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This month the Skaven are unleashed on the Warhammer world. White Dwarf tracked down the author of the new army book, Alessio Cavatore, and asked him about his ideas behind the Skaven.

ARCANE LORE

The new Skaven armies book

Alessio Cavatore started work for Games Workshop as an Italian translator. His gaming skills soon led to him joining Games

Development as part of the Warhammer team. Recently he has been turning his attentions to the teeming, furry hordes of the Skaven.



I JUST LOVE THOSE RATS!

Life is strange. Seven years ago I discovered Warhammer (its fourth edition to be precise, and one army immediately attracted my interest: the Skaven. I decided there and then that those evil rat-men were going to be my army. I asked a friend traveling in Britain to buy me a Skaven book and some models in a GW shop, and that was the beginning of my gaming career. I still remember my enthusiasm the first time I read

through the original Skaven armies book (the red one, written by Andy Chambers) and how I immediately started to think of army lists and tactics most of the time instead of studying for my degree...

After slightly more than one year of 'training' in Turin's gaming clubs, my Skaven were ready to play in the Italian national tournament and, to my surprise and joy, I won! It was a great moment and it ultimately led to



my employment with Games Workshop.

The Skaven have really been that important in my life and, even if other armies have now joined them in my collection, the Skaven have always been my first love. I find their appetite for destruction extremely amusing, an appetite so limitless that their overly complex schemes always turn against them in an inevitably hilarious series of catastrophic mishaps. I've read the original book over and over again, imagining more and more stories, rules and evil tactics that would lead the Skaven to inevitable victory!

At the time how could I have imagined that a few years later I would be the one writing the next incarnation of their army book?

Life really is strange.



THE PROJECT AND THE PEOPLE

You can well imagine the great excitement I felt while working on this army, and I have to say that it has been the most fun project I've worked on as yet. First of all, I had to limit my enthusiasm a little bit – I had to concede that warped gigantic mole rats from hell were not the best models we could have released, and I was forced to be a bit more conservative. On the other hand, I've managed to include in the list a few new toys for Clan Skryre, helped by the fact that we decided to make the Warlock Engineers and their weird techno-magic the focus of this new Skaven book.

In the early stages of the project Andy Chambers and Jes Goodwin, the two main champions of the Skaven in the Studio, were invaluable sources of material and ideas. I also have to thank William King, whose books offered me a unique insider's view of Skaven culture through the eyes of Grey Seer Thanquol and his minions. Later on Anthony Reynolds, the latest member to join the Warhammer design team, helped me a lot by writing the short stories that

introduced each of the four greater clans as well as the new incarnation of Throt the Unclean. He really enjoyed writing about the rat-men, and I think that this shows in the quality of his stories (my favorite is the Clan Moulder one). Anthony has done a very good job indeed, and so has Phil Kelly, Warhammer 40,000 team member and passionate Skaven general, who provided me with a vast amount of feedback derived from his extensive playtesting. I was really impressed by his string of victories with the new Skaven list, and so I asked him to write the Skaven tactics in the book, a mission that he was more than pleased to undertake.

But now let's look in detail at the new list and the reasons behind some of the decisions I've made.

THE SPECIAL RULES

Well, the Skaven need a few more special rules than your average army to make them work, as otherwise all you have left is an army made up of mediocre infantry with poor equipment. From the last version, I've kept the rule of adding a Skaven unit's rank bonus to its Leadership, which is perfect for representing how confident Skaven are when things are

fine and there are a lot of them around, but also how difficult it is for them to keep on fighting if the tide turns. In other words, once they start running, they're not very likely to stop!

And, speaking of running away, I've added a new rule that gives Skaven a +1 on the dice when fleeing. This simulates their scuttling speed and great affinity for flight, and makes them better in gaming terms, less likely to be caught by pursuers. On the other hand, it also makes them more likely to run right off the battlefield once they've broken ranks. I've also allowed Skaven characters to lead units from the rear rank, a very characterful difference from other armies. Not very effective in gaming terms, but it can lead to the amusing situation of a Skaven character leaving a unit in trouble. I can just imagine his parting words: "Hold them up, I'll find help!" Just too funny! But my favorite has to be the new 'Life is Cheap' rule. I have been lucky, because in this edition of Warhammer you are not allowed to shoot at troops engaged in close combat. Skaven now can, and it's a perfectly



Empire soldiers prepare to receive a warm welcome!

acceptable tactic for them. This has allowed me to make the Skaven different with a rule that so perfectly represents the total lack of respect the rat-men have for the lives of their fellows. Slaves have their uses after all!

Finally, I've tried to have one choice from each greater clan in each level of the army list, from Heroes to Rare choices. Let's look at Clan Pestilens for example: Plague Priests are their Heroes, Plague Monks are Special and Censer Bearers are Rare, so I needed a Core troop type as well. Since we could not expand the range of models any more, I had to cheat and allow the choice of upgrading the Rat Swarm (Core choice) to Plague Rats, giving them the Poisoned Attacks special rule for extra cost. Clever generals will certainly realize how nasty this new troop type is! This nice symmetrical plan for the structure of the list almost worked, but I ended up with two vacant places: the Rare choices for Clan Eshin and Clan Moulder. Unfortunately my ideas for these positions have not made it through the approval process, but it's just that they don't understand my artistic creativity (what's wrong with gigantic mutated mole rats popping up from the ground like daisies, anyway?)!

I've also created Lord level characters for the greater clans, but since the book's army list represents a Warlord clan army and not a greater clan's, I felt that they, along with some additional spellcasting characters, were better suited to the alternative greater clans lists in the book's appendix.

I have also considered the problem that some people, tempted by the many interesting choices in the Skaven list, sometimes don't take any Clanrats. I disagree with this, because Clanrats are a very good troop choice, and I feel that Warlord clan armies in particular should have a reasonable number of them in. I've therefore encouraged people to take Clanrats by giving them the 'Mainstay' rule. This simply means that, if you have one Clanrat unit, you can have up to one of any other unit (within the normal

list restrictions); if you have two units of Clanrats, then you can have up to two units of anything else, etc. This way the army keeps in character without limiting the amount of choices available to the player too much. In greater clan armies the Mainstay unit would be different (Giant Rats for Clan Moulder, for example), still allowing people to field themed armies if they want to.

THE UNITS

Let's begin with the ones that have left us. First and foremost: the Vermin Lord. The general feeling is that a Greater Daemon does not really fit with the theme of this horde army and is a bit 'too Chaos'. I really like the model, though, and I'd like to keep it in the range as a special character, so keep your eyes peeled. The other missing model is the Doomwheel. In this case, the reason is that we felt we had stretched the parody a bit too far by making a war machine that so obviously resembled a pair of hamster wheels!

Still, it may be that in the future we'll

do for the Wheel what we have done for the Steam Tank (no promises here, it's only a possibility).

But now the new stuff! The first new model to be created was the Ratling Gun. I thought that the Warlock Engineers, always obsessed with the creation of the deadliest weapon, would certainly be trying to imitate and 'improve' the war machines deployed by other races. In particular I figured that in the past they would have stolen their ideas from the Dwarfs and that, more recently, they would have directed their attention to the innovative men of the Empire with their 'advanced' weapons technology. They would have captured volley guns, repeater handguns and pistols, learning about the impressive rate of fire of guns with revolving barrels. With the addition of a few clever-clever warpstone-



powered gizmos, there you have it: rats with machine guns!

This weapon is basically a repeater handgun with a huge firepower, but like all Skaven weapons it is totally unreliable and its rules are quite amusing. I wanted a weapon that presented players with a riddle: how many shots would they be prepared to fire if increasing the rate of fire would also mean increasing the chances of a disastrous malfunction? When you fire a Ratling gun, you first roll a D6. That's the amount of shots that hit the target. Easy, no problem. But do you stop there or do you turn the crank for another D6 hits to add to the first burst? If you say "yes!" (as any respectable Skaven player should!), then roll another dice and add the result to the total of hits caused. And then you can roll another one, and another and another, up to a maximum of six dice. Cool, isn't it? But where's the catch? Well, the problem is that if any of your dice turn up with the same result as one you've already rolled (i.e., if you roll a double), you're in trouble – the gun has misfired. The double you rolled also indicates the severity of the mishap, so if you roll a double 2 the incident is not that bad, but a double 6 is a nightmare – check the Misfire

table if you don't believe me! In practice, this evil mechanism often presents the Skaven player with a dilemma: how greedy is he going to be this time? I leave the answer to you.

The next weapon developed by the Warlock Engineers is the mighty self-propelled Warp-lightning Cannon. The rules for firing this weird contraption are simple: it fires a bolt of warpstone-fueled lightning 8D6" forward, and this hits everything in its path (friend or foe!). The Strength of the beam is determined by an Artillery dice, making the gun able to shoot anything from an 8" long Strength 2 bolt of lightning to a 48" long Strength 10 one... and it always causes D6 wounds! Oh, and try not to roll a Misfire. Trust me – having this thing firing in a random direction (maybe along your own line...) can be very painful.

Now to characters: your army's Lords are Warlords and Grey Seers.

With a Leadership of 7, Warlords make the best Generals (they can reach Ld 10 in a large enough unit!). I've made the Seers poorer fighters and leaders than they were, in line with the new policy on wizards, but they are still mighty Level 4 spellcasters. Speaking of magic, I have also written a new Skaven spell list, taking from the old deck of thirteen the six spells I think are most characterful – Warp Lightning, Skitterleap, Vermintide, Pestilent Breath, Death Frenzy and, of course, Plague. I kept the

dangerous warpstone munching rule (except that your Wizards now take wounds instead of turning into Chaos Spawn when they blow it) and I have also decided that Skaven don't get Irresistible Force when they roll two or more sixes; they get it when they roll a total of 13!

Of course, this kills the chance of getting an Irresistible spell on 2D6, but it's actually more likely on three dice, and it's very characterful.

Going back to the list, the Heroes include the generic Chieftains as well as the ones related to the greater clans:

- Clan Eshin's Assassins, stealthy, lethal murderers with poisoned, exotic weapons.
- Clan Pestilens' Plague Priests, frenzied Toughness 5 nutters.
- Clan Moulder's Master Moulders, a new addition to the list, perfect to control your ferocious Rat Ogres.
- Clan Skryre's Warlock Engineers are the ones that have changed the most. I have turned them into Level 0.5 Wizards, but I've given them enough gizmos in the equipment list for them to be made effectively into Level 1.5 Wizards. This represents the fact that they are not proper spellcasters, but rather technomages that use their arcane science based on warpstone to create powers similar to those that the gifted Grey Seers are born with.



The massed ranks of a Skaven horde take up position on the battlefield.

The Core troops include mainstay Clanrats, 0-1 Stormvermin, 0-1 Rat Swarm (upgradable to Plague Rats), Clanrat Slaves, Night Runners (Clan Eshin's skirmishing base troopers), Poisoned Wind Globadiers, packs of Giant Rats and finally Ratling Guns and Warpfire Throwers that can be attached to Clanrats and Stormvermin. One unit for each greater clan plus the generic units. The Special troops are Plague Monks, packs of Rat Ogres, Warplock Jezzeils (which now have pavises!) and Gutter Runners (they can use the Tunneling special deployment rules!). Once again,

one unit per greater clan. The Rare choices are a bit less comprehensive, featuring the Plague Censer Bearers, the Warp-lightning Cannon and, of course, the Dogs of War (and what about a gigantic tunneling mole rat, then?).

IN CONCLUSION

The rest of the book is packed full of useful material that I haven't mentioned yet, such as more background, an armory with specific equipment for each clan, the new rules for the Screaming Bell, a list of dangerous temperamental magic

items, a rich color section and the most (in)famous rat ever to walk the underground of the Warhammer world: Grey Seer Thanquol and his new mechanical Boneripper.

Finally, I feel the need to thank the Art department for the splendid job they have done with the book, bringing the Skaven back to their darker and crueller imagery. Even John Blanche has honored the Skaven with a new piece of art, that I find positively disturbing!

After all, let's face it, these rat-men are not that funny – if they get you, they'll eat you alive!

This month we show you how to paint the backbone of the Skaven army, the plastic Clanrats. Using this guide you can quickly paint a unit of these warriors to be fielded in battle. We also show you how to model Clanrat Slaves using the same boxed set.

Clanrats play an important role in the Skaven army. They form the backbone of Core troops and can be armed with either spears or hand weapons, and shields. The minimum number of Clanrats per unit is 20, and the Skaven Clanrats regiment set is the box that will get you started. Clanrat Slaves are Skaven captured from defeated Warlord clans who have been pressed into service. The Skaven Clanrat set can also be used to make a unit of such slaves, and in this article we show you how you can model and paint both of these units for your Skaven army.

FIRST STEPS

Skaven are a furry lot! Once you have mastered a few simple techniques to paint the fur of your Skaven models, you will quickly be able to build a force that is ready for battle.

Before painting your models, it is worthwhile considering how you would like the army to look once it is complete.

The fur of your Skaven is an important part of the models. It is a good idea to think about what tone of brown you want to paint the fur of your models, such as a dark brown or a mid-tone, as this will affect the overall look of your force. An army

PAINTING SKAVEN CLANRATS

How to paint Skaven Clanrat plastic regiments

that is unified by a simple color scheme looks particularly impressive when arrayed on the battlefield.

Undercoating your models with Chaos Black is a good idea, as Skaven tend to be fairly dark, and this gives a good base to work up from.

The Skaven are an evil race that live in tunnels beneath the surface of the world. For the clothing and armor of

your Skaven, dark colors work particularly well. Colors such as black, dark blues, greens and reds are particularly suitable.

After painting your models, the final stage is to base them. Whatever method you choose to decorate your bases, it looks best if you use the same method across the entire army as this will give the whole force a unified appearance.

SKAVEN COLOR SCHEMES



- Scorched Brown
- Bleached Bone



- Snakebite Leather
- Bestial Brown
- Chestnut Ink



- Snakebite Leather
- Bubonic Brown
- Chestnut Ink



The Clanrats of our Studio army, Grey Seer Thanquol's Verminhorde, have been painted a mid-tone brown using Bestial Brown, with slight variations in the tone of the fur to give them a rag-tag appearance without losing uniformity. Dark Angels Green was chosen for the clothes of the Skaven in the unit, a unifying color that carries across the force. This color, combined with using similar detailing on shields and bases, makes the army look like a cohesive force when it is deployed on the battlefield.

MODELING CLANRAT SLAVES

To make a unit of Clanrat Slaves, use the Skaven Clanrats Regiment set. If you have two Regiment sets, you can split the pieces up to make a unit of Clanrats and a unit of Slaves. As Clanrat Slaves are poorly equipped compared to other Skaven, you can show this by using the less armored bodies and heads from the Regiment frame for the Slaves, saving the other pieces for your Clanrats. If you want to give shields to your Slaves, you might like to leave them plain, not attaching any icon to them, to emphasize the Slaves being of low standing and only given the worst battlegear.



Clanrat Slaves

Metallic paints were kept to a minimum on this unit, as the Slaves would not have much access to such materials. Armor and wristbands were painted brown to appear like leather. The metal that the Slaves do have, such as their weapons, has

been painted to appear rusty and old, which you can achieve by applying Brown Ink washes over the metallic color. Their fur is painted a lighter shade than the Clanrats to further emphasize their low status.

TECHNIQUES FOR PAINTING FUR

As most Skaven models are covered in fur, it is important to learn how to paint this. Drybrushing and ink washing are simple techniques which, with practice, will enable you to paint the bulk of your force quickly and effectively.

To drybrush, dip your brush in a lighter color than the one you chose for the basecoat. Next, wipe most of the paint off the brush onto a paper towel, then drag your brush lightly over the model. A small amount of paint will adhere to the raised areas, picking out the texture and creating highlights.



Chaos Black undercoat drybrushed with Bestial Brown.

Ink washing is another technique for quickly painting the fur of your Skaven. First paint the basecoat in your desired color. When this is dry, paint a darker tone of Citadel ink or watered-down Citadel paint over the base color of the model. The ink wash settles in the crevices and recesses of the model and, when dry, provides shading.



Chaos Black undercoat with basecoat of Bestial Brown and a Brown Ink wash.

The techniques of drybrushing and ink washing can be combined to bring out the detail of the fur even more. After giving your model its basecoat, apply an ink wash over the model to provide shading. When this is completely dry, lightly drybrush the model with your chosen color.



Scorched Brown drybrushed over Chaos Black.



Bestial Brown drybrushed with Bubonic Brown.



Brown Ink over Bestial Brown, drybrushed with Snakebite Leather.



Vermin Brown drybrushed over Chaos Black.



Flesh Wash over Skull White undercoat.



Bubonic Brown drybrushed over Chaos Black with Brown Ink wash.

PHIL KELLY'S CLANRATS

Using some of the techniques illustrated earlier in this section and his own style, Phil shows how he painted the core troops for his own Skaven army and how he made them look unified on the battlefield.



Phil Kelly is a member of the Games Development team, and has been playing Skaven since he first joined Games Workshop, leading his army to many successful victories.

As my army is predominantly Clan Skryre I decided on an overall color scheme of dark red, black and brown. To achieve this, (1) I undercoated the Clanrats in Chaos Black. I then drybrushed their fur with Vermin Brown, followed by a little Snakebite Leather. (2) I then added highlights of Vomit Brown to the hands, faces, tails and feet, and painted the cloth and armor in Scab Red. (3) I highlighted the red areas with Red Gore, painted the blades in Chainmail and added further highlights to the faces and leather straps with a 50/50 mix of Vomit Brown and Skull White. The teeth and eyes were picked out with Skull White, and the studs in the armor with Chaos Black. (4) Finally, I added Chainmail to the studs and added some Black Wash to the metal areas before basing the models and adding shields.



Soulgnawer's Ratkin

PAINTING SKAVEN BANNERS & SHIELDS

Skaven banners and shields can be as simple or as elaborate as you like. Painting the wood of your shields brown and attaching an icon painted a rusty, metallic color is a quick and easy way of making a striking shield. Using similar designs or color schemes across all of your regiments is a good way to unify your Skaven force.

You might like to make the banners and shields of your elite regiments and characters more intricate than those of your regular troops to make them stand out.



GARETH HAMILTON'S CLANRATS

Gareth Hamilton's Skaven Army appeared in White Dwarf 230. He showed us his great techniques for painting Skaven Clanrats quickly and to a good standard, so we have presented them here.

STAGE 1: THE SKIN

The face, hands, feet and tail are first painted in Scorched Brown. This is the basecoat and will provide the color for the deepest parts of the skin. Next, a mix of Scorched Brown and Dwarf Flesh is painted over the basecoat, avoiding the areas you want to remain dark. Highlights are built up by adding more Dwarf Flesh to the mix and again painting the areas you want lighter. Keep adding more Dwarf Flesh to the mix until you are satisfied with the end result. A final highlight of Dwarf Flesh and Skull White mix can be used for the lightest areas such as knuckles, eyebrows and around the mouth.

STAGE 2: THE FUR

The fur is painted in Bestial Brown then given a Brown Wash to darken the color and pick out the detail of the fur. Next, drybrush the fur with Bestial Brown and, for final highlights, drybrush again but add just a smidgen of Skull White. Easy!

STAGE 3: THE CLOTHES, POUCHES, BAGS, ETC.

As with the other stages, the first step is to paint the base color. Use black for armor, otherwise use the darkest shade of whatever color you want the clothes to be. For my Skaven I used mostly Snakebite Leather, Bubonic Brown and Camo Green. This was highlighted by mixing with Skull White and produced a dull, faded look that I am very pleased with. The armor was painted with a mix of Chaos Black, Boltgun Metal and Dwarf Bronze. This gave a very dark and slightly rusty look to the metal. I usually paint the pouches with a base of Snakebite Leather washed with Brown Ink and then highlighted with Snakebite Leather and finally a Snakebite Leather and Skull White mix.

STAGE 4: WEAPONS AND SHIELDS

I always paint the weapons last as they give you a part of the model to hold other than the base. Any metal parts are always given a black basecoat, then painted with the same mix of colors I used for the armor. The edges are highlighted with Boltgun Metal. Wooden handles, spears, etc. are painted in Bubonic Brown and washed with Brown Ink. For the highlight, just drybrush with Bubonic Brown.

Shields are painted separately and fixed to the model when finished. The basecoat is Bestial Brown washed with Brown Ink. The highlights are applied by drybrushing, first with Snakebite Leather, then with a Snakebite Leather and Skull White mix.

STAGE 5: FINAL DETAILS

These include eyes, teeth, nails, whiskers and the muddy effect on the clothes. I paint the eyes black first, then paint over with white, leaving the black just at the edges. The white is then painted over with a bright green to give a glowing warpstone look.

Teeth and nails are first painted black, then picked out with Bleached Bone. The whiskers are just small dots of Brown Ink. The muddy effect was achieved by painting the base of the clothes with Flesh Wash, then again, lower down the clothes, with Brown Ink.

STAGE 6: THE BASE & VARNISH

The base of a figure can have a dramatic effect on the final look and so needs a little thought. To maintain the theme of my Skaven I decided brown was the best color. The small patches of static grass are just enough to help the army blend in when fielded on a green gaming table.

In order to protect my models I always varnish them. I prefer a matt varnish to a gloss one, but it does have the effect of 'dulling down' a figure. This is especially true of any metallic parts. However, in the case of my Skaven this is exactly the effect I wanted, so my models have been given a matt varnish with some exceptions, notably the Poison Wind Globadiers. To get the glass effect on their poison globes each globe was given up to four coats of gloss varnish. I now have a fully painted Skaven Clanrat ready for battle.



Stage 1 – Skin



Stage 2 – Fur



Stage 3 – Clothes



Stage 4 – Weapons & shields



Stage 5 – Details



Stage 6 – Basing

This month we have the third and final part of our series focusing on the tragic War of the Beard. Anthony Reynolds takes a look at legendary Dwarf and Elf heroes who fought in the war.

Last month we decided to extend the War of the Beard series to include the special characters Lord Salendor and Brok Stonefist. Games Development have done us proud and have even created another two characters!

As well as background and rules, we have come up with a few conversion ideas for how to represent these supreme warriors on the battlefield.

Mark Raynor has recently put aside his beloved Vampire Counts army and embarked on collecting the formidable High Elves. He fought with them in the battle report in WD 265.

To make Lord Salendor, Mark used the body from the Shadow Warrior commander. He carefully removed the head, arrows, and bow. Then, using Green Stuff, covered up the scalemail as Lord Salendor doesn't wear armor, and made a hood and scroll case. Salendor's new head is from the Archer frame, as is his left hand and sword.



Lord Salendor conversion

THE WAR OF THE BEARD

Part III: Mighty heroes of this epic conflict

These characters have been designed to be used in the War of the Beard armies of Elves and Dwarfs featured in WD264 and 265. However, there is no reason why you have to restrict them to War of the Beard games (although you might find them a bit powerful!) and with your opponent's consent, you might like to try them out against different opponents (how would they fare against Grimgor, I wonder?).

Special characters are a great way of capturing the feel of a race, and if you have never tried making any yourself, give it a try! Even simply naming your general and heroes will add an extra level of depth to your games.

We asked the renowned High Elf general Mark Raynor to create some conversions for the High Elves and, when we were searching for someone to tackle the Dwarfs, Paul Sawyer leapt at the chance.

LORD SALENDOR OF TOR ACHARE

Points: 345

Proud and noble, Lord Salendor was a skilled swordsman who was well-versed in the magical arts. He had unnatural foresight and was a brilliant tactician, as well as having near supernatural reflexes. The only Elven general to have matched Brok Stonefist in terms of strategy and personal combat, the two had a mutual respect and fought each other with ferocity on numerous occasions throughout the War of the Beard.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lord Salendor	5	8	6	4	3	4	9	5	10

Lord Salendor was a famous and skilled strategist, as well as a masterful swordsman. He may be taken as a Lord choice in a High Elf army, and will always count as the army general, with no need to roll for Intrigue at Court.

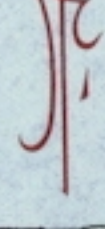
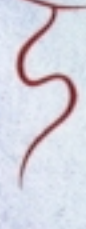
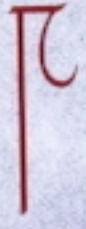
Weapon: Two hand weapons.

Magic:

- Lord Salendor is a Level 2 Wizard and will always use High Magic.

Special Rules:

- **Master Tactician:** After deployment has finished, the High Elf player may choose to redeploy one of his units. The unit can be moved to any area within his deployment zone.
- **Unmatched Reflexes:** Salendor will always attack first in close combat, even if charged. If an enemy has the same power because of a magic item or spell, hits are resolved in order of Initiative. If Salendor and his enemy have the same Initiative, roll a dice to decide who attacks first. In addition, so swift are his reflexes that he can avoid many attacks, his body becoming a blur of movement. As a result, Salendor has a Ward save of 4+.
- **Critical Strike:** Salendor is adept at striking his attacks past his opponent's defenses. As such, all hits by Salendor confer an additional -1 armor save modifier.



BROK STONEFIST

Points: 371

Brok Stonefist was a mighty warrior renowned for his knowledge of the ancient tunnels that zig-zagged beneath the ground, linking the ancient Dwarf Karaks. He fought with great success against the Elves during the War of Vengeance, leading the army of Karak-Azgal with ingenuity and bravery. Relentless to the end, he met his fate fighting his nemesis, the Elf Lord Salendor. Though neither could best their opponent, the burning inferno of the doomed city Athel Maraya eventually claimed these two mighty heroes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Brok Stonefist	3	7	4	4	5	3	4	4	10

Brok was a mighty warrior who led the armies of Karak Azgul into battle countless times during the War of the Beard. He can be taken as a Lord choice in a Dwarf army, and will always count as the army general.

Weapons & Armor: Garaz Makaz, Rune Armor of Karak-Azgal.

Rune Items:

- Garaz Makaz

An ancient and powerful weapon and mining tool, Garaz Makaz is a family heirloom handed down from Brok's great grandfather, who was a renowned miner.

Garaz Makaz counts as a great weapon. In addition, the weapon is inscribed with the Master Rune of Breaking (if Brok scores a hit against an enemy with a magical weapon, the opponent's weapon is destroyed immediately) and the Master Rune of Alaric the Mad (no armor saves are allowed against wounds caused by Garaz Makaz).

- The Rune Armor of Karak-Azgal

This is a revered suit of armor, intricately designed and wrought with the finest runes. After Brok's death, the blackened armor was recovered and carried with reverence back to Karak Azgul, where it has remained ever since, deep within its vaults.

The Rune Armor of Karak Azgul is inscribed with the Master Rune of Gromril (giving him a 1+ save) and the Master Rune of Steel (opponents must re-roll successful rolls to wound Brok).

- The Talisman of Stone

This talisman is an ancient rune item gifted to Brok by a Rune Lord of Karak Azgul when Brok saved the Rune Lord's nephew. It imbues him with great power, healing otherwise fatal wounds unnaturally fast.

The Talisman of Stone gives Brok the Regeneration special ability.

Special Rules:

- *Lord of the Tunnels:* 0-2 units of Miners may be taken as Core choices in an army led by Brok. In addition, when using the Underground Advance special rule, these units may re-roll the dice each turn to see if they arrive on the battlefield.

Paul Sawyer is a well known Dwarf general. You can see more pictures of his Kazad Bolg Expeditionary Force on page 43 of the Dwarf Armies book.

Paul used the Dwarf Miner Champion model to represent Brok Stonefist. As the model is so suitable, there was no need to carry out any conversion work!



Brok Stonefist

Before attempting this conversion Mark Raynor had a root through his extensive bits box. Having just constructed a High Elf army, this was packed full of useful components. He took a Dragon Prince rider and chopped through the waist, replacing the upper torso with one with a more feminine shape from the Dark Elf crossbowman frame. The right arm and lance came from the same Dragon Prince whilst the left arm was donated by a Silver Helm. The new head came from the Shadow Warrior champion and then Green Stuff was used to create the sashes and scarves that Liandra wears to disguise herself.

LIANDRA ATHINOL

Points: 575

Liandra was the first and last girl-child born into the doomed Athinol family of Caledor. Both her father and brother were slain in the war against the Dwarfs, leaving Liandra as the last one to carry the Athinol bloodline. Distraught and filled with anger, she donned her brother's ornate Dragon armor and rode into battle in the guise of a Dragon Prince astride the mighty dragon Borgash, the steed of her father. Tragically, the Athinol line died with her, for she gave her life defending the Phoenix King, her dragon's heart skewered by an immense bolt thrower bolt and her body hewn by countless axe-blades.

Profile	M	WS	BS	S	T	W	I	A	Ld
Liandra Athinol	5	6	6	4	3	2	7	3	9
Borgash	6	6	0	6	6	6	4	5	8

Liandra Athinol was a proud and strong warrior who fought with hatred against the Dwarfs when the last of her family was killed. She may be taken in a High Elf army, but will take up three Hero choices.

Weapons & Armor: Lance, hand weapon, Dragon armor, Shield of Ithinar.

Magic:

- Borgash is a Level 1 Wizard and will always use Fire magic.

Magic Items:

- The Shield of Ithinar
The Shield of Ithinar is an ancient family heirloom borne into battle by Liandra's father and her brother after him. The dragon engraved on its surface seems to be in constant motion, coiling and spiraling, disorienting Liandra's opponents.

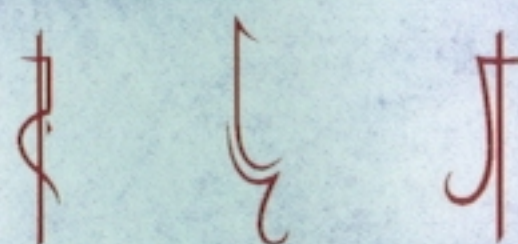
Anyone attempting to strike Liandra in hand-to-hand combat suffers a penalty of -1 to hit. In addition, the shield provides a 5+ armor save. Note that this -1 to hit does not affect attacks directed against Borgash, her dragon steed.

- The Signet of Athinol
As the last of the family of Athinol, Liandra bears the Signet of Athinol, a large and impressive gemstone. A wall of force projects outwards from the gem, reducing the power of attacks made against Liandra.

Any hits made against Liandra, including hand-to-hand attacks, missile fire and magical attacks that use a Strength value, are worked out with a Strength modifier of -2.



Liandra Athinol conversion



CRAZED KHARGRIM

Points: 266

Crazed Khargrim was a mighty Dwarf Slayer, desperately seeking his own demise when the War of the Beard broke out. He threw himself recklessly into combat, battling mighty Elven heroes and slaying a number of Dragons and young Drakes, until he was captured and imprisoned by the Elves. In chains for years and denied the chance to die in combat, he slowly lost his tenuous grip on sanity and devolved into a mindless killing machine. Ripping the chains free of his stone imprisonment, he went wild within the Elf fortress, slaughtering countless warriors with his chains before escaping. He was directed into battle by his fellow Slayers for the remainder of the War of the Beard, unsuccessfully seeking his own doom. As the war drew to an end, he vanished into the mountains, traveling north, and his name was never recorded in the history books again.

Profile	M	WS	BS	S	T	W	I	A	Ld
Crazed Khargrim	3	7	3	4	5	3	5	4	10

Crazed Khargrim was a powerful and dangerous Daemon Slayer driven mad by his imprisonment by the Elves. He may be taken as a Lord choice in a Dwarf army.

Weapon: Chains of Binding.

Magic Items:

- Chains of Binding

These were the chains that the Elves used to hold Khargrim, and they were fashioned to resist magic, so that even sorcery could not break their bond.

The Chains of Binding give Khargrim Magic Resistance 2. In addition, the chains count as a Great Weapon.

Special Rules:

- *Unbreakable:* (see page 112 of the Warhammer rulebook).
- *Slayer:* (see page 7 of the Dwarf Armies book).
- *Unbinged:* His years of imprisonment slowly eroded what sanity was left in Khargrim. He may not join any unit, not even a unit of Slayers. In addition, he can never be the army's general.
- *Counter-charge:* In the first round of any close combat, Khargrim will always attack first, even if charged. If an enemy has this same ability, such as by a magic item or spell, hits are resolved in order of Initiative. If Khargrim and his enemy have the same Initiative, roll a dice to decide who attacks first.
- *Frenzy:* A result of his imprisonment, Khargrim is subject to *frenzy*. Note that even if beaten in combat, Khargrim will never lose his *frenzy*.
- *Hatred:* After being chained for several years by the Elves, Khargrim has developed an intense hatred of all Elves. As a result, he is subject to *hatred* towards Elves (of all kinds). Note that this is an exception to the normal rules, and he is subject to *hatred* despite being otherwise immune to Psychology.



Crazed Khargrim conversion

Paul Sawyer used the Blood Bowl Star player Grim Ironjaw to make his conversion of Crazed Khargrim.

He drilled above and below the models fists, and then filled the resulting holes with green stuff. Paul then took short lengths of the Forge World Tank Chain and made books from the end links of each section so he could attach them to Khargrim's fists. Finally, he pressed the books into the green stuff-filled holes and the conversion was finished.



BACK TO LA MAISON TAAL

'The Battle of La Maisontaal Abbey. Few titles have the power of evoking as many nostalgic memories in veteran Warhammer fans. Paul Sawyer has decided it only fitting to revisit this age-old classic in light of the Skaven release. Alessio Cavatore immediately volunteered to rewrite the scenario in its incarnation for the sixth edition of Warhammer, ably assisted by Anthony Reynolds. White Dwarf's very own Paul Rudge also built a new piece of terrain specifically for the scenario, with Dave Andrews' expert advice. Over to Alessio...

Alessio: Given the task of revisiting this historic battle, I began by doing a little research into its past incarnations. After much digging through ancient parchments stored in dusty chests in the dungeons of Games Workshop's archive, the earliest appearance of this scenario that I could trace is dated 1986. It was actually in the Citadel Journal of Spring '86 that it all began. As the cover of this milestone copy of the Journal informs us, this is also the first appearance of 'a new Chaos race' called the Skaven! This magazine is

precious indeed, containing a veritable treasure of information on this evil race which I love so much. More to the point, it contains the Warhammer scenario 'The Vengeance of the Lichemaster', which is what I was looking for. Written by a certain Rick Priestley (that name rings a bell...), the scenario is a follow-up of the previous 'Terror of the Lichemaster' gaming supplement. In the Journal, together with rules and art, the gamers could find a cut-out cardboard model representing the abbey. I noticed with a wry smile that those cardboard

models had been designed by none other than the very same Dave Andrews we were turning to for advice on the same matter. Dave was as surprised as me when I pointed it out – it was fifteen years ago, after all!

Later on, Bagrian and the Lichemaster made their presence felt in the Warhammer Fantasy Role playing module 'Revenge of the Lichemaster', which was the first adventure I ever played using that game system. Once more the battle of La Maisontaal brings back memories of many happy hours of gaming with friends.

The next time the battle was recreated (that I could find) was far more recent. It was just two and a half years ago, in WD 237, when the scenario was released as part of the support for the new Vampire Counts Armies book. This time it delved into the past history of many lords of the Undead,



focusing in particular on the battle of La Maisontaal. I do know the author of that article quite well: myself! That article was one of the first I wrote for White Dwarf, at the very beginning of my career as a Games Developer.

After reading through all these different versions of the battle, I realized that the appeal of this fight for the game designer in me (and, I guess, for Rick before me) is that it pitches three armies all fighting against each other at the same time. It is a most interesting challenge to adapt a game system that has been designed to work for two players so that it can accommodate multi-player gaming.

The main problem is the Close Combat phase. Movement, shooting and even magic can work pretty well, but close combat is terribly messy when troops from three different sides are involved in a multiple fight.

I have to admit that I can find several problems in all previous attempts at solving this dilemma and, to be honest, after trying again and again I've come to the conclusion that in the space and time-frame available it's

simply impossible. In other words, it will take much more playtesting and many more pages of rules to crack this nut than this article allows me. It's probably enough work for a separate gaming supplement: 'Warhammer Multiple Battles'. Maybe in the future! For the moment you'll have to solve those tricky situations with the help of my guidelines and diagrams, but most importantly with your common sense and the use of our inseparable friends, the dice.

Apart from the little problems that might arise, this scenario is always very characterful and highly amusing, as the three sides battle it out for control of the beleaguered abbey.

Enjoy it!



THE BATTLE OF LA MAISON TAAL

The Battle of La Maisontaal, fought in the year 2491, ended in a spectacular victory for the Bretonnian forces of Duc Tancred.

Although at first the Skaven and Heinrich Kemmler's Undead forces fought together, this unholy



alliance soon broke down when the treacherous Skaven unleashed a number of hellish Warfire Throwers into the ranks of Zombies in an effort to destroy the Lichemaster. The Necromancer walked unscathed through the green flames and turned his forces against his deceitful allies. Allowing the Skaven and Undead to engage each other, Duc Tancred held his forces back for a single heroic charge, which smashed the forces of the Skaven, splitting them. Despite this the rat-men fought on in desperation, attacked on two sides.

While Throt the Unclean directed his mutated creations against the Undead and Bretonnian forces, Grey Seer Gnowdoo hurtled over the battlefield, borne aloft by the power of his magic.

Accompanied by a small group of black-clad Gutter Runners, he managed to fight his way inside the temple of Taal and recover the Black Ark. The High Priest of Taal, Bagrian, was killed in this attack, stabbed countless times by the poisoned blades of an assassin. Many say that Bagrian brought this end upon himself,

and that his interest in warpstone reeked of the taint of Chaos.

Once Gnowdoo had this sacred item within his grasp he fled the battlefield, leaving the other Skaven to be slaughtered. Throt escaped the battle, his warpstone enhanced constitution keeping him alive despite horrendous wounds. It was rumored that after the battle he hired the services of Clan Eshin to exact revenge on the treacherous Gnowdoo.

The Bretonnians took heavy casualties from the relentless press of Undead, for Kemmler kept raising those that fell using the devastating power of his magic and his sheer force of will. Eventually the Lichemaster tired of the battle, realizing that the Skaven Grey Seer had already fled with his prize. He slipped into the shadows and was gone.

The monks of Taal praised their god for their survival and the Bretonnians returned to their lands with honor. Duc Tancred devoted the remainder of his life to seeking the downfall of the Lichemaster, tragically bringing about his own doom at the Battle of Montfort Bridge. Some rumors whisper that he walks the world still, cursed to undeath by the foul Necromancer.

The year 2491 was a dark year for the faithful of Taal, the god of Nature, whose temple lay high in the mountains between Bretonnia and the Empire. Here follows an account of these dire events.

Bagrian, High Priest of Taal, walked over the floorboards to look out of the shattered window as the last of the day's sunshine was hidden by the horizon. His face was a mask of cold fury. Shards of colored glass crunched under his sandaled feet. The beautiful stained glass windows had been inspirational creations, spectacular devotions to Taal that had taken years of loving attention to create. Now they were in ruin, as was much of the abbey. Only the temple itself still stood. The rest of La Maisontaal Abbey had been ruined, and the smell of charred wood and swirling ash filled the cool night air.

The High Priest raised his gaze to encompass the fields surrounding the

abbey, and his expression hardened. Dark shapes were silhouetted against the dying red sky: evil, twisted creatures were out there, abominations of nature which had no right to be walking the earth. Those creatures were opposed to all that he believed in and were an affront to his god.

Concealed with arcane spells of protection and shielding, Bagrian had slipped unnoticed into the bowels of the mighty stronghold of the foul rat-men, that dark, crumbling city beneath the marshes known as Skavenblight. His journey had reaffirmed his belief that these creatures had no place in the world, and he had learned much of the Skaven in his brief foray. He had discovered that it was the Chaos-infused substance known as warpstone that millennia ago had twisted the rat-creatures into the hideous beings they were today. He had hoped that

studies of this dangerous substance might provide a clue as to how to eradicate the unnatural creatures from the world forever. With this in mind, Bagrian magically transported a small black box full of warpstone to his study in the abbey of Taal, high in the Grey Mountains. The rat-creatures flew into a frenzy when they discovered that the box was missing. Despite being magically concealed, Bagrian only barely escaped the seething Skaven lair. How could he have known that the box was an item sacred to the abhorrent Skaven, the cursed Black Ark of the Horned Rat?

It had taken only days for the foul creatures to appear. Taal only knows how they had found him, so far from their subterranean hell-hole, but find him they had. Three nights later, he had been awoken from his slumber by a vision of his god, alerting him to danger. Rushing into the corridor outside his room, he

found the night watch lying at their posts, their throats slit. Hunched black figures prowled the abbey, moonlight glinting on their vicious blades. Calling on the powers vested in him by his god, Bagrian caused a great ball of light to appear above the abbey, burning like a miniature sun and illuminating the entire grounds. The black-clad Skaven cowered before the sudden light, and Bagrian quickly dispatched them with his powerful magic.

The next morning, fear filled the abbey and shock and fright could be read in the eyes of initiate and monk alike. As night began to fall, movement could be seen in the distance, and the first wave of attacks began. Led by Gnawdoom, a crazed and powerful Skaven sorcerer, and the hideously mutated Throt the Unclean, the twisted rat-men descended on the abbey, crashing over the walls in a horrid, unstoppable swarm.

The monks of Taal stood bravely before them, fighting with mace and hammer. The air was filled with crackling sorcery as the Grey Seer pitted his magic against that of Bagrian. Throt, a powerful master mutator of Clan Moulder, directed his foul rat-spawn creations against the abbey's defenders, and twisted rats of gigantic proportions scrambled over the walls. The battle raged for half the night, and the outer walls of the abbey were slowly reduced to rubble. The overwhelming numbers and ferocity of the Skaven had slowly pushed the monks back.

As the moon reached its zenith in the sky above, a second terror descended on the beleaguered abbey. His soul filled with a growing despair, Bagrian looked into the clear sky, only to see the stars being blocked out by huge, dark shapes. On leathery wings, immense, deadly Fell Bats swooped down onto the monks, draining several of blood before taking to the air once more. The monks recoiled in horror as an army of the dead marched out of the mountains to the north. The Skaven advanced with increased confidence now that their allies had arrived.

At the head of the legion of corpses strode the dread Necromancer Heinrich Kemmler, the Lichemaster. For years this evil sorcerer had been causing terror along the borders of Bretonnia, laying waste to villages and towns as his army's ranks swelled with those he slaughtered. At his side was the towering figure of Krell the Twice Damned; his soul pledged to Chaos and his long-decayed body cursed to walk the earth once more. No doubt the Necromancer planned to use the power of the cursed warpstone to enhance his

already dangerously powerful necromantic abilities.

In horror, Bagrian turned to the small graveyard just outside the abbey grounds as hands pushed up through the wet earth. The bodies of dead monks rose from their graves at Kemmler's command, turning sightless eyes upon their former brethren. Dismay washed over Bagrian, for such obscene acts should not be possible on the sacred, consecrated grounds of La Maisontaal. The Lichemaster was powerful indeed! Groaning, the rotting bodies of countless Zombies staggered towards the monks, and the battle became even more terrible.

Bagrian ordered the monks into the temple of Taal, sealing the immense solid door behind them. He knew that if the two parties acted together, they would quickly overcome the last of the abbey's defenders, but that was not in the nature of these suspicious and evil-hearted beings. Indeed, the unholy alliance swiftly fell apart and the two unnatural enemies clashed.

While the powerful sorcerers Kemmler and Gnawdoom were focused on each other, Bagrian managed to get past their magical defenses. Free from its corporeal burden, his spirit burst from his body and sped into the sky. Soaring high above the earth, Bagrian scoured the lands in an attempt to find some aid for the beleaguered abbey. After nearly an hour of searching, his spirit-eyes found what he sought. Camped less than a day's march away from the abbey was a force of Bretonnian knights. Descending to the ground, his spirit form passed through the command tent, coming invisibly face to face with the proud Duc Tancred.

Looking within the heart of the noble Bretonnian Grail Knight, Bagrian saw that he had a true and noble spirit, and hope surged through him. The Grail Damsel at Duc Tancred's side gasped as she perceived the spirit of Bagrian, though no other in the tent could see him. Swiftly, Bagrian told her of the plight of the abbey of Taal. The Damsel quickly relayed the message to the Duc. Hearing the name of the hated Heinrich Kemmler, the Grail Knight surged to his feet, shouting for his army to make ready to ride to war.

* * * *

Bagrian glared over the shattered remains of his once proud abbey. As he watched, the two forces came forward once more to resume their struggle. Doubtless, both Kemmler and the Skaven Grey Seer Gnawdoom wanted the warpstone hidden in the strangely decorated black box for themselves.

The forces of Skaven and Undead clashed once again as the sky turned to darkness overhead, their fighting even reaching the inner compound of the abbey below. The sound of chanting echoed through the temple as the monks of Taal intoned devotions to their god. Bagrian was at peace within himself, though he raged against the abominations that stalked the night outside. He knew that if his god decreed that his time was upon him, he would face it without fear. If his god decided that he would live to fight to restore the natural order of the land, then he would survive this day.

There was a sudden shout within the temple, interrupting the chanting that stopped suddenly.

"Look to the west, Father Bagrian! By Taal, we are saved!"

Running to the west windows, Bagrian saw a great cloud of dust billowing in the distance. Riding before the dust-cloud were the proud knights of Bretonnia, pennants dancing in the wind as they galloped towards the abbey. He saw elements of the Skaven and Undead forces turn to face this new threat, while others kept fighting each other.

Feeling the power of his god flowing through him, Bagrian turned resolutely to the monks who crowded behind him.

"I will join our allies, and smite the abominations this day in Taal's name! Guard the Ark well in my absence."

With those words he swept towards the great double-doors that guarded the entrance to the temple. The doors swung open at a gesture, and he stepped through them. The burnt ruins of the abbey were littered with bodies, some furred, others in various stages of decay. The great doors swung shut behind him, and Bagrian gazed in hatred towards the figures of Kemmler and the Skaven Grey Seer, Gnawdoom. They sensed his power across the battlefield and instantly began their mental assault.

The Skaven army swiftly broke away from the Undead forces, pulling back to regroup. The Bretonnians thundered over the rocky ground and the three armies faced each other, the abbey in the center. Standing on the steps of the temple of Taal, Bagrian raised his arms high in the air. There was a sudden flash of light, and contorting lightning arced towards the Undead and Skaven ranks. At an unheard signal, the three armies charged towards each other, and the vicious, desperate battle of La Maisontaal began in earnest.

Warhammer Scenario

The Battle of Three Armies

Overview: What follows is a generic scenario for a battle fought by three armies. In theory the armies are there to destroy all the enemies on the battlefield in a 'last one standing' situation, but players might wish to allow temporary alliances. Be warned though; if you start putting diplomacy into the game you risk really upsetting people!

Armies: Armies are chosen using the Warhammer army lists to an agreed points value.

Battlefield: Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

1. The three players roll off and the highest scoring player gets to choose in which area he wants to deploy his army (re-roll ties). Then the remaining two players roll off again and the second winner chooses his deployment zone, leaving the last to his opponent.

2. Armies are deployed in the deployment zones shown on the map below. The players take it in turns to choose and deploy one unit at a time in the following order: area 1, area 2, area 3. All war machines in a player's army are deployed at the same time, although they can be deployed in different parts of the deployment area. All characters in an army are deployed after all other units, all at the same time.

3. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as

described in the rules for Scouts on page 112 of the Warhammer rulebook.

Who goes first? At the beginning of each turn, the three players roll off and the highest scoring player gets to choose in which position to play – first, second or third (re-roll ties). Then the remaining two players roll off again and the second winner chooses his position, excluding of course the one already chosen by the first player, leaving the last available position to his opponent. Once the order of play has been established, players take their turns as normal. The above procedure is repeated at the beginning of each following turn. The only exception is that a player can never take two turns in a row, so the player who moved last in a turn cannot choose in the following turn to move first if he wins the roll.

Length of game: The game lasts eight turns or until two players concede defeat.





The Bretonnian Spearmen hold fast as both the Undead and Skaven armies breach the outer walls.

SPECIAL RULES

CLOSE COMBAT

All models in base contact with an enemy will fight in every player's Close Combat phase, regardless of whose turn it is. In a multiple combat involving units from all three sides, models can distribute their attacks freely among all enemy models they are in contact with.

First, work out each side's combat score as you would if the third party wasn't there. Then compare the three scores and apply all the relative results at the same time (see the examples on the next page). Solve fleeing and pursuing carefully, rolling a dice to determine which unit pursues first, because this can often generate new combats between units that were not fighting each other but were in contact with a common enemy.

These multiple fights will sometimes lead to very messy situations, where the players will need to use their common sense and the guidance offered by the examples to reach a solution.

MAGIC

The player whose turn it is receives his power dice as normal and the other players receive their Dispel dice.

For this scenario, the basic number of Dispel dice received by players is only one instead of two as long as there still are more than two players, otherwise it reverts to normal. Spells are cast as normal. If a spell is targeted at troops belonging to a single enemy, only that player can try and dispel them. If the spell is not targeted at an enemy or can potentially affect more than one enemy at the same time, both enemies secretly write down the number of Dispel dice they intend to use and then reveal them simultaneously. The player with the highest number of dice gets to roll them, the one with fewest dice keeps his dice. Players can also write that they wish to use a Dispel scroll (or similar one-shot dispelling item). A player using a scroll always counts as using a higher number of dice than a player dispelling normally with dice. If both players have bid the same number of dice or wish to use a scroll, they must roll off and the loser must use his scroll/dice to dispel.

VICTORY CONDITIONS

Unless two players concede, the winner is the player who scores the most Victory points.

Victory points are awarded as follows:

1. When a unit/character/monstrous mount is destroyed (wiped out by magic/missile fire/close combat or run down by pursuers), the player who destroyed it scores Victory points equal to the unit's points value.

Points scored in this way must be recorded immediately on a sheet of paper.

In a multiple fight, troops belonging to two players may destroy one or more units from a third party in the same Close Combat phase. In this case the two players share the Victory points equally.

2. Killing an enemy General is worth an extra 100 Victory points – record them immediately.

3. Each enemy banner (units' banners and battle standards) captured at the end of the game is worth an extra 100 points. It is vital that players use the Standard Bearer models to represent where the captured banners are, since they can be recaptured and, in this scenario, captured by a third party if the unit carrying them is defeated.

EXAMPLES OF THREE PLAYER COMBAT



EXAMPLE 1

Undead vs Skaven: The Skaven kill three Skeletons, claim three ranks, one banner and a higher Unit Strength. The Undead kill one Skaven and claim three ranks and one banner. The Skaven win by three.

Brettonnia vs Undead: The Bretonnians kill three Skeletons, and claim two ranks, one banner, flank attack and a higher Unit Strength. The Undead claim zero ranks (charged in the flank) and one banner, causing no wounds. Brettonnia wins by seven.

Brettonnia vs Skaven: The Bretonnians kill two Skaven and claim two ranks, one banner, flank attack and a higher Unit Strength. The Skaven kill one Bretonnian and claim zero ranks (charged in the flank) and one banner. Brettonnia wins by five.

Overall result: The Undead lose ten extra Skeletons (7 against Brettonnia and 3 against the Skaven).

The Skaven take a Break test on -5, fail it and run.

The Bretonnians cannot pursue because they are still locked in combat with the Undead.



EXAMPLE 2

The Bretonnians are locked in combat with the Undead from previous turns. The Skaven decide to charge them (note that they could have decided to charge both enemy units).

Brettonnia vs Skaven: The Skaven kill two Bretonnians and claim three ranks, one banner and a higher Unit Strength. The Bretonnians kill one Skaven and claim two ranks and one banner. The Skaven win by three.

Brettonnia vs Undead: The Bretonnians kill three Skeletons, and

claim two ranks and one banner. The Undead kill none of the Bretonnians, and claim three ranks, one banner and a higher Unit Strength. The Bretonnians win by one.

Undead vs Skaven:
No fighting occurs.

Overall result: The Undead lose one extra Skeleton (against Brettonnia) and stay in place. The Bretonnians take a Break test on -3 and fail. They run, and the Skaven pursue them. Note that the Undead cannot pursue them because they did not win the combat.



The Bretonnian Knights arrive, only to see the abbey surrounded by an evil alliance.

BATTLE OF LA MAISONTAAL ABBEY

Imperial Year 2491

Overview: The best known example of a three-way fight in the Warhammer world is, of course, the battle of La Maisontaal Abbey. To recreate this battle, set the table to resemble as closely as possible the map below. The following special rules apply.

ARMIES

Bretonnian army: 3,000 points selected from the list featured in WD261 and reprinted in the Warhammer Annual 2002. It must be led by Tancred, Duc of Quenelles, and must be made entirely of cavalry, with the exception of one unit of Men-at-arms and one unit of Squires on foot that must be included. The Bretonnian player also gets Bagrian for free on top of his normal army.

Undead army: 3,000 points. Necromancer Army (see page 78 of the Vampire Counts Army book) led by Kemmler and including Krell.

Skaven army: 3,000 points selected from the Skaven Armies book, led by Grey Seer Gnawdoom (choose his equipment as normal) and Throt the Unclean.

DEPLOYMENT

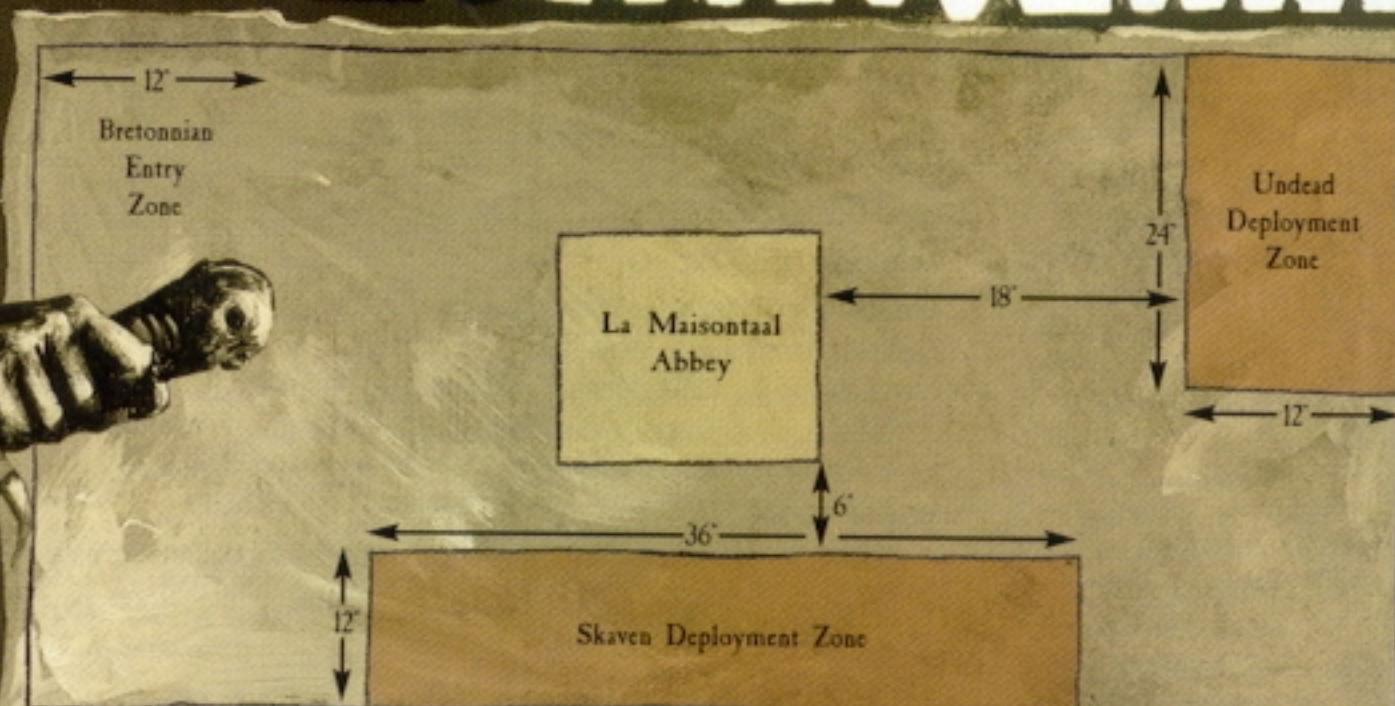
First the Undead and Skaven deploy their armies in their respective areas. The Bretonnian player then deploys Bagrian, the unit of Men-at-arms and the unit of Squires on foot anywhere inside the Abbey's perimeter, representing the remaining monks of Taal. No other troops can be deployed there. The rest of the Bretonnian army does not begin the battle on the table.

Turn sequence: In the first turn, the Bretonnians move first. The Bretonnian cavalry moves in from the table edge in the area indicated on the map, exactly like troops that have pursued an enemy off the table in the previous turn.

Victory conditions: In addition to the normal Victory points, the player who has the highest total Unit Strength inside the perimeter of the abbey at the end of the game scores an extra 500 Victory points.

SPECIAL CHARACTERS

The five characters detailed in this article are to be used in the Battle of La Maisontaal Abbey, but may also be used in normal games of Warhammer with your opponent's consent (with the exception of Throt the Unclean who may always be used). They must be fielded exactly as presented in this article.



TANCRED, DUC DE QUENELLES

The Duke of Quenelles, historically the victor of the Battle of La Maisontaal, is the avowed enemy of Kemmler the Lichemaster. This fiend lurks in the Grey Mountains and plagues the eastern frontier of Bretonnia, seeking vengeance for his defeat by the Duke's army. The Duke has pledged to hunt down and slay the Lichemaster and wipe out his followers for good. To this end, the king has presented him with relic weapons which are potent against the living dead. Tancred can be taken as a Lord choice for the Bretonnian forces. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him.

A Bretonnian Grail Knight hero is the ideal miniature to represent Tancred in your battles.

	M	WS	BS	S	T	W	I	A	Ld
Tancred	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

Cost: 275 points.

Weapons: Lance and the Blade of Couronne.

Armor: Heavy armor and the Grail Shield.

Mount: Barded Bretonnian warhorse.

SPECIAL RULES

The Duke has the Grail Virtue making him Immune to Psychology and the Virtue of Purity which gives him Magic Resistance (1).

MAGIC ITEMS

The Blade of Couronne: This ancient weapon was found in an old ruined shrine in Couronne. It was doubtless forged to be wielded against the Undead hordes of Seneca who beset the land during the Dark Age of Bretonnia.

The sword wounds Undead creatures automatically, with no armor saves allowed.

The Grail Shield: This shield bears an image of the sacred Grail which shines with such a pure white light that no evil creature can bear to look upon it.

Counts as a normal shield. In addition, all Undead creatures and Daemons in base contact with the bearer lose 1 Attack from their profile.

HEINRICH KEMMLER THE LICHEMASTER

The Undead army may be led by Heinrich

Kemmler.

He can be

taken as a

Lord choice,

but he will use up

one of your Hero

choices, as well.

Taking Kemmler counts as taking a Lord and a Hero. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him.



	M	WS	BS	S	T	W	I	A	Ld
Kemmler	4	3	3	3	4	4	3	1	9

Cost: 450 points.

Weapons: Sword.

Armor: None.

Spells: Kemmler is a Level 4 Wizard and always uses Necromantic spells.

SPECIAL RULES

Master of Necromancy: As long as he has enough power dice, Kemmler can cast any one of the spells he knows, even one that he has already cast in the same magic phase.

MAGIC ITEMS

Staff of the Lichemaster: This most powerful Necromantic tool has the combined powers of a Skull Staff, a Power Familiar, a Spell Familiar and a Black Periapt (see Vampire Counts Armies book, page 50-51).

Cloak of Mist and Shadows: (see the Vampire Counts Armies book, page 51).

Power Stone: (see the Warhammer rulebook, page 154).

KRELL

If the Undead army includes Heinrich Kemmler, it may also include Krell, one of the dreaded dark lords of Nagash. Krell can be taken as a Hero choice. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him.



	M	WS	BS	S	T	W	I	A	Ld
Krell	4	5	3	4	4	3	4	4	10

Cost: 215 points.

Weapons: Black Axe of Krell.

Armor: Chaos Armor (4+ armor save).

SPECIAL RULES

King of Wights: In Krell's hands his dreaded weapon reaches the pinnacle of its dark powers and delivers a Killing Blow (see the Warhammer rulebook, page 112) every time Krell rolls a 5+ on his rolls to wound.

MAGIC ITEMS

Black Axe of Krell: (see the Vampire Counts Armies book, page 49).

Crown of the Damned: (see Vampire Counts Armies book, page 50).

	M	WS	BS	S	T	W	I	A	Ld
Throt	6	6	3	5	5	3	7	4	7

Cost: 285 points.

Weapons: Creature-killer, a whip and a hand weapon.

Armor: Light armor.

SPECIAL RULES

Master Controller: Throt holds his position of authority within Clan Moulder through a mixture of fear, respect and brute strength. Skaven cringe under his crazed gaze and fear the touch of his accursed whip.

Any Clan Moulder unit within 6" of Throt may re-roll any failed Psychology test. In addition to this, if Throt is not your army's General, any Clan Moulder unit (Rat Ogres and Giant Rats) within 6" of him may use his Leadership for any Leadership test they take.

Dominator: The whip of Throt the Unclean is rightly feared amongst his clan, and his skill with it is unparalleled.

When Throt is in the rear ranks of a unit of Giant Rats or Rat Ogres, he can make four Strength 4 Attacks with his whip instead of the one normal Strength 5 Attack. Note that attacks with the whip do NOT benefit from the Killing Blow ability.

Ravens Hunger: Throt is consumed with constant hunger, and if he does not feed frequently, his overactive system will run rampant, eating him away from within.

Throt and any unit he has joined may never pursue a fleeing enemy they have broken in combat, as Throt stops to feed on the corpses of the fallen.

Warpstone-Fueled Constitution: Throt has conducted a number of experiments on his own body, resulting in his heightened strength and recuperative abilities. Throt can Regenerate, as described on page 113 of the Warhammer rulebook.

MAGIC ITEMS

Creature-killer: The Creature-killer is a special implement designed by Throt himself which he uses to capture and kill all manner of foul creatures to be used in his twisted experiments.

The Creature-killer gives Throt the Killing Blow special ability, as detailed on page 112 of the Warhammer rulebook. However, this magical weapon may also be used to deliver a Killing Blow to creatures the size of an Ogre, such as Minotaurs, Trolls and Kroxigors. It may not be used on monsters larger than Ogres, such as Dragons, or against Swarms. The Creature-killer requires two hands to use, but as Throt has three hands, he may still use the weapon and his hand weapon or whip to gain one extra Attack. This gives him four Attacks with the Creature-killer and one normal Attack which does not have the Killing Blow ability.

Warpstone Charm: This item allows Throt to re-roll any single dice roll once during the game.



THROT THE UNCLEAN

Throt is one of the most powerful Master Mutators within Clan Moulder. He can be taken as a Lord choice in any Skaven army. In addition, Throt also uses up a Hero choice. He must be used exactly as presented here and may not be given any additional equipment or magic items.

	M	WS	BS	S	T	W	I	A	Ld
Bagrian	4	4	3	4	4	3	4	2	8

Cost: 370 points.

Weapons: Staff (hand weapon).

Armor: None.

SPECIAL RULES

Arch-Priest of Taal: Bagrian is a Level 4 Wizard. He always uses spells from the Lore of Beasts.

MAGIC ITEMS

Staff of the Owl: This oaken tool of magic channels the forces of nature and infuses new strength into the bearer's spells. The staff confers upon Bagrian +1 to the total rolled to cast spells.

Amber periapt: The bearer of this statuette, which represents the god of nature himself, is surrounded by a golden-halo that protects and refreshes him as long as his faith remains true.

The periapt confers a 4+ Ward save on Bagrian. In addition, once per battle, Bagrian can recover all the wounds he has lost up to that moment (though he needs to be alive to use the periapt's power!).

Parchment of Bark: The lore of Taal is recorded on sheets of bark ritually taken from the holiest of birches. The Parchment counts as a Dispel Scroll.

BAGRIAN, ABBOT OF LA MAISON TAAL

Bagrian is a unique character. Under the superficial appearance of an old, learned scholar, he hides the great powers of an incarnation of the wildest forces of nature. His obsession with fighting against all forces that can upset the balance of nature has recently led him to the capture of one of the vile Skaven artifacts known as the Black Arks of the Horned One. Now he and his monks will pay the price for such a daring act. Bagrian can be taken as a Lord choice in a Bretonnian army. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him.

A Empire wizard would be an ideal miniature to represent Bagrian in your battles.

In recent months, the Studio has been filled with the sound of staff scurrying about, adding the finishing touches to the new Skaven Armies book. White Dwarf always tries to support our latest release and, for the Skaven, Paul Sawyer had something very special in mind. We would revisit the very first appearance of this verminous race: the Battle of la Maisontaal Abbey. Alessio Cavatore had been given the task of reworking the scenario which originally featured in the Citadel Journal way back in the spring of 1986. All that was needed now was a new piece of terrain to represent the abbey itself. For that White Dwarf turned to its very own scenery maker, Paul Rudge, and the abbey's original creator, ace terrain builder Dave Andrews.

Paul: It had been a while since I completed my Inquisitor battlefield (which was featured in its entirety in the battle report of White Dwarf 265) and I was extremely eager to start a

SCENERY WORKSHOP

Building the Abbey of la Maisontaal

new modeling project. It was at this point that I heard plans that White Dwarf would be updating the classic Warhammer scenario, the Battle of la Maisontaal Abbey. Although I knew that the scenario had begun its life in a very early edition of the Citadel Journal, my memories of the scenario come from the more recent WD237. I really enjoyed playing the scenario, and the great background which featured my favorite army, the Undead. Facing off against them in the scenario were two very different armies: the Skaven and the Bretonnians.

I began by doing some research into the project. Luckily for me Alessio had already ventured into the depths

of Games Workshop's archives and dusted off the Journal in question. As well as the scenario, it also featured Dave Andrews' original cut-out card model of the abbey. Using this as a starting point, I approached Alessio to find out what he had in mind.

Alessio had noticed that all too often players simply use terrain as something to break line of sight on the battlefield. Rarely did units, other than skirmishers, attempt to move through a terrain piece. One of the reasons for this is that your average terrain piece, whether a small forest or even a single rock, will simply not allow a ranked twenty-man unit to pass through it without turning them into a jumbled mess.





WHAT YOU WILL NEED FOR THIS SCENERY WORKSHOP:

- 2' x 2' MDF board
- Foamboard
- Corrugated card
- Textured wallpaper, card and plasticard
- Plastic rod
- Green flock
- Sand
- Your bits box
- Textured paint
- Polystyrene ceiling tile
- Chaos Black spray paint
- Skull White spray paint
- Chaos Black, Codex Grey, Skull White, Boltgun Metal, Dark Flesh, Bestial Brown, Snakebite Leather, Bubonic Brown, Dwarf Flesh, Bleached Bone, Flesh Wash and Black Ink Citadel paints
- PVA (white) glue and superglue

YOU WILL ALSO NEED THE FOLLOWING TOOLS:

A small drybrush, tank brush, detail brush, cutting mat, metal ruler, modeling knife, modeling saw, metal file, pin vice, sculpting tool, clippers and pen or pencil.

Most of these tools are included in our Tool Kit available at your local Games Workshop store.

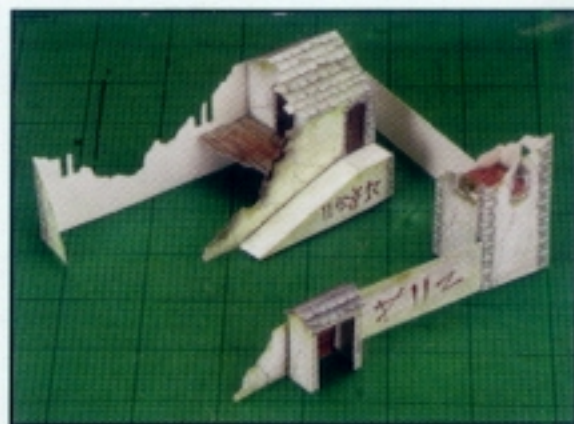
Alessio had also done some research into the style and theme of the abbey. It was a Bretonnian abbey that had taken its name from Taal, the God of Nature. For an architectural theme for the building, Alessio wanted to avoid the usual generic Empire half timbered style of building. He envisaged the abbey has having a style of its own; something new and fresh, but what? At this point we involved Dave Andrews.

After explaining the situation to Dave, it wasn't long before we were thumbing our way through a collection of books detailing different architectural and historical styles. With such a variety of styles to choose from, it wasn't difficult to find several

interesting examples that would be perfect for the abbey. The theme that we eventually chose for the building was a Mediterranean mix of southern French, Spanish and Italian architectural styles but with a definite Warhammer tinge

To give the finished abbey the look we wanted, Dave and I chose what we felt were the three main ingredients to creating the new style. Firstly, they included lots of arch shaped architectural details in their design. Secondly, all buildings of this style have whitewashed walls. Thirdly and more importantly, there was the key feature of a terracotta pan tiled roof.

Armed with Alessio's list of gaming requirements and Dave's architectural tips, I set about drawing how I thought the finished abbey should look. I decided not to stray too far from the original model, so my finished design would still need to include a partially damaged main building representing the abbey, a courtyard surrounded by a wall and a second much smaller building. However, there was one element that I would be changing: its size. The abbey needed to be much bigger, so large that it would dominate the battlefield and force gamers to interact with it. This increase in size would then provide enough space inside the courtyard for several units to move and perform limited maneuvers.



The original card model of the abbey.

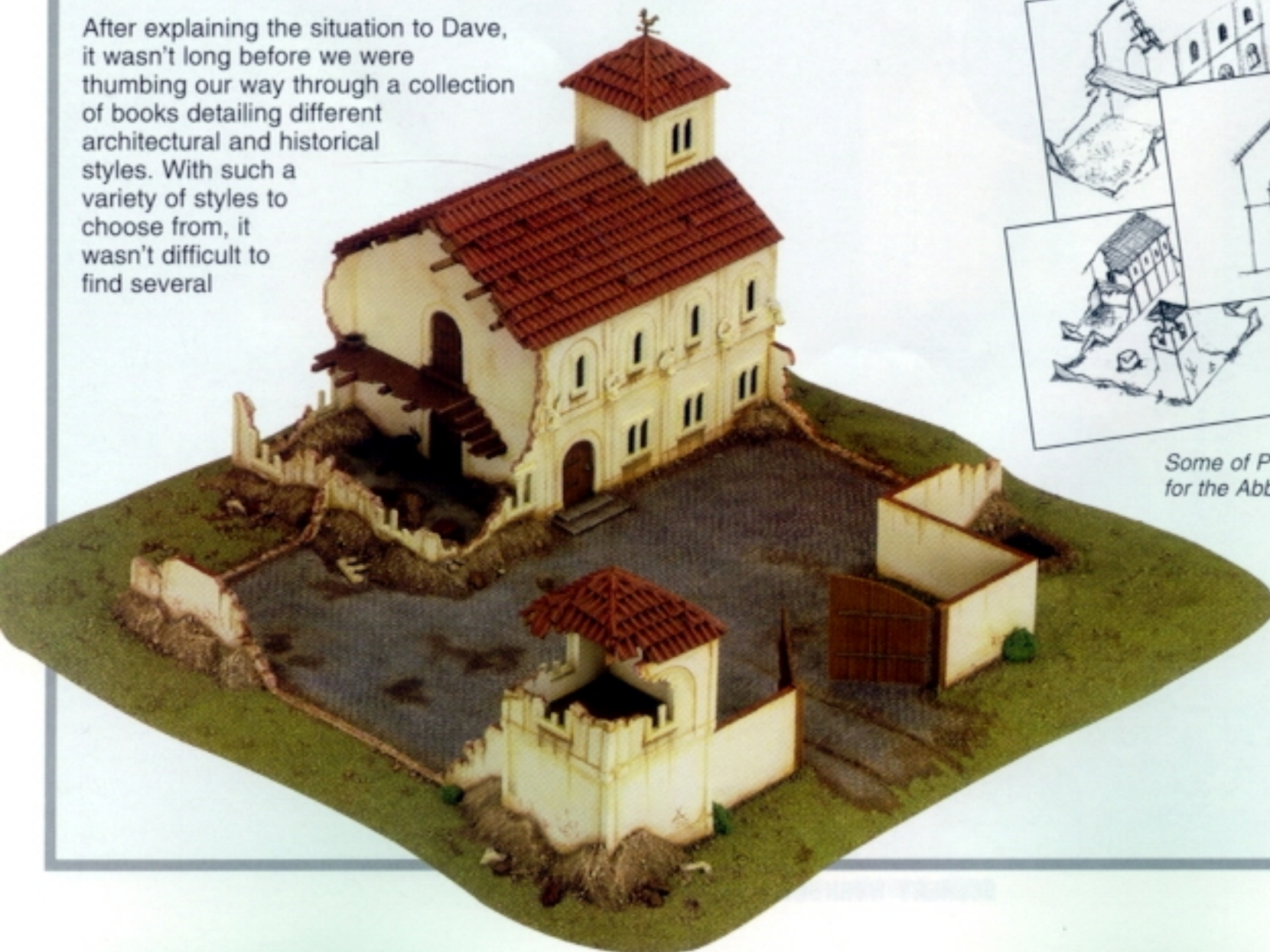
To allow units access to the inner courtyard, the outer wall would be breached in three places and have a large gate. All four holes in the outer wall would be wide enough to allow a unit on a movement tray 11cm wide to move into the courtyard without any penalty.

While I was thinking about how to encourage more interaction between the gamer and terrain, and because the Warhammer rulebook includes rules for skirmish games, I decided (in a moment of madness) to allow complete and total interaction with every part of the finished terrain piece, including the inside of the abbey itself. This meant that I would have to build the abbey so that the entire roof could be easily removed to allow access to the lower floor.

This certainly would be a challenging project.



Some of Paul's initial designs for the Abbey of la Maisontaal.





With enemy on all sides the Men-at-arms make a final charge.

BUILDING THE ABBEY

1 To provide a good solid base, a piece of MDF two feet square and 6mm thick was used. Onto this was stuck a large ceiling tile in which was cut small trenches, where the walls and buildings would be glued later.

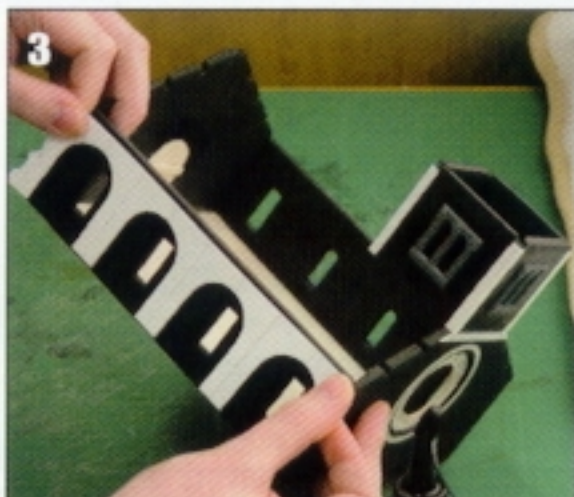


2 With the base complete, it was time to start work on the abbey's buildings. For the walls of the abbey, lengths of 5mm thick foamboard 120mm wide were cut.

After cutting holes for the windows, roughly cutting and removing a large corner from the piece of foamboard would perfectly represent the damaged section of the abbey.

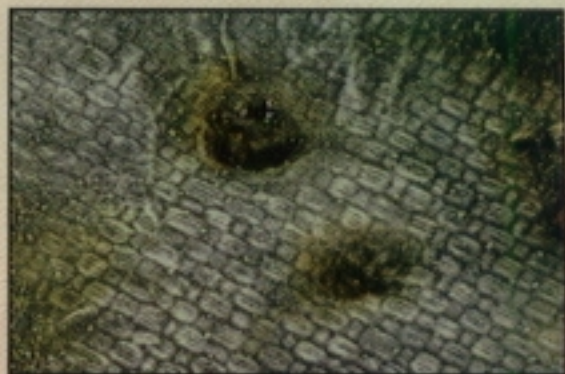


3 After gluing the walls together to form a simple box, the next job was to add some detail to what were flat pieces of foamboard. Using layers of thin card, the architectural quality of the building was emphasized.



THE COURTYARD

A piece of textured wallpaper was used to create the cobbled courtyard but, rather than just leaving it flat and featureless, a few puddles were added by simply pressing into the polystyrene tile with my finger and painting it with several coats of gloss varnish.



Looking through some of the Studio terrain made by Dave Andrews and Mark Jones, I found two very quick and easy ideas for flooring that you could try yourself:



A piece of textured plasticard, drybrushed quickly, makes the perfect road for games of Warhammer.



This wonderful Dwarf road is nothing more than a color photocopy from a book on historical ornamental images.

ARCHITECTURAL DETAILS

The Bretonnian Knights of the Realm crests fitted perfectly into the background of the abbey, helping to give the building its unique character and to link it with both the Bretonnians and Taal, their god of nature.



Dave Andrews and Mark Jones are Games Workshop's resident terrain experts. When building terrain for the Studio armies they always manage to add simple little details to whatever they create.

Here are a few examples of what I'm talking about, and I believe they also show you how simple it is to do yourself.



Here an Empire shield frame gives this building a very unique feel and ties it in with background of the Empire.

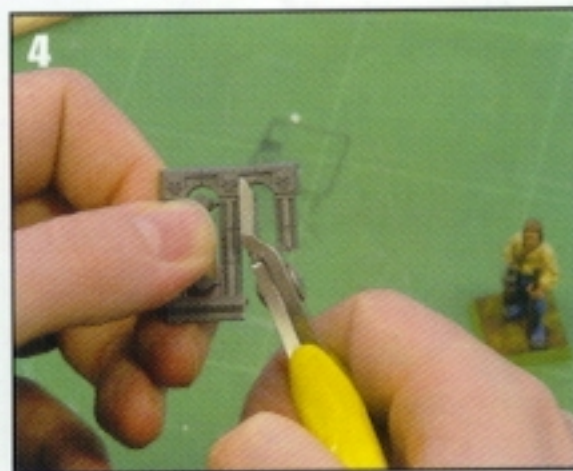


Both of the above examples make great use of the Mordheim building frame to add interesting details to the buildings.



A handful of Bretonnians make a valiant last stand on the steps of the abbey.

4. For the windows of the building, the arched windows from the Mordheim building frame were used. Whole windows for the lower floor, but for the upper floor, a smaller version was needed. Solution: cut the original windows in half.



5. The front of the abbey needed to be grander, so after building up the frames of the main door and the circular window with layers of thin

card, some simple steps made from thick card and a set of ornamental columns cut from a piece of hexagonal plastic rod were added.



6. The heads from the Knights of the Realm frame were used to create a set of gargoyle-style architectural decorations for the abbey.



DECORATIVE WINDOW

An empty blister pack, a touch of paint and a permanent black marker make the perfect broken stained-glass window.



ADDING A ROOF

Creating a tiled roof always seemed likely to be a daunting task. Luckily there was a simple solution: corrugated card (available at most craft and stationary stores). After creating the basic shape of the roof from either card for the small roof or balsa wood for the large damaged roof, corrugated card was cut into long strips 15mm wide. Then, starting, at the bottom of the roof, the first strip was attached and glued in place using PVA, taking care as the second and successive strips were added, then glued in place slightly overlapping the previous row.



ROOF OPTIONS

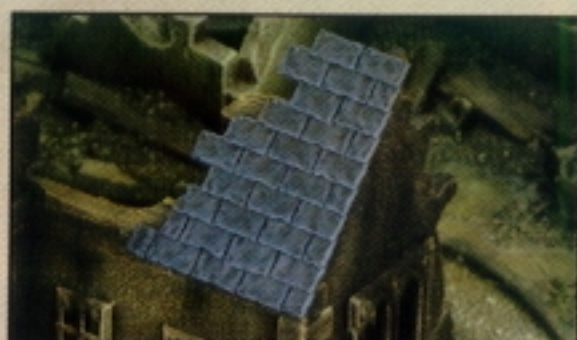
Of course, a tiled roof isn't the only option for your buildings. Here are a few simple alternatives you might want to use yourself:



Layering strips of thin card created this slate roof.



This wooden roof is again very easy to construct, using layered strips of balsa wood.



This ruined roof requires no construction at all as it's from the Mordheim building frame. What could be simpler?



Moving silently across the ridge of the roof, a Skaven Assassin prepares to strike.



Protected within the ruins of the abbey, a couple of Bretonnian Squires make every shot count.

GATES AND DOORS

The outer wall required a gate, but we did not want to block one of the four entry points into the courtyard. Solution: make a gate that opens!

1. After making a simple gate from balsa wood, the next step was a hinge (thanks to Ian Mountain who showed us this simple tip).



2. Using superglue, two L-shaped pieces of wire were attached to the gate (paper clips are perfect for this).



3. Then two small pieces of thin metal tubing carefully attached to the gateposts finish the job and, hey presto, a gate that opens!



With a crash the gate is forced open.

RUBBLE

With the buildings and walls complete, what it needed now was rubble. Chunks of polystyrene were glued in place around the base of any damaged walls. These chunks were then covered with PVA and sprinkled with sand and gravel. The odd broken window frame and fallen roof tile added the finishing touch.



PAINTING

After painting all the buildings and walls with textured paint, they were undercoated using a white undercoat spray. The courtyard and the roofs were then undercoated with black spray. The buildings and walls were then painted with a mix of Bleached Bone and a small amount of Bubonic Brown. When dry, the whole of the buildings and walls were drybrushed using just Bleached Bone, then again using Bleached Bone mixed with a little Skull White.

To age the building and create the effects of weathering, a wash was made from four parts Flesh Wash and



This small cemetery was made from a few polystyrene off-cuts and couple of headstones from both the Zombie and Skeleton plastic frames.

one part Black Ink. After adding a small amount of water it was painted into all the recesses of the building.

The cobbled courtyard was drybrushed using just Codex Grey. To create the effect of dirt and weathering another wash of the Flesh Wash and Black Ink mix was applied.

The wooden doors and the earth areas around the base of the terrain piece were painted Bestial Brown, then drybrushed using Snakebite Leather and then again using Bubonic Brown. Boltgun Metal was then used to pick out the handles and hinges on the doors and gate. After watering down a small amount of PVA glue, this was then painted onto the top of the areas of earth, taking care to leave small patches unpainted which would remain visible after green flock had been sprinkled over the entire base of the terrain piece.

The roofs of the buildings were painted Dark Flesh, followed by drybrushing them with a mix of Dark Flesh and Dwarf Flesh, then giving them a final highlight of just Dwarf Flesh.

Finally, to protect it and help it survive the rigors of gaming, the finished piece of terrain was sprayed with a layer of matt varnish.



The ivy growing up the side of the abbey began its life as a synthetic aquarium plant, available from many pet shops.

FUTURE PLANS

As yet the interior of the abbey remains untouched. It still needs a few small terrain pieces, for example an altar, a bench or two and a lick of paint. Another idea is to build a set of barricades, which will be used by the future occupants of the abbey to form defenses and block the breaches in the outer wall. Perhaps you might read about them in a future White Dwarf article, who knows!



Whoever the eventual victor will be, the price will have certainly been a costly one.

The infamous Orc Warlord, Grimgor Ironhide has once again emerged from his conflict with the Skaven Clans beneath the Red Eye Mountain to do battle elsewhere. Space McQuirk recounts his latest rampage of destruction...

THE GREEN SLAUGHTERER

Grimgor Ironhide returns to wreak havoc on the Old World

Grimgor Ironhide is one of the most feared names in the Warhammer world. Dwarfs, Elves and Men alike all have woeful tales to tell of this monster of an Orc. At night, mothers tell their children to be good, 'lest Grimgor gets them.' The Dwarfs have whole sections scribed within their Great Books of Grudges holding Grimgor accountable for innumerable wrongs. The Wood Elves speak his name in hushed whispers, believing him to be a reincarnation of a terrible daemon that once haunted the forests of Athel Loren. Even the Skaven know of this monster, and the musky scent of fear can be smelled at a passing mention of the great Orc.

For many years Grimgor has made his home within the ancient ruined mountain stronghold of Karak Ungor. Much has already been penned by the Empire scribes about the history of this massive Orc, but a new chapter

will soon be added to those pages, as it is rumored that Grimgor once more walks the face of the Old World in search of battle.

For many months the lands around the mountainous regions to the south of Kislev were spared the constant threat of Orc attack. As the harsh winter storms blasted the plains and scoured the mountainsides, the Orc and Goblin tribes retreated back to their cavernous dwellings, even their thick skins feeling the bite of one of the harshest winters ever recorded.

For Grimgor, the confines of the mountain stronghold meant that in order to quench his huge thirst for battle once again, he was forced to seek out the swarming masses of Skaven who had carved their lairs deep below the mountains. Clan Moulder are one of the most numerous of the Skaven clans, and it

is good fortune that each year when Grimgor returns to his mountain ruins, their numbers are culled. For a while Grimgor was content to hack and slaughter countless numbers of the rat-kin. At first he relished facing these multitudinous adversaries. The long, winding tunnels that the Skaven had clawed out flowed with their blood. It seemed that Grimgor had found a foe that he could slaughter with abandon, and yet one that would still return to wage war against him again and again. In an attempt to drive away the threat of the powerful Orc Warlord, Throt the Unclean, the Master Mutator of Clan Moulder, sent forth thousands of his own kin against Grimgor. He hoped that the sheer numbers would drive the Orcs out from their tunnels, but the mass slaughter merely encouraged Grimgor to press forward to Hell Pit, the lair of Clan Moulder.



Deep beneath the peaks of Karak Ungor, Grimgor Ironhide brings battle to the Skaven.

The mighty axe cleaved through the air and half a dozen heads spilled from their shoulders with one fell swipe. The lifeless bodies slumped to the floor adding to the huge mound of dead that already surrounded the giant Orc warlord. His loud roar of triumph drowned out even the combined guttural shouts of the Black Orcs surrounding the huge, blood-soaked Greenskin. A single fur-clad Human remained standing before the monster; he was dwarfed by the massive Orc who towered over the bare-chested man. Looking down at the pitiful wretch, Grimgor grasped him roughly with his huge hands, bringing him up to his single remaining eye for a closer examination. He snarled derisively before opening his huge jaws, revealing a set of broken yellow fangs which he closed around the man's skull, killing him instantly. Grimgor tossed the headless corpse aside as though it were a scrap of meat, spitting out the grisly remnants.

"Kill 'em all!" he roared, charging forward towards the remainder of the marauders, who stood back fearful of fighting this killing machine. For a beast so large, his agility was surprising, and, as the Orc warlord rushed forward, the fur-clad warriors before him turned to run, visages of sheer terror spreading over their faces. These were not the cowardly citizens recruited from towns and villages in defense of their homes but savage warriors who had committed acts of barbarity as cruel as any Orc. Yet the sheer bloodshed that this single opponent had wrought was more than even these barbarians could bear. They backed off from the attacker, stumbling as they did so. Grimgor was upon them before they had the chance to flee, trampling warriors underfoot, crushing their bones with his weight whilst his dreaded axe Gitsnik felled yet more of the marauders. In a matter of seconds, the Black Orcs who followed up the assault had killed each and every barbarian, but Grimgor did not pause in his slaughter. Charging forward he pushed on with his attack, he would not be satisfied until every enemy lay dead at his feet.

Grimgor's Orcs drove deeper and deeper into the vermin-infested tunnels, coming close to the heart of the clan's underground kingdom. In desperation, Throt sent forth dozens of his mutated Rat Ogres, massive hulking monsters mutated by experiments into a mass of muscle and razor-sharp claws. At first the frenzied attacks of these huge beasts

took the Black Orcs by surprise and they succeeded in driving back Grimgor's force. As the Skaven pressed home the attack, it was Grimgor alone who stood defiant. Despite his Black Orc guard fleeing back towards the safety of their caverns, Grimgor stubbornly held his ground, blocking the passageway. The first Rat Ogre leapt at Grimgor, who brought down his axe on the monster's skull killing it instantly. A second was cleaved in two by his magical axe, followed soon by a third. The passageway was narrow, and the size and bulk of the Rat Ogres prevented them from using their numbers against the Orc Warlord. Hours later, Grimgor returned back to his camp having dispatched over a dozen of the strongest monsters that Clan Moulder could throw at him. There is little doubt that Grimgor could have continued his attacks and delivered a crushing blow right at the heart of Clan Moulder's lair, but Grimgor had grown bored of killing Skaven. Having single-handedly fought off their strongest warriors, they no longer provided him with a challenge, and so it was that he and his tribe left the confines of Karak Ungor to venture out into the world in search of fresh conquest.

Having spent years terrorizing the towns of the Empire, Grimgor craved new enemies. Much as he had tired of fighting Skaven, the pitiful wretches of the Empire no longer interested him and so, instead of following his usual course of rampage, he turned his

attention elsewhere. He led his horde to the north-east. No army had ever succeeded crossing the treacherous region where the Worlds Edge Mountains meet the Mountains of Mourn. For Grimgor, this challenge was all the more reason to attempt the crossing. No sooner had his



force descended the steep passes of the Worlds Edge Mountains than they found themselves crossing a second range. The storms of winter had yet to be broken by the warm rays of the spring sun.

As Grimgor spurred his force through the treacherous passes, many of the small, weaker Goblins perished, their

green bodies lying frozen where they fell. Grimgor bellowed at his warriors to march quicker; he was eager to seek out new foes. Once, his cries were so loud that they caused an avalanche to descend, killing dozens of the force. Most hordes would have acknowledged defeat, but Grimgor's army knew that to do so would mean incurring the wrath of their Warlord, and preferred to risk death at the hands of the mountains rather than face the fury of their leader.

A week later, his army succeeded in the crossing, and the weary horde reached the open steppes. No sooner had they set up camp in preparation for a night of welcome rest than a sentry spied a huge cloud of dust on the horizon. As the cloud drew closer the Orc scouts reported that a massive band of marauding warriors, mounted on horses, were racing towards the camp. Grimgor quickly ordered his horde to advance to meet this new threat. As they marched across the steppes, the Orc drums beat out a tribal rhythm and the weary Orcs wielded their crude choppas high, chanting their guttural challenges.

A Kurgan tribe known as the Yusak, savage and ferocious warriors as much at home on horseback as on foot, had heard of Grimgor's approach and gathered to meet him. Their fine steeds raced across the plains, and soon the two hordes were within sight of each other.

Neither army paused in its advance, both seeking to press home

a brutal and furious attack. The initial charge of the Kurgan looked at first as though it would break through the Orc ranks, but the sheer numbers of Orcs enveloped the horsemen and soon they had been pulled down from their saddles and hacked apart by the crude choppas. The battle was ferocious, both sides thirsty to spill the blood of the enemy in hand-to-hand combat. Grimgor stood on a pile of bodies, each a victim to his mighty axe. The crimson rays of the setting sun bore down on the blood-soaked soil of the eastern plains. Battle raged on even as the sun disappeared over the horizon, with both sides reveling in the slaughter. As the first rays of light broke over the mountains many hours later, all that remained of the Kurgan force were the broken bodies of the dead. Orc and Kurgan corpses littered the battlefield and at the center, standing triumphant on a mound of the dead, was Grimgor. He was truly a dreadful sight, bathed in blood from head to toe, with his axe raised high above his head as he howled at the rising sun.

Since that glorious day Grimgor has made his camp at the heart of the Kurgan lands. Bands of marauders gather to test themselves against the might of the 'Green Daemon'. Grimgor's camp lies on the shortest and quickest route to the lands of the Empire, so to raid and plunder the lands to the west, the marauding tribes of Chaos must pass through Grimgor's camp or face a long diversion. Word has quickly spread of his presence, and each day the tribes gather and unite to fight off the threat. As the bands of Chaos grow larger, so does Grimgor's force. Many of the Black Orcs to the east have also heard of this mighty warlord and they flock to his banner. A vast mound of Orc and Human skulls towers above the Orc camp, and with each battle it grows larger still. There is little doubt that soon he will turn his attention elsewhere and, as suddenly as his horde appeared, it will vanish to terrorize some other land, but for the moment Grimgor is content to meet the forces of Chaos in open combat. His position at the heart of the steppes has given the Empire a brief respite to rebuild and recoup its losses. Yet the need for the armies of the west to ready themselves is great, for not only will Grimgor soon return, but also his passing from these lands will open up a route for the brutal, nomadic Kurgan.





Grimgor's single eye glowed with menace against the red evening sky. Only a handful of the twenty or so Orc warriors that had formed his guard still remained, but still they fought with the fury of many more than their number. At his side, his banner bearer held aloft a huge ragged standard in one hand, pulling a bloody cleaver from the chest of a Human warrior with the other. The brief respite from the fighting gave Grimgor a chance to survey his force. Once combat had been joined, Grimgor seldom cared how his boyz fared until the end of the battle, but a quick look along the Orc line told him that his army was relishing the fight. He was proud of his boyz - they had crossed a brutal and inhospitable mountain range only hours earlier and yet still they fought with vigour and ferocity. In many respects the mountain crossing had hardened his warriors. Only the strongest were able to survive the treacherous journey, and this meant that there was no weakness left within his ranks.

The sound of a horn alerted him to approaching danger. Before him, a band of warriors mounted on black steeds were charging his small group. The horses quickly bore down on the Black Orcs who braced themselves for the impact. The Kurgan horsemen smashed into the Greenskins, fully expecting to break the small formation and crush them under the hooves of their steeds. Instead, they found it was like charging a solid wall, and the horses reared as they failed to smash through the strong Orc line, sending their riders falling to the ground to be cleaved apart by the crude Orc choppas. Grimgor let out a tremendous roar and swung his axe Gitsnik in an upward arc through the exposed belly of one snarling steed. The beast fell, trapping its rider who struggled frantically to free himself only to be beheaded by the massive Orc warlord's axe moments later. Grimgor waded through the combat smashing opponents aside in his quest to find a worthy adversary. He spied a mounted, armor-clad warrior wielding a huge blood-red blade, fighting close to where he stood, and instinctively knew that this was the Humans' leader. He commanded a presence on the battlefield like none other. His armor was forged with strange symbols which the Orc warlord recognized to be marks of the Chaos gods. Through the visor of the man's helm, Grimgor could spy a pair of unnatural glowing red eyes. They stared at each other momentarily before the Chaos lord dispatched his foe with an easy swipe and brought his horse around to meet the Orc warlord.

As the warrior brought the blade in a downward arc, Grimgor parried the blow with his axe. For the first time in ages, Grimgor felt an immense strength behind the attack of an enemy. A second attack caught the Orc warlord off guard, smashing against his armor. This blow would have easily broken through even the strongest plate mail suit, but Grimgor's armor was said to be forged with the blood of a daemon and the blow was deflected. In return, Grimgor held his axe in both hands and swung it round his head. Twice the blade swept round before he directed it at the Chaos lord. The mounted warrior raised his blade to parry the attack and, as the two collided, a shower of sparks was followed by a deafening crack. The blade broke close to the hilt and Gitsnik cleaved through the warrior's armor. Grimgor pulled the axe free and prepared to deliver a second blow, but even as he brought his axe around his head he watched as his opponent's armor clattered to the ground, the horned helmet rolling to a halt next to the Orc's iron-clad boots. Bending down Grimgor picked it up. It was empty, as was the rest of the suit. Shrugging his shoulders he tossed aside the helm and turned to face his next foe. The deep red sun set below the mountains, and Grimgor let out a rare smile as he surveyed the battle. Hundreds of enemy still surrounded his force and, as far as Grimgor was concerned, that meant all the more to kill. He quickly looked for where the fighting looked thickest and, spying a group of Orcs heavily outnumbered by a mass of fur-clad warriors, he charged into their midst, ready to spill yet more blood.

Index Astartes

First Founding



An in-depth look at
the First Founding
Legions of the
Adeptus Astartes

MASTERS OF FORBIDDEN KNOWLEDGE

The Thousand Sons
Space Marine Legion

by Christopher Allen,
Jonathan Westmoreland
and Andy Hoare

The Thousand Sons were born of Magnus, the changeling Primarch. A physical giant possessed of coppery skin, fiery red hair and a single, baleful eye. Some say his massive size reflected his enormous intellect; his cyclopean eye his single-minded strength of purpose. At the height of the Great Crusade, Magnus was amongst the most imposing of the Primarchs and was always the one most suspected of taint. He would endure the whispers of Chaos throughout his life...

Origins

When the Primarchs were mysteriously scattered from their incubation on Terra, the infant Magnus fell upon the remote colony world of Prospero. He could hardly have been more fortunate: a grotesque cyclopean mutant who might have been feared and shunned on any other world came instead upon a hidden planet of kindred spirits: a commune of outcast human psykers. It would not be the last time Magnus's destiny would be so conveniently manipulated.

The original settlers of Prospero had chosen the world for its remoteness from Terra and had gone to great lengths to sever contact with Humanity. Their single citadel was situated deep in the planet's ventral mountain range. Nourished by vast underground hydroponics for sustenance and techno-psycho collector arrays for sustainable energy, it was a construct of extraordinary beauty. The so-called 'City of Light' glittered amidst the desolation of Prospero, all gleaming silver towers, soaring obelisks and majestic pyramids. Within this carefully-artificed reclusium, far from the sight of Man, its commune of human refugees devoted themselves completely to the pursuit of knowledge and the mastery of the nascent mutation which had set them apart: their developing psychic powers.

Legend tells of Magnus arriving like a portentous comet, streaking through the thin atmosphere of Prospero and coming to rest in the central plaza of the city. The vulnerability of their sanctuary to approach from above was something the adepts of Prospero failed to recognize: a failure for which they would suffer greatly in times to come.

Magnus became a ward of the scholars of the commune. Perhaps they recognized their kinship in a mutant cast out among mutants. Perhaps they recognized his potential. What is known is how quickly the young Primarch himself began to

manifest the sort of powers which had caused his mentors to flee into isolation; and how utterly he brought those powers under his control. Magnus mastered every psychic discipline, quickly surpassing the abilities of the greatest adepts in the commune. By the time he approached physical maturity, Magnus had grown into a giant in the psychic and intellectual, as well as the physical, sense. Then came the day that Magnus opened his cyclopean eye upon the Empyrean, and instead of channeling power from the Warp, Magnus instead saw into it, and life on Prospero was changed forever.

The instant his single enormous eye saw into that place of power, Magnus the Red went from student to absolute master.

The Warp is no more a lifeless place than the physical world, and the arrival of so prodigious a psychic presence as Magnus did not go unnoticed. More than one consciousness sensed the new life across the Immaterium and more than one recognized him for who he was.

More than one came to find him.

The Apocrypha of Skaros records the day the Emperor and his host arrived upon Prospero.

'It was as though they were friends of old; of many years acquaintance. Magnus's mutant visage disturbed not the Emperor of Man, who embraced his lost Primarch and proclaimed him his own.'

It has been suggested that the face-to-face meeting of Emperor and Primarch was a virtual afterthought, their minds having long since found each other across the Warp.

The Emperor had chosen as his vanguard force for the expedition his fifteenth Legion, the Space Marine progeny infused with Magnus's own gene-seed. The Apocrypha records the moment Primarch and Legion were united.

'The Warp-lost Primarch heard his Emperor and spoke but a simple

response, "As I am your son, they shall become mine." Then he knelt and in that moment accepted Primacy of the fifteenth Legion: his Thousand Sons.'

The discovery of their lost master could not have come sooner for the Thousand Sons. Formed from Magnus's own gene-seed, the Legion was disposed toward psychic mutancy in disproportionate numbers; a circumstance the fledgling Imperium was ill equipped to handle. Deep factionalism divided those who recognized the benefit of stable mutations such as the so-called

'Navigator Gene' of the Navis Nobilite. The Navigator Houses' 'third eye' allowed them to steer a course through the Immaterium making warp travel possible, but some perceived the increasing and seemingly random nature of human mutation as a destructive internal threat. An entire Legion of potential mutants was seen as a dangerous development. The fifteenth Legion had suffered terribly from the spontaneous, uncontrolled manifestation of psychics amongst their ranks, and those who survived to receive training became amongst the

most powerful librarians of the epoch. Many more did not. Moreover, the increasingly vocal anti-mutant 'witch hunting' crusades within the Imperium had seized upon the out-of-control Legion as evidence of the danger of psychic mutation. Cries that demanded purging the Imperium of psykers completely were not uncommon, and those directed at the remote and superhuman Space Marines of the Thousand Sons were among the most strident. Magnus came just in time to save the Legion from the threat of destruction.

Inquisition Access Level: B ninety-one

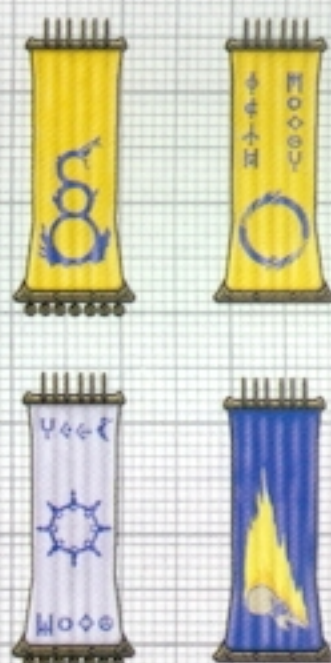
Thousand Sons, Progenitor Legion M31



Pre-Heresy Thousand Sons color scheme



Post-Heresy Thousand Sons
(ref: Rubric of Ahriman)



Tabard Variants (ref: Etiamun Reclusium)



Pre-Heresy pattern
combi-Bolter

Thousand Sons Cult Terminator



Post-Heresy Thousand Sons Mutant,
designation: 'Sorcerer'



Post-Heresy Thousand Sons
corrupted helmet variants

Thought for the day: The weak shall fall, the strong shall prevail.

Relocating its entire depleted strength to Prospero, Magnus turned the might of his intellect to their instruction in the ways of the psyker.

There are scholars, especially among the Librarians of certain Space Marine Chapters, who suggest it was during this time that another threshold was crossed. They believe that the crisis of controlling an entire Legion's destructive psychic mutancy caused Magnus to seek shortcuts, or explore more perilous paths. There are others, including prominent members of the Inquisition, who suggest no such 'threshold' ever existed; that the original commune of psychic adepts were already students of darker arts before Magnus came amongst them. Thus his initiation into similar rites was inevitable. Still others postulate it was the magnitude of the Primarch's own insatiable hunger for knowledge that

made what followed inevitable. When it happened will never be known, but at some point, Magnus the Red and his Thousand Sons Legion pursued knowledge beyond scholarship and psychic discipline, and began to practice sorcery.

The difference was not universally noticed at first. Magnus joined the Great Crusade with vigour. He led the Thousand Sons alongside the Emperor, the other rediscovered Primarchs with their Legions and all the fighting forces of Man. They fought in a grand campaign radiating outward from Terra, liberating colonies long isolated and claiming new worlds for the glory of the Emperor. That the Thousand Sons accomplished their victories through guile and deception as often as by strength of arms did not initially draw concern. Victory was victory after all. However, the further

the Emperor's realm expanded, the more tenacious grew the opposition. Increasingly, Legions of Space Marines or regiments of Imperial Guard would make planetfall expecting to find lost colonies of men, only to discover the thralls of mysterious powers utterly inimical to them. These slave cults resisted with sorcerous powers granted them by daemonic beings from across the Warp, powers few could fail to notice were akin to those wielded by the Thousand Sons of Magnus. There were those amongst the Imperial court suspicious of the Thousand Sons' methods. Paramount amongst them was Mortarion, sepulchral lord of the Death Guard who knew too well from his own dark past that sorcerous power never came without a price. Leman Russ, Primarch of the Space Wolves, for whom any battle fought through sleight of hand and clever deceit was by definition dishonorable also lent his voice to the critics of the Thousand Sons. The schism grew so great that it threatened the very foundations of the new order, and so the Emperor of Man himself decreed a council to resolve the issue for all time. The mightiest proponents of both sides convened on the planet Nikaea to debate, with the Emperor himself enthroned above the dais as arbiter, in an ancient amphitheater that seated



tens of thousands. There, beneath the glittering starlight, the witch hunters presented their case. They recited a litany of human misery inflicted upon the Emperor's own subjects by sorcerers enslaved by Chaotic monstrosities; of mutants unable to control what they had become, and despots who turned their psychic gifts to dark and selfish purpose. To speak against these charges came Magnus himself. He climbed the dais in silence, his own visage seeming to confirm everything the witch hunters asserted. But when he began to speak, it was clear none of his accusers could match the charisma or presence of a Space Marines Primarch and least of all this particular Primarch's certainty of conviction. Magnus told the assembled throng that no knowledge was tainted of itself, and no pursuit of knowledge ever wrong so long as the seeker of that truth was master of what he learned. And, Magnus decreed with finality, there were no secrets the Thousand Sons had not mastered, no ways too labyrinthine for them to know. When he stepped from the dais, the council was divided more sharply than ever: the witch hunters had made their case collectively with great impact, but with insufficient power to blunt the persuasiveness of the Primarch of the Thousand Sons. The assemblage openly wondered if even the Emperor could decide against one of his own sons.

The tension had reached the palpable knife-edge of violence when a contingent of Space Marine Librarians approached the dais. The Emperor acknowledged them with a nod and all fell silent, for visible amongst the librarians were the chiefs of some of the greatest Legions in the Imperium. These mystic warriors formed a semicircle about the podium to indicate they spoke with one voice, but it was a young Epistolary who stepped forward to deliver their words. Though his identity has been lost to history, he is said to have spoken with a passion that bordered on ferocity, and offered to the assembled council a third alternative. A psyker, he proposed, like an athlete, was a gifted individual whose native talent must be carefully nurtured. Psykers were not evil in themselves. Sorcery was a knowledge that had to be sought, even bargained for, and neither man nor paragon could be certain they had the best of such bargains. The other Librarians united around him, and proposed that the education of human psykers to best

serve Mankind be made an Imperial priority. The conduct of sorcery would be outlawed forevermore as an unforgivable heresy against Mankind.

The compromise presented by the Librarians offered both factions something, and appeared to be what the Emperor himself had been waiting for. The Emperor ruled it law without allowing any rebuttal, and the Edicts of Nikaea stand to this millennium as Imperial policy regarding human psychic mutation. But it was not the decision favored by Magnus. The Grimoire Hereticus records the fateful face-to-face confrontation between father and son when the Emperor himself barred Magnus's attempt to storm from the hall in protest. He bade Magnus cease the practice of sorcery and incantation, and the pursuit of all knowledge related to magic. It is said the cyclopean Primarch's face appeared brittle as aged stone as he received his father's command. Brittle enough to crack, but the Primarch of the Thousand Sons bent his shoulder and pledged himself and his Legion to obey. Neither Emperor nor Primarch knew that this moment would be the last time they would meet, and that events had been set in motion that would climax in treachery, bloodshed and pain.

The Betrayal

The threat to the fledgling Imperium resolved by the council served to mask other, darker betrayals already in motion. On Davin, events were reaching their tragic climax as Horus, first among equals, Warmaster and right arm of the Emperor fell victim to the manipulations of Chaos. This threat would not be resolved by debate or decree. Enthralled completely by the dark powers, Horus emerged from the events on Davin intent on nothing less than the complete destruction of the Imperium. Suborning brother Primarchs and their Legions to join his own, Horus intended to take the rest of the Imperium, and indeed the Emperor himself, by complete surprise. He was a brilliant strategist; he believed he had manipulated every possible factor to ensure his success. He had miscalculated in only one regard. Despite the decree of his Father and despite his own sworn promise, Magnus had not turned from the pursuit of the dark arts.

Seeing into the depths of the Warp from his sanctum upon Prospero,

Magnus beheld a vision of Horus' pledge of fealty to Chaos upon the fields of the feral world of Davin. Horus' treachery was revealed, every detail made known with total clarity. Magnus saw the too-human foibles of Fulgrim of the Emperor's Children and Angron of the World Eaters played upon masterfully by Horus, and greater forces veiled by the Warp. He saw the terrible trap being laid for Ferrus Manus of the Iron Hands, Vulkan of the Salamanders and cautious Corax of the Raven Guard on Istvaan V. He saw the Emperor's mightiest bastion of unalloyed loyalty, Guilliman's Ultramarines, being cleverly decoyed to the far side of the galaxy, where they could play little part in the drama to unfold. Alone in the entire galaxy, more clearly than even Horus himself, Magnus was given to understand the events at hand. He saw it all and understood each consequence and every role, except his own.

There are generals, tacticians and great military minds who say that had Magnus acted upon his knowledge and taken ship with his Thousand Sons he could have changed the course of the Heresy. Others point out that the Warp is an imprecise place, and Magnus could not be sure he would arrive in time to prevent Horus's treachery. Instead of direct intervention, Magnus embarked upon a more perilous path. The Primarch had never accepted the Emperor's belief in the peril of sorcery, and had broken his oath to turn from the pursuit of such knowledge.

In his precognitive vision of the coming war, and the warning it provided, Magnus was certain he had found proof of the value of his studies. With the combined power of his fellow sorcerers he set about casting a spell across time and space. Breaching all the protective hexes and wards of the Imperial Palace on Terra, he projected his warning of impending revolution into the presence of the Emperor himself, naming Warmaster Horus as its chief architect.

It was to be his moment of triumph and vindication, the occasion of his self-righteous justification. Only the power of Magnus's sorcery had revealed the viper within. Surely the Emperor would at last see its value. Instead, the Emperor named Magnus's sorceries themselves as the viper. He judged Magnus's accusation of his brother Primarch heretical and his blatant

deception evidence of the worst sort of oath breaking. Magnus's pursuit of forbidden knowledge was deemed tragic proof that he had fallen under the sway of the very powers the Emperor had warned him against. The Emperor's worst fears for the soul of his cyclopean son had been realized.

The content of Magnus's warning was ignored completely. It is said the Emperor broke contact with such force that psychic wards throughout the Palace arced with lightning and shattered. At the Emperor's side stood Russ, quaking with barely-contained wrath at Magnus's actions. The Emperor turned to him, for he knew he could be counted upon to prosecute his next orders without restraint. He ordered the Space Wolves to be unleashed upon Magnus and the scholar-soldiers of Prospero.

Only those who witnessed those distant days will ever truly know what happened upon Prospero when the Space Wolves attacked, as extant accounts often contradict each other dramatically. The epic, 'Prospero's Lament', describes a lengthy orbital bombardment by the Space Wolves, followed by a systematic campaign across the planet that took many days and nights, with a death toll of horrific proportions on both sides. On the other hand, one of the Space Wolves' strongest oral accounts of the battle, 'The Edda of the Hammer', asserts the Space Wolves took the Thousand Sons completely by surprise. The Space Wolves fell upon the City of Light from above (as Magnus had, so many years before) and reduced it in one terrible, bloody night of violence and carnage. The single night of burning libraries, crashing towers and

feral mayhem is a potent image and the action described in the Edda matches the popular image of the Space Wolves. But the Edda is oft-criticized; for how could a planet of sorcerers, able to see across time and space and into the future, be so completely surprised as to face destruction in the course of a single night? How indeed, unless the dark powers which granted them their visions did not mean for them to see? However it occurred, the sack of Prospero was the ultimate horror for the scholarly Thousand Sons, as Russ and his Space Wolves smashed their way through the sanctuary of the City of Light. Russ's warriors built pyres from Magnus's libraries of books, parchments and ancient texts, destroying artifacts unique in all the galaxy with a stroke of the chainsword. Though they differ in their specifics, most accounts suggest Magnus himself met Lemar Russ in hand-to-hand combat, Primarch against Primarch, berserker against giant in the ruined heart of the City. 'The War of the Giants', committed to print by Inquisitor Bastalek Grim from Space Wolf oral tradition, describes the titanic duel that followed:

'Magnus the Red did take to the field of battle, causing the ravaged ground to liquefy 'neath his mighty stride. Russ charged bodily the crimson behemoth and did lift the Cyclops off the ground, The Wolf-King broke the back of the Cyclops, and the last Thousand Sons, seeing their Primarch broken and cast down, did turn and flee. But as Russ raised Frostblade Mjølner to deliver the killing blow, Magnus spoke a word of power, and did sink away into the iridescent ground.'

In accounting what took place at the last, claims of what occurred on Prospero's final night contradict wildly. Somehow, in the City of Light's dying moments, Magnus cheated Russ of total victory, and in so doing, paid the very price the Emperor had warned him against all along.

Everything that mattered to him was burning to the ground, and Magnus turned to what he knew best to save it. Magnus was swept upon the currents of the Warp, and there he found the knowledge he sought. His sorcerers, his beloved Legion, all the precious knowledge they had accumulated within the silver spires of the City of Light could still be saved. He discovered the solution looking back at him, as if it had always been there,

THE SACKING OF THE ETIAMNUN RECLUSIUM

The Thousand Sons will often employ guile and trickery where other Legions would engage the enemy head-on. These tactics were illustrated when Mordant Hex, a Sorcerer Lord of the Thousand Sons led a raid on a distant world in the Eastern Fringe called Etiamnun III. This airless, barren planet was home to a small community of hermits who for millennia had lived out a simple life of contemplation and study.

This peace was to be shattered forever when the Thousand Sons' drop ships fell from the skies above the mountain retreat. Recovered fragments of the facility's security vid-log record the scene as soon after the landings the passes were filled with relentlessly advancing armored warriors. Records indicate that the hermits' reaction to the attack was one of calm acceptance. As the Space Marines filed up the mountain paths to the gate of the hermitage, its occupants showed no signs of the panic one would expect faced with a Chaos attack.

A brightly robed and armored figure reached the great adamantium doors of the monastery and stood before them for several minutes before striking upon them nine times. A party of beguiled monks had gathered in the air-lock, and at the ninth stroke they activated the depressurization ritual. The air-lock camera clearly shows the looks of serenity upon the faces of the occupants as the atmosphere rapidly bleeds from the chamber. The camera shows the monks' noble struggle to stand as their oxygen supply is cut off. Then the great doors part and for a single second the old men stand open to the airless expanse with the silhouette of the armored warriors visible beyond. An instant later the hermits' legs give way and they are swept from the chamber by the last venting gases, to be dashed upon the statuesque warriors' armored forms.

The remainder of the assault was little more than a massacre. The Thousand Sons gained entry to the reclusium and gunned down any who stood before them. Little or no resistance was offered.

Hex and his force penetrated deep into the mountain complex, and at its heart found what they had come for. The central chamber housed a long forgotten entrance to the Eldar webway; whether this portal had been forgotten by the Eldar, or had been cut off from their main routes is unknown. What can only be guessed at is the potential for damage now a Thousand Sons Sorcerer Lord has gained entrance to the secret paths of the Eldar.

watching his way, and subtly changing him to its own purpose. He beheld sorcery incarnate, promising knowledge, power and salvation. But this time it was on its own terms. Magnus was no longer the master of the way as he had believed himself, but servant to it. It is said that even then Magnus hesitated, but as he thought back to his city, his works, his knowledge and his brethren, reduced to fiery ruin at the command of his own father, he changed his allegiance for all time.

And in that instant, the City of Light, its silver towers and vast libraries and its Legion of Thousand Sons vanished from the face of Prospero, and the Imperium, forever. When Magnus and his Thousand Sons were seen again, it was above Istvaan V, fighting alongside Horus. Magnus had become a Daemon Prince of the Chaos god Tzeentch, Lord of Sorcery, and Changer of the Ways. The battle for their souls and their fate now so complete, it leaves one wondering whether it was ever truly in doubt.

The Rubric of Ahriman

The Thousand Sons had nearly been destroyed by the threat of uncontrolled mutation in their earliest days before their reunion with their Primarch. Even the salvation presented by Magnus's instruction was imperfect, requiring constant and vigilant oversight. The terror of it never left some of the Legion's most veteran members, and the rampant corruption they beheld amongst other Traitor Legions as the Heresy ran its course appalled them. They dedicated themselves exclusively to their new master, and for a time Tzeentch seemed to shield them from a similar fate. Even when the Heresy ultimately failed, and the Thousand Sons were forced to fall back to the Eye of Terror with their comrades in rebellion, Tzeentch's favor seemed unilateral. Their patron god provided a new planet, rich in magical power for them, a haven from the madness within the Eye for them to continue their research. But the way of the Master of Sorcery is capricious, and no sooner were the Thousand Sons ensconced upon their new home world than the Changer of the Ways began to alter them. Grotesque mutations in images favored by Tzeentch appeared spontaneously throughout the Legion. Many embraced these manifestations as tokens of their new destiny, but to the

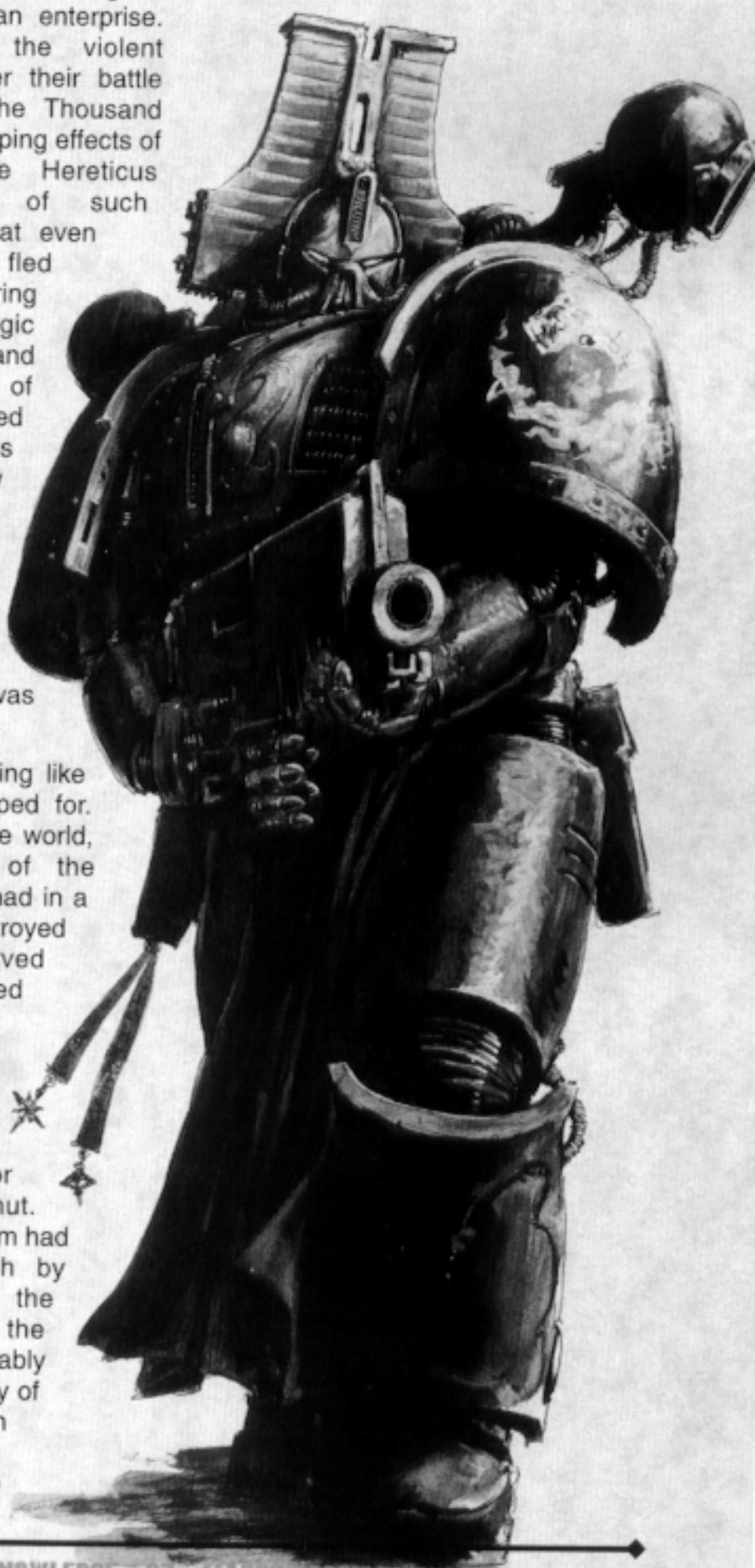
senior members of the Legion it was as if all they had been through counted for nothing. All their sacrifices; the loss of Prospero, the bloodshed of the Heresy, all was rendered meaningless. Their valiant pursuit of knowledge had resulted in the very madness and abomination they had always feared.

An inner cabal of the mightiest sorcerers, led by their Chief Librarian and Magnus's most trusted advisor, Ahriman, determined to counter the warping corruption. They laid the foundations of a mighty spell, and protected their workings with wards of secrecy, for they doubted Magnus would bless so risky an enterprise. They would dispel the violent mutations washing over their battle brothers and render the Thousand Sons immune to the warping effects of Chaos. The Grimoire Hereticus describes a spell of such unimaginable power that even daemonic horrors fled before the singular roaring maelstrom of magic unleashed by Ahriman and his cabal. The Planet of Sorcerers was enveloped in impenetrable storms of blue and yellow lightning, forks of the titanic energy arcing across the planet to strike down corrupted Thousand Sons one after another until it is said Magnus himself was forced to intervene.

The aftermath was nothing like what the cabal had hoped for. Across the breadth of the world, the fighting strength of the Thousand Sons Legion had in a single stroke been destroyed utterly – and preserved for eternity. The reviled mutations were no more, because the flesh of the affected Space Marines had been reduced to dust, sealed forever inside armor mystically welded shut. Every clasp, joint and seam had been sealed as though by infernal fire, trapping the animate spirit of the Thousand Sons irrecoverably within. Virtually the entirety of Magnus's Legion had been transformed into little more than implacable

automata for all time. Magnus was enraged. The Legion he had sacrificed everything for was no more. The pursuit of knowledge that had always been foremost to each of his brethren was now denied them for all time. By their own hand, the majority of this Legion of scholars could no longer even think.

Everything he had done, all he had sacrificed, every critical decision he had made in his life had been founded upon two sacred beliefs: that knowledge was pure, and that he was its master. With his home world



AHRIMAN, CHIEF LIBRARIAN OF THE THOUSAND SONS



The transmuting spell which rendered the Thousand Sons a Legion of closed armored automata was the construct of the Legion's greatest sorcerer after Magnus himself: its Chief Librarian, Ahriman. Before the events of the Heresy, Ahriman had shared his Primarch's obsession with arcane mysteries, and had come to be keeper of the now mythical 'Book of Magnus', a tome of incalculable sorcerous power. It may have been knowledge gleaned from that very tome with which Ahriman conjured his now infamous master spell.

The result of his Rubric, while imperfect, is said to have satisfied Ahriman in its consequence. A veteran Thousand Son from before the coming of Magnus, Ahriman's revulsion at the corruption of the Legion was so great that even the terrible price of reversing it was not too high. Magnus was not of like mind, however. So great was his wrath when the cabal was discovered that the Primarch threatened to obliterate them utterly, but the very patron who had worked the mutations upon them in the first place was said to have intervened. Who can say what the most enigmatic and capricious of entities intended? In any event, the Daemon Prince stayed his hand, instead banishing Ahriman from the Planet of Sorcerers and condemning him to wander the Eye of Terror and beyond in a hopeless quest to understand the Chaos god Tzeentch.

For his part, Ahriman refuses to acknowledge Chaos as his master. Across the ensuing millennia he has become a scourge, raiding ancient museums, libraries, scholaria and reclusia, places of learning, religion and contemplative thought. He seeks to acquire artifacts, data, or even persons he believes can lead him to mastery over the way of the sorcerer. He fosters cults on dozens of worlds at a time, providing cult magi with sorcerous power until such time as they have acquired some antiquarian trinket or satisfied another of Ahriman's demands before turning the wrath of his warband upon them.

It is rumored that Ahriman has of late turned his relentless predation upon the Eldar, determined in his belief that the lost knowledge he seeks can be found in that darkest of halls of enlightenment, the vast repository of arcana referred to in whispers as the Black Library.

destroyed, his father his sworn enemy, and his Legion in ruin, Magnus of the Thousand Sons ascended his tower in despair. Casting his bitter gaze out upon the war-weary and fragile Imperium of Man, Magnus vowed, as Horus had at the height of the Heresy, that he would see the galaxy burn.

Home World

Prospero was chosen by its original settlers for one reason: its remoteness. Isolated from the most common Imperial travel lanes and boasting virtually no independent resources of any value, Prospero had only one redeeming quality: it was a good place to hide. In the end, it was not even that. Today it is a blasted ruin, declared Purgatus by the Inquisition.

Through the millennia of endless raiding since, it has been discerned the City of Light survived its transit through the Immaterium intact. It came to rest within the Eye of Terror, upon a world that has come to be known as the Planet of Sorcerers. That

daemonic place is a seething cauldron of magical power, reflected across its breadth in the form of infernal volcanism and tempestuous skies saturated with magical vapor. Towers jut from craggy fists of rock thrust up from plains of lava, twisted and obscene mockeries of the spires and pyramids of learning which were the hallmarks of the City of Light before its fall. Mightiest of them all is the obsidian monolith that is the Tower of the Cyclops, said to be so massive it can be discerned from space with the naked eye. More obscenely, the Tower of the Cyclops looks back, as the pinnacle of the obelisk is a glowing warp eye, through which Magnus watches the paths of the future. The Silver Towers of the City of Light have been transfigured by the sorcerous might of the Thousand Sons into space-faring fortresses in which psyker lords set out from the Planet of Sorcerers to traverse the cosmos, launching vengeful assaults upon the Imperium of Man.

Combat Doctrine

The Thousand Sons were well known for preferring to avoid close combat, instead relying upon their mastery of psychic power and sorcery to carry the day. Guile, feint, confusion and misdirection were their hallmarks; all stratagems better used at range. Many were the occasions a Thousand Sons detachment would accomplish through illusion or trickery what a brother Legion would pay for dearly in blood.

Whatever else it may have changed, the Rubric of Ahriman affected that doctrine very little. The sorcerer lords of the Thousand Sons still use their ghost-brethren as implacable bulwarks of gunfire, around which they construct elaborate plans of guile and misdirection to achieve victory, all driven home with a timely application of potent magic.

Organization

Magnus placed great faith in his subordinates, believing he had taught them well, that their powerful sorceries gave them the necessary tools to function independently of him. Before the Heresy, individual Thousand Sons squads were not led by veteran sergeants but by those who showed the most psychic promise. These 'thrall-wizards' were apprenticed to more experienced sorcerers for their cabalistic training, but at the same time gained experience leading men in small units. While this practice meant it was rare for a Thousand Son who did not possess some measure of psychic talent to become a ranking officer, it also meant those sorcerers who did gain prominence had considerable combat experience. As a result, the Thousand Sons, a numerically small Legion to begin with, rarely took to the field en masse. Instead, they campaigned in smaller detachments under the command of sorcerers who often acted with much more authority independent of their Primarch than the officers of other Legions. This command experience has stood them in good stead as independent leaders of warbands since the Heresy, to the Imperium's considerable and continuing misfortune.

Beliefs

For the Primarch Magnus, knowledge was power. He believed there was no

discipline his intellect could not master, no secret he could not unlock and make serve his purpose. For the Thousand Sons, knowledge was salvation, the means to controlling the psychic legacy of their Primarch's gene. Every book was sacred, every writing worthy of study, every document a resource to be drained. The ultimate knowledge was sorcery, the way to final enlightenment, the key to the universe. Before the Heresy, the Thousand Sons were publicly dogmatic, swearing oaths of loyalty and singing the Imperial hymns. They fought for the expansion of the Emperor's realm with diligence, but as

their oath-breaking illustrated, their final loyalty rested not with the Emperor, but with their Primarch. When Magnus's reach for intellectual mastery exceeded his grasp, Tzeentch was waiting for him, and the Space Marines who believed as he did could do nothing but fall with him.

Gene-seed

Magnus was unquestionably the most profoundly mutated of the Emperor's Primarchs, both physically and psychically, and the Legion imprinted with his gene-seed reflected that with a high percentage of Thousand Sons manifesting some level of psychic

ability. Early in the Legion's history a small, but significant percentage were prone to physical mutation, but in the wake of falling thrall to Tzeentch that percentage escalated wildly. The Rubric ended that forever for the battle brothers of the Thousand Sons, but the sorcerers who command those armored shells still carry the gene-seed of their Daemon Prince and wear their grotesque mutations proudly as tokens of their mercurial patron's favor.

Battlecry

A ghostly whisper of: "All is Dust!"

USING A THOUSAND SONS ARMY IN WARHAMMER 40,000

The Thousand Sons use the following units from Codex Chaos Space Marines:

HQ	Chaos Lord or Daemon Prince, Lord of Change, Sorcerer.
Elites	Tzeentch Cult Terminators, Possessed Chaos Space Marines.
Troops	Thousand Sons, Tzeentch Daemon pack, Chaos Cultists.
Fast Attack	Tzeentch Daemonic beasts.
Heavy Support	Chaos Predator, Chaos Land Raider, Thousand Sons Dreadnought.

The following rules and Codex changes apply when using a Thousand Sons Chaos Space Marine army. The entire army must be Thousand Sons, not just one or two squads.

The Chaos Lord of a Thousand Sons army may only have a retinue of Thousand Sons, unless he is wearing Terminator armor in which case he may have a retinue of Tzeentch Cult Terminators.

Special Rules

- All Thousand Sons Lords and Sorcerers are Fearless (immune to Morale and pinning checks).
- All Thousand Sons characters must take the Mark of Tzeentch, and this is the only Mark they may bear.
- Thousand Sons Lords must take the Sorcerer Lord upgrade and must purchase the Mark of Tzeentch.
- All Lords, Sorcerers, Daemon Princes and Lords of Change may make use of minor psyker powers in games where both players have agreed to their use. There is no upper limit to the number of minor powers that may be purchased for Daemon Princes and Lords of Change.
- Thousand Sons squads and Tzeentch Cult Terminator squads may upgrade one member to a Thousand Sons Sorcerer for +15 points, or for free if the squad numbers exactly nine models, nine being the sacred number in Tzeentch's magic and ceremonies. He has the same stats as the Chaos Space Marine Sorcerer and is not subject to the All Is Dust and Slow and Purposeful

special rules. The upgrade includes a Mark of Tzeentch and further equipment may be taken from the Chaos Armory.

Note that a Tzeentch Cult Terminator upgraded to a Sorcerer retains his Terminator armor, combi-bolter and power weapon.

If the squad forms the retinue of a Thousand Sons Lord then any number of its members may be upgraded to Thousand Sons Sorcerers.

- Any single member of a retinue may be designated an Icon Bearer, even though no Aspiring Champions may be purchased.
- If any Thousand Sons in squads are upgraded to sorcerers, the special rules published in the Chapter Approved compilation allowing Greater Daemons to possess Thousand Sons Space Marines are not used. Use the standard Daemonic Possession rules instead.
- Thousand Sons Dreadnoughts do not roll on the Fire Frenzy chart so long as they take the Daemonic Possession vehicle gift. Thousand Sons Dreadnoughts pay only 25 points for this gift.
- The only vehicle gift allowed to a Thousand Sons vehicle is Coruscating Warp Flame, other than the Thousand Sons Dreadnought, which may also take Daemonic Possession.
- Possessed Chaos Space Marines automatically receive the Demonically Fast ability in addition to two rolls on the Ability chart.

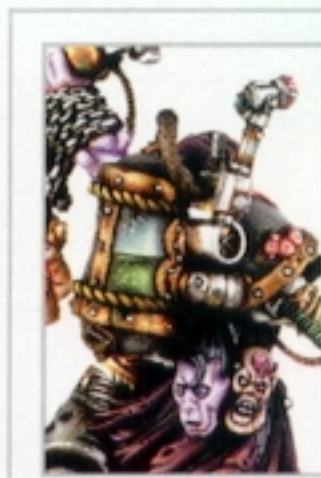
The Thousand Sons have been covered in this month's Index Astartes, so we thought it would be a good idea to showcase their joining their brethren from the most mysterious of the Traitor Legions are several other Chaos Space Marines.

'EAVY METAL SHOWCASE

Thousand Sons Lord,
by Keith Robertson



Murgle Champion, by Thomas David.
This model won the French Slayer
Sword 2000.



Thousand Sons Cult Terminator,
by Keith Robertson



Thousand Sons
Sorcerer



Mutated Black Legion Chaos Space Marines



Thousand Sons Chaos Space Marines, by Neil Hodgson



Ahriman, Chief
Librarian of the
Thousand Sons



Thousand Sons Land Raider.
by Keith Robertson



The Chaos Space Marines boxed set is a fantastic new addition to Games Workshop's extensive plastic model range. We caught up with Citadel miniatures designer and project leader Jes Goodwin to find out more about the process behind their creation.



Jes Goodwin leads our plastics design team. He recently finished work on the Chaos Space Marines and has now turned his eyes towards Chaos for Warhammer...

Jes: The chance to come back and redevelop the Chaos Space Marines is one that everybody here at Games Workshop has been eagerly anticipating. The project was, in reality, born from the new design of the Space Marines frame created for the release of Warhammer 40,000 back in 1998. Working with Games Developers Andy Chambers and Pete Haines, who were busy putting plans together to design the new Codex Chaos, the miniatures design team decided to go back to basics and approach the new plastics from a fresh perspective. We had already realized the potential of the ball and

TRAITOROUS PLASTICS!

THE NEW CHAOS SPACE MARINE MODELS

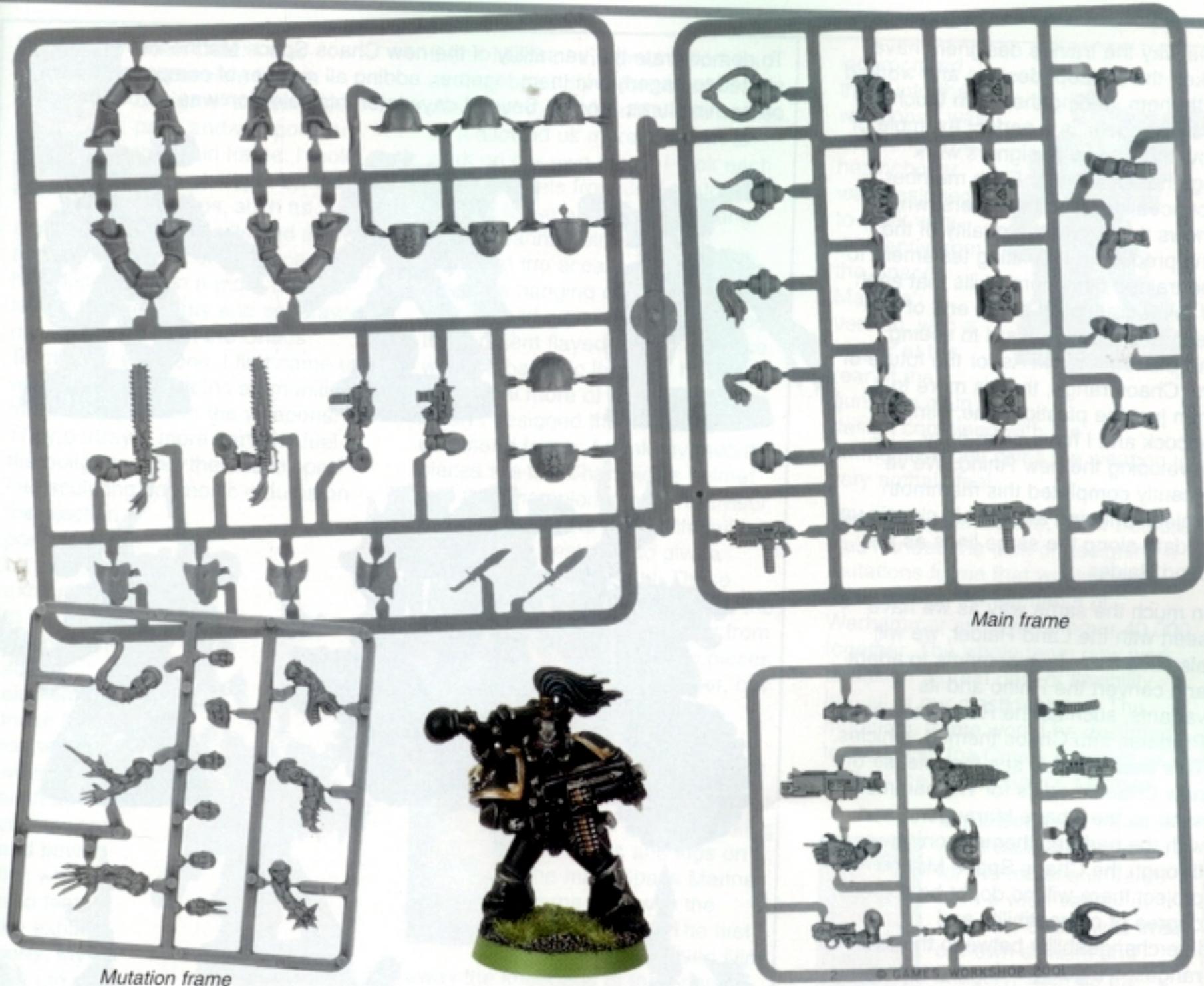
socket design with both the Space Marines frame and the Chaos Space Marine bikes. When I was working on the Chaos Space Marine bike project I used the basic Space Marine dimensions and altered them to a theme more fitting with Chaos. We knew for a fact that the Space Marine frame was extremely versatile, and having already seen successful results from the Chaos Bike, we decided that this would be a good starting point for us to design the Chaos Space Marines. After all, in background terms they are basically warped versions of standard Space Marines. To this extent much of the groundwork had already been done. There would be no need to rework the anatomy or dimensions of the Chaos Space Marines as we could use the existing Space Marines as our starting block.

The trainee miniatures design team had already showed a great deal of promise under the tutelage of Gary

Morley, and so it was that we decided to hand over to them the task of reworking the Space Marines frame to create a new Chaos Space Marines frame. I had developed some sketches back in 1995, which I gave to the designers to use as their basic concepts. We also came together to discuss new ideas as to what themes we were looking for. One idea that we agreed upon was that the new Chaos Space Marines should maintain an archaic feel, merging together some of the stronger themes that existed in the current Warhammer 40,000 and Warhammer ranges. Elements from the Chaos Terminator range were the closest to what we considered to be archetypal Chaos Marines. This allowed us to draw our inspiration from these models, attacking the Chaos Space Marines as a single ideal, rather than one that fitted into a distinct Chaos power. We felt it important that the new frame should represent Chaos Undivided using



A Black Legion squad, made from the contents of the Chaos Space Marine box set.



Main frame

Mutation frame

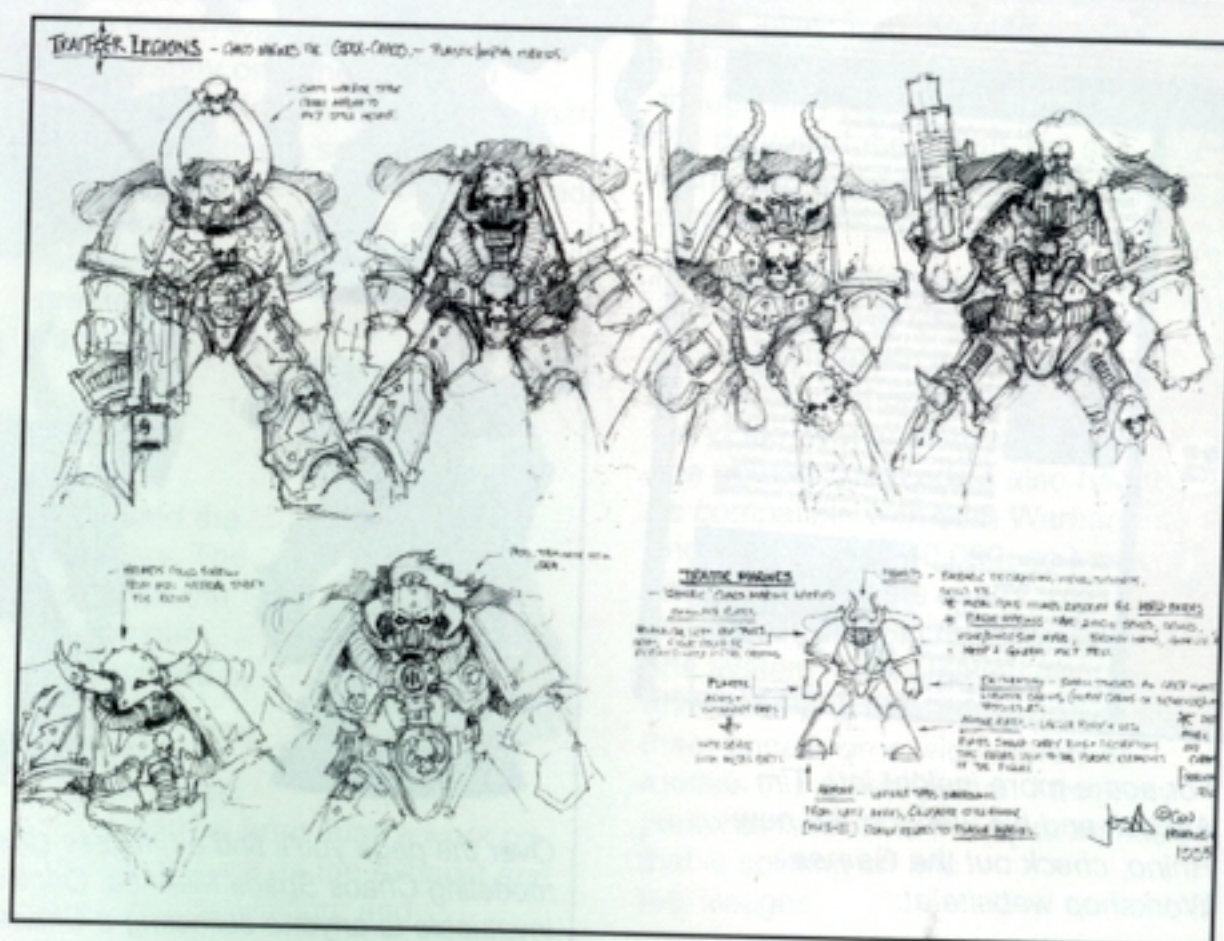
Command frame

barbaric and archaic themes for the models.

At this stage in the project the trainee designers began sculpting. They took Space Marines resins and filed off any details that were specific to the Imperium, such as the eagle chestplate and purity seals, then set about adding detail to each individual part, reworking them to fit in with the Chaos theme which we had already decided upon.

The compatibility of the Chaos Space Marine pieces also extends to using the standard Space Marines frame. Andy Chambers is currently working on creating rules for renegade Space Marines that will allow modelers endless possibilities to use the existing ranges together. As the new range is plastic and therefore easily workable, the cross-compatibility really adds a new dimension to both ranges. It is very easy for the modeler to cut off Chaos insignia so that each piece is interchangeable with his own army's theme.

As you can see, the new Chaos Space Marine frames are packed full of extras, and the possibilities for poses and conversions are endless. The mutations frame is hugely useful, not only for Chaos Space Marine players but also for those players collecting Chaos armies for Warhammer.



Some of Jes Goodwin's concept sketches.

The way the trainee designers have taken the concept designs and worked with them, adding their own touches to the models, is a perfect example of how the Citadel designers work together as a team. Each member bounces ideas off the others, which shows through in the quality of the end product. It is a fitting testament to the trainee designers' skills that each of them graduated at the end of the year, and I look forward to seeing more of their work. As for the future of the Chaos range, there's more to it than just the plastic frame. Tim Adcock and I have been busy developing the new Rhino. We've recently completed this mammoth project, bringing an age-old classic up to date along the same lines as the Land Raider.

In much the same way as we have seen with the Land Raider, we will also see new developments to adapt and convert the Rhino and its variants, such as the Razorback and Predator, into Chaos themed vehicles. This year will also see the release of new Chaos models for Warhammer, such as the Chaos Marauders, and with the barbaric theme running through the Chaos Space Marine project there will no doubt be a great degree of compatibility and interchangeability between the two ranges. It's going to be a great year for all Chaos fans and I for one look forward to seeing how the modelers and gamers convert and adapt our new range.

To demonstrate the versatility of the new Chaos Space Marine frames, we started to eagerly put them together, adding all manner of components from other miniatures ranges. Several days later this selection was on our desks!



For some more insight into Tim Adcock and his work on the new Rhino, check out the Games Workshop website at:

www.Games-Workshop.com

Over the page you'll find a timeless classic – John Blanche's guide to painting and modeling Chaos Space Marines. Originally published in the first Codex Chaos it's invaluable to anyone collecting a Chaos army for Warhammer 40,000.



Juan Diaz: I was responsible for the design of the shoulder pads and weapons on the main frame. I took the archetypal symbols of Chaos, such as the

eight-pointed star, skulls and arrows, and worked these onto the pads. We had decided upon a more ancient feel to the weaponry and so, drawing my inspiration from the Chaos Terminator weapons, I first came up with the idea of adding ammunition magazine chains to the weapons. They portray a more barbaric feel to the boltguns. This then developed into sculpting daemoniac mouths on the ejection ports followed by adding exhaust ports to the weapons. I added elements of these themes to the other weapons such as the chainswords and power fist, which also feature the exhaust ports. My favorite piece in the whole range is the power fist. It took me the longest to create, but the finished pose is spectacular. I also designed the Chaos icon on the power fist so that it would be easy to file off for use in standard Space Marine armies.



Jes: The Space Wolves command frame had allowed us a great deal more versatility, and designing a Chaos command frame along the same lines seemed like too good an opportunity to miss. After seeing the great results that the team had achieved on the main frame we decided to give them an opportunity to expand on their skills by developing this themselves.



Alex Hedstöm: I drew a great deal of my inspiration for the design from Jes's early sketches, adding small details of my own to the models as I sculpted

them. Much of the groundwork had already been done for us with the design of the Space Marines frames, so it allowed us more freedom to work on our own ideas. I took each of the helmets from Jes's sketch and worked these around the existing Space Marine helmets. I also designed the accessory packs with the parts hanging off ragged cloths which could quite easily be painted to represent flayed skin to continue with the barbaric theme. I had a great deal more of my own input when I designed the parts for the command frame. I think my favorite pieces are the Champion's helmet and the Champion's torso; the visor on the helmet and the chainmail tabard were designed to give a definite Warhammer feel. These elements were then merged with the basic elements of power armor from Warhammer 40,000. The two pieces were designed to work together, but will stand out just as well when combined with the other parts on the frame.



Mark Harrison: I was given the task of working the torsos and legs on the main Space Marine frame to fit with the Chaos theme. The first part of this involved filing

away the kneepads of the Space Marine legs and replacing them with the greaves of the Chaos Space Marines. I also had to take details such as the eagle insignia off the breastplates. Once these tasks had been done I was free to add Chaos iconography onto the models. I designed the legs and bodies so that each torso fitted a specific leg, but I also ensured that they could be used in any combination. This allows the modeler a greater versatility.

On the command sprue I developed the weaponry. The plating on the plasma gun was inspired by Khârn the Betrayer's weapon. I also took elements from Juan's work on the frames such as the exhaust and chain fed ammunition, and



incorporated them into the weapons I was sculpting. The heavy bolter was designed to work very differently from the Space Marines' version, with a trigger at the rear of the gun. The plain design combined with the ammunition belt gives the weapon a very archaic feel.



Jes: At the same time, Mark Bedford was handed the task of designing a mutations frame that would once again merge the elements of Warhammer and Warhammer 40,000 together. The whole team now work to design a great deal of flexibility into all of our plastic ranges. The mutations frame would be designed to work with the Chaos Warriors as well as the Chaos Space Marines.

Mark Bedford: I took a great deal of inspiration for the mutations frame from a wide variety of sources. Some was from our own artwork and imagery, such as the concept sketches that



Adrian Smith had been working on, others came from general horror films and even from computer games imagery. We knew we wanted to move away from the old comical imagery of tentacles which looked as though they had just emerged from the depths of the ocean, yet still wanted to retain severely mutated forms.

I designed the frames to cover each of the aspects of Chaos, from the claws of Slaanesh to the poxes of Nurgle, but without any single piece being too overtly themed towards one power. The models also had to be compatible with both Warhammer and Warhammer 40,000, so I was careful to avoid the use of any imagery that would tie them down to one system. I am pleased with the end result and look forward to seeing them appear on a wide variety of models in the near future. I think my personal favorite is the mutated head that is splitting off into two visages.

White Dwarf's own Matt Hutson seems to paint a glorious new army every other week. With last month's release of the new plastic Chaos Space Marines he's turned his attention to the Word Bearers. Here's how Matt paints his Chaos Space Marines

PAINTING WORKSHOP

Matt Hutson's Word Bearers Chaos Space Marines



COLOR PALLET

-  Red Gore
-  Blood Red
-  Boltgun Metal
-  Mithril Silver
-  Chaos Black
-  Codex Grey
-  Scorched Brown
-  Vomit Brown
-  Bleached Bone
-  Skull White
-  Bad Moon Yellow



GETTING STARTED

When assembling the models, the gun and backpack were left on the frame to allow easier access to areas such as the chestplate and shoulder pads. The models were undercoated with Chaos Black and were painted five models at a time, finishing a basecoat on each before moving on to the highlights, and so on.

PAINTING THE MODEL

The first area to be painted was the power armor; this was given two coats of Red Gore as the black undercoat can make this color appear too dark when painted with just one coat.



Blood Red was then used to highlight the very edges of the armor. When applying highlights, try to imagine the model as though there is an overhead light source and paint those areas where the light would create natural highlights.



Once a single highlight stage had been completed, all of the armor sections were given a glaze with Red Ink. This helped bring the highlight and basecoat together and enriched the red. At this stage, any areas where the paint or ink had overlapped were painted with Chaos Black.



The trim on the armor was painted with a basecoat of Boltgun Metal and areas such as rivets or recesses were given a wash with thinned-down Black Ink.

These areas were then touched up with Boltgun Metal before highlighting the rivets and protruding metal sections with Mithril Silver.



At this stage areas such as the metal piping, metallic sections of the gun and the grenade were given a drybrush with Boltgun Metal.



To make the horns look dark, a basecoat mix of two parts Chaos Black to one part Vomit Brown was used as the basecoat. These were then highlighted with a mix of two parts Vomit Brown to one part Chaos Black, followed by a final highlight stage of Vomit Brown on its own.



The flayed skin was painted with a basecoat of Scorched Brown. It was then highlighted with an equal parts mix of Scorched Brown and Vomit Brown before applying a final highlight of Vomit Brown.



The edges of the boltgun casing and the ammo pouch were painted with a highlight of Codex Grey.



To paint the eyes, a basecoat of Skull White was used before being painted over with Bad Moon Yellow. A thinned-down glaze of Red Ink was then applied and, once this had dried, a second coat of Bad Moon Yellow was painted on. To finish off a small dot of Skull White was put in the centre of each eye.



PAINTING SKIN

On the heavy bolter-armed Chaos Space Marine, the bare head from the mutations frame was used. The skin



was first given a Vomit Brown basecoat and a Flesh Wash was applied. Once dried, it was highlighted by using Vomit Brown again, then Bleached Bone, and finally Skull White.



The Legion icon was painted using Codex Chaos Space Marines as reference. First of all a fire-shaped basecoat of Skull White was applied onto the shoulder pad. This was then painted Bad Moon Yellow. Whilst the yellow was still wet, Red Ink was painted over the base of the flames to create a blended orange color. Chaos Black was used to paint the stylized skull, adding dots of Skull White afterwards for the eyes and nose.



To emphasize the fanatical nature of the Word Bearers the effect of text was put onto the armor. To achieve this a series of small vertical lines in Skull White was painted on to recreate the appearance of writing.



The top of the base was painted over with Chaos Black. Whilst the paint was still wet, it was dipped into sand, then immediately the

top of the base was flooded with a wash of Black Ink. When fully dried, the sand was then drybrushed with Codex Grey before painting the side of the base with an equal parts mix of Codex Grey and Chaos Black. To finish the base off, small clumps of static grass were stuck on using superglue.

To protect the model and remove any shine from washes, the finished model was given a coat of Matt Varnish.



IMPURITY SEALS

To get across the fanatical nature of the Word Bearers, Matt added some of the purity seals from the Space Marine frame. To give the impression that they are made from skin, they were painted the same way as the heavy bolter-armed Chaos Space Marine's skin.



Matt drew his inspiration for the impurity seals, text on armor and the use of horned helmets from this guide by John Blanche. The full guide was published in last month's White Dwarf.

Warhammer 40,000 Overfiend Andy Chambers has all sorts in store for the Warhammer 40,000 universe, and right now is busy overseeing work on Codex Chaos Space Marines. This month he brings us a particularly Chaos-flavored Chapter Approved.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings, ever-loyal citizens, and welcome once more to that most revered of tomes, Chapter Approved. This month sees arch-heretic Andy Hoare divulging details of forbidden knowledge in the form of Chaos Minor Psyker Powers. All citizens pure of heart are hereby ordered to read no further unless prepared to face the full wrath of the Ordo Malleus

CHAOS MINOR PSYKER POWERS by Andy Hoare

Back in White Dwarf 257, our illustrious Overfiend revealed to us the various disciplines of minor powers utilized by certain warp-touched individuals. Well, after enduring the whisperings of Tzeentch for literally minutes, I set about devising a set of minor powers for the exclusive use of the fanatical servants of the Ruinous Powers (you know who you are).

CHAOS PSYKERS

Psychic powers work by tapping into the Warp; they are therefore, by their very nature, chaotic. Those who do not wish to fall foul of the Chaos gods use these powers at great risk to themselves, and only in the direst of circumstances. The Eldar, the undisputed masters of such matters, consider tinkering with these forces as foolish and irresponsible in the

extreme. The followers of Chaos have no such qualms; they will use any and all methods at their disposal in their quest for power, including using powers forbidden by all sane authorities under pain of death.

PURCHASING CHAOS MINOR PSYKER POWERS

These powers are acquired as the result of making a pact with a patron power (that the individual pays for the power at the cost of his very soul may not become apparent to him until it is too late). There are three disciplines, those of Tzeentch, Nurgle and Slaanesh (Khorne considers the use of witchcraft weak, preferring instead to gain power by force of arms). These powers can be purchased by Chaos Lords with the Sorcerer upgrade, Daemon Princes and by Chaos

Sorcerers. In order to purchase rolls on a chart, the sorcerer must bear the mark of the patron god. For example, in order to purchase rolls on the Slaanesh Minor Psyker Powers table, the sorcerer must first have the Mark of Slaanesh.

Decide how many rolls you wish to make on your chosen table; each roll costs 10 points, the cost being paid for from the Sorcerer's wargear allowance. Keep in mind that you may not like the result of the roll: Chaos is a fickle and dangerous force!

If a result is rolled twice, pick a Minor Psyker Power chart (WD257), and determine the second power by rolling on that chart.

Chaos Sorcerers may also use the normal Minor Psyker Powers tables if you wish, using the rules in WD257.

Sorcerers bearing the mark of Chaos Undivided may not purchase powers on any of these new tables; they worship Chaos in its entirety, and do not follow or make deals with individual deities. They can of course make use of the normal Psyker Minor Powers.

USING CHAOS MINOR PSYKER POWERS

A psyker can use up to one psychic power per phase, either a major one or a minor one. If a psyker is employing a power which has an ongoing effect, he must cease it before using another power. To summarize how the powers work, the following characteristics are used:

Phase
Psychic Test?
Effect
Range

The explanations of each characteristic are as follows:

Phase: Which phase the power can be used in. Unless specifically stated, the power can only be employed in the



A Chaos Sorcerer leads an assault on an Ultramarine outpost.

player's own turn, not his opponent's. Some powers are used before the start of the game, representing psykers scanning the enemy at long range, casting auguries before the battle and so forth, and using these powers does not prevent the psyker using other powers in the first turn of the game (or whenever he turns up from reserve, Deep Strike, etc.).

As with normal Minor Psyker Powers, the psyker may not use a power if he has performed another action in the same phase, unless the description of the power specifically allows otherwise. For example, a power that is used in the shooting phase is used instead of the psyker firing a weapon. Also note that powers may not be used if the psyker is involved in an assault, unless the power is one that is used in the assault phase.

Psychic Test? Yes or no; if yes, the psyker must pass a Leadership test to make the power work and is subject to the Perils of the Warp if he rolls a 2 or 12. Note that models with the Chaos Gift Mark of Tzeentch still have to roll a Psychic test in order to use minor powers (the Weaver of Fates can still be capricious at times), but do not suffer from the Perils of the Warp if they get a 2 or 12.

Effect: A summary of the power's effect. Powers which improve or lower characteristics cannot take them over 10 or under 1.

Range: Where applicable, this gives the maximum range of the power. A psyker must have a line of sight to his target in order to use a power on it. Powers with a range may be used by the psyker on himself, if applicable. Powers with a range of 'self' can only be cast on the psyker. Powers which are noted as having a range of 'battlefield' can be used even if the psyker is not deployed on the tabletop for any reason, such as being in reserve.

Players should agree beforehand whether these rules are to be used (if normal Minor Psyker Powers are in use, then Chaos Minor Psyker Powers should also be allowed). As with the powers presented in White Dwarf 257, these rules should be considered optional. However, as we intend to include the Chaos Minor Psyker Powers in the upcoming Codex Chaos Space Marines, any feedback players can offer at this stage will be most appreciated.

Anyway, I'm sure you're keen to sell your soul to the powers of the Warp, so on with the rules...

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as reviewed and arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write to me at the address given here.

Note: Please don't include rules queries etc. with your letters, as the volume of mail means that in most cases I won't be able to send individual replies.

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Road, Lenton,
Nottingham,
NG7 2WS, UK

TZEENTCH MINOR PSYKER POWERS

1. NO USABLE POWER

Effect: Although far from being a masterful manipulator of the space-time continuum, the psyker has had more than his share of good fortune. This isn't of much use on the battlefields of the 41st Millennium, though.

2. PINK FIRE OF TZEENTCH

Phase: Own Shooting

Psychic Test? No

Range: 12"

Effect: Calling on his patron god, the psyker unleashes a torrent of warp fire upon his foes. The psyker may make an attack using the following profile, rolling to hit as normal: Range 12" Strength 4 AP6 Assault 2

3. PSYCHIC DUEL

Phase: Own Shooting

Psychic Test? No

Range: Battlefield

Effect: Reaching with his mind across the battlefield, the psyker seeks to undermine the concentration of enemy psykers. Any action by a specified enemy psyker in the next player turn that requires a Psychic test will be at -1 Ld. This modifier is cumulative with the effect of the Talisman of Tzeentch.

4. RECKONING OF TZEENTCH

Phase: Own Shooting

Psychic Test? No

Range: Self

Effect: The psyker has received Tzeentch's blessings, reading the strands of fate as they unravel before him. The psyker and any squad he accompanies may re-roll failed rolls to hit this shooting phase. As ever, a shot may never be re-rolled more than once, even if the weapon is master-crafted.

5. WEAVER OF FATES

Phase: Not Applicable

Psychic Test? No

Range: Battlefield

Effect: Tzeentch is often called the Master of Deceit, and his followers will try to gain his blessings when planning an attack. The Tzeentch player receives an extra dice when rolling to determine Strategy rating if this is relevant to the mission.

6. WITHERING GAZE

Phase: Enemy Assault

Psychic Test? No

Range: 6"

Effect: The psyker's eyes burn with a small portion of Tzeentch's own baleful gaze, causing his enemies to avert their own eyes as they attempt to engage him. This power forces the enemy to make a Leadership test if they wish to assault the psyker or any squad he has joined. If the test is failed, they may assault an alternative target if one is within range. Units which ignore or automatically pass Morale checks are unaffected by this power. This power may only be used if the psyker is not already fighting in an assault.

NURGLE MINOR PSYKER POWERS

1. NO USABLE POWER

Effect: The psyker has an impressive set of facial boils, but has yet to gain Nurgle's more useful blessings.

2. NURGLE'S DANCE

Phase: Own Shooting

Psychic Test? Yes

Range: 12"

Effect: The psyker calls to the enemy, inviting them to reveal themselves and join him in Nurgle's exuberant cavalcade. If the target unit or model is behind cover, it must make a Leadership test or lose the benefits of that cover for the remainder of the player turn.

3. NAUSEA

Phase: Enemy Shooting

Psychic Test? Yes

Range: 12"

Effect: The psyker is able to invoke nausea and disorientation amongst his foes. An enemy unit or independent character (but not a vehicle) within line of sight will be at -1 BS for this Shooting phase.

4. AFFLICTION

Phase: Own Shooting

Psychic Test? Yes

Range: 12"

Effect: Calling upon Grandfather Nurgle, the psyker bestows a particularly choice contagion upon his foe. If successful, the psyker may target an independent character or unit (the owning player may nominate the target model within a unit, only one model is affected). If you roll over the victim's Toughness on 1D6, or roll a 6 regardless of Toughness, then the target model takes a single wound with normal saves allowed.

5. MIASMA OF PESTILENCE

Phase: Own Shooting

Psychic Test? Yes

Range: 24"

Effect: The psyker calls forth clouds of pestilent flies and choking vapors, through which few enemies have the stomach to advance. Place the small blast marker at any point within the psyker's line of sight and roll the Scatter dice and 1D6 to determine its final location (counting the target symbol as a hit). Any enemy unit with models under the template must make an immediate Morale check or fall back using the normal rules.

6. AURA OF DECAY

Phase: Either Assault

Psychic Test? Yes

Range: 2"

Effect: The psyker surrounds himself in an aura of corruption and filth to such an extent that his enemies have difficulty engaging him. This power imposes a -1 A penalty (to a minimum of 1) on all enemy models in base contact. If the Psychic test is failed then the modifier will apply to all friendly troops within 2" instead. The psyker may fight as normal in the phase this power is used.

SLAANESH MINOR PSYKER POWERS

1. NO USABLE POWER

Effect: The psyker has a disturbingly alluring aura, but has no real power over the psyches of his enemies.

2. FUELED BY PAIN

Phase: Either Assault

Psychic Test? No

Range: Self

Effect: Pain serves only to heighten the psyker's combat prowess. For every close combat attack that wounds the psyker, but is stopped by his Armor save, he may make an additional attack after all other attacks (including power fists) have been resolved, but before combat results are determined. The psyker may fight as normal in the phase this power is used.

3. SIREN

Phase: Enemy Shooting or Assault

Psychic Test? Yes

Range: Self

Effect: The psyker assumes the appearance of an individual important, cherished or attractive to the enemy, one they would never harm in any way. This power may only be used if the psyker has not joined a squad. The psyker may not be targeted by shooting attacks or assaulted this game turn. This power cannot be attempted if the psyker is already in base-to-base contact with an enemy model.

4. BEAM OF SLAANESH

Phase: Enemy Shooting

Psychic Test? Yes

Range: 18"

Effect: The psyker unleashes a dazzling rainbow display that beguiles and disorients his foe. The target model or unit must make a Leadership test or count as having moved for the purposes of firing their weapons. Nominate the target and resolve the effects of the power at the start of the enemy shooting phase.

5. TOUCH OF SLAANESH

Phase: Own Assault

Psychic Test? Yes

Range: Base contact

Effect: The psyker gifts each of his opponents with a delicate caress that renders them insensible and unable to avoid harm. All enemy models in base contact with the psyker suffer a -1 to their WS (to a minimum of 1) for the remainder of the phase. The psyker may fight as normal in the phase this power is used.

6. SHE WHO THIRSTS

Phase: Own Assault

Psychic Test? Yes

Range: Base contact

Effect: The psyker reaches out and attempts to pluck the very soul from his enemy, leaving little more than a withered husk in his wake the sight of which may send the bravest of troops fleeing. Should the psyker kill any enemy models in his own assault phase, the enemy will be at an additional -1 if they are forced to make a Morale check. The psyker may fight as normal in the phase this power is used.

CHAOS MAJOR PSYCHIC POWERS PREVIEW

Next up is a bit of a treat for Chaos players: a preview of the psychic powers from the forthcoming Codex Chaos. Pete Haines and Andy Hoare have been slaving away on this project for a while now, and these powers are just a small taster of the plans which these two heretics have in store for Chaos.

CHAOS PSYCHIC POWERS

Any Sorcerer may take a single major psychic power and as many minor psychic powers as desired. Abilities are used following the rules in the Warhammer 40,000 rulebook.

A Sorcerer may only use a single major power in a given turn. If no major powers are used in a turn then one minor power may be used per phase.

ANY MODEL (APART FROM ONE WITH THE MARK OF KHORNE)

Doom Bolt (15 points)

Doom Bolt is a psychic power that may be used in the model's Shooting phase instead of firing a weapon. A Psychic test must be passed in order to use the power. When used, Doom Bolt counts as a weapon with the following profile. Roll to hit and wound as normal.

	Range	Str	AP	Notes
Doom Bolt	18"	5	4	Assault 3

Gift of Chaos (20 points)

A Chaos Sorcerer may use this psychic power in the Shooting phase instead of shooting. Pick an enemy

model within 2" of the Sorcerer or a friendly model in a unit the Sorcerer has joined and then take a Psychic test to use the power. If the test is successful, roll a D6. If you roll over the victim's Toughness, or you roll a 6 no matter what the victim's Toughness is, then the victim is transformed into a Chaos Spawn, with no save of any kind allowed. If no Spawn model is available to replace the model transformed, then just remove it as a casualty.

For the Chaos Spawn profile use that of the Beast of Nurgle from the Chaos Gifts section on page 28 of Codex Chaos. The new Chaos Spawn will form a unit with the Sorcerer who transformed it. It is counted as being part of the Chaos army from the moment it was transformed and may attack in the next Assault phase. Models turned into Chaos Spawn are treated as having been killed for Victory Point purposes, even if the Spawn survives the battle.

Wind of Chaos (20 points)

Wind of Chaos is a psychic power that may be used in the model's Shooting phase instead of firing another weapon. It takes different forms depending on the Sorcerer casting it. Worshippers of Nurgle project a stream of bilious, acidic slime that burns and infects the target. Sorcerers of Slaanesh create a golden cloud that sets every nerve-end alight with rapturous agony. A Psychic test must be passed in order to use the power. Place the flamer template so that its narrow end is touching the model using this power. Any models fully or partially under the template suffer 1 wound on a D6 roll of 4+, with no armor or cover saves allowed (Invulnerable saves may be taken as normal).

Mass mutation (25 points)

This psychic power can be used in the Shooting phase instead of shooting. It can only be used if the Sorcerer is currently either part of or with a unit of any type of Chaos Space Marines (ie. not Daemons). The power of Chaos mutates the flesh of the unit affected, gifting them either with new power or the oblivion of spawnhood. The effect lasts until the start of the next Chaos turn. The unit gains one ability, determined at random from the list below. The abilities marked with a "*" are cumulative with similar upgrades the unit may already have due to Marks of Chaos, etc.

D6 Benefit

- 1 No benefit:** The unit morphs and changes but no useful mutation emerges. Roll a D6 for each member of the unit. On a roll of 1 the model is transformed into a mewling, helpless spawn and is removed as a casualty.
- 2 *Strong:** All models in the squad gain +1 Strength.
- 3 *Frenzied:** All models in the squad gain +1 Attack.
- 4 Vorpal Blades and Claws:** No armor saves are allowed against close combat attacks made by models in the squad.
- 5 Invulnerable:** All models in the squad gain a 5+ Invulnerable saving throw.
- 6 *Resilient:** All models in the squad gain +1 Toughness.

MODELS WITH THE MARK OF TZEENTCH

If a Sorcerer has the Mark of Tzeentch, then they may choose to use either of the powers listed below. These are not available to models without the Mark of Tzeentch.

Bolt of Change (30 points)

The Bolt of Change is a psychic power that may be used in the model's Shooting phase instead of shooting a weapon. When used, the Bolt of Change counts as a weapon with the following profile. Roll to hit, etc., as normal.

	Range	Str	AP	Notes
Bolt of Change	24"	8	2	Assault 1

The Twisting Path (10 points)

The Sorcerer is preparing the way for Tzeentch's Grand Design. The power is used in the Shooting phase instead of shooting, has a range of 12" and requires line of sight. The target unit suffers an unsettling waking dream in which they betray their friends and ally themselves with the Dark Powers. Make a Leadership test for the unit. If they fail, they are pinned until the start of the next Chaos turn. The main effect of this spell is far greater, though, as while they are ensorcelled the Sorcerer pulls information from the targets' minds to use later and establishes post-hypnotic suggestions to tamper with their perceptions. Each time the Twisting Path pins a unit the Chaos player earns 50 Victory Points. These points cannot be scored more than once per game per enemy unit.



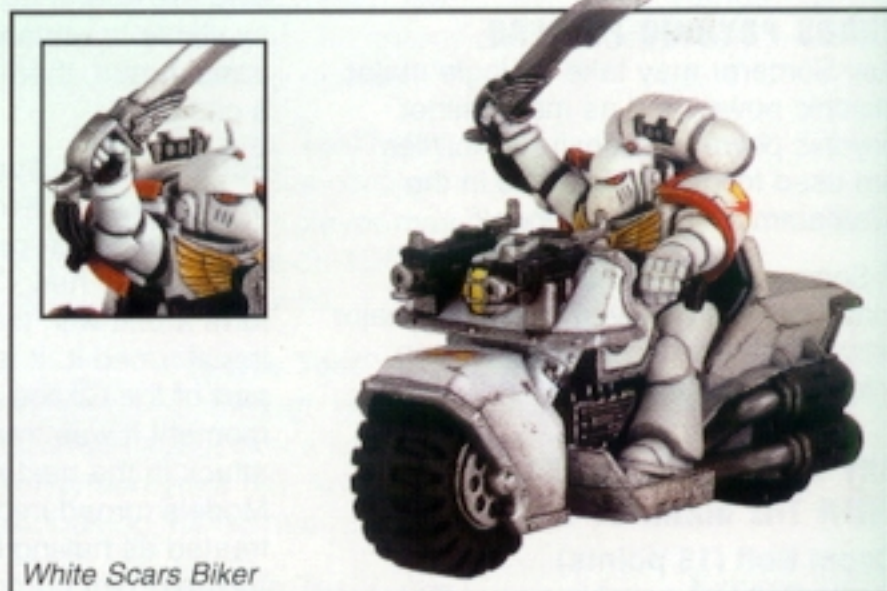
You can now get your hands on the fantastic new White Scars models, and full rules and background for these lightning attack specialists can be found in the new Index Astartes compilation.

LIGHTNING STRIKE

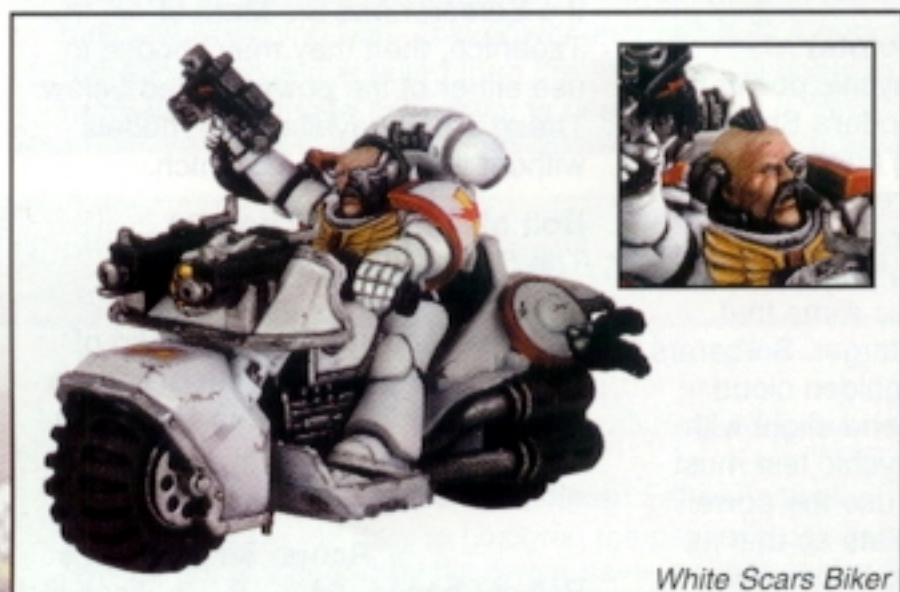
The White Scars reinforcements ride in!



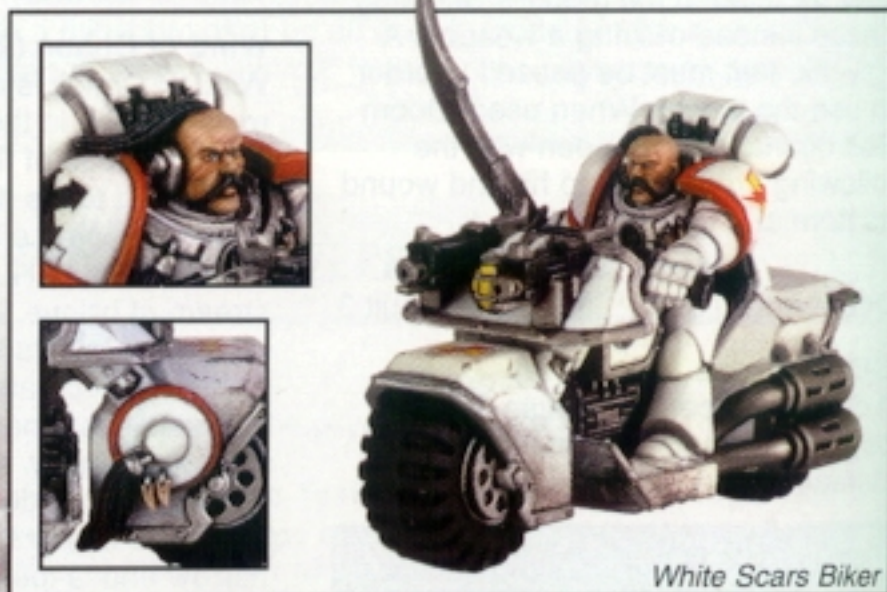
White Scars Commander with power lance



White Scars Biker



White Scars Biker



White Scars Biker



Led by their Force Commander, a White Scars strike force speeds across the battlefield.

Seglei Khan bent low over his bike as he hurtled along the pitted landscape, head bowed as he pushed the growling machine to its absolute limit. Wind whipped his long topknot and the horsetails attached to the bike's fairing as he rode hard up the side of the ridge, launching it over the edge and down the dusty dune on the other side, a barbaric grin on his ritually scarred face.

Twenty meters behind him thundered a massive herd of Boarboyz, whooping battle-cries and discharging their crude weapons into the air. Huge, brutish Orks clad in furs and skins, each of them riding a burly, bad-tempered boar, stampeded along the ridge after Seglei, intent on killing him and feasting on his corpse. The dust cloud which the great horde generated could be seen for miles, as Seglei had predicted. Those closest to him were riding bio-mechanical monstrosities, ugly, smoke-belching hybrids of hyper-violent boar and hurtling greasy machine. Turning in the saddle to loose a few shots from his bolt pistol, Seglei took in the sheer number of Boarboyz his pass had drawn from the camp. The entirety of the Ork cavalry herd, the shock troops of the recent Feral Ork invasion, were on his tail. At their head was a giant of an Ork warboss, almost as porcine as his bionic mount, howling in glee as he plunged a red lever deep into his steed's shoulders. The cyboar accelerated as a cocktail of drugs that would have no doubt killed a Krootox coursed through its system, forcing it onward with alarming speed. Incredibly, and despite the skill with which Seglei was riding, the cyboars were gaining ground.

Leaning forward once more, Seglei aimed straight for another ridge, where the ground levelled out into a wide plateau. He hit it hard, his bike roaring into the air as he slotted another magazine into his bolt pistol with practiced speed. He came down without slowing on the dusty earth near a curving, shallow trench, the scent of stolen Ork fuel acrid in his sensitive nostrils. The howling Boarboyz were almost upon him, pouring over the ridge in a snorting, bawling tide. Seglei reached for the flamer clipped to his back. Timing was critical. At the last possible second, he fired into the fuel-filled ditch alongside him, a wall of billowing flames licking at his wheels as he slammed

the bike across the trench. A ring of fiercely burning fire roared in a wide circle around the Boarboyz, trapping them and filling the air with squeals of fright and bellows of rage. Slewng to a halt, Seglei could see the Boarboyz milling around in disarray, trying to control their confused steeds. He reached for his vox-link, and spoke a single word.

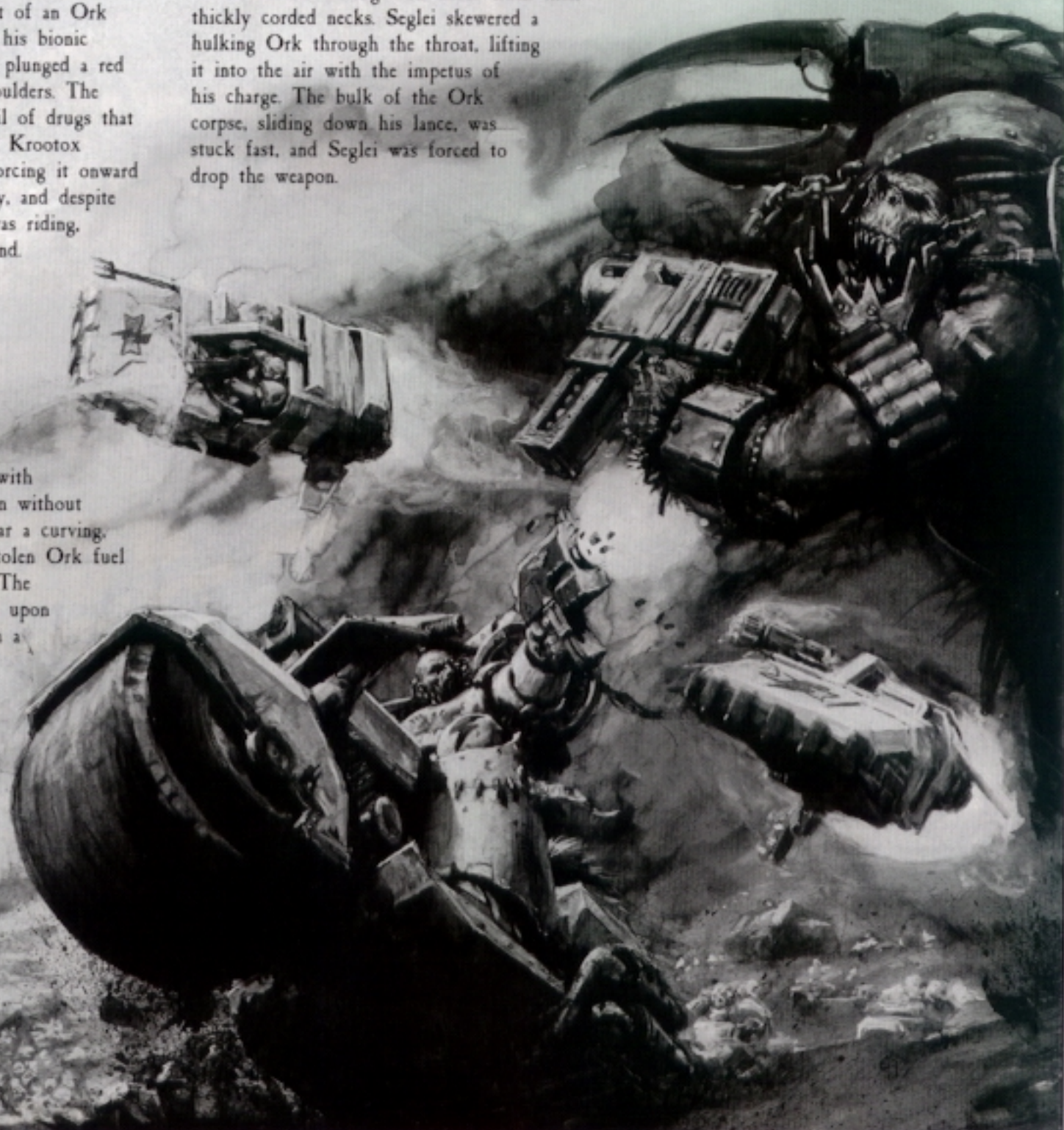
"Now."

A phalanx of shining white bikes crested the ridge of the plateau behind him, the throaty roaring of powerful engines filling the air as Seglei's brotherhood stormed forward. They surrounded the ring of flame, fanning out until the Boarboyz were encircled completely. As one, they opened fire, twin-linked bolters discharging into the trapped Orks. The noise was deafening, the pungent stench of burning fur thick in the air.

"For the Khan and the Emperor!" shouted Seglei, surging forward toward the inferno. As one, the White Scars bikers roared over the trench, bursting through the wall of flame, bolters hammering death into the milling Orks. The slaughter began, power lances spitting cyboars through their armored flanks, tulwars slicing Ork heads from their thickly corded necks. Seglei skewered a hulking Ork through the throat, lifting it into the air with the impetus of his charge. The bulk of the Ork corpse, sliding down his lance, was stuck fast, and Seglei was forced to drop the weapon.

Out of the corner of his eye, he saw that the giant Ork Warboss had regained control of his heavily augmented steed and was charging headlong towards him. Wheeling, he gunned the accelerator, bolters chattering but failing to slow the cyboar's maniac charge. They were on a collision course, and the thing would not drop. The Ork roared, raising its immense, crackling claw. At the last moment before impact, Seglei slammed on the front brakes and leaned, the heavy rear wheel of his bike flying up and round to connect with the Ork's armored jaw. The sheer momentum of the Greenskin's charge smashed it from its mount, its neck broken. Driving close, Seglei pushed the flamer into the Ork's lolling jaw and pulled the trigger.

An hour later, the fires were still burning as the White Scars rode away from the scene of the battle. Every last Ork corpse was aflame in the trench. Seglei led the phalanx away from the site, the smoldering head of the Ork warboss strapped between the twin bolters of his bike.



GW Mailbox



or... "Ask Dirty Steve!"

Dear Dirty Steve,

Over the past few months people have been getting greedy. One guy wanted Lion El'Jonson back. Another person wanted the Ravenwing to be in bigger groups. And someone else whined about the Eldar. The guys complaining because the game isn't handed over to them tend to ruin some otherwise fun games. Every army has their strengths and weaknesses. I should know, I play with Dark Eldar, Imperial Guard and sometimes Ravenwing.

The guy that complained about the Eldar being stripped of everything good called you a back-stabber. Kill the messenger, why doesn't he...? The Eldar are mean enough without range, and they have all sorts of special weapons to more than make up for their 'lack of effective range'. The Tau have range, yes, but get all but smashed when assaulted by Guardsmen. But everything needs its weaknesses. It's supposed to be a fun game, and people like him seem to be keeping all you guys from doing your jobs.

Just as a side note, the Dark Eldar have very good potential but are easily broken. It's a lot more fun that way. I have lost many times because of poor organization or lack of planning. But when I do win, it's fairly decisive. Thanks for doing such a great job, guys. Know that there will always be more of this train of thought than those who complain. Keep it up.

Travis Halverson

Wow. Thanks, Trav! There will always be people who are dissatisfied with the rules the Games Designers write. I, for one, just try to do the best I can with the rules for my army. Yeab, I lose. But that's because I'm not very good....

Dear Dirty Steve,

I am a devoted 40K player. I have Tau, Space Marines and Imperial Guard armies. Besides old armies you are redoing, are you going to make any more new armies for 40K?

Kenneth Sheppard

Hmm...Not that I know of, Kenneth. The Necrons, I know, are being redone, but they will have a LOT more flavor than just Terminator-like bad guys. An abrupt awakening of an ancient evil, so to speak (insert maniacal laughter here). Should prove to be very interesting...and frightening!

Dear Dirty Steve,

Since subscribing to White Dwarf I have watched the Crimson Fists nearly overrun by Tyranids and Black Templars blasted off a runway by, of all foul alien creatures, the Orks! Now, in WD 265, I am expected to believe that the Tau slaughtered the Salamanders to a man?!?!? Will the editors of White Dwarf send the Studio team out to the shops where they can watch real players use the mightiest of the Imperium appropriately, or will I next have to watch the Space Wolves reduced to ash by an army of kindergarten aged Eldar?

Thoroughly disgusted,

Basil

*Hmm...actually, I think they'd LOVE to come over and play a couple of games with locals in the stores. But, being from the UK, I kinda don't see that happening. We've thought about doing our own battle reports here, but it's SO much work, and we have SUCH a small staff to devote to it. Maybe one lucky day...*sigh**

Want to send a letter to the Mailbox?

Write me at: Games Workshop, Attn: Dirty Steve's Mailbox, 6721 Baymeadow Drive, Glen Burnie, MD 21060.
Or, send me some email at WhiteD@games-workshop.com, but remember to give me permission to print your emails.

I can't use them if you forget!

Have a question about when new armies are coming out? Need some advice about painting or modeling? This is the place for your inquiries and opinions! Write or email me at the addresses below!

You're just lucky I'M not the one playing the battle reports. You'd be crying your eyes out...!

Dear Dirty Steve,

I have been playing Warhammer 40K for about 3 years now and am thinking of starting Fantasy. I like the look of the new High Elf models but was wondering, did you guys ever consider a Centaur army? I mean, you have Elves, Orcs & Goblins, Dwarfs, Undead and rat people, but I've never seen Centaurs. The idea has been kicked around my gaming group a bit, and we all would like to see them, even if they were only a mercenary regiment. Anyway, you guys made a great game, and I'm astounded at the cool new Tau.

Daniel Latham
Nova Scotia, Canada

Well, Daniel, there USED to be a Centaur troop type in the old Chaos army list (waaay back in about 3rd edition or so). They were the only troops in the Chaos army that could shoot bows. Imagine that! Chaos with shooters! I think they were taken out to give Chaos the handicap of having no real ranged weaponry. Everyone's gotta have disadvantages, right? But maybe we could see them as mercenaries. The models would be so cool, wouldn't they?

See you next month!

DIRTY.

Remember...rules questions are not for me, but for these guys:

roolzboyz@games-workshop.com

Don't make me send out Clan Eshin's finest to hunt you down...
So don't even try it, meester!

This month's battle report focuses on Abaddon and his Chaos Space Marine warband hunting down Eldrad Ulthran and the Ulthwé Eldar.

A CLASH OF THE TITANS

The Studio's Cityfight campaign has just drawn to a close. Expertly run by Games Development's Phil Kelly and Graham McNeill, it's been a long, hard-fought few months struggling for inch after inch of rubble, but it's been immense fun!

Worthy eventual winners were 'Big' Pete Haines from Games Dev with his Iron Warriors Chaos Space Marines and our own Graham Davey with his dreaded Black Legion Chaos Space Marines. Chaos, it seems, was hell-bent on destruction once again...

So, when it came to deciding on this month's battle report, one of the protagonists had to be Chaos. With the Black Legion being covered in next month's Index Astartes, and that issue containing not only background to the Horus Heresy but a feature on

Abaddon the Despoiler himself, it seemed there was only one choice of Traitor Legion.

So, Graham Davey would take his Black Legion army to the field of battle led by that embodiment of evil – Abaddon. But who would have the pleasure of facing him?

It's been a fair old while since the Eldar saw action in a battle report and with our current Warhammer 40,000 staff champion working in the Studio AND having an Eldar army, the choice was made: Phil Kelly would oppose Abaddon with his Ulthwé army led by that most gifted of psykers, Eldrad Ulthran.

This was shaping up to be a hugely cataclysmic event, and we decided the scenario would need to be a

really good one. We eventually plumped for Sabotage, with armies of 2,000 points each.

Scenarios like Sabotage require a lot of thought in terms of tactics and strategy. The mission objective is everything and losing sight of that could ultimately lose the game. These can be tremendously tactical affairs and provide some of the most entertaining games. Throw two of the hardest special characters into a mix already containing two very capable players and we have a recipe for a great battle report.

So, can the Eldar thwart Abaddon's fiendish plans? Will Abaddon be able to destroy the warp gate and fulfill his dread purpose?

Read on...

Abaddon, the Despoiler of Worlds, stared down with undisguised hatred at the Eldar troops standing guard around Andante IV's warp gate. He spat a thick goblet of acidic blood, snarling with impatience. In the natural valley below his vantage point lay an ancient portal to the craftworld of Ulthwé itself, hidden no more from his sorcerous companion's scrying, the standing stones around it broken and decrepit with age.

He'd expected this; the Eldar of Ulthwé, although comparatively few in number, seemed practically ever-present on the infrequent occasions when Abaddon led a strike. He despised Eldrad Ulthran, the maggot that led the scurrying black-clad insects in the valley, with a passion that burnt so fiercely he could hardly concentrate. He longed to close the Talon of Horus around the ancient psyker's neck, to feel vertebrae snap and withered flesh slough away under its unholy caress. His lipless, fanged mouth opened slightly as he envisaged the blasphemous feast he would make of the Eldar's bloody bones once he had slaughtered them.

The enemy forces appeared weak indeed. Four small squads of Eldar Guardians had taken position around a choir of chanting Seers and Warlocks, who were performing some petty psychic ritual in the shadow of the warp gate. Old men and civilians all. Only the Eldar, in their infinite arrogance, would dare to oppose the might of Chaos with so little. But Abaddon had no intention of using the warp gate to gain entrance to Ulthwé; even the Despoiler could not defeat the might of an entire craftworld unsupported. He had lured their leaders here merely by heading for the planet himself, and once he had destroyed the warp gate there could be no escape for them. He would chase down the thrice-damned Seers in a grand hunt across this verdant world, and his daemons would rip them apart one by one. Then, and only then, would his forces fall upon the craftworld of Ulthwé itself.

As he watched, Eldrad reached into a cloth pouch by his side and threw a handful of glowing runes before him. They hung, suspended in front of the psykers, shifting and whirling like a miniature star system. Abaddon felt the inside of his armor writhe and clench, growing hot and uncomfortable; they were attempting to locate him with their foul magics. His mouth twisted into a parody of a smile; did they think the gods of Chaos would leave their chosen son so vulnerable? The runes dancing in front of the psykers fizzed and crackled madly before dropping to the verdant earth. Next to him, the sorcerer Zaraphiston chuckled, a sound like a drowning man's last breath.

In his mailed fist, the daemon sword Drach'nyen had begun to hiss. Tendrils of pure hate flicked along its blade, and its veins pulsed dully. Abaddon stroked the vile thing with his long, taloned hand.

"You shall feed soon, old friend," he whispered, looking down into the valley. "We shall all feed soon."



Phil Kelly

Phil: During the test run of this battle report, I realized something about the nature of this kind of mission. No matter how much fun it might be blowing

great chunks out of the enemy's army, the only thing that matters in the victory conditions is the objective. Sacrificing the odd pawn is perfectly valid, even if it only delays the enemy troops and allows the king to survive.

This train of thought quickly proceeded to careen into the sidings, throwing up all sorts of comparisons as I considered my army selection. The pawns of the equation would be the Guardians, who I intended to take by the truckload. A Storm squad (close combat specialists) and three Defender squads (expert marksmen) would give me a large base of troops and ensure that I had several heavy weapons platforms.

The queen would have to be the good old Howling Banshees, ready to burn onto the battlefield in their favorite motor, a Wave Serpent. A nice fast

tank would be very handy when the jaws of Graham's Chaos army started to close around the objective; it could ensure that the Banshees got stuck in where I needed them most.

The knights would have to be my other Elites choice, the Fire Dragons; their fusion guns are totally lethal at short range against Chaos Dreadnoughts and Terminator armor. As Fire Dragons have the Fleet of Foot ability, I felt they would be able to get in the ring even if they turned up late.

The rook would be my faithful old Wraithlord. He's not fast, but if I got lucky with my Reserve rolls and he ended up storming on, tying up the Chaos line with an incredibly tough model for the rest of the game, I'd be laughing.

The bishops come in the form of three gangly, weird-looking and extremely deadly War Walkers, kitted out with bright lances and starcannons. The fact that they can move and fire is the clincher; they could start taking their toll as soon as they set hoof upon the board.


Finally, and indisputably, the king. Eldrad Ulthran has a level of psychic mastery that surpasses practically any other mortal in the universe. Backed up with his cohorts from the Seer Council, the number of re-rolls you can benefit from for both your saves and to hit rolls (Fortune and Guide respectively) becomes seriously formidable. These guys would be sporting witch blades and all manner of psychic chicanery, my last line of defense against the assault troops that Graham would no doubt pile in against the objective.

So the plan basically involved keeping the Seer Council around the objective, dealing out heavy plasma death to anything that got close and improvising as and when my reserves came on. Delaying Graham's troops for as long as possible would be of the utmost importance, especially if it kept Abaddon from getting in the mix. If I had to sacrifice the odd piece, so be it. Let them come...



ELDRAD'S DEFENDERS OF ULTHWÉ

HQ

 **Eldrad Ulthran**.....246 pts
Shuriken pistol, Staff of Ulthamar, runes of warding, runes of witnessing, ghosthelm, spirit stones, rune armor.



Seer Council.....392 pts
3 Farseers with witch blades, shuriken pistols, runes of witnessing, ghosthelms. Each Farseer has one of these powers: Fortune, Mind War, Guide. 3 Warlocks with witch blades, shuriken pistols. Each Warlock has one of these powers: Enhance, Embolden, Augment.
2 Warlocks with close combat weapons, shuriken pistols. Both Warlocks have this power: Augment.

Elites



Howling Banshees.....189 pts
10 Howling Banshees – 1 Exarch with shuriken pistol, executioner and Acrobatic Exarch power.



Wave Serpent.....135 pts
Twin-linked shuriken catapults, twin-linked starcannons, spirit stone, vectored engines.



Fire Dragons.....134 pts
5 Fire Dragons – 1 Exarch with firepike, melta bombs and Burning Fist Exarch power.

Troops



Guardian Storm Squad.....108 pts
9 Guardians and 1 Warlock with Enhance; 2 with fusion guns.



Guardian Defender Squad.....123 pts
7 Guardians and 1 Warlock with Conceal; bright lance support weapon.



Guardian Defender Squad.....123 pts
7 Guardians and 1 Warlock with Conceal; starcannon support weapon.



Black Guardian Defender Squad.....123 pts
7 Guardians and 1 Warlock with Conceal; starcannon support weapon.

Heavy Support



War Walkers.....300 pts
3 War Walkers with starcannons and bright lances.



Wraithlord.....120 pts
Starcannon, 2 power fists and twin flamers.

Total 1,998 pts

INITIAL DEPLOYMENT



RESERVE RELIEF FORCE



Graham Davey

Graham: Having faced Phil's army plenty of times before, I know it is one of the shootiest around. The bristling starcannons reap through Space

Marine squads and the abundance of bright lances spells doom for big vehicles. And, of course, to achieve my objective I had to advance towards all this firepower. So I decided to leave behind expensive models like Terminators and Dreadnoughts and go for as many troops as was reasonable; hence plenty of 'normal' Chaos Space Marines and even a big swarm of Nurglings.















I also wanted to get to the objective as fast as possible, so to speed up my advance I added a squadron of bikes and two Rhinos, both with smoke launchers and extra armor to keep them moving as long as possible. I also took ten Plaguebearers and an Icon Bearer to summon them. This potentially allows them to assault an enemy up to 18" away from the icon after they are summoned – a nasty surprise for your opponent. I chose a Sorcerer for the first time ever, because the new Chaos Psyker rules in Chapter Approved this month looked really cool. The new power that had caught my eye was Mass Mutation, as this could turn an ordinary squad into a much more

dangerous one just when you need it. I also chose a minor psychic power from the Movement table, hoping to roll one that could speed up my advance.

I added in Noise Marines for some mobile firepower and Possessed as my elite assault troops. Leading the way, of course, was Abaddon. His daemon sword can kill absolutely anything, but with just one attack from it he would need to take down some expensive enemy models to earn his points back. He can also nullify psychic powers aimed at and around him, which I hoped would be useful against Phil's Seer Council.

Time to launch the attack!

ABADDON'S WARFLEET OF CHAOS

	HQ			Chaos Rhino Transport	63 pts
	Abaddon the Despoiler	240 pts		Extra armor, dozer blade and smoke launchers.	
	Talon of Horus, Daemon Sword Drach'nyen, Chaos Terminator armor, Mark of Chaos Undivided.				
	Retinue	243 pts		Chaos Space Marines	125 pts
	10 Veteran Chaos Space Marines – 1 Aspiring Champion with Mark of Chaos Undivided, bolt pistol and power weapon; Icon bearer; 1 with flamer; 1 with meltagun.			8 Chaos Space Marines – 1 with heavy bolter.	
	Zaraphiston, Chaos Sorcerer	82 pts		Chaos Space Marines	80 pts
	Bolt pistol, hand weapon, Mark of Tzeentch, Talisman of Tzeentch, Sorcerer's scrolls, frag grenades, Mass Mutation, 1 Minor Psyker power..			5 Chaos Space Marines – 1 with heavy bolter.	
	Elites			Nurglings	90 pts
	9 Possessed Chaos Space Marines	270 pts		10 Nurgling swarms.	
	Chaos Rhino Transport	58 pts		Plaguebearers	150 pts
	Extra armor and smoke launchers.			10 Plaguebearers.	
	Troops			Fast Attack	
	Chaos Space Marines	178 pts		Chaos Space Marine Bikes	237 pts
	9 Chaos Space Marines – 1 Aspiring Champion with Mark of Khorne, bolt pistol, power weapon and spiky bits; 1 with flamer.			5 Chaos Space Marine bikes with twin-linked bolters – 1 Aspiring Champion with Mark of Khorne, spiky bits and power weapon.	
				Heavy Support	
				Noise Marines	180 pts
				6 Noise Marines.	
					Total 1.996 pts



Graham: The Sabotage mission starts with the attacker trying to sneak past sentries to get as close as possible to the objective before the alarm is raised. Vehicles and bikes are too noisy to sneak on so I left those in reserve. My first decision to make was which end of the table to attack from. One end had slightly better approach routes, with cover provided by the terrain. However, Phil had tried to force my hand by placing five sentries at this end and only three at the other. He'd

then deployed his squads with the assumption that I'd be attacking from the end with three. Weighing things up, I decided to do just that – Phil's troops could easily adjust to whichever end I chose and I reckoned it was more important to get in close to the warp gate objective.

Before moving I had to roll for the Possessed's abilities. I got Fearsome and two results of Fast – irritating because duplicate results are lost and also because I'd bought them a Rhino that would no

longer make them any faster. However, I decided to stick with my original plan and leave them in reserve, as having too many troops makes it really hard to sneak past the sentries. I also rolled up my Movement minor power, getting Leap, which allows the Sorcerer to make a 12" jump pack move. I would have preferred Fleetfoot, but this could still prove very useful.

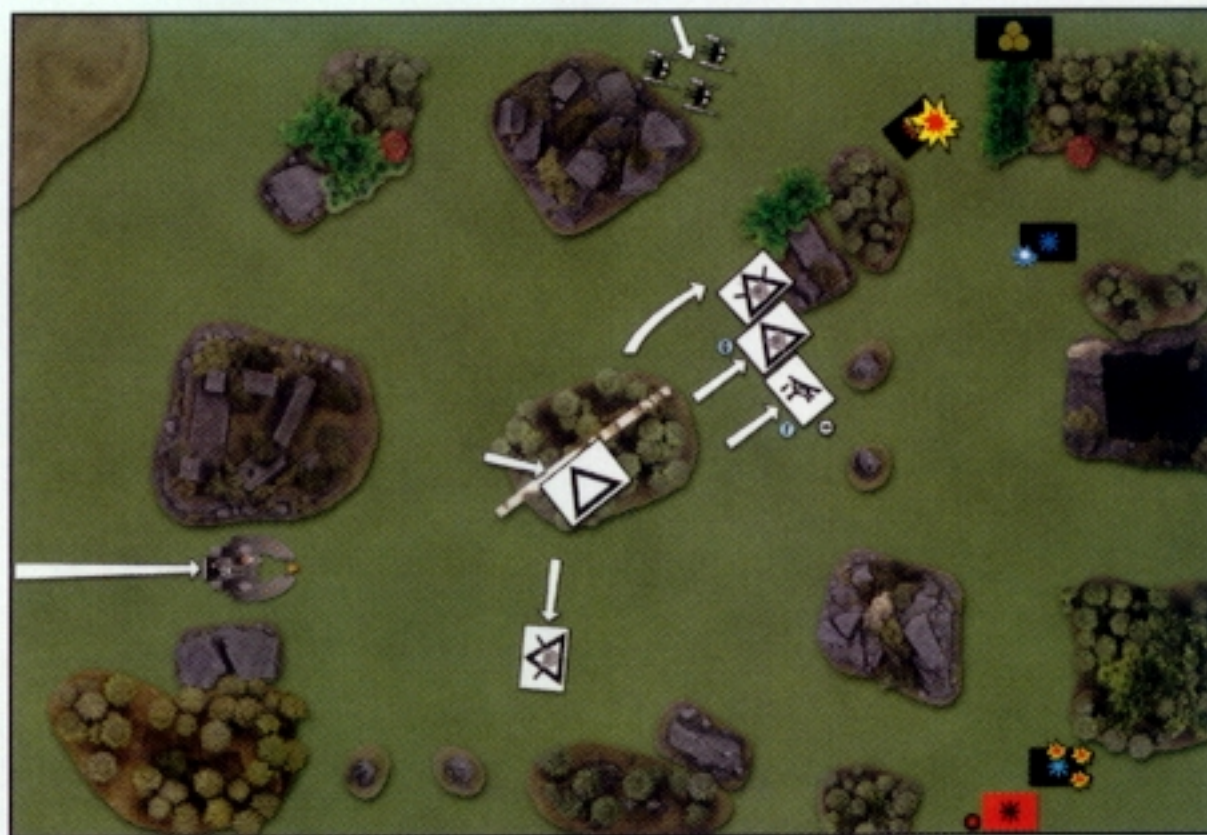
My foot troops all moved on and then we both rolled to see where the sentries would move. For each model, the player who rolls highest moves the sentry in the direction that's best for them. For the first turn I managed to win six out of the eight rolls, so most of the patrolling Guardians moved away from my troops.

After the second turn, my men were still undiscovered, but one sentry was right in the path of my troops on the right flank. If I advanced the alarm would be raised. I decided to take a risk and assault the sentry. If I killed him the noise could still raise the alarm on a 4+ but, even if this happened, my squad – the Noise Marines – would get the extra movement from assaulting and consolidating. The sentry was dispatched without a problem but the commotion of combat did indeed trigger the alarm – clearly Noise Marines aren't capable of doing anything quietly!

The time for creeping about was over...



Noise Marines attack the unsuspecting sentry!



ELDAR TURN 1

Phil: Well, the alarm was triggered, and the cat was finally out of the bag. I had some serious redeploying to do, but not until I had made those all important Reserve rolls. The extra +1 Eldrad allowed me to add to a Reserve roll ensured that the War Walkers showed up, and the Banshees had obviously set their alarm clock early too, speeding on from the board edge furthest from the Chaos troops. This wasn't too much of a problem; the Wave Serpent's move of 24" meant that they would be in position well before the Chaos troops made their assault. The roll to determine which board edge the War Walkers entered the table on was far more favorable, allowing me to bring them on near the Noise Marines and

not far from some crags that would provide cover and also act as a hill in further turns.

A little flexing of the Seer Council's psychic muscles allowed them to re-roll any failed saves for the ensuing turn with their Fortune power, whilst the squad of Guardians next to them were Guided, allowing them to re-roll their to hit rolls. As Graham had wisely used the element of surprise to move the majority of his force into the dead zone behind a rocky outcrop, I was forced to advance just to ensure the weapon platforms had a viable shot. Between them, they felled three of Graham's trailing Chaos Space Marine squad, the only targets I could see on the left flank. The War Walkers had even more luck, blowing away four of the Noise Marines leading the advance on the right flank in a storm of plasma.

Finally, I showed off the Seer Council's abilities a little by first Augmenting the Farseer with the Mind War power (*Augment is an Ulthwé Warlock power that can double the range of a Farseer power on a successful Leadership test*) and then frying the brains of the Chaos Space Marine with the heavy bolter on the right flank. All in all, a pretty good start!

CHAOS TURN 1

Graham: The arrival of the War Walkers on my right flank was a serious blow. The terrain had provided me with two reasonably safe routes to approach the objective, out of sight of the Eldar guns. One of these was now lost to me, leaving three of my squads facing overwhelming firepower which I could not hope to counter. Hence my newly arrived reserves avoided the right hand side. My bikes went to the extreme left, hugging the rocky terrain, and the first of my Rhinos, with its Chaos Space Marine squad and my Sorcerer, drove up the center, firing off its smoke launchers to (hopefully) avoid the worst of the enemy shooting.

Chaos armies generally struggle to fire on the move, so my shooting was predictably limited. Abaddon took down a single Guardian, but the remaining two Noise Marines failed to damage the War Walkers, and a low Difficult Terrain test left them out of range of the Black Guardian squad which I wanted to assault.



The Eldar War Walkers prepare to destroy the exposed Noise Marines.

ELDAR TURN 3

Phil: Graham's troops were closing in fast. First things first, I thought, casting the usual Fortune on the Seer Council and augmenting a Guide so that I could cast it on the War Walkers. The Storm squad maneuvered through the trees under the warp gate, ready to counter-attack the Chaos troops that had assaulted the Seer Council last turn.

The majority of Graham's forces, wisely hugging the rocky crag so I could not shoot at them, had been forced into a bottleneck. Then I realized something; he was in a bottleneck, so why not plug the bottle? I had just the tool for the job, and maneuvered the Wave Serpent into the gap between the crags and the wood, blocking it completely. For Graham's forces to advance they would have to go through the difficult terrain on one side or the other of the tank, attacking piecemeal. The other aspect of the plan was simple; unload the Banshees, fleet of foot towards the warp gate and assault the Chaos Space Marines in the middle of the table.

During the Shooting phase, the weapon platforms took pot-shots at the Rhino, and although the bright lance and the Storm squad's fusion guns didn't penetrate, the starcannon managed to shake the thing. The Wave Serpent made even more of a nuisance of itself by blasting a Plaguebearer away with its starcannon, although the Farseers were unable to add to the carnage with Mind War and Eldritch Storm because they were engaged in close combat. On the right flank, the Guided War Walkers blasted away at the foul carpet of Nurglings, killing five bases and forcing them to waddle off the board in panic.

Intent on freeing this side up entirely, I charged another squad of Guardians into the battle on the right flank. Unfortunately, they fell well short of a repeat performance, and when we ended up rolling for moral high ground, I came off worse. The original squad of Black Guardians decided that they'd had enough and fled off the table.

The mêlée by the warp gate looked far better, but considering the amount of Eldar there it was hardly surprising! The Storm squad and the Howling Banshees both charged in, and naturally the Banshees struck first





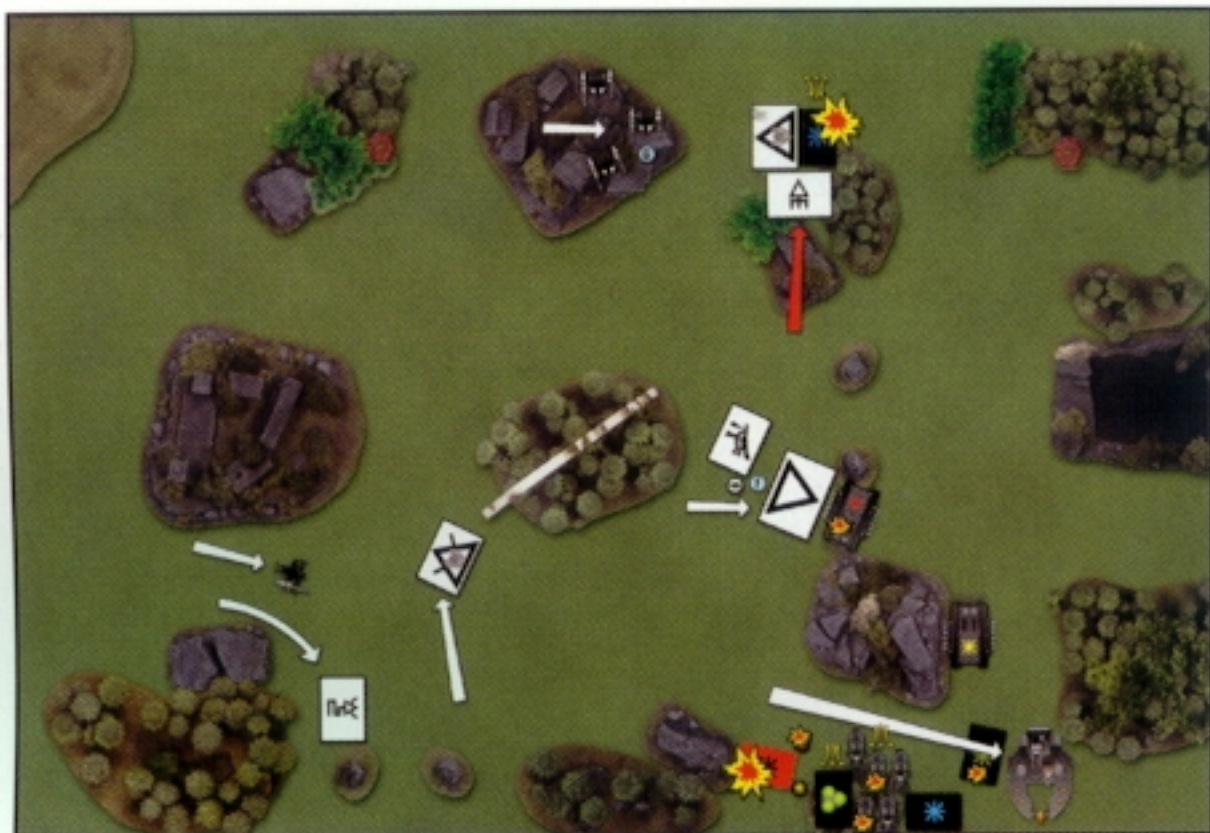
The Howling Banshees and Storm Squad Guardians assist the embattled Seer Council.

because of their Banshee masks. The Exarch, having somersaulted over the heads of the enemy with her Acrobatic skill, landed deftly by the Chaos Champion and took him and another Chaos Space Marine apart with her Executioner. This made up for the rest of the Banshees, who proved unable to wound the tough Chaos Space Marines. Eldrad added another to the tally, with the witch blades of the Seer Council felling no less than four more. The Storm squad settled it when they pulled down the last of the bad guys. I consolidated away from the bottleneck, pleased with the turn's results.

CHAOS TURN 3

Graham: Phil had got rid of my Nurglings and the Chaos Space Marines who had attacked the Seer Council, but on the right my small squad was now battling its second Guardian squad and my main attack was still to come. I spent this turn positioning my units ready for the charge next turn. The Wave Serpent was blocking my way, but I had plans to remove it forcibly! The Plaguebearers, bikes and Possessed all moved up behind the rocks. Depending on Phil's next moves, I reckoned that at least two of these would reach combat next turn.

On the right flank, the remaining handful of Chaos Space Marines cut down another Guardian, but the fighting continued. Meanwhile, Abaddon and his retinue moved up to the huge Eldar grav-tank. The squad's meltagun fired and penetrated easily. The result destroyed the twin-linked starcannons – good, but not the result I'd been banking on. Next, Abaddon stepped up. With his mighty daemon sword he would penetrate the tank automatically if he hit. However, against a fast moving skimmer you need 6s to hit in close combat, and the Chaos Lord's one chance was missed.



TANK SHOCK! The Plaguebearers and Chaos Bikes are forced to avoid the oncoming Wave Serpent.

ELDAR TURN 4

Phil: I was pleased that the Wave Serpent was still active, and given its stay of execution I decided to go with temptation and try something a little unusual. The Farseers used Fortune and Guide once more, although I saved Eldrad's psychic fireworks for the Shooting phase; the Chaos Space Marines were now well in my line of sight. With that out of the way, the Wave Serpent put the pedal to the metal for the full 24" and came in low, Tank Shocking the four units queuing obligingly in front of it (this forces them to take a Leadership test or fall back). Against all the odds, both the Plaguebearers and the Chaos Bikes failed their check and retreated in disarray; a perfect result given that they were the spearhead of Graham's assault. My manic grin widened as the bikes fled through the wood, two of them failing their Difficult Terrain test and being removed as casualties as the Wave Serpent pulled a U-turn to face the Chaos forces once more.

I now had a clear field of fire, and began to make the most of it. The fusion guns of the Storm squad finally took their toll on the Rhino, immobilizing it. The Wraithlord made its presence felt at last by taking down two of the Possessed with its starcannon. However, the Guided War Walkers outdid all of their peers, taking down no less than six of Abaddon's retinue and wounding the Despoiler himself.

Eldrad and the Seer Council finally got their chance to throw their considerable mental weight around, with a Farseer taking down yet another of the Despoiler's trimmed-down retinue. Eldrad went for the throat, attempting to mentally slay the Chaos Warmaster, but his Mind War was deflected by Abaddon's Chaos Terminator armor (4+ save against psychic powers). Increasing the pressure, I cast Eldritch Storm, hoping to pin Abaddon in place. Yet again his blessings from the powers of Chaos protected him. I pushed Eldrad's abilities to the limit, using the Spear of Ulthamar to cast Eldritch Storm once again; if I could pin that unit, the game was as good as won. For a third time Abaddon laughed off the mental assault of the most powerful Eldar psyker in the galaxy. Muttering my displeasure under my breath, I moved on to the Assault phase. The Banshees charged the Chaos Space Marines embroiled in combat with my

Guardians on the left flank, and this time they did a little better, felling three with no loss. The remaining Marine fled, and I opted to consolidate back towards the objective.

CHAOS TURN 4

Graham: UNBELIEVABLE! Two squads fleeing just because a tank flew past! And, of course, it had to be the two that were in charge range. Plus, Abaddon's retinue had been all but wiped out. My carefully coordinated plan of attack was in tatters and, to put it mildly, I was gutted!

Deciding to throw caution to the wind, I charged everything forward. Both the Plaguebearers and the bikes regrouped, although I lost a third bike getting out of the difficult terrain they had fallen back into (Phil could hardly contain his glee at how effective his Tank Shock move was proving!). My heavy bolter squad on the left then moved round to get some shots at the weaker rear armor of the hated Wave Serpent. At the front of the attack were the swift-moving Possessed, but it looked like even they would be just out of assault range. I used my Sorcerer's Leap ability once more to leave Abaddon's retinue and join the Possessed right at the front of the squad, making sure that they would get into combat. Quite a neat move, I thought!

Abaddon and his remaining retinue fired at the Guardian squad which had the bright lance, killing three and causing them to flee towards the table edge. Bolt shells from the Possessed glanced off the Seer Council, still unable to do any damage, while the Rhinos both missed their targets despite having twin-linked bolters. The Chaos Space Marines firing at the Wave Serpent all hit but couldn't roll the 6s needed to breach the rear armor. They proceeded to assault the grav-tank, but now I couldn't roll the 6s to hit. I was getting really annoyed with this tank.

My Sorcerer led the Possessed in assault against the Guardian Storm squad, casting Mass Mutation as he did so. Unlike his minor power, this one didn't need a Psychic test because I'd taken the Mark of Tzeentch. The mutation provided +1 Attack to the entire squad, although only the Sorcerer and one Possessed got into contact to make use of it. Nevertheless these two cut



Zaraphiston leads the charge of the Possessed against the beleaguered Storm Squad.



down four Guardians between them with no casualties in return, and as the Possessed were Fearsome, the Storm squad ran automatically, only to be chased down and ripped apart by the mutated daemon-host Marines.

We rolled to see if the game would end, but the dice decreed that we would continue for at least another turn.

ELDAR TURN 5

Phil: Well, the bait was taken and another pawn had been sacrificed in the shape of the Storm squad, to keep the Chaos Space Marines away from the objective. The Possessed were now in the midst of my forces; I was confident that the Guided War Walkers, the Guardians and Banshees could deal with them. I'd played pretty safe up until now, and after casting the obligatory Fortune on my Seer Council, I decided to go for the throat. Abaddon was pretty much

unsupported, and I saw the opportunity to take him down for good. Eldrad led the advance; if I could tie up the remainder of the Chaos forces a good foot away from the objective, surely the game would end before they could break through...

Hoping to pull the same trick twice, the Wave Serpent came in low at top speed once more, but Graham's forces were wise to the trick now and passed both their Leadership tests. The Wraithlord casually strolled forward another 6" – I had all but given up on it getting into assault range. The Fire Dragons were now poised to pour melta death into Abaddon's retinue, and took down two more, leaving the Destroyer and his Icon Bearer as the only survivors. The Guardians with the bright lance missed again and, although the Wraithlord damaged one of the Rhinos, its extra armor meant it was shaken, not stunned.

The combined firepower of the Guardians, Banshees and War Walkers took down five of the Possessed, although to my chagrin there were still four left, plus the thrice-damned sorcerer. Undeterred, the Howling Banshees stormed in, and this time I was able to roll respectable rolls to wound; the Banshees did what they are famous for and caused no less than seven wounds with their power weapons. Watching the Exarch somersault over the heads of the Possessed to cut down the Sorcerer with her executioner was a highlight; he'd caused me a lot of strife.

The Seer Council, knees no doubt creaking after having used their Fleet of Foot ability to get well within charge range, barreled into Abaddon and his accomplice. Wrong-footed by such a bold move from his fragile enemy, the Despoiler missed Eldrad altogether with the daemon sword Drach'nyen. His Talon of Horus closed around one



of the Farseers that had suffered damage earlier, wounding him twice, but the blazing wraithbone armor protected him from harm. In return, Eldrad hit and wounded Abaddon twice, but the Chaos Terminator armor's 4+ invulnerable save protected him from one of the wounds, sparing him an ignominious defeat. The Farseers did their level best to fell the evil giant, but mere witch blades were not enough to harm Abaddon, and he shrugged off the three wounds they caused easily. His Icon Bearer was far less resilient, however; I'd positioned four Warlocks around him and in total they caused a mighty seven wounds on the unfortunate Chaos Space Marine (due to the effects of Enhance, the Warlocks were hitting on 3s, and the witch blades wound on a 2+). As slivers of Icon Bearer floated to the floor, I ended my turn and kept my

fingers crossed; if the game ended soon, I'd have it in the bag...

CHAOS TURN 5

Graham: With very few models left, I decided to make a vain dash for glory. My last two bikes sped forward towards the objective, gunning down one of the Banshees as they went, and proceeded to assault the warp gate, setting demo charges to destroy it. They would have to remain there throughout the entire next Eldar turn in order to complete the mission – a tall order given the amount of enemy firepower ranged about them. Meanwhile, I finally got the Plaguebearers into combat, charging in to help out Abaddon. The Seer Council's witch blades negated their high Toughness and the Eldar cut down five of the Daemons before they could attack. In fact, the Seer Council were the worst possible target for the Plaguebearers

because the Farseers also had Ghosthelms that halved the Daemons' Weapon Skill, so unsurprisingly they could do no damage. Abaddon's deadly daemon sword struck Eldrad this time, but the ancient psyker's 3+ invulnerable save once again kept him safe. Abaddon's lightning claw attacks were directed at the wounded Farseer, and the Talon of Horus claimed yet another victim. But Eldrad struck back with the Staff of Ulthamar, wounding Abaddon twice more, and with only his invulnerable 4+ save to protect him, he lost his last wound. The leaderless Daemons passed their Morale check, but there was little hope left. I was relieved when the random game length roll drew the game to a close, saving me from the sight of my bikes being obliterated by the massed Eldar guns. I had failed the mission. Phil had protected the warp gate.



Clash of the Titans! Abaddon is locked in combat with Eldrad and the Seer Council.

"With me! For Ulthwé and for Khaine!" shouted Eldrad, a storm of actinic lightning flickering around his body as he sprinted forward. At his heels, the rest of the Seer Council ran toward the Chaos lines, their psychically resonant witch blades glowing brightly in the gloom.

Abaddon the Despoiler, a looming giant clad in brazen armor, strode to meet their charge, hatred and bloodlust etched in equal measure across his face. Eldrad, Quillindras and Lician stormed into the Despoiler, the Warlocks engaging the

sole remaining Black Legionnaire. Abaddon lunged suddenly, his thrust with the daemon sword Drach'nyen passing mere inches from Eldrad's neck. Simultaneously, the Talon of Horus, a weapon so saturated in evil that it was feared throughout the system, lashed out and caught Farseer Quillindras around the chest. Wraithbone blazed with blinding intensity as the Farseer's rune armor fought against Abaddon's crushing grip. Witch blades rebounded from Abaddon's ancient armor, tremendous psychic energies ravaging his titanic frame, but the giant did not falter. Coming round in a tight circle, Eldrad spun the Spear of Ulthamar, the immense power stored in its crest exploding into Abaddon's midsection. Lightning-fast, Eldrad leaned into the swing and sliced up through Abaddon's torso, tendrils of pure darkness pouring from the cracks in the daemon-wrought armor.

Behind them, a hideous scream signaled the demise of Abaddon's icon bearer; millennia-old ceramite had proven no match for the flashing blades of Eldrad's Warlocks.

Distracted for a second, Eldrad was caught off-balance, smashed to the floor by the Talon of Horus. Repulsive daemons swept out of the mist to assail the Warlocks, leprous claws clutching at Eldrad's companions, preventing them from helping their fallen leader.

Abaddon clenched his taloned fist tighter, and Farseer Quillindras was finally scissored apart, nothing more than a gory ruin by the time he hit

the blood-soaked ground. Eldrad's rage was quickly quelled; the moment was coming, his concentration had to be total. A thousand times a thousand strands of fate saw Eldrad and his companions die here, now, their souls claimed by Abaddon's daemon sword. Time slowed to a crawl. The single strand that represented triumph was within his grasp. Around them, the lethal dance of the Warlocks and the daemons seemed to fade into the distance. The giant, his evil so potent that the grass blackened and withered beneath his feet, raised his ancient daemon sword, bellowing a vile curse as the killing blow fell.

At the last moment, Lician's witch blade flicked out from the right, parrying the foul weapon. Eldrad's spear swept up, braced on a fallen standing stone, the point under Abaddon's chin. The daemon sword hissed a hand's breadth from Eldrad's face, its insatiable thirst for the Farseer's soul pulling Abaddon forward onto the spear. Eldrad felt the future twist into place as its tip slowly puckered and pierced Abaddon's throat, and saw tiny spheres of steaming, black blood fall toward his face in perfect clarity.

Against all reason, he met the beasts' burning, hate-filled gaze. In that second, he knew with total and horrifying certainty that in this, the last of all probable futures, the Despoiler's crusades would begin anew, bloodier and more hate-filled than ever. The air grew incredibly hot for a fraction of a second, and the stench of the void permeated the scene. Abaddon was gone.



I LOVE IT WHEN A PLAN COMES TOGETHER!

Phil: All right! I'm still buzzing after what proved to be a really tactically challenging game. Graham sold his soul to Chaos many years ago and is a really tough opponent to beat. He rarely makes mistakes, and it's always fun when you manage to get the better of an opponent who is generally more than capable of ripping your forces apart.

The Tank Shock maneuver with the Wave Serpent was more successful than I had any right to expect, collapsing the front of the Chaos attack in one (fairly reckless) move. Graham was not best pleased, and in retrospect I sympathize. Tank Shock is hardly reckoned as the most lethal of tactics. In truth, if the units weren't all lined up it would never have occurred to me, but once the starcannons had

been destroyed and the Banshees deployed, I really had nothing to lose. It wasn't all dumb luck though; although I wouldn't be so presumptuous as to say I planned it all along. I was trying my best to funnel and bunch up Graham's forces and it really paid off.

The War Walker's early appearance was a great help; they were virtually unopposed by Chaos heavy weaponry and so got a free run to strut their stuff. And my lord, were they effective! Sitting up there on the crag, they had a very dominant position and used it to good effect.

Pinning those numerous Nurglings with Eldritch Storm was a really good thing. They probably would have mugged the War Walkers and, although they could do no worse than

befoul their lanky legs, the resultant combat would have robbed me of my main firepower. Luckily, my starcannons were just potent enough to inflict Instant Death upon the ugly little blighters and they ran off before they could cause any real havoc.

The Howling Banshees met with mixed success, although my Exarch put in some sterling work. Using the Acrobatic ability to reposition her next to any threatening power weapons is a great trick, and she totally creamed anything she attacked. If I'd have succumbed to temptation and thrown the Banshees at the front of the Chaos forces, they would have bounced off the Plaguebearers and then made a light snack for Abaddon and his minions. There is no real use buying elite assault troops unless they

get in a good couple of scraps, but I got to pick and choose where I engaged the enemy, so the fights went my way.

Graham played it cleverly with his approach, and managed to stay out of line of sight for most of it. If it was more of an open field I could have used Mind War to kill off his Icon Bearer, therefore preventing the Plaguebearers from reaching the battlefield at all. But because he was so intent on avoiding being shot up on the way in, I was able to fend off his army element by element.

The Seer Council really were the anchor for this army, shrugging off a tremendous amount of punishment throughout the game and aiding the other units in my army no end. My decision to throw the Seers in against Abaddon was not just a whim; when using special characters, having them face off really is the name of the game, but, more importantly, tying up Abaddon and his inhuman troopers was of utmost importance. The game could have gone on for a good few turns and, out of all of the units in my army the Seer Council are the hardest to budge. Finally, Abaddon was on his

last legs. Although Eldrad has a pitiful 1 Attack on his profile I was pretty much guaranteed to wound, and whereas Abaddon has a decent 4+ invulnerable save, Eldrad's re-rolled 3+ invulnerable totally outclassed him defensively.

For once, my intentions went exactly to plan. I was able to tackle the threats pretty much one by one and, best of all, not only did Eldrad stop Abaddon from getting his filthy claws on the warp gate, he bested him in close combat into the bargain.

CURSES – FOILED AGAIN!

Graham: Well, despite losing fairly comprehensively, that was a very enjoyable game. Sabotage is a really entertaining mission, but you have to accept that luck plays a big part, first in how soon the sentries discover you, and second in which board edge the defender's reserves come on. It would have really helped to have had an extra turn before the alarm was raised – I should have known that Noise Marines could never kill a sentry quietly. As for Phil's reserves, I suppose I should be thankful that his Wraithlord didn't come on at the flank and charge straight into one of my squads. However, the arrival of the War Walkers on the opposite side really shaped the game. The terrain had provided me with two routes towards the objective that could hide me from the Eldar firepower, and this result closed one to me completely, as well as spelling the doom of the Noise Marines and Nurglings who were almost in strike range. It meant that none of my reserves could advance down that right hand side, leading to a bottleneck as most of my army tried to cram down the left.

Nevertheless, I managed to get into a position where a number of my assault units were set to charge in with a coordinated attack. Coordinated that is until Phil's inspired Tank Shock move. Now, with the high Leadership of Chaos troops I felt fairly confident as I picked up the dice, so you can imagine how I felt when two out of three units failed their Morale check. And, of course, it had to be the two squads at the front who would have been in charge range next turn. And the bikes, in the course of falling back into, and then leaving, a wood, managed to roll three 1s out of just eight Difficult Terrain tests. In one fell swoop, the Wave Serpent had broken up my attack, leaving my squads

attacking one after the other instead of all at once – not good at all!

In fact the game was full of interesting tactical moves: Phil's use of his Wave Serpent to block my way to the objective and, of course, his Tank Shock move; the Noise Marines' shooting that forced a Guardian squad to fall back into their assault range, and the Sorcerer Zaraphiston's Leap to the front of the Possessed squad, to make sure that they could charge in.

Abaddon, I have to say, didn't really perform at his best. Despite marching half way across the table, he just couldn't get into a combat where he could really let rip. He swiped at the Wave Serpent, but needing a 6, it's not surprising he missed. He did have a great psychic duel with the Seer Council, nullifying three of their nasty powers in a row. However, when he finally came to blows with Eldrad, he just couldn't get past that accursed

rune armor and with his bodyguard gone, he eventually fell to the Eldar witch blades, taking only one Farseer with him. Phil did well to choose exactly the right unit to cope with Abaddon's usually awesome combat abilities.

Throughout the game, the Eldar's long-range firepower and psychic attacks allowed Phil to target whichever of my units posed the most threat. My close combat specialists, on the other hand, could only hurt the enemy squads that were close enough to assault, something Phil carefully controlled, ensuring that my attacks bounced off his toughest units or that other squads were in position ready to counter-attack. So it seems that the superior intellect of Eldrad Ulthran has prevailed and the cowardly Eldar will be able to flee through their warp gate to safety – for now...



THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Ambush at Amon Hen \$39.99 US, \$59.00 CDN

Sculpted by Brian Nelson, Michael Perry and Alan Perry.

The Ambush at Amon Hen boxed set contains:
Aragorn, Dying Boromir, Gimli, Legolas, Lurtz,
Uruk-Hai with Merry, Uruk-Hai with Pippin, and
3 Uruk-Hai Warriors.



Lurtz



Legolas



Gimli



Aragorn



Dying Boromir



Uruk-Hai
with Merry



Uruk-Hai
with Pippin



Uruk-Hai Warriors



Uruk-Hai swarm through the woods surrounding Amon Hen.

Available from Games Workshop stores, Mail Order and independent stockists, or visit our online store at www.games-workshop.com

PAINTING WORKSHOP

Painting Wood Elf Bowmen

We continue with our stage by stage beginner's guide to painting the Lord of the Rings miniatures, focusing this month on the Wood Elves, dwellers of the mystical forest of Lothlorien.

Collecting and painting miniatures can be one of the most appealing aspects of the hobby. At first it may seem a little daunting, but with patience and some helpful advice you will soon have a fully painted force to use on the battlefield.

Of course, you can't expect to produce an award-winning miniature on your first attempt, but by learning a few simple techniques, with practice you will soon have a finished miniature to be proud of. Even those of you who have painted miniatures before may find this article helpful.

The following pages show a step by step guide to painting a metal Wood Elf Bowman.

The Lord of the Rings rules manual contains more than just the rules needed to play the game. The second section of the manual is full of advice on painting models for both experienced painters and newcomers to the hobby. In particular, you will find an explanation of how to prepare and undercoat your miniatures, which you will need to do before painting them as described here.

For more advice on how to paint Moria Goblins, Men of Gondor, High Elves and Mordor Orcs check out the Painting Workshop articles in White Dwarf 262 and 264.

THE MINIATURES

The Lord of the Rings gaming miniatures are made from either rigid plastic or high quality pewter. The plastic models are an ideal starting point for a collector – they provide the player with a core of weapons at relatively little cost. The metal models are hand-cast pieces available either as boxed sets or in display packs.

All models have separate bases and in addition most models have separate shields. All of the plastic models are designed to fit together without glue, but we recommend that plastic models are glued together using either polyurethane cement or superglue.

ASSEMBLING PLASTIC MODELS

Plastic miniatures are produced as a frame – just like plastic aeroplanes and other model kits. Before assembling the models it is a good idea to wash the resin frame in warm water to which a little washing-up liquid has been added. This will remove any residual lubricant from the model.



Pieces can be removed from the frames using modelling clippers or a suitable craft knife. If desired any attachment scars can be gently smoothed away with a craft knife or filed smooth by means of a file.



ASSEMBLING METAL MODELS

The Lord of the Rings miniatures range includes both small and large models. Some are cast in a single piece whilst others come as lots of several components. Generally speaking, most of the non-sized miniatures are single-piece castings whilst the largest miniatures, such as the Hobbit, are multi-piece models.



Even models supplied as a single metal casting will have a separate plastic base and sometimes a separate shield too. These pieces will need to be fitted in place using superglue or, if preferred, an adhesive modelling putty as described opposite.

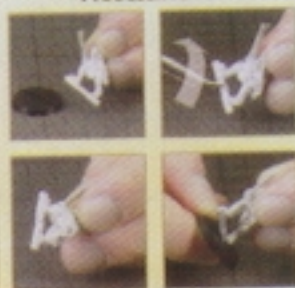
The Miniatures

Remove any stray metal casts or casting marks from the model before assembling. Scars are cut into the models to allow air to escape – this leaves a thin spot of metal that often falls away when the model is removed from the mould. If not this can be removed with a modelling knife or clippers, and any resultant scar can be filed flat using a small modelling file.

If a model comes in two or more metal parts some extra work is required. Test the pieces for fit before assembly and use a file to smooth out any noticable blemishes or high points that prevent alignment. Don't worry if the fit is not perfect – hand-cast parts vary slightly and it is usual to find slight gaps that will require filling later. Once you are satisfied with the fit assemble the pieces using superglue.



MODELLING TIP



Hand-cast metal models will naturally vary slightly and it is quite common for a model's base cast to sit loosely on the plastic base. This is not usually a problem as the models will fit snugly in their bases anyway – but a firm fit can be created by using a small piece of putty to fill the gap and smoothing the base cast slightly.



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The Miniatures

APPLYING COLOUR

Take the model in your left hand and brush in the right hand (or the other way round if you are left-handed). You may be gifted with a rock steady hand but most painters find it useful to brace their hands or elbows against the table surface as they work.

Others prefer to brace their right wrist against their left bringing the model up to their face rather than bending down to the table. Most people will naturally adopt a method that works for them – the important thing is to try and keep the model steady.

Apply one colour at a time and try to be as neat as possible but don't worry too much if the paint strays into areas where it is not wanted. Mistakes can always be painted over later and minor errors won't be noticeable during play. Many painters like to start with the colour that covers the greater part of the model. Others like to start with the skin and work their way outwards, clothes, armour, and finally the weapons and accessories.



Many beginners worry about getting the 'right' colour whilst experienced painters will generally try to achieve a shade they like. The examples given here are perfectly acceptable shades – but other shades giving different effects would be just as good.

HINTS AND TECHNIQUES

Layering the Paint – An area painted with a single colour will look quite flat. You'll notice that the accompanying photographs look much more three-dimensional. This is achieved by means of shading (in the recesses) and highlights (on the raised areas). One of the simplest ways of creating this effect is by layering – by painting one coat of paint on top of another. Begin by painting the whole area with a dark shade of the desired colour. Then paint the basic shade over the area avoiding the recesses so the dark shade

is still visible. Finally apply a layer of a lighter shade in the highest points of detail.



Base colour

First layer

Second layer

Chiselwork – There are two alternative ways to make chiselwork look really good. The first way is to paint the area black to begin with. Once this is dry lightly paint over the area with a dark silver colour – use very little paint and the metal will cover only the raised detail leaving the black in the creases. The second method is to paint the area with silver and allow it to dry thoroughly. Then mix some black paint with water until it is quite thin and paint the mixture onto the area. The watery black paint will flow into the detail creating darker creases.



Base colour

Thinned Black Paint

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

A STRATEGY BATTLE GAME

For an in-depth guide to preparing a painting area, undercoating your models, maintenance of your brushes and general modeling advice, check out The Miniatures section of the rules manual.

WOOD ELF BOWMEN



STAGE 1

After undercoating the model with Chaos Black spray and covering over any sections where the paint had failed to catch with watered down Chaos Black, the face was painted with Dwarf Flesh. It is a good idea to try to avoid getting this onto the hair, but if you do, don't worry as you can always paint the overlap Chaos Black at a later stage.



STAGE 2

The next part of the model to be painted was the lower robe. This was painted with Scorched Brown. Once this has dried, clean your brush and dip it into some Brown Ink. You do not want an excessive amount; if a drop appears at the tip you have applied too much and should wipe off the excess. Once painted on, the ink will run into the creases of the robes creating a shading effect.



STAGE 3

The overshirt was painted with a mix of Goblin Green and a small amount of Chaos Black. To mix, apply a small amount of paint with the end of your brush to your palette. Then, with the tip of your brush, add a small amount of Chaos Black and thoroughly mix the two together.



STAGE 4

The undershirt was painted with Codex Grey.



STAGE 5

The chest armor, arrow shafts, quiver and scabbard were painted with Bestial Brown.



STAGE 6

The flights of the arrow were painted with Skull White. Try to avoid painting the wooden shafts that protrude from the top.



STAGE 7

The sash and the boots were painted with a mix of Codex Grey and Chaos Black, this time using equal quantities of each color. At this

stage it is a good idea to go over with Chaos Black any areas where paint has overlapped.



STAGE 8

The bracers and gloves were painted with Scorched Brown.



STAGE 9

The bow and the hilt of the sword were painted with Dark Flesh.



STAGE 10

The bracer armor and ornaments were painted with Boltgun Metal, taking care not to overlap the paint onto sections that had already been painted.



STAGE 11

The hair was painted with Vomit Brown.



STAGE 12

The quiver ornamentation was painted with Shining Gold. This is a tricky process, and you should use the flat of the brush to apply the paint rather than the tip. If you take your time and make sure that you don't have too much paint on the brush, the end result will look great. If you do slip with the brush, you may want to paint over the mistake with Bestial Brown.

STAGE 13 BASING THE MODEL

It is all too easy to ignore the bases of your figures, but a good base will really help make your finished models stand out. Having spent all the time and effort on painting the models, it is really worth spending just a few more minutes



A Wood Elf guards the border of Lothlorien.

finishing the bases.

Firstly, cover over any gaps where the model slots into the base with some masking tape. Another easy alternative is to fill in the gaps with blu-tac.

Paint the whole base with Bestial Brown, being careful to avoid painting the feet of the model. Once this has dried, water down some PVA glue (two parts glue to one part water is about the right consistency). Paint this onto the top of the base, wiping off any glue that comes into contact with the model using a wet brush.



Dip the base into some sand, shaking off any excess as you

remove the model, then leave to dry. Next, paint the sand with Bestial Brown. Once this has dried you can drybrush the sand with Bleached Bone. You should use an old brush or one specifically designed for drybrushing, as this technique will quickly damage the bristles of a brush. Put a small quantity of Bleached Bone onto the tip of the brush. Now wipe most of the paint off onto a piece of paper towel or old rag. Flick the brush lightly up and down over the sand. The paint will catch on the raised surface of the base whilst the recesses will remain brown.



The finished Wood Elf Bowman.

The Uruk-Hai ambush on the Fellowship at Amon Hen is the tense climax of the first The Lord of The Rings film, The Fellowship of The Ring. It's such an exciting finale we've put together a new two-part scenario so you can play it out. Alessio Cavatore does the honors...

AMBUSH AT AMON HEN

A double scenario recreating the finale of the film.

DESCRIPTION

This double scenario revisits the finale of The Fellowship of The Ring. Boromir has tried to take the ring from Frodo's hand, and the Ringbearer has fled the Fellowship with his inseparable friend Sam. All the other members of the Fellowship are scattered around the ancient hill of Amon Hen looking for the missing Hobbits when they are ambushed by a large force of Uruk-Hai led by the evil Lurtz. The minion of Saruman has clear orders – he is to capture the Hobbits and take them back to his Master. Nothing else matters and nothing must get in the way!

This scenario is similar to the one in the rules manual, but with distinct differences as we had much more space here to recreate the detail of this exciting event. The scenario is divided into two linked episodes, and the result of the first will influence the setting of the second. The details of how this happens will soon be clear, so keep reading and have fun!

POINTS MATCH

This scenario is not really suitable for a points match, but if you want you can play with two forces of equal points value. The Good side's force consists only of Heroes. The Evil force must include only one Hero and cannot include more than a third of its models as armed with bows.

LURTZ'S URUK-HAI FORCE

The Evil side's force is made up of Lurtz, 24 Uruk-Hai warriors with shields and 12 Uruk-Hai warriors with bows. The Evil player must split his force into two, following the instructions in the relevant scenario. He will find that this leaves some degree of freedom on the number and type of models he can allocate to each episode, presenting him with an interesting choice.



Lurtz targets his next quarry.

SCENARIO 1 - TO THE RESCUE!

PARTICIPANTS

On the Good side there are Aragorn, Legolas and Gimli. They all have Elven cloaks.

On the Evil side there are 18 or more Uruk-Hai warriors from the Evil force (at least three must have bows).

LAYOUT

The game is played on a 6'x4' (168cm x112cm) table. The seeing seat is on a hill at the center of the good side's deployment area (see map). Trees and areas of rocky terrain are scattered around the rest of the table. The river Anduin flows along one of the short table edges, making it impassable.



A band of Uruk-Hai attacks the Fellowship.

STARTING POSITIONS

Aragorn is deployed first, on the hill of Amon Hen, up to 12" away from the Good side's table edge. Six Uruk-Hai warriors are then deployed 4" away from Aragorn. Legolas and Gimli are then deployed anywhere at least 8" away from the Uruk-Hai and up to 12" from the Good side's table edge. The remaining Uruk-Hai are finally deployed within 12" of the Evil side's table edge.

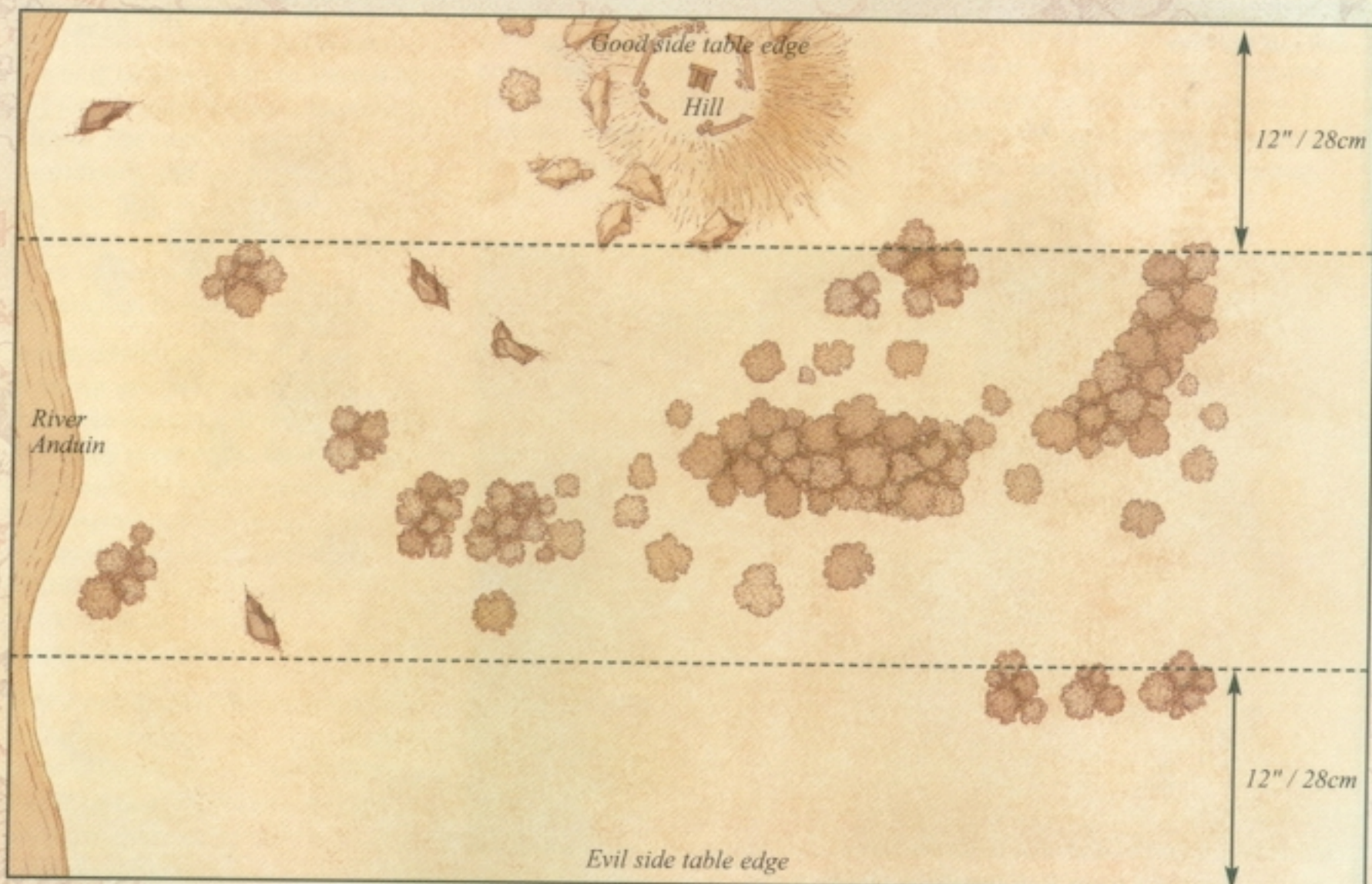
OBJECTIVES

The heroes of the Fellowship have to move as quickly as possible off of the table from the Evil player's table edge, in order to help the beleaguered Hobbits. The Uruk-Hai must delay them as long as possible and inflict as much damage as they can. It should be clear from the beginning that the Uruk-Hai force is not strong enough to kill the Heroes, but it can certainly buy some time for Lurtz to capture the

Hobbits and knock a few points of Might off the good guys, weakening them in the next episode.

SPECIAL RULES

This double scenario is a race against time. Keep track of the number of turns that have expired during this episode and record in which turn each Hero leaves the table by moving off the Evil side's table edge.



SCENARIO 2 – CAPTURE THE HALFLINGS!

PARTICIPANTS

On the Good side there are Boromir, Merry and Pippin. The Hobbits have Elven cloaks.

On the Evil side there are Lurtz and 12 or more Uruk-Hai warriors taken from the remainder of the Evil force (at least three must have bows).

LAYOUT

The game is played on a 6'x4' (168cm x112cm) table. Trees and areas of rocky terrain are scattered through the entire table. The river Anduin flows along one of the long table edges, making it impassable (see map).

STARTING POSITIONS

Merry and Pippin are deployed anywhere within 15"/35cm of the Evil side's starting line (see map). Boromir is deployed anywhere within 12"/28cm of the Evil side's starting line (see map). Lurtz and the Uruk-Hai are not deployed, but will move on from the Evil side's starting line. The Evil side has priority in the first turn of this scenario. Keep track of the number of turns expired during

this game. Any of the Heroes on the Good side who left the table in scenario 1 will move onto the table in scenario 2 the turn immediately after (for example, if Aragorn leaves the table on turn 11 of scenario 1, he will enter the table on turn 12 of scenario 2). These Heroes enter the table anywhere from the evil side's start line and are in exactly the same condition as they left scenario 1 (wounds suffered, points of Might expended etc.).

OBJECTIVES

The Uruk-Hai must capture the Hobbits and carry them off the table from their own starting line. The Good side must stop them. If both Hobbits are carried off the table from the Evil side's start line, the Evil side wins. If one Hobbit is carried off and the other is saved, the game counts as a draw. If both Hobbits are saved, the Good side wins.

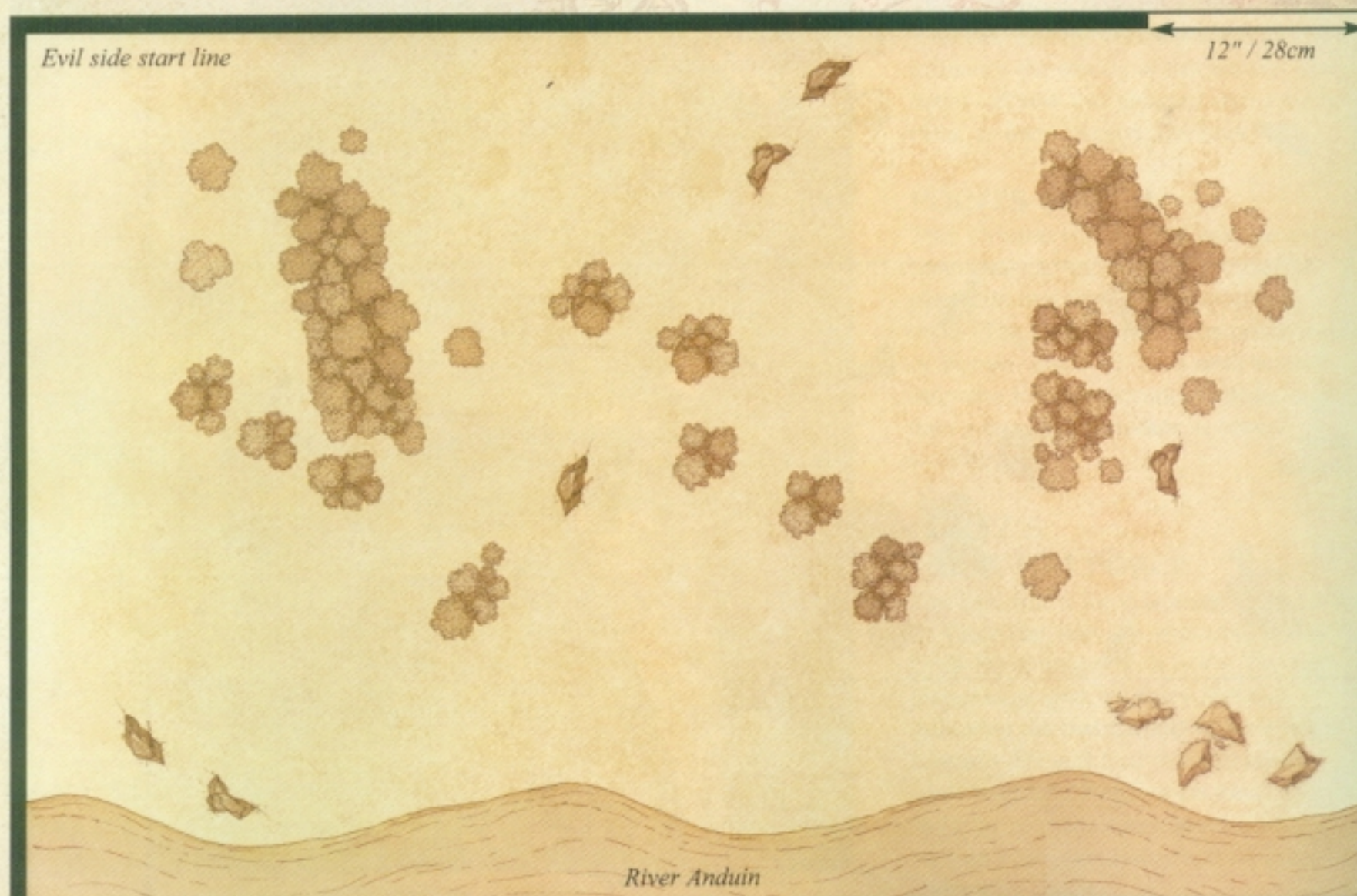
SPECIAL RULES

The Evil side is trying to capture the Hobbits rather than kill them. Hobbits can only be captured in hand-to-hand

fighting, so the Evil models cannot shoot the Hobbits. Exceptionally, they are allowed to shoot through Hobbit models (over their heads that is...) if Boromir starts to use them as human shields (boooo, hiss!).

To capture a Hobbit, a combat is fought as normal except that, when fighting to subdue rather than to kill, the Evil models count as being armed only with knives. If a Hobbit suffers its final Wound then the Evil player can 'knock out' his opponent rather than slay him. The model retains 1 Wound but can do nothing. The knocked-out model is lain down to indicate this. Once knocked out, a model can be carried by one enemy, reducing his movement by a half, or by two enemies at normal movement speed. To pick up an unconscious model, one or two Evil models must begin their move in contact with it, and can move off in that same turn. Any Hobbits carried to the Evil side's start line count as having been captured.

A model cannot carry an unconscious foe whilst doing anything else. Evil





Aragorn, Gimli and Legolas arrive too late to save Boromir and the Hobbits.

models cannot voluntarily drop Hobbits they're carrying. If fighting they must drop their burden.

An unconscious model that is not touching an enemy can be revived by any Good model that ends its move in contact. The captive revives immediately and can act that turn – but must first rise to his feet (taking half a move). Good models cannot shoot Evil models carrying unconscious Hobbits.

In this scenario, if an Evil model has to retreat and there are no Good models in sight, it will retreat towards the closest point of the start line and not towards the closest table edge. Unconscious models are ignored for the purpose of determining direction of retreat (Uruk-Hai warriors are not scared of unconscious Hobbits!).

If Evil models fail a Courage test while carrying a Hobbit, they retreat carrying the Hobbit. If two models are carrying a Hobbit, take a single test for the two, using the best Courage available.

ALTERNATIVE IDEA: FOUR PLAYER GAME

Another great way of playing this scenario is to have two Good players and two Evil players. The scenarios are played simultaneously on two different tables, making sure that turns are played at the same time on both tables. This is easily achieved if the

first table to finish a turn waits for the other table before starting the next turn, so that the turns proceed at the same speed in both scenarios. This makes for an even more fun game, because the models in scenario 2 don't know beforehand how many turns they have before the heroes turn up!



Boromir – his horn is a mighty heirloom of the House of Stewards.

Amon Hen is the setting for the dramatic finale of *The Fellowship of The Ring* film. Such an event demands special attention and with this in mind the chaps at White Dwarf US have constructed a wondrous gaming board to re-enact this thrilling climax.

The Fellowship have left the relative comfort of Lothlorien and are headed down the river to continue their quest. They stop at Amon Hen to decide their next course of action, unaware of the dangers about to beset them. The Fellowship splits up in the ensuing turmoil as a massive horde of Uruk-Hai Orcs descend upon them.

Being such an intriguing location, and because we were all champing at the bit to have another beautiful table to game on, we decided to have a go at making a

THE SCATTERED FELLOWSHIP

Reconstructing the summit of Amon Hen

game-sized version of Amon Hen. The challenge was balancing realism and faithfulness to the movie, whilst also making sure that the table wouldn't require a pair of tweezers to manoeuvre miniatures on it. After extensive discussions, we managed to hatch a coherent plan and build a really nice looking table that managed to give an even higher level of excitement to an already engaging scenario.

Rather than going into a step-by-step account of how we built the table, we

thought it would be better to present it as more of a collection of closer looks at portions of the terrain. Along the way, we'll try to give an insight into the techniques we used.

Note: We've not made the Seat of Seeing yet. This was primarily because we hadn't seen the film in its entirety when we made this board and we'd been told it was distinctive. We've left an area on top of the hill where it will sit when we do make it. Look out in future issues of *White Dwarf* to see its construction.

CONTOURS AND CLIFFS

One of the most striking features of this table is that, aside from the rocks and the river surface, there isn't a single square inch of flat land.

The initial step was crudely stacking chunks of insulation foam to the desired heights of each hill, then fastening all the pieces in place with hot glue and screws. Rough cuts were made to round the edges, and the layers were sanded to smooth out the seams. The entire area was coated with a grass gaming mat that had been dampened with water (a bit like papier-mâché), so that it would be easier to get into the dips and crevices without creasing and ruining the smooth look.



Here's a shot of the table in progress, just after the grass mat had been laid in place. You can see from this how smooth the surfaces are – essential for putting models onto.



Clusters of rocks were placed strategically throughout the field (see more on them later) to cover the seams in the mat, as well as to break up the uniformity of the green, rolling hills.

The peak of Amon Hen comes to an abrupt stop at the top of a somewhat sheer cliff, just under where the Seat of Seeing sits. Matching up the rocks for this area was crucial to the look of the table, as we didn't want them to look like they had been arbitrarily stacked atop one another. Once the rocks were in place and the trees were added, the cliff really began to take shape.

A BOX OF ROCKS

No ancient, overgrown ruins from a long-lost civilization would be complete without rocks and boulders scattered about the land. We went through about five different ideas and theories on what the rocks should look like before settling on the method below. We tried everything from cutting foam rocks to smashing red bricks into pieces to get the right effect. In the end, we went with natural rocks gathered from gardens. We cut holes in the foam, and embedded the rocks directly in the 'ground' itself for a very natural look. In order to make sure

that we had enough to match up when put into place, we grabbed bucketloads of rocks. They were fitted together



piece-by-piece in clusters across the table, and used on the cliff area shown on the previous page.



Above: Holes were cut in the foam, making the stones look more like part of the landscape.

UNREST IN THE FOREST

Amon Hen is a heavily wooded area. We used trees along with clusters of rocks and ruins around the Seat of Seeing.

We used a combination of different trees as most forests are a mix of tree types. Some were ready-made, some were plastic with lichen glued on as foliage, and some were flat metal frames that could be bent into any desired tree shape. Check at your local hobby store (as well as GW retail stores) for a selection of trees to suit your needs.

Forest floors aren't lush, green lawns, so we added a little bit of extra material to make it look more like an accumulation of dead leaves, moss and other detritus under the canopy of branches.



Above: Adding extra material around the tree bases helps achieve the sylvan atmosphere.

Right: This tree started life as a flat metal frame. With a little paint and glue it makes a welcome addition to our forest.



Aragorn cuts a swathe through the brutal Uruk-hai, but can't stop them getting to the Fellowship.



Left: The Uruk-hai arrive at Amon Hen to find their way blocked by Aragorn.

Above: Lurtz, captain of the Uruk-hai unleashes death upon his prey.



Here's the finished Amon Hen table in all its glory. Playing games over this board is an absolute joy.

THE RIVER

The objective for the Good side in this scenario is to have each of its members escape off the far table edge. The Evil side's challenge is to capture any two members of the Good side (or just Frodo, if playing with the Fellowship). The map for the scenario calls for a river along the left table edge and it's as important to the scenario as it is to the appearance of the table. Without it, the

slow-moving Frodo (who MUST start on the top of the smaller hill) would have very little chance of making it off the board. However, even if they make it to the river, there's still the chance that Uruk-Hai could jump from the shore to the boat or even pick them off from the bank of the river. Suffice to say, the river plays a rather large part in this scenario.

While we've made plenty of bodies of water in the past, this time we paid particular attention to the detail on the river bank, as it would draw a lot of attention during the course of the game. Even if the Hobbits make it to the boats, they still have to make it downstream. There are rocks to stand on and portions of the river bank that reach out into the river (perfect for Uruk-Hai archers to get



a shot or two at their targets from), and plenty of reeds. The reeds came from snipping the bristles off scrubbing brush (above), then gluing bunches of them upright into place. A recent fishing trip gave us the insight we needed to make sure that the color and shades of the water were as accurate as possible.



TAKE TO THE RIVER

The Fellowship arrive at Amon Hen by the river, and in the scenario can use the river as a means of escape once trouble starts there. They obviously don't swim all that way, so it's pretty clear that this table needs some aquatic transportation (or, in layman's terms – boats).

We constructed these two vessels from balsa wood, perfectly suitable for carrying the Fellowship on the next leg of their all-important journey – or not, depending on how the game plays out.



Frodo and Sam head for the boats with the Uruk-hai in hot pursuit!

RE-ENACTING AMON HEN

When all is said and done, this project was all about playing the game. We did our best to construct it with that in mind and made sure that it was both pleasing to the eye and a blast to play on as well! Needless to say, we couldn't wait to get our denizens of Middle-earth onto the table to see how the scenario would turn out.

It turns out that the river, as suspected, was where a vast amount of the action took place. It's definitely a good idea to make sure that you've set up your Hobbits as close to the river or the top table edge as possible (it only makes sense, seeing as they move a paltry 4" per turn, while their pursuers move 6"). The stancher characters (basically all but the Hobbits) have a better chance of slashing through the Uruk-Hai and making their way through the carnage to the top table edge. But keep in mind that the Good side can only win if they have ALL of the members of their side leave the table, so don't go crazy and try to wade through hordes of Orcs just for the sake of fighting. Get off the table!



Above: The Uruk-hai close in on Boromir, Merry and Pippin.



Boromir sounds his mighty horn, flanked by Gimli and Legolas. As battle is joined, Merry and Pippin flee.

For the Evil side, surrounding the enemy appears to be the key. Use your strength of numbers to your advantage. Even Aragorn (renowned for dispatching as many as thirty Orcs in previous games) is going to have a slim chance of avoiding capture when faced with Lurtz and five of his snarling companions. Capturing Frodo is a quick way to win, but it's best not to focus on it – if it happens, it happens.

Hopefully, we've managed to inspire you to take matters into your own hands and build your own version of Amon Hen (or at least set up terrain resembling it). Be wary, however, for even the noblest of spirit have met their fate chasing after the Ring.

PAINTING MASTERCLASS

The Evolution of the Ringwraiths

This month we take a look at how the 'Eavy Metal team painted the miniatures that make up the Ringwraiths in each of their forms, from the Kings of Men to the Twilight Ringwraiths as they appear to Frodo when he wears the Ring, and the dreaded black-robed Ringwraiths that pursue the Fellowship.

KINGS OF MEN

All of the Kings were given an undercoat with Chaos Black spray.

The skin on the Kings of Men was all painted using the same color scheme. Starting with a basecoat of Bestial Brown, Dwarf Flesh was then painted on for the first highlight. Elf Flesh was mixed in equal parts with Dwarf Flesh for the next highlight stage, followed by Elf Flesh on its own.



For the first King, a basecoat mix of Regal Blue and Chaos Black was used to paint the robes. Regal Blue on its own was then painted on for the first highlight stage,



followed by adding equal quantities of Enchanted Blue to this and then Space Wolves Grey was added for the final highlights.



The outer robe was painted with a basecoat of Scorched Brown and Chaos Black. The first highlight was painted on using Scorched Brown on its own, then Bleached Bone was added to this for each successive highlight. Thin lines of Scorched Brown were then painted back over the robe to create a textured and patterned effect.



A basecoat of Bestial Brown was used to paint the hair. An equal quantity of Snakebite Leather was added to this for the first highlight stages, with Bleached Bone then added to the mix for each successive highlight.



The second King's robes were painted with a basecoat of Scorched Brown and Chaos Black. This was then highlighted with Scorched



Brown on its own before a glaze of Chestnut Ink was applied.



Dark Flesh was used as a basecoat for the scabbard,

with small amounts of Bleached Bone added for highlight stages.



The hair was painted with a Bleached Bone undercoat and highlighted up to Skull White.



Goblin Green was used as the basecoat for the green robes. Shining Gold was then mixed into this in increasing quantities for each successive highlight stage. Finally, Mithril Silver was added to the mix for the last subtle highlights.



PAINTING GOLD

The golden crowns and jewelry were all painted with a basecoat of Tin Bitz.

This was then highlighted with Shining Gold, followed by a second highlight of Burnished Gold. An equal parts mix of thinned Brown Ink and Black Ink were then washed over these sections.

BASING

Sand was glued onto the base with PVA and then, once dry, given a Brown Ink wash. This was drybrushed with a mix of Snakebite Leather and Fortress Grey, and was finally flocked with static grass.



The third King's cloak was painted with an equal parts mix of Chaos Black and Dark Angels Green. A small amount of Bleached Bone was added to this



for two highlight stages before the robes were given a wash with a thinned down mix of equal parts Black Ink and Green Ink.



The inner side of the cloak was painted with Chaos Black, to which a small amount of Codex Grey had been added.



Shadow Grey, mixed in equal quantities with Chaos Black, was used for the basecoat of the inner robe. To highlight this, Shadow Grey was used on its own and then the section was given a wash with thinned down Black Ink.



A basecoat of Codex Grey, to which a small amount of Scorched Brown had been added, was used to paint the King's hair. An equal quantity of Skull

White was added to this to paint the first highlight, with more white being added for each successive highlight.



PAINTING SILVER

To create the silver armor, weapons and jewelry on each of the Kings of Men, a basecoat of Boltgun Metal was used first. This was then highlighted with Chainmail, followed by Mithril Silver.



To paint the cloak of the fourth King, a basecoat of Chaos Black and Scorched Brown mixed together in equal parts was applied. Scorched Brown was then added to the mix for the highlight



stages, finishing with Scorched Brown on its own. The decoration on the edge of the cloak and the waistband was painted with a basecoat of Scorched Brown,



to which small amounts of Bleached Bone were added for the highlight stages.



The fourth King's hair was painted using an equal parts mix of Codex Grey and Chaos Black. Equal parts Codex Grey was added to this for the first highlight stage, followed by adding Fortress Grey for each successive highlight.



The brown coat was painted with a basecoat of Scorched Brown and Chainmail mixed together in equal parts. More Chainmail was

added to this mix before the coat was finally given a wash with a thinned down mix of Black Ink and Brown Ink.



An equal parts mix of Chaos Black and Dark Angels Green, with a touch of Chainmail, was used to paint the basecoat of the robe. A second mix of equal parts Goblin Green

and Chainmail was then added to the original mix for each successive highlight. To finish this section, a highly thinned equal parts mix of Black Ink and Brown Ink was applied.

TWILIGHT RINGWRAITHS



A basecoat mix of equal parts Shadow Grey and Codex Grey was painted onto the Chaos Black undercoat, followed by adding a small amount of Bleached Bone and Fortress Grey to the mix for the first highlights. A bit more Bleached Bone and some Lightning Blue were added for the final highlights.



The hair was painted with a basecoat mix of equal parts Snakebite and Fortress Grey. More Fortress Grey and Bleached Bone were added to the mix for the first highlights,

followed by the addition of Skull White for the final highlights.



The skin was painted with a basecoat of Imperial Purple. An equal quantity of Fortress Grey was added to this for the first highlights, followed by adding similar amounts of Pallid Flesh for the next stage, with Skull White added to the mix for the final highlights.



To create the silver crowns and swords on the Twilight Ringwraiths, a basecoat of Boltgun Metal was used first. This was then highlighted with Chainmail, followed by Mithril Silver.



"They are the Nazgûl, Ringwraiths, The nine servants of Sauron." – Strider

RINGWRAITHS



A mix of two parts Chaos Black to one part Codex Grey was drybrushed onto the robes of the Ringwraiths. More Codex Grey was added until the mix was

roughly equal parts of each color. This was then drybrushed on as a highlight stage. Finally, yet more Codex Grey was added to the mix until it was now

roughly one part Chaos Black to two parts Codex Grey.



The belt was painted with Codex Grey before being given a wash with Black Ink. Once this had dried, a second, highlight coat of Codex Grey was applied before a final highlight of Fortress Grey was added.

Scorched Brown was drybrushed to the hem of the Ringwraith's robes. This was



then highlighted with Bestial Brown.



The Ringwraith's swords were painted with a basecoat of Boltgun Metal. This was then highlighted with Chainmail, followed by Mithril

Silver. These were then given a wash with a thinned down mix of equal parts Black Ink and Brown Ink.

MOUNTED RINGWRAITHS



A basecoat of Scorched Brown mixed with equal parts Chaos Black was used to paint the horse's flesh. This was then highlighted with

Scorched Brown on its own, followed by adding a small amount of Bleached Bone to the mix for the final highlight.

On a few of the horses a little variation of color was added. The flesh was given a slight variation of color by substituting Dark Flesh for the Scorched Brown.



The tail was drybrushed with Scorched Brown and then a second drybrush of

Scorched Brown, with a small amount of Bleached Bone added, was used for the highlight stage.



To paint the armor on the horse, a basecoat of Boltgun Metal was highlighted with Chainmail, followed

by a final highlight of Mithril Silver.



The cuts on the horse's flesh were painted with Blood Red.



The hooves were painted with a basecoat mix of Chaos Black and Codex Grey and then highlighted with Codex Grey.

The mounted Ringwraiths were painted in exactly the same manner as those on foot.

NEXT MONTH:

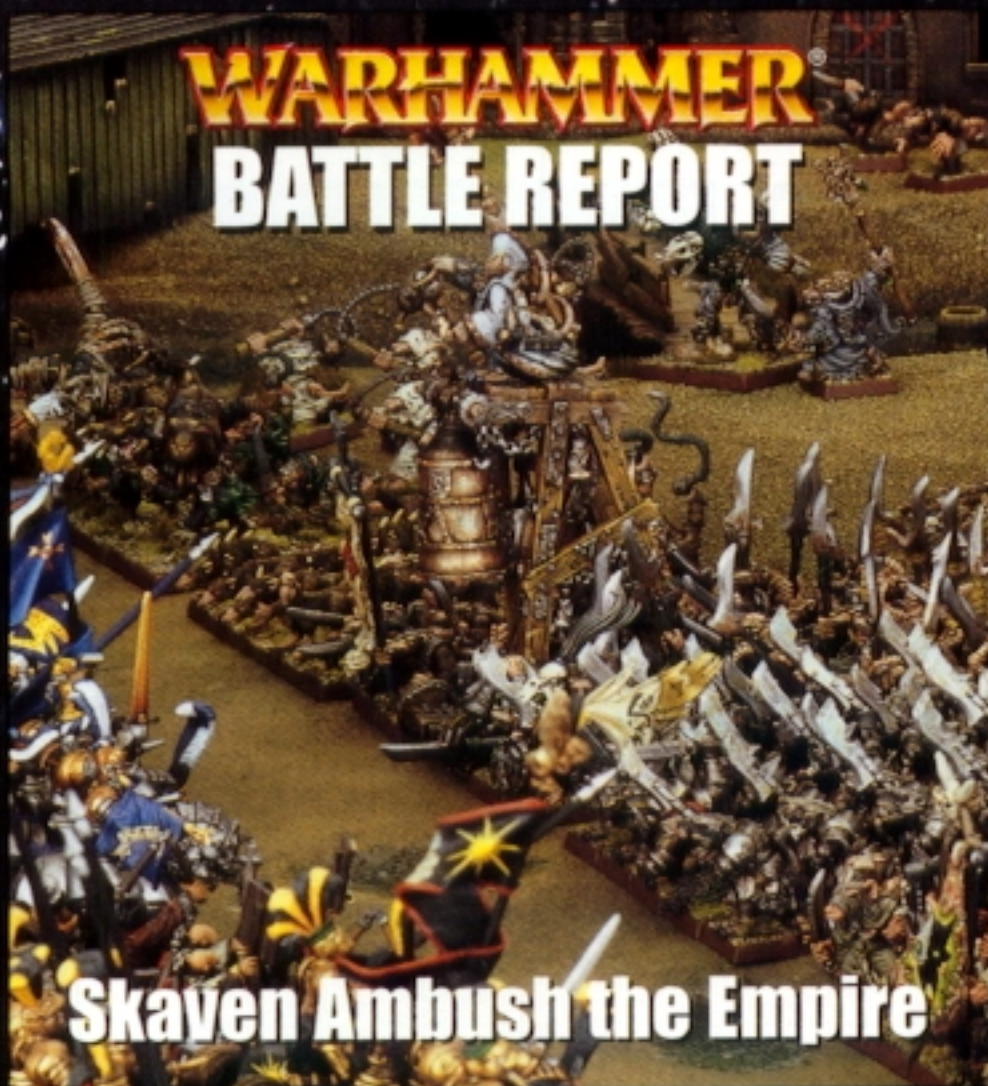
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