



# HARRY THE

Tirelessly roaming across the Chaos Wastes, always on the look out for a fresh enemy to fight, Harald Hammerstorm exists as an eternal avatar of Chaos and the bane of the Undead. In this feature we explore Harry's background and explain how to use him in your games. We also let the 'Eavy Metal team loose on the fantastic new model in a painting challenge.





# HAMMER

WARHAMMER®

**I**n the tales of the Norse and the Kurgan, there is a legend that concerns one of the greatest feats of arms ever seen in the northlands. It tells of the great warrior Harald Hammerstorm, known fondly to his followers as Harry the Hammer.

Harald was famed for killing the Daemon Mathrag Brainmangler during the Battle of Khorsvold, having smashed the Daemon Prince's head from his body with a single blow of his hammer. On a cold midwinter day, as he led his warband across the Chaos Wastes, Harry came across the outcrop of an old ruin jutting from beneath the snows. Upon investigation, he located an ancient gateway leading into a dark tunnel. Thinking that there might be treasure within, Harald and his warriors descended into the crumbling vaults.

Their intrusion awoke something long-dead in the darkness beneath the snow. Ancient warriors sworn to protect the secrets of the tomb-city were roused from their eternal slumber; with rusted blades, bony fingers and eyes aglow with witchfires, they fell upon the northmen.

Stumbling out of the depths, Harald and his men were horrified to see the

Skeletons pursuing them still. The tumbledown ruins now glowed with power and the melting snow revealed forbidding stones burning with magical energy. The Chaos warband found themselves in the middle of a great settlement from the dawn of time. Knowing that he had to fight his way free, Harald turned and faced the advancing legion.

The favour of the gods fuelled Harry as he fought; his hammer rose and fell with monotonous destruction, smashing skulls and ribcages to powder. Harald's followers pressed in behind their leader and Harry formed the point of a wedge driving through the skeletal warriors. After a day and a night of fighting, as dawn rose the next day, the Undead were all but destroyed, piles of bones a storey high left in the wake of the Chaos Warriors.

Since that day, Harald has held a special loathing for the Undead. So efficient and determined is Harry at slaying the Undead that even their mindless spirits regard him with horror – he is an elemental force who hurls back the Undead with his steely will. The dead do not rest easy in the Chaos wastes, and Harald has no shortage of foes upon which to vent his anger.



*Aly has been sculpting Citadel miniatures for more years than he (or we) can remember. Aly was responsible for the fantastic new Harry the Hammer model, resplendent in his Chaos Armour.*

## Harry the Hammer (rules by Gav Thorpe)

365 points

M	WS	BS	S	T	W	I	A	Ld
4	8	3	5	5	3	8	5	9

**Designer's note on points value:** I would say Harry the Hammer is worth 365 points. However, Harry is a legendary figure from the history of Warhammer, intended for use in scenarios and other narrative games that have been organised with your opponent in advance. He is obviously very good at fighting the Undead and would be worth considerably more points when facing Vampire Counts or Tomb Kings, making it impossible to accurately give him a points value for pick-up games, tournament play and so on.

**Weapons and equipment:** Harry is armed with the Hammer of Harry (see below), wears the Armour of Damnation and carries the Bane Shield (see Warhammer Armies: Hordes of Chaos).

### MAGIC ITEMS

**The Hammer of Harry:** Harry's hammer is blessed by the gods to banish the souls of those he strikes, and is powerful enough to send back the raised spirits of the Undead. The Hammer of Harry inflicts D6 wounds and

allows no armour saves. In addition, against Undead, Daemon or Forest Spirit models, Harry can re-roll any failed rolls to wound.

### SPECIAL RULES

**Unbreakable\*, Hate Undead\*, Killing Blow (only against Undead models)**

*\*Harry passes these traits on to any unit he joins.*

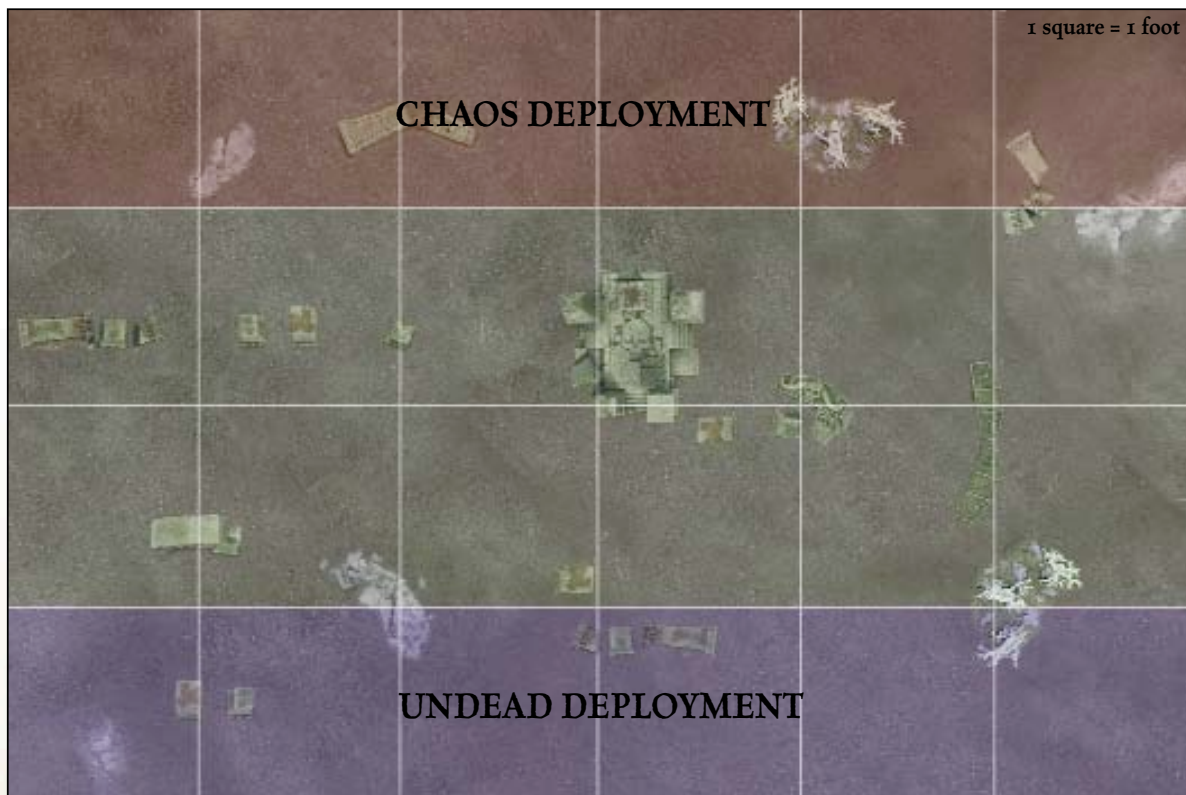
**Bane of the Dead:** So strong is the aura of Chaos that surrounds Harry, even the dead dread to face him! Somewhere in the vestigial remains of their souls, a spark of awareness flickers to life upon seeing Harry – a memory of their deaths...

Harry causes Terror in the Undead, and any unit he leads causes Fear in Undead, even though the Undead are normally Immune to Psychology. This means they need to pass a Leadership test to charge him or his unit, and test for Terror as normal. If outnumbered, they will break and flee from combat like ordinary troops, rather than crumbling from excess wounds. Fleeing Undead units rally automatically during their next turn. If they are not forced to flee from combat, defeated Undead units will take wounds as normal.

## SCENARIO: The Battle of Vorshgar

**In an ancient city long buried beneath the rock and snow of the Chaos Wastes, Harald Hammerstorm and his brave warriors fight to break free from the clutches of the Undead.**

This scenario represents Harry's legendary battle with the forces of Undead that he and his followers woke when they stumbled in to the forgotten ruined city on their quest for treasure. It's a reasonably small game so can be set up with a minimum amount of fuss and be played within a couple of hours. Perfect for an evening's gaming!



### Scenario Rules

#### Forces

Harry the Hammer is accompanied by up to 1000 points of infantry units chosen from the Hordes of Chaos army list. This list does not need to conform to the normal restrictions for Core, Special and Rare, and may include one other character, who cannot be Lord-level.

The Undead comprise a 1750 point force chosen from the Tomb Kings or Vampire Counts army lists. Whichever army list is used, the Undead force must contain at least two units of Skeletons. The army may not contain any characters at all.

#### Deployment

Harry's army begins deploying first and the Undead second, using the rules given in Warhammer.

#### Fighting the Battle

Harry and his warband go first. If Harry is killed, the Undead player wins. If Harry manages to move off the long table edge in the Undead army's deployment zone, then the Chaos player wins.



# 'EAVY METAL Painting Challenge

The 'Eavy Metal team are some of the best painters in the world. This is no idle claim, and we thought that the release of the Harry the Hammer model was a perfect opportunity for the team to really show off their talents.



*Below: The 'Eavy Metal team beaver away on their Harry the Hammer models.*

***Inset:** Miniatures designer Aly Morrison and veteran Golden Demon judge Alan Merrett scrutinise the competition entries.*

**H**arry the Hammer is a great example of the whole studio working in unison. John Blanche started the ball rolling with a fantastic piece of art, updating his original 25-year-old piece. The new art in turn influenced the fantastic model by veteran Citadel designer Aly Morrison. This was then given to the 'Eavy Metal team.

However, an idea occurred to us that, rather than just give Harry to one of the painters, we'd get the whole team to paint one in a contest to win eight pints of Bugman's finest ale! The 'Eavy Metal team took up the challenge with relish and, after judging, Alan commented: "Judging this contest was actually harder than judging Golden Demon. These really are the best figure painters in the world, and they've all excelled themselves. I hate to pick a winner, as that implies that there's something wrong with the others, which isn't the case at all! The model we've picked has won by the very slightest whisker, and they all display the most fantastic technique. What a great showcase of our figure painters' talents!"

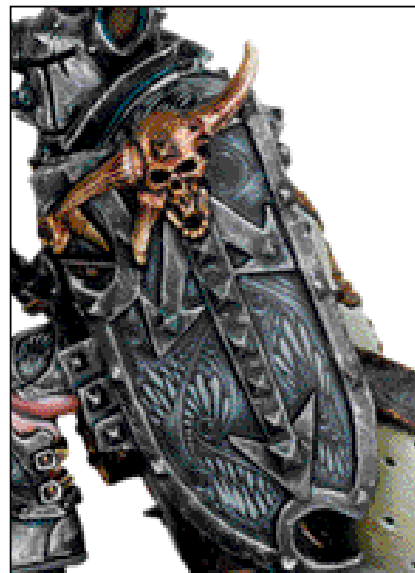
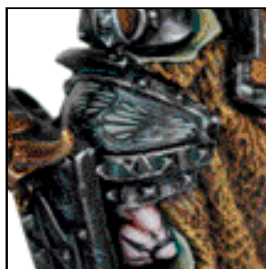
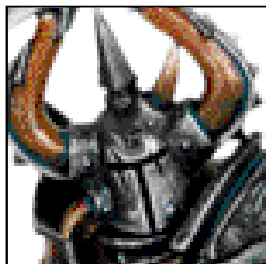






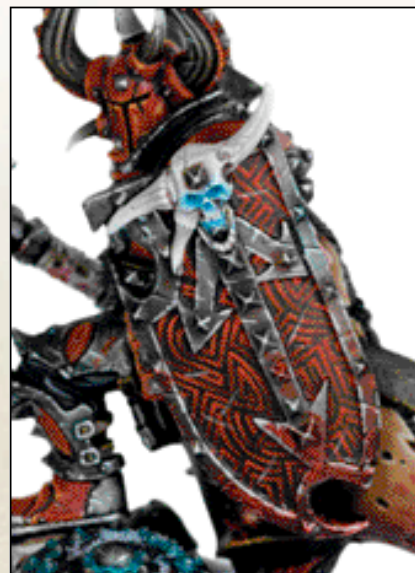
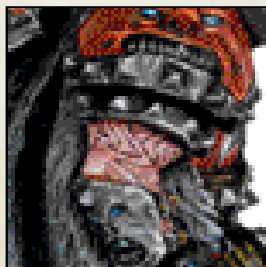
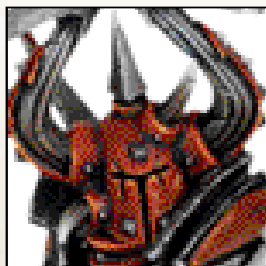
### Neil Green

The leering and toothy daemonic faces on Harry's shield were the focus of this model. Neil deliberately confined his palette to blacks and dull metallics to draw the eyes to the intricate patterns of the armour. The faces were created freehand; first Neil painted on the teeth with Fortress Grey and then built up the faces around them using darker greys and a very fine brush!



### Fil Dunn

Fil chose a predominately red colour scheme. This being 'Eavy Metal, however, Fil's reds are extremely rich, taking over 13 stages and countless red and brown glazes to get the desired effect. Fil's metallics are also special; he went for a very dark metal, and then a deliberately sharp contrast, going from a darkened Boltgun Metal mix to Mithril Silver in a single stage.





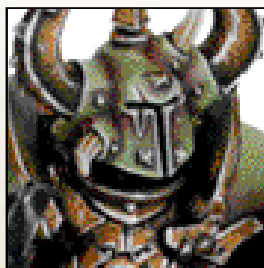
### Kirsten Williams

Kirsten wanted a bright colour scheme for her model and chose a bone colour, in keeping with Harry's background. She's particularly proud of the helmet and shield that really capture the marbling effect Kirsten was aiming for. The cloak is painted predominantly with Scab Red, but is also heavily glazed, while the intricate detail on the cloak lining was painted freehand with Chaos Black.



### Anja Wettergren

This model was painted with a basecoat mix of Knarloc Green and Rotting Flesh, with Liche Purple also added into the mix. The armour was built up over many layers – note the world-class blending on the shield. The metal trim was given a very corroded look achieved with Chaos Black, Boltgun Metal and Bestial Brown. The overall effect is so realistic you can almost feel the texture.



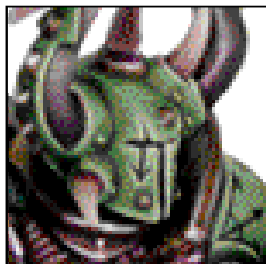




### Keith Robertson



The green armour of Keith's entry was achieved using the muted tones of the Foundation Paint greens. The skin, cloak, loincloth and skull are all shades of green, to tie the whole model together. The armour was given a purple wash to contrast with the green. Keith has also painted on arrowheads to the vertical slits in the helmet for an even more pronounced Chaos look.



### Joe Tomaszewski



Joe's model has been extremely weathered. The armour is silver with a gold trim, with red representing blood that has become caked on over the years of slaughter. One great little touch is the blood drip hanging from the hammer. This is actually a human hair that Joe has painted red and then gradually built up into a drip shape using successive layers, before finally coating it with gloss varnish.





Darren Latham

For the winning entry, Darren was inspired by John's art and took his colour palette from that. He worked up the red using a stippling effect he developed when painting Daemons of Khorne. He used a non-metallic gold technique for the armour's trim – Darren thinks that Harry will be a real painter's model, so he wanted to showcase a technique not seen very often in White Dwarf.



## THE WINNER!



**Above, top:** This view really showcases the stippled armour and non-metallic decorative trim.

**Above:** The snow leopard pattern was painted after looking at real-world photographic reference on the Internet.

**Left:** Note the attention to detail on the model – Harry's bulging muscles even have fine blue veins painted onto them!

**Find more images of these models online:**  
[www.games-workshop.co.uk/warhammer](http://www.games-workshop.co.uk/warhammer)