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ISSUE # 1

FREEBOOTAZ

WEBZINE





MESSAGE FROM DA KAPTIN,

Welcome to the first issue of the Freebootaz Webzine! This webzine is brought to you by the members of the Freebootaz forum who have donated their time and talent. This webzine exists because of their hard work. A special thanks goes to Nathan Herron (CrayolaSmoker) for providing his formatting skills and for developing the layout of the webzine.

I'm sure you will find that this debut issue is packed with great information, ranging from How to Paint Faces to Tips & Tactics, as well as great stories in the Fan Fiction segment.

With the digital ink on this issue still drying, we are already looking forward to the next issue. That's where I need your help, freebootaz! Contact me, on the forum, about contributing articles, artwork, etc. for future issues. If you are not a freeboota, and would like to join this great and growing community, go to 40kradio.com and sign up today! You'll be glad you did.

So with that, I am proud to present to you, the first issue of the Freebootaz Webzine. Cheers!

BOSS EDITA UNREALG

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PIMP MY TERRAIN:

Taking Games Workshop Craters to the Next Level

By VICTOR NOVAK A.K.A. REGULATOR

Let me start out by letting you know that I will be showing off how I took the GW craters and made them look great on my own tables. But before I do that, I need to start out with a story.

About three years ago I made two gaming tables. To make a long story short, a local gaming store asked to use one of them for demos they were putting on. So, being the nice guy I am, I had no problem letting them use it. A week later the gaming store told me that the wind blew the table into the river and it sunk! They told me that they would pay me for it once I gave them a bill so they could turn it in to the insurance company. I gave them a bill for \$125.00 and waited for 3 years when I finally remembered

about the table. So I talked to the guy and convinced him to give me an in-store credit for what I had invested in the table.

So there I was, standing in the store that has very few of GW's products and was thinking of what to buy. I saw a vindicator and grabbed that. Then I looked around and saw the GW craters and thought, 'Lately, playing games of 40K I have noticed all the blown up tanks, trucks, and buildings just being removed from the table and nothing going back in its place.' So I grabbed those too.

Here's how I made them shine.



STEP 1: The Games Workshop craters look very nice but being plastic meant they would not have looked quite right on my tables.



STEP 2: So I took the left over Ballast from my tables and some wood glue and covered the crater with it. I use 2 to 3 parts fine ballast, 1 part med. ballast, and 1 part coarse ballast all mixed together. And here is what you get!



STEP 3: Then I took some black paint that I had mixed up and added wood glue to it and painted the crater. I like having the glue in the first coat. It really helps strengthen the ballast to the plastic.



STEP 4: Once that was dry I took Codex Grey and dry brushed the entire crater. Then I dry brushed just the deeper parts with Bestial Brown.



STEP 5: Then I went over the brown with a dry brush of Graveyard Earth. And after that, I went over the entire crater with a light dry brush of Bleached Bone.



STEP 6: And I top coated with a Semi Gloss!



STEP DONE!: Here is how it looks on my tables.

So in all I think the GW craters are very nice and at \$17.00 for 5 a little pricey but with a store credit why not. I might have to go back and see if they have any more to finish off my credit!

PROJECT MATERIALS

GW Mooncrater Craters	\$17.00
Woodland Scenics Ballast:	
Fine-18 cu. in. bag	\$3.99
Medium-18 cu. in. bag	\$3.99
Coarse-18 cu. in. bag	\$3.99
Titebond II Premium Glue	\$6.30
Paints:	
Chaos Black	\$3.50
Codex Grey	\$3.50
Bestial Brown	\$3.50
Graveyard Earth	\$3.50
Bleached Bone	\$3.50
Clear Acrylic Gloss Coating	\$5.49

PAINTING A PROPER ARMY

Faces of Space Marines and Orks

By Alain Sarti a.k.a IJIRO

Here's a little tutorial on painting Space Marine and Ork faces. Our sample models will be the Space Marine Veteran Sergeant and an Ork Nob, both from the Assault on Black Reach box set.

Let's begin with the tools you will need, brushes and paints. I have to echo what many people have said before: give the Winsor & Newton brushes a try. They are expensive but worth every cent. The paints I use are mainly Reaper Paints and P3 Paints, along with a few of the new Games Workshop Washes.

SPACE MARINE FACE

First up is our Space Marine Sergeant. Prime the model with your favorite primer. I suggest that you use white primer, at least on the face. The base coat is "Tanned Shadow" from the Reaper Master Paints series (Picture SM1). I am using the Reaper paints for the human skin tone because the paints are well balanced and were created to be complementary with each other, making high-lighting easier.

After the first coat is dry (wait or blow on the model), you begin adding highlights. The first highlight is "Tanned Skin" from the Reaper Master Paints series. Use a good, sharp-tipped brush so you'll be able to control

your movements. You should thin the paint down (about 1:1 ratio water:paint), but not too much, so that it won't flow into the recesses of the face.

Apply the first highlight on the higher areas, like the nose, most of the forehead and the cheekbones. Don't take too much paint on the brush, because if you do, you'll find the paint flowing everywhere. You'll notice that this layer is rather transparent, so feel free to add another layer on

top, covering even less area (Picture SM2). You'll be able to achieve a smoother blending this way, which in the end can make all the difference.

Now onto the second highlight. Use "Tanned Highlight" from the Reaper Master Paints series...it's meant to be used to complete the highlights on "Tanned Skin". Dilute the paint again with water at 1:1. Use this paint to cover only the topmost areas since it really is a light color. Similar to the "Tanned Skin" highlight, you can apply a second smaller layer with this highlight as well (Picture

SM3). Try to avoid overdoing the extreme high-lights. Practice will make all the difference.

You're almost done. You'll notice that the color doesn't look quite right. We'll need a wash to bring the color back to where it needs to go. "Baal Red" wash is from the new GW Washes series. This color really helps to add some life to the skin tone.

The first step is to apply a thinned down version of the wash using a 1:1 or even a 2:1 water:paint ratio. Apply this thinned down wash to the inner cheeks, the neck and around the mouth. Many Space Marines have implants, so you should add some thinned down wash around the implants as well.

Once the thinned wash has dried, add a layer of undiluted "Ball Red". Paint inside the mouth and around the implants. Since I wanted to make this Sergeant look really angry, I also added some on the forehead, which

[SM2] 1st Highlight: Tanned skin

[SM1] Base Coat: Tanned Shadow

[SM3] 2nd Highlight: Tanned Highlight

Faces of... (cont.)

adds a nice emotional flush to him. If a model had a scar, you should add some undiluted wash to the scar as well.

Once the undiluted wash is dry, you have only the details to finish up. For our sergeant, we need to paint his teeth and eyes. With a really good brush, painting details becomes much less of a hassle than before (at least for me!). Don't use pure white on the eyes and the teeth. Use a light beige color, like P3 "Menoth White Highlight". Put the paint on the eyes and on the teeth and let it dry. After that go back with black and put a dot in each eye, which should be enough for most miniatures.

So here's the completed face:



[SM4] *One Angry Sergeant*

ORK NOB FACE

Let's move on to the Ork Nob's face. Prime the face with white primer. The base coat for our Ork will be "Knarloc Green" from the GW Founda-

tion Paints series. Make sure you dilute this paint enough or else it will clog up the details of the face (Picture OB1).

On the next step, I like to cheat. **Wonder Wash** makes some really great inks which help save a ton of time when you need to paint many



[OB1] *Knarloc Green*

models. Using "Wonder Wash Original", I applied the wash to create shadows on the face (Picture OB2). Now there are two things to remember when using Wonder Wash inks. First, they tend to dry slowly, so give them time after painting. Second, when dry, they are very shiny. Since I seal my minis with matte varnish, that'll be no problem in the end.

After the wash has dried, it is time to start highlighting. The first highlight color is P3 "Ordic Olive". Dilute the paint 1:1 with water and apply the paint to all all the raised areas, leaving the basecoat visible in the recesses (Picture OB3). As with most greens, you'll probably have to apply two or even three coats for a good coverage. If you're unsure where to put the highlights, take your mini to a lamp

and put it directly under it. You'll see where the natural shadows fall and this can be a really helpful guide.

The second highlight is a mix of P3 "Ordic Olive" with either P3 "Cygnus Yellow" or P3 "Menoth White Base". The yellow tone will give the Ork a nice cartoonish look, which was what I went for. As with the first highlight, dilute the second highlight color 1:1 with water and apply it to the same areas as the first highlight. The trick is to leave more of the first highlight visible for a smoother blending effect. Apply a second coat to make sure you get proper coverage.



[OB3] *1st Highlight: Ordic Green*

The final step is to finish the details. I painted the eye with "Heartfire" from P3, which is enough for me. The teeth were base coated with "Menoth White Base" from P3 and I used consecutive coats of diluted (1:1 again) "Gryphon Sepia" from the GW Washes to darken the recesses of the teeth. The lips received a touch of color from a mix of purple and green. The finishing touch for our Ork Nob is a little purple wash to bring up the



[OB2] *Shading: Wonder Wash Orig.*

Faces of... (cont.)

color on the face. You can use any purple wash, though I used a Wonder Wash on mine.

So here's the completed face:



[OB4] *Old One Eye*

A well painted face can really make a mini look great. I hope this tutorial helps and inspires you to try your hand at painting some Space Marine and Ork faces!

“DON'T USE PURE WHITE ON THE EYES AND THE TEETH. USE A LIGHT BEIGE COLOR...”

THE PAINTING DESK: Citadel Alchemy: Mixing Paints

BY MATTHEW CICERO A.K.A. MALDUS

My Ultramarines were staring at me sulkily from across my desk. I had lovingly assembled them without hardly a bit of flash to assault my overly critical eye. And yet, they remained despondent in their muted black undercoat. You see, my blue-toned paints had run out, dried out or otherwise failed to impress. Since I could no longer bear their unwavering gaze of guilt, I set about repairing my paint deficiency.

While grabbing the necessary GW paints, it occurred to me that I should take this opportunity to replace not only the base colors I would need for my marines, but also those shades and highlights I would likely use over and over again. After all, lurking behind that tactical squad on my desk were the other 1800 points of marines I would be building and painting over the weeks to come! Why not prepare for them now?

So, having come up with my long term paint supply plan, I purchased all the necessary colors making sure to buy enough extra of each color I intended to use to mix up the shades and highlights. Now I should mention that for many mixed colors, I often use my pallet and simply whip up a

small batch of color. It is the larger batches of mixed paints that I wanted to prepare so that I could have consistent colors for use across my entire force. I really didn't feel like mixing Ultramarine Blue and Space Wolf Grey every time I needed to do a highlight!



ORAL SYRINGE: *This is what we are going to use to accurately mix our paints.*

side, usually in 0.2ml increments. I grabbed one and sure enough, the 5ml syringe fit easily inside the GW paint pot! Great! I could use this to mix paints with perfect accuracy! What made this even more appealing is that these syringes can be found everywhere. They are free if you ask your local pharmacist. Of course, if you have young children, you probably have a small stock already!

The next thing I needed was a few empty GW paint pots. I

As I thought about making the large batches of mixed colors, I began to worry a bit about how I would measure the various colors accurately. And here is where I found the silver lining to my son's recent need for some antibiotics. Little kids take their medicine via oral syringes sometimes. This is a small 5ml plastic syringe with clear ml markings on the

Mixing... (cont.)

happened to have a few lying around and made sure they were cleaned out with some Simple Green and hot water. I peeled off the labels and replaced them with new labels describing the mixture of paints, which I intend to put



inside each pot. Basically, I listed the milliliters (mls) of each color. I then made sure the label was printed vertically so I could still read them when I stored my paints upside down. You do store your paints upside down, don't you? A piece of tape over the label insures it won't blur or run when it gets wet.

Now, I pulled all the paints I intended to mix from my rack. My plan was to mix seven different colors. The reason I did them all at once is that several of the mixtures used the same color, this way I could get things done faster, as in a production line. Make sure you shake up your paints very well before you start mixing. You'll need the base colors to be very even. You might even consider adding some of the

terrific diluter/extender/slow-dri/spit/whatever to the base color to insure that it is very smooth.

Now comes the actual mixing. Take your oral syringe and draw up the exact amount of paint you need for your first mixed color. A typical GW pot holds 12ml of paint. For my mixed pots I typically draw up 4ml. Squirt the paint out into the correct empty pot (now you see why I labeled them first). Repeat for each pot that needs this color. Now, once you are done with the first color...run to the sink and flush the syringe in warm water. You need to run water through it then plunge the plunger down to force the water out quickly a few times, it helps clear the paint from the inside. If you wait too long, the paint will dry and you will have a mess in your syringe. It will eventually come out but we are trying to assembly line these mixtures so hurry it up!

While you are cleaning out your syringe, I'll take a second and talk about mixing ratios. I am a big fan of making things simple. The 1:1 ratio is my best friend because even I can remember to add equal amounts of two colors to my mixing pot. Sometimes you may need to mix more than two colors or two colors in other ratios. That's great! Just figure out what you need and make sure your mixing pot label tells the ingredients accurately. The only important

rule to remember is that you do not want your mixture to exceed 12ml if you are using GW paint pots. So do the math before you start!

When your syringe is finally clean and it is time to do the next color. I like to line up my colors when I am batch mixing so that I complete at least one mixed pot per color. That way, the mixing pots don't stay open too long. Once you have worked through all the colors and your mixtures are finished, take your time to really shake them up and get those colors blended. With the help of a simple syringe, you'll have all the mixed colors you'll ever need to paint your armies, safely prepared and stored in GW paint pots. And you'll be able to duplicate them perfectly when you run out! Cheers!



MEKANIAK'S CORNER:

Making a Proppa Orky Dread

By NATE H. A.K.A. TODESWIND

The Assault on Black Reach boxed set is a gamer's dream, especially for the greenskin menace. For those of us who play the greenskins, or those of us who already have a considerable contingent of marines, the boxed set may feel a bit lacking in green. This begs the question of how best to properly orkify some of that Space Marine stuff! I spent a while looking at the boxed set, and noticed that the size of the deffkopta is roughly the size of the chest cavity on the Space Marine dreadnaught... I assume that you see where I'm going with this!

Of the tools and models you will need to make my Dread, all are available from the **The Warstore**, proud sponsor of 40k Radio ("All 40k, all the time").

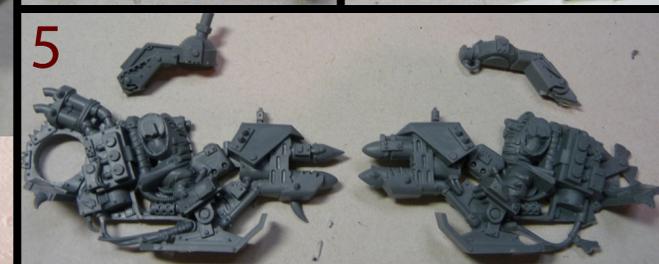
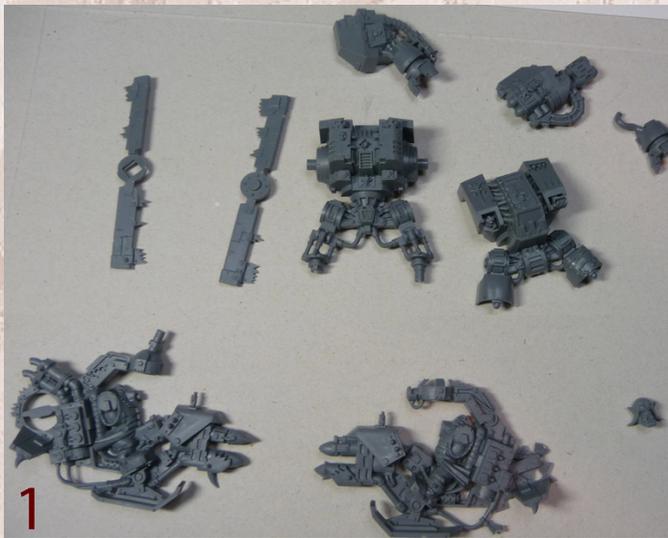
PROJECT MATERIALS

Tools:

- Hobby knife with replacement blades**
- Bone saw**
- Super glue**
- Plastic Glue**
- Clippers**
- Plasticard, 0.5mm or thicker**
- Plasticard tubing**

Models:

- Black Reach Dreadnaught**
- Black Reach Deffkopta**



STEP 1: Start off by removing the dreadnaught model bits, and bits for one deffkopta, from the sprues. I left the small bits that I'm afraid of losing on the sprues (kopta pilot arms and dread feet).

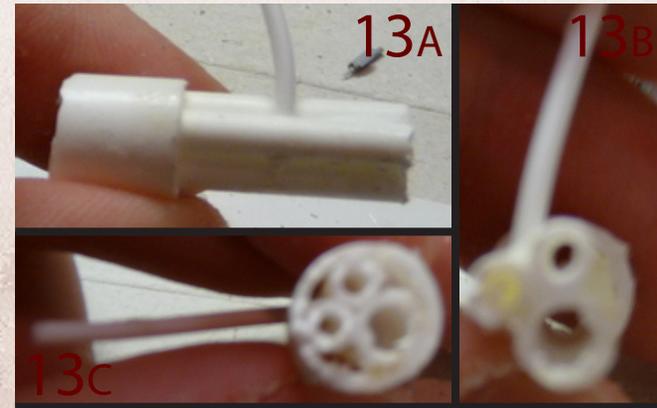
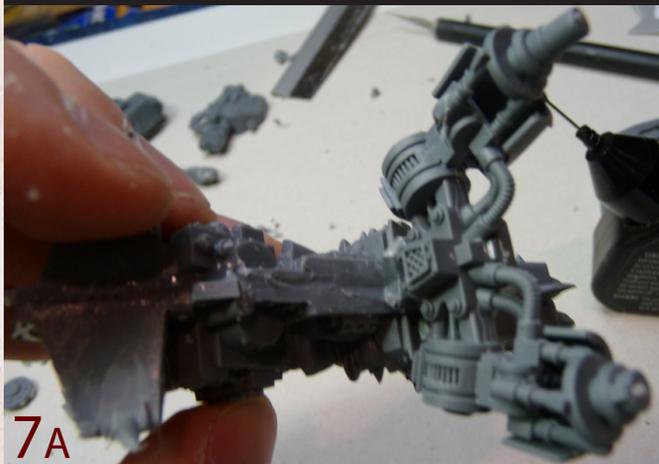
STEP 2: Remove the dreadnaught's body from its legs with the bone saw. Keep the face of the sarcophagus whole. Use the bone saw to cut the sarcophagus at its edges, separating the shoulders of the model. I also removed the icon on the right shoulder with a hobby knife, after this photo was taken.

STEP 3A, B: Remove the legs from the back half of the model with the bone saw, then cut the back of the model along the

indent next to the smoke stacks.

STEP 4: Cut a piece of plasticard to the size of the dreadnaught shoulder to cover the hole in the shoulder, then glue it in place with plastic glue (not superglue).

STEP 5: Cut the crane-like bit on top of the kopta that holds the rotor blade with the exacto knife. You will use this later so hang on to the bit.



Proppa Dread... (cont.)

STEP 6: Cut the runners on the bottom of the kopta with the exacto knife, then smooth the cut area.

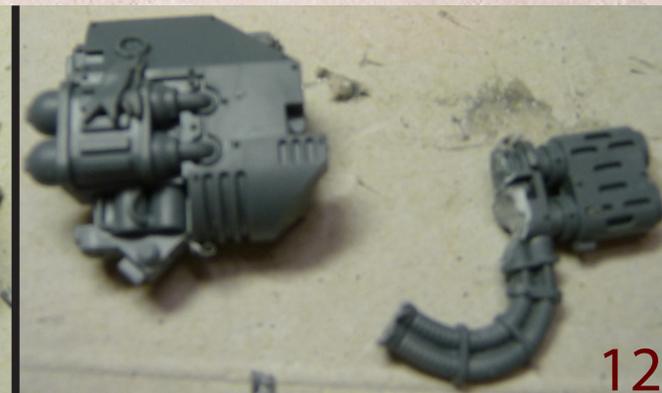
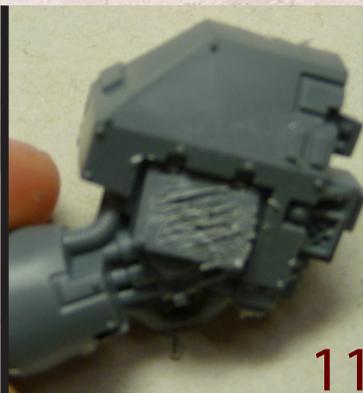
STEP 7A,B: Glue legs onto the bottom of the kopta with plastic glue. Once the runners have been removed, there ought to be a notch where the legs will fit into snugly.

STEP 8: Cut the blades of the kopta from their axis with the

clippers.

STEP 9A, B: Cut the deffkopta blades into quarters, and glue a box of them to the protruding square bit behind the pilot's shoulders on either side. Once the boxes dry, glue the shoulders onto the boxes.

STEP 10: Remove the storm bolter from the Dreadnought's Close Combat arm with the bone saw, then remove any remaining protruding bits of plastic with the hobby knife.



STEP 11: While I waited for the glue to dry I decided that the close combat arm still looked too much like it belonged on a Space Marine tank so I cut off the icon on the shoulder.

STEP 12: Using the clippers and knife, cut the melta-gun barrel from the gun arm.

STEP 13A,B,C & D: Cut off about an eighth of an inch of large plasticard tubing, and jam some longer rods of varying smaller width in the larger tube to make an orky gun barrel. Then Glue both the barrel and the crane looking part you cut off the top of the kopta onto the melta arm, to make the gun arm's kustom megablasta.

The Dread is starting to take shape but still looks a bit odd in the middle. It has a somewhat forced conversion vibe. What it needs is some orky armor plating!

How do you make that? Orks are renowned for neither their technical prowess nor their sense of



Proppa Dread... (cont.)

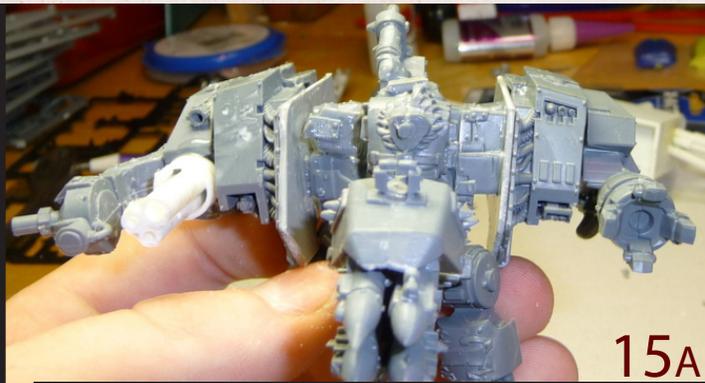
proportion. There ought to be a whole bunch of left over bits sitting on the hobby table (the runners of the kopta, unused kopta blades, odd bits of plasticard etc).

STEP 14: *Glue this together in a haphazard armor pattern over any open or exposed parts of your model. This is also a great opportunity to cover up any holes or irregularities in the model, like places where the plasticard doesn't meet with the shoulders perfectly and so on.*

STEP 15A, B: *I glued the head and arms on, but noticed that the fur on the jacket didn't really look right. I made a better fur ruff by taking a little bit of green stuff, and cutting in the same direction with the hobby knife as the rest of the flow of the fur. I also made a thin snake of green stuff to look like a wire from the head of the driver to the dread.*

STEP 16: *Glue the feet to the legs and then the legs to the base, and your dread is ready for a coat of paint.*

Congratulations - you just made an ork dread!



SPACE MARINE TACTICA:

Mobility and You, or How I Stopped Worrying and Learned to Love the Rhino

BY JOSEPH A. GIRARD A.K.A. RANCOR709

Alright so you've decided to play Space Marines and your asking yourself now what do I do. Well this series was created by the High Lords of Terra Council on Learning, to aid players with helpful insight and understanding of strategic and tactical themes present in your army.

The dawn of 5th edition has fundamentally changed the way many of us have built our army lists and deploy our forces. For marines this is no exception. The very nature of warfare has changed in 40k, do you find yourself:

- being constantly out of position?
- slow to get across the table?
- hoping for a draw when objectives are on the opponents side of the table?

Then my friend you maybe suffering Static Marine Syndrome or SMS and thousands of marine players just like you face this problem every game. Well I'm here to provide a cure for SMS and help my fellow battle brothers find the opponent's side of the table and more wins.

The cure to this terrible disease is mobility.

Your old static gun-line needs to be able to move where and when you need it. This can be achieved several ways the most basic of which is through mechanizing your force.

The Rhino

The rhino is cheap and highly effective basic troop transport. The rhino allows you to storm your troops where and when you need and has smoke launchers for free now.

The pros to this method are its points effective. They can move 10 troops across the battlefield at a time. The rhino is a vehicle that your enemy has to deal with and it has 2 firing points so your surprise inside can unload some heavy/special weapons while you ride to the objective. They

provide can provide a short term speed bump against Orcs and other assault style armies. The kit is easily accessible at your Friendly Local Gaming store (FLGs).

The cons to this method are it adds kill points to your army. Your units have to spend a term disembarking and embarking from and into the rhino. The rhino has paper thin armor and does

not offer any fire support options other than storm bolters and hunter/killer missile.

The Razorback

Another method that has been brought up and used effective is the lovable razorback. The razorback provided mobility and heavy weapons firepower in the same point's package. The razorback comes standard with twin linked heavy bolters these can be upgraded to twin linked

**"[RHINOS] CAN MOVE
10 TROOPS ACROSS THE
BATTLEFIELD AT A TIME."**

Lascannons. The transport capacity is 6 models a fair amount less than its cousin the rhino but what it lacks in carrying capacity it makes up for in firepower.

Main pros to this weapon are its heavy weapons options. The ability to move troops in combat squads without wasting space. Fairly effective points cost in terms of ability and mission role success. Can move squad to point you need it on the battlefield and provided fire support for that unit.

Cons are low model count carrying capacity to other systems. Lack of armor for a tank with such weapons specs on it. The enemy will shoot at this model as it can hurt when it shoots back. Models have to embark and disembark to get



ULTRAMARINES: *The Emperor's Finest* by Nomad77...

Mobility and You... (cont.)

into and out of the razorback.

Drop pods

Death from above, space marines have the ability to drop out of the sky with a unit called drop pods. These life support cannon shells rain down and allow you to place your units where you want them. The pods also allow you to have a hidden deployment if used in mass.

The drop pods main advantage is when they arrive you have a lot of say where they are placed. The best use of this is in combination with units that make your drop pods more accurate. Such as scout bikes with locator beacons. Or an empty pod dropped first with a locator beacon inside.

The locator beacon eliminates scatter roles as long as the pod is coming down within six inches of the beacon. Tigurius unique ability to allow rerolls of reserves allows you better control of when your reserves arrive. Drop pods now have a plastic kit from Games Workshop and can be found at a majority of FLGs.

The main cons of using drop pods is that once they drop they are immobilized vehicles and your unit has only its standard movement. So you have to deploy with pods carefully and make sure they arrive where they need to be. Timing of the pods coming in can be a major issue if the entire army is deployed this way without a unit like Tigurius (see above).

Bikes

Another option we will discuss is the ability to field an army comprised of bikes. Placing a

captain on a bike allows bike units of 5 bikes to count as troop choices. This allows for a unique take on mobility and firepower of a unit that is very points effective.

The pros to bikes are they are scoring and they are very fast. Few things in the marine codex can boast this combination. Bike units have a 1+ toughness over standard marines so they are harder to kill, and the ability to go flat out gains them a 3+ cover save. Bike squads can have two special weapons in the unit and can have an attack bike which can be either anti-infantry or anti-vehicle. They allow you to perform hit and run on the target and can allow for last second objective grabs.

The main cons to bikes are they are not overly effective in hand to hand. Smaller squad sizes and lack of long range heavy weapon are also a drawback. The army will have a smaller model count then if you took traditional tactical style squads due to higher points cost for basic model, making the army more expensive to create. My personal belief is that mobility in the army is the key. The delivery system for the mobility should be a combination of some or all of methods I described. The more mobile your army is the more your opponent will have to react to

you. Any Eldar player will tell you speed kills and I have found that a mobile marine force is mighty indeed. Remember as marine players we are usually out numbered on the field so the ability to move our forces on the field can allow

us to outnumber our opponent at the point of attack. Any army that can move can maneuver. And when you can maneuver the opponent has to react to your movement or be destroyed by them. This provides you with the advantage of tempo, turns spent reacting to your movement are turns the enemy isn't executing his plan.

With some mobility built into your army you too will be amongst the happy marine players who have stopped there SMS right in its tracks. So this year get your marines out and moving because a static army is a target.

Remember the Emperor protects just not in the same spot twice.



ABHOR THE WITCH: This was drawn by the forum's artist, Klaus-masterflex.

SPACE MARINE TACTICA:

A Guide to Mechanized Marine Tactics in 5th Edition

By SPACECURVES

Hello fellow servants of the Emperor! The following article is a tactical guide I wrote up. I find that many Space Marine players have not adjusted to 5th Edition fully, and still try to play the footslogging "Las-Plas" archetype of old. I think that to be competitive, a Space Marine army must be mechanized - meaning almost every Infantry squad is in a transport. When you master Infantry-and-Rhino tactics, you'll maximize the strengths of the 5th Ed. Space Marine army. Below are some Rhino tactics I've found to be effective:

Hide your Tactical Squads:

When facing Lash of Submission or lots of low AP firepower that will decimate your Tactical Squads, start the game inside your Rhinos. You can have your Elites and Heavy Support choices take out the most dangerous units while your Rhino shielding lasts, during which time the Tactical Squads' heavy weapons can be shooting out of the Rhinos. If your army is more up close and personal, use the Rhinos to close the distance and unleash close-range fire from the Tactical Marines.

Rhinos as assault delivery platforms:

Yes, it's not 3rd Edition anymore, but a slightly delayed "Rhino rush" still works great. First turn, drive toward the enemy 12" and pop Smoke Launchers. Second turn, drive 12" right in front of your intended targets... and do nothing else with the

vehicle. Stay in the Rhino and be patient. If the enemy doesn't destroy the Rhino, hop out next turn and charge. If they do destroy the Rhino, no big deal! If they roll a 6, you will take S 4 hits, and might lose a Marine or two. You'll need to take a pinning test, but the chances of failing a Ld 9 check are low (16.65% chance of failure for those "mathhammer" adepts reading this). The bottom line is that practically nothing bad happens to T 4 units in Power Armor if their transport dies. If your Rhino gets destroyed, disembark such that the wreck blocks line of sight from other would-be attackers. Even if it explodes, you are entitled to place a crater that grants cover!

Use the Rhinos defensive capabilities:

Rhinos may only have front/side armor of 11, but Smoke Launchers can stop a Railgun as easily as a Heavy Bolter. Multiple Rhinos working together can cross long stretches of open terrain. Let's say you have to cross a 30" stretch of board where there isn't even a hedge to hide behind. First turn, move up 12" and have one Rhino position itself sideways and pop its Smoke Launchers. Have the other two Rhinos tuck in behind it. Now, the first Rhino gets cover from its Smoke Launchers and the other two get cover from the first one. Next turn, move up again but have one of the back Rhinos take the front spot and use its Smoke Launchers. By alternating the



NOMAD77

THE RAZORBACK: The Rhino's heavy cousin, by Nomad77...

A Guide to Mech... (cont.)

lead tank you can ensure you are always cutting the enemy's hits in half. Against a competent opponent you will of course still lose one or two of the Rhinos, but this tactic gives you the ability to cross an otherwise fatal no-man's land.

Rhinos contest objectives:

Most everyone is familiar with this one, but it bears repeating. Empty Rhinos are still valuable assets. Drive them onto enemy objectives and force your opponent to spend anti-tank shots on them or risk losing those objectives.

Rhinos grant extra movement to squads:

Let's say you have a squad about 12" away from an objective. There are no transports within 8" of the squad, so they can't walk, embark, and then have the transport move them to the objective. But, if they move 6" toward the objective after a Rhino drives up between them and the objective in such a way that they are within embarking range for the squad, they can get inside the Rhino. A squad's position inside transports is measured from the edge of the vehicle hull, so your squad has effectively gotten free movement equal to the length of the Rhino + 2" for embarking. Not to mention they are now safe inside the transport. Furthermore, next turn, when they disembark they can get almost another 3" of free movement (disembarking within 2" of the access points, plus their base widths).

Tank Shock enemy squads:

Even Rhinos without guns can be dangerous. Most armies are relatively immune to "Leadership attacks" as I call them, but even a small chance of breaking a squad is a useful tactic.

Tank shock is much safer as only models you actually pass over can choose to do a death or glory attack. So just avoid the Melta-Gun trooper in an enemy squad, and you can force that Leadership check safely. A side effect of Tank Shock that many people forget is that if you end your move where the enemy squad was located, you force them to displace to either side. You can use this to force enemies to "bunch up." Tank shock the left half of a unit and all the enemy models will end up packed on the right side, ripe for template and blast weapons.

Build Rhino walls:

Rhinos also make excellent walls to cut off enemy line of sight or movement. This one's a no-brainer; just use your Rhinos to form a wall where you don't want your enemy to move. This is true for all vehicles of course, but it is especially true for Rhinos because a mechanized Space Marine army will have 3 to 4 of them to work with. This is an effective way to delay approaching enemy assault troops. Vehicles moving quickly are difficult to bring down in melee, so a well placed Rhino wall can make a big difference against opponents such as Orks and Tyranids.

Use Rhinos for a drive-by:

You can use your fire point to shoot heavy weapons out at long range - but instead you can fire out of the hatch moving at combat speed to great effect. As long as the Rhino doesn't move more than 6", two models can shoot out of the hatch (counting as moving at cruising speed, so no drive by Multi-Melta kills); and if your squad

is that close to the enemy, they better be packing either Flamers or Melta-Guns. If the squad has Melta Guns and you want to shoot at a tank, it's often best to stay inside the Rhino (the rest of the weapons can't hurt the intended target anyway). The advantage to staying in your

"EVEN IF IT EXPLODES, YOU ARE ENTITLED TO PLACE A CRATER THAT GRANTS COVER!"

transport to shoot, rather than getting out, is that your squad still has the protection of the transport. Until the Rhino is brought down, the passengers can't be charged or shot; this is often an advantage worth sacrificing some bolter shots for - especially if the squad is a scoring troop choice! Knowing when to disembark and when to stay inside the transport is an important part of Rhino tactics.

What about Razorbacks?

Well many of the above tactics work just as well with Razorbacks, but I find that overall, razorbacks are usually inferior to Rhinos. Spending points for a Twin-Linked Heavy Bolter sounds awesome, but the advantages of the Rhino outweighs this. Transports should be moving 12" most turns, making the gun on it irrelevant. Razorbacks can only hold half of your full squad, leaving the other Combat Squad "naked and vulnerable" (say, if the enemy has Lash of Submission or Plasma Cannons). Razorbacks don't have fire points, so you can't use the Rhino's drive-by tactic. Also, the base points saved for taking four Rhinos instead of four Razorbacks can get you two Combi-Weapons! Every point is precious.

ELDAR TACTICA:

Breaking the Green Tide: An Eldar Player's Guide to Defeating Orks

By WESTON HOPKINS A.K.A. ELDRAMESHA

This guide is broken into two sections. In the first, I'll compare the two armies and suggest general tactics. In the remainder, I will discuss each Ork unit and how best to kill it.

The Ork army presents a fundamental challenge for an Eldar player to defeat. They are numerous and difficult to force to ground. They will try to outlast you. An Eldar army that gets caught in a slugfest will end up losing in almost all cases.

Eldar have the advantage in several areas. We have very solid firepower, far more reliable than anything Ork players can take. We also are considerably faster, both in terms of movement and initiative should it come to that. Eldar leadership is also more consistent, but not necessarily better.

While we are skilled, Ork players have the Waaaaaghhhh to back them up; Large numbers of individually uninspiring soldiers, together forming up as a wall of fearless attacks! Orks simply out-volume us to death, so it becomes necessary to become even more preemptive and surgical than normal; destroying as much of his momentum as possible, as momentum is what

makes Orks so dangerous. Let them get moving and they steamroller you. Stop that motion, and the day is yours.

What does this mean? It means packing in missile launchers, and as many other templates as you can. This is a time to give that Fire Dragon Exarch the Dragon Breath Flamer. This is when you take Swooping Hawks en masse. Use mobility to put volume fire where it hurts most, and leave the Wraithguard in the garage.



DIRE AVENGERS: *Fantastic work, created by Eldanesh...*

It is worth noting that many of the Ork specialists have limited numbers and are thus less able to maintain Mob Rule, making breaking or forcing them to ground a viable option.

That being said, on to a case by case tactica.

Warboss: The main thing to watch out for is the higher than average toughness. Toughness 5 can be very hard to handle in close combat for Eldar troops. The best choice for taking him down would be to use Harlequins if you need to engage close. At range, he is much less of a threat and can be taken down by the myriad high strength firing options. Remember that unless the Ork player upgrades his armor, the Warboss

only has a 6+ save. Use this to your advantage. Rangers can make short work of him on his own, though what self respecting Ork player would field a lone Warboss I can't say. Be wary also of his ability to take Nobz as a troop choice, as they are far more difficult to dislodge from an objective than a squad of Boyz might be.

Big Mek: More of a threat, as his level of ranged fire power is considerably higher. Shokk Attack guns, if lucky, can make short work of Eldar units.

“AN ELDAR ARMY THAT GETS CAUGHT IN A SLUGFEST WILL END UP LOSING IN ALMOST ALL CASES.”

The real threat here however is the Kustom Force Field. It can cut the effectiveness of volume fire considerably. It does not protect against plasma missiles combined with Crack Shot, further enforcing the utility of the Eldar Missile Launcher wielded by a Dark Reaper Exarch, when dealing with Orks.

Weirdboy: The Weirdboy's powers make him mildly dangerous, though his randomness counteracts his overall usefulness. He can be quite dangerous if he rolls the right power at the right time, however. He is not especially dangerous in close combat, even with the powers that activate a power weapon, due to his low number of attacks.

Breaking the Green Tide... (cont.)

Nobz: Nobz are proportionally more dangerous than regular Boyz, thanks to their typical armaments, large numbers of attacks and twice the wounds. Deal with them at range, or use any of the Eldar's assault specialists as they all have higher initiative. Banshees work better on these than normal Boyz, due to the Nobz' limited squad size. The key with these is to hit them before they hit you!

Meganobz: Take a Nob, give him a 2+ save and make him slow. Were it not for their ability to take transports, they'd be a minimal threat. Deal with them with power weapons, Fire Dragons or Fire Prisms.

Burna Boyz: These are more dangerous than most Ork troops, so keep them as far from your Guardians and Rangers as possible. They burn through anything with low save, and cover saves do no good.

Tankbustas: Keep them away from your vehicles, which given the Eldar's speed, should not be hugely difficult. Use volume fire to eliminate them. These are more dangerous if you are running a vehicle-heavy army. Against a foot horde, they pack less punch.

Lootas: Who's idea was it to give a bunch of Orks Autocannons? Unlike most Ork units, these should be engaged immediately and annihilated. The volume of fire here can tear up just

about any unit in your arsenal in a short amount of time, and even a Wraithlord will have a hard time taking the punishment. Warp Spiders can be quite efficient at getting to and killing these guys.

Kommandos: Ork Boyz that can infiltrate. Annoying to be sure, but not as dangerous as most of the other Ork elites. Use Swooping Hawks or a Farseer in the rear to drop a template on them and mop up what remains.

Boyz: These you need whittle down to the point where you can break them, or annihilate them altogether. The main danger here is getting caught in a slugfest you can't win. Wraith troops are in particular danger of this. At range, most any weapon will do, the more shots the better. When dealing with 'Ard Boyz, break out the plasma missiles.

Gretchin: If ever there was a unit begging more for an Eldritch Storm, this is it. Engage with volume fire and watch them liquefy.

Trukk: Most weapons in the Eldar arsenal can tear gaping holes in the sides of these things. The danger is that they get a fair size squad of Boyz closer to you faster. Engage the Trukk at

range and force the Boyz to walk through a hail of fire.

Stormboyz: Regular Boyz that move twice as fast. Same tactics apply, but put suitably higher on your kill priorities due to their speed.

War Buggies: Shuriken catapults can inflict fatal hits on these things. Not a lot to worry about here.

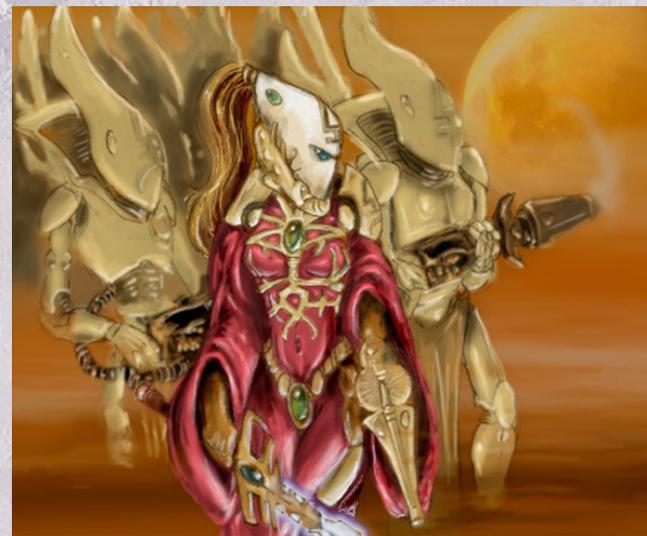
Warbikers: The 4+ cover save can be irritating. Reapers with the Crack Shot/Missile combo or the various heavy flamer substitutes. The higher toughness can be a problem, though heavy weapons can help. Threat level here is proportionate to the number fielded.

Deffkopta: These are quite fast though more fragile than Warbikers. They are better armed though more expensive. These will get close fast and can do a lot of damage quickly. Kill them as fast as you can.

Battlewagon: These things are a lot like a Leman Russ, if a Leman Russ were outfitted at the Goodwill and driven by meth-addled

soccer hooligans. Depending on equipment, the threats from these things are many and varied. Brightlance them from the front, or hit them

"IF THERE WAS A UNIT BEGGING MORE FOR AN ELDRITCH STORM, THIS IS IT."



WARLOCK WITH WRAITHGUARD: Another great work of art from Eldanesh...

Breaking the Green Tide... (cont.)

with other heavy weapons from the sides. Be prepared to deal with whatever it is carrying, as most of the time it will be carrying a large unit along with the rest of its armament. The main trick here is simply to blow it up outside its own engagement range.

Deff Dread: Treat this as you would any other dreadnought. If it is equipped for assault blow it up at range. If it is not, hit it with just about anything from behind. Warp Spiders are a distinct possibility here, due to their ability to get in and then run.

“[GHAZKULL] IS LIKE ELDRAD - THE ORK’S BEST ARCHETYPE TAKEN TO LUDICROUS EXTREMES.”

Killa Kans: The best shots in the Ork army though they still hit only 50% of the time and are fairly weak in close combat. Engage with Harlequins or most any anti-tank weapons.

Big Gunz: These operate like any other artillery, so drop deep striking units near them and carve them up.

Looted Wagon: The only thing truly making this more dangerous than a Trukk is if it is equipped with a boomgun. Its low armor makes it a much easier prospect to deal with than a Battlewagon. Take it out with a Fire Prism or Krak Missile from outside its range.

Kaptin Badrukk: Engage with AP3 or better



weapons from as far away as you can, or engage with power weapons or the Avatar up close. The fact that he only ever leads Flash Gitz makes him less dangerous, as he won't have a large squad to back him up. Dark Reapers can work wonders here.

Ghazkull Thraka: This guy is like Eldrad - the Ork's best archetype taken to ludicrous extremes. Bombard him with high AP templates, as he will almost never be alone, or engage him with an Avatar or Autarch with plenty of back-

up. There's a reason this guy keeps surviving. He also turns one unit of Nobz or Meganobz into a scoring unit though he has to sacrifice a squad of Boyz to do it. Take as much advantage of the lesser numbers as you can, albeit of small comfort should Ghazkull successfully attack your lines.

Mad Dok Grotsnik: The main danger here is the Cybork Bodies he can liberally bestow on the Ork player's army. He himself is fairly hard to kill, and can wound even a Wraithlord with relative ease.

Breaking the Green Tide... (cont.)

Engage armies lead by him with a lot of volume fire. Invulnerable saves can fail just like anything else!

Wazdakka Gutsmek:

This guy can make a unit of Warbikers a scoring unit. In addition, he's tough and fast. Hitting with Krak Missiles from a Reaper Exarch should slow him down some. Harlequins or Shining Spears might also be useful here.



WARLOCK: *Blue Eldar Warlock, by Eldanesh*

Old Zogwort: This guy can chew through a Wraithlord without even trying, so keep away as best you can. He can also turn characters, Warlocks, and Exarchs into squigs if he rolls well. Use Mind War to beat him at his own game, or destroy him at range. Tank Shocking him may also work, as he has no real way of countering armor.

Boss Snikrot: He's not hugely dangerous by himself though he can cause havoc with his ability to get behind your lines. He's not particularly tough however, and even a lucky Warlock can potentially solo him.

Boss Zagstruk: Similar to Snikrot, he can get behind your lines and do fairly serious damage if left unchecked. He's considerably better armored than Snikrot, though charging him first takes much of the punch out of his tactics.

In conclusion, dealing with Orks is similar to dealing with any other enemy of the Eldar. Pick your fights where the enemy has weak points and cut them to pieces. Avoid protracted fights of any kind, and make the best of every unit you have. Remember that the Orks in general don't have many reliable long range weapons and have poor armor for the most part. Much of the Ork player's game is psychological, as seeing that many troops on the table at once has a negative effect on your confidence. Banish as best you can thoughts of failure. Keeping a level head is your first and best defense against the Green Tide.

SPACE MARINE TACTICA:

A Guide to Mechanized Marine Tactics in 5th Edition Pt. II

By SPACECURVES

Hello again fellow Astartes! Here is a tactical guide I hope will be useful as you launch yourself into battle. Vehicles are much more durable in 5th Edition. This change means that many of the old ways of dealing with enemy vehicles are no longer effective. Know no fear, brothers, for Space Marines have plenty of new tricks with which to defeat the traitor, the heretic and the xeno.

Why the Old Ways Don't Work

Most Space Marine players are used to relying on some static heavy weapons platforms for their anti-vehicle needs. Devastator squads, Predator tanks bristling with lascannons, and six man lascannon-plasma gun tactical squads were staples of most lists. (We'll just ignore the days of assault-cannon spam.) In 4th Edition, a Penetrating Hit destroyed a vehicle 50% of the time and there were no vehicle cover saves. Also, transports were little more than rolling death-traps, so you rarely had to worry about being rushed by vehicles containing enemy assault troops.

Things have changed greatly with 5th Edition. Penetrating Hits now destroy vehicles only 33% of the time. Glancing Hits won't destroy a vehicle at all unless the shot is AP1, the vehicle being hit is Open Topped or the vehicle has already been stripped of all weapons and immobilized! Nearly

half of all incoming fire is now being negated thanks to the availability of vehicle cover saves. Finally, embarked troops have a pretty high survival rate when their transport is destroyed, so mechanized tactics are now useful again.

Further changes have rendered the old lascannon firebases obsolete. You can no longer take a heavy weapon on tactical squads with less

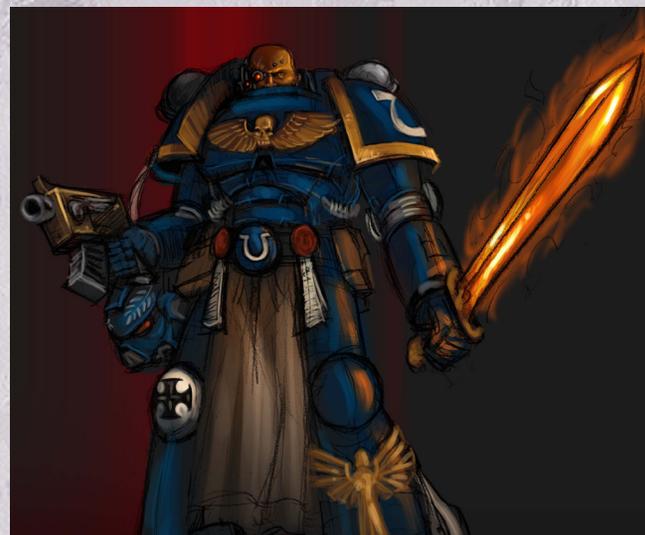
than ten members, so it is harder to build up a firing line of lascannons. Also, predators with lascannons are now proportionately much more expensive than alternatives. Lastly, 5th Edition permits and encourages a much larger degree of movement with the increased abilities for armies to run, outflank and deepstrike. It is now far easier to outmaneuver and overwhelm any static target. This means that gun lines are somewhat less effective.

Lascannon Example:

Let's examine the effectiveness of a lascannon versus a vehicle in

5th Edition. A tactical marine with a lascannon is firing on an Armor 11 target that happens to be in 4+ cover...about as light a target as you can hope for these days!

The BS4 marine needs a 3,4,5,6 to hit, so a 2/3 chance of hitting. If he hits, the STR9 lascannon will penetrate on a 3,4,5,6 and glance on a 2. Glancing Hits can no longer destroy so let's ignore that possibility for the moment. If you get a Penetrating Hit, there is a 1/3 chance that you destroy the target. But, we said the target was in cover, so there is also a 1/2 chance the shot bounces off. The chance you destroy the target with a lascannon shot is therefore:



To ME MY BROTHERS!: Lovely sergeant drawn by our very own Nomad77...

2/3 (chance to hit) *
2/3 (chance to penetrate armor 11) *1/2
(chance the opponent makes a 4+ cover save)
* 1/3 (chance to get a destroyed result) =
4/54.

This is about a 7.4% chance to blow up the target. This means that on average you'll need 14 lascannon shots! To kill a single armor 11 target in cover!

This is why Devastator squads and Predators just don't pack as much of

A Guide to Mech Pt II... (cont.)

a punch anymore. Obviously if you change the weapons to missile launchers, or increase the armor of the target, the odds get even worse. Even if the target is sitting in an open field, the chance is only about 15% or 1 in 7!!

Mobile Multi-Meltas

Now before you all renounce the Emperor and start an Ork army, there are new tools at hand for our salvation! The first I'll describe is the most effective, Mobile multi-meltas.

Multi-meltas are now the anti-vehicle weapon available to Space Marines. It will, on average, penetrate a Land Raider with every hit within 12 inches. Even better, it is AP1, so you will have a 50% chance to destroy a target with each Penetrating Hit. Also, they are far easier to get in large numbers than lascannons or missile launchers, which makes the choice even easier.

The main weakness of a multi-melta is its range. 24 inches doesn't sound like much, especially when you note that to kill battle-tanks you really need to be within 12. This does indeed mean that a Space Marine on foot should not be

given a multi-melta. He will probably never get close enough to fire it at full effect. So let's focus on mobile multi-meltas instead.

Land Speeders:

A Land Speeder with a multi-melta is a classic anti-vehicle choice for Space Marines, but now they shine more than ever. They can move 12" and still shoot one weapon since they are Fast. This gives you an effective Land Raider killing range of 24 inches, which is plenty far enough.

Attack Bikes:

They are cheaper than Land Speeders, have the same movement, and are more durable against weapons such as autocannons. To some extent it is a matter of preference whether you choose to use Land Speeders or Attack Bikes, but most ex-

**"THERE ARE NEW TOOLS AT
HAND FOR OUR SALVATION!"**

perienced players agree Attack Bikes are slightly better. They can get cover saves more easily, are



NOMA077

A Guide to Mech Pt II... (cont.)

cheaper, and in a pinch, can charge a target with krak grenades if the multi-meltas fail to finish the job.

Dreadnoughts:

While not nearly as fast as Attack Bikes or Land Speeders, Dreadnoughts are an amazingly cheap way to get anti-vehicle firepower into your army. Don't be tempted by that expensive twin linked lascannon option, stick with the free multi-melta! Stock Dreadnoughts with a multi-melta can move and shoot vehicles to pieces and can also serve the classic role of "tarpitter" against those hordes of enemy troops with little to no anti-vehicle capabilities.

Land Raiders:

Every Land Raider variant can take a cheap multi-melta...and really, you'd be crazy not to buy it! Machine Spirit allows you to shoot a weapon at a separate target so even if you've chosen a Crusader or Redeemer, you'll never be forced to waste that anti-vehicle shot on an Ork.

A Note on Meltaguns:

Meltaguns are just as destructive as a multi-melta if you're within 6 inches of your target, but it is unwise to rely on them for anti-vehicle firepower. In the current Space Marine Codex, if you have meltaguns, they are probably carried by a tactical squad. A general philosophy that applies to all armies, is to keep your anti-vehicle and anti-infantry weapons in separate units. If you use your tactical squads to go tank hunting,

you're wasting 9 of the guys in the squad. Even if you Combat Squad, you are still wasting 4 guys! Arm tactical squads with plasmaguns or flamers and have them shoot at enemy infantry. Leave the tank busting to the units mentioned above. Meltaguns look tempting, but don't be tricked! Most armies would sell their souls to the warp to have their troops armed with bolters...so use them!

Power Fists and Grenades:

Vehicles are now much more vulnerable to close combat attacks. Skimmers are no longer only hit on a 6 all the time and melee attacks always hit the rear armor of a target. This means that close combat ant-vehicle weapons are a useful tool to have in your army. Powerfists and

melta-bombs will make short work of most vehicles they hit. However, remember that vehicles moving over 6" require 6's to hit.

Important to remember is that all Space Marines have krak grenades, and most vehicles have a rear armor of 10. This means that your tactical squads can easily kill most vehicles in assault. Don't forget this option! It shouldn't be your first plan, but if your Land Speeders go down in flames and your heroic Veteran Sergeant with a powerfist gets sniped, it can be a game saver.

So fire up those multi-meltas and prime the grenades, brothers.

Good hunting!

**"EVERY LAND RAIDER VARIANT
CAN TAKE A CHEAP MULTI-MELTA...
AND REALLY YOU'D BE CRAZY NOT
TO BUY IT!"**

MISSION:

Open With Caution

By DAN H. A.K.A TRICHLORO

Deployment:

12 inches from long board edge. Deploy At least one troop choice and HQ. You may deploy any other troop choices and any fast attack choices. Rest of the army comes in round 1 using normal reserve rolls to see what is available.(4+ to see if it is available round 1 and 2.)

Special Rules:

Reserves, Deep Strike, Night fight 1st round only.

Setup:

Place 5 counters on the table. On the bottom of 4 of the objectives label the same on the bottom (ie: all of them labeled as A) and the other one should be different (ie: B). This should be hidden from the players. These counters should be placed along the center of the board in a straight line about 12 inches apart. With one exactly in the middle.

Objectives:

Most battle points win the match.

The objectives are containers that fell from a transport that has been shot down and crashed nearby. You are trying to retrieve valuable items from one of the three items that fell. To capture an objective you must come in contact with it in the movement phase. You may choose to open the container in the shooting phase and therefore cannot shoot. You may operate normally in assault phase.

When opening (uncovering) an objective, if an A shows up, the container explodes. Every model within a 6+d6 inches of the container takes a 5 ap- hit. All units hit by the explosion must pass a leadership test. This test is taken with a negative to leadership equal to number of models killed. If this test is failed the unit goes to ground (not pinned, therefore affects fearless units.) If the objective with a B shows up you have found the item you are looking for and you must take it back to your deployment zone.

Only valid scoring units may open/carry any objectives. The objective counts as one model for purpose of taking into a transport.

Battle points:

- +4 for getting the objective back to you deployment zone and have control of it at the end of game
- +3 for having the objective in your possession at the end of the game, but not in you deployment zone
- +1 for "opening" any objective (3 total points possible, 1 for each objective)
- +1 for kill enemy HQ
- +1 for each table quarter you control at the end of the game
- 1 for losing each troop choice you have (1 point per force org chart slot, or items that would count as troops but don't take up a force org chart)

NEW UNIT:

Dark Apostle Rules

By WESTON HOPKINS A.K.A. ELDRAMESHA

I found it possible to make something that looks vaguely like a Dark Apostle in the current Chaos Space Marines codex but it was still lacking in terms of effect. So I decided to take what a Chaplain does in the new Space Marines codex (which is incidentally, the same thing he's done for awhile now) and "chaosify" it.

The background and intent of my idea here is to generate a Dark Apostle. A Dark Apostle is a former Chaplain (specifically of the Word Bearers Legion) who having renounced his vows to the Emperor has begun the worship of Chaos. The Word Bearers Primarch, Lorgar, was the primary example of what a Chaplain should be.

More than simply a good fighter and commander, he is an exceptional presence on the battlefield. He inspires all those around him to fight to the limits of their abilities and beyond. In the case of Loyalist Chaplains who are based on the model of the pre-Heresy Word Bearers' Chaplains, this takes the form of administering to a battle-brother's spiritual needs and ensuring that he remains loyal to the Emperor even in the worst of circumstances.

A Dark Apostle has a function similar to Loyalists Chaplains. He ensures that those under him follow the Dark Powers, of Chaos Undivided in particular, to the best of their abilities. The price of failure to do so, being that they are Astartes and "evil," is not a pretty thing. He also generally leads a war band of fairly substantial size.

The question then is how to generate such a character without it being broken or overpowered. I intend to generate a character that has the characteristics of both a Loyalist Astartes Chaplain and a Chaos commander of some kind.

The methodology for making a Dark Apostle is easy - I start with a Chaplain.

In 5th Edition the Chaplain has the following stats noted below (pulled off the GW website); I also cross-checked the information against the various spoiler threads from Bell of Lost Souls and so forth:

	WS	BS	S	T	W	I	A	LD	SV
CHAPLAIN	5	4	4	4	2	4	2	10	3+

He has a full Grenade set, a Bolt Pistol or Boltgun, Rosarius, and a Crozius Arcanum. He is further endowed with the Litanies of Battle and Honor of the Chapter special rules.

Now the question of what he does. The Crozius Arcanum is a badge of office and also happens to be Power Weapon. The Rosarius gives him a 4+ Invulnerable save. Litanies of Battle do what they have always done with the re-rolls and Honor of the Chapter makes units he joins Fearless.

So in order to generate something that is accurate to what a Dark Apostle is said to be in the fluff, we need to take the Chaplain idea and "chaosify" it without breaking the game in the process.

First, statistically speaking a Dark Apostle is the leader of a war band so he should be treated as such. However, he is based off a support character and thus should probably not have the stat line of a Chaos Lord. Rather, I will change his stat line to that of a Chaos Sorcerer:

	WS	BS	S	T	W	I	A	LD	SV
SORCEROR	5	5	4	4	3	5	3	10	3+

So now we have the base stat line. Now on to his equipment - he has a Bolt Pistol and full set of Grenades like all of his brethren but instead of the Sorcerer's Force Weapon he has a Cursed Crozius.

The issue of whether or not Dark Apostles are Psykers is tricky. Normal Chaplains aren't Psykers but in the Black Library novels dealing with Word Bearers, most Word Bearers have strong connections to the Warp with the

Dark Apostles seemingly manifesting odd abilities and powers. They are more subtle however than the likes of a bolt of energy from a regular sorcerer and thus I don't believe they should be

"THE METHODOLOGY FOR MAKING A DARK APOSTLE IS EASY - I START WITH A CHAPLAIN."

Dark Apostle Rules... (cont.)

considered technical Psykers.

They inspire their troops to commit horrendous atrocities with little desire for personal safety. Word Bearers are generally described as very fatalistic with these traits, even spreading like a disease to their slaves and followers if the novel Dark Apostle is taken as canon, which I generally do. However, they only tolerate true believers, so I think something a little different from the Chaplain's Honor of the Chapter is in order.

This is what I came up with following the above methodology:

A Dark Apostle is an HQ choice in a Word Bearers army with the following profile:

DARK APOSTLE

160 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Apostle	5	5	4	4	3	5	3	10	3+

Unit Type:

- Infantry

Unit Composition:

- 1 Dark Apostle

Wargear:

- Bolt Pistol
- Frag Grenades
- Krak Grenades
- Cursed Crozius
- Personal Icon

Special Rules:

- Independent Character
- Fated
- Herald of the Dark Gods
- Litanies of Blasphemy

Options:

- May take:
 - plasma pistol +15 points
 - melta bombs +5 points
 - bike +30 points
 - wings +20 points
- May replace all wargear except Personal Icon and Cursed Crozius with terminator armor and a twin-linked bolter for 15 points.
- If equipped with Terminator Armour may replace twin-linked bolter or melta bombs with:
 - combi-weapon +5 points

Special Rules

Independent Character, Fated, Herald of the Dark Gods, Litanies of Blasphemy

Wargear

Cursed Crozius: This is a Power Weapon allowing re-rolls of failed to-wound rolls.

Special Rules

Fated: Marked by Lorgar and Chaos itself, the Dark Apostle is destined for great things. This confers a 4+ invulnerable save to the Dark Apostle.

Litanies of Blasphemy: The Dark Apostle as well as any unit he joins re-rolls failed to-hit rolls on any turn he charges into assault.

Herald of the Dark Gods: Any unit with an Icon of Chaos Undivided is considered Fearless as long as the Dark Apostle is on the field. The Dark Apostle's Personal Icon confers Fearless to any unit he joins.

NEW UNIT:

Beerguard Keg Bearers

By Dick Schmidtling a.k.a. NINEAND90

Jimmie, at the direction of Fenris' Sons, then brewed and fermented the first barrel. And after thirty days and thirty nights Jimmie and his brothers drank, and they saw that the brew was good and they felt that the blessing of The Emperor was upon them and they rejoiced, and so was the founding of Jimmie's chapter.

And Lo, Jimmie preserved 3 steins of brew from that auspicious night and he bade his 3 most trusted brethren to go forth unto the planet Jimmie and build unto the Emperor great chapter breweries, and to find acolytes from the feral country-side where only men of great fortitude and women of great hips and breasts could survive, and to set them to the Holy work of brewing and fermenting and tilling the fields for barley and reaping and rejoicing in the Emperors name.

So it came to pass that the brew poured forth from the Chapter Brewery Monasteries, and the harvests were bountiful and the seed grew strong.

Jimmie saw all this and was happy and he beseeched his generals to go forth into the wilderness to find strong men to receive the master's gene-seed. And he sent swordsmen and marksmen, and he sent keg-bearers to refresh the brothers and the devoted tribesmen.

So did the Emperor see and His tarot was good and His blessing went upon the Keg-bearers and it was Good and Holy and Just.

(Beerble Chapter 2, Vrs 3~7)

Beerguard Keg Bearers are a 0-1 Elite Choice in a War Drinkers army. They have the fol-

Beerguard Keg Bearers... (cont.)

lowing profile:

BEERGUARD KEG BEARERS

60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Beerguard	4	4	4	4	2	4	10	10	3+

Unit Type:

- Artillery

Unit Composition:

- 2 Beerguard
- 1 Keg of Jimmy's Finest

Unit Type:

- Infantry

Wargear:

- Power Armor
- Boltgun
- Meltabombs
- Frag and Krak Grenades
- Cups of No Spillage

Special Rules:

- Fearless
- Just a Beer Nap
- Beer Run
- Heroic Pilsnervation
- It's Floated

Options:

- May add up to 3 additional Beerguard for 30 points each.
- May exchange boltgun for a bolt pistol and close combat weapon.
- May exchange close combat weapon for:
 - power weapon +15 points
 - powerfist +25 points
- One beerguard may replace his bolter or close combat weapon with:
 - flamer +5 points
 - melta gun +10 points
 - plasma gun +15 points

Special Rules

Beer Run: In the movement phase, as long as their keg is present, the Beerguard may sacrifice their shooting phase to make a "Beer Run." The Beerguard and the Keg may move 6+2d6 inches and may ignore enemy models and rough or impassable terrain as long as they do not end their turn in it. If doubles are rolled move the entire unit but also roll 2d6 on the *Beer Run Mishaps* chart. (Note: **Beer Run** replaces the Run rule for this unit.)

Heroic Pilsnervation: If the Keg is on the table at the beginning of the turn, any unit that is within 2 inches of the Keg or the Beerguard may sacrifice either their movement or shooting phase to have a *Round of Beers*. Any unit that has a *Round of Beers* gains **Feel No Pain** and **Furious Charge** for the rest of the turn.

It's Floated: Whenever the Keg is destroyed and there is at least one surviving Beerguard, immediately roll 1d6. If the roll is a 4 or better the Beerguard must immediately make a **Beer Run** move toward their deployment zone and will only stop if they encounter the table edge. Upon finishing their move place a new Keg within 2 inches of a Beerguard.

Just a Beer Nap: The Beerguard Keg Bearers have **Feel No Pain**.



Beer Run Mishap Table

2 or 12 Busted! The Inquisition has found out that you have been overriding your Oolitic Kidney and Preomnor organ with heretically powerful brews. Replace the Beerguard Keg Bearers and their keg with Inquisitor Lord Buzzkill. The player is able to use Inquisitor Lord Buzzkill as a normal Independent Character. Inquisitor Buzzkill counts as an Ordo Malleus Inquisitor Lord equipped with Power Armor, Null Rod, Force Weapon and a Needle Pistol.

3 or 11 WTF! Though the Beer Run was successful, something extremely strange happened. Immediately find someone who is not your opponent. The player must then tell his opponent and the third party exactly what amazing thing happened on the Beer Run. If the third party finds this story pleasing then nothing further occurs. If the story is called as Bull Shit then leave the Beerguard Veteran Unit where it is at the end of the Beer Run move but otherwise ignore them until the players following turn. During this "absence" no benefits may be gained from the Beerguard Keg Bearers. The Beerguard Keg Bearers may be ignored for LOS and movement purposes but enemy models may not end their move within 1 inch of the models.

4-10 The Beer is Here! The beer run was completely successful.

GAME REVIEWS:

Dawn of War II Review

By WESTON HOPKINS A.K.A. ELDRAMESHA

Note this review will contain spoilers as I will be doing a more in-depth analysis of plot and design than most websites will.

The majority of Dawn of War 2 reviews look at it from a viewpoint of being unfamiliar with Warhammer 40,000. This review address the game from a perspective of someone who is already familiar with Warhammer 40,000. So, you love 40k? This game is about 40k so what's not to like? Well Dawn of War 2 does a good job on most counts and while it does have issues is largely an enjoyable experience for both novices and veterans alike regardless of level of outside involvement with 40k. It is considerably more interesting and entertaining if you are already familiar with large sections of 40k lore however. If you are simply looking for another recommendation as to whether or not to buy the game. You can go ahead and go get the game now as you probably won't be disappointed, if you want to learn more, read on.

Dawn of War 2 is in most senses two different games. The Single player is a small scale, RTS

hybrid that focuses on the exploits of a newly promoted Force Commander and several squads of Blood Ravens in the Aurelian Crusade. I have a certain objection to the term crusade in this case. The game simply isn't big enough. It covers three planets and around 15 maps which are large enough to be fairly entertaining but

do eventually get repetitive if you play them enough. Pacing is another area where Dawn of War 2 falls flat to some extent. It takes a while to get going and just when you start to get powerful, the final scenario pops up and you can either attempt it and win or continue to grind for gear and levels until you more

or less effectively max out and then go take on the final scenario. The weapon varieties are good and tactically interesting when combined with the various specialization of the different squads but there are some odd omissions such as the lack of Lightning Claws and less statistical information for what each weapon specifically is good at. There are also comparatively few vehicles in the game, which is probably a good thing given that unless you have measures to take them on, they can be quite difficult to take down

in any kind of quick manner. This becomes less of an issue in the late game when powerfists and thunder hammers come into play. I can't help but think that the game would have been better if it had chronicled the exploits of a group of Blood Ravens over a longer campaign, starting as raw recruits and moving up to elites for the final siege over a larger array of worlds. More linear perhaps but given that there are only three worlds in the campaign, it does get stale seeing Jungle World, Desert World and Industrial World over and over again.

“YOU WIND UP USING 3 SQUADS AND YOUR FORCE COMMANDER MOST OF TIME..”

That being said there's a lot to like about the Campaign mode as well. The level of interactivity is quite large with nearly fully destructible terrain. Cover is well fleshed out and plays a major role until the acquisition of the Dreadnought and terminator armor. The skill system allows for a fair degree of customization among your troops allowing you to easily tailor individual squads to suit a role or your overall chosen play style. You wind up using 3 squads and your force commander most of the time, so it generally pays to pick a role for your commander and then tailor the other squads to support him. The combat as always feel visceral with some amazingly cool moments scattered through out. Wraith-



SCREENSHOT!: Screen shot of THQ's newly released Dawn of War 2.

DOW II Review... (cont.)

lords stagger and go limp when stunned by thunder hammers and buildings collapse when the dreadnought use its ground slam attack.

The controls work well for the most part though the attack move seems a bit cumbersome sometimes and the lack of being able to rapidly tab through units is frustrating. They do get pre-assigned hot keys but this only makes things more difficult in multiplayer when you find yourself with 7 or 8 units and some have been destroyed putting the newly generated hotkeys much further down than normal. Pathing is also an issue in the single player where ordering a squad to retreat can often send it barreling through a swarm of enemies on the way to an objective you claimed the last time you took the map.

The story does have more of a punch to it than in previous installments. Gabriel Angelos and Davin Thule both figure heavily into events as do most of the events and back story from the previous games. Soulstorm even takes a hit from Relic in the form of Commander Boreale not surviving and that campaign being a "total disaster".

The origins of the Blood Ravens do come into debate as Avitus (The Devastator Sergeant) complains "Who ever heard of a chapter without a Primarch?"

The number of name relics referencing other chapters does get a bit excessive at times though. The only major inconsistency is the utter lack of a Librarian in the campaign mode. The Blood Ravens are sup-

posed to be a Librarian heavy chapter. So where are they? Other than those few nitpicks, the story stands on its own solid, if rather generic merits.

The presentation is gorgeous with everything rendered beautifully and faithfully, for the most part, to the 40k universe. Some complained that the units were poorly scaled in the original Dawn of War. They will have to eat their words in this incarnation. Everything is properly scaled with marines towering over Eldar and guardsmen alike and completely dwarfed by Wraithlords and Carnifexes.

The sound too is considerably better than the original game. The unit responses are all appropriate and the dialog is well written. There are no "metal boxes" lines for the most part in Dawn of War 2 though there is an appropriate amount of hammy acting. This fits the universe for the most part and rarely gets annoying. The enemy also talks more with Orks being particularly entertain-

ing. The slightly concerned yells of "Dey've got Eavy Bolters!" are amusing without exception. The music as well is much better. It's more clas-

sically oriented and bombastic than before and generally sounds like music you might actually listen to as simply music.

Multiplayer is a whole different story in most ways from single player. It dispenses entirely



SURPRISE! The introduction of the Tyranids as a playable race has gotten many excited for DOW II...

with the wargear collecting and boss fights that appear in the campaign mode. Instead you either fight to the last man or try to take a number of control points. The other races in the campaign are also available here as are a somewhat wider variety of units though almost all of them appear in the campaign as either wargear setups or as

enemy units. The resourcing method is similar to the previous game though all resourcing is now outside of the base which no longer exists aside from the initial production structure. The action plays out much as the single player does only at a much more frenzied pace. This is not the game for you if you want Apocalypse level battles or like building bases. Games are structures as 1 vs 1 and 3 vs 3 matches across 7 maps. I think a few more maps would have been a good idea since the maps themselves while well put together and well balanced look rather bland after a fairly short time. The presentation in multiplayer is largely the same though the concerned groveling of the grot in charge of Ork production never ceases to bring this reviews a good chuckle.

"THE PRESENTATION IS GORGEOUS WITH EVERYTHING RENDERED BEAUTIFULLY AND FAITHFULLY, FOR THE MOST PART, TO THE 40K UNIVERSE."

DOW II Review... (cont.)

The digitized human female voice for Tyranids though seems highly out of place even if it effectively serves the function. A ghostly whisper or gurgling, bestial voice would have worked better. I won't speak to balance at the moment as it continually changes and is highly subjective but no one side seems grossly overpowered.

As a total package, Dawn of War 2 satisfies on many levels. It could have been much better in some areas but it does the job and provides a solid number of rousing hours of purging in the Emperor's name in the campaign along with providing an intense and highly mobile multiplayer experience. It's a game that could have been much better if certain roads had been taken over others but for what it is; it is very good and no more flawed than the source material upon which it is based.

I give it 4/5 (Note to the editor, might make this something creative like 40k radio skulls or purity seals)

GETTING TO KNOW...

Wolflordgreyfell

Okay to start this off let me say that it was an honor when Garrett asked me to be the first Mod to step up here and tell you a little about myself. Now all of you know me as a die hard Space Wolf player and that's all well and good, but do you REALLY know me. If not... here is your chance. Now I am not going to sit here and ramble on about my 40k experience because most of that can be figured out from reading a few posts on the boards.

My name is Chris (I know not real impressive), but my friends tend to call me Zero. It's a nickname that has stuck with me since high school which was a while ago and we will leave it at that. I was born and raised here in the Midwest... Kansas to be exact and I am always looking for a way out even though I haven't found it yet. Writing and music are my true passions in life. I have several stories that I have written over the years and some of them are really good. I do have a poem that has been published that I am very proud of. When it comes to music I love a little of everything, except for newer rap and hip hop... I just can't stand it.

I have been playing bass guitar for 3 years now and I have been working on getting a band together for a while now. In fact it is all coming together and at the moment the only piece that is missing is my drummer cause he is in the USMC and is in Iraq until the beginning of April and then its practice for a few months and then off to the studio to record.

I am now the bassist for a local rock band called Olde Town 101... and people can look us up [here...](#)

So that is basically me in a nutshell. Like you I am just an average guy that happens to have a love for our hobby and a secret love for nitro R/C cars but that is for another piece on another day.

So keep gaming and keep reading...

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FREETBOOTA TESTIMONIALS...

Why to Become a 'Boota

When I joined the Freebootaz, I became not only a member of a terrific, knowledgeable group of 40k enthusiasts, but also a member of the incredibly broad and creative 40k community at large. Joining the Freebootaz was like becoming a candidate for a Chapter...or like linking into the 40K Hive Mind.

-Maldus

40k radio made me care about 40k again. It convinced me that there were people who still genuinely cared about the game and weren't just jaded whiners on forums bitching about GW all the time.

-Eldramesha

Becoming a Freeboota has really brought back the old school feel of the hobby from back those 16 years when I started in this great addition of a hobby. The last 4 or 5 years my addiction to the hobby was warring off and bad thoughts of selling all I own would lurk into my head. The show and the great community of Freebootaz brought back the addiction I sooooo long needed. I have to say thank you to all the Bootaz!!!! I am back and ready to game "lets roll dice"!

-Regulator

Becoming a Freeboota changed my life. I've never been a lucky person per say. But once I joined the bootaz all that changed. I found a lucky penny the other day. And I took home the Grand Prize at Bazzar Bazzar. Without my tribute paid to Spencer, Phil and Scott I would never have survived that encounter with Count as Car wash yeah being a boota is great. And when it comes to 40k radio its all 6's.

-Rancor709

It is nice to listen to some adults discuss parts of the game, and give me insight into other codexes, without me having to buy them all. The product reviews are good too, stops me from having to search forums and websites.

-Emphyrion

Lets face it, the content of most 40k forums can be boiled down to one of these:

Dear GW,
I used my favorite army _____ against my buddy _____'s army of _____ and I lost. This is clearly in no way a reflection of either his/her skill and experience or my lack thereof but rather a clear sign that there is a massive fault in the structure of the game. My army's super-special-awesome unit _____ was killed by his unit of _____. This should never happen.... ever. You must immediately change the structure of the game to ensure that I'm happy with the way that my games end... and that I win... every time.
Because that's what wargaming is about.

Love

Dear GW
Make your
**** cheaper.

Love

Dear GW,
You changed the rules, this is unacceptable. This means I have to think of a new cheesy strategy for my army _____. I don't like change or thinking so this is totally unacceptable for me. My preferred unit _____ can not longer _____ during the _____ phase by turn _____. As this change isn't possibly affecting every army to the exact same degree it must be a detrimental change designed by your company specifically against me. I demand that you change it back so that my _____ list may cheese away.

The Freeboota's forum is none of these. There is something decidedly nice about being able to come to a site where there is a sense of community rather than the usual contentious plodding slog. I love 40k, this year will be my 11th year in the game. For those who love 40k and want to punch in with the best of them 40k radio is the place to be.

-Todeswind

PROLOGUE:

The Arcadia Sanction

BY ROBERT MILLS A.K.A. DRAGONKNIGHT

*Planet: Arcadia Octavius**Location: Over Marianus Secundus**Dating Code: 756.M41**Date: 13th day of the Seventh month, 3:38 am*

A horrendous shriek of tearing metal filled the cabin of Valkyrie number seven as a pair of loud thumps reverberated through the hull. The emergency lights dimmed for a moment, and the floor tilted sickeningly as G-forces exerted themselves suddenly and without warning. Like the other members of his squad, Jack Karlov was tossed like a rag doll against the compartment wall, cracking his head hard against the bulkhead as everyone around him cried out in surprise and pain as they too were thrown unceremoniously to the deck.

"Throne," He heard the gunner mutter beside him in his crash harness, "This can't be good."

Jack levered himself up against rising G-forces that threatened to pin him to the bulkhead, forcing himself back to the center seats even as another sudden jolt shook the drop ship. He exchanged a glance with Buck, his best friend in the Arcadian 307th elite winter assault regiment of the Imperial Guard, and strapped himself into his crash harness.

"Don't tell me!" Buck shouted over the growing whine that pierced their ears as the ship's gravity reversed itself. "Sarge's smiling?"

Jack snarled as he was jolted harshly again in his seat, fumbling with the clasps on his helmet. His elbow throbbed painfully from where he'd landed, and already a thudding ache in his

head told him a migraine wasn't far away. He glanced over at Sarge, who had slowly made his way to the pilot's cabin as the others belted themselves in. He shook his head as the rising whine in the pitch of the drop ship threatened to deafen him, buckling down the noise damping seals on his helmet.

Instantly, equilibrium returned, and he sighed as he braced himself against his wildly bucking seat, the crash harness tight across his chest. Buck was behind him, so he couldn't see how his friend was faring, but beside him was Carlberg, his tri-dome helmet and mark XI re-breather firmly clamped down into place. Farther down, Kyyber was staring devoutly at a ratty copy of the *Lexicanum Divinatus*, mouthing the words over and over again to bring forth the protection of the God-Emperor. Aziz sat somberly at the end, his mouth set in a grim line. Jack couldn't see the others, but the determined set to Sarge's jaw when he turned around was enough to send an iron rod into his spine and give him strength.

"We're going down boys!" He shouted, a giant grin on his face, stepping back into the drop bay. He hardly seemed to notice the next lurch, with a hand gripping one of the overhead stabilizer rails. Jack glanced out one of the viewports as a bright light flashed outside, and he involuntarily gasped as a brilliant explosion buffeted their ship and threw it into a crazy spiral. His stomach churned as the few lights that could be seen below flashed past the viewport, followed by the stars, as the screaming increased to eardrum shattering levels despite the protection.

"Hold onto your lunch kids," Sarge shouted over the sounds of descent. "And don't piss yourselves!"

Jack shook his head as the ground flashed past his window, and shouted back over his shoulder at Buck.

"He's positively beaming!" He shouted. He could almost feel the grin that would have spread across his friend's face, and tightened the straps on his shoulders. Another flash lit the cabin as Buck replied, and then the terrific screaming of the tortured engines rose so high that he felt like his teeth would shatter.

"Then we're probably going to die!" Buck said. Inside his head, Jack silently hoped that once again his friend would be wrong.

Valkyrie number three had been the first one to lose its engines, smashing sidelong into the fifth and exploded instantly. Seven and Eight were buffeted and thrown free of the formation as their engines, too, failed. The seventh began spiraling in the wake of the explosions, the emergency landing thrusters firing weakly in a desperate attempt to control the fall. It swung wide in a long, low arc, towards one of the taller buildings in the city. With a rending crash, it tore through three floors and exploded out the other side, the wings trailing smoke and flame.

The scream of the dying craft grew ever louder as it fell towards the earth. It passed low over a street, and if anyone inside the stricken craft had been watching they would have seen human forms turn and stagger drunkenly in the direction that the smoking dropship had taken. It clipped the tops from some of the few trees that had been planted in a park reserve before smashing into the organic soil on the ground. Valkyrie number seven tore a great furrow in the dirt as pieces of it were stripped off by the force

The Arcadia Sanction... (cont.)

of the crash landing.

Unbeknown to the occupants of the Valkyrie formation, another pair of forms stood on the parapet of a fire-blasted building. If the occupants of the formation had approached in daylight they would have seen the devastation of the streets, where entire buildings had collapsed into the ground, shattered by unknown forces. Those who survived the crashes might not have felt so relieved if they had known the extent of the evil that had befallen the populace of Berocchan VI, one of the outlying cities in the Veraducan system.

One of the watchers was a hulking giant, standing nearly eight feet tall and weighing as heavy as some light vehicles. To look at him from behind a person would only see him as a body without a head, with the shoulders of his corroded armor on level with the recessed horned helmet. Flies buzzed agitatedly in the cracks of what any Imperial soldier of any knowledge would be able to identify as Terminator armor. This armor, however, was older than what any normal man would be able to identify, though a member of the Adeptus Astartes could have identified it as a mark not used since the days of the Horus Heresy.

The hulking figure shifted a giant scythe in his hand, and looked behind him. When he spoke, it was in a voice garbled by an ancient Vox-system and mixed with a gurgling wet speech, like that of a fresh corpse re-animated and filled with bile.

"This plan of yours had better not fail," He hissed. From the shadows behind him strode another figure of nearly equal height, but a much thinner frame. Upon his back was a pack set with

spiny arms, each one loaded with needles and medical saws. The wearer of this contraption was adorned in a bloody apothecary's robe, and his lank, white hair hung in sickly strands about his gigantic face.

"Ease your fears, Typhus," He murmured smoothly. "We wanted to see how the virus would hold up in combat; your god will have his prize."

Typhus, Herald of the chaos god Nurgle, moved slowly at first. The apothecary didn't notice it until an incredibly strong fist grabbed him, and spun him around, slamming him into a wall.

"Do not patronize me, Bile!" He snarled.

"Father Nurgle is a beneficent master, but I am not possessed of his patience! I want your assurance that the virus will do what you promised it would."

Fabius Bile, formerly of the Emperor's Children, smiled smugly. He was not intimidated by the larger figure of Typhus in the slightest.

"My apologies, Grand Herald," He said in mock humility. "Nurgle diseases are a powerful force; tempered as they are, they are the ultimate weapon! I give

you my word that this test will succeed. Once it has, you will be able to devour the entire galaxy to Father Nurgle's cause, showering it in disease and death!"

He looked over at the fires from the multiple crashed craft, and a slow smile spread across his taut features.

"Everyone that survived their crash, will die," he murmured.



IG SHORT STORY:

Last Stand

BY AARON REE A.K.A. AJREE210

Guardsman Kreen hefted his las rifle onto the lip of the dirt foxhole and unleashed a salvo of las fire into the oncoming horde of green. A single form dropped and was trampled beneath the howling green tidal wave. As his cell neared empty, he dropped below the lip and reached for another las cell. His partner and good friend, Bren, then took Kreen's place with his grenade launcher, lobbing frags into the tide. An explosion from an earthshaker round made him flinch for a moment. As Kreen recovered, he looked around hastily and found the brown wood crate tipped over in the mud. He reached down and turned it over.

"Damn!" he cursed as a cold shiver shot down his spine. To his horror, his ammo crate was holding only two frags that had been strapped to the bottom and a small bottle of amasec that Bren had stolen from the sergeant the night before. His remaining las cells had fallen into the thick mud at the bottom of the foxhole.

"Bren! You kicked my damn crate over you grox herder! All the las cells are filled with muck!" Kreen yelled as he plucked a single cell from the black-brown sludge.

"Sorry 'bout that mate! If you weren't so stupid to place it where I walk, that wouldn't have happened! Luckily it looks like the orks are thinning' out thought!" Bren retorted, blindly lobbing a frag into the enemies with a large grin on his dirty face.

Kreen couldn't help but smile at his thick-skulled friend's clumsiness. Kreen sighed and

sat on the wooden plank with his back to the dirt wall, leaning his rifle against the wall next to him. He grabbed the flask of amasec, took a swig and passed it to Bren, who had just shot his last round and slumped next to him, setting his gun on his lap.

"How's it look up there?" Kreen asked above the dimming roar of combat and ork cries.

"Last I checked it looked like those green fools were fallin' back, mate. Looks like the Emperor felt bad for you and your muddy las cells! Ya got lucky!" Bren chuckled and took the amasec from Kreen, taking a large gulp of the strong drink. He winced before letting out a large belch, patting his belly.

Kreen laughed and lifted himself to peek over the wall. The orks were definitely retreating, but not in a very orderly fashion, not even for orks. Kreen squinted, scanning the horizon over the large flat land where craters and dead orks cover the dirty land. Something was wrong.

"Bren, get up here!" Kreen yelled. "Does something feel wrong to you too?"

Bren huffed a little and stood up, peering over the wall.

"Looks 'ta me like you got a 'lil scared a back there when you kicked over your crate and got all your cells nice 'n mucky, eh? Don't worry 'bout it mate, you'll be fine." Bren reassured, grinning.

"I dunno..." Kreen hesitated. "They look more scared than anything..."

"Pfft! Kreen, you need more amasec, mate." Bren said as he sat back down on the plank.

Kreen shielded his eyes from the bright yellow sun that was sinking to his right. Suddenly, a large black shadow was rising above the rugged landscape, dark smoke billowing from the figure.

'Wait!' Kreen thought. 'What in the Emperor's name is that!?'

Suddenly, the ground shook, just enough for Kreen to notice. It shook again, this time a little harder. Another tremor, this time even Bren stirred a bit. A fourth tremor shook the plank, making Bren stand to look out with Kreen. Both men stared into the horizon looking at the massive shadow forming in the distance. The shaking stopped.

"What the hell was that?" Kreen spoke just above a whisper to Bren, a cold sweat breaking all over his body.

"I...I don't know." Bren replied. A distant sound like a hammer smashing a rock sounded from the distance. The sound of whistling grew, slowly growing louder and louder until Kreen realized what was happening.

"Get down!" Kreen screamed as he jumped back into the mud, burying his face into his hands, screaming without thinking. Kreen cringed as the blaring sound hit its peak, ripping at his ears. He couldn't hear his own screaming anymore, and a wave of fear swept through his body. He knew what was about to devastate the Imperial line.

The blast was like nothing Kreen had ever experienced in his entire life as a Guardsman. The sound was like a thousand Basilisks firing in the same moment. The shockwave from the blast felt as though he was being punched by an Ogryn square in the gut. Kreen vomited, it mixing with the cold mud on the ground. After that, there was only a dull humming reverberating through his skull.

Kreen dizzily hefted himself up out of the muck and his own vomit, pushing with shaking limbs onto his hands and knees. He called out for

Last Stand (cont.)

Bren, at least he thought he did since he didn't hear his own call. Only buzzing answered him. A hand suddenly grabbed at the back of Kreen's collar of his coat, pulling him the rest of the way to his knees. The cold stinging of the muck was suddenly gone and Kreen realized he was being dragged swiftly across the dry, dusty ground. The humming grew stronger in his head and the world began to blur together in a serene but chilling vision of color. He slumped his head to his right and tried to focus his blurry vision on the figure he just passed. The man was alive, his mouth screaming silence. Kreen tried focusing harder, the buzzing growing even more violent.

As Kreen was pulled past the man, he saw why the man was screaming. Instead of his legs, Kreen saw two bloody stumps, oozing crimson. The man twisted, staring at Kreen with wide eyes as he slid past. Kreen raised a shaky hand, pointing to the man, shouting to get someone, anyone, to help the man. The humming rose to a scream and before Kreen could say any more, his vision faded to black and the humming stopped.

To be continued...



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