00%)
3rd place (tie): The Highway Man (Mordheim) / The Hunter (Mordheim) (12.86%)

Like Warhammer 40,000, Fanatic had a very good year in 2003. Given
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the greater freedom to produce off-the-wall models, Fanatic came out with some absolutely stunning ranges. Lady Jena Orechiel must rate as the most impressive and convincing female model Games Workshop has ever produced - a truly beautiful creation. The most insane model award must go to the runner-up in this category though. The Carnival of Chaos has been described by voters as an absolute joy to paint and has caused more than one player to shout "You're my wife now" at their opponent.

Best new supplement



1st place: The General's Compendium (32.05%)

2nd place: Codex: Imperial Guard (19.23%)

3rd place: Warhammer Armies: Lizardmen (16.67%)

The General's Compendium beat off all-comers to take the prize for best new supplement. The Compendium, the first release from Games Workshop's US studio, was praised for being jam-packed full of interesting and usable ideas and has been hailed by some as the best supplement Games Workshop has ever released. Let us hope that the US studio has plans to release more supplements like this in the future.

Best Games Workshop novel

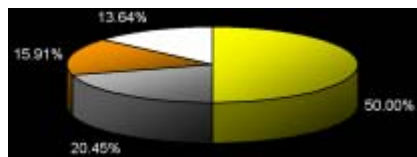


1st place: Sabbath Martyr - Dan Abnett (36.11%)

2nd place (tie): For the Emperor - Sandy Mitchell / Giantslayer - William King (16.67%)

Sabbat Martyr, the latest Gaunt's Ghosts novel, easily took first place in the best Games Workshop novel category. As with the previous Gaunt's Ghosts novels, Dan Abnett has not been afraid to kill off main characters and many have commented on how this considerably adds to the tension of the story.

Best writer of fiction



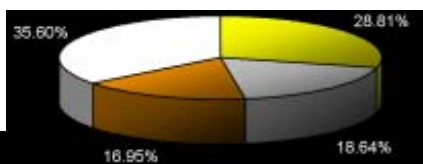
1st place: Dan Abnett (50.00%)

2nd place: William King (20.45%)

3rd place: Marijan Von Staufer (15.91%)

Unsurprisingly, after winning the best novel category, Dan Abnett also collected the prize for best writer of fiction as well. Behind, in second place was the legendary William King, responsible for some of the best Games Workshop novels in years gone by. Rounding out third place was the writer of the two fantastic, but hard to obtain, Liber Chaotica books - Marijan Von Staufer.

Best writer of rules



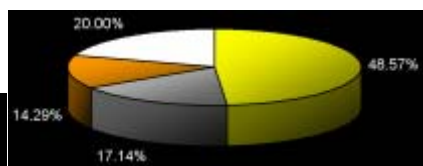
1st place: Gav Thorpe (28.81%)

2nd place: Andy Chambers (18.64%)

3rd place: Alessio Cavatore (16.95%)

Gav Thorpe sometimes gets a lot of stick from a very vocal minority on the Internet but by winning this award it has been proved that the majority of gamers are fully behind him. In particular, many were impressed by the Warhammer Armies: Beastmen army book, especially how it captured the feel and spirit of the race.

Best writer of White Dwarf articles



1st place: Mike Walker (48.57%)

2nd place: Andy Chambers (17.14%)

3rd place: Paul Sawyer (14.29%)

Mike Walker strolled to victory in this award, despite the fact that his contributions to White Dwarf have been limited to the UK edition of the magazine. Mike Walker proved to be a love/hate figure but most readers approved of his "unique" writing style, interesting content and wit. Perhaps, with the recent changes in the editorial staff on White Dwarf, things will be more competitive next year.

Best artist



1st place: Adrian Smith (45.95%)

2nd place: John Blanche (21.62%)

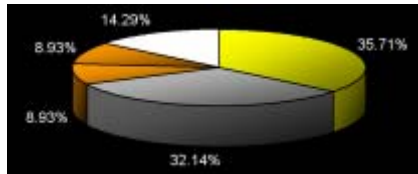
3rd place: The Kopinski brothers (13.51%)

Adrian Smith, the artist behind the majority of 2003's boxed set and book cover art, managed to scoop

(Continued on page 20)

the best artist award and did so by some distance. Behind him were the veteran John Blanche and the inseparable Kopinski brothers.

Best sculptor



1st place: Jes Goodwin (35.71%)
2nd place: Juan Díaz (32.14%)
3rd place: Alex Hedström / Simon Egan (8.93%)

No surprises in this category...Jes Goodwin, the man often described as the best miniatures sculptor at any company, won despite fierce competition from Juan Díaz. Jes Goodwin's Typhus was especially loved, whilst Juan Díaz's 1st and 3rd place in the Warhammer miniature category shows why gamers voted for him. In third place, Alex Hedström's beastmen range was especially enjoyed and Simon Egan's superb contribution to Forgeworld was acknowledged.

GW's greatest idea of 2003

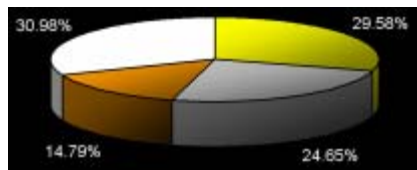


1st place: New paint pot design (27.21%)
2nd place: Flexibility in army lists (Chaos, IG, etc) (25.74%)
3rd place: Allowing the Dark Elf update (22.79%)

This category was one of the most open, with the range of suggestions coming from all directions. After 5 years of dried-up paint and sore hands, Games Workshop finally

redesigned the "bolter shell" paint pot in 2003 and this drew a lot of support. Also praised were the 6 new colours that have filled some frustratingly large holes in the range. Further down, the flexibility of the newest Warhammer 40,000 was admired and so was Games Workshop's humility in biting the bullet and admitting that the Dark Elf army list was flawed and enlisting the help of the wider community to fix it.

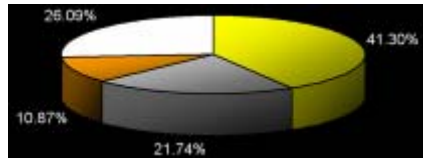
GW's worst idea of 2003



1st place: Price Increases (29.58%)
2nd place: Ban on US Internet retailers (24.65%)
3rd place: Ogre Kingdoms and its precedence over Wood Elves & Chaos Dwarfs (14.79%)

Another hot category was for Games Workshop's worst idea of 2003. As with the greatest idea category, the nominations came from a wide variety of sources. The winner was no surprise as no-one likes price increases but second and third place tell a more interesting story. Although some gamers stuck up for Games Workshop's decision to ban US internet retailers, the vast majority saw the move as anti-competitive and a bad deal for the average wargamer, especially those who do not live within a reasonable distance of a wargaming store. Voters also let it be known that they thought the idea of releasing an Ogre Kingdoms army book was just a little too leftfield, especially when major races such as the Woof Elves and Chaos Dwarfs are still without a proper army list.

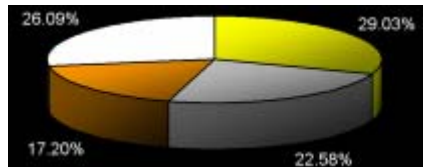
Best non-Games Workshop wargame



1st place: IK Warmachine (41.30%)
2nd place: Confrontation (21.74%)
3rd place: Warhammer Ancients (10.87%)

Newcomers Privateer Press scooped the prize for best non-Games Workshop wargame with their steampunk game, Warmachine. After criticism for his Games Workshop sculpts, Mike McVey has had a point to prove and has done so brilliantly with his contribution to this brilliant thought-out and well supported wargame.

Best wargaming website



1st place: The Pyramid Vault (29.03%)
2nd place: Cool Mini Or Not (22.58%)
3rd place: Warhammer Players' Society (17.20%)

The Pyramid Vault http://invisionfree.com/forums/Thee_Forsaken_One/, a Lizardmen-orientated discussion forum, won the award for best wargaming website. Behind in second place was Cool Mini Or Not <http://www.coolminiornot.com> and in third place was the Warhammer Players' Society <http://www.players-society.com/>. Obviously we disqualified Portent itself from this award as we expected the

(Continued on page 21)

voters to be a little biased!

Non-Wargaming Awards

As well as the wargaming categories, awards were given out for non-wargaming categories. To summarise, the winners were:

Best electronic/dance album: WWII by KMFDM (35.29%)

Best indie album: 12 Memories by Travis (45.83%)

Best metal album: Dance of Death by Iron Maiden (36.17%)

Best pop album: Life For Rent by Dido (37.14%)

Best punk/ska album: Anthem by Less Than Jake, Indestructible by

Rancid & Sing the Sorrow by AFI (20.59% each)

Best rock album: Fallen by Evanesence (24.47%)

Best single: Hey Ya by Outkast (29.87%)

Best film: Lord of the Rings: The Return of the King (60.69%)

Best DVD release: The Two Towers: The Extended Version (57.00%)

Best TV series: Stargate SG-1 (23.76%)

Best console game: Legend Of Zelda: The Wind Waker (GameCube) (20.90%)

Best PC game: Warcraft 3: The Frozen Throne (26.04%)

Best book: The Wee Free Men by Terry Pratchett (24.49%)

Best non-wargaming website: 1st place: Google (47.62%)

Best webcomic: Misfire / Out Of Focus & Turn Signals On A Land Raider (22.22% each)

A full list of winners and commentary can be found at <http://forums.portent.net/showthread.php?threadid=134319615>.

2004, Here We Come! I think the awards were a big success and I would like to thank everyone who voted and made these awards what they were. Expect to see the awards again next year but I am afraid that all bets are off for the "Best DVD Release of 2004" award.

TALE OF FOUR GAMERS PART 2

Christine

Month two then and I finally get to spend some money! As mentioned in issue one the amount available for month two would be £60, enough for us all to build up the core of our armies before the successive months see this drop to £30. With this firmly in mind I began the somewhat difficult task of designing my army. Out then with the Tau Codex, a calculator and a price list for Tau figures.

Usually I don't have a set plan, I buy what I like and build from scratch, what I can't afford, or don't like the miniatures for. It's a pretty good if not focused process, but it takes a long time and costs a lot of money- something which I don't have now. Of the 3 factors, the most difficult was balancing the points cost against the money. With 1500 pts total, I figured for every pound I



spent, I could take at most 8 pts of Tau. Suddenly it didn't seem so easy, more an exercise in finance than collecting an army. With this utmost in my thoughts the Hammerhead was soon scrapped as being too expensive (despite the temptation of railgun sub-munitions), as were Kroot Hounds, Shield drones and Krootox. The Etheral didn't

make the cut because he didn't fit in with the background to my army.

Having spent several days deep in thought I wrote the accompanying army list, hopefully this would present the ultimate balance between money and points. In honesty though I'm not sure about the

(Continued on page 22)



stealth suits or the railgun armed pathfinders but they are just too cool not to have! Out and shopping I decided that my first stop would be the local Games Workshop, and soon I had spent £50 on a battle-force and £10 on a crisis suit. The Dal'yth Task Force was well under way!

Opening the box back in relative safety of my hab unit I started sorting through the contents. Experience has taught me that unlike your average airfix kit the GW boxes are not always complete or indeed entirely intact. For once lady luck smiled upon me and everything was present and correct and to my surprise they're where some extra bases and an extra Gun Drone. Oddly enough this left me in a di-

lemma, since I was collecting for the series I shouldn't use the extra drone, after all anyone is meant to be able to recreate the armies made. So With a heavy heart I put the drone to one side for the end of the series, surely the Tau'va can be a harsh mistress!

The pictures throughout the article show the results of the first months painting and building and so far I'm pretty happy with the result. I've even managed to paint everything! The colour scheme works well, although it was initially very time consuming as the blue was mixed from several different shades. Thankfully, since then I've acquired a mixing pot and have been making vast quantities of it at a time. The

armour is outlined in spearmint blue while the guns are pure white with black edges to the panels. The bases deserve a special mention since despite appearances they aren't flocked in the regular way. Instead I bought a pre-flocked mat and cut it up, gluing it to the base and applying static grass as needed. It's worked better than I ever expected and has helped to develop a coherent theme throughout the army, as has the black edging to the bases. I think this is especially important where you have troops like the kroot who use a different colour pallet. Well that's about it for now, hopefully next month will go as well as the last especially as I have some plans for a broadside conversion... Christine For the Tau'va!



McHaggis

So with my fairly decent knowledge of the rules of this venture I set off to start my tale by collecting my starting money from Christine. Anyway to cut a long and incriminating story short, it appears that the editor doesn't just give me the money that I need to start this army, and it also appears that Christine has a bullet proof door and panic alarms set into every wall. So after a two hour long cat-and-mouse game with a police helicopter and a short phone call to my lawyer we came up with another plan, and after I'd changed my

clothes and shaved my head I went about putting it into action.

First I went to my local Games Workshop, waving away a sales assistant with one hand, and throwing my umbrella and top-hat onto the stand in the corner with the other, I explained my predicament, however as my lawyer mentioned to me - not the bounty on my head. I was told in return that the manager had been replaced due to 'complications n' shit', and I would like to say more but at this point I

presume I was abducted by aliens which would account for the lost time, the appearance of a unit of Grey Knight terminators, two units of Grey Knights in power armour in my hand, and the re-growth of my hair. Either that or I had just woken up and it was all a dream.

Shortly after this I was invited to test out one of the members of my local club's newly created personal games-room, so I put together my models, borrowed a spare Land-

(Continued on page 23)

raider Crusader from my marine army to make up 1000 pts and set off. For this battle I teamed with two Eldar players who were sharing a 2000 pt army against 3000 pts of Khornate chaos with accompanying daemons on an 8' by 4' table. IT was a very impressive sight, and I was expecting my chaos hunting force to show me what they were worth ...and they did. The Land-raider blew up on turn one after being fired on by some Obliterators, one of the squad members died in the blast, and the Grand Master and his remaining men staggered out only to get run down by a Berserker squad in a rhino. It happened so fast I didn't get a picture (that and the

fact that I'd left my camera at home during my army's début).

The standard squads of Grey Knights didn't perform much better; one was constantly assaulted by re-spawning Khornate hounds and eventually wiped out, while the other hid in the Eldar firebase, not wanting to leave due to the Khornate mechanized infantry still roving about and with no weapons to harm their Rhinos.

My disappointment with my army (not with my playing style, I was sure it was entirely my armies fault) continued when later that week I discovered that I couldn't paint like

the Golden Demon winning example that I had set my eyes on copying (probably the fault of the brushes I was using). However, my Ice Blue coloured terminators certainly stood out on their snow bases, I may even undercoat other models with skull white spray paint even though it's been a scientifically proven fact that Chaos Black spray is 67% better.

Next week: Using tactics to win battles, changing my army to win battles, and hopefully actually winning battles, or I'll make some results up, no one will know any better.



Lavfluris

Like any other player who is starting a new army, I begin with the compulsory units needed for the army, which in the case of the Thousand Sons are one Headquarters choice and two Troops choices. Thousand Sons are very resilient with two wounds and always count as stationary with firing their bolters, able to give out as much punishment as they take. Because of this, I have started my army with two squads of nine Thousand Sons due to the free Sorcerers and the massive amount of firepower each unit generates. The two Thousand Sons boxed sets were bought from a retailer on eBay, as they were cheaper than buying from GW. Nor-

mally, I rarely purchase from independent retailers but money is vital to this army.

Both squads have been constructed as normal. One model from each squad has also been made into an icon bearer, carrying an icon made from either the Blasted Standard and Chaos Icon attached to brass wire and held in place by a hole drilled through the hand. To these icons I have also attached the Black Wagon Braziers using thin chain. For Kamun, the first Sorcerer, I have used the Thousand Sons Sorcerer that comes supplied in the Thousand Sons boxed set. For Amuris, my second Sorcerer and

potential Daemonvessel, I went a little further. I started with a Chaos Sorcerer model, from which I cut off the right arm then attached a bolt pistol hand and the power sword hand from the Chaos Space Marine accessory sprue. Each squad is also accompanied by a Thrall Wizard in the form of the Chaos Cultists models, which after hours of trawling through the GW Online store were the most appropriate.

I was curious to see if the Thrall Wizards would be as effective as I anticipated. Having completed my two Troop choices, I began to consider the Headquarters choice I re-

(Continued on page 24)

quired. I needed a powerful spell caster who could project himself across the battlefield quickly, as speed is not a virtue of the Thousand Sons. Of the mortal Sorcerer Lord and the daemonic Lord of Change, I decided upon the former mounted upon a Disc of Tzeentch. To begin with, I assembled the Disc of Tzeentch as normal. Only when it was built did I begin to lavishly green stuff both it's underside and topside, making the flames even more alive. With the Disc of Tzeentch complete, a suitable Sorcerer Lord was needed to stand upon it. Choosing the model for Sekhmeth the Scrivener, my Sorcerer Lord, was relatively easy. Ahriman is one of my favourite models and with a simple reposition of his right hand; he looked magnificent upon the Disc of Tzeentch, directing the Thousand Sons forward. Rather than leave Ahriman unconverted, I cut off the left arm and replaced it with a classic Flamer arm, to represent a physical gift that Tzeentch had bestowed upon him. Green stuff was then added to Sekhmeth in the form of flames running up and around his cloak, and as small tendrils of fire spurting from the sockets of his left hand.



Sekhmeth's Horde of Change was ready. All it needed was to prove itself to Tzeentch. Whether through fate or through bad luck, Karn, a fellow Portenter, has always been the guinea pig for my new armies. His Imperial Guard would be the first to face my as yet unpainted Thousand Sons in a Pitched Battle mission. For the game, I used the army list that is included later and felt very optimistic to begin with. That was until we began deploying our armies. Karn deployed an Infantry platoon, his Command Headquarters, and an Anti-tank support squad directly opposite my army

with an Armoured Fist squad on his left flank. I had deployed Squad Amuris and Sekhmeth in the centre of my left flank and Squad Kanum in the opposite centre. The optimism I had built up deflated in Karn's first turn, when the aforementioned Anti-tank squad shot down the poorly deployed Sekhmeth. Four Thousand Sons from Squad Amuris were also destroyed in the same turn. Things had not begun well.

As Karn was reluctant to budge, I began the slow advance forward in the hope of entering his two table quarters and seizing them from him. A glimmer of hope returned in my shooting phase as Kanum destroyed the not so cleverly deployed Chimera and routed the Armoured Fist squad. My advance continued under a heavy fire of autocannons and lasguns until at last, Squad Kamun entered Karn's left table quarter and reduced the Imperial Guard resistance down to only four Guardsmen. The Horde of Change won with the one table quarter. If anything the battle showed me how potent the firepower and sorceries of the Thousand Sons are, especially when aided by Thrall Wizards. If it were not for a Thrall Wizard, Kanum would not have destroyed the Armoured Fist squad,

(Continued on page 25)



which could have ruined my advance if it had survived.

Even against massed lasgun fire alone, I lost five Thousand Sons, and alongside the early 'near fatal wounding' of Sekhmeth, I am reminded that the Thousand Sons are not invulnerable even though I wiped out all but four of the Imperial Guardsmen.

My second game would be against my brother's Orks in a Recon mission. Like Karn's Imperial Guard, my brother's Ork army also found themselves as guinea pigs. For this game I again used the army list included later, as I was fairly content with it. My brother deployed two large Slugga Boyz mobs and a Warbike mob on his left flank, a Stormboyz mob and a Trak on his right flank, and a Warboss and two Zzap guns in his centre. I deployed Squad Kanum directly opposite the Zzap guns and Squad Amuris along with Sekhmeth in the centre of my right flank.

Neither mine nor my brother's first turn amounted to much, for we both advanced forward and opened fire. The firepower of the Orks could not harm the Thousand Sons though only three Orks died in return. As I ground forward, I prepared my squads to take the inevitable attack of the Orks. Squad Kanum moved to distance themselves from the Stormboyz whilst Squad Amuris moved forward to confront a Slugga Boyz mob. Sekhmeth also moved to confront the Warbikes. As the Thousand Sons fired at the advancing Orks, Sekhmeth cut through the Warbikes with ease before he was assaulted by a Slugga Boyz mob.

My entire army then found itself in

combat as the Ork army attacked. Even though the Thousand Sons were outnumbered and surpassed in ferocity, both Squad Amuris and Squad Kanum survived the brunt of the Ork attack and began to whittle down the enemy numbers until the Ork army was broken. Squad Amuris and Sekhmeth found themselves in my brother's deployment zone at the end of the game, with only three Zzap gun crew daring to oppose them. Again, this battle with the Orks demonstrated the firepower of the Thousand Sons in full effect, as all but the Stormboyz, a Slugga Boyz mob and the Warbikes were devastated by firepower alone. Otherwise, the resilience of the Thousand Sons was also demonstrated with very comforting results, as only seven Thousand Sons were killed by the Orks, compared to practically the entire Ork army.

With two victories under my belt, I began painting the Horde of Change. As mentioned earlier, I will paint my Thousand Sons in the same blue and gold as the fluff dictates. I began with Squad Kamun, undercoating each model black and painting the armor eagle blue. Trimmings were then painted burnished gold and the cloths painted bleached bone. The cloths were then dry brushed with skull white and bleached bone, the trimmings were dry brushed with shining gold, and the armour dry brushed with equal parts of regal blue and Ultramarine's blue. Squad Kamun was the only squad that I managed to paint this month, much to my annoyance.

Next month, I intend to purchase a Rhino and Predator from eBay, and possibly another Thrall Wizard for Squad Amuris. I have also set up a *Stop the Ritual* mission against

Karn's Daemonhunters and an *Ambush* mission against a Wulfen army. Oh, and I intend to get the rest of my army painted...

My purchases this month:

From eBay:

2 Thousand Sons boxed set - £30.50

From GW Mail Order:

Ahriman Blister - £8.00

Chaos Sorcerer Blister - £5.00

Tzeentch Lord Disc - £4.00

Chaos Accessory Sprue - £2.50

Chaos Cultist 6 - £2.50

Chaos Cultist 7 - £2.50

2 Black Wagon Braziers - £1.00

Tzeentch Lord Disc Spikes - £1.50

Chaos Icon - £1.00

Blasted Standard - £1.00

Flamer Arm - £0.50

Which cost me £60.00, leaving nothing for next month. This month, my army this month consists of:

Lord of Tzeentch – Sekhmeth the Scrivener (70) Bolt pistol (1) Bedlam staff (25) Personal icon (10) Frag grenades (1) Bolt of change (30) Disc of Tzeentch (30) Daemonic aura (15) Daemonic strength (10) = 192pts

9 Thousand Sons – Squad Kanum (216) Aspiring Champion (0) Power weapon (10) Frag grenades (1) Bolt of change (30) Thrall wizard (5) Daemonic strength (5) = 267pts

9 Thousand Sons – Squad Amuris (216) Aspiring Champion (0) Power weapon (10) Frag grenades (1) Wind of Chaos (20) Thrall wizard (5) = 252pts

Which brings my army to a grand total of 711pts.

Toddy

So, This being the first purchasing instalment, I had £60 burning a hole in my pocket, and a fair idea about how to start spending it! The key to any 40K army, is, of course the troops choices. Guard are pretty rigid here, unlike most armies that can get away with a couple of small squads, the defenders of the holy Imperium must take at least one infantry platoon.

Platoons, for those not in the know, are unlike any other army choice, being comprised of three or more separate squads that act independently on the battlefield. Each platoon is led by a Junior Officer, and his small Command Squad, leading at least two infantry squads of ten guard each, each with a Sergeant, and optional special and heavy weapon. Got that? Yeah, it took me a while to decipher as well, when you're used to buying ten Marines and giving them a lascannon and plasma gun, then yelling 'job done', it takes a bit of getting used to.

Of course, all these models (a minimum of twenty-five per troops choice) cost money, but I ignored that, and thought about how cool they'd look on the battlefield (not to mention how many buckets of dice

I'd get to throw!) So, I went about my purchases at the Warhammer World store. Like most armies, the Guard have a basic plastic £15 squad box - in fact, these come in two flavours, Cadian and Catachan. Now, I'm as big a fan of Rambo and Predator as the next man, but it was the newer Cadian plastics that I went with, their ultra-modern flak armour was a bit too cool, and they looked much more regimented. Excellent. I went with two boxes of these, forty Guardsmen, with the parts to make up to eight Sergeants/Flamer troops/Grenadiers, not that I'd ever need that many! This took up fully half of this starting budget, but gave me lots of basic grunts - hopefully all I'd require for the entire army (or so the plan went!).

With my remaining £30, I decided to buy the rest of the parts I'd need for this troops choice. First came a Heavy Weapons squad box (£20). Although this box is designed to form a complete Heavy Weapons platoon (a Heavy Support choice), it's equally suited to form the Heavy Weapons teams in Infantry Squads, plus it's cheaper than buying three single HW team boxed sets. I was also sure, with a little conversion work, and using some spare models from the Cadian Shock Troops sets

I'd bought, I'd be able to stretch these three teams into six, as each team gets the full choice of all five available heavy weapons.

With my Final £10, I placed a Mail Order to get the specific Officer model I wanted (Cadian Officer 4 - Power Weapon, Plasma Pistol and Helmet - all models in my army would be wearing them, I was even converting the sergeant head. No sniper would be picking off my top brass!) and also, I Mail Ordered two Guardsmen with plasma guns. Their destructive potential was too good not to!

Cadian Shock Troopers - £15

Cadian Shock Troopers - £15

Cadian Heavy Weapons Team - £20

Cadian Officer 4 (9947010516604) - £4

Cadian with Plasma Gun (9947010517202) - £3

Cadian with Plasma Gun (9947010517202) - £3

Total - £60

TOMB KINGS VS LIZARDMEN

A battle report

by Firehound & Tenoch

Khemri (Firehound)



Pre-battle notes.

Facing Tenoch is always challenging and I was looking forward to this encounter. I would be using my Khemri (as per usual) and he would be using his Lizardmen. I knew roughly what he'd be using and that included a carnosaur, 2 units of saurus and a lot of skinks.

With this in mind I tweaked my force a bit (dropping 2 chariots and warrior for two extra carrion and Flail of Skulls on my Tomb King), but kept it roughly the same.

I had two priorities. Primarily, I wanted to kill the carnosaur at all costs. I had two units to do this. First, there was the Tomb King in the chariot with "Flail of Skulls." Once he charged the carnosaur, he would issue a challenge, kill the carnosaur and then auto break the saurus oldblood- in theory. The other unit designed to tackle the carnosaur was the big block of skeleton warriors, who would get their champion to issue a challenge (and automatically win combat by 1 due to a starting combat resolution

of 6). My second targets were the skink priests. To kill them, I took 5 carrion and 5 horsemen. I only needed to break the unit they were hiding in (or a nearby one to panic them). With them gone I would be able to dominate the magic phase and effectively double the amount of damage any unit(s) could do in one turn (due to incantations).

Apart from this my list was the same; archers to kill terradons, 4 Ushabti to combat saurus, a casket to suck up dispel dice, a few chariots to give Tenoch's great weapons something to kill, and a Screaming Skull catapult.

2000pt Khemri Army

Lords

Tomb King (170) in a chariot (45) with the Golden Ankhras (45) and a great weapon (6). Army General. [266pts]

Heroes

Liche Priest (115) with Cloak of Dunes (20) and a Hieratic Jar (25).

Army Hierophant. [160pts]

Liche Priest (115) with two dispel scrolls (50) and the Casket of Souls (165). [330pts]

Core Units

10 Skeleton Warriors (80) with bows. [80pts]

10 Skeleton Warriors (80) with bows. [80pts]

23 Skeleton Warriors (186) with light armour (23), shields, hand weapons, a standard bearer, champion (20) and the Warbanner (25). [254pts]

3 Chariots (120) with a Standard Bearer (20) and the Icon of the Sacred Eye (50). [190pts]

Special Units

Tomb Scorpion (85). [85pts]

Tomb Scorpion (85). [85pts]

5 Carrion (120). [120pts]

4 Ushabti (260). [260pts]

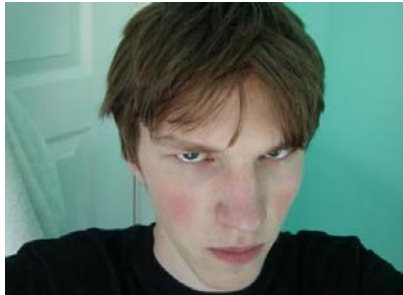
Rare Units

Screaming Skull Catapult (90) with Skulls of Foe (20). [110pts]

Total: 2018pts



Lizardmen (Tenoch)



Pre-battle notes.

Ok, I am unusually ambitious, optimistic and overtly confident when embracing the concept of this battle. My army was to be fairly standard, with only my magic items varying from the norm.

My oldblood abandoned his usual “blade of the revered Tzunki” for the “Scimitar of the Sun Resplendent” as nothing in Wez’s army had an armour save worth negating.

Subsequently one of my skink priests carried the “Diadem of Power,” while the other carried the “Cube of Darkness.” In addition, I gave the latter the “Blessed Spawning of the Old Ones” to afford a few precious re-rolls, and especially the dice needed for the “Cube of Darkness”.

Next I took my faithful (until a Ld

test was forced) 51 skinks, divided them into 3 units of 13 and 1 of 12 to fill up my core slots. For my special, I took 5 saurus cavalry (against my better judgement), as I needed something to deliver a large number of attacks to hopefully whittle down units. I also took the mandatory 3 kroxigor when facing Wez to face off chariots, along with 3 terradon to (hopefully) eliminate some shooting threats.

My saurus units were both made immune to psychology for fear of the -1 panic tests induced by the Screaming Skull Catapult I knew my opponent would bring to bear.



One was given the mark of Tepok for magical protection and the other a +1 armour save.

The battlefield. You can’t see them, but there are skinks and terradons in

the bottom right hand corner!

Huanitza Conqua

Lords

Old Blood, Shield; Light Armour; Aura of Quetzl; Mark of Quetzl, Mark of Itzl, Mark of Tepok, Scimitar of the sun resplendent, Carnosaur [481pts]

Heroes

Skink Priest (Tenoch), Level 2; Diadem of Power. [135pts]

Skink Priest (Cuaqai), Level 2; Mark of the Old Ones, Cube of Darkness [175pts]

Core units

13 Skinks, Javelins, Shields. [78pts]

12 Skinks, Javelins, Shields. [72pts]

13 Skinks, Blowpipes [78pts]

13 Skinks, Blowpipes [78pts]

Special units

3 Terradon [105pts]

5 Saurus Cavalry [175pts]

3 Kroxigor [174pts]

Rare units

16 Saurus Warriors, Full Command; Spears, Mark of Tlazcotl, Mark of Tepok [304pts]

16 Saurus Warriors, Full Command, Mark of Quetzl, Mark of Tlazcotl [272pts]

Total: 2127



Turn1 - Lizardmen

I deployed what I thought was vague tactically; I put my skink priests behind a hill to protect them from shooting. I use skinks to screen various “valuable” units, (kroxigor and terradon). My whole army then advanced, and my magic as per usual did nothing (despite Wez having only 4 dispel dice). I saved some dispel dice for the oncoming magical onslaught.

Turn 1 - Khemri

I had deployed most of most of my army around a hill, with woods anchoring one flank and the board edge anchoring the other. I deployed my carrion in the centre as their job was to hunt the skink priests and I had no idea were they would be deployed. A few archers were deployed to counter the terradons (who Tenoch had deployed as his first unit).

Movement was relatively limited with only my chariots edging forward and my carrion flying closer to the skink priests.

In the magic phase I only cast two spells (due to Tenoch's 8 dispel dice). Sadly, my catapult shot and promptly scattered into a clump of trees. The other, more important spell cast was the casket (despite Tenoch using 3 dice to dispel it), which killed 1 saurus warrior, 2 terradons, about 15 skinks, wounded the carnosaur twice and caused a unit of skinks to flee in panic. Tenoch needed to use one of his re-rolls to stop both skink priests running off the table!

In the shooting phase, a few more skinks and a saurus fell to the combined fire of the archers and the catapult. Unfortunately, nothing panicked and ran.



After one turn, there are considerably fewer skinks!

Turn 2 - Lizardmen

Oh dreary me! What had happened? I basically lost my lovely skink screens and I was in deep peril of losing both skink priests. I hate the casket...why did it have to cast? But there's no point crying over spilled milk (or dead skinks in this case). The rest of my army advanced and I tried to manoeuvre the priests out of harm's way. The magic phase was yet again uneventful.

Turn 2 - Khemri

So far, so good. I had severely crippled Tenoch's army with the casket and had yet to take any casualties. My chariots made a daring charge against the saurus cavalry, while my carrion flew ever closer to the skink priests.

Magic saw the “Cube of Darkness” stopping my whole magic phase before I had a chance to cast one spell.



It's all going well...

Shooting saw more saurus and skinks dying to arrows and stones. Nothing panicked, to my relief.

In combat, the chariots managed to kill 2 cold ones, but took two wounds in return. Despite testing on Ld6, the saurus didn't run and my chariots were about to be flanked by a large block of saurus warriors. Oh dear.

Turn 3 - Lizardmen

I charged the chariots in the flank with my saurus unit with spears, and advanced two small skink units and a terradon towards the carrion. The other skink unit made for the scorpions. In a desperate attempt to stave off the impending advance of the carrion they were the focus of all my magic and all shooting that was in range, yet I failed to cause a single wound-despite having 8 power dice. Other shooting caused a wound on one of the Tomb Scorpions.

In combat, the saurus ripped through the weak wooden chariots, but I managed to leave one chariot left on one wound thus holding up both units.

Turn 3 - Khemri

I still had my carrion, which were about to kill around 300 points worth of skinks. They charged one unit, in the hope of overrunning (assuming they would win combat) both skink priests. The Tomb King and two scorpions charged the two skink units in front of them who, who elected to flee, but were run down as they fled. The Tomb King redirected his charge into the kroxigors, but the tomb scorpions were unable to do this (as they could have originally charged the kroxigors). Apart from the archers reforming and the hierophant flying behind the kroxigors, there was no

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other movement.

In the magic phase, the combined efforts of the tomb king and hierophant saw both scorpions charging the kroxigors.

Shooting saw yet more saurus die to arrows and rocks (I would have gladly shot something that might run, but I couldn't).

In combat, 2 kroxigors were ripped apart and the last one was unable to hit the tomb kings chariot and was run-down.



After 3 turns of walking into arrows, the kroxigors make it into combat... and snuff it!

The skinks engaged with the carrion suffered the same fate as the 30 other skinks that had already perished. The carrion overran into both skink priests. As expected, the last chariot perished, but they had done their job- neutralise the saurus cavalry and hold up the warriors for a bit. Victory was now within my reach.



There goes the magic defence!

Turn 4 - Lizardmen

I charged the carnosaur into the big block of skeletons while the saurus warriors with spears charged the archers in front of the catapult. The other saurus unit turned to face the large unit of skeleton warriors should the carnosaur run. The saurus cavalry also turned to face the skeleton warriors. The few remaining skinks moved forward in the hope of grabbing a few victory points by killing the horsemen, before they were inevitably shot to death by archers.

There was no magic, however, in the shooting phase, out of 5 shots, two heavy cavalry died, reducing the unit to 3 models.

Combat saw both skink priests being torn to shreds by the shrieking carrion (who promptly over-ran off the board edge). The brave (some would say stupid...) skeleton champion stepped in front of the raging carnosaur and was torn apart in seconds. His sacrifice was however not in vain, as the skeleton warriors won combat and the carnosaur fled (but was not run down). The archers managed to survive the onslaught from the saurus warriors, but were reduced to 3 models (they even killed one saurus in return!).

Turn 4 - Khemri

My skeleton warriors charged the remaining saurus warriors (with spears), while the tomb scorpions and tomb king turned to face the carnosaur and saurus warriors (with spears). The heavy horsemen charged the remaining unit of skinks (who were unable to stand and shoot due to being too close). The Ushabti turned to face the remaining saurus warriors (with hand weapons and shield) engaged with the archers.

Tenoch saved all his dice to try to stop the tomb king joining the combat between the saurus and skeletons. However it was not to be, and the Tomb King spurred the dead horses on and charged the saurus. This left the casket, which went off again, killing the remaining Terradon and skinks.

Shooting was uneventful as there was nothing left to shoot due to the casket! (I suppose I can't really complain)

Combat saw the last archers dying (and the saurus having the chance to charge the catapult and casket in the following turn). The main combat was now between the skeleton warriors, Tomb King and saurus. Despite heavy losses, the skeletons won combat by 4 points, but the saurus held.



Despite all their losses, the saurus stick around!

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Turn 5 - Lizardmen

The cowardly carnosaur rallied and turned to face the scorpions. The saurus not in combat charged the Screaming Skull catapult. I had no magic or shooting left, so we went straight to the combat phase.

In combat, the vicious saurus destroyed the Screaming Skull catapult through combat resolution (but not the crew!) while their brethren killed 4 skeletons. Due to the Tomb King losing combat again by four, they did not run.



The liche priest looks on at what's left of the Lizardmen host.

Turn 5 - Khemri

This is my chance to clinch it; if only I can kill the carnosaur it will all be over. Only one scorpion could charge it and it did.

Magic saw the other scorpion charging the carnosaur (thanks to the Hieratic Jar). There was now a decisive combat between the oldblood mounted on a carnosaur and two scorpions. I opted to attack the carnosaur because I expected the oldblood to have a high armour and ward save. I managed to inflict only 1 wound on the monstrosity, but one scorpion took two wounds in return. This meant the combat was a draw (as I outnumbered the Carnosaur... at the time, scorpions weren't officially US3). In the combat between the Tomb King, skeleton warriors and saurus, more saurus and skeletons died, but neither side backed

off the offensive (despite the skeletons winning by 4, again).

Turn 6 - Lizardmen

If only my saurus could hold out long enough for the carnosaur and oldblood to kill the scorpions, there was still a chance of a draw. There was no movement, shooting or magic. Combat was very bloody indeed. The carnosaur finally fell to the scorpion's poisoned attacks and as the old blood turned to flee, he was ripped in half by their massive pincers. The game was over now, but to add insult to injury, the remaining saurus finally lost combat heavily enough and were run down by the tomb king in his chariot.

The walls are knocked down, skeletons are falling over and the casket is about to die, but the undead have won!



Tenoch concedes.

Post-battle thoughts

Firehound (Khemri):

Wow, that was very interesting indeed. Despite gaining a huge advantage in the first turn due to the casket, it could have gone either way. However, in the end, the Lizardmen host fell to magic and my Khemri triumphed. Tenoch fell into the trap of charging the carnosaur into the skeletons and paid the price as it nearly died and was left out of the game for another turn. When the scorpions only caused one wound

on it, I thought I had lost the combat, but the oldblood couldn't capitalise and in the end he perished.

Most of my army did exactly what it was intended to do, except that my Ushabti never even saw combat. The catapult and archers managed to kill a huge amount of skinks and saurus and this greatly reduced the combat potential of these units.

Overall, I feel that everything went roughly to plan, but it was a bit of a pity that there was no epic dual between the oldblood and the Tomb King. Also, my chariots performed unusually poorly.

There are three main things I learned from the game.

- 5 Carrion are worth it when facing a skirmishing army. Their increased combat potential (compared to 3) more than makes up for the increased points and lack of manoeuvrability.
- Neutralising enemy magic defence is vital. Once this is gone, your army can effectively have two turns for every turn your enemy has, due to incantations that let you repeat all aspects of your turn.
- Chariots rely on the charge, and it is best not to charge them in, unless you're pretty much guaranteed to win the combat and break their opponents.

It was a great game and a very enjoyable experience and I hope to face Tenoch's army again (especially once both our armies are all painted).

Tenoch (Lizardmen):

Well, what can I say; it all went very down hill when that infuriating casket went off. Why didn't I scroll it? Anyway I'm fairly content with

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how it went in the ensuing turns-badly, but it could have been worse. Had I held back with the carnosaur and been patient it might have been a different story, especially as I knew what would happen if I did charge, as it happens every game. Basically I blame it on the dice (Damn dirty apes!) but I have certainly learned a few points.

- Make skink priests more manoeuvrable-with the Charm of Jaguar and Cloak of Feathers.
- Don't be cocky thinking that you can easily beat a dice roll. Be liberal with the use of dispel dice and scrolls.
- The carnosaur is not invincible and should be used with finesse.

- More terradons would really help.
- I also need to make my army more compact as the skinks need to benefit for my generals Ld.

Overall it was a decent game, not the best I've had but it was a good learning point.

WHAT'S THE STORY?

More of Lord Lucifer on Hobbits and Middle Earth.

Hey folks, it's your resident Minister of Hobbit Affairs again, with the article I had promised but not really prepared...

The Nature of the Game

Lord of the Rings is somewhat different from Games Workshop's other games, in that everything exists for the story. Only Inquisitor matches the story-driven aspect of LotR, but Inquisitor doesn't have the history of Middle Earth behind it.

Now, for most games we play, the approach tends to be "How can I win this?" Armies tend to take on the competitive aspects of the game. It's about competition most of the time.

But Lord of the Rings, as I stated last issue, is more about the rich background of Middle Earth, played more by Tolkien geeks for love of the story, rather than for the purpose of pounding your friends into dust and making them cry.

The interesting effect this has on army collection is noticeable immediately in the gaming community, or just mine at least.

In Warhammer Fantasy, the themed armies are the rare ones that stick out.

In Tolkien Fantasy, it is the army designed to win with little concern of the background that is the exception rather than the norm.

You see armies of Rohan, armies of Wood Elves, the Last Alliance, the Uruk Hai, and the forces of Mordor, in their own little separate forces. It is rare indeed to see Saruman and the Witch King double-teaming a combined force of Dain's Dwarves and Isildur's men of Gondor.

Sure, there's nothing to stop you from diverging from the background a little. Hell, it didn't stop New Line (Arwen is Glorfindel in disguise? The Elves decided to visit Helms Deep?).

But the fact still remains; a lot of gamers get a kick out of themed forces, and really enjoy getting into character.

Choosing your Theme

Now, most of the themes you'll notice are really quite self-explanatory.

You've got the Last Alliance of the Númenóreans and the High Elves, the Goblins of Moria, the Uruk Hai

of the White Hand, the Defenders of Helms Deep, the Riders of Rohan, Faramir's Company in Osgiliath, the siege force of Mordor, the Warriors of Minas Tirith, and Balin and his kin trying to reclaim Moria. All really easy to figure out these, taken from the book and movie, you simply take the forces from the nation you like.

However, that isn't the be-all and end-all of your theme possibilities, not by a long shot.

There is a veritable wealth of information at hand, firstly in the Lord of the Rings novel itself, then also in its various Appendices, in the Hobbit, the Silmarillion, and the other, more obscure Middle Earth stories from our dear Professor Tolkien.

I'll take this chance to ramble on about the various forces I can think of, that I would be interested in making, or would find interesting if made by someone else with more money than I, and a much healthier work-ethic in the area of miniature painting...

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The Themes

The Rebirth of Ithilien

After the War of the Ring, and The Enemy's final defeat, Ithilien sprang once more into beauty almost unmatched throughout Middle Earth. Legolas led some of his kindred south to dwell there, until the death of Elessar Elfstone, whereupon Legolas sailed west.

Elessar also made Faramir Prince of the realm of Ithilien, where he dwelt with Eowyn, along with Beregond and the White Company.

An army of Ithilien of the Fourth Age would likely include Wood Elves and Rangers, a small number of Men of Gondor, perhaps a few Knights, and Guards of the Fountain Court to represent the White Company. Characters that would fit would undoubtedly be Legolas and Faramir, Eowyn, and King Aragorn, and a few Elven captains and a re-named Damrod to represent a Captain of the Rangers.

The Guardians of the Glittering Caves

In the Fourth Age, Gimli Gloin's son dwelt in the Glittering Caves of Rohan, with a part of the Erebor Dwarf-folk.

An army of Dwarves and Men of Rohan led by Gimli son of Gloin, and Eomer, would be perfect for this.

The Captors of Merry and Pippin

This ingenious little army I have seen, done by Portent's very own Malkav vonn Alandria. A force of Uruk-Hai and Mordor Orcs, accompanied by the Hobbit lunches (yeah, packed lunch!), led by Generic Uruk-Hai Captain Ugluk, the mean,

mean ol' Orc Grishnakh (who might just tickle you with his knife), and containing lots of Orcs with shields, a couple with Two-handed weapons, and the odd spear, and a few Uruk Hai with Swords and Shields (NO pike men! Pikes are not a good weapon for scouts).

If you want it to be closer to the book than to the movie, you'll include a couple of Goblins in the force.

Feel free to play out a scenario where Aragorn, Gimli and Legolas take on this army. Aragorn with Andúril (according to the book), Legolas, and Gimli with an elven cloak vs. Grishnakh (no shield) and 400 points of Orcs, Uruks, and a few odd Goblins.

A pleasant little 'What if?' scenario.

In Defence of The Shire

Though small by stature, Hobbits are surprisingly hard to kill, and stout in defence of their homeland. Unbeknownst to them, they do not watch their borders unaided, as the northern Dúnedain have ever kept a watchful eye on those peaceful lands.

You would need to use Hobbits, so I'd make a suggestion at a profile here, just a rough estimate, untested.

- Hobbits – Points Value: 3pts

F	S	D	A	W	C
1/3+	2	4	1	1	4

Hobbits are equipped with Armour and Hand Weapons. They may be equipped with the following:

- Spear – 1pt
- Shield – 1pt
- Hobbit Bow – 1pt

Hobbit Bows count as Orc Bows.

- Hobbit Captain – 15pts

F	S	D	A	W	C
3/3+	2	4	1	1	4

Might, Will and Fate values are '1'

Hobbit Captains wear Armour and carry Hand Weapons.

A Hobbit Captain may be equipped with the following:

- Shield – 5pts
- Hobbit Bow – 5pts

Note: All Hobbits benefit from the Resistant to Magic and Throw Stones rules.

The army itself could include Rangers, Ranger Captains (use Damrods profile), Strider, Elladan and Elrohir, Frodo, Sam, Merry, Pippin, Bilbo, Hobbit Captains, and Hobbits.

You can mount Rangers on horses for 6 points, and Ranger Captains for 10.

The Glory of Númenór

Well, for the battle of the Last Alliance, the men seem sort of weedy for what was supposed to be a greater race of men, hardy and long-lived. The 'Men of Gondor' seem to be just a step above Goblins, hardly something to strike fear into the hearts of The Enemy.

A simple solution is to apply Uruk Hai stats to Men of Gondor models, charge a further point to give the more armoured Men of Gondor a better Defence value, and give all Captains the stats and cost of Faramir, with the option of Mithril Armour for +15 points.

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Azog!

The orc that made King Dain famous!

An army of the Orc warlord Azog, Lord of Moria, is something I am planning on doing.

It will essentially consist of a lot of Orcs, with a few goblins, and a solid core of Uruk-Hai to act as Azog's bodyguard of Great Orcs.

My tournament-style force representative of this will include:

Azog (Shagrat with a Shield) 60pts,
2 Orc Captains with Shields 90pts,
Troll 70pts, Orc with Banner 30pts,
2 Uruk Hai Berserkers 30pts, 3
Uruk Hai with Two-Handed Weapons 30pts, 6 Uruk Hai with Swords and Shields 66pts, 2 Orcs with Two-Handed Weapons 10pts, 8 Orcs with Shields 48pts, 6 Orcs with Spears 36pts, 6 Goblins with Bows 36pts
Total: 506pts

Not a bad haul.

Conclusion

Well, I'm hardly the most learned or most imaginative, but hopefully this may have helped motivate you to collect a more unique force, simply for the love of something a little different. With a bit of work, anything is possible.

Just remember, it's more than a game, it's the story of Middle Earth

ALBION ALTERCATION

by Oddsod

Tzauax looked out over the mostly unfamiliar territory of Albion, at the edges of the jungle spreading from Konquata. Far removed from the familiar, humid forests of Lustria, the Oldblood was uncomfortable. He had been outside Lustria before, but frequently he did not like the lands he visited. They did not hold to the World Plan, generally, and other times they were being actively subverted away from the Plan. When he had accompanied others of his spawning in the raid on Naggaroth to retrieve the Star Stela, he remembered an instinctive hatred for the unnatural purplish spires and dark, stick-like buildings of the Dark Elfs. Albion, at least the new Albion, was different. Much more like home, though he disliked going too far from the city of Konquata, if for no other reason than because comparatively few of the Old Ones' Children had fought in the new lands and knew useful methods of combat there. Tzatza and a Skink Priest from Konquata called Cuaqtec the Historian accompanied the army on its patrol, along with Lustrian Terradons and Salamanders, though Konquatan Skink barrios provided the Salamanders' han-

dlers and supporting troops.

Cuaqtec, a cartographer and diviner at the Temple of Huanchi in Konquata, had first discovered the need for the patrol. Many of Konquata's Slann were deep in concentration and meditation, aiding the new forest in its growth, but blotches of foul-looking black, orange and red appeared on the white belly of one of the mighty world-makers. Called Huangottec the Jungle's Steady Marcher, the Mage-Priest had been a direct servant of Huanchi countless millenia ago, and he was one of the foremost Slann in Konquata. His ancient stone palanquin sat athwart a line of power that pointed south-by-southwest, crossing over the Old World to a far-flung point in the Southlands; in addition to the colors of burning, his location provided information for Cuaqtec's magic. The Skink Priest, by sacrificing a captured Skaven and holding up its heart to the Old Ones, was granted a vision of nocturnal monsters preying at the edges of the jungle, led by a tremendous, savage creature that ate the bodies of its victims.

Konquatan Saurus and one of their Scar-Veterans accompanied Tzauax and his Sacred Lustrian Saurus. The skies grew dark, filled with thundering clouds and fingers of lightning; Tzatza did not know what to make of this, but Cuaqtec said, "The skies grow dark when the warm-blood-drinkers come out; they attempt to subvert the will of Tepok." Tzatza, when he heard this, became incensed, but did not pass the information to the Saurus, knowing that they would have little use for such tidbits. Tzatza shook his skull-topped staff, as well as sounding a warning call that the enemy was approaching.

Approach they did. In the distance, past the fringes of the newborn jungle, an Imperial graveyard containing the dead of the recent campaigns gave up its dead. The naked bones and rotting corpses of soldiers carrying swords and crude weapons clawed their way to the surface, shambling bodies forming crude ranks around the largest Vampire Tzauax or any of the other Lizardmen on the field had seen. Even from a great distance such as

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this, the keen-eyed Skinks noted that it was fully half again as tall as the tallest Imperial corpse. Skulking warm-bloods, degenerate and evil, ran out from the shadows of the graveyard, forming a line of slaver-ing obscenities in front of the walking skeletons. Dead wolves loped up at the vampire's command, with hordes of bats and an evil coach passing by the graveyard. A shadowy form sat at the reins of the baroque blasphemy, its skeletal horses still wearing golden traces though its leather tack was cracked and broken. The Saurus Warriors and their leaders, heedless of the forbidding skies and the ominous noises, resolutely took up their positions at the base of an ancient, towering stone. Cuaqtec chirruped quickly to Tzatza that this stone had once been a monument to Quetzl, though the passage of time and degeneracy of the world had not been kind to it. Still, its latent magics could afford the army protection. Tzatza chirruped and rattled his staff, and Tzauax answered with a thundering bellow, acknowledging the Skink's information. Then the enemy began to move.

Paws infested with mites and dust thumped on the Albion grass, the dead wolves ranging out far ahead of the enemy's front line. Myriad bats passed by Quetzl's Monument, where a number of the Konquatan Skinks were concealed amidst its weathered face and battered stone. The degenerate humans, compelled by their master's wrath, restrained their bloodlust and advanced slowly, providing a living shield for the undead. Tzatza and Cuaqtec braced themselves to counter the manipulations of the winds of magic that these enemies would attempt. With a series of arcane phrases, passages of their claws and shakings of their staffs, the winds quieted and nothing untoward happened.

The Konquatan Skinks moved out,

nimbly leaping between broken points of Quetzl's Monument, just out of sight of the hungry hordes of bats. The Salamander Packs, standing resolutely at the base of a hill, snarled at the enemy and belched out long tongues of corrosive acid and flames. Several of the degenerate humans screamed, jerking and flailing in an effort to scrape the fires off of themselves, but they dropped to the ground after a few seconds. A hiss and glare from their mighty master was enough to keep the few survivors in line, however. A tremendous scream from the winds themselves heralded the arrival of the Terradons, soaring down into a group of dead wolves. Mouldering fur and rotting flesh flew everywhere, and within seconds the collection of running corpses had returned to dust. The vampire, recognizing the fragility of his Dire Wolves, ordered another group of them to charge in against a group of Skinks, who frantically loaded their blowpipes with darts prepared by the Konquatan priests. In a flurry of small darts and powerful acidic poison, the wolves dissolved to dust mid-run, covering the ground with a fine grey powder.

The blood-hungry bats, recognizing a source of sustenance, though cold, squeaked shrill and charged towards the Terradon Riders, who fled from their approach. An unearthly scream from an unseen source struck unholy fear in the heart of a Salamander, which roared loudly and collapsed to the ground, flames spouting from its nostrils. The Skink Handlers, disturbed by this, managed to hold their ground. The other Salamander, roaring at the demise of its spawningmate, belched out a ball of flames that burnt two more of the evil creatures in front of the monstrosity and lines of dead soldiers, but still the living creatures did not run.

With a flapping of wings and shrill-

ing of voices, the Terradon Riders wheeled around and settled to the ground, just soon enough to receive a charge from the bats and a collection of rot-ridden soldiers. The bats bit and tore at the Terradons' wings in a flurry of sharp, but small, teeth. Tiny bits of scale and wing flew, with the Terradon shrilling again but retaliating ferociously. Huangar, leading the group, struck against the walking corpses with shorter javelins flung from his atlatl, as did one of the other Terradon Riders. Several corpses dropped with the projectiles embedded in their heads. The press of undead flesh proved too much for Huangar and his Terradon Riders, who fled with tremendous speed. The zombies, lacking the intelligence to recognize the opportunity, did not attempt to chase them, though the bats pursued their source of food. It did not take them long, however, to spot the Konquatan Sacred Saurus and their Scar-Veteran Loquaxtec, Fierce Death-Bringer. Figuring the Saurus would be slower and easier to bite, they swept down against the ranks of Saurus decorated with gold.

The Konquatan Skinks on the far left were swarmed under by the much larger degenerate humans. Despite dropping two of them with their poisoned darts, the evil creatures kept coming. Skinks were rended limb from limb though they faced their fate with tremendous resolve, so far as Skinks are concerned. Cold crimson blood flowed onto the Albion grass, forming a thick purplish sludge where it met the Dire Wolves' dust. One of the few survivors struck back with his saw-toothed blade, hacking through the enemy's thick muscles and ripped open his lungs. Despite the one foe's falling, the Skinks' resolve broke and the three survivors fled, leaving their companions dead or dying upon the grass. One of them heard the death-screams of other

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Skinks, and spared a glance to see others being run to ground and torn apart by more of the undead wolves, whose teeth ripped effortlessly through the Skinks' spines.

The last Salamander and the group of Skinks snarled defiantly at the evil humans who charged in. They struck powerful blows at the Salamander with their foul talons, gouging deep wounds into its body. The creature roared, though the volume was lowering as it weakened, and struck back. Two of the foe fell, shredded by the Salamander's claws and burning breath. Another unholy shriek resounded nearby, but the answering bellow of Tzauax drowned out the sound in a flood of righteous rage. This seemed to draw the attention of the monstrous coach, which thundered towards the source of the bellow, drawn by the Vampire coffin's blasphemous powers.

Itzagar, remembering the words spoken to him once in the distant past, raised his massive axe and roared, huge claws tearing up the ground. The other two Kroxigor roared in unison, wading into the unit of slowly putrefying Imperials. Brutal weapons rose and fell, scattering fragments of the corpses about. Not wanting to bite the foul things, the Itzagartecah swept through them with the fury of a Lustrian storm and the foe's broken pieces and weaponry was swept into the upsurging winds. Itzagar, not the most keen-sighted of Kroxigor, nonetheless saw several heavy suits of armor littering the ground ahead of him, as well as ranks of heavily armored enemy carrying an evil banner trudging across the ground. Itzagar signalled a halt when he spied bone-creatures approaching. There was even less flesh on these things than the creatures that had just been destroyed.

Loquaxtec snarled, swiping through the hordes of attacking bats with his

magical sword and shield, sending dozens of tiny corpses plummeting to the ground. Then they were among the Saurus Warriors, snapping and biting. Little more than pests, however, as the Saurus quickly ripped and snapped them into tiny pieces, devouring many of them alive. This was just in time to see the last Salamander collapse to the ground with poisoned gashes torn in its head, and the Konquatan Skink Handlers shredded by the tremendous Vampire's claws. Closer up, it looked even more imposing, though Loquaxtec steeled his will to face the thing. It was nearly as tall as the Kroxigor, which it met next when it and the skeletons rampaged over the corpses of the Skinks, smashing into the side of the Itzagartecah.

The black-colored coach, surrounded by an evil aura, thundered into the ranks of Sacred Saurus. The very air around Quetzl's Monument gleamed, and the coach's impetus slew only a single Saurus. The driver, who wielded the reins of the foul horses with one hand and a massive scythe with another, hewed down a second. Tzauax roared, as he had not been in the right place to respond to the attack, and bellowed at the other Saurus. He crossed through the unit to reach the blasphemous thing, raising a weapon even older than he was. The foul magic about it began to fade, or at least it seemed as such, as Tzauax and his black star-weapon neared it.

Huangar and the other Terradon Riders rode a thermal and rose to the top of a ridge, next to the steadfast warriors of Loquaxtec. They spotted a group of Dire Wolves whose muzzles were crimson with Skink blood; their cold blood stilled what a warm-blood would have called revulsion, and they swept down into the unit. A flurry of wings and short javelins saw a few of the creatures collapse, though the

Skinks barely held their ground.

Tzauax roared, smashing at the monstrous coach repeatedly. The heavy, almost squarish blade easily passed through the unholy armor protecting the thing, making holes in it and smashing its archaic tracery. The skeletal horses tried to land their iron-shod hooves against a Saurus' head, but the Warrior raised his dark red shield and turned the blow aside, smashing the offending leg with one swipe of his toothed blade. More by the force of Quetzl's protection than damage, the fell coach collapsed. Tzauax roared again, ordering the ranks redressed as dead humans clawed their way up from the ground in front of him. A paltry few, more than enough to be swept away by a single charge.

The Vampire's claws tore effortlessly through the body of a massive Kroxigor, sending the slightly taller creature to the ground with a rumble and a crash of golden chains. The remaining Itzagartecah fled, but they could not escape. Itzagar itself, as the creature was truly without gender, was picked up and gashed by vampiric claws and thrown aside as easily as a twig, while the other Kroxigor collapsed under the weight of hostile bones and rusted iron. The undead's feet, shod in cracking leather and rotting cloth, silently passed up the hill and slammed full-tilt into the waiting, forboding ranks of the Loquaxtec.

Huangar struck down another of the evil wolves with the butt of his atlatl; he had seen more truly disturbing monstrosities today than in many past battles against the hordes of Chaos. These died more easily, however. When the wounded Terradon Rider was struck down by a foul human hungering for flesh, however, Huangar chirruped in fear and turned his crest white; the two remaining Terradon Riders fled, with the evil wolves in pursuit. Be-

(Continued on page 37)

fore they could reach the spot where the flying Lizardmen landed, however, they too smashed into the Loquaxtecah.

The monstrous Vampire snarled a challenge, which was first met by the stolid Spawning Champion, who was rended asunder by the unholy strength of the thing. Loquaxtec recognized that his death was likely near at hand, but resolved to smash as many of these things as possible before his passage to the Old Ones' presence. Skeletal hands clutched swords and shields that battered against the Saurus Warriors, though none of them fell and several Skeletons were crushed in return. The evil wolves tore the head from one Saurus Warrior's shoulder, but the weight of the Saurus' numbers and the energy expended by the dead creatures caused the three of them to fall to dust. Skeletons fell as well, then the Vampire spied Loquaxtec. Another challenge was snarled.

Tzauax rasped his contempt at the enemy's efforts; rotting human corpses, even quadrupled in size by some fell magic, were no match for the ranks of mighty Saurus opposing them. Bodies devoid of blood or brains fell to the ground again as Quetzl's magic and the Ole Ones' blessings speeded them to their rightful resting places. Then Tzauax paused, noting the approach of ranks of armored enemies and skeletal troops carrying spears. Two regiments of blasphemous enemy to destroy; the Oldblood snarled in defiance, waiting to receive the enemy's charge even as an unearthly scream and eerie gleam of magical energy put an end to the last of the Konquatan Skinks.

Loquaxtec fought valiantly, but he was little match for the monstrous vampire. Despite his skilled work with the shield to deflect the enemy's claws, enough of its strength worked through the Saurus' scales and dropped the Scar-Veteran to the

ground. The Vampire did not pause to savage the fallen Saurus, however, as the other reptilian warriors were slowly grinding down at the diminishing skeletons around him. Saurus stood near the evil whirlwind, the obsinite teeth of their weapons snapping bones in their middles and sending pieces flying.

Rusting armor squealed and magic blades deflected from Chotec-blessed shields as Wights of the Grave Guard, aided by the evil magic of their banner, attacked the Sacred Saurus. Tzauax and several others smashed through groups of skeletons, sending their remnants flying through the air. The Oldblood waded through the carnage, though it was notably one-sided, and smashed his magical sword through the helmet of the first Wight he saw, sending it back to its unholy rest.

The vampire waded through the Loquaxtecah, who stubbornly fought on despite the carnage wrought on them. Skeletons crumbled and fell, though others got up in their place and a single degenerate human, his teeth and hands red with Skink blood, snapped and flailed at Saurus Warriors. He soon fled, however, the wrath of his master not foremost in his mind. All this time, however, Tzatz and the Konquatan priest Cuaqtec had been preparing a chant that asked Quetzl to make His presence known and Chotec to show His face, as Cuaqtec was granted a vision from the heavens. This blessing passed to Loquaxtecah, who fought on with renewed vigor and might. All the ritual needed to be complete was the spilling of a single drop of the enemy's blood.

Tzauax roared as the leader of the Grave Guard attacked him, magic blade deflected by a flick of the magic weapon the Saurus carried. More Wights were smashed, their armor no guarantee against the weapon of an Old One. Skeletons

and Wights alike crumpled as the Gogliuaxtecah surrounded them, heavy blows smashing their corroded armor. The Oldblood only paused when the monument of Quetzl glimmered for a brief instant, an otherworldly gleam. Something clearly was about to happen.

The twisted vampire scythed through another Saurus Warrior, cracking its shield and sending the body flying. Another Saurus fell, and another. The Loquaxtecah, however, stood their ground despite the ferocity of the vampire, smashing the skeletons of their enemies to the ground and crushing their skulls as they attempted to climb up again. Then a single Saurus, who had been fighting on the flank of the enemy, raised his sword at one instant, just as the skies loomed their darkest. The obsinite teeth of the weapon ground against the stone-hard flesh of the vampire, protected by the power of its hate. Despite all odds, however, a small gash opened in the prodigious musculature of the creature. A single drop of black blood glimmered in the wound, then began to run down the side of the stone-hard flesh. The forbidding skies suddenly parted and a single, brilliant ray of sunlight flashed down, turning the black blood purely white. The vampire screamed, a sharp change from its hiss or snarl, when the single drop passed over its undamaged skin. Cracks appeared and spread, as though the monster was terra cotta, and it began to fall apart. Quetzl's monument glimmered a second time and the vampire fell to the ground, cracking and breaking apart as the skies parted. Tzauax smote the last two Wights to the ground, looking up at the Monument and then towards the source of the vampire's shrieking. Within a few seconds, Chotec's full light shone down on the battlefield, dissipating a ghostly presence easily and setting degenerate humans to flight, though Huangar and his remaining

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Terradon Rider pursued them at length, peppering the fleeing creatures with poisoned javelins. A parting cloud loosed a final lightning bolt, lighting up a shambling creature and blasting it to smithereens.

All was quiet. Blood dotted the serpentine scales of the Loquaxtecah, who had reassembled in ranks and awaited orders from Tzauax. The Oldblood ordered them to remain in place while the Skink Priests collected the remnants of the enemy vampire for purification and final destruction in the temples at Konquata. Then there was a low hiss from the area, and the Saurus Warriors immediately took fresh grips

on their weapons, expecting some new assault. Instead, however, their fallen Scar-Veteran leader twitched a claw, slowly moving to take hold of his fallen sword. The Priests, after collecting the remnants of the vampire in a horn blessed by the Slann of Konquata, moved to examine the Scar-Veteran. Cuaqtec examined his wounds as Tzatza reported to Tzauax what had happened. After a moment, four of the Loquaxtecah stepped out of ranks, hanging their dusty weapons about their bodies and using their shields as a litter for the Scar-Veteran. The Lustrian Saurus spread out to cover the battlefield as messages were sent to Konquata by telepathy and

the use of minor magics. Others would come to collect the bodies of the dead, and healers would tend to the wounded. Of Loquaxtec, Cuaqtec said, "I see an island covered by lush jungle in the manner of the Old Ones' design. The Monument of Quetzl stands beside its newer counterpart, the older decorated with the skulls of those who died at the battle in its shadow. I see Loquaxtec placing a warm-blood-drinker's sword at the base of the old Monument, the final warm-blood-drinker on this island, and it will have been the last such creature to ever set its corrupt foot on this island, stronghold of the Old Ones."

THE ANARGO SECTOR PROJECT

An interview with Kage "fluff heretic" 2020.

by heretic

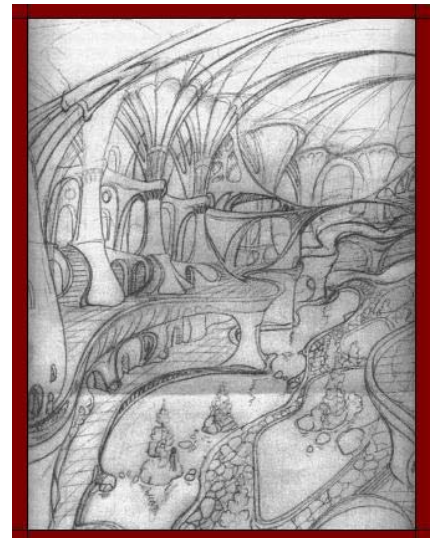
Introduction.

Not too long ago, on my many excursions into the 40k background forum, I noticed a monster thread taking shape. Spending a couple hours, I read as Kage, CELS, Minister and many others started to build an entire Imperial Sector within the Warhammer Universe. The level of detail was simply astounding. It fascinated me, for this was far beyond heading an army, division, or battlefleet- this was on the sector/subsector level. I became involved, until recently when The Oracle started to take more and more time. When I started The Oracle, one of my first priorities was to get in touch with Kage, and get the inside scoop on just what the Project is, and hopefully introduce some that might not know about it. In the few months that I've been communicating the following interview, the project has grown immensely. They've now had to branch off to

their own site, and conceptual artwork/system creation is just exploding. So, I finally got a hold of Kage and started firing off questions.

So how long have you been playing Warhammer, or 40k specifically?

I've actually dabbled in both WFB and 40k, though it has been many, many years since I've played either game, or any of the off-shoots such as Space Hulk, Epic and the like. I was looking through some of my old WD magazines the other day (the few that I've kept) and realised that I actually stopped collecting GW material with WD 143 and started somewhere around 98 or so. Not the oldest geezer on the block, but definitely in need of the metaphorical walking stick.



Just one of the worlds put onto paper in the Anargo Sector.

Stopped collecting? Has the current direction GW had taken thrown you off, or is there an ulterior cause?

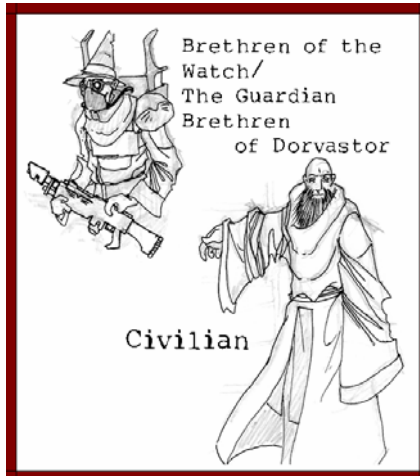
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Circumstance and a combination of factors really. About the same time that I started to spend less time on the wargame I also began to spend a bit more time roleplaying. It was also the period when, if I remember correctly (it was a while back!), I was beginning GCSEs, it was shortly after that I moved to a new town and didn't know anyone who played the game and so... well, you can see the picture.

Now? Well, the wargame doesn't hold the all-encompassing interest for me that it once did. I found myself becoming interested in the "fluff" for 'fluffs' sake". Hence my somewhat large number of posts almost exclusively in the "40k Background" forum. It is here that I've found that my long-term RPG interests have had a rather positive impact upon interpretation of the 40k universe: it's amazing how a solid foundation can aid in the interpretation of the universe and, indeed, create what I like to call "'fluff' transparent" pieces. Concepts such as the "Metarune", the "Greatest Secret", the "Imperial Pony Express", "Micro-Empires", "Philosophies of the Adeptus Mechanicus" and so forth have all come out of trying to create consistent RPG information...

With the Anargo Sector Project, while my interest was initially almost exclusively a combination of the 'fluff' and my own personal interests (i.e. RPG), I cannot help but see the possibilities of the wargame once more. Who knows, maybe I'll pull out my 'ole Eldar miniatures and once again let the Imperium feel the wrath of a well directed eldar force!

With that said there are some very pretty miniatures out there and I did used to love painting above all else...



Guardsmen and civilian concept sketches .

Your title on Portent says "fluff heretic". Is there a meaning behind this?

Well, not really. One thing that I have noticed is that I have a different approach to the 'fluff' from the majority of people who play the wargame. As such I tend to use the 'fluff' since I have no need to produce an army that isn't "cheesey" or "beardy". Indeed, I'm not even entirely sure what those terms mean!

For me the 40k universe is one of the most fascinating sci-fantasy game universes out there, but one which has infuriatingly little information written upon it. The Black Library novels go a long way into turning it from the static setting of the "Big Black Book", but there is so little information on what I consider the really interesting questions. How does the Imperium really work? What does it mean to be a member world of the Imperium? Is the Adeptus Mechanicus truly as inept as some like to suggest?

I also come to the 40k universe as a roleplayer, so the answers to these questions are what allow me to flesh out the universe and expand it to people who might not be drawn to the wargaming side of the hobby.

Some might say that GW is too vague to give us the opportunity to build on it. I take it you consider this a double-edged sword in a sense?

The fact that there is space for the Anargo Sector Project shows that the vagaries of GW 'fluff' does allow for us to build upon their universe. Yet we're all aware of the glitches in the 'fluff', the points at which the various editions break down a common vision. As with some of the ideas mentioned above, the Anargo Sector Project aims to take a stance on many of the features of the 40k universe while keeping as "'fluff' transparent" as possible. By providing some of these answers we all the readers to see the problems and make their own decisions about what they wish to include or not.

What is the premise of the Anargo sector?

The idea of the Anargo Sector Project originally grew out of a desire to stimulate discussion on Portent when it was in one of its slack periods. But it soon became more than that, as I'm sure that anyone who takes a visit to the forum will see. With the Anargo Sector Project we aimed to create the 'average Imperial sector', as much as anything within the 40k universe could be described as 'average'. That means that it's not right on the edge of the Eye of Terror, or on the Eastern Fringe, or even being attacked by Tyranids.

That doesn't mean that it is 'boring', far from it. Set in 470.M41 (in the Ultima Segmentum) the Anargo sector is not only a setting but it's also a story, one which we intend to tell through various means. As a roleplayer I'm keen that some of the story advancement will take the form of RPG scenarios, but we also intend to incorporate large-scale

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wargame campaigns to determine the direction that the 'story' of the sector will take.

What we do wish to do is create the worlds of our sector in detail. To that end we've "borrowed" the system of world creation from sci-fi RPG systems and applied it, with changes, to the 40k universe. At the end of the journey you'll be able to click on a subsector and 'zoom' into it, then click on a system to bring up a graphical representation of it. You'll get some rough details on some of the worlds, but on at least the mainworld you'll be able to pull up a map, detailed descriptions of the society, government and law, and so forth. There will even be 'plot hooks' for RPG scenarios, use of the wargame, and so on.

But as someone pointed out to me the other day, it's not just about the worlds. They're just the setting for the really interest things that people always enjoy to discuss. How is the Imperial Guard organised? How would the Imperial Fleet be organised on the sector level? Just how integrated is the Imperium into the 'daily running' of a world: is it parasitic or symbiotic in nature? In creating the sector in any level of detail all of these questions must be addressed and a stance taken where possible.

Ultimately we want the Anargo sector to be a resource for the 40k universe, something people will turn to as an example of what can be done. But more than that: a resource that they can use, one which surpasses the level of detail available anywhere else and so provide the perfect avenue for RPG and wargame campaigns, adventures, scenarios and even a handy place to set the odd piece of 'fan fiction'.

Sounds like quite a bit to handle, considering the depth of the setting. How is coherency maintained?

We try and keep discussion open as much as possible, with everyone contributing as their interest suggests (though we do hope that people will be interested in all aspects of the project). Other than that the "Subsector Managers" discuss the key concepts being generated and see how it fits into the overall concepts of the Anargo Sector Project and the 40k universe in general. Ultimately however the "buck stops here": the final decision lies with me.



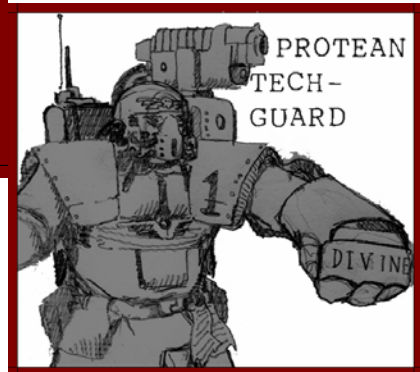
Meksum Imperial Guard concept.

What methods were used in its creation?

To keep things as consistent and 'realistic' as possible, we're borrowing from an old sci-fi RPG system called Traveller. The document, which we call the "Guide", gives some pretty detailed rules for world creation. You'll be able to determine anything from the type of government that exists on the world, the total population and how many live in the various cities, the gravity and so on. Although the rules are quite extensive we call it the 'Guide' for an obvious reason: ultimately they are just guidelines. Traveller is a

very different game universe to 40k so it wouldn't work if we applied everything without acutally thinking about it.

Beyond that each subsector is managed, for the most part, by people that many Portent members will recognise: Anargo, the capital subsector, is my domain; Minister has Dorvastar, the 'shrineworld' subsector and heart of Ecclesiarchy influence in the sector; CELS has Torres subsector, our primary focus for the Adeptus Mechanicus and our developed Forgeworld; zholud has Meksum, our subsector which controls a great deal of the manufacturing might of the sector through its hives; the war-torn Castellan subsector, last line of defense against the rampaging orks that laid waste to the nearby Cruciatine sector, is the domain of Sikkukut; and finally Destecado lays claim to the Sargasos Subsector, our 'cursed subsector'.



Weird and wonderful guardsmen variations inhabit the Anargo Sector.

How would someone join this project?

It's simple, really. Show up on the Anargo Sector Project forum and check out the "Welcome to the Anargo Sector Project" thread in the "News and Announcements"

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board right at the top. All it takes is a willingness to be flexible in your interpretation of the 40k universe, to be able to contribute to areas outside of your specific interest and generally make your name known!

We also welcome people from all backgrounds and interests. Artists are always of particular value since they bring the universe to life in a spectacular manner, and the Anargo Sector Project has a history of artists and writers - "world builders" we call them, but they're so much more - working together to create fascinating concepts. But we have need for web-designers, more 'world builders', people experienced in running wargame campaigns (and, yes, RPG campaigns)... the list goes on!

So sector heads manage the sectors, and oversee the operations that one choses, i.e. a new player simply can't build a forgeworld in the Shrineworld subsector I assume?

One of the driving goals of the Anargo Sector Project is that, ultimately, what we produce will be consistent. If a new member proposes a subject that improves the overall 'feel' and quality of the sector then, yes, we'll include it. But we must also be consistent with the steps that we have taken previously.

So for someone to learn, it sounds like an excellent way to really develop beyond the WD and Dan Abnett books?

I've always found that the best way to learn is to question. With the Anargo Sector Project we question everything. Sometimes we even get answers back!

Have there been any unforeseen benefits arising from the project?

Yes, actually. We've found that in certain cases there has been a need

to further expand upon the resources available to us as 'world builders' and (fan) "fluff" writers". While we're working with the concepts behind the Imperium on a daily basis, we've found that it is necessary to explore the nature of the Warp and Warp travel, the history of the 40k universe and how our sector might fit into that, etc. Not only that, but several of the major races of the 40k universe needed a bit more 'meat' behind them, so we have in progress a "Fluff" Codex Orks" and an "Eldar Sourcebook", the first to capitalise upon our "Wily Ork Empire" which threatens the Anargo Sector from across the stoney faces of the Guardsman of the Castellan subsector, and the second to detail the complex Eldar race which makes its presence known on Tir'asur, a craft-world colony.

The Anargo Sector Project has grown beyond initial expectations but still has much more room for development. For me that was one of the biggest surprises. Despite the fact that the project was a big idea and quite ambitious in that regard, the 40k universe just swallows it up and voraciously demands more!

Is recognition from GW a goal, be it not the main goal? If not, would you accept it should GW ever incorporate it and perhaps suggest changes?

I guess it would be nice for GW to recognise the project, but it's in no way necessary for us as project members. Our primary goal is to create a dynamic and interesting sector which can be used as a resource for roleplayers, wargamers, artists and fiction writers.

If GW recognised it enough to suggest changes? Well, that would have to be something that we discussed if and when it ever became an issue. Until then, well, we'll do what we've been doing from the start.



I've began the work for the ASP, and myself has been recently had to shelf it for a while (some e-zine or something taking my time). Is creation and and management flexible for one who doesn't have much time? What kind of commitment would the project expect from a new member?

Many of the project members have numerous obligations which take up a great deal of time. I personally have a near-full time job and am writing up a PhD. From personal experience I would have to say yes, the project management is flexible enough to allow someone with less time to contribute. Yet the project is not just about world creation. Contributions of all sizes are welcome, including those insightful comments which make you sit up and go "Aaah, so that's the way it works..."

When it comes down to it, contributing to the project is much like doing anything within the 40k universe: it can either dominate your spare time or you can contribute where and when you have the time. Given the scale of the project we like people to come in and build worlds and their histories, but if all you have time for

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is to contribute your comments and expertise on, say, the orks then we're interested in that as well!

It seems like 40k swallows up our entire lives, After nearly a decade I myself cannot pull away!

The same seems to apply to many of the "old hats" of Portent. It would

be interesting to see how many of the other Portent members find themselves in a similar situation a decade from now. Will 40k still consume their interest? It's an interesting question...

Well, I'd write more, but I have a System to tend to...

The Anargo Sector Project can be found at <http://kagemat.proboards19.com/>

Any questions that you'd like to ask and be featured in The Oracle, please email Oracle@Portent.net, and use "ASP feedback" in the subject line.

TACTICA IMPERIUM

Overview of the Imperial Guard

by Brusilov

Author's note: for quite some time I have been pondering the organization of the Imperial Guard. This concerns more the higher echelons of the Emperor's armies, brigades, divisions, corps... but over time I have developed what I would like to consider as a cohesive (and coherent theory) on all aspects of the Imperial Guard.

The purpose of this series of articles is to share this perspective. However I must warn that this is very much a personal vision and that people with greater military knowledge than me may find some issues with this.

This note would not be complete without an acknowledgement of the people from which I took inspiration and who helped him put together this vision. First I should mention GeneralOberst Heinz Wilhelm Guderian, the inventor of the concept of Blitzkrieg, and especially his books 'Achtung! Panzer!' and 'Panzer Leader.' B.H. Liddell Hart has also been a great help in this, especially his work 'Strategy.' Less prestigious but just as useful are the 2nd Edition Imperial Guard Codex, and several books from the RPG universe Heavy Gear, more specifically 'Southern Republic Army List,' 'Southern MILICIA Army List' and

'Northern Guard Army List.'

The Imperial Guard is the largest army in the galaxy, and probably in the history of Mankind. It is composed of billions of soldiers from thousands of worlds, all united under the banner of the Emperor. As the Imperial Infantryman's Uplifting Primer says, each guardsman stands "with billions of others in the greatest army that has ever existed, bathed by the brilliant light of the Golden Throne."

Of The Importance of Branches

Such a massive army requires a strict organisation to function correctly. Therefore military branches hold a great importance and distinction between them is critical to understand the Imperial Guard. The description of the different branches will be discussed at a later point.

Branches group together military personnel by function rather than by unit. All tanks are part of the cavalry branch, regardless of the Legion they are assigned to. The Branch level of organisation serves to standardise training, doctrine and equipment for all soldiers. Most regiments are tied to a single

branch, like the Infantry or Cavalry branch, though there are some exceptions when regiments combine members of several "fighting branches," and all regiments include members of the various support branches.

Branches are also distinguished by differences in forms as well as function. More often than not members of different branches wear different uniforms, have different traditions and may even have different ranks. These distinctions of branches lead to a powerful emotional identification second only to that accorded a regiment. Infantrymen understand each others but may look to aircraft pilots as somewhat alien or even incomprehensible. The doctrine of single-branch regiments (see the doctrine of uncombined arms below) reinforces this. However this may lead to some issues in terms of coordination and cooperation as different types may choose not to trust each other. However this remains a relatively rare occurrence and more often takes the form of healthy competition. Nevertheless a strong dislike exists between the Imperial Guard and the Imperial Navy, two branches of the fighting forces of the Imperium.

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The Doctrines of Uncombined Arms

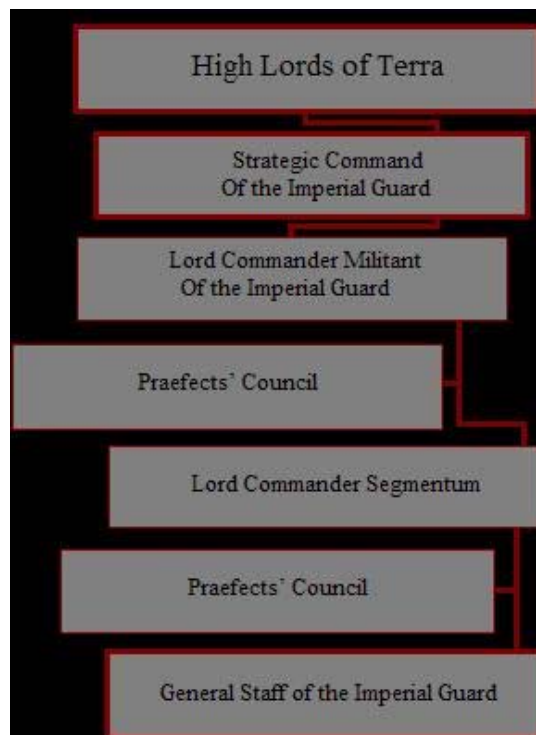
The doctrine of uncombined arms draws its origins from the Horus Heresy. During the Great Crusade, the Imperial Army was a self contained fighting force, with its own transports and warships, separate from the Legiones Astartes and the Adeptus Mechanicus. Regiments during that period contained a great variety of weaponry, meaning they could face nearly every enemy of the Emperor. The Horus Heresy changed all that. Roboute Guilliman split the Imperial Army between the Guard and the Navy. He also wrote the *Tactica Imperium*, the book that sets the organisation and tactics of the Imperial Guard. In that holy tome he further reorganises regiments into highly specialised units, setting the doctrine of uncombined arms.

The Imperial Guard must balance between coherency and efficiency. Coherency is represented by the system of branches, which insists on unity of purpose and doctrine. Efficiency would on the contrary require each branch to collaborate closely with the others to achieve the best possible results. Considering the size of the Imperial Guard, the variety of worlds from which regiments come from and the history of the Imperial Guard that strictly forbids combined arms formations it is not surprising the Departmento Munitorum and the Strategic Command chose the doctrine of uncombined arms over that of combined arms.

Uncombined arms mean that each regiment has composed of members of a single fighting branch, assisted by members of several support branches. This allows each world to specialise in their greatest asset, be

it light infantry or tanks. This has serious drawbacks however.

A regiment can never operate on his own. It requires the support of other regiments that will provide the assets it lacks, be it artillery, armour, infantry. Because of this, the brigade is the smallest unit of the Imperial Guard able to operate independently because it has access, to some degree or other, to every fighting branch of the Imperial Guard. Moreover specialisation seriously



limits flexibility and can put the whole army at risk if the wrong regiment finds itself at the wrong place and at the wrong time, having to face an enemy against which it has only limited defences.

This doctrine has remained in existence since the creation of the Imperial Guard after the Horus Heresy even if it has been criticised time and again.

This theory does not mean however that there no units that apply the doctrine of combined arms but they

remain limited in numbers. A few worlds with a very high industrial output and long and innovative military traditions have developed such units. The best example is the Armoured Regiment, a unit that combines elements of mechanised infantry, tanks and artillery. The incredible efficiency of those units needs not be proven but Strategic Command has always been reluctant to reform its organisation and go against the dogmas set by the Primarch Roboute Guilliman.

The Imperial Guard Strategic Command

Strategic command is provided by the Departmento Munitorum of the Administratum. This department of the Adeptus Terra forms the general staff of the Imperial Guard responsible for munitions, supply, recruitment, training, transportations and all aspects of the Imperial Guard establishment.

The chief of the general staff is the Lord Commander Militant of the Imperial Guard, a powerful official, and often a member of the Senatorum Imperialis. However he holds no effective command over

any unit of the Imperium's vast armies. He concerns himself with the grand or higher strategy of the Imperium. Grand Strategy concerns itself with the coordination and direction of all resources of the Imperium towards the attainment of the political object of the endless war the Imperium is fighting, the goal being defined by the High Lords themselves, the supreme political authority.

(Continued on page 44)

It is now obvious why the Departamento Munitorum is in charge of the strategic command of the Imperial Guard. Grand Strategy should both calculate and develop the economic resources and man-power in order to sustain the Imperial Guard. It concerns itself with all aspects of the war, the morale of troops and the population, the distribution of resources between different branches, but also looks beyond the war to ensure the future security of the Imperium.

To help him in this daunting task, the Lord Commander Militant is assisted by five Lord Commanders, one for each of the five Segmentae of the Imperium. This separate strategic command bases overlap with the fleet bases of the Imperial Navy at Cypra Mundi, Bakka, Kar Duniash and Hydraphur. However, the strategic command base for the Segmentum Solar is on Terra, not on Mars. Each is assisted by a whole army of staff officers, planners, observers, organisational officers and scribes that assist them in keeping the great machine working smoothly.

The highest body of the strategic command is the Praefects' Council. This body, composed of the commanders of each branch as well as general officers of the Imperial Guard under the leadership of the Lord Commander Militant, determines the grand strategy of the Imperial Guard, from how many regiments need to be created to the needs in military equipment to planning campaigns and discussing defensive priorities. The Council has the power to propose the creation of a Crusade to the High Lords. This body is reproduced at the level of each Segmentum.

When the Imperium wishes to start a campaign, the Lord Commander Militant gathers the Praefects' Council. He discusses with the heads of the different branches of

the Imperium the requirements of the campaign in terms of troops and equipment and the goals to be achieved. He then transmits his decisions to the Lord Commander of the Segmentum in which the campaign is to take place. The Lord Commander gathers the Praefects' Council, which discusses the proposed concept of operation. The Council determines from where the troops are to be taken or tithed, depending on the situation within the Segmentum, the base of operations and the commanding officers. If the Council believes that the propositions made by the Lord Commander Militant are insufficient or on the contrary overestimated, he modifies the requirements and informs the Lord Commander Militant. Usually the Lord Commander Militant will accept the modification, but he has the right to overrule the decision of the Praefects' Council at the Segmentum level. Once a decision is made on the forces required and the general outline of the campaign, it is transmitted to the General Staff.

General Staff of the Imperial Guard

Once decision has been reached, the General Staff of the Imperial Guard must implement these policies in terms of strategy, the art of the employment of battles as a means to achieve the object of the war, meaning military operations. While strategic commands concerns itself with planning the general staff's goal is to implement those policies.

There is no centralised structure to the general staff. A supreme commander for each theatre of operation is chosen by strategic command and is given the rank of Lord General. The Lord General is usually responsible for all Imperial Guard units within a sector, although in large operations, such as Crusades, several Lord Generals can be in charge of different fronts of the campaign, with a supreme commander over-

seeing all operations.

Staff officers are drawn from the ranks of Imperial Guard units, recommended for their past achievements or their family connections. They receive additional training in the General Staff College that can be found on the capital world of each sector to prepare them for their future duties as commanders of the vast armies of the Imperium.

Recruitment and Rules of Engagement

Imperial Guard units are drawn from the planetary defence forces of each world in the Emperor's domains. In the early days of the Imperium the vow of fealty sworn by Imperial Commanders meant that they would gather their host and come to fight in person, very much like the feudal system. As the Imperium expanded this method proved impractical and inflexible and was replaced by a tithe system.

The tithe is calculated by the adepts of the Departamento Munitorum and depends on the wealth, the industrial capabilities and the population of each planet. I can either be paid in men or in material, depending on the needs of the Imperial Guard at the moment. Each planet pays its tithes regularly, but the Departamento Munitorum can levy more tithes in exceptional circumstances to reinforce Imperial armies.

Imperial Guard units are then loaded onto transports and ferried to a war zone. While in transit, equipment is checked by the Adepts of the Departamento Munitorum to make sure it corresponds roughly to Imperial Guard standards, Commissars indoctrinate soldiers in the ways of the Imperial Creed and Inquisitors monitor the troops for any sign of unsanctioned warp-craft or daemonic possession. Sometimes

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the fleet will detour to a highly industrialised world or even a forge world to take on extra weaponry should the need arise.

Once Imperial Guard units have been raised they do not normally return to their homeworld. If victorious they are moved from one war zone to the next. Casualties will inevitably reduce its fighting capabilities to the point where it may no longer be considered cohesive and combat-ready. In that case it is merged with other units to reinforce them.

Units that have served for over ten years are usually transferred from war zones to the more prestigious armies of conquest. These battle-hardened veterans are the best the Imperial Guard has to offer and have the honour of taking new worlds in the name of the Emperor. Should they succeed they will be granted the greatest reward a soldier of the Imperium can expect, they will be allowed to settle the newly conquered planet. Usually officers become the new ruling elite while the rank and file will make up the bulk of the population.

Military Doctrine

Individual commanders usually operate independently from each other, in general at the regimental level, with general officers nomi-

nally in charge of the operation, considering communications between units is generally slow or impossible in battle due to enemy disruptions, such as smoke, suppressive fire or jamming. To counter this some units have used rough yet efficient signal techniques such as flag waving.

Offensive Doctrine

The Imperial Guard is a blunt weapon, more akin to a sledgehammer or a steamroller than a scalpel. Its doctrines are based on simplicity and brute force, the wildly divergent level of training and equipment between its constituent units making it difficult to use efficient or advanced strategies.

Officers are rarely trained to look for weaknesses to exploit and to make breakthrough and disorganise the enemy through creative manoeuvring and fire policy.

Instead they are given an immense force designed to crush the enemy under an unstoppable wave of sheer numbers, denying the enemy the possibility to react. Massive infantry assault supported by tanks and a creeping artillery barrage is an almost unstoppable force. Casualties are considered secondary to victory, making the Imperial a slow and ponderous grinding machine that squashes its enemies.

Defensive Doctrine

On the defensive, the Imperial Guard relies on successive layers to grind down and hopefully obliterate the enemy before it can reach its objectives. Defensive units are organised in concentric circles around headquarters, which in turn surround the primary objectives. This redundant system gets thicker around the edges to blunt the initial enemy assault. This method is very costly in terms of manpower and materiel but has proven quite effective.

Artillery is a prime feature on the defensive being able to smash the enemy at long range or deploy minefields to slow down its advance. Mobile forces such as tank units try to lure the enemy into killing fields, while the infantry serves as a last line of defence around vital objectives.

To Be Continued...

In the next issue of *Tactica Imperium*, we shall discuss the different branches of the Imperial Guard, and more specifically the differences between fighting branches and support branches.

HYBRID

A review of this Confrontation based board game.

by KingM

Released last November, Hybrid is the latest offering from French games company Rackham. It is set in the same world as their previous game Confrontation, and follows the exploits of a band of elite Griffin warriors who are sent to investigate the recently discovered cloning labs of Dirz the Heresiarch.

The game is played out on a modular playing board, similar to the type used by Warhammer Quest. The board being assembled differently depending on the chosen scenario. I imagine this will be appealing to many players, as it means they do not have to spend time or money on terrain building before they can play the game

In the Box



Everything needed to play the game is included in the box. The only addition I would recommend would be to get hold of a couple more D10 dice, as the game only comes with 2. The first thing that grabbed my eye was the game board; this comes in 9 modular pieces, each divided into a number of rooms and corridors. Although this makes it less flexible when creating dungeons, it does remove the chaos that often ensues when a board consisting of many separate rooms and corridors is nudged out of position. The board is very nicely illustrated, conveying the dark and slightly insane world that Rackham has created. Doors

and various other features such as trapdoors and pillars are included in the form of counters, allowing them to be placed anywhere on the game board. The doors are made from two pieces of card (the door and the base), which slot together. At first I thought these were a little low-tech and wouldn't survive the rigours of regular game play, but after assembling them and using them in a game I have to admit that they do hold together very well.

The Models



Included in the box are the models for the two war bands which feature in the game – The Griffins of the Lodge of Hod and the Hybrids of Dirz. Unlike most boxed games, the models in the Hybrid set are metal. I guess that is not that surprising, since Rackham does not currently produce any models in plastic. There are thirteen in total, five for the Griffins and seven for the forces of Dirz. Although four are about Snotling size, one is a huge troll-sized beast. The models, like all Rackham's work, are quite simply stunning, with great detail and dynamic poses. It's clear that a lot of work has gone into them, and I for one can't wait to start painting them. The only gripe I have about the models is the bases - they are the kind where you have to cut a

strip out of the top of the base to fit the tag of the miniature, which are a bit of a pain.

Also, the tags on some of the miniatures were too wide to fit into the bases, so they had to be trimmed with clippers.

Lots of Cards



The game makes extensive use of cards – there are character profile cards, event cards, action cards, army cards, aura cards and mutation cards. While only a handful of each type are used in each game, it does often become confusing, with “Where is that effect coming from?” situations often cropping up. Also included are Confrontation profile cards, so that you can use all of your new models in that game as well. In fact, the models included in the Hybrid box form great starting forces for games of Confrontation so well; you're essentially getting two games in one.

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The Rules



The only real drawback to the game's contents is the rulebook. Maybe it's the translation from the French, maybe it is the way it is structured, or maybe it is just me – but at first read through I found the rulebook to be very confusing. There are a few sentences in there that seem very strangely worded, and some of the rules that should be placed together have ended up in different sections. Understanding of this game definitely needs to be acquired by playing it, you will understand the turn sequence and how each type of card works much better that way. Happily though, the rules section is quite short (only about 20-25 pages), and a playsheet is included to assist.

The Game



There are ten different scenarios in the book, all of which follow a narrative story. The board size and the

size of the forces used starts off small and increases as you progress. For each scenario, you pick your forces up to a Rank limit (each character has a rank, which is higher depending on how powerful they are), allowing for a degree of army selection. You can supplement the models in the box with others from the Confrontation range, as profile cards for these are included.

Each turn starts by determining the Activation Sequence. This is the part of the game that I find frustrating. Players take turns allocating a numbered counter to each of their models (you are supposed to place in one the model's base, but we found it much easier to place it next to their name on one of the playsheets). The counters determine the order in which a player's models will move, with each player taking it in turns to activate the model with number 1, number 2 etc. While this does add an element of surprise and tactical choice to the game, repeating this sequence every turn is very time consuming and slows the pace of the game.



When a character activates, they must choose the action they will perform and the level of mastery with which they perform it. Actions are either Offensive combat, Firing, Moving or Defensive combat.

Each level of mastery gives the player a modifier or benefit to their

dice rolls for their chosen action. When I first saw the tables for the different levels of mastery, I found them very daunting, with a large variety to choose from. However, after using them in a game, they really are quite simple to understand and use.



After a bit of practice, the game flows well, with the one exception being the Activation Sequence mentioned above. While we initially struggled with the rules and how the cards should be used, the pace of play improved rapidly as we all became aware of how our models could act and the best options available to us. The latter turns of the game became increasingly tense as warriors started dying, and the players' choice of actions became critical to their troops' survival.

Conclusions

So all in all Hybrid is a pretty good game, and definitely worthy of buying if you're looking for a new gaming experience. It has its shortcomings, but is great value for money and provides a welcome break from 40k and Fantasy. The large variety of scenarios and scope for further expansion give it longevity and it should be a welcome addition to anyone's collection.

DEATH ON THE RIVER SALZ

A Warhammer Fantasy Battles 'Historical' scenario

by Malkav vonn Alandria and Lord Lucifer

The personal army of Count Einrich, the Elector of Nordland, was in tatters.

Few escaped the wrath of Helsnicht, too few to resist him with any measure of success.

With little hope and only the prospect of an unsung death, the determination of Einrich showed through, and he set about preparing for the inevitable second blow Dieter would undoubtedly strike.

The Elector rallied in Beeckerhoven, where a supply-line garrison was encamped, and immediately set about raising defences. Still, even with a defensible position, Einrich knew only too well that he could not hope to fight off the army of the Doomlord without reinforcements, and reinforcements were few to be found in these uncertain days.

Messengers were dispatched to neighbouring Middenland, and far Kislev, in hope that some aid may be spared and the loyalty of men to their people would be honoured, even if loyalty to state would not.

Far north in Kislev, the grim and stalwart Boyar, Grigor Kyriakin, answered the plea for help, and set out immediately with what little force was at hand.

Though it appeared god-sent good luck to the garrison of Beeckerhoven that Dieter did not follow up his attack quickly, the crafty and meticulous Helsnicht had good cause in erring on the side of caution. Through whatever arts were held by him, Dieter was aware of the Kislevite reinforcements marching with all due haste to the relief of

Count Einrich. Dieter dispatched a force to waylay the men of the North, taking time to order his attack on Beeckerhoven. This way, he was able to resurrect the fallen Imperial troops to bolster the ranks of his mighty army.

From this force he sent the Imperial Knights Einrich had brought with him to fight the Kislevites, with packs of hunting dire wolves and skeleton light-horsemen.

With that distraction attended to as well as possible, Dieter turned his attention back to the rag-tag defenders of the village of Beeckerhoven...

Overview

Whilst marching for Beeckerhoven, the army of Kislev encounters a sudden assault from an all-mounted Undead army. The Kislevites MUST get through and break the siege of Beeckerhoven. The Undead must destroy the Kislevite relief force. One way or another, it'll be a Last Man Standing fight!

Armies

The Undead

The Undead may take up to 500 points in addition to the general described later. Other than the General, no other characters may be taken.

They may only take Dire Wolves, and Tomb King Cavalry (not chariots!)

In addition, the Undead may include up to one unit of Skeletal Knights

Skeletal Knights

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	2	1	5

Skeletal First Knight

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	2	2	5

Unit Strength 5+
21 points per model.

Skeletal Knights ride Barded Nightmares, wear Heavy Armour and Shields, and are armed with Lances

Up to one model may be upgraded to Musician for +7pts

Up to one model may be upgraded to Standard Bearer for +14pts

Up to one model may be upgraded to First Knight for +14pts

The Standard Bearer may carry a Magic Standard worth up to 50pts chosen from the Vampire Counts army book.

Kislev

The Kislevite army may be up to 500 points. No characters may be taken in this 500 points, nor may any infantry be used.

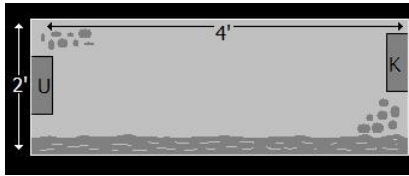
At least one unit of either Winged Lancers or Gryphon Legion must be taken.

In addition to this 500point force, the Kislevites are led into battle by Grigor Kyriakin.

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The Battlefield

The game is to be played on a space 2 foot by 4 foot.



Along one edge there must be a river, the River Salz, which is impassable.

Apart from the deployment zones, much of the edge of the battlefield should be taken up by impassable terrain (thick woods, rocky hills, ravines, etc.) to somewhat restrict the movement of the two forces.

Deployment

The position of deployment zones will depend on how you lay out your battlefield as they will be considered the 'exit points', in other words, the only parts of the table edge not covered with impassable terrain.

Wherever the deployment zones go, they may be no wider than 12 inches, and may not extend more than 6 inches onto the battlefield.

They must also be at least 30" apart (24" if you're pressed for space and like living life dangerously, you daredevil you).

Special Rules

Freshly Raised: Due to the meticulous and time-consuming rituals that Dieter Helsenicht wove in the raising of these troops, the undead army does NOT crumble when the general dies, and the Wight Lord Vrax the Despoiler CAN and DOES lead the army, despite not being a magic user.

Reinforcements

Any surviving troops from this game will be used as reinforcements in the third and final game of the Doomlord series. Make a note of which models actually live through this scenario.

Game Length

The game lasts until one army or the other is wiped out and destroyed

utterly.

Victory Conditions

The army with troops left at the end of the game is the winner.

Special Characters

Grigor Kyriakin

Grigor Kyriakin as a normal Kislevite Boyar with the following exceptions:

Stalwart – Grigor and any unit he accompanies are immune to Fear, Terror, and Panic. Grigor is also Leadership 9.

Grigor rides a Warhorse, wears Heavy Armour and a Shield, and is armed with the Kyriakin Blade, which grants him +1 attack.

Vrax the Despoiler

Vrax is a normal Wight Lord, carries the Sword of Kings, wears Heavy Armour and a Shield, and rides a Barded Nightmare.

In addition, Vrax is the general of the Undead army in this scenario, and Undead units may march within 12" of Vrax.

A CALL TO ARMS

Become an Oracle Writer!

Some of you may have read the first issue of The Oracle. We had always envisaged this as something for the whole community on Portent, and not just something written by a few old-timers.

So, if you've got an idea for an article we would like to hear from you.

What we are looking for:

Articles on almost any subject, for example:

- Tactics
- Painting & modelling projects
- Stories
- Artwork (especially for the cover!)
- Games Day/Convention/Tournament reports
- Homebrew rules, armies and units
- Reviews of wargaming products (maybe you've got a carry case that you're particularly pleased with or you've found the perfect range of paints? How about a review of the latest army book?)
- Battle reports
- *etc*



Maybe you've seen a thread on Portent Forums and you think it contains some excellent ideas. Why not try and make an article out of it (with the consent of the posters, of course!)?

Submission guidelines:

Length does not matter. It doesn't matter if your article is 500 or 5000 words. If needs be we can always edit it down or split it over several issues.

Well written articles are encouraged but we will always proof-read and spell-checks things. So don't despair if you're not the next Shakespeare!

We prefer articles with pictures and diagrams. Obviously, this is easier if you own a digital camera. If you can't submit any images with the article then don't worry, we will always be able to work around it.

As for the technical details, we prefer the articles to be submitted in *.txt, *.rtf or *.doc (MS Word) format with pictures in *.jpg, *.gif or *.png format.

How to submit articles:

You can submit articles by sending them to oracle@portent.net. Remember, this is your chance to get your ideas across to a large wargaming audience and to participate in the Portent community at the same time!

FINAL WORDS

Comments by Pete.

Please note: This page was planned for issue 1, but due to time constraints, never made it in. Yet I think it has a place here, so it's in issue 2 insted.

If you had to point the finger of blame for Portent at anyone it'd have to be me. This site, the forums, rumours (they'll be back, I swear), all primarily my fault. However, given just how much so many other people have contributed to Portent, saying that almost seems selfish. So, blame me for starting things, Nick for fixing things, Aaron for helping, the mods for keeping the forums in line, and the good folks who busted a lung or two getting Oracle done against all expectations. And by blame, I mean thank.

Somehow, this dedicated group of

gamers managed to pull together a complete webzine, and I for one think it's great. But then I'm biased. While I'm the one writing this here page, that's purely an honour given to me for owning the site. All credit is due to the guys you see on the contributors page

This certainly won't be the last edition, and I'm sure things are only going to get even better from here on out. If you've got suggestions for future editions, by all means feed them back by emailing oracle@portent.net. But most of all, enjoy.

Cheers,

Pete Closs
Portent Webmaster

Contrary to Pete's above paragraphs, you can infact blame me for the lateness of issue 2 of the oracle. I could pin some of it down to the recent downtime, but that would just be blaming Nick (A bad habit of mine!) and he's done a great job of keeping this place in one piece.

I'd like to take this moment to thank all the writers on the Oracle staff for keeping articles coming and sticking with me to the release of issue 2. Here's to many more issues!

Anseur,
Portent Oracle Publisher.
anseur@portent.net