WARHAMMER • GAMES WORKSHOP • WARHAMMER 40,000

E.



Contraction

The forces of the Eldar are bolstered with a new Codex.

BATTLE REPORT!

A Dwarf & Empire alliance faces the vile forces of Chaos in Warmaster.

WOLVES OF RUSS!

Collecting a Space Wolves army in Warhammer 40,000.

DA FORT!

A look at greenskin forts in Warhammer Siege.

WARMASTER CHAOS!

The monstrous armies of the Dark Powers charge onto the Warmaster battlefield.

WD246 June £3.50



GAMES WORKSHOP'S MONTHLY CAMING SUPPLEMENT & CITADEL MINIATURES® CATALOGUE

RS OF GAMES WORKSHOP

SPECIAL T-SHIRTS!

This stylish v-neck t-shirt is made out of 100% quality cotton and has the 25th birthday logo on the front, and a roll of honour of every single Games Workshop store across the globe on the back.

• Special Edition • Special Edition • Special Edition • THE EMPEROR'S CHAMPION!



RKSHOP

This special edition Space Marine miniature, the Emperor's Champion, will only be available during our 25th birthday celebrations. Stocks of this miniature are strictly limited, so make sure that you get to your store early to avoid disappointment.

In addition to this, each and every store will have a single silver-plated version of this superb miniature. There will be an extremely limited number of these in existence anywhere and only one lucky winner from each shop will win one of the silver-plated Space Marines.

25 YEARS OF GAMES WORKSHO

• Special Edition • Special Edition • Special Edition • Special Edition •

sci

Thi

25 YEARS OF

als

We'l o

20

AMES WORKSHOP 25 YEARS OF GAMES V



975

of the 250th issue of White Dwarf!

be holding special events throughout the course of this y the 20th & 21st May you can join in the celebrations at Ga Norkshop's 25th birthday party. Every Games Workshop st worldwide will be hosting a weekend of special events, gro competitions, furious gaming and stacks more.

TH & 21ST MAY 2000 - DON'T MIS

P 25 YEARS OF GAMES WORKSHOP

200

ORKSHOP

25 YEARS OF GAMES WORKSHO

FREE POSTERS!

Over the last 25 years, Games Workshop has created lavish imagery for its gaming universes. A major contribution to this has been the vast amount of superb artwork created by a myriad of talented artists. To celebrate our 25th birthday, we've produced a special poster depicting some of the great pieces of art from the worlds of Warhammer and Warhammer 40,000. These posters are FREE to all Games Workshop customers, while stocks last.



only d will tion

r but es e

IT!

...AND DON'T FORGET THE TROLLS!

25 YEARS OF GAMES WORKSHOP

If you can't make it to a Games Workshop store – don't worry! The celebrations are continuing down in the Mail Order Troll pens. For the duration of the weekend, you'll be able to get all this cool stuff from Mail Order as well. Also, Mail Order will be running some special 25 years of Games Workshop promotional offers. If you want to know more, get in touch:

> Tel: 0115 91 40000 e-mail: motroll@games-workshop.co.uk website: www.games-workshop.com

YEARS OF GAMES WORKSHOP

25 YEARS O

The basilica was open to the sky. Shells had torn away the intricate arches which had once towered overhead. Now, ugly, storm-black clouds crowded above, the thunder in their bellies drowned out by the continuous bombardment of the Emperor's palace. But the Chaplain's voice still rang, out clear and proud over the tumult.

"...So be sanctified with the blessings of our beloved Emperor, Saviour of Mankind. With your blade you shall challenge the darkness, conquer the shadows, cast back those who have given themselves over to corruption and infamy. Destroy those who have declared themselves as champions of the Ruinous Powers. Preserve what was from the depredations of the Arch-Heretic Horus..."

Three heavy explosions nearby shook the crumbling walls. Chunks of debris rained down onto the worn flags around where Brother Sigismund of the Imperial Fists knelt, his black power sword raised hilt-first in supplication. Neither he nor Chaplain Akrida flinched, nor the assembled squad of Battle Brothers. Such things were to be expected this close to

be expected this close to the traitors' breakthrough. Chaplain Akrida placed the last purity seal upon the Imperial Fists Space Marine's blackened power armour. Brother Sigismund bowed his head once more before rising to his armoured feet. As one, the assembled Space Marines turned and filed into the Rhino waiting outside.

The Rhino was as cramped as it was noisy, rattling over rubble and shell holes towards the breach. Brother Sigismund gazed at the worn, pinched looking faces of his fellow Space Marines, warriors of the Imperial Fists Legion who had fought night and day for weeks defending the Imperial palace against the Traitor Legions. His heart swelled with pride that Rogal Dorn himself, Primarch of the Imperial Fists, had chosen Sigismund to be a champion of the Emperor. Only one thing disturbed him.

"Father Akrida, though I am humbled by the honour bestowed upon me, it still seems wrong to obscure the sacred colours of the Legion."

"Fear not Brother Sigismund, Dorn himself ordered it to be so. Your heraldry has been changed to black to show that you serve the Emperor himself directly, as do myself and my fellow chaplains. As such you are marked out in the sight of the Emperor."

Before Sigismund could reply the Rhino lurched to a halt. The Imperial Fists

clamped on helmets and hefted their bolters with practiced ease, leaping out of the access doors without hesitation.

Beyond lay a scene of carnage, of hell on Earth.

A river of foulness was pouring through a breach in the mile-high palace wall. Fighting machines and troops forced themselves through the gap, corrupted banners swaying, foul, winged abominations flapping above. Imperial artillery was ranged in on the breach, administering a fearful execution as giant shells smashed flesh and metal into an unidentifiable pulp, but still they came. The titanic roars of men, beasts and explosions melded into a single cacophony of horror, the air reeked with the smell of cordite, oil and blood. A swaying, crumbling line of Imperial tanks and soldiery struggled to contain the horde, their weapons blasting into the masses at point blank range as the fiercest traitors rallied and charged again and again.

25 YEARS OF GAMES WORKSHOP

1975 2000

Thick black smoke coiled over the scene as Sigismund and his brethren pounded towards a point where the Imperial line was cracking, thinning to nothing beneath the infernal assault. As they closed, Sigismund could see the reason why. One of the accursed ones, a once blessed Space Marine who had given himself as a champion to the foul gods of Chaos was leading the assault. His dark masters had marked him as their own and he towered above his twisted followers, wreathed in dark majesty. Blood-red horns curved from a helm which had become a death mask, skulls swung from chains about his waist in grinning testimony to his corruption. The Chaos champion swung a whirling chainaxe in each fist, and the men of the Emperor fell before him like wheat before a scythe.

Sigismund could feel a rush of what felt like murder-lust upon him, but realised that it was pure abhorrence which consumed him. Here was one who had pledged his very life in the service of the



Emperor and now betrayed that oath in the most base way imaginable. Words spilled from his lips unbidden.

"GUARD YOURSELF TRAITOR! IN THE NAME OF THE EMPEROR, YOU DIE THIS DAY!"

The homed helm turned and its red-eyed " glare blazed at him." A guttural beastvoice roared back.

"AT LAST! I'VE PRAYED FOR WORTHY MEAT. I SHALL GIVE YOUR BLOOD TO KHORNE AND YOUR SKULL SHALL BE MINE!"

Bolt shells snarled between the two forces as they crashed together, a horrible collision of blades, bodies and armour, split skulls and gaping wounds.

None dared bar Sigismund's righteous fury as he charged at the Chaos champion. Razor-teeth whirled as the

axes swept down on him. Faster than thought he parried the first, but the second clove into his shoulder armour. The blade howled and smoked as it ripped into
the thick ceramite before glancing off in a shower of sparks. The Chaos champion wielded the heavy axes as if they were straws, hacking and slashing

like a mad butcher. Another cut laid open Sigismund's belly-armour, a fourth bit deep into his chest and bright blood flowed as he knocked the axe away. Sigismund staggered and almost fell.

"You are as doomed as your false Emperor," spat the horned one as he raised his axes for the decapitating blow. Sigismund gripped his blade in both hands and whirled it aloft. "And you are as deluded as your false god," he replied, slashing downward. Contemptuously, the Chaos champion made to block the blow with his axes. But this mighty blade was no normal sword. Ancient even when the world was young, blessed by the Emperor's grace it smashed through both axes and on into the corrupted champion. The Chaos champion staggered, blood welling from his smashed death-mask. Sigismund lunged again, carving up under his armour and into his black heart.

The Chaos champion fell like a mighty oak, almost cloven in two by the blow. Sigismund shouted a prayer of thanks to the Emperor as he leapt over the corpse. There was still much of the Emperor's work to be done this day...

Emperor's Champion

Miniature designed by Juan Diaz and painted by Joe Hill. Rules by Jervis Johnson. Story by Andy Chambers.

s part of Games Workshop's 25th birthday celebrations we asked new miniatures designer Juan Diaz to make a very special model – the Emperor's Champion special character. The model is shown in all its glory below, along with the rules for him, taken from the forthcoming Codex Armageddon.

Almost all Chapters of Space Marines have had Emperor's Champions of their own at one time or another, especially during the period following the Horus Heresy. Although the practice is much less common in the 41st Millennium, there are still

several Chapters that have an Emperor's Champion, especially among the First and Second Founding Chapters whose history dates back to the dark days of the Heresy. Because of this, any Space Marine army may include an Emperor's Champion at the points cost shown below. All of the rules that apply to a Black Templars Emperor's

Champion also apply to one belonging to a different Chapter (in non-Black Templars armies these rules replace any Chapter-specific special rules such as Black Rage, Stubborn, etc).

An Emperor's Champion belonging to a Chapter other than the Black Templars can either wear his Chapter's own colours, or have his armour painted black as a mark of respect to Sigismund, the first Emperor's Champion.

Above left: Totally engrossed in sculpting this remarkable miniature, Juan can't even find the time to smile for the camera.

Left: Still to have the finishing touches applied, the Emperor's Champion special edition model takes shape.

PAINTING TIPS

If you highlight black too much your model will end up looking grey. Too little and you'll have a model that looks as if it is covered in little white lines. I find the



trick is to gradually build up the highlights as you would with any other colour, but to keep them very fine and neat. I add Codex Grey to Chaos Black rather than using Skull White as it is far easier to control the progression from light to dark. For the final highlights on the tips of the armour plates I add a little Fortress Grey.

White is a colour a lot of painters struggle with. I start by painting any areas to be white with Fortress Grey which has good coverage over black, usually only needing one or two thin coats. Then I use a 50:50 mix of Skull White and Fortress Grey. Paint over almost all of the Fortress Grey, feaving only a little in the deepest areas, and where the white of the tabard meets the black of the armour. Keep your paint thin and apply it as evenly as possible in two or three coats. Finally, I repeat the process using Skull White but leaving a little more of the last coat showing. This way you'll get a crisp, clean white over a black undercoat and shading on the way

It really is worth taking a little extra time and effort over important models like the Emperor's Champion, especially as it is only available for such a short time.

1 EMPEROR'S CHAMPION										
	Points	ws	BS	S	Т	w	1	Α	Ld	Sv
Emperor's Champion	105	5	4	4	4	2	5	2	9	2+

The Emperor's Champion must be taken in a Black Templars army even if both players have agreed not to use special characters. The Emperor's Champion does not take up a slot in the force organisation chart, but counts as an HQ choice for the purpose of deployment.

Wargear: Artificer armour, Terminator honours (bonus included above), purity seals, iron halo, master-crafted bolt pistol, the *Black Sword*. The Champion cannot be bought extra equipment.

SPECIAL RULES

The Black Sword: All Emperor's Champions wield a mighty power sword, named after Sigismund's original blade. The *Black Sword* can be used with one or two hands. If used as a single-handed weapon it's treated as a power weapon with +1 Strength, and may be used in addition to the Champion's bolt pistol. If used as a double-handed weapon it counts as being a power fist.

Challenge: If the Champion is in combat, he may, before any attacks are made, issue a challenge. Your opponent must choose an enemy character who is involved in the same close combat as the Champion to fight him – the character doesn't have to be in base contact with him. A challenge must be accepted if there is an enemy character available in the combat. Move the models into base contact and fight out the close combat as normal. No other models may attack the Champion or his opponent during a challenge. The outcome of the challenge decides the outcome of the close combat that the Champion and his opponent are involved in; only the wounds they inflict on each other are used to determine which side has won. Wounds inflicted by other models in this combat are not used to work out the result of the combat.

Always an Independent Character: The Emperor's Champion always fights as an independent character and so may never be accompanied by a Command squad.



37 ▼ Secrets of F.L.O.P. Mike Welker shows us how to get the best from our missile troops

10 ▲ Wild Riders Not your usual Eldar troops.

117 ▼ Chaos Attack! Empire and Dwarfs battle for survival against a four Chaos horde.

DWARF CONTENTS

Regulars

- 2 Games Workshop News What's going on at Games Workshop.
- 12 Fat Bloke presents... The Mail Order Skulz collection.
- 50 Games Workshop Stores What's happening at your local Games Workshop store.
- 66 Warhammer World The latest events coming up at Games Workshop HQ.
- 135 Mail Order

All the new releases and some great special deals.

117 MARY SITER Battle Report: The Lost Battle of Three Lords

An heroic struggle for survival as Empire and Dwarf armies attempt to stop a Chaos horde led by a foul Greater Daemon of Nurgle.

Features

- 10 Craftworld Eldar Eldar are all the same. Aren't they?
- 16 Genesis of the Eldar
 24 Army of Darkness
- WANGWASTER. The twisted hordes of Chaos march forth to maim and destroy for the glory of their dark masters.
- **30 A Rough Guide to Painting the Land Raider** How to paint this great new tank.
- 37 The Gentle Art of Getting Fired WARHAMMEN In his own unique style, Mike Walker explains how to get the best from your missile troops.
- 42 The Great Wolf WARMANNE Logan Grimnar, master of the Space Wolves.
- 44 Fangs of Fenris
- 46 The Battle of Gaping Moor WARMAGUR A brand new Warmaster scenario.
- 48 The Woods of Gaping Moor WATAVASTER Nick Davis has a go at building Chaos Woods for Warmaster.
- 58 The Powers That Be
- 70 What a Load of Rubbish!
- 74 Da Big Green Fort
- 79 Codicium Imperialis The Adepts open the mighty Codicium Imperialis to research the Space Wolves Chapter.
- 99 Tooth and Claw
 Wathing A guide to founding a Space Wolves Great Company.
- 106 Ragnar Blackmane's Great Company A rare glimpse of Ragnar's Great Company. 110 Armoured Assault
- Advice on the tactical uses of the Land Raider.

PRODUCTION TEAM

Editor: Paul Sawyer aka Fat Bloke Graham Davey, Nick Davis, Matt Hutson, Simon Shuker, John Michelbach, Phil Kelly.

Contributors

Rick Priestley, Gavin Thorpe, Bill King, Jervis Johnson, Andy Chambers, Jim Butler, Mike Walker, Jonathan Green, Mark Jones, Alessio Cavatore, Phil Yip, Jaume Fabregat, Rick Baker, Mark Raynor, Adrian Wood, Dan Ebeck & Dylan Owen.

'Eavy Metal Team

Owen Branham, Martin Foolitt, Mark Jones, Keith Robertson, Neil Green, Richard Baker, Dave Thomas, Kirsten Mickelburgh, Joe Hill & Chris Smart.

Product Code: 60249999246

Cover Artwork: David Gallagher Artwork

John Blanche, Dave Gallagher, Alex Boyd, Paul Jeacock, Neil Hodgson, Adrian Smith, Nuala Kennedy, Paul Dainton, Karl Kopinski & John Wigley.





There is a bit of a buzz here at the Studio at the moment as we have started a new Warhammer campaign. Obviously this means collecting and painting a new army (hurrah!). The question, as ever, is which one? After much deliberation I picked the Dwarfs. Now this may come as a bit of a surprise to anyone who has seen me play with my previous two armies, Beastmen and Orcs & Goblins, as they are 'charge headlong across the battlefield' forces. Even the most unconventional Dwarf player will agree that the stunties are a world apart in playing style, and this has caused me more than a few problems in my first few games ...

As a player used to storming towards the opposition battleline, I found it more than a little disconcerting to have a sizeable portion of my force standing around and (Shock! Horror!) shooting. This has presented me with many tactical challenges along the way and finding the right solution has been lots of fun in itself, as we've sat and discussed the merits of this troop type and that tactic.

My first game against veteran Empire player Jim Butler ended in utter defeat. I stood around and tried to outshoot the much more mobile and flexible force of a general well versed in his army's strengths and weaknesses. Oh, that and not having a battle plan.

The next game was to be against an army I've not faced before - John-Paul Brisigotti's Vampire Counts. Luckily JP hadn't played with them before either and his

deployment let me pick off his most worrying units and deal with the rest at my leisure. Victory number one for the proud Dwarfs of Kazad Bolg (Fortress Fatbelly in human parlance) was mainly down to a battle plan which I didn't deviate from and the refused flank tactic. Much



Bugman's XXXXXX was guaffed that night!

My last encounter was against the Dark Elves and once again the refused flank and a strictly stuck to battle plan won the day (although a Black Dragon with a penchant for catching Dwarf cannonballs also helped!).

Alessio's and Tuomas's campaign system is lots of fun too and, if I can just prize the details from their collective grasp, I'll endeavour to bring you all the rules in a coming issue. I'm having an immense amount of fun playing with my new army and would heartily recommend anyone to try an army that differs greatly from their current favourite. Go on, you know you want to...

See you again next month.

AT BLOKE

THE MEN BEHIND THE MINIATURES



Clockwise from the back: Shane Hovle, Mark Harrison, Colin Grayson, Alex Hedstrom, Juan Diaz (he's only little) and their guiding hand Gary Morley.

The amazingly detailed models in the new Warmaster armies were sculpted by our team of enthusiastic trainee miniatures designers along with old hands Gary Morley, Tim Adcock, Trish Morrison and Dave Andrews.



Shane Hoyle demonstrates the size of his, er, latest Warmaster miniatures.



THE GREAT GAMES DAY SUBSCRIPTION OFFER!

Fantastic news just in for White Dwarf subscribers – you'll get first dibs on tickets to this year's Games Day & Golden Demon.

Games Day & Golden Demon 2000 is an all-day gaming extravaganza incorporating stunning dioramas, exciting participation games, all the latest releases, the chance to meet your



favourite Games Workshop personalities and of course the Golden Demon painting championships – the world's premier miniatures painting competition! It will be held on Sunday September 24th at the National Indoor Arena, Birmingham and as with previous years we'll be laying on the usual coach services from our stores. Tickets for Games Day are £15 each, although there is no limit on how many each subscriber can buy.

Anyone who has a subscription to White Dwarf can purchase tickets for this year's event from 1st June, with the remainder going on sale to the public from 1st July in our stores and through Mail Order (for those sadly deluded individuals who haven't yet committed to a subscription! – Fat Bloke),

Anyone attending this year's Games Day & Golden Demon will also be able

to get a special edition Black Orc miniature (shown left), lavishly sculpted by the master of greenskins, Brian Nelson. This will only be available at this year's Games Day.

If you aren't currently a subscriber and want to make sure of your ticket don't worry – you'll still qualify if you take out a subscription when you ring for your ticket! So not only will you ensure your place at the year's biggest and best Games Workshop event but will also receive a monthly hit of GW excitement delivered direct to your door – what more could you possibly desire?

A twelve issue subscription to White Dwarf will set you back £40 (and you'll even receive a free £10 Games Workshop gift voucher!).

So, remind me again why you don't have a subscription to the world's best gaming magazine...?



'DEATH FROM THE SHADOWS' An apology to Terry Brooks

It has recently come to our attention that the introduction to the article entitled 'Death from the Shadows' that appeared in White Dwarf number 242 bears resemblances to certain passages from 'The Elfstones of Shannara' written by Terry Brooks. This article was authored by a freelance writer who had, prior to publication, assured us that this was his own original work. We apologise for any offence caused to our readers or Mr Brooks by the publication of this article. It was certainly never Games Workshop's intention to breach any third party's rights. As a staunch defender of intellectual property rights itself, Games Workshop tries to do everything possible to ensure that all our articles are original. We will of course review our procedures in light of this event in order to prevent similar situations arising in the future.

SURVEY WINNERS

Last year we ran the Great White Dwarf Reader Survey, asking you what you think about our magazine as well as all other aspects of the Games Workshop hobby. Thousands of you returned the questionnaire to voice your opinions and to enter the prize draw.

That prize was a day out at our Lenton headquarters, including tours round the Studio and Warhammer World,

a meal in Bugman's Bar, plus a five minute dash around the Warhammer World store to pick up and walk out with as many models and games as they could carry. The five winners staggered round the shop, their arms full of boxes and blisters piled way above their heads! After a frenzied five minutes, the distraught store staff had given away over £2,000 worth of stuff, and finally the happy winners went home to begin the huge task of painting all those models.







GAMES DEVELOPER REQUIRED

Games Workshop Design Studio is looking to recruit a new member into its busy Games Development team. Our ideal candidate would meet the following requirements:

- At least one professionally published game or game supplement.
- Over 25.
- Capable of working in a dynamic team atmosphere.
- Willing to work in Nottingham, in an office.
- Good communication skills with coworkers and the public.
- Intimate knowledge of Warhammer 40,000 background and 3rd edition rules.
- Computer literate (Word 98).
- Excellent skills in written english, time management and planning.
- Experience working in a creative team a bonus.

For details of how to apply, contact: Human Resources, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS. Telephone: 0115 916 8349.

WARMASTER TERRAIN FROM FORGE WORLD

Forge World has released some stunning new terrain models for use in your games of Warmaster. The range includes castles (like the one shown here), towers, houses and a splendid Empire ship.

Full details next month, or if you can't wait, then contact Forge World mail order on 0115 916 8177 (3pm-6pm Mon-Fri UK time), send an SSAE to Forge World, Games Workshop, Willow Road, Nottingham, NG7 2WS or visit their website at www.blacklibrary.co.uk





THE BLACK LIBRARY GOES BERSERK

With the release of the new Space Wolves army, everyone seems to be going Space Wolves mad, and the Black Library is no exception. This month sees the return of Bill King's heroic Ragnar, first introduced in

the epic saga Space Wolf. After his trials on Fenris, Ragnar's Claw takes our hero away from the planet of fire and ice on a galactic quest to recover an ancient artefact. Meanwhile, back in darkest Prague, Bill is currently hard at work on a fantastic new Gotrek and Felix novel, the eagerly awaited Dragonslayer.



SHE'S BACK!

The Black Library is buzzing with rumours of the return of everyone's favourite Sister of Battle, Ephrael Stern, to the pages of Warhammer Monthly. We've been told that Book II of Daemonifuge picks up the story of the stranded Seraphim where the last book finished. However, we can definitely confirm the arrival of the long awaited diorama of Battle Sister Ephrael Stern and the indomitable Inquisitor Silas Hand. This limited edition set is only available through the exclusive offer as detailed in this month's Warhammer Monthly, in which you will also find all your favourite heroes and villains as they return for another helping of mayhem and carnage.

DEATH GUARD ASSAULT

Hot off the Fanatic Press this month is the third Blood Bowl Compendium, packed full of new rules, new star players and even a brand new Bretonnian team. Also out this month is the Citadel Journal 38, featuring an awesome new Chaos army list, the warped and diseased Chaos Space Marines of the Death Guard. NEW THIS MONTH WARHAMMER

This month's releases for Warhammer 40,000:

SPACE WULVES	
Logan Grimnar	£10.00
Wolf Scout with plasma gun (plus 1 other Wolf Scout)	£4.00
Long Fangs (plastic and metal boxed set)	£15.00
ELDAR	
Codex Craftworld Eldar	£4.00
Howling Banshee Exarch (1 model per blister)	£4.00
Dark Reapers (2 models per blister)	£5.00
Dark Reaper Exarch (1 model per blister)	£4.00
Heavy Weapon Platform (inc. 2 crew)	£6.00
Support Weapon Platform (inc. 2 crew)	£8.00
Wraithlord (1 model per blister)	£12.00
Striking Scorpions (2 models per blister)	£5,00
Striking Scorpion Exarch (1 model per blister)	£4.00



This month's releases for Warmaster:

CHAOS

Chaos Warriors (6 models/3 stands per blister)	£5.00
Chaos Marauders (6 models/3 stands per blister)	£5.00
Chaos Marauder Horsemen (6 models/3 stands per blister)	£5.00
Chaos Knights (6 models/3 stands per blister)	£5.00
Spawn of Chaos (2 stands per blister)	£5.00
Chaos Hounds (6 models/3 stands per blister)	£5.00
Harpies (3 models/3 stands per blister)	£5.00
Dragon Ogres (3 models/3 stands per blister)	£5.00
Chaos Characters (3 stands per blister)	£5.00
Champion on Chaos Dragon (1 model per blister)	£8.00



This month's releases from the Black Library:

And the second				
Warhammer Monthly 31	£2.00			
Citadel Journal 38	£4.00			
Blood Bowl Compilation 3	£2.75			
Ragnar's Claw, 2nd novel in Bill King's Space Wolf series	£5,99			

ENTER THE BLACK LIBRARY

Finally, make a note in your diaries about the Black Library's awesome Open Day, taking place at Games Workshop's headquarters in Nottingham, on Sunday July 14th. This is a great chance not only to meet the scribes, artists and authors but also to play some special games based on the unique characters brought to you by the Black Library.

BY GAMERS FOR GAMERS!



TOUCH DOWN!

Hot off the Fanatic Press this month, the third Blood Bowl Compendium is crammed full of top teams, tips and tactics. In this issue:

- 2-4-6-8, Who do we annihilate? Inspire your team to sporting glory with race specific cheerleaders.
- Deathbowl! Four player carnage, it's Blood Bowl on a grand scale.
- Super Blood Bowl Teams Kick start your season with a veterah line up.
- The Quest for the Cup The noble Bretonnian teams hit the pitch.
- · Brand new league rules.
- Plus Daemon Prince and Giant star players Sluggluton Deathspike and Thundershout Gristlegnasher.

All this as well as readers' letters, photos and special features.

BLOOD BOWL COMPENDIUM 3 22.75

CALLING ALL FANATICS!

The Citadel Journal brings you the best in new rules, army lists, conversions and features in every jam-packed issue. This month:

- The pustulent Plague Marines of Nurgle's Death Guard – an exciting new Chaos army list for Warhammer 40,000.
- Bombz Away!! Take to the skies with the new Ork Fighta-Bommer and Ork Bommer kits from Imperial Armour.
- Can the Empire withstand the full force of an Undead incursion in a special new Warhammer scenario, 'The Dead of the Night'?

All of this plus: Warwick's World, readers' letters, and much, much more.

£4.00

JOURNAL 38







"There is no art more beautiful and diverse than the art of Death." Laconfir of Biel-Tan













WARHAMMER

Been actb's tall form was silbouetted by red sheets of lightning playing across the night sky. Against the ruddy glow, her long limbs seemed even more slender as she stood awaiting the others. Spiritseer Shear'ann looked around at his assembled Wraithguard, each standing motionless, lost in their own dead world until he gave the command.

"Your spirit is pensive," said Bemenacth suddenly, turning her armoured bead towards him. Her voice was low and melodic, calming to bear, carrying bidden wisdom in its tones.

"The omens are not good," he confessed. "We fight under a blood sky against barbaric mon-keigh who use the red moon as their symbol. It does not bode well for you, honoured Bemenacth."

"You refer to the Battle of the Dying Sun, Shear'ann," Bemenacth stated. "You fear I shall fall again?"

"I fear many things," admitted the Spiritseer. "but I do not fear that your presence and that of your kin will not swing the battle for Iyanden."

"When one passes through the veil, fear is left behind," she informed him, leaning forward to rest a large band on his shoulder, her blank face turned towards him. "The ghosts of the past are amongst us, and the future can hold no more horrors."

The sound of crude engines echoed across the darkness, snapping Shear'ann's bead to the south.

"They come," he whispered, sending the message with bis mind to the Wraithguard around them. Filled with sudden animation, the Wraithguard raised their beads and looked towards him expectantly.

"We shall advance with the great Bemenacth!" be cried to them, filled with a fierce joy now that the waiting was over. To fight in the company of such beroes was most pleasing to him. The Wraithguard nodded.

"We fight once more for lyanden," came the sibilant voice of Kyarna, dead for seven generations since the Battle of the Deadly Tide.

"The mon-keigh will learn to fear us again," Miraoi's whisper came to the Spiritseer.

Looking into the darkness, Shear'ann could see the Orks now, crammed onto their clumsy, wheeled transports, firing wildly at shadows. The muzzle flare of their raucous weapons illuminating fanged faces twisted in savage excitement. At the head of the speeding column was a monstrous Warlord, standing atop his battle wagon, his huge chain-axe pointed at the Eldar lines.

"Isba's eyes," cursed Shear'ann at the sight of the enormous beast.

"That one is mine," declared Bemenacth, pointing a finger at the Ork leader. Her starcannon swivelled on its shoulder mount to aim at the fast-approaching Orks. In a space of a beartbeat three bolts of burning blue energy spun through the darkness, impacting with bright explosions on the spiked roller at the front of the battle wagon, turning it into a ragged metal scrap beap. Already Bemenacth was advancing, her starcannon spitting more death at the other Ork vehicles.

Quickly, the Spiritseer followed, bis unliving charges to either side of bim. He watched with awe as flametailed missiles and buge shells exploded off Bemenacth's body, swaying ber in her advance, but not stopping ber relentless stride. A bright energy beam scorched out of the gloom, scouring a fist-wide gouge across her leg, almost topping the great Wraithlord. She paused for only a moment before ber implacable assault continued, until she was stood over the wreckage of the battle wagon. Fists sheathed in writhing arcs of white energy, she began to pound at the metal heap, tearing lumps of iron from the wreck and burling them aside.

Freed from the twisted ruin of bis transport, the Warlord pushed bimself to bis feet, scattering ripped armour plates around bim. Roaring in bis unintelligible tongue, be swung bis chain-axe in a wide circle, its sharp teeth causing a fountain of sparks to spray from Bemenacth's armour. Almost contemptuously, she reached down and grabbed the Warlord's arm in a single fist, crushing it to a pulp, the creature's roars of anger turning to howls of pain. Releasing her grip on the shattered limb, she picked up the huge Ork in both hands, lifting it several feet off the ground. With artificial sinews, she pulled, ripping the beast's torso from its legs, throwing the bloodied remnants to the ground, her head held back, a triumphant scream echoed from tongueless synthesisers.



9



This issue heralds the arrival of the eagerly awaited **Codex Craftworld** Eldar. This latest army book details the five most well known of all the craftworlds. Alaitoc, Ulthwé, Saim-Hann. lyanden and Biel-Tan, As if that wasn't enough we're also unveiling new Aspect

CRAFTWORLD

Warriors, heavy weapons platforms and support weapons. We have also asked a few experienced players to tell us how they use Eldar in their own games of Warhammer 40,000.

ELDAR

BY GAV THORPE

Codex Craftworld Eldar is the latest Warhammer 40,000 army book detailing the members of the alien Eldar race. There are many different Eldar craftworlds scattered throughout the galaxy, each one with its own social structure, history, culture, traditions and different approaches to war. The Biel-Tan Craftworld, for example, follows the Path of the Warrior and its Swordwind armies are predominantly made up of Aspect Warriors. To represent this, most Aspect Warrior squads are available as Troop choices. The lyanden Craftworld on the other hand includes many Wraithguard and Wraithlords in its armies due to its small number of living Eldar.

Most of these five craftworlds also have new troops types available to them. Ulthwé, for example, have the Black Guardians and a Seer Council, Saim-Hann have Wild Riders, and Alaitoc have Path-Finders.

All this makes for a huge variety of choices for an Eldar player. Each craftworld has its own style of fighting and requires different tactics to use it well. What works for one craftworld may not necessarily work for another.

The Codex also contains several pages showing examples of the colour schemes of the different craftworlds and includes tips on how to paint your own Eldar army.





Mike Major: The most effective combination of troops I've seen is a unit of four or five Dark Reapers behind two Eldar Guardian squads each with bright lance weapons platforms. By keeping the Farseer near these units, his Guide psychic power allows one of the squads to re-roll its misses. These squads used in such a combination have the potential to devastate most enemies at range. Against power armoured Space Marines or light vehicles, the Dark Reapers can do the job with their reaper missile launchers. Against charging hordes of infantry, the shuriken catapults of the Guardians are a healthy deterrent and the bright lance weapons platforms can bring down the most heavily armoured of foes. The Farseer should always use Guide on the squad that you need to succeed the most each turn. In addition, the Guardian screen can greatly extend the lives of your Reaper units. The best place for this formation is along the front of a wood where all models can also gain cover from possible ordnance fire.



Dark Reapers take up position behind a Guardian squad



The Dark Reaper Aspect Warriors wear heavy armour and carry sleek but deadly missile launchers. They embody the aspect of the War God as Destroyer, the dark reaper of souls, most sinister and lethal of all the warrior aspects. Their armour is predominately black, signifying their embrace of the dark and destructive forces of the Eldar psyche.



Exarchs are the high priests of the Bloody Handed God. They are warriors who have become trapped in their Warrior Aspects, so that their entire being is devoted to war and death forever. **Tuomas Lahdeoja:** I often play against Eldar armies, and Otso, one of my regular opponents, usually uses the following to maim my Space Marines army.

Two Wraithlords and an Avatar form a loose defensive line (with about 8" or so between them, the Wraithlords slightly nearer the enemy than the Avatar). There are very few assault troops that can actually kill a Wraithlord, especially if it gets support from the Avatar and Aspect Warrior squads on the next turn.

A large squad of Banshees with an Exarch (fully kitted out) in a Wave Serpent is quite nasty. This is kept back to either plug the gaps in the battle line or take the fight to the enemy, dealing death to Devastators and suchlike. The same goes for Fire Dragons in a Falcon or Wave Serpent as they will be able to move 12" and still fire the twin linked starcannon (or single starcannon, in the case of the Falcon) plus a firepike and a few fusion guns. All of the Aspect Warriors in Falcons or Wave Serpents are effectively the fast reserve squads, able to adapt to the enemy's movements.



Striking Scorpions are close assault specialists who excel in dense terrain. They use every nock and crevice to get close to the enemy before springing an attack. The sting comes from the deadly mandiblaster, spitting a hail of laser fire. Only the toughest Eldar can become warriors of this Aspect, as a strong physique is needed to wear the heavy armour of a Striking Scorpion.



Striking Scorpions go head to head with Catachan Jungle Fighters.

A squad of Striking Scorpions could be used in place of the Fire Dragons as they are more useful against lightly armoured infantry where Fire Dragons would be overkill.

Two largish squads of ten or more Guardians with starcannon platforms hiding well behind the main defensive battle line provide some extra firepower. These squads also keep the army break point up in tournament games. Support weapons can be placed with them too as they will be better defended than if placed out on their own. By keeping the Avatar in the centre of the battle line, he can be in the best position to confer fearlessness on his troops and keep the battle line from falling apart.

Basically, this whole battle plan relies on the Wraithlords' ability to hold just about anything for a while, the ability to shoot any transport vehicles to bits so that the Wraithlords can charge the troops inside, and the high speed of the close combat squads. The Guardians and the support



A battery of lyanden shadow weavers hold position at the back of the Eldar army.



weapons bolster the army and provide some heavy support. However, this type of army is vulnerable to enemies laden with heavy weapons who can destroy the Wraithguard and Avatar by shooting.

Phil Kelly: I have been experimenting with support weapons quite a lot in my recent games. Of all the variants available to the Eldar my favourite has to be the vibro cannon. As long as a it hits a vehicle it causes an automatic glancing hit – handy against Land Raiders!

By placing the Farseer with a battery of three support weapons, his Guide psychic power will allow all three weapons to re-roll their to hit dice; a very powerful combination when used with three D-cannons!

Gav Thorpe: I always try to include 30 Guardian Defenders in my army, in units of ten, each with a Warlock. Conceal is a great Warlock power in this case, giving the squad a guaranteed 5+ save except against flamers and suchlike. No single Guardian will ever amount to much, but the potential of 60 shuriken catapult shots is enough to make the enemy think twice.

I often add a ten strong squad of Dire Avengers as well, for even more shuriken firepower and, combined with Guide from a Farseer, these Aspect Warriors can tear through most foes. The essential Exarch is often given a power weapon, or a diresword if I'm facing Orks or Tyranids. Both Distract and Defend are essential Exarch skills because your Dire Avengers have to get close to shoot and are therefore vulnerable to assault. Any extra protection the Exarch can give you is always handy (I used this to great effect in the 'Bloodied Souls' battle report of WD241).

I also have a converted Wave Serpent which will usually carry a full squad of Howling Banshees or Fire Dragons. They lurk in safety until an opportunity presents itself, then dart forward, disembark and do their work. If used in conjunction with the Guardians, this proves devastating, but if sent off on their own, they won't come back. I normally take two

Wraithlords, though of late my

opponents have got wise to these close combat beasts and they don't usually survive to the end of the second turn. Depending on how dense you like your terrain, two Wraithlords can advance together taking what cover they can, and there's nothing that can stop them once they get stuck in.

I don't usually take Dark Reapers as they scare opponents so much that every heavy weapon that can be brought to bear on them will annihilate them as soon as possible, even with a Farseer nearby using Fortune to allow them rerolled saves. Instead I opt for long range firepower that can survive.

Rangers are my preferred choice to fit this role. Get them some nice cover to skulk in, but don't use their infiltrate ability to put them closer to enemy, just get them somewhere with good lines of fire. They'll sit there all day pinning people down, and are even good against armoured troops like Space Marines. It takes an assault to shift them properly, especially if you go for an eight to ten strong squad as I do.

Finally, jetbikes are another favourite of mine. Don't forget to use their free move in the assault phase to get extra speed or to hit and run from behind cover. If you have a couple of Vypers nearby, each with a crystal targeting matrix, the two units can be a real thorn in the enemy's side and very difficult to retaliate against.



An lyanden Wraithlord.





Amongst the Eldar, the Biel-Tan have a well deserved reputation for being warlike. Their name means 'Rebirth of Ancient Days' and it is the Biel-Tan who have taken it upon themselves to rebuild the glory of the Eldar. Great importance is placed upon the Path of the Warrior and their armies usually include many Aspect Warriors.



Other craftworlds consider the Eldar of Saim-Hann to be teral and barbarous. The Saim-Hann Eldar are fierce, brave and proud warriors. The most famous of the Saim-Hann are the Wild Riders who go into battle riding jetbikes and Vypers. Unlike other craftworlds the leaders of the Saim-Hann are their Wild Rider Chiefs.



The Eldar of Alaitoc are the most puritanical adherents to the culture known as the Path of the Eldar. This zealous attitude leads to many of their kind becoming Rangers, taking up the Path of the Outcast. When the Alaitoc go to war they gather their Rangers to sow disruption and anarchy in the enemy forces.



lyanden was once the largest of the craftworlds, but is now partly ruined due to a devastating Tyranid attack. Because of the horrendous losses incurred, when the lyanden craftworld goes to war it takes with it a large number of Wraithguard and Wraithlords controlled by the souls of their dead.

ULTHWÉ THE DAMNED

Many of the Eldar of Ulthwé follow the Path of the Seer and the Path of the Warlock. Because of their close proximity to the Eye of Terror, the Ulthwé claim that they need more Farseers to keep watch for the many and varied guises of Chaos. Eldar of other craftworlds often believe that it is their very proximity to Chaos that has tainted the inhabitants of Ulthwé and exaggerated their psychic potential.

When the craftworld goes to war it takes with it many Psykers – Farseers and Warlocks alike. Unfortunately this reliance on Psykers has left the Ulthwé with very few Aspect Warriors. To compensate for this Craftworld Ulthwé has a considerable standing of Guardians known simply as the 'Black Guardians'.

ses of chaos. Eldar craftworlds often tat it is their very to Chaos. that has he inhabitarits of d exaggerated their otential. craftworld goes to kes with it many – Farseers and alike. Unfortunately

To coincide with Codex Craftworld Eldar, Mail Order have come up with some amazing army deals so that you too can own an army like those shown here...

BIEL TAN ARMY DEAL

20 Guardians, 4 Howling Banshees plus Exarch, 4 Warp Spiders plus Exarch, 5 Striking Scorpions plus Exarch, 3 Dark Reapers plus Exarch, 1 support weapon platform, 3 Eldar jetbikes, 1 Vyper jetbike and 1 Falcon grav tank All this for £100 and get an Avatar FREE!

SAIM-HANN ARMY DEAL 1 Warlock, 12 Eldar jetbikes, 2 Eldar shneker jetbikes, 16 Guardians, 2 Wyper jetbikes and 1 Fire Prism grav tank All this for £133 and get a Falcon grav tank <u>EREE</u>!

ALAITOC ARMY DEAL 1 Farseer, 5 Path Finders, 10 Rangers, 32 Guardians, 6 Howling Banshees, 2 Vyper jetbikes and 1 Falcon grav tank All this for £107 and get a Vyper jetbike FREE!

YANDEN ARMY DEAL

1 Farseer, 1 Warlock, 10 Wraithguard, 16 Guardians, 2 support weapon platforms and 1 heavy weapon platform All this for **£103** and get an **Eldar Wraithford EBEE**!

ULTHWE ARMY DEAL 2 Farseers 4 Warlocks, 32 Guardians, 2 support weapon platforms, 2 War Walkers, 5 Wraitinguard All this for £120 and get a Fire Prism for FREEL

Citadel miniatures in these deals may vary from those illustrated

Why not give the Mail Order Trolls a call on 0115 91 40000

Genesis of the Eldar

By Gav Thorpe and Jes Goodwin

The Eldar have been a part of the Warhammer 40,000 universe since its inception a decade and a half ago. Gav and Jes look at how these enigmatic aliens have changed and developed during their lifespan...

In the beginning, there was Rick. And he looked at the void and said, "Let there be Rogue Trader", and there was...

Okay, I admit it's a dramatic start, but I had to get your attention somehow. For me, the Eldar have been something more than just a Warhammer 40,000 race, they are more of a way of life. Ever since joining Games Workshop I've wanted to have a crack at the Eldar myself, and with the release of the 3rd edition of Warhammer 40,000 I got my chance. Not only was I allowed to cooperate on Codex Dark Eldar and write Codex Eldar, I've been given further reign to mould the Eldar to my will with Codex Craftworld Eldar, and more Codexes are being planned for the future. But, as Sir Isaac Newton once said, "If I have seen further it is by standing on the shoulders of giants." Let's have a look at what's gone before, shall we? For some of you, this will all be fresh and new, while the old lags like me can enjoy a misty-eyed trip down memory lane...

The Eldar Race

First off, let's have a look at how the background of the Eldar has evolved over the years. The Eldar made their initial appearance in the first ever edition of Warhammer 40,000 – the volume generally known amongst gaming supremos as Rogue Trader (because that's its name? – Fat Bloke). As with all the other forces in Rogue Trader, there was only the briefest amount of background



Warhammer 40,000 Rogue Trader

information for the Eldar. However, here were established some of the core principles that remain true to this day. In Roque Trader we were told of the craftworlds, vast starships that drift across the galaxy. We first learned that there are many different craftworlds. each with its own society and history. It was suggested that each craftworld contains a warp gate that allows the Eldar to travel vast

distances across the galaxy without the use of starships. We were also told of the mercenaries and pirates: bloodthirsty Eldar renegades who sell their swords to the highest bidder, famed for their treachery and callousness. As we shall find out, these seeds were indeed to grow into mighty oaks.

When 'Chapter Approved – Book of the Astronomican' appeared in 1988, it contained the first 'proper' army lists for Warhammer 40,000, including one for an Eldar pirate band. This detailed the legendary Eldritch Raiders, a collection of cunning, cruel and dangerous corsairs. It was mentioned that it

is not unheard of for a pirate leader to have a cadre of loyal troops to protect



him from his own subordinates (unfortunately, it then goes on to say that their preferred choice of bodyguards are things called Zoats, which are perhaps better forgotten).

From the Book of the Astronomican, our journey takes us through months of White Dwarf articles (gathered together in the Warhammer 40,000 Compendium) which added all sorts of interesting things to the Eldar. We get all kinds of exotic hardware turning up, including their Distort Cannon, the War Walker, the Ghost Warriors and the spirit-driven Dreadnoughts. All of these things begin to layer on the detail of the Eldar race, their predilection for lightly armoured but sophisticated weapons, their superior psychic technology. We learned of the infinity circuits the Eldar use for controlling and powering their



creations, including their craftworlds. The Eldar are by now becoming a force to be reckoned with.

Then came the Harlequins. Out of the blue, a whole new type of Eldar somersaulted and flipped onto the pages of Warhammer 40,000 history. The Harlequins were the Eldar taken to the very extreme. They were highly skilled and well armed (in fact, in the first list they were almost unstoppable, even with only sixteen models in your army!). But more than that, ideas regarding the myths and prehistory of the Eldar began to filter through. We started getting mentions of Fallen Gods, of how the Eldar created their nemesis, the Chaos God Slaanesh. The Black Library, a receptacle of great knowledge beyond space and time, was introduced. The Harlequins articles marked the establishment of the Eldar origins, their myths and their future. Suddenly, these flimsy, piratical, ne'er-do-wells take on a tragic pathos. They become a shattered race struggling to avoid extinction. They become the victims of their own tempestuous emotions. They become the Eldar we know today.

But wait, the Eldar background didn't stop developing there, did it? Oh no, we knew now of their lost empire and their conflict with Chaos, and particularly Slaanesh. But what of those craftworlds, the ones the Harlequins visit? What are they like?

The answer was to come in another pivotal moment of the Eldar's genesis. It was perhaps the single most important moment in my career as a gamer, and certainly marked a turning point in the future development of the Eldar. Those who know whisper its name with awe. White Dwarf 127, Yes, White Dwarf 127 (reprinted in the Warhammer 40,000 Compilation) was the introduction of the new craftworld army list. Wow, was that an issue to remember. I recall being blown away by Jes's sketches and reading about Farseers and Warlocks and Avatars. But the most important change, the most fundamental change, was the introduction of Aspect Warriors.

Not only did this change the army of the craftworlds, it introduced the concept of the Eldar Path; the lifestyle by which an Eldar dedicates themselves to one facet of their life at a time and allows them to perfect it, enabling them to control their heightened emotions and sensibilities. The Aspect Warriors introduced a darker edge to the Eldar, the part of their personality that lusts

the exhilaration of battle. The description of the ritual to awaken the Avatar of Khaine is superb, and gave me shudders of fear and excitement in equal measure. I had a few Eldar in my miniatures collection at the time, including a Harlequins army, but, from that moment on, I needed them.

They called to me and I set about collecting an entire army of these enigmatic but deadly aliens. I've never looked back.

White **Dwarf 127** July 1990

after bloodshed and

White Dwarf 127 also firmed up the events of the Fall, the collapse of the ancient Eldar empire. It spoke of the Exodites fleeing to their primal worlds and the craftworlds setting off on their eternal wanderings across the stars. We found out about the spirit stones which the Eldar wear to protect them from the predations of Slaanesh, the Great Enemy. In White Dwarf 127, the warp gates within the craftworlds become the Webway, a labyrinthine maze of warp tunnels that bind the Eldar together across the vast distances of space. In my opinion, it was White Dwarf 127 that heralded the Eldar as a race and not just an itinerant threat to the Imperium.

From that momentous article.

things have settled down into the familiar territory we know and love today. In the 2nd edition of Warhammer 40,000. Codex Eldar changed little, a few new ideas were introduced, like the Phoenix Lords, but there was little need to add or change anything. It was at this point that the characteristics of some of the different craftworlds were examined, giving rise to the Wild Riders of



Warhammer 40,000 (2nd edition) **Codex Eldar**



IE ELDAR ARMY the troops denies from a particular linker Conferential the player from emong (bries soulidate, and the total a mark on his objective and to also the set of the set of

10,000

Tarilla and the maile

Saim-Hann, the Black Guardians of Ulthwé and other distinctions between the various Eldar societies.

And so this was the position of the Eldar background when we came to writing the latest Codex Eldar. What was I to bring to this magnificent race? How could I further enrich this wealth of myth and background? Well, by going back to basics, as it happened. Over the years, as the Eldar had become more established as a race, there was a growing feeling amongst gamers that they were somehow 'good guys'. It is easy to see why this might be the case, as they have a special hatred for Chaos, the eternal enemy of Mankind. It was this falsehood, that the Eldar were somehow fighting for a higher cause other than their own survival and benefit, that I wanted to correct. So, I went back to the origins of the Eldar, in Rogue Trader, and set about working out just what it was about them that made them a threat there. I decided to emphasis the capricious, self-centred nature of the Eldar. I wanted to remind people that they are aliens, not to be trusted if at all possible, and certainly not your friend, except in the most short-term circumstances.

It was also the original roots of the Eldar that gave us inspiration for their wicked cousins – the Dark Eldar. Dark Eldar had been mentioned in passing before, but were generally seen as Chaos worshipping Eldar who had remained on the Eldar homeworlds. We wanted something more than just Chaos Eldar, and returned to the Eldar's roots for inspiration. As the Eldar of the craftworlds had grown into something much larger and more wonderful, so the piratical renegades from Rogue Trader and the Book of the Astronomican became the malevolent, vicious and downright evil Dark Eldar. The idea of the neutral bodyguards was reborn in the form of the Incubi, and overall the pirate theme was imbedded in every part of their culture and army. The Dark Eldar introduced another facet to the Fall of

the Eldar, demonstrating another survival strategy against the all-devouring presence of Slaanesh.

With Codex Craftworld Eldar, we've taken a closer look at the differences between the various craftworlds, hopefully demonstrating the great variety of cultures within the Eldar race. Not only do we look at their military formations, but take a peek at the history and temperament of these different cultures, examining why they are different and how they have adapted to their own needs, opportunities and goals.

And hopefully, in time, there will be more to come, when we get around to the Exodites and the Harlequins...

The Craftworld Army

As with the background, the fundamental principles of the Eldar army on the tabletop were laid down in Rogue Trader. It's hard to recognise this because of the format of those first army

Warhammer 40,000 3rd edition Eldar Codex books: Codex Dark Eldar, Codex Eldar and the new Codex Craftworld Eldar

lists. For those of you who haven't seen them, they consisted of a number of random tables which a player could use to generate the weapons, armour and equipment of the squads and characters in their force. If you were to examine the tables closely, a few things are revealed. Firstly, the Eldar's predilection for shuriken weaponry is already evident, the shuriken catapult being far the most likely choice for standard Eldar fighters. Similarly, mesh armour is the most prevalent type of armour, and skimmers (or hoverers as they were known back then) make up the bulk of vehicles. These three army characteristics have held true throughout the long life of the Eldar army. This continued with the pirate army list in the Book of the Astronomican, with the vast majority of squad types and characters carrying shuriken catapults and wearing mesh armour. Jetcycles were established as an important part of the army as well (admittedly, the same Mk 14 Bullock Jetcycles used by the Imperium, but it's a start!).

As I've mentioned before, a number of war engines, like the Dreadnought and War Walker, were introduced over time, until the big shake up of White Dwarf 127. Again, as with the background, the army list in White Dwarf 127 was to create the structure of the Eldar army that has survived until the present day. Aspect Warriors became an integral part of any fighting force, while the psychic Warlocks and Farseers were also given a vital role. Eldar-specific psychic powers were introduced to represent the rune lore used by the seers, and it was here that we first learnt of many new and exotic Eldar weapons which have since become commonplace - the brightlance, the scatter laser, the lasblaster and the web of skulls. Exarch Warrior powers were introduced, demonstrating the superb fighting abilities of these centuries-old fighters.

Since White Dwarf 127, there has been little change to the overall shape of an Eldar army. The second edition Codex introduced the Warp



Spiders and Shining Spears as new Aspect types, Exarchs became horrendously powerful and Farseers were awesome combatants as well as devastating psykers. The idea of the Ghost Warrior was resurrected (pun intended!) in the form of the Wraithguard, and the Vyper and Falcon made their first appearances.

With such strong material to work with, changing the Eldar over to the new army list format of the latest Warhammer 40,000 was straightforward. There were a number of things that needed addressing in terms of game balance, such as toning down the Exarchs to be good squad leaders rather than the death dealing combat masters of the 2nd edition. I like the old White Dwarf 127 Farseers and Warlocks, who were not brilliant at fighting, but were invaluable to the Eldar for their powerful psychic abilities. I also wanted to re-establish the humble Guardian as the principle unit of a craftworld army. For me it's a matter of numbers more than anything else. The Aspect Warriors may be the best fighters on the craftworld, but they are few in number compared to the bulk of the Guardians, and hence most craftworld armies will have a sizeable proportion of Guardian squads and Guardian-piloted war engines.

We also put a great deal of effort into ensuring that each army had its own selection of weapons, and that aliens were not to use Imperial weapons except for special reasons. Guardians with lasguns had to go, therefore, returning to the shuriken catapult as the most numerous weapon in the Eldar host. Similarly, the lascannons, missile launcher and plasma cannons of the 2nd edition had to be replaced, and were combined with ideas from the old wargear such as the brightlance and firepike to create a unique Eldar armoury.

The Guardian-heavy army is my take on the Eldar, but to say that all craftworlds are the same is like saying all Space Marine Chapters or Imperial Guard Regiments



are identical. It just isn't true. Also, the flexibility of the 2nd edition lists allowed all sorts of interesting armies to be created, some of them better on the tabletop, some of them not quite as good. To cater for those who wanted the all-skimmer army, or who wanted just Aspect Warriors, we devised the lists in Codex Craftworld Eldar. Although presented as the army of a specific Eldar craftworld, this was more to give us an opportunity to show more details about those craftworlds than to restrict the lists to certain paint jobs on your models. Thus, the lists in Codex Craftworld Eldar are designed so that people can choose an army that is centred on their favourite part of the Eldar miniatures range. If you like jetbikes and Falcons, you can use the Wild Rider host to pick your army. Similarly, those who have a need for lots of Wraithguard and Wraithlords can use the Ghost Warrior army (it's a good name and deserved to be used again!), while the Aspect Warrior fans can play with a force chosen from the Swordwind host. If Warlocks and psykers are your thing, the Ulthwé Black Guardians are just your ticket, while the Ranger force provides you with the opportunity to field loads of Eldar Rangers and a new type of 'super Ranger' called Pathfinders. These new army lists have been balanced with the selection of units in mind, so you don't have to fear that by not taking Guardians, or Aspect Warriors, or whatever, you're going to be inhibiting your chances of an even contest.

I found working on Codex Craftworld Eldar immense fun and hope that, as the latest step in the genesis of the Eldar, it gives gamers everywhere the same enjoyment. Right, that's the wordy bits dealt with, over to Jes to talk toy soldiers! Take it away, Mr Goodwin...





The Eldar range has taken a long time to become what it is today. Here Jes talks us through the different stages of its evolution.



These drawings date from 1988. At the time several fancier armour styles were tried out, in this case with lots of texture. What works well on a drawing, however, does not always translate well to a miniature and, after a couple of tries, a plainer mesh (ie, chainmail) and plate design was adopted. As you can see, the distinctive tall helmet was already in place, but many of the helmet shapes were later developed further (compare the helmet on the top right to the Swooping Hawk helm).

The advent of Aspect Warriors in 1990 expanded the Eldar range considerably. There is a sheet of drawings for each aspect, including runes, banners and designs for warpaint, although none of the Aspect Warriors ended up with bare heads. By this time, the mesh and plate armour was looking very dated and the distinctive form-fitting body suit was adopted, as well as new looks for the Eldar weaponry.





The Dreadnought (now Wraithlord) was a very early Eldar design. This drawing of a Wraithguard was very much a redesign of that form but smaller, replacing a couple of old figures known as Ghost Warriors. It was always the intention to expand the amount of Aspect Warriors we made, but finding sufficiently different battlefield roles was always a problem. The Warp Spider was one distinctive troop type that made it through. The end of this period of design also saw the making of the Phoenix Lords, which took the basic Aspect Warrior and pushed it in a much more ornate direction. Elements of these designs would eventually return on the newer Aspect designs.



lyanden Guardian

Striking Scorpion

Dark Reaper

Howling Banshee

21



THE BLACK LIBRARY PRESENTS

WARHAMMER MONTHLY 31 – The All-Action Comic

In this month's explosive instalment: Mordheim – City of the Damned. Wyrdstone hunters Ulli & Marquand face the terror of the Undead. Hellbrandt Grimm, the notorious warrior, is caught up in a wicked tale of deceit and betrayal as an ancient burial mound is unearthed. In this issue's episode of Bloodquest, Leonatos and his exiled Space Marines near the end of their titanic quest – but first they must face their greatest fears in the insane labyrinth of the Chaos God Tzeentch. Meanwhile, in Titan, the intrepid crew of Imperius Dictatio come face to face with the utterly alien Eldar. Finally, swashbuckling bounty hunter Kal Jerico sticks to his guns in Code of Honour.

OUT: JUNE . ONLY £2.00





RAGNAR'S CLAW - A novel by William King

From the ice world of Fenris come the Space Wolves, the most savage of the Emperor's Space Marines. Ragnar's Claw explores the bloody beginnings of Space Wolf Ragnar's first mission as a young Blood Claw warrior. From the jungle hell of the planet Galt to the sprawling polluted cities of Hive World Venam, Ragnar's mission takes him on an epic trek across the galaxy to face the very heart of Evil itself. A searing new epic adventure in the series that began with Space Wolf.

OUT: JUNE . ONLY £5.99

SPACE WOLF - A novel by William King

The planet of Fenris is a world of fire and ice where only the strongest, bravest and fiercest survive. It is home to the barbarous warrior tribes who eke out an existence, battling vicious sea monsters and surviving the apocalyptic climate changes. It is also the home world of the Space Wolves, the most savage of the Emperor's Space Marines. Each and every Space Wolf is born of this hostile world; for them, there are few places in the universe that hold any terror. Space Wolf begins the saga of Ragnar of Fenris, a young warrior whose destiny lies amongst the distant, warravaged stars of the galaxy.





STUNNING GRAPHIC NOVELS!



BLOODQUEST - £6.50



TITAN - £4.99



DAEMONIFUGE - £4.99



KAL JERICO - £4.99



THE REDEEMER - £7.50

Get all the latest news about the Black Library at our website: http://www.blacklibrary.co.uk - now including online store!

OUR AWESOME NOVELS!

FIRST & ONLY



FIRST & ONLY **NOVEL (5.99**



INTO THE MAELSTROM STORIES £5.99



GHOSTMAKER **NOVEL £5.99**







OIL SLAVI NOVEL 45.9



REALM OF CHAOS STORIES £5.99



SKAVENSLAVER **NOVEL £5.99**



HAMMERS OF ULRIC NOVEL £5.99

DAEMONSLAYER **NOVEL £5.99**



LET THE GALAXY BURN !

SEE US AT THE BLACK LIBRARY OPEN DAY, GW NOTTINGHAM HQ, SUNDAY JULY 16th **CALL GW MAIL ORDER FOR DETAILS & TICKETS.**

ARMY OF DARKNESS Chaos in Warmaster

The Old World is a dangerous place where malevolent monsters and supernatural magic threaten even the most secure of human cities. Yet in all the world there is no peril as great as the power of Chaos.

Chaos is the source of all magic. It hates all living things and would, if it could, feast upon the souls of those foolish enough to open their minds to it. There are many who are so driven by their hunger for power that they give themselves to Chaos. They willingly surrender their immortal souls in return for the nebulous promises of the Chaos gods. These gods are worshipped by the sick and insane, by men ambitious for power and by the desperate and depraved.

In the north, armies of vile warriors gather. Score after score of cruel soldiers array next to violent berserkers and towering daemons. Through the foul ranks the Lords of Chaos stride, marshalling forces comprised of abominations and maniacs. Soon, the Legions of the Damned will march once more, and a flood of Chaos will drown the hated Empire forever. Chaos Wizards are those who attempt to channel the raw essence of Chaos to their own ends, often resulting in mutation and insanity. With spells like 'Curse of Chaos' launching three shooting attacks that ignore armour saves, these sorcerers are exceptionally powerful.





The Chaos General bas a Command value of 9, the bighest in the Chaos army. His position was gained through years of ruthless bloodshed in the name of the Chaos gods. A Chaos General adds +2 to the Attacks of the unit be accompanies.

A Chaos Hero is a champion even among the elite forces of the Chaos Warriors. He adds +1 Attack to the unit be accompanies.



WARMASHER



Chaos Warriors are possibly the most dangerous soldiers in the Old World. Highly trained, well armoured and filled with hate, these warriors have sold their very souls to Chaos.

Wizards and Heroes may ride a Chaos Dragon. These monstrous creatures increase their rider's Move from 60cm to 100cm and add + 3Attacks to those of its rider. The Dragon can also breathe fire! The fire breath bas a range of 20cm. Ir addition to this, the unit the Chaos Dragon is with causes terror.

Chaos Generals,



In the far north of the Empire, men bave worshipped the Chaos gods for centuries. These Marauders, as they are called, are brutal barbarians who live deep within the Chaos Wastes. They openly welcome the borrific scars and mutations bestowed by the fickle powers they worship, and are all too eager to burn and pillage a fiery trail of destruction across the lands of men.

HORRORS OF CHAOS

Any creature that comes into contact with Chaos inevitably changes, mutating and twisting into a horrific parody of what it once was. Chaos armies play host to a huge variety of these dangerous and bloodthirsty monsters, from shrieking flocks of Harpies to slithering, spitting Chaos Spawn. These abominations are sent crashing into the enemy ranks, a fearsome wave of shock troops few have the mettle to face.



Dragon Ogres are buge, violent bebemoths that revel in crushing all that stands before them. These towering monsters are exceptionally skilled in battle, rolling a mighty 6 Attack dice per basel



Harpies are balf men and balf creatures of the air. They flock in the northern skies and feast upon the slain once battle is over. Harpies follow the armies of Chaos like crows. They can fly and as they are such wild and bestial creatures, a unit of Harpies cannot by joined by a character.



Chaos Spawn are hideously malformed and twisted monsters, shaped by the raw essence of Chaos into many-beaded nightmares. They spurt acid and bile at their foes before charging deep into the enemy ranks. Chaos Spawn are totally mindless. They cannot be given orders on their own but only as part of a brigade which contains more non-Spawn units than Spawn.





THE CAVALRY OF THE DAMNED

The mounted soldiers of the Chaos legions are rightly feared throughout the Old World. At the forefront of the army ride the silent Chaos Knights, accompanied by howling Marauders and snapping Chaos Hounds.



Chaos Hounds are mutated, slavering canine giants that bear little resemblance to the warbounds of Man. These daemonic packs hunt down the enemy without mercy, the cruel whips of the Beastmasters at their backs.

Marauder Horsemen are barbaric savages who fight in the name of the dark gods, but have not yet earned favour enough to become Chaos Knights. However, despite their lesser discipline and equipment, these wild men are no less ferocious in battle. The Horsemen fight in greater numbers, their great love of war driving them into a frothing battle-lust.



The infamous Chaos Knights are the elite cavalry of the Chaos army, men whose forms are fused into perverse armour and whose mutant steeds snap and bite with the fury of Daemons. The Knights of Chaos are extremely skilled fighters, and their extra mobility means that a devious General can use them to deliver a hammer blow at even the strongest enemy line.





Fat Bloke

Paul 'Fat Bloke' Sawyer

he more you immerse yourself in this wonderful hobby of ours, the more time you spend lovingly collecting and painting armies of Citadel miniatures with which to smash your opponent's force on the field of battle. Luckily those 'nice' Trolls in Mail Order have come up with an excellent way to reward their loyal customers and this means added value when you place an order with Mail Order...

Skulz is the great new offer for all Mail Order UK customers. For every order of £10 or more placed with Mail Order UK, the Trolls will send you the requisite number of Skulz stickers. Simply stick the Skulz onto a Skulz collector's card and claim special gifts. All the gifts are shown in the Skulz catalogue that's available from all GW stores and through GW Mail Order. We've shown a handful of example gifts here.

This is how it works. Every time you spend £10 we'll send you one Skulz token, if you spend £20 we'll send you two and so on. Once you have ten Skulz you can send them in and choose a free gift from the '10 Skulz' category. Alternatively, you can continue-to collect and choose from the special gifts by collecting 25 Skulz or even claim one of the superb gifts from the 50 Skulz category!

The Skulz offer is open until September 1st 2000 but don't worry – the Emperor has chosen to help you on your arduous journey, with freebie Skulz tokens along the way!



10 Skulz gets you a...

- Bolt pistol keyring
- Imperial rip wallet
- Games Workshop poster (choice of 4 designs)
- Bulldog Buckles –
 Imperial Eagle badge
- A classic Citadel miniature (choice of 4 miniatures)
- Games Workshop mug (choice of 3 designs)
- Citadel Miniatures Annual 2000
- Codex Assassins

25 Skulz gets you a ...

- John Blanche artbook (only 650 available)
- Imperial Eagle belt buckle
- VIP Open Day ticket
- Administratum pen
- Skulz T-shirt

50 Skulz gets you a ...

ECTOR'S CARD

 Special edition art print, signed and hand numbered (choice of 2 designs, only 250 available) ST

Affix stic

Mix stick

- Dwarf Lords of Legend (8 classic Citadel miniatures)
- Special edition Space Marine Standard Bearer miniature (specially sculpted for Skulz by Shane Hoyle)
- Forge World Orc bust



Z TOKENS COLLECTOR'S TRACK



CRACKING SK



VIP OPEN DAY TICKET

THIS IS A SPECIAL OPEN THIS IS A SPECIAL OPEN OF GRANIED EXCLUSIVELY FOR SKULZ CUSTOMENS. YOU'LL GET A VID TOUR OF GAMES WORKSHOP'S FACILITIES IN NOTTINGHAM, INCLUDING THE WARHAMMEN WORLD MUSEUMI WE'LL FROVIDE LUNCH ON THE DAY, GAMES TO PLAY & HOST OF OTHER THINGS TO DO S SEE.

COST: 25 Skulz

ADMIT:One



25 skulz

If you opt to redeem your Skulz for the VIP Open Day then you are assured of a very special day out. We will be running several VIP Open Days starting later in the year. Please note that if you are under 18 then you must obtain the permission of your parent or guardian to attend the VIP Open Day.



10 skulz







25

50 skulz



10 skulz



Last month we finished building our Land Raider and it looked great, although it was lacking one minor niggling detail – paint! To solve this problem Nick got together with 'Eavy Metal modelmaker Mark Jones and produced this rough guide to painting a Land Raider.

IN THE BEGINNING...

This is how we left the Land Raider last issue – an unfinished plastic grey. It's still an impressive model even in this state, but now it is time to give it a coat of paint and really bring it to life.

Over the next few pages is a rough guide to painting the Land Raider. You can apply what we are going to be showing you to any tank (like a Leman Russ) not just a Land Raider. This is not the definitive guide to painting a Land Raider, as the technique we are showing is only one of the many ways to paint a tank, but it is one of the easiest! We've also packed this feature with little ideas which even the most experienced of figure painters might find useful. If this is your first time ever painting a tank, take your time and follow our advice and you will end up with a Land Raider to be proud of. This is how we left our Land Raider last month (WD245). The interior was painted prior to construction. The tracks (which we have initially painted Boltgun Metal) have been blutacked onto the model, so they can easily be removed, along with the gun shields, heavy weapons and cupolas when we begin to paint the model.

PREPARATION:

Before you dive in and begin painting your Land Raider, there are couple of things you should do first. Make sure your paints are close to hand and your painting area is free of clutter. Also have a couple of large brushes handy – the Citadel tank brush and a 1/2 inch flat brush are ideal.

You may want to blu-tack the cupolas and heavy bolter sponson to old paint pols to make them easier to handle whilst painting. Plus, if you are spray painting the Land Raider to begin with, blu-tack the lascannons and gun

shields to the top of a box so that you can spray them all at the same time.


PAINTING THE LAND RAIDER

UNDERCOAT & BASE COLOUR

After finishing your preparation you should undercoat the Land Raider. The undercoat depends mainly on the colours that you have chosen to paint your Land Raider. All of the 'Eavy Metal Land Raiders were painted up from an undercoat of Chaos Black to give all the colours a duller appearance and the Land Raider a heavier look. I have chosen to paint mine in the colours of my Space Marine Chapter named the Emperior's Eagles. Their assigned colours are black and bone with the main colour being black – we have included a chart below showing which colours to use for five of the more famous Chapters in Imperial history. Whatever colour you choose to use, the painting technique is exactly the same. I recommend you use spray paints for the undercoat and base colour where possible as these give a more even coverage than brush painting.



Once you have applied the undercoat and it is dry you can start on the base colour. If you are using a spray, build up the base colour in a series of light coats instead of one heavy spray. This prevents the spray paint running on the model and stops it drying all patchy. Plus, using several light coats means the recesses of the tank will be slightly darker (as the paint builds up) automatically shading your Land Raider for you. If you are using a brush, thin the paint down and apply a couple of coats, especially if you are using a light colour.

Quick tip: If you have painted the interior of your Land Raider, plug up the cupola and heavy bolter sponson holes with blu-tack or the interior will change into whatever colour you choose to undercoat and basecoat with.



HIGHLIGHTS

One of the best ways to highlight a model this big is to drybrush it in progressively lighter shades of the Chapter's colour. You need a large brush for this – the Citadel tank brush is perfect. A 1/2" flat brush would work fine as well.

I find that it's best to use a circular motion as this prevents the streaking effect you sometimes get. Keep the drybrushing to the raised areas and



edges as you are aiming to pick these out rather than drybrushing the entire Land Raider.

STAGE 2

For the second drybrush use a lighter colour and rather than using the point of the brush, use the edge. Again you don't need to drybrush the entire Land Raider, just the corners of the armoured plates and some of the raised areas. Again, be careful of streaking and try just to catch the edges.

Quick tip: You can practice your drybrushing on the



Drybrushing: Drybrushing is a very easy painting technique to master. Take a brush and wet it in a lighter shade paint than the base colour. Then wipe the brush on a tissue until nearly all of the paint is cleaned off. Then flick the brush gently over the model. This leaves a trace of the colour on raised areas of the model, making them more pronounced.

CHAPTER	BASECOAT	HIGHLIGHT 1	HIGHLIGHT 2	
ULTRA- MARINES	C The second second	Ultramarines Blue mixed with Space Wolves Grey	Space Wolves Gre	
SPACE WOLVES	Shadow Grey	Shadow Grey mixed with Space Wolves Grey	Space Wolves Gre	
BLOOD ANGELS	Blood Red	Blazing Orange	Fiery Orange	
DARK ANGELS	Dark Angels Green	Snot Green	Scorpion Green	
BLACK	Chaos Black	Chaos Black mixed with	Codex Grey	

PAINTED HIGHLIGHTS

A technique that deserves a quick mention is painted highlights – like the ones Matt Hutson has used on his Black Templars Land Raider, instead of drybrushing. He picked out all of the edges of the Land Raider in a lighter colour, giving it a simple but very effective highlight.



A ROUGH GUIDE TO PAINTING THE LAND RAIDER

BARE METAL & LASCANNONS

The Land Raider is a tank so there are going to be many areas of metal, including exhausts, gun barrels and anything else you choose to paint as bare metal. This technique treats all of these different surfaces the same.

First, make sure that these areas are painted Chaos Black – don't worry too much about getting paint on the hull for now as you can always come back and tidy that up later. Now drybrush these areas quite heavily with Tin Bitz. To finish off go back over the Tin Bitz with a lighter drybrush of Boltgun Metal.



STAGE 1 All metal areas are drybrushed with Tin Bitz...

BEFORE YOU BEGIN Before you start to paint large

Before you start to paint large areas of your Land Raider in bare metal have a quick think about what you want painted. The main areas to consider are the lascannon and rear engine/exhaust system. Check out the examples shown below for ideas.

> When you finish painting all the bare metal on your Land Raider, tidy up the areas where you have got metallic paint on the hull. Then finish constructing your lascannon sponsons. Follow the Stage 4 instructions in last month's (WD245) 'Building the Land Raider' article but now you can glue the gun shield into place.



You can paint the Land Raider's lascannons in a number of different ways.

ASCANNONS

The easiest method is to paint the Land Harder's lascannons in a number of different ways. The easiest method is to paint them completely bare metal. Or you could paint the weapon cowlings, leaving only the cables and barrels painted bare metal.







ENGINE/EXHAUST SYSTEM

STAGE 2

and now finished off

with Boitgun Metal

The main decision you need to make with the engine/exhaust system is whether to paint the engine's covers as bare metal or not. The two

different examples here are the 'Eavy Metal Dark Angels Land Raider and Matt Hutson's Black Templars Land Raider.





WARHAMMER

Stage

L7

LG

TRACKS

Remember back in last month's 'Building the Land Raider' article, when we told you not to glue your tracks into place at Stage 3? Well before you start to tidy up and finish the detail on your Land Raider you can now glue your tracks into place, following the assembly guide opposite.

However, before you begin clipping the tracks off the frame for assembly, paint the tracks (if you have not done so already) on the frame, using the same technique as we have already described for bare metal painting. Any chipping of the paint caused when you clip off the frame. can easily be painted over before you begin the track assembly



TRACK ASSEMBLY

1. Clip all the tracks off for the left side of the Land Raider - these are numbered L1 to L9. Clean off any excess plastic on the edges and track links and then lay the tracks in a line following the numbers, as this makes assembly easier.

2. As you glue the tracks onto the left side of the Land Raider, check the fit as you go, one at a time.

3. Once you have completed the left track assembly repeat these steps for the right track assembly. Don't worry, the numbers are the same on the right tracks as well.



features, here are a few ideas. MACHINE

State State





The optical pick ups are those little oblong shapes around the rim of the hatches. Here are a few ideas on how to paint your hatch assemblies.

DETAILING - HATCHES,





FINISHING TOUCHES – MARKINGS

Most of the markings that you'll want to put on the Land Raider you will find on the kit's transfer sheet. However, there may be a marking, say, for example, a circle that you might want to paint onto both sides of your Land Raider before you apply any transfers. The quickest way of doing this is to make a template or stencil. This is how you do it ...



1. The best material to cut a template out of is a clear tape called magic tape (available from most stationers). Lightly stick the tape to a piece of card, then draw a line on the tape that corresponds to a horizontal point on your Land Raider. Measure where you want the marking to be on your Land Raider and then mark that point on the tape, then draw your template shape

2. Carefully cut out the shape with a modelling knife



3. Stick the tape into position on your Land Raider.





Land Raider, leaving your marking on the side of the vehic

FINISHING TOUCHES – TRANSFERS

Transfers are the easiest, quickest and most effective way of adding markings to your Land Raider. There is a large sheet of them included the kit. Applying transfers is very easy. This is how you do it.



1. Carefully cut out the transfer you are going to use with a modelling knife.



2. Dip the transfer in some luke warm water for about 30 seconds.



3. Use a paint brush to slide the transfer into position. To reposition the transfer keep it wet. Once you are satisfied, remove the excess water with a tissue.

FINISHING TOUCHES – WEATHERING

Once all of your transfers and markings are in place, your Land Raider is ready for battle. However, you can still take the Land Raider a couple of steps further and weather it. Now I am not going into great detail about weathering as it's a whole article in itself. Below though are a couple of examples of what you can do

Both Land Raiders shown have had flock or sand glued directly onto the tracks. Notice how there is a build up of debris on the upper track guard. This is where the earth churned up by the tracks is scraped off.

If you don't want to go to all the trouble of gluing flock onto your tank you can just drybrush the dirt on (check out the completed Land Raider below). Use natural browns like Snakebite Leather, followed by Bubonic Brown and concentrate on the areas where the earth would collect, like the front of the Land Raider, side of the tracks and the rear as earth is thrown up it thunders forward





COMPLETE ...

Phew... our Land Raider is finished and ready to smite the Emperor's foes. Of course this is only one way of painting your Land Raider and you can add as much detail as you like. We have included a few examples opposite to give you some ideas.



Nick's Emperor's Eagles Space Marines Chapter add the powerful Land Raider to their growing ranks.



The fate of your race is in your hands...

In Warhammer you become a fearless commander, painting and assembling mighty fantasy armies to do battle on the tabletop. Warhammer provides you with the core regiments of two armies - the knightly Bretonnians and the reptilian Lizardmen - and all the information you need to collect and paint your forces ready for battle.

The Warhammer boxed game contains all you need to get started including Citadel miniatures, buildings, rulebooks, dice, range rulers and much, much more.



WARHAMMER BOXED GAME £50

Citadel, the Citadel Castle, Games Workshop, the Games Workshop logo and Warhammer are registered trademarks of Games Workshop Ltd. @ Games Workshop Ltd, 1909. All regist reserved, Models supplied unpainted and unassembled. Contents and components may vary from those illustrated:



In his last article MIKE WALKER took a look at close combat. This month he applies his unique style to the finer points of missile fire. That Shakespeare bloke was utterly brilliant.

I have realised that his insights on human endeavour even extend to my attempts to master Warhammer. All that stuff about "suffering the slings and arrows of outrageous fortune" has proved to be unerringly accurate.¹ My "outrageous fortune" with all things ballistic has changed.

A few months ago my armies were being smashed and pummelled by every passing Ungor and Nurgling. I then began to develop and persist with firepower oriented forces. Gradually and quietly² I began to win a few games. By continuing to use armies that brandish missile weapons, I began to rack up more and more victories. Eventually I was winning most of my games (well more than half anyway).

So how have I done it? Loaded dice? Bribery with cheap biscuits? Drugging my opponent's coffee? I'd like to think I have come up with a few good measures that have worked consistently under various tabletop conditions.



¹Unlike the sling and arrow users in my armies – they would have difficulty bitting Little Dave's shed whilst they stood inside it.

²If you count whooping like a Red Indian and then skipping three times round the table bellowing Queen's "We are the Champions" complete with overhead clapping as 'quietly'.

³I love this name for the repeater hand gun. In the same vein I have now called my Halflings the Podgy Purveyors of Pathetic Projectiles and my volley gun the Mischievous Machine of Malicious Misfires. Now those readers with ballistically challenged armies might think this article has little to interest them. Well, some of my ramblings do apply to non-missile using troops and there's quite a funny bit about measuring body parts later on, so I recommend that you persevere.

Two armies have been involved in this success: firstly, Lord Mellanthrope's Murderous Multitude, a Dark Elf force. An army in which every model is armed with a repeater crossbow, except the repeater bolt thrower crew.

Second, Horst von Cornetto's Hochland Host. An Empire army festooned with bows, crossbows and Von Meinkopt's whirling cavalcades of death.³

Von Cornetto's boys have been the most successful, but using both armies has taught me that for any of my tactics to work I need firepower, LOTS of firepower. Which is why every figure that can has to lug a missile weapon onto the battlefield.

Firepower, more firepower!

Every wizard, hero and the General in my army is represented by a model that has a crossbow or bow superglued to them. Especially the Dark Elf Assassins. With a Ballistic Skill of 9 these guys can be taped to an angry Chimera, made to wear an old pair of Nurgle's underpants on their heads and still shoot the nominated leg off any Snotling in range.

The three Assassins in Lord Mellanthrope's Murderous Multitude all start the game fully deployed in a front rank, ready to fire (*Aroo-ab! Aroo-ab! Beard alert! – Fat Bloke*).

When selecting your missile troops you are often going to be faced with a choice between quality and quantity. Forty short-sighted yokels with string and stick weapons or eight sharp-eyed killers with long-range slaying machines. Which should you take? Here's my quick rule. If facing firepower take quantity, or if you can't, take quality.

A brief explanation of the reasoning

If they are facing missile troops, yours will get shot. Eight casualties on the yokels will impair them a bit. The same number of dead killers and they are not contributing at all to your chances of victory. If the enemy has no missile troops then use small highly skilled units. These are easier to manoeuvre and to concentrate into groups to deliver devastating volleys.

One final thought before moving on; try to select lots of different sorts of firepower.

Here, as an example, are the different troops from the Dark Elf army.

Characters with repeater crossbows

Really good at: Shooting long-range skirmishers. Not good against: Large quantities of tough, well armoured troops.

Crossbowmen

Best against: Other firing troops and unarmoured targets. A bit rubbish: When trying to shoot difficult to hit targets.

Scouts

Effective against: Other skirmishers and flying troops. Not so good at taking on: Firing troops, tough guys in armour.

Repeater bolt throwers

Devastating against: Big blocks of troops and smug gits with really good saving throws.

Still worth firing at: Skirmishers and other troops one line deep.

Pathetic against: Seriously tough guys and other war machines

It takes quite a few games to build up an accurate feel for how your troops will perform. Knowledge of how effective each troop type can be is essential for the next lesson: listing how you will deal with each enemy unit.

Repeater crossbow user tip:

Always fire twice. Only if you need 6 or more to bit does this not increase the average number of bits.

List how you will deal with each of your opponent's units

When using my new missile armies I now do three things at the beginning of each game. I remind myself that I must pay careful attention to every measurement made during the game. I hum a happy little ditty in my head to counteract Stuart's relentless pre-battle psychological attack. Before, during and after deployment I determine and mentally list how I will deal with each of the units my army is facing. Now the term 'deal with' is interesting in this context. It does not just mean killing the unit. Some units will be much too hard for me to even consider trying to destroy. I may well deal with these by running away from them, sacrificing units to them or by distracting them from destroying major parts of my army. Thinking about each enemy unit forces me to realise where my own army's strengths and weaknesses are, where on the battlefield I can expect to win and where I will lose. I find that by having a plan for each of my opponent's units, my opening moves are more decisive and put more pressure on my adversary. It is surprising how much this one discipline has improved my overall play.

Von Meinkopt's tip:

In your unit of Outriders always have a Champion. This individual's good Ballistic Skill will fully exploit the Repeater Handgun's ability to fire again each time it bits.

Sacrificial units

I must just mention sacrificial units. I have two in my Empire army. Each is a unit of 10 Halfling bowmen. These are perfect examples; they cost less than 50 points, their pitiful Toughness of two usually ensures complete destruction by even a moderately good fighting unit and no one in the army will miss them.⁴

In the next section, the use of sacrificial units to slow down an attack will be mentioned, but here is a ruse using them that has been tried and tested.

Put them right in front of the enemy's nastiest unit. The enemy must charge them or waste time going around. Most will charge. The cannon fodder then run. They will either get caught and killed or escape. You, however, will now have the nasty unit a charge move closer to you, right where you wanted them, in close range of your volley gun and now in the arc of fire of a couple of other previously ineffective units. Stuart's Vampire Counts army has twice fallen victim to this trap. On the first occasion, 33 Zombies, a Battle Standard and a Necromancer Lord were perforated and separated from their life-force in a single round of firing. The Caliph of the Continually Cadaverous was favoured by his dark gods on the second occasion as his Wight cavalry escaped with minimal losses due to an early volley gun jam and a whole coffin full of successful saving throws. Which just goes to prove that, no matter how brilliant the plan, in Warhammer fortune always has the final say. Whilst on the subject of Stuart I must move onto that thing about the happy little ditty.

Most gamers complain. Stuart has moved the pre-game winge onto a new level. Every opponent is now subject to a

⁴Except the Ogres who think they are much better than olives in cocktails.



remorseless tirade, detailing how every aspect of the Warhammer game system operates against his Vampire Counts army. This will be reinforced with an incredible amount of examples, some from ancient games that can barely be recalled by most other players. Stuart remembers them all and can recollect every loss he has suffered in technicolour.

No countermeasure will work. Stuart can winge far beyond the normal limits of human endurance. He buries any attempt at logical argument beneath a further fusillade of unfairness he has suffered. The unprepared will start feeling sorry for him, underestimate the effectiveness of his army and think that he will shut up some time soon. Stuart will mercilessly exploit any doubt he has caused. The Regent of the Recently Reanimated will regularly be able to seize upon slight hesitations or minor slips in concentration from his opponent and spectators are forced to watch horrified as he tears the still pulsing lifeblood from their army. He is otherwise quite a nice bloke.

Measurement

Finally, in this section I must mention the importance of measurement. If you are using missile troops you get to wield your tape measure an awful lot more than those commanders without. Checking if troops are in short range or within range at all will yield lots of lovely measurements. Are those troops in charge range? Will they be able to charge next turn? Is it imperative to stop them moving more than a couple of inches forward? With a bit of concentration you can have this information and use it to great advantage. It has been a failing in my game that I would measure things and then instantly forget the distance. Now I really try to focus on this important activity. Consider this situation. You have a Great Cannon and deployed next to it is a unit of Crossbowmen. Both are due

to fire at a fairly distant unit. The rules state that you can fire your troops in any order. I bet if you declare you are firing the Crossbowmen first, after brandishing your trusty tape to measure if the enemy are in range, that your guess for the cannon will be a lot more accurate.

If a slight gasp passes your lips that the last tactic seems incredibly unsportsmanlike⁵ then sit down before reading on.

I have known players who have measured body parts. They know exactly how far it is from their elbow to the tip of their index finger. Be suspicious of lots of unnecessary pointing.

Little Dave was fascinated by this idea and measured himself all over. Unfortunately, the only exact distance he could remember was that maximum bow range was the same distance as from the unsightly birthmark on his right inner thigh to his left nipple. His attempt to use this information during a close game resulted in a rather ungainly belly flop onto the tabletop, a crushed model wood and a three week ban. On to the next lesson.

Dark Elf bolt throwers tip:

Always fire four bolts except against targets with a toughness 4 or more, with more than 2 wounds.

Take every opportunity...

... to shoot vulnerable targets

... to slow down the enemy

Try to give yourself lots of options as to the type of target your missile troops can engage successfully.

⁵In fact this tactic was first mentioned to me by no less a personage than Tuomas Pirinen when I met bim at Games Day (I think it was meant as a warning, not a tip – Fat Bloke).



You have ten Dark Elf Scouts hidden in a wood. Hammering straight for them is a huge block of forty well armoured and hygienically challenged Beastman Gors. Even with three or four rounds of above average shooting there is no way the Scouts are going to significantly inconvenience the Gors. Much better that they slink away to see if they can have a go at a much more vulnerable target, like some chariots.

In the last section I discussed the idea of having a solution for each of your opponent's troops. This means that early in the battle you should recognise that certain troops need to be repositioned in order to fulfil your battle plan. Move them straight away, do not allow them to get pinned into positions where they can do little damage. A key to using your missiles successfully is to identify vulnerable enemies and bring your weapons to bear on them. One good shot at a vulnerable target will give you more success than several rounds firing at troops you can hardly affect.

I must just mention that after completing a deadly missile attack, please resist the temptation to flick over your opponent's carefully painted models and then jab a finger at each prone figure whilst informing it, "NAAAaaaargh you're dead," even if you achieve this against Wardancers. Now I have been known from time to time to mention the thrill of successfully slaughtering Wood Elf Wardancers and imply that they are a bit effeminate and silly. Whilst I was helping on the White Dwarf stand at Games Day once, a visitor, barely higher than the table, fixed me with his gaze and said steadily and slowly, "Stop having a go at Wardancers." The cold chill that passed down my spine made me resolve to be more sensitive in future. So I have tried really hard to be careful what I write about those simpering, painted, cavorting, big girls' blouses and never again type an insult that... damn.

The other absolute key to winning with missile fire is to slow the enemy down. Obvious really, the slower they move the more shots you get. The easiest way to slow the enemy down is to deprive them of march moves. Four types of unit really excel at this:

Flyers and Fast Cavalry

Flyers and fast cavalry are the first two. These units excel at getting to the flanks and behind the enemy. Get them within 8" and get rid of those march moves. The only trouble with these guys is they can be a bit expensive, they do get taken out by enemy missile fire and most of the time want to avoid combat. For these reasons they can get chased off by a well prepared enemy.

Stand & die and sacrificial units

The stand & die units are those that do not take Break tests. Von Cornetto's army has a big unit of Flagellants to fulfil this role.

Both these units will hurl themselves at the centre of the enemy force to sell their lives for inches. They cut down the movement of the unit they fight (sacrificial units have to be small and pitiful enough to die completely so the enemy cannot pursue survivors) and to strip the march moves from nearby units.

Volley gunner's tip:

Fire a couple of barrels at long range, small, difficult to bit targets, like Skirmisbers in woods or Censer Bearers. Surprisingly effective with no roll to bit.

At least with a sacrificial unit you do not have to worry about the next lesson:

Protect your firers

Most obviously, use any cover you have to hide your firers in. Less obviously, look at where your opponent's missile troops are. Will a screen of skirmishers or well armoured troops prevent unnecessary deaths amongst the units providing your main firepower?

Examine where his fast moving stuff is. Do you need to put some troops to intercept these and keep your missile troops firing?

If you have weapons with huge ranges (eg, Great Cannons with 60") make sure they are placed well out of range of any enemy firers.

Quite often my really dangerous volley gun might be placed where it cannot be seen by the enemy at all. This is almost impossible to achieve without removing its ability to fire also. But it does not matter, so long as it can see the enemy when they get into short range and it wants to discharge.

Naturally if your unit can skirmish it should do so for added protection. Skirmishers are a pet peeve of mine. Just how far apart do they have to stand to count as skirmishing? The rulebook states 'up

Master Gunner's tip:

When firing full charge roundshot from a Great Cannon, aim about 7.5" to 8" short of the target.



to 2" apart'. So when Scott deploys his Wood Elf Scouts in a skirmish formation that is barely discernible from the line his normal (nonskirmishing) archers are deployed in, and when challenged proceeds to slide a piece of (very thin) paper between the bases to prove they are not touching, that's all right then. The -1 to hit modification is gained because a whole bunch of arrows hit the fresh air between the skirmishers. I will argue long and hard with anyone who claims to be in skirmish formation and I cannot lay a finger between figures (that's one of my fat, podgy fingers).

One final thought on protection. My General deploys in the centre of his army to maximise the number of units that will benefit from his Leadership. My gun crews seem especially prone to running away without his shouts of support.

Last Bit

So the next time you use missile armed troops just remember that there is no need to FLOP. That's because FLOP is the easily remembered acronym for the suggestions I have made in this article.

> Firepower List Opportunity Protection

> > I have found focusing on these things improved my game no end.

That's about it. I wonder just how long my run of outrageous good fortune with missile armies will continue?

Right, I'm off to write one hundred times "I must try harder not to be rude to Wardancers."

We

HE GREAT WOLF

f all the Chapter Masters, the most belligerent and headstrong O'is Logan Grimmar of the Space Wolves Like his predecessors and his fellow Space Wolves. Logan is a fearsome warrior, with an immense martial pride. He tolerates no interference in the running of the Chapter by any outside authorities, and is more willing than any other Chapter Master to fight for the Space Wolves' independence. Logan's suspicion of other Imperial organisations, including other Space Marine Chapters, runs deep and, if I may offer my humble opinion, this is with good reason Ever since the Age of Apostasy, the Space Wolves have been wary of the intentions of others and have had numerous clashes with the Ministorum of Terra. Logan's leadership, whose saga runs for some seven hundred years, has endured for five centuries. During this time, the Old Wolf (as he is known amongst his battle-brethren) has willingly, some would even say joyfully, led his Great Company and the forces of his fellow Wolf Lords in open battle against the forces of other Imperial organisations whose actions he deemed to threaten the Space Wolves and their thinly scattered domains. This has led to many accusations of heresy and treason being levelled at Logan, along with the usual rumours of genetic deviancy within the Chapter. However, more than any other Chapter, the Space Wolves stand ever ready to fight the foes of the Emperor Under Logan's guidance, and fuelled by his own renowned thirst for battle (which many of his supporters claim equals that of the legendary Leman Russ himself), the Space Wolves have defeated many threats from without and within the Imperium, and the vast majority of the Imperial commanders within the sectors surrounding Fentis are grateful to be under the Old Wolf's watchful eye. Personally, if I may make so bold, I find the existence of a Chapter Master such as Logan heartily reassuring, for he is a cunning and resourceful leader of the Space Wolves, and yet has about him a charming demeanour and familiar manner which is at odds with the usual aloofness one associates with a commander of the Adeptus Astartes

Leaders of the Adeptus Astartes - A most secret report, compiled for his Most Supreme Excellency the Paternoval Envoy by his Humble Servant Master Maximus Pliny.



t last! The biggest, loudest and best loved Chapter Master in the Imperium, Logan Grimnar, has finally arrived. Famous for his charisma and legendary skill in battle, Logan Grimnar has earned the respect and admiration not only of the Space Wolves but of the Adeptus Astartes as a whole. Equally eager for a pitched battle or a drinking contest, this Wolf Lord is a hero to his friends and a dreaded foe to his enemies. With this fantastic new miniature designed by Jes Goodwin you can really lead your Space Wolves army in style!

Ň	VOLF LOR	DL	DG.	AN	G	RIN	IN/	١R		
	Points/Model	WS	BS	S	Т	W	T	А	Ld	Sv
Grimnar	250	6	5	4	4	3	5	4	10	2+

A Space Wolves army of 2,000 points or more may include Logan Grimnar. If you decide to take him then he counts as one of the army's HQ choices. He must be used exactly as described here and may not be given extra equipment or wargear. In addition, he may only be used in a battle where all players have agreed beforehand to allow the use of special characters.

Wargear: Terminator armour, storm bolter, wolf tooth necklace, wolf tail talisman, wolf pelt, the Axe Morkai, Belt of Russ.

SPECIAL RULES

The Axe Morkai: Logan carries the Axe Morkai, a fearsome weapon taken from a defeated Chaos Champion and reforged into the image of Morkai, the guardian wolf at the Gates Of Death. Morkai is a master crafted weapon that Logan can choose to use *either* as a frost blade *or* as a power fist. He can choose to split his attacks between the two different weapon types, for example taking two of his attacks as frost blade attacks and two as power fist attacks.

Legendary Leader: Logan Grimnar is probably the most highly respected and best loved warrior in the entire galaxy. Only the enemies of the Imperium fear his name. Because of this, once per battle Logan can call on all those nearby to redouble their efforts and attack with all of their might. When he does this, all friendly models within 12" of Logan, whether they belong to the Space Wolves or not, get a +1 attack bonus for the rest of the turn. Note that Logan can make his call during the opponent's turn if desired.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Lord. See the Wolf Guard entry in the Codex: Space Wolves army list for details.

EVICE OF FENRIS



SPACE WOLVES LONG FANCS

together under the Pack Leader, the Long Fangs can target two separate as they support the Space Wolves' assault. Due to decades of training role in battle, raining down a withering curtain of shells and laser beams and their fangs have grown long and sharp. These squads fulfill a crucial amount of firepower. Due to their age, their hair has grown thick and grey a pack of Long Fangs, proud and wise soldiers equipped with an awesome The most experienced and level-headed Space Wolves are organised into



enemy squads, splitting their fire in the same shooting phase! This means that

these packs of grizzled veterans are amongst the most feared support troops in the Imperium.

can benefit from the unsurpassed firepower of these experienced and deadly warriors. With the new Space Wolves Long Fangs boxed set hitting the shelves this month, an aspiring Wolf Lord





KITTED OUT

The last few months have seen the release of no less than three plastic boxed sets for the Space Wolves army: the savage Blood Claws, the resolute Grey Hunters and the experienced Long Fangs.

By now, most generals who field Space Wolves will be counting themselves very lucky indeed. These boxed sets are excellent value for money, and enable you to buy a complete squad in one purchase. Not only that, but the multipart plastic kits allow you to pose the miniatures yourself. This means that your models will be unique, and that your Space Marines can be in dynamic poses, very appropriate for the bloodthirsty Space Wolves.



The Blood Claws: ferocious, savage fighters who will charge headlong into enemy lines without a thought. These fierce young Space Wolves are famed for taking huge risks in the name of Leman Russ.

SPACE WOLVES BLOOD CLAWS

The Space Wolves accessory kit, shown at the top of the page, provides an ideal opportunity to customise your Space Wolves. The kit includes torsos adorned with Space Wolves iconography and badges, special weaponry, shoulder pads, and even that most essential of accessories, the wolf pelt. Not only this, but the kit provides a variety of detailed wolf tail talismans. One of these added to the stock of a boltgun or the hilt of a chainsword will

the Emperor.

mark that model apart from his battle brothers that little bit more. Finally, the





The Grey Hunters: strong and determined troopers, these packs of proud warriors form the core of the Space Wolves army. Tempered in battle, the Grey Hunters are a must for any Wolf Lord.



selection of Space Wolves heads provided with the kit really let you go to town. With a bit of imagination you can assemble a variety of howling, battle-hungry warriors ready to tear at the throat of the enemies of

45

THE BATTLE OF CAPING MOOR

A Warmaster Scenario by Rick Pricatley



Chaos troops emerge from the twisted woodland.

avoid, so the first thing a warrior knew of his peril was beneath the surface. These were impossible to see or teul nobbid swal gaidsang to abasevolt to mot of no a gigantic barren moorland where the ground had taken advance of the Chaos horde. This was the Gaping Moor, blocked by a heinous landscape transmuted during the tavour of the gods of Chaos. Now he found his retreat supernatural power who had for many years enjoyed the Chaos called Helgrim Darkblade, a warrior of almost healing. The army was led by a mighty Lord of revered amongst the Kislevites for its magical powers of from the Temple of Ursus in Kislev - an ancient relic they had plundered during the war. This was an icon troops retreated northwards together with a great prize Following the defeat of Chaos, a large body of Chaos

> warped lands, hunting down and destroying the retreating armies of Chaos over the magically following weeks Magnus' zealots pursued the Empire led by Magnus the Pious. In the were halted by the combined armies of the the Battle at the Gates of Kislev the Chaos armies in them swam fish with scales of flame. During blood bubbled across the bone-filled plains and Daemons of branch and root. Rivers of rancid broken bones. Trees were twisted into wooden verdant and fertile were turned into deserts of the Chaos gods. Lands that had once been behind was warped by the awesome power of fought its way southwards all the territory advanced upon a tide of magic so that as it poured southwards over the Empire. The horde of daemonic, gibbering monstrosities uring the Great War Against Chaos, armies

gods and restoring the world to its natural order. remnants of the once great horde of the Chaos

Moor is one battle of which some details survive. their stories are lost to history. The Battle of Gaping small armies disappeared into the Chaos Wastes and though, were crazy to start with. For the most part, these fighting and had gone crazy as a result. Quite a few, had been touched by the power of Chaos during the to order, took off after the defeated enemy. Many men whilst others, despite Magnus' best efforts to bring them army split into many factions. Some returned home, brigands, and religious zealots. After Magnus' victory, this comprised a ragtag mix of professional soldiers, that had beaten Chaos at the Battle at the Gates of Kislev humans and a fleeing army of Chaos. The Empire army The Battle of Gaping Moor was fought between vengeful





A foul, leering mouth emerges from under the earth to snap at the passing Dragon Ogres.

when the ground rose up around him and down gulped him whole! Lord Helgrim realised that his army was slowly vanishing around him whilst his enemy drew ever closer, seemingly oblivious to the loss of its own men. In fact, the Empire army was driven onwards by the fanatical witchburning, mutant-hating, rabble-rouser Nikolai Mouss - a crazed but charismatic defrocked

1

priest of Sigmar. Nikolai had sworn to die rather than let Helgrim get away with the icon he had stolen from the Temple of Ursus, and had gathered round him a group of similarly minded warriors. Their pursuit of the retreating armies of Chaos had been relentless. The army had lost many troops in the Chaos-warped landscape, but rather than deterring Nikolai, this simply made him more determined than ever to recover the icon.

This battle was fought between Chaos and Empire armies in the magically twisted lands of the Chaos Wastes. Although it could be fought between any two opponents, it is especially suited to Chaos because of the terrain which is typical of the weirdly altered land of the Chaos Wastes. The icon provides the attacking army with a particular objective. Although it is possible to win without possessing the icon, it is very difficult to do so.

The defenders (the Chaos army in the story) deploy their army along the northern table edge. The attackers (Empire) deploy along the southern edge once the Chaos army is fully deployed.

To represent the carnivorous terrain of the Gaping Moor, troop units which move either because they receive an order or use their initiative must roll a D6 to determine what bappens. Flying units do not have to roll – they are assumed to fly above the twisted landscape. Make this test immediately before moving the unit. Roll a D6 and consult the chart below.

Roll a dice. On the score of a 1-3 one stand is destroyed. On the score of 4-6 the unit escapes unharmed.

2+ The unit escapes the predations of the Gaping Moor this turn.

To represent the near-crazed nature of the attacking army, none of its troops are affected by terror during the battle – they are not afraid of anything! This means that the usual -1 Attack penalty will not apply when fighting terrifying opponents.

The icon from the Temple of Ursus is in the possession of Lord Helgrim Darkblade. Its power is such that a unit Helgrim is with does not have to roll for the effect of the Gaping Moor and can automatically disregard the first bit it suffers in any turn. If Helgrim is slain in combat then the Empire side automatically recovers the icon. If Helgrim is slain by shooting then the icon is lost and neither side may claim it.

In this battle the Empire player can have up to three units of Flagellants for each 1,000 pts to represent the crazy zealots that made up such a large portion of the Empire's army at this time.

Below: The righteous fury of the Empire is met headon by thousands of frenzied Chaos troops, as the warped terrain takes its unnatural toll on those who lag behind.









... i bib oh woh e'oroh he did it... Battle of Gaping Moor, a Warmaster scenario featured in this month's White Davis has had a go at something a little different - the Chaos woods for the After last month's success with the Battle of Death's Gate scenery, Nick

infested with Daemons and other nasties. - woods. Not just any kind of woods, but Chaos woods Time for me to have a go at some more Warmaster terrain

for two large Chaos woods, some of the only cover in the bring the scenario to life. The Battle of Gaping Moor calls which, although always a challenge to build, will help to excellent for use in any game set in the Chaos wastes) created with a specific scenario in mind (although they are As with the Death's Gate terrain, the Chaos woods were

is the Gaping Moor. blasted Chaos landscape that

go over the top! Warmaster allows you to really remember is that the scale of of bed I guidt thing I had to style of the trees sorted out I use a similar look. With the Chaos scenery and decided to Jones for the Warhammer Owen Branham and Mark a look at the woods built by picture in my head. I then took this helped me to form a wrote these words down and I inslevolent. I twisted, evil, wasted, rotten, Now to me Chaos woods are

рив тоба к тоба tuode to size of about build. I decided to keep the many trees I would have to would give me an idea of how bases for the woods. This The first thing to build was the

STUFF I USED

chosu I tadw si sidT bits to help complete the scenery. together some metal and plastic to get hold of. I managed to collect project had to be cheap and easy almost all the materials for this from last month's barrow terrain, With my budget at breaking point

- · Hardboard
- Thin garden wire
- e A handful of small stones
- · Masking tape
- · DAS modelling clay
- (stud fun signof point (available from stores that sell A bag of coco flower shells
- 2 Warmaster cannons and some Chaos Spawn, tails heads, Great Unclean One belly pieces, Epic Tyranid arms and A loose collection of metal

itured amixai & Soulg AVA fo stol .

a hillock, alive or both. woods, something slug-like that you were not sure if it was This was something I was keen to represent on the Chaos movie that had giant silicon-like beasties in the woods. embankment. I also remembered an old Hammer Horror little thought I decided on a fetid lake and an e nough space to put some features on the bases. After a hardboard. This gave me two fairly large woods with

bases I added some small stones, a few metal bits for the were then glued all over the second base. To finish off the down I had the perfect hillock/slugs (see box right). These alien plants to my jungle terrain. Turning them upside shells in my bits box. I'd bought them to add some strange of modelling clay, but then I found a bag of coco flower little more thought. At first I was going to make them out The hillock/slugs I wanted on the second base required a lake was filled with PVA glue and left to dry (see box right). lake's banks were made out of modelling clay, then the base and cut it into shape with a modelling knife. The fetid modelling, never throw anything out) on to one side of the of a compact polystyrene - remember the first rule of of blue insulation board I had in my bits box (it's sort The embankment was easy to build. I glued on an old bit

texture paint and then with Chaos Black. seventeen). Both Chaos woods were painted with coarse were then glued to the base (it turned out I need garden wire and masking tape (see box far right). The trees sixteen Chaos trees and set about making them out of With the bases ready I guess-timated' I would need about

woods' denizens and a couple of Epic 40K plastic ruins.

for the battlefield. done the Chaos woods were ready Bleached Bone, then Skull White. One the painting was do a little drybrushing with Bubonic Brown followed by I flocked the bases leaving large areas uncovered so I could

to the most out of



FETID LAKE



The banks of the fetid lake were made with DAS modelling clay. The water is PVA glue in which I placed a hand from an old Pink

Horror miniature. I painted the water Chaos Black and then Dark Angels Green. The wet effect is created using gloss varnish painted directly onto the lake.



HILLOCK/SLUG



The hillock/slug things are a little unusual in their shape. I found that upturned coco flower shells are suitably strange. Once painted black and given a coat of gloss varnish they looked positively disturbing.





Chaos Marauders retreat to the woods to defend against the Empire knights.

CHAOS TREES

The trees in the Chaos Wastes are blasted, rotten husks, warped by the powers of Chaos into evil looking, gnarly, twisted shadows of their former selves. In short this makes them incredibly easy and fun to build. Here's a guide to how I did them...



Stage 2. Get a length of masking tape and cut it in half length ways. Wrap the tape around the wire armature to bulk the tree out.

3



Stage 3. Paint the tree with textured paint. I used Polytex coarse texture paint.



X



ALL THE GAMES WORKSHOP ACTION IN EVERY STORE!

If you've always wanted to lead an army of heroic knights across the battlefield or command a strike force of Space Marines against the enemies of Mankind, then get down to your nearest Games Workshop store.



UK STORES

Use this list of Games Workshop stores to find the nearest one to you. ALTRINCHAM: Unit 1, 17 Grafton Street.

Tel: 0161 929 9896 BASINGSTOKE: 3 Potters Walk, Wole Street Tel: 0125 646 6050

BATH: 30 Upper Borough Walls.

BEDFORD: 10 Greyfriars. Tel: 0123 427 3663 BIRMINGHAM: 116 Corporation Street. Tel: 0121 236 7880

BLACKPOOL: 8 Birley Street. Tel: 0125 375 2056 BLUEWATER CENTRE: Upper Thames Walk, Bluewater, Greenhithe, Kent. Tel: 0132 242 7880 BOLTON: Unit 13, The Gate Centre.

BOURNEMOUTH: 24 Post Office Road

BRADFORD: 5 Broadway, Tel: 0127 473 9353 BRIGHTON: 7 Nile Pavilions, Nile Street

BRISTOL (CENTRAL): 13 Broad Wein Tai: 0117 925 1533

 BRISTOL (CRIBBS CAUSEWAY): Unit 129 (next to M&S), upper level, The Mail at Cribbs Causeway. Tel: 0117 959 2528

CAMBRIDGE: 8 Bridge Street, Tel: 0122 331 3350 CANTERBURY: 5 Iron Bar Lane.

CARLISLE: 2 Earls Lane, Lowther Street. Tel: 0122 859 8216

CHELMSFORD: Unit 4c, Phase II, The Meadows Shopping Centre, Chelmsford, Tel: 0124 549 0048 CHELTENHAM: 16 Pitville Street.

CHESTER: 112 Foregate Street. Tel:0124 431 1967 COLCHESTER: 2 Short Wyre Street. Tel: 0120 676 7279

Games Workshop opening times – Mon-Tues & Fri-Sat: 10am to 6pm. Thurs: Midday to 8pm. Sun: 10am to 4pm. Stores marked with a white star are not open on Sundays. Shops marked with a white circle also have a Games Workshop gaming club.

Want to know where your nearest store is and what's going on there? Just drop in or give them a call. Shops marked with a white circle also have a Games Workshop Gaming Club. Contact your local store for details! We also have Games Workshop stores across the world, in 16 different countries – call Mail Order to find out where!

COVENTRY: Unit 39, Upper Level, Cathedral Lanes Shopping Centre, Tel: 024 7622 7311 CRAWLEY: 11 Broadway, Tel: 0129 355 2072

DARLINGTON: 78 SkinnerGate. Tel: 0132 536 2463

DERBY: 42 Sadler Gate. Tel: 0133 237 1657 * DONCASTER: Unit 10, The Colonnades. Tel: 0130 232 0535

DUDLEY: Unit 36, Merry Hill Centre, Brierty Hill, Dudley, Tel. 0138 448 1818

EASTBOURNE: 13 Terminus Road. Tel: 0132 364 1423

EXETER: 12 Paris Street. Tel: 0139 249 0305 GLOUCESTER: 35 Clarence Street.

GRIMSBY: 9 West St Marys Gate.

GUILDFORD: 12 Tunsgate
Tel: 0148 345 1793

HARROGATE: 29 Beulah Street. Tel: 0142 356 4310

HEMEL HEMPSTEAD: 16 Bridge Street. Tel: 0144 224 9752

* HIGH WYCOMBE: Unit 29, The Balcony, The Octagon Centre, Tel: 0149 453 1494. HULL: 30 Paragon Street. Tel: 0148 258 9576 * IPSWICH: 2nd Floor, Debenhams, Waterloo House, Tel: 0147 321 0031

House: Tel: 0147 321 0031 LEAMINGTON: 22 Park Street. Tel:0192 643 5771 LEEDS (CENTRAL): 12-16 Central Road.

 LEEDS (WHITE ROSE CENTRE): Unit 28D (near Debenhams), White Rose Centre, Leeds Tel: 0113 272 3470
LEICESTER: 16/20 Silver Street. Tel: 0116 253 0510

 LINCOLN: Unit SUA, Saftergate (on outside of Waterside Centre). Tel: 0152 254 8027
LOUGHBOROUGH: 22 Biggin Street.
Tel: 0150 923 8107 LIVERPOOL: 47 Lord Street, Tel: 0151 258 1404 LUTON: 12 Park Street, Tel: 0158 241 7474 MAIDENHEAD: 2 Blandy House, 35 King Street, Tel: 0162 862 1854 MAIDSTONE: Unit 6, 1-9 Pudding Lane.

 MANCHESTER (CENTRAL): 69/70 Marsden Court (lower level near Argos), Amdale Centre, Tel: 0161 834 6871

 MANCHESTER (TRAFFORD CENTRE): No. 77. Festival Village, The Trafford Centre, Trafford Park, Tel: 0161 747 2121
MIDDLESBROUGH: 39 Dundas Street.

NILTON KEYNES: Unit 2, West End Extension, 504 Silbury Boulevard, Millton Keynes Shopping Centre (on outside of centre near M&S). Science 20, 2020

NEWCASTLE (CENTRAL): 63 Clayton Street

NEWCASTLE (METRO CENTRE): Unit B14, First Floor (near the Mediterranean Village).

Tel: 0191 461 0950 * NORTHAMPTON:

38 Princess Walk, Grosvenor Centre. Tel: 0160 463 6687

NORWICH: 12-14 Exchange Street. Tel: 0160-375-7656

NOTTINGHAM (CENTRAL): 34a Friar Lane.

NOTTINGHAM (WARHAMMER WORLD):

Games Workshop HQ, Willow Road, Lenton, Nottingham (near Central TV studios), Tel: 0115 916 8410

• OXFORD: 1A New Inn, Hall Street. Tel: 0186 524 2182

PETERBOROUGH:

Iva

3 Wentworth Street: Tel: 0173 389 0052 PLYMOUTH: 84 Comwall Street, Tel: 0175 225 4121 POOLE: Unit 12 Towngate Centre, High Street, Tel: 0120 268 5654 PRESTON: 15 Miller Arcade, Tel: 0177 262 1855

C. Maria







All Games Workshop stores provide:

- The complete range of Games Workshop games, miniatures and accessories.
- The chance to learn to play Games Workshop games – our enthusiastic staff are ready to show you how.
- Exciting battles for you to take part in – every week.
- Help with your modelling and painting in the store.
- A Mail Order service for components and older miniatures.
- The latest releases every Saturday.

PORTSMOUTH: 34 Arundel Street

READING: 111 Broad Street Mall. Tel: 0118 959 8693 ST ALBANS: 18 Heritage Close, High Street Tel: 0172 786 1193

SALISBURY: 1b Winchester Street

SHEFFIELD (CENTRAL): 16 Fitzwilliam Gale

SHEFFIELD (MEADOWHALL CENTRE): 918 High Street, Upper Mall (next to entrance near Boots), Tel: 0114 256 9836

SHREWSBURY: 2 Bridge Street.

SLOUGH: 101 High Street. Tel: 0175.357 5675 SOLIHULL: 690 Warwick Road. Tel:0121.705 7997 SOUTHAMPTON: 23 East Street. Tel: 023.8033 1962

SOUTHEND: 12 Southchurch Road. Tel: 0170 246 1251

SOUTHPORT: Unit K2, Marble Place Shopping Centre, Tol: 0170 450 1255 STOCKPORT: 32 Mersey Square

STOKE ON TRENT: 27 Stafford Street, Hanley

SUNDERLAND: 253 York Street, (just off the high street near M&S), Tel: 0191 567 3646 SWINDON: 17 Fleet Street, Tel: 0179 343 6036

SWINDON: 17 Fleet Street, Tel 0179 343 6036 THURROCK LAKESIDE: Unit 415, Level 3/Food Could, Thurrock Lakeside, Tel: 0170 886 7133, TORQUAY: 12 Market Street, Tel: 0180 320 1036, TRURO: Unit 1, Bridge house, New Bridge Street.

Tel: 0187 232 0047. TUNBRIDGE WELLS: 4A Candlen Road.

Tel: 0189 252 5783

WALSALL: Old Square Shooping Centre

WARRINGTON: Unit 20, Time Square (near Currys), Tel: 0192 565 1984

WINCHESTER: 6 St Georges Street, Tel: 0196 286 0199

WOKING: Unit 3 Cleany Court: Tel: 014B 377 1675 WOLVERHAMPTON:

WORCESTER: 4 Charles Street, Tel:0190 561 6707

YORK: 13a Lendal, Tel: 0190/462 8014

LONDON (INNER M25) BROMLEY: Unit 8, The Mall, Bromley, Kent

Tel: 0208 466 0678 BRENT CROSS: Unit F9 Lower Mall (near

Fenwicks), Brent Cross Shopping Centre, Tel: 0208 202 4979

CROYDON: Unit 35, Drummond Centre (outside at the back of the centre), Keeley Road. Tel: 0208 680 4600 EALING: 52D St Saviours Mall (towards back of

EALING: 52D St Saviours Mall (towards back o the centre), Ealing Broadway Centre, The cance bac out to

ENFIELD: 3/5 Genotin Road, Tel: 0208 363 3238 HAMMERSMITH: 161 King Street.

HARROW: 296 Station Road, Tel: 0208 861 2350 KENSINGTON: Shoo 7, Lancer Square, Kensington Church Street, Tel: 0207 937 7011

KINGSTON ON THAMES:

33 File Road. Tel: 0208 649 5224. • LONDON (CENTRAL):

Unit F10, The Plaza Shopping Centre, 1st floor, 116-128 Oxford Street, Tel: 0207-436-0809 RICHMOND: Unit 8, Westminster House,

Kew Road. Tel: 0208 948 6122. * ROMFORD: 12 Quadrant Arcade.

Tel: 0170 874 2140 STAINES: 52D Elinsleigh Gentre (at back of M&S)

Tel: 01781446 0675 SUTTON: Unit 26, Upper Mall

Times Square Shopping Centre, Tel 0208 770 945. • WATFORD: Unit Q1A, Harlequin Centre,

eens Road. Tel: 0192 324 5388

SCOTLAND

ABERDEEN: Unit 1, 30/40 Kirkgate Tel: 0122 462 1261 AYR: 10 Arran Mall, Dalblair Arcade (behind Hourstoos dent, store), Tal: 0129 261 0673



BRAEHEAD: Unit-Uk12, 115 Brachead Shopping Centre, Glasgow, Tel: 0141/8859440 DUNDEE: 110 Commercial Street

Tel: 0136 220 2662
EAST KILBRIDE: 4 Righead Gate
(at the back of M&S). Tel: 0135 522 4680
EDINBURGH: 138 High Street. Tel: 0131 220 6540
FALKIRK: 12 Cow Wynd Falkrik, Tel: 01846 634 150:
GLASGOW: 198/200 Hope Street. Tel: 0141 332 5588
PERTH: 6 Fleshers Vennels, Tel: 0173 844 5840
STIRLING: 14 Barnton Street. Tel: 0178 644 8263

WALES

CARDIFF: 31 High Street. Tel: 029 2064 4917.
NEWPORT: 25 Skinner Street. Tel: 0163 325 6295
SWANSEA: 45 Princess Way. Tel: 0179 2463969

NORTHERN IRELAND

BELFAST: 70A Castle Court (towards back of the centre). Tel: 028 9023 3684 LISBURN: 3 Smithfields Square... Tel: 01846 634 150

IRELAND

BLANCHARDSTOWN: Unit 249, The Blanchardstown Centre (hear the yellow entrance), Co. Dublin, Tel: 01 822 3868

Co. Dublin, Tel: 01 822 3865 DUBLIN: Unit 3, Lower Liffey Street, Dublin 1 Tel: 01 872 5791

SCANDINAVIA

* COPENHAGEN: FREDERIKSBORGGADE 5. Tel: ++ 33 12 22 17 STOCKHOLM: REGERINGSGATAN 30, 11147 Stockholm, Tel: ++ 46 82 13 840

NETHERLANDS

AMSTERDAM: ROKIN 36, 1012KT. Tel: ++ 20 6223 863 HAARLEM: Glerstraat 29, 2011 GA Haarlem. Call Amsterdam for defails. NIJMEGAN: Stikke Hezelstraat 48. Tel: 024 3224 700. ROTTERDAM: Van Oldenbarneveitplaats 452. Tel: ++ 102 800 268

And VICES VICES TOTAL AND VICES VICES AND VICES VICES

For the half term holidays every Games Workshop store will be the centre for a whole host of games, battles and events in your area. Whether you play Warhammer 40,000, Warhammer Fantasy, Mordheim or Warmaster you'll find something for you. There will be battles every day for anyone to join in, but that's just the start of it. Each day of the week there'll be something a little extra:

TERRAIN MAKING WORKSHOP

ARMY PAINTING CLINIC GAMES WORKSHOP

WARHAMMER GAMES NIGHT



MONDAY - Terrain Building Workshop

We'll have our most experienced scenery maker in on Mondays to give advice, practical demonstrations and even hands-on help on every aspect of terrain making for every game.

JESDAY – Painting Clinic

Bring in your miniatures and receive practical help on getting the most from your painting abilities, or just turn up and learn the arcane secrets (well, not so arcane, to be honest) of drybrushing, washes and a host of other techniques.

VEDNESDAY - Classics Day

Have you never heard of Blood Bowl or Epic? Or has your Necromunda Orlock gang been sitting on a shelf for over a year?

Then Wednesday is for you! You'll see games played you've only ever heard about (if you want to play just tell your local staff beforehand). So if you're a Necromunda, Epic, Blood Bowl, Quest, Space Hulk or Gothic fan, this is for you,

URSDAY - Games Night

A day of ferocious conflict in every store, which continues right up until 8pm (or whatever time your local store closes). Make sure not to miss out on all the action.

- General's Bunker

Does your opponent beat you every time? Are you collecting a new army and don't know where to start? Learn all there is to know about collecting an army and the tactics that can turn your army into a battle winner overnight, from our expert gamers.

SATURDAY - Warlords Gaming and New Releases

Get ready for a monumental clash in this, the biggest battle of the week. You'll be taking part in a massive game of Warhammer or Warhammer 40,000. Plus all the new release models, games and books. Who could ask for more!

SUNDAY - Initiate Gaming

Throughout the holidays, any beginner is welcome into the store to learn how to play. Sundays, however, have been put aside especially to help those just starting out, with playing, painting and collecting any army.

Add to all this campaigns, competitions and a host of other activities, and there's everything anyone could want at your local store.

IN-STORE MAIL ORDER SERVICE

A customer takes advantage of the In-Store Mail Order service at the Warhammer World store.

Did you know that you can use Mail Order in every single Games Workshop store?

Whether you want a particular combination of models to make that perfect squad or you want to order individual components for a conversion you have in mind, Mail Order is the perfect way to make sure you get exactly what you want.

To use the In-Store Mail Order service, simply pop into your local Games Workshop and ask one of our friendly staff for help. Also, don't forget that all purchases through Mail Order earn you more Skulz tokens, so you can earn a special free gift.

COMING SOON TO A STORE NEAR YOU...

Soon, you'll notice a change in your local Games Workshop store – we've stopped putting prices on our products. Unfortunately, this does not mean that you get to walk out of the shop with all your favourite games and miniatures for free!

In fact, we have introduced a new way of pricing all the many products that are found in a Games Workshop store. From now on, all **Citadel Miniatures** blister packs will have a code on them, ranging from A to S. To find out the price of the blister, simply check one of the Price Posters that are pinned up in the shop, and look up the code to find the price of the product.

NARHAMMER

D

COMPANYORISHOP PRICES

Most of our products now carry a Price Code (a letter from A to S). All you have to do is match the code on the product to the one from the list below. It's that simple!

K

L

M

N

P

0

R

£18

£20

£20

- £30

- £40

£50

£75

E100

0 - £35

23

£4

£4

25

£6

83

83

£10

£12

£15

B

C

D

E

WARHAMMER

GAMES WORKSHOP BIRMINGHAM ORCS & GOBLINS



n awesome scratch-built chariot with a converted Orc Warboss.















This mighty Orc & Goblin army was created by Andy Joyce of the Birmingham store. We decided to pop down and have a chat with Andy about how he went about collecting and painting such a large army.

Andy: I am often asked why I collect Orcs and Goblins. For me there is no other army that is as as much fun to play, utterly ruthless and so totally useless at the same time. Confused? Let me explain. An Orc general has one of the most extensive army lists to choose his army from. Whether it's lowly Night Goblins harbouring lunatic Goblin Fanatics, or the awesome power of a large regiment of Ogres or fearsome Black Orcs; every regiment has its uses and usually some sort of hidden surprise to spring upon the enemy. However, this is tempered with the Achilles heel of the Orc and Goblin army – animosity. Unfortunately, Orcs and Goblins do not make the best fighting force; their inability to get on and not break out into bitter in-fighting and squabbling is their biggest drawback and reduces this ruthless bunch of homicidal maniacs into something about as much use as a glass hammer. You definitely need a sense of humour to use them!

I also love Orcs and Goblins because they are simple to paint, look great in big regiments, and you have a great deal of freedom to invent loads of cool themes and colour schemes, such as my blue-faced Orcs from Smurfit's regiment or the chariots that form 'Da Light Brigade'. I also find the Warhammer 40,000 range of Ork miniatures a great source of bits as well – I converted my Black Orc Warboss from a 40K Ork Warboss.

I am planning to add a regiment of Big 'Uns converted from Ork Nobz, an Orc fortress so my army can defend in siege battles and my maddest project is a Giant Doomdiver – yes that's a catapult for firing Giants!



GAMES WORKSHOP

GIERSTRAAT 29 2011 GA HAARLEM NETHERLANDS

The call to arms goes out to all Games Workshop fans in Holland as our newest Dutch store opens on the 6th May.

Not only will the store be stocked with all the latest Games Workshop miniatures and products, but our expert staff of friendly hobbyists will be on hand to help out with every aspect of the hobby. Plus every week there'll be weekday gaming nights as well as special events taking place at weekends.



Rokin 36. 1012KT Tel: 020 6223 863

BOTERMARKT

CORNELIS

U S

BREE

ROTTERDAM

veltolaats 452. Tel: 010 2800 268

NIJMEGEN

Tel: 024 3224 700.

HAARLEM

Gierstraat 29. 2011 GA Haarlem Tel: Call Amsterdam

ARENA OF DEATH

On Saturday 27th May the mightiest champions from Warhammer and Warhammer 40,000 will clash in the Arena of Death.

Bring your champion to your local Games Workshop, THERE CAN BE ONLY ONE!

White Dwarf 230 heralded the release of the Keeper of Secrets, last of the four colossal Greater Daemon models. These remarkable monstrosities, beautifully sculpted by Trish Morrison, are equally suitable for use in either Warhammer or Warhammer 40,000. Here, Jonathan Green takes a look at how battles between the minions of the insidious Chaos powers can be re-enacted...

The Powers That Be

by Jonathan Green

n the Warhammer world it is written that within the Realm of Chaos, vast armies dedicated to the different Chaos powers march forth to war against each other, solely for the pleasure of their warped patrons. Following the release of the Greater Daemon of Slaanesh, and inspired by the background found in the 'Realm of Chaos' armies book, a thought seeded itself in my mind, spreading like one of Nurgle's virulent diseases, as I considered fighting a massed battle between all four of the major Chaos powers simultaneously. But of course, this could not only be done in a game. of Warhammer.

I looked into the gothic future incarnation of Chaos in the 41st Millennium, where vast warbands battle incessantly over a myriad worlds, vying for dominance of the warp/realspace interface, thousands of light years across, that is known as the Eye of Terror. Such a conflict could be fought out in an exciting game of Warhammer 40,000 or even Epic!

So, with my mind consumed by Chaos, I began work on two scenarios which would pit the followers of the four powers against each other – one for Warhammer and one for Warhammer



40,000 – considering how such a battle would be fought out, as well as what restrictions should be put on army selection.

The Greater Daemons - big, bad and ugly!

Physical manifestations of malice, cruelty and pure evil, the Greater Daemons of Khorne, Tzeentch, Nurgle and Slaanesh have their own particular strengths in a game of Warhammer or Warhammer 40,000. For those of you not yet totally dedicated to the worship of the dark gods, check out the side bars in this article for a brief overview of each.

Fighting four ways

Fighting with four armies at the same time isn't as hard as it first sounds. To be victorious in such a battle may require some brilliantly thought out tactics and the ability to change your plans in an instant, but the actual process by which four gamers can fight against each other simultaneously is quite straightforward.

Simply roll a dice to determine in what order the players take their turns, the

one rolling the highest making the first move.

So that the battle doesn't merely become a war of attrition, temporary alliances could be the way forward. In more usual games of Warhammer, allies are, of course, already allowed, with Wood Elves supporting Bretonnian armies or mercenary regiments being employed to back up Imperial forces. However, during a battle these allies do not suddenly turn on each other - how dull! But have no fear, the temporary alliances that the fickle forces of Chaos form allow for just such a thing to happen. Having gained the upper hand against a Khornate warband, suddenly the Slaanesh General abandons his erstwhile Tzeentchian allies and slaughters them to a man (or Daemon)!

Where Initiative scores are the same simply roll a dice: highest score goes first. Who deploys first? Again your trusty dice will provide the answer. Probably one of the trickiest things about fighting a battle with four opposing armies at the same time is keeping track of whose turn it is and where you are in that turn (a piece of paper could prove useful here.)



With its pastule-ridden body, slavering rottes maw and grotesquely, horaed head, the Great Unclean One is a stomath

churning living



embodiment of the Plague God himself. Its huge body is bloated and decaying, its green, leprous skin toro in places to reveal diseased and decomposing internal organs. As it drags its vile bulk into battle, a host of arawling, scattling and slithering things that infest its carteas swarm in and out of rents in its patrid liesh.

Keeper of Secrets,

Greater Paemon

of Slaanesh

limbed, hermaphroditic Keeper of Secrets Chid in

delicate silks and bedecked with exquisite jewels.

this monstrous, lithe and powerful Daemon takes

great delight in inflicting its sodistic and forturous

Great Unclean One,

Greater Paemon

The Erst Book

states that the

many forms and

just one of them

is the perversely

beautiful and.

yet terrifyingly

grotesque, molti-

desires upon its enemies.

Dapmon his

of Indoctrination of the Impersum





Restrictions on army selection Whether you are fighting battles in the fantastical Warhammer world or in the war-torn far future of the Warhammer 40,000 universe, restrictions on troop selection are again pretty straightforward. Obviously, Daemons or troop types only available to one power, such as Bloodletters or Noise Marines, would not be able to fight for an opposing Chaos force (as they would in more conventional games). In the kind of set-ups that I am suggesting, you would never have Tzeentchian Daemons such as Pink and Blue Horrors fighting in a Nurgle warband.

In a game of Warhammer, an army of any of the four powers could contain the appropriate Chaos Warriors or Marauders. Each side could have Beastmen fighting for them, along with Chaos Spawn and other creatures from the Monstrous Host section of the Realm of Chaos book. In the extensive Warhammer 40,000 background there are numerous troops available to any side, be they Chaos Dreadnoughts, Chaos Terminators, Chaos Space Marine Bikers, Raptors, Havocs, Obliterators or vehicles such as the Chaos Predator or Land Raider. You can always bulk out your army with cultist followers of the appropriate Chaos Power, whether it be in the gothic future or the traditional fantasy setting.

Lastly, there are those who serve Chaos Undivided. You can treat troops of this nature in one of two ways. You can either exclude them from your game altogether or allow them to fight for any of the four sides. So there you have it: how to select the warriors of your warband to fight against other Chaos hordes. Simple, isn't it? Now all you need is a scenario that will pit the followers of the Fell Powers against each other... Bloodthirster, Greater Paemon of Khorne

The greatest of the servants of the Lord of Skulls, the Bloodthirster, is the most dangerous creature in all the

Washammer



world (as was proved in the WD 221's Arena of Death, contest of champions – Drive for the Dice Throne of Khorne').

These Greater Deemons of Khorne appear on the earthly place as a territying analysis of human, dog and bat. With bloodstained fur, main mouths full of terth like knives and clad in the ruddy bronze armour of the god of bring the greatest fighters of all diemonkind Salagely ferocious monsters driven by an instruble desire to kill as their name might suggest, shew exist purely for combat. Armed with the blood hunger Axe of Khorne and craelly harbed. When of Khorne, bloodthirsters stride into harble on great cloven hooves, but wings unfuried behind shem a land their bloodbust knows no boundy.

lord of Change, Greater Paemon of Tzeentch

Wise in the ways of magic, as befils a servant of Treentch, the Master of Sorcery, the Lord of Change as the subtlest of all



the Greater Diemons. Nonotheless, it is still an avesome monstrosity to behold. Its body is covered with indescent plomage and its visit multi-coloured wings flash with radiant hues of yellow, red and blue. With horitile avian aspects, the Lord of Change is a terofying creature whose gaze can ponetrate a victim's sold to expose their intermost hopes and lears. Its reprorts beak and tearing talous are equally allept at expossing a victim's bones and intestings

1



syliponon and the armoscon

which witnessed this clash of titans. The followers of the manueless champions erected great monoliths, each one quite unlike the other, reflecting the unboly qualities of each champion's dark patron. These bizarre and perverse monuments have stood for bundreds of years, like ancient sentinels watching over the sentinels watching over the

bligbled battlefield. Marauders, Cbaos Warriors and other devotees of the dark gods bave come to this place since that legendary time to make offerings to their unboly masters and pay bomage to the bevoes in the bope that just a fraction of their rumoured power might be conferred upon them and advance them on their way towards them on their way towards them on their way towards

sow to smit A

brewing. brewing. brewing. brewing. brewing. brewing. brewing.

so giving them a different advantage (in some cases) right from the start. Hence Nurgle's cavalcade might be deployed between the monoliths of Khorne and Slaanesh, while Tzeentch's cabal mount their attack from between the Plague Pillar and the Death stone. Of course, which table edge the four armies deployed from could be decided by the throw

the other factions are slaughtered

combat, even if it means that all

champion found through trial by

for bandle to be joined and a

si sninmer that the sreward sond

uipm ruol sdi to sno gniinsserder

their loyal followers, each one

Plain of the Four Monolith outby

odi no begrevere converged on the

fo suoidupdo 'ssodind a dour of

on the second set the bordes of evil to

əq ısnu uoiduvqə v 'uəzvinəpun

og ups ugipdups Klodnu nb

dark masters. But before such

to claim skulls and souls for their

the lands of mortal men once more

Chaos to make an insurgence into

to soond and not own is it wood

ni tuo bemberos eup eredmed

ban zagat slidu boold baniby

ngag ather in places it has even

on their masters, eating them and

the this border country have turned

unprecedented scale. Farm animals

up uo shod gaintdgi bagradsib

baemorrhages against the sky, bave

Sickly purple clouds, like great

in the process.

·L101211

warband roaring their battle-cries from in front of the Death Stone and the entourage of Slaanesh cavorting before the Flesh Totem, or you could have each army lined up along one rable edge. To make it even more interesting and to give the game yet more purpose, the four sides could deploy opposite their respective deploy opposite than next to them,

The Desiti Stone Stanceh Sta

The Proving Ground

The lands that border the northern Chaos Wastes, such as the Froll Country and frozen Norsca, are littered with ancient monuments. These totems were raised over the millennia by primitive tribes and millennia by primitive tribes and millennia by primitive tribes and millennia by trimitive tribes and millennia by tribes and millennia by trimitive tribes and millennia by trimitive tribes and millennia by trimitive tribes and millennia by tribes a

mark the site of the battlefield, during their titanic struggle. To paraffus yad spunow add to baib liv , sons and, as a consequence, all siq isad bluos madi to ano ion volumesical, sadistic Lords of Chaos, sat attu you sat is ind the Chaos gods was the strongest. to doidu see of stitle normulague v 198nof (sounduos Ruvu os fo Suisspd ogs posising sou out sound sodu) srowers (ubose name long past, four mighty champions the Proving Ground. During times the Plain of the Four Monoliths, or sp sliquis nuons si sobld dous sn0

qu-tos odT

Place each of the monoliths at a different corner of the battlefield, 4^m from any table edge. It should be very straightforward to represent the monoliths on the gaming table. You may well already have something suitable in your scenery collection, you don't have anything appropriate, you don't have anything appropriate, the ancient monuments, you could the ancient monuments, you could the ancient monuments, you could the ancient monuments.

To determine which of the four armies deploys first, roll a dice to determine an order. The players then place one unit of troops on the battlefield at a time, with the player who rolled the highest dice score setting up first.

There are two ways that you might like to deploy your troops. You could either have each side massed around its own monument, with Khorne's



of a dice, as if they had come upon the Proving Ground from all over the Chaos Wastes.

Play this as if it were the Pitched Battle scenario (see page 24 of the Warhammer Battle book). Play ends after six rounds of battle.

Special rules

The Monoliths

Each of the four monoliths acts as a rallying point for the respective army, just as a banner would. Any fleeing unit of troops will automatically rally if it is within 12" of the monolith of the appropriate Dark Power. However each of the ancient, warped totems also confers added bonuses on the followers of whichever Chaos power it was raised to glorify.

The Death Stone, Monolith of Khorne

The monolith raised to praise the Blood God is a huge, uncarved menhir, daubed with Khorne's skull rune and other sigils of Chaos. It is bedecked with skins and skeletal remains while piled around its base are countless skulls, be they human, Beastman, those of Trolls and Chaos Ogres, or even that of a Dragon. Any Khornate troops coming within 6" of the Death Stone are driven into a rabid frenzy as an overwhelming bloodlust consumes them. As long as the Blood God's warriors stay within 6" of his monolith they are affected by the rules for frenzy.

The Obsidian Monolith, Monolith of Tzeentch

The winds of magic flow in a vortex of esoteric energy around the Obsidian Monolith. Carved in the form of a perfect octagonal prism, from a huge block of the blackest volcanic glass, the Obsidian Monolith collects these mystical energies so that those skilled in the ways of wizardry may tap into the great store of magic contained within it to enhance their own spellcasting. Any sorcerer within 6" of the Obsidian Monolith can draw one extra magic card during the Magic phase. A sorcerer of Tzeentch may draw two cards on a roll of 1, 2 or 3 on a D6.

The Plague Pillar, Monolith of Nurgle

The monolith raised to the glory of the Lord of Decay is nothing more than a heap of festering refuse and rotting remains. Bubonic rats and bloated maggots feast on cankerous filth that drops from intestinal-like openings, while gibbering Nurglings wallow in the vomit and pus that collects at its base. A disgusting cloud of flies fills the foetid air surrounding the excremental mound of decay that is the Plague Pillar. Any troops who do not follow Nurgle that come within 6" of the monolith are unavoidably distracted by the swarm of buzzing, black bodies and must reduce all dice rolls to hit by -1.

The Totem of Living Flesh, Monolith of Slaanesh

Unlike the inanimate monuments raised to his brother gods, the Totem of Flesh is a living thing, even though such a thing should only exist in the nightmares of evil men. It is a writhing column of pink flesh that sprouts half-formed limbs all over its surface while mewling mouths open in the sickly white skin and moan in agony or ecstasy. The Totem of Flesh is all that remains of the orgiastic entourage of Slaanesh's long-dead champion, granted their final wish to be joined in vile bodily union for all eternity. The perverse blasphemy against nature that is Slaanesh's monument exudes an intoxicating musk that causes enemy models within 6" of the totem to deduct -1 from all their dice rolls to hit.

And I saw before me the place of slaughter, a barren field where no tree or other plant grew, where no waters ran and nothing that was not born of evil walked. At each corner of this blighted plain stood a monument raised to one of the dark gods of Chaos (whose names we are forbidden to speak by the Holy Church of Sigmar) These monoliths and totems were as dark and twisted as those they had been raised to edify. I could speak of mounds of putrescence. crawling with carrion-creatures, or ancient stones adorned with the broken skulls of men and half-human beasts, but the Archlector would declare me henetic and have my tongue cut out.

Then I saw, as though through a pink mist, a creature not born of flesh and blood but of the essence of that sightmare realm itself. Its skin was as white as ivory and its eyes shope with an emerald light. It had taken on the appearance of the most beautiful of women but this vision of loveliness was ruined by sharp, pointed teeth and a darting snake-like tongue. In place of delicate hands this siren had dreadful pincers, like those of a crab. Mounted on the back of vet another unspeakable creature of Chaos, the Daemon raised its three arms and I heard an ululating cry issue from its Con the second unnatural throat.

And so battle was joined among the foul armies of the Four Powers.

> From the Visions of Mandrus the Heretic

IIIX row to transmos a

order of their initial dice rolls. other corners in turn, in descending The other players then deploy in the

Mission Objective

his opponents as possible. Quite ides must try to wipe out as many of To win the battle each of the four

WOLVELVICW

levile nismen yem ymene any opposing troops. Not one of the All sides are attempting to wipe out

Scenario Special Rules

scenario special rules. The conquest of M'Laar XIII Sustained Attack Infiltrators and This mission uses the Deep Strike,

Forces

armics of 500 points. gnisu isaggus I saorol As there are four

dn-105

the four corners. He To yns od neo doidw his deployment zone, rolls highest chooses dice. The player that Each player rolls a

force. s'nnonodo na lo "8 nintiw od bluoda the map below. Note that no models may deploy his forces as shown on



- 5-1> Nutgie anny deployment zone Khorae army deployment zone OS. Slaanceh army deployment rone I zeentch atmy deployment zone :OZ

the normal Fall Back rules.

The game lasts for six turns.

end of the battle wins.

.one/

3 Fittes 3 Fast Attack 2 Hvy Support

Sdooil g

JANOIT90

uoddns Ann L

sdooil (OH (

LAOSTUGMOD

edge of their deployment zone, using

will do so towards the nearest board

Troops which are forced to fall back

Line of Retreat

Game Length

Reserves

number of troops remaining at the

simply, whoever has the largest

of Dacmons The Domain

known as the Eye of Terror. the warp/realspace overlap nithiw isixe Ils segurd guinnsqs asteroids linked by voidlike skulls or drifting island comprehension. Worlds shaped altered beyond rational form of these worlds can be in burning skies. Even the years. Planets orbit frozen stars mere minutes or last a thousand ni aseq neo aver, Days can pass in physical laws of the universe Daemon Princes, the normal Powers or controlled by galaxy that are held by the Fell On those worlds throughout the

One such world is M'Laar XIII. captured by the forces of Chaos. Immaterium. Some are planets within the shifting tides of the But not all such worlds lie

The Blackstar Crusade

the influence of Chaos inperium and brought it under designated M'Laar XIII by the Khorne, conquered the planet Narine Lord and Champion of Blackstar, Ekrak, traitor Space Desolator class vessel, the Sector. Aboard his flagship xslgnsO matsib off ni obserro Chaos mounted their own black across the galaxy, the forces of Crusade to reunite humanity years after the Emperor's Great 1000,6 ,muinnəllim di+6 ədi nl

to lose. not a war Ekrak was prepared ver vi bne, bned is sew 16W pretenders vied for his throne. longer ruler of this world. Other XIII themselves. Ekrak was no to fight for possession of MLaar Crusade broke their allegiances that made up the Blackstar Daemons, the other warbands However, now a domain of over the newly taken planet. Khorne and granted dominion daemonhood by his master Ektak was elevated to As reward for his great victory.



A Campaign of Epic Proportions

The battle between four mighty armies for an entire planet would be vast – so vast in fact that the size constraints of Warhammer 40,000 might prove too restrictive. So instead, why not fight the battle in the Epic 40,000 setting, with great war machines of living metal and massed armies of Chaos Cultists determining the future of the doomed world. Converting the core armies above really couldn't be simpler to any experienced player of Epic. And having won the battle for M'Laar XIII, why not take the battle into space in the Battleship Gothic incarnation of the Warhammer 40,000 universe.



Conclusion

So there you have it: some suggestions for how you might like to fight a civil war style battle between the followers of the four Chaos powers, whether it be in the Warhammer fantasy setting or the grim, gothic future universe of Warhammer 40,000. I have only really scratched the tip of the iceberg with this concept. There is so much more that you could do if you just take a look at the volumes of background material that exists for both games. But whatever you decide to do, I have just one thing more to say on the matter:

> Blood for the Blood God, Skulls for the skull-throne of Khorne!

A n incessant moaning, fuelled by the agony and despair of thousand tormented souls, echoed across the ravaged plain heralding the inexorable approach of the Plague Towers: An obscenc jumble of rotten timbers and rusted metal the towers tolled on over the charred and fissured ground crushing beneath their titanic wheels the bodies of the fallen of a thousand days of battle. The monstrous vehicles were surrounded by buzzing, thunderhead-sized clouds of black insects. An awning of pock-marked, flayed skin was stretched taut over a rotting framework of fungi infested wood. Each macabre edifice rumbled across the battlefield on massive tank-wide wheels, their mouldering joists creaking and arcane engines groaning in tortured defiance. The foetid steach of pestilence and decay lay heavily over the war machines of the Plague God like a suffocating shroud

The constant/ runnole of distant bombardment formed a backdrop of cacophonic sound to the unceasing battles that covered the fractured lands of the young Dacmon world. Other warped engines of war dedicated to the gods of blood. magic and perversion, strode over earth that had been fused to glass by the heat of a hundred nuclear explosions. And beneath the feet of these great titans scurried a million mortal followers of the Fell Powers. harried to their deaths by the Warlords of Khorne, Tzcentch, Nurgie and Slaanesh Where one hundred Chaos cultists fell. screaming praises to their dark masters, ten times that number rose up to continue the fight.

The black sun has risen and set on this scene a thousand times. The battle for M Laar XIII would not be won quickly. But then, time meant little in the realm of the Immaterium.

• WNZENW • EVENTS • SHOP

The Workshop The

GAMES WORKSHOP EXHIBITION CENTRE, GAMES Workshop HQ, Willow Road, Lenton, Nottingham.

COME TO WARHAMMER WORLD AND EXPERIENCE EVERY GAMER'S DREAM.

Warhammer World is located at Games Workshop's HO and is the centre of hobby excellence. At Warhammer World you can look around the museum of lite-sized Warhammer 40,000 exhibits,

marvel at the gigantic display games such as the Battle of Antoch Plains, the entire Ultramarines Chapter and the awesome Siege of the Emperor's Palace, and visit the shop with its complete range of GW products. Finally, finish your visit with a thirst quenching refreshment with a thirst quenching refreshment in the tamous Bugman's Bar

Guided tours fake place on most occasionally close for special events, so occasionally close for special events, so



0148 916 3110 :IST

(ILL of the DANNED

A busisew agisque) misthrold - sant dist-71 H

ENTRY STRICTLY BY TICKET ONLY. TICKETS WILL NOT BE AVAILABLE ON THE DAY. OVER 165 ONLY.

TICKETS FOR THIS EVENT ARE LIKELY TO SELL VERY QUICKLY! MAIL ORDER HOTLINE OPENS AT 7am. It IS Recommended That You Call Early To That You Call Early To Avoid Disappointment. Tickets are priced at \$30. including lunch on each day. Tickets are on sale now and are available from Mail Order, or through the in-store Mail Order service at your local Games Workshop.

snatching a few hours sleep. So it you like the idea of doing battle in the depths of Mordheim warband, then

Wyrdstone as possible, pausing only for food, the occasional drink and

Zombies and towering monsters to recover as much of the precious

tables, arranged to represent the city of Mordheim. Your warband will have to venture into the city to deal with the mutated Chaos creatures, man-cating

The Warnamer World exhibition hall will be laid out with loads of gaming

have the toughest and best equipped warband in order to tackle the

of svaring in the most corrupt city in the Old World? You'll have to

Tre you ready to enter the City of the Damned for a gruelling weekend

perils that await you within the ruins of Mordheim.

call Mail Order now!

2 00007 L6 G110 2


FOR ONE DAY ONLY, THE DOORS TO THE INFAMOUS BLACK LIBRARY ARE THROWN OPEN, ALLOWING YOU JUST A GLIMPSE OF SOME OF THE ARCANE MARVELS CONTAINED WITHIN ITS HALLOWED HALLS!





 Find out what's new when you meet your favourite novelists, story writers and comic creators at the Black Library stand. Plus, don't miss out on the chance to quiz your favourite artists and writers in our brilliant themed seminar sessions and book signings.

forge World





Check out the cool new supplements for Warhammer Fantasy

Roleplay, and dive into the dark world of Warhammer in a

series of participation adventures with a pit fighting theme,

courtesy of the folks from Hogshead Publishing.

Hot from the forges come the latest,-superdetailed resin creations, including character busts, collector's figures, Imperial Armour vehicle kits and battlefield scenery sets designed for Warhammer and Warhammer 40,000, all from the treadheads at Forge World.

FIRST RIRTHDAY They talk from the C the latest F

If you are really into your gaming and modelling, make sure that you drop in to see Steve and Warwick at the Fanatic Press stand. They'll be on hand to talk about everything from the Citadel Journal to the latest Fanatic specials!

🗈 The Black Demon -

Win a fantastic Black Demon trophy in the Black Library's very own miniature painting competition. There are two categories to enter: Black Library Character and Warhammer 40,000 Vehicle. Whether it's a complex conversion or just a cool paint job, bring it in and you might win the coveted Black Demon trophy.

Judging will take place at 3pm and the prizes will be awarded to the most original and characterful entries.

Amazing Games!



Take part in fantastic games featuring heroes and stories taken from the Black Library, including Commissar Gaunt and his Ghosts, Kal Jerico, and Gotrek & Felix.

- Blaze through the Underhive with Kal Jerico and Scabbs in the superscaled Necromunda Rex!
- Coach your team of crazed players to victory in our frenzied Blood Bowl tournament!
- Defend the Imperium against the horrific Tyranids in our epic Deliverance' battle, with author Gav Thorpe.
- Lead Ulli & Marquand through the bloody streets of Mordheim – but watch out for the Sisters of Sigmar!
- Lead Gaunt's Ghosts as they storm through the Sabbat Worlds in a titanic Warhammer 40,000 tank battle.



The Siege Tower is used to good effect as the troops of the Empire storm the battlements of a Bretonnian castle

Warhammer Siege is a supplement to the Warhammer game, allowing siege battles to be fought on the tabletop. Using armies of Citadel miniatures you can create a stirring spectacle of assaults and bitter battles on the ramparts of forts and castles throughout the Warhammer world. Rules for walls,

towers, gates and siege equipment have been included, along with nine scenarios created specifically to deal with siege warfare.

With a copy of the Warhammer game and the additional rules in this book, you can lay siege to a fortress, battering down its walls and towers, or fight off attackers in a valiant defence.

Right: The plastic Siege Tower kit is a perfect accessory to the Warhammer Siege supplement. A siege tower not only provides protection against enemy missile fire as it approaches the castle walls, but saves the troops inside from the dangerous prospect of assaulting the walls with ladders. Used by almost all of the races in the Warhammer world, the plastic Siege Tower is both ideal for conversions and an excellent model in its own right.

The Warhammer Fortress boxed set contains a stunning plastic model fortress which completely dominates the tabletop. Castles are at the heart of Warhammer: the prizes of conquest and the last defence against attack. Battering rams crashing against splintering doors, boiling oil raining down from the battlements, and lone heroes holding the breach – all images which set the scene for a titanic clash of bitter enemies.



al and

supplied unpumled and unasse

The Wa are supp

WARHAMMER

and the states of



What a Load of Rubbish!

(or how to build an Orc fortress with fruit boxes, garbage and stuff like that) by Jaume Fabregat, from GW Spain

THE IDEA

I've always drooled over the idea of a marauding horde of Orcs and Goblins rampaging through an Imperial castle and its foppish occupants with their silly feathers and ribbons, converting everything to look properly Orcish. That's why when Warhammer Siege was released, the Goblins inside my case started jumping up and down, excited at the prospect of giving the Empire a good

kicking.

sound convincing to me. I had to do something or my troops would feel demoralised. All their green paint would flake off and then even my mum could defeat me! So I decided that I would build my own Orc fortress, with an Orc look, an Orc colour and a proper Orc stench!

MATERIALS AND TOOLS

Next day, I woke up as optimistic as a Night Goblin who has been presented with his first tankard of fungus beer and a ball and chain. The first thing to do was to check that I had all the right tools.

First, a modelling knife, the modeller's most useful tool (remember to always cut away from yourself...).

Second, nails! Lots of small nails and some of those really big ones, for a more realistic look.

Third, PVA glue, just in case the nails weren't strong enough.

Fourth, materials. I didn't know exactly what yet, so I decided to start my own Waaagh! in order to search for likely wall material in the streets.

WAAAGH!!!

To get my hands on the materials needed to build my greenskin fort I had to adopt the mantle of scavenger and hit the streets...

A corner shop: There are real possibilities here – remember that the very

first Land Raider was made with a deodorant dispenser! However I didn't have much luck at this place and I only got hold of some drinking straws (good for simulating tree trunks).

A shoe shop: Yes, you might think a shoe is not very useful for building a fortress and you're right! However, the boxes are, and if you ask politely the shopkeeper may be more than happy if you take all that trash away for him. You can keep the boxes in one piece to store stuff in or cut them up to make bridges, walls and things like that.

A building site: Excellent. All that gravel, sand and pieces of sack – very useful stuff. All you have to do is politely ask the permission of the men at work and they may let you remove any stuff they don't need.

At first, the sieges went beautifully. Cannons exploded (killing their own crew!), Giant Spiders effortlessly scaled the walls, hardened Orcs bashed at the gate with battering rams. In summary: blood, sweat and green. But in a short time it was all over. My opponent got tired (and bald after pulling his hair out with desperation), and said to me, "Now you defend!" My skin turned light green. "Wot? Me defend? Wot's dat?" I went inside the castle complaining and grumbling and I didn't like what I saw. Not at all.

It just didn't seem right! Defend a nice castle, with all its bricks in place? Impossible! Alright, I know you could say that the castle had just been conquered by the Orcs or something like that, but this really didn't

70

Note: These places are potentially dangerous so be very, very careful and always talk to the site foreman before entering a site.

Carpenter's workshop: A dangerous place for the Waaagh! You have to make it very clear that what you are looking for are leftovers (and you have no intention whatsoever of paying for something they were going to throw away anyway). Depending on the way you ask and on how fed up the bloke in charge is, you should get a few pieces of wood. In my case, I got some nice long balsa wood pieces and some small round pieces that some day will be made into bases.

DIY store: This was the most painful part of the Waaagh! because I had to pay. I still haven't worked out how to get second hand PVA glue or stuff like that.

Grocery shop: This was the last place my Waaagh! visited but certainly not the least because from here I got the main material for my fortress – wood. Forget about balsa wood – it's too expensive. In fact, I didn't go inside the grocery shop but to a crate in front of the shop. There I found, full of smelly tomatoes and clouds of flies, loads of wooden boxes – the perfect basic material for the fortress. The shopkeeper was kind enough to let me take as many as I could carry.

GETTING TO WORK

A castle architect would normally draw a plan for a fortress before starting work on it, but I reckoned that wouldn't be very Orcish. Planning is not an Orc characteristic. Moreover, I didn't really need a plan for the castle because it was going to be square.

First, I broke up all the boxes with a hammer and pliers. Then I cut the pieces into long strips of different thickness. I didn't bother to use a ruler because an uneven cut would look more realistic for an Orc construction.

When the table was completely covered with wood strips, I started to build up the walls. The height

depended on the overall size I wanted for the fortress. I aimed for roughly similar dimensions to the Mighty Fortress.

The base structure was a frame of three strips approximately 12" long and another two of approximately 6" (see diagram number 1). The frame had to be really solid, so I nailed another strip diagonally to give it additional strength. The durability of the wall was dependant on this frame, so I paid special attention to this procedure using lots of glue and nails. I had to be careful when using the nails because they had to be small enough not to break through the wood strips. I often had to use more than one nail in the same place to make sure that the structure didn't fall apart. This made it very difficult to hide the nails. I solved the problem by making use of

what an old Goblin Shaman told me once (I'm sure I'm not the only one thinking 'nutter' at this point... – Fat Bloke). If you want to hide something, leave it in plain sight! So the nails I chose had really big heads, looking like the old nails they used to use in naval shipyards.



Next came the worst part – waiting until the whole thing was dry. Fortunately, there were lots of walls to make, so I could continue making other ones while the rest were drying. I constructed four large sections for the main walls and sixteen smaller ones that I planned to construct four towers from, four walls for each tower. The end result was a very irregular fortress, but remember that this was to be an Orc castle. As a result, I started cutting/gluing/nailing without thinking about how the different parts would eventually be stuck together.





After making the basic structure for each wall, I began the tedious procedure of gluing dozens of strips of wood to the basic structure (diagram 2) until everything was completely covered. It was not the most interesting of jobs but you can liven things up by customising each of the walls. For example, you can leave a hole in the wall which can be used as a murder hole to drop rocks onto the attackers when they are assaulting, or you can model a throne on one of the battlements where your Warlord can sit and oversee the castle's defence. Much higher battlements can be made for your Trolls and Ogres, arrow slits can be inserted into the walls for your

archers and so on. You can also hang bits and pieces of other races from the walls as trophies.

BUILDING UP THE WALLS

So, after hours of planning and sticking strips of wood together, at last the most interesting part arrived - erecting the walls and constructing the towers. The truth is that this part is rather easy because you can stick the walls and the towers onto different bases, either cardboard, balsa wood, hardboard, etc. A bit of PVA glue will be enough at first, just to make sure the walls stay upright. It helps to glue the sides of the towers to the ramparts. It's up to you which material you use for the bases. I wanted to keep things as simple as possible, so I chose to use



prefer to infiltrate through the gaps created instead of assaulting the walls!

cardboard which I could easily paint later on. If you have enough patience, you can also build floors for the battlements and tower tops made of strips of wood.

PASTE COVERING

Your fingers are now covered with glue and you've lost your temper because the walls wouldn't stick together! Despite all this, you've finally got your fortress standing up!

The base is what really keeps the fortress standing. and so it's worth carefully considering what materials you're going to use. I glued the walls and the tower to bases of cardboard. Then I took PVA and mixed it with sand and gravel and applied this paste to the bases. When PVA dries it gets really hard. You can be sure that any base made of this will secure the castle. But there is a down side - drying PVA contracts and if the



base is not strong enough, it will bend. Unfortunately, that's what happened. My magnificent walls behaved like a rocking chair and every time I put a Goblin on top of them they sent the poor Gobbo flying to the ground! You may have to try a thicker base, or just go for a wooden or a rigid plastic base to avoid the problems I had with my fort. In the end I changed to hardboard and this time the mix of PVA and sand worked perfectly.

DETAILS

After 18 hours of cutting, gluing and nailing, my fortress was nearly complete but, before I started to paint I wanted to customise it a bit more, so I started adding details. My bits box is nothing compared to those which the Studio staff have and I can't buy a whole Stegadon just to use its head, I'm not that rich unfortunately (Spanish Mail Order doesn't have a bandy parts service like we do in the UK – Fat Bloke)! So, what I did was swap bits with other gamers or paint them some stuff so that I could get the pieces I needed. For example, I have a pal who buys loads of miniatures but doesn't paint them (he says that he is too busy). In exchange for painting some of his Ogres, I got the side piece of an Imperial Steam Tank, the head of a Stegadon and the head of a Lammasu, as well as loads of different shields from different armies. I glued all of these to the ramparts with the same glue I used for the walls (wood absorbs superglue before it can stick the pieces together). Another nice detail is to use thin cord to represent rope binding the posts together.

Finally, I undercoated the whole fortress in black. After you have done this you can paint it as you like. You may prefer to paint different shades representing wood taken from different places: the forest, a sacked village, etc. My next project is to be the central tower. What central tower? Well, Orc fortresses are usually built around the stronghold of an Orc Warlord, an old, ruined stone tower mended with all kinds of wooden

planks, with the throne on top and surrounded by lots of stinking tents, filth and leftovers from their raids. But that's another story...

> The battlefields of the 43st millionium are several with vulned baldings. Nams may be burners on allow, andered to env, and provid relative of opportunity for imaginative modeling. Runs severa analyners, as ablers, while they free at the energy. The several several while they free at the energy.

How to Make Wargames Terrain is a fantastic source of modelling ideas and

is available from Mail Order.

By Mike Emery – da bloke wot bilt it

LVE

Green

Mike: After gaming for only a year, I decided to concentrate on making some scenery. Since this was my first attempt, I decided to try something easy, and thought that an Orc outpost would be a good start. It wouldn't have to look perfect, and also any mistakes made could easily be covered up (or passed off as perfect examples of Orc architecture!).

Well, after building the first section I just kept going. After building five sections it started to get a whole lot easier, and once I had painted the first five sections, I got a bit carried away (as you do).

The actual construction was fairly simple. First I started with the base, which was made out of plywood, and then I built a second base for the shape of the wall, which was glued on top.



The Walls

The easiest way to build the walls was to do small sections at a time. They were stuck together on a flat surface, and once dry they were glued to the side of the top base. All the cross beams were made out of dowelling, which was just cut to size and glued in place. The best thing about it was that nothing was measured to size or cut to shape. All I did was roughly estimate the appropriate length and literally snap the wood so that everything was rough. The central keep was built in exactly the same way. Once one level was completed another base was added and wall sections glued into place. The only difference was that the height of the cross sections had to be measured to keep each section level.

Painting the fort

Painting was quick and easy, black undercoat, sprayed Bestial Brown, then drybrushed Bestial Brown and Bleached Bone. Then I covered the whole thing with a mix of shields and anything else I could find in my bits box, and the good thing is that most of the materials used were found in a bin!



Three River Trolls patrol above the sally-port (wot is good for gettin' to da enemy wivout dem knowin' we 'ave left da fort).





A complete Warhammer regiment in a box!

Warhammer Regiment boxed sets are an ideal way to collect a Warhammer army. Each set contains a variety of plastic legs, torsos, arms, heads and weapons along with optional parts like extra weapons, shields, cloaks and pouches. This allows for a great deal of flexibility of pose. Each set also has details like gravestones, mushrooms or even rats! Also included in the Regiment boxed sets are parts giving you the option of including a leader, standard bearer and musician. As all the models are made up of multi-part plastic components converting couldn't be easier. In fact many parts are interchangeable with those of other Regiment boxed sets.

1

"Let the galaxy burn!"

"Let its charred, smoking husk join that of the corrupt Imperium of the false Emperor as it falls beneath the tracks of our all-conquering legions.

"No-one can stand before us as we rip the still-beating hearts from star systems and watch victoriously as they weep their last pain-ridden tears. Debase yourselves before us for we are the Legions of Chaos – rightful masters of the galaxy!"

The CHAOS BATTLE FORCE is an ideal way to start a fledgling Chaos Legion or to further reinforce your existing army.

WARHAMMER

Chaos Battle Force contains: 12 Khorne Berzerkers, 10 Chaos Space Marines, 1 Chaos Rhino, 4 Chaos Space Marine bikes, 1 set of Gothic ruins

Chaos Battle Force - £40 boxed set

Codicium Invertaliz

Volume VI, part I of the Liber Honorus The Space Wolves

• Edited by scribe Jervis Johnson from the original works of Adepts Chambers, King and Priestley

"The unholy ones stand before us and do not fear us. Their bravery is born of ignorance, for they know us not. We are the warriors of FENRIS! Forged by ice and fire. Tempered by battle. We live for WAR! Follow me my brothers, and let us teach these simple-minded fools what we are made of and let us teach them fear."

> Ulrik the Slayer, before the cleansing of the Temple of the Precious Gift

CHAPTER HISTORY

Every Space Marine Chapter reflects the world on which it was raised and the character of its founder. The Space Wolves reflect the world of Fenris and the personality of their Primarch, Leman Russ. The cold, deadly world of Fenris schools its people in survival and constant warfare. The Space Marines, or Space Wolves as they call themselves, are chosen from the best warriors of a warrior race and the most able survivors of a folk for whom each day is a struggle to stay alive. They are hunters and trackers without peer, and fearless warriors for whom dying in battle is the noblest of achievements. They learn early in life that loyalty to their clan and their leader is the highest virtue and carry this loyalty over to their Chapter.

The Creation of the Space Wolves

The Space Wolves were one of the original twenty Space Marine Legions. They were created to take part in the Great Crusade, the Emperor's conquest of the galaxy which established the Imperium as it is today. As part of the Great Crusade the Emperor created a number of genetically engineered superhumans with extraordinary powers, which he called the Primarchs. Fearing the growing strength of the young Emperor, the powers of Chaos spirited away the Primarchs before they could reach maturity, and scattered them on different planets all across the galaxy. Only later, during the Great Crusades themselves, was the Emperor able to recover all of the Primarchs.

The following volume on the Space Wolves Chapter has been compiled and condensed from the Codex Astartes. This massive tome contains detailed information on all of the Space Marine Chapters, and is kept constantly up to date by Imperial scholars. Each entry in the book is thousands of pages long, and it is therefore impossible to reprint even a fraction of the entry that describes the Space Wolves. After all, the very idea that one could describe the proud history of a Space Marines Chapter in a few pages, or even a few dozen pages, is clearly ludicrous! Instead I have confined myself to giving the reader some idea of how the Chapter was founded and how it is organised. Hopefully this overview will prove of use to those who, like me, study the history and background of the different Space Marine Chapters.

Scribe Jervis Johnson, 000.M2

Fenris

The Space Wolves hail from the planet of Fenris, a world of ice and fire that lies on the edge of the Imperium closest to the Eye of Terror, from which come the raiders and despoilers of the foul Chaos gods. For the most part its surface is covered with water, and its tiny land mass is made up of small islands scattered sparsely upon the mighty sea. The only sizeable continent, Asaheim, lies at the north pole.

The climate of Fenris is erratic and deadly, and any life form that survives here has to be tough in order to do so. The planet follows an elliptical orbit round its pale sun. The Great Year, the period it takes Fenris to orbit its sun, is approximately two Earth years. For much of the long year the world is bitterly cold, and when the planet reaches the furthest point from the sun all of its seas are covered with a thick mantle of ice. As the planet sweeps closer to the sun, the Wolf's Eye as it is known swells in the sky and a brief summer blazes. The sky burns as great tectonic plates clash. Blazing islands rise from the sea, lava streaming down their slopes. Volcanoes erupt and churn the oceans. Mighty tidal waves scour the coasts and lands sink as quickly as they rise. Sometimes entire mountain chains erupt and ash clouds black out the sun, creating the conditions of virtual nuclear winter. At other times, when the planet basks in summer, the heat is trapped and greenhouse warming sets in. As continents break apart and new lands erupt from the sea, whole populations

Before then the Emperor was unable to duplicate the long and arduous work which had created the Primarchs. Instead, from the residue genetic helices of the Primarchs the Emperor created twenty Space Marine Legions, each utilising the genetic material derived from one of the Primarchs. Thus the warriors of the First Founding Legions echoed to some degree the particular strengths and powers of the Primarch whose genes were used to develop their implants. The implants of the Space Wolves were developed from the genetic helix of the Primarch Leman Russ, and so Space Wolves to this day have some of the qualities of this great man.

Leman Russ

As already described, the young Primarchs had been stolen by the powers of Chaos and cast to planets across the galaxy. At this time the Emperor had no idea where they were or even whether they were alive at all. By the time they were recovered during the Great Crusade, the Primarchs had grown into adulthood amongst whatever civilisations existed on the planets where they happened to be. Leman Russ was found and raised upon the planet of Fenris.

The world of Fenris was discovered early on during the Great Crusade, lying, as it does, in the north-western part of the galaxy. The youthful Leman Russ was identified by the Emperor's agents and united with the Space Marine Legion that bore his genes. Legend has it that it was the Emperor himself who finally confronted the barbaric Primarch and won his fealty by defeating him in single combat. take to their longships to settle the newly formed islands or escape the scorched remains of their previously fertile homelands. This continual migration results in constant, bitter warfare as each tribe attempts to take possession of and establish supremacy on the newly formed lands.

Kraken and sea dragons lurk in the depths, surfacing to prey on the unwary. Razor-jawed ripperfish, capable of stripping the flesh from a man in seconds, dwell near the surface. From the warm caves in the islands, mighty dragons emerge to soar on the thermals. In the cold lands of the uttermost north, packs of iron-furred Fenrisian wolves hunt teeming herds of elk and caribou. This deadly world breeds deadly men. Here only the strong survive and the weak perish quickly. Born on such a harsh world, few places in the galaxy hold any terror for the Space Wolves.

The Helwinter

Fenris is one of the deadliest worlds in the Imperium. Its weather is infamous: winters are cold and icy; the brief summers are almost intolerably hot. However, once every few years or so comes the season known as Helwinter. The planet's long orbit takes it far from the sun, and it becomes cold for many standard years. At the same time the planet passes through a swarm of meteors that bombard its surface like a rain of missiles. The contrails of the descending meteorites fill the night skies, and the impacts cause the earth to shake like a frightened beast.

During this period the tribes of Fenris take to their ships and search the icy seas for places of safety. Loading all their possessions onto their longships they navigate through the icebergs in search of harbour. Some make their homes on the very surface of these floating islands of ice. Others are lost to the mighty tidal waves caused by meteorite impact. Many more will die when attacked by ice whales and kraken.

Kraken are the most terrifying monsters of the deep. They come to the surface only during Helwinter, which is just as well, for full grown kraken can measure as much as five miles long with tentacles that lay a full twenty miles. Normally they dwell only in the deepest of ocean trenches but the tectonic shifts caused by the constant meteor impacts disturb them and cause them to rise.

Some have speculated that kraken are the remains of a Tyranid bio-weapon left from the invasion of the Hive Fleet Kraken, hence the name. Others say that they gnaw out the roots of continents and will one day devour all the land.

One of the most ancient tales of Russ tells of how he went fishing one day and

caught the Father of Kraken, the legendary monster whose tentacles girdle the world and hold entire continents in their grip. Russ is said to have pulled the monster from the sea by lifting it by its tentacles. When his awed comrades shuddered in terror, Russ declared it was too small and threw it back, saying he would return later when the tiddler was full grown.

Imperial scholars think that this story is mere legend but with a core of truth. Russ may have encountered a kraken and killed one. It would not have been beyond the power of a Primarch such as he. Indeed, this kraken may be the source of the so called kraken's egg, a giant leathery piece of flesh more than fifty foot across that lies within the trophy room of the Fang.

The Lion and the Wolf

The relationship between the many Space Marine Chapters have not always been cordial despite their common loyalties to the Emperor and the Imperium. Ancient rivalries, territorial conflicts and all manner of other circumstances exist to create discord amongst them. Few rivalries, however, are as deep-rooted or as well known as that between the Dark Angels and the Space Wolves.

- 81 -

The Space Wolves maintain that it was Lion El'Jonson, Primarch of the Dark Angels, who began the feud with the Space Wolves. Supposedly the Space Wolves and Dark Angels were fighting alongside each other when, suddenly and without orders, El'Jonson broke ranks and led the Dark Angels into the attack. The Space Wolves found their flank unprotected, and many warriors were slain when the enemy counterattacked. More galling to the proud Leman Russ was the fact that the Dark Angels swept all before them and easily won the battle.

After the conflict, hot-tempered and fearless, Russ stormed after El'Jonson and set about the Dark Angels leader. After a long and close fought battle the two Primarchs collapsed with exhaustion, each swearing vengeance upon the other. Thus began the long and bitter feud between the two Primarchs, which never really ended and which continues to this day, after a fashion. Though the two Chapters have fought alongside each other since, and won many battles together, their mutual loyalties have done little to dispel their enmity. More than once they have fought each other, and suffered greatly as a result. Yet neither is prepared to forget the vows of vengeance made by their progenitors so many years ago.



The Horus Heresy

The rebellion of Warmaster Horus tore the Imperium apart at its very birth. Horus was the Emperor's most trusted General and commanded almost a third of the forces of the Imperium at the time he rebelled. The conflict set Space Marine against Space Marine as Legions (as the Chapters were then known) sided both for and against Horus. At first, few suspected the heinous evil that was to be revealed as the Horus Heresy, and some Legions stood aside from the conflict unsure of what to do. Some of the Legions that sided with Horus did so out of a sense of loyalty to their old Warmaster. Legend has it that Horus denounced the Emperor and convinced his followers that the leader of humanity had been stricken with a murderous insanity spawned of warp-contagion or worse still, daemonic possession. His loval troops had no reason to suspect Horus at the time. It was only later that they had cause to regret their decision, for it was Horus who had pledged allegiance to the Chaos gods in return for powers unimaginable to mortals, even such mortals as the Primarchs.

The Space Wolves remained loyal to the Emperor throughout the Heresy and took part in some of its most renowned actions. From those times, ten thousand years ago, come few details of any certainty. It was a time of legends. It was an age of war. Such records as made have not survived, and only later did chroniclers of the Administratum describe the bloody events of those days. According to their own tradition, the Space Wolves were pivotal in one of the early campaigns of the war, when the entire Legion attacked and devastated the Thousand Sons Space Marines on their home world of Prospero. The Primarch of the Thousand Sons, the

cyclopean giant Magnus the Red, is said to have fought Leman Russ whilst all around the rival Space Marines battled for supremacy. Eventually the Thousand Sons gave way and Magnus the Red fled with what remained of his forces. It was while pursuing the Thousand Sons that the Space Wolves lost the Thirteenth Company, the Wulfen. Since then the Space Wolves have never had a thirteenth Company nor has any Wolf Lord born the badge of the Wulfen.

The Space Wolves were not present during the final battle for Earth which ended the Heresy and doomed the Emperor to a living death in the stasis field of his Golden Throne. Afterwards, Leman Russ was to rage against events that kept him from his beloved Emperor. He led the Space Wolves deep into the Eye of Terror in pursuit of the renegade Space Marine Legions of Chaos.

With the enthronement of the Emperor came a different age, and the rule of the Imperium passed into the hands of the High Lords of Terra. Both the High Lords and the Primarchs feared the resurgence of Chaos. Many worlds were purged. On many planets the tainted were sought out and destroyed. Everywhere the rapidly expanding ranks of the Inquisition prospered.

Never again would the Imperium tolerate the possibility of Space Marine armies falling under the influence of the great enemy. The original Space Marine Legions were broken up into smaller Chapters and a code was drawn up to redefine their role and jurisdiction within the Imperium. The new Chapters that were created became known as the Second Founding. The Space Wolves were never a very large Legion and so were divided only once, creating the illfated Wolfbrothers Chapter.

82-



The Ghost Of Russ

No one knows what happened to Leman Russ. Some say he disappeared in the Eye of Terror while searching for his old friend and rival, the Primarch of the Dark Angels. Some say that he was on a secret mission from the Emperor when he was slain in battle by a Greater Daemon of Chaos, and that his spirit is lost in the warp. Others say that, to this day, he walks disguised among mankind, watching over the people of his Emperor and guarding them from the Power of Chaos.

All that is known is that he vanished on the Feast of the Emperor's Ascension in the year 197 after the Emperor was incarcerated within his Golden Throne. It is said that his eyes glazed over and that he had the look of a man who was overcome with a vision. He rose from the great table, put down his drinking horn, and summoned his most favoured retainers. Of these, only Bjorn the Fell-handed, the youngest, was left behind when he departed.

No one knew where Russ had gone. The Space Wolves waited for his return. Every year his place was laid at the feast table, and every year his great drinking horn was filled in case he should return. Seven years passed and still he did not come.

After seven years the surviving Wolf Lords gathered and elected Bjorn their leader, awarding him the title Great Wolf. Bjorn gathered all of the warriors together in the Great Hall of the Fang, and announced the Great Hunt. Russ's people would seek their master. The Companies took to their ships and sailed in separate directions across the Sea of Stars. They sought him in many worlds and many places. They fought battles and overcame monsters and the tale of their deeds is too long to recount, save on Allwinter's Eve when the Rune Priests gather to chant the sages. They sought and they sought but of Russ they found no sign till eventually they were recalled to Fenris bearing nought but a few dismal prophecies and the tale of their adventure. Thus the first Great Hunt ended in failure and sadness.

Since that day there have been other Great Hunts. Sometimes Russ appears to a Great Wolf in a vision and tells him it is time. Sometimes he haunts the dreams of the Chapter's Rune Priests and their words cause the Great Wolf to declare another Great Hunt. These are times of daring deeds and high adventure when the Chapter takes to the Sea of Stars and seeks their lost leader. They have never been successful but each Great Hunt has achieved some great good.

The second Great Hunt led to the recovery of the Russ's armour from the Temple of Horus on Rudra on the edge of

the Eye of Terror. The fourth Great Hunt uncovered the Corellian Conspiracy and foiled its efforts to overthrow the Administration in a bloody coup. The ninth Great Hunt led to the destruction of the Genestealer infested worlds of the Gehenna systems.

It would seem that whenever the ghost of Russ appears to his people he has some mighty task in mind for them. Who knows what the next one will be.

THE MAKING OF A SPACE WOLF

Space Wolves are chosen from the bravest and noblest youths of Fenris. In the constant tribal warfare for possession of land, each youth is given a chance to fight and die in service of his warrior gods, the Emperor and Leman Russ. Space Marines must be selected young for them to have any chance of surviving the difficult transformation from normal human to superbeing. Unwittingly, the tribes aid this process by organising all their young warriors into packs of Wolfbrothers. These packs are always at the forefront of battle, keen to win the honour and respect of their elders. Another more powerful drive also motivates them; the knowledge that while they are Wolfbrothers, the eyes of the gods are upon them and they may be chosen to join the Sons of Russ.

On Fenris, strangers stalk the lands of men. They are a frightening sight; huge, burly warriors with burning eyes, cloaked in the pelts of wolves. In the long halls, tales are told round the fires of mysterious strangers who arrive in the depths of winter and challenge the strongest and most boastful warriors to tests of strength and drinking. The strangers always out-wrestle the strongest Wolfbrothers and out-drink the staunchest. They pick the worthy and take them away into the dark, never to be seen again by friends and kin. No one can stop them either by pleading or force of arms; few would dare even try.

These same mysterious strangers can often be seen standing on the high ground above the field of battle. Sometimes, when the longships come ashore for battle and plunder, they will be watching, and woe betide any warrior foolish enough to try to strike them. Sometimes the strangers descend after the battle and choose the bravest of the combatant Wolfbrothers. Often the chosen ones are on the point of death, but as long as their wounds are to the fore, the strangers do not care. They take the youths away, brooking no interference. Some say they vanish into the lightning, others that a great flying ship comes down to collect them. All know that the warriors have gone to join the gods.



great battle in search of new aspirants.

At times a Wolfbrother will perform a feat of tremendous bravery such as harpooning a white whale or slaying a dragon. Then the strangers will appear as if drawn by the rumour of courage. They talk to the youth and assess him, and if he measures up to their deeds the youth too will disappear.

These mysterious strangers are the Wolf Priests of the Space Wolves; the Choosers of the Valiant. The youths they pick will be tested to become Space Wolves; these are known as aspirants. If they succeed, the geneseed of Leman Russ will be implanted in their bodies.

The Questioning

When the aspirants next awake they find themselves in the Halls of the Fang. This is the titanic citadel of the Space Wolves, located at the heart of the northern continent of Asaheim, the one geologically stable area on the planet. They are met by the massed ranks of the Space Wolves, and the Wolf Priest who brought them is nowhere to be seen. The assembled warriors ask them why they think they are worthy to join the Emperor's chosen. The aspirants must respond favourably to this first and gentlest of tests. If they are suitably proud and their bearing is noble, the Space Wolves will continue to ask more and more questions. If the candidate quails before the massed ranks of wolffanged giants then he has already failed. He will be taken aside and led into the

mountain depths to be given a place among the Chapter's thralls. Having looked upon the interior of the Fang, he can never return to his folk.

The questioning becomes ever more robust and insulting and the aspirant is expected to rise to the challenge, to give as good as he gets. If he does not then once more he has failed. If he does well, then after the questioning he is dismissed to a cold bare chamber, there to meditate upon his fate.

The assembled Space Wolves will, meanwhile, discuss the aspirant. If they decide he is worthy then he will be given the chance to become a member of the Space Wolves. If not, then he becomes a thrall. Only one aspirant in ten is given the chance to become a Son of Russ.

The Feasting

If the aspirant is chosen he is led into a darkened chamber and laid down upon a blood-stained slab. The Wolf Priest reenters and the operation to implant the geneseed and the extra organs that go to make a Space Marine begin. When the aspirant awakens he finds himself once again in the Great Hall. He is welcomed with a roar and applause and settles down to the feasting table. He is told that he must eat a whole elk and drink a barrel of ale, as Russ once did. The aspirant is given no choice, and must keep eating and drinking. Plate after plate of steaming meat is brought to him; tankard after tankard of foaming ale is raised to his lips. He must keep eating for his new brothers will give him no respite. Eventually the young aspirant will pass out, drunk on strong ale and gorged on venison, his stomach full to the point of being distended. His last memory is usually being put to sleep in a soft bed. This is truly a warrior's paradise, he thinks.

The Blooding

When the aspirant awakens he is freezing cold. He lies naked in the snow with a knife of meteoric iron close at hand. He is feverish and distressed. His head throbs and his muscles ache. His gums bleed and his mouth burns. Near him stands the Wolf Priest that selected him, who tells the aspirant that the true test has now begun. To prove himself worthy he must make his way back to the Fang and gain entrance. He is now at the other side of the continent, a thousand miles away from home. The Wolf Priest disappears and the aspirant is truly on his own.

Although the aspirant does not know it, the feast had a purpose. The geneseed is beginning to work on his body, rushing through it and restructuring it. Muscle mass is being added, bones are beginning to fuse together, and the very structure of his brain is beginning to alter, quickening his reactions and heightening his perceptions. Vestigial fangs are starting to emerge. The venison provides the raw protein for this, and the sacred ale was laced with the necessary trace chemicals to fuel the change.

The aspirant knows none of this. He is wracked with pain and his body stretches and grows. His mind is haunted by visions and sanity fades. He becomes wolf-like, feral, maddened by agony and hunger. Now is the worst time, he is constantly hungry because his changing body needs more and more nourishment if it is to sustain growth. Failure to provide this will be fatal as his body begins to cannibalise itself.

These first few days are the most critical. The aspirant must feed often. He is usually left near a source of food such as an elk herd. Near mindless, he must hunt them down, eat their raw flesh and drink their blood. Some aspirants, unable to meet the challenge, perish. Some, whether due to some flaw in themselves or the geneseed, never get beyond this stage. They become mindless creatures, with an animal's cunning. They continue to grow and hunger for flesh, eventually becoming Wulfen, the most feared monsters on Fenris. Others only partially overcome this stage, and in later life will revert to the Wulfen state in times of crisis.

The Returning

If the aspirant survives the first few days then his sanity and intelligence slowly return. He looks on the world anew and finds it changed. His senses are keener. He can see for ten miles, hear the crack of a twig a league away, smell the musk trails of deer and wolf. He finds he has grown strong beyond the imagining of a mortal man, able to uproot trees and run for days without tiring. He is almost immune to the biting chill. He recalls who he is and how he came to where he is, which is just as well, for he will need all a man's intelligence as well as the superhuman powers of a Space Marine to cover the distance to the Fang. The land is full of danger from wild beasts, awful weather, and the constant threat of landslide and avalanche.

The elks of Fenris are huge beasts, standing near twelve foot at the shoulder, with razor sharp antlers ten foot across. They can easily trample a hunter to death and one sweep of their horns can disembowel a man. There are huge white bears, savage engines of destruction twenty foot tall, weighing many tons. Most feared of all are the packs of Fenrisian Wolves, one of the most vicious predators in the known galaxy. The smallest of these great grey wolves are the size of ponies, and the oldest can attain the size of a Rhino armoured personnel carrier. They are amazingly intelligent and always voraciously hungry. Their pack tactics make them the most efficient hunters on the surface of the world. Working together, they isolate and hunt down even the largest prey.

It is these wolves that make Asaheim virtually uninhabitable to man, and tales of these red-eyed, howling beasts are used to quieten unruly children in the Islands. The legend goes that in ancient times mankind lived on Asaheim and grew weak and decadent. Russ saw this and was most displeased, and in his anger unleashed his wolves and they drove man out of his ancestral home. Only when folk are worthy enough to drive out the wolves will they be able to reclaim their land.

To combat the cold, the aspirants make themselves clothing from the hides of their prey and attach their ceremonial knives to branches to make spears. Then they begin to cross the land, passing through wolf-haunted forests and over freezing plains. Slowly the land rises before them and the Fang comes into view, visible hundreds of miles away. To reach their destination the aspirants must now climb cliffs and traverse glaciers. In the mountains the aspirants encounter dragons and blood eagles. Food becomes scarce. Many aspirants die on this pilgrimage. Those who do not will eventually find themselves before one of the Fang's many gates. Here, at the heart of the northern continent, where the mountains meet over the pole, they will see the Fang in all its glory for the first time.

Warriors are assembled at the gate to greet the aspirants. This time their applause has no irony. They are welcomed as a brother. The Great Wolf takes their oath of fealty and they are invited anew to another feast. After this their real training begins. New organs are implanted, changing them even more. But from the moment that they reach the Gates Of Fenris they have become Space Wolves.

THE FANG

The Fang, the famed Citadel of the Space Wolves, is a great tower that rises above the atmosphere of Fenris.

The foothills of this huge artificial mountain cover hundreds of miles, and the Fang itself rises up twenty-five miles, a dagger driven into the belly of the sky, towering out of the planet's atmosphere. It is one of the mightiest citadels in the Imperium outside the fortified world of Earth. The citadel is fortified with resistant armour and cloaked with void shields more powerful than any starship's. Great weapon bays point defence lasers at the distant stars. A huge geo-thermal spike runs down the core of the mountain and provides power for the Chapter's weapons and workshops. The mountain is crowned with a spaceport large enough for entire space fleets to be re-fitted. Thousands of miles of corridor wind down into the mountain's dark heart where the Iron Priests and their servitors craft weapons forged in fire from the planet's molten heart.

Famous Battles of the Fang

It is one of the greatest Citadels of the Imperium, and several times during its long history it has almost fallen to enemies. The first time was during the 32nd Millennium, after the end of the Horus Heresy. Magnus the Red, Primarch of the Thousand Sons, determined to take revenge for the devastation of his home world Prospero by Leman Russ and his followers, launched a series of devastating raids on the worlds near Fenris. Great Wolf Harek Ironhelm sought for many years to bring Magnus to battle. Several times Magnus appeared to him as a vision among the ruins of devastated cities and taunted the Great Wolf for his inability to stop him. After many fruitless efforts to catch up with the raiders, Harek became obsessed and took to searching worlds along the edge of the Eye of Terror itself. Eventually he found what he believed to be the Thousand Sons' secret base on Gangava and launched a fullscale attack against it.

In this he was deceived. Gangava was held by a strong garrison of Chaos forces allied to Magnus but these were a distraction. Even as Harek attacked Gangava, the fleet of the Thousand Sons and their Chaotic levies appeared in orbit over Fenris. The Fang was held only by a skeleton force of Space Wolves and their thralls. For forty days and forty nights the Thousand Sons assaulted the Citadel. Bjorn the Fell-Handed, most ancient of the Space Wolves' Dreadnoughts, was awoken from his long sleep and took charge of the defence. Under Bjorn's direction the Space Wolves fell back to the innermost chambers of the Fang, collapsing the tunnels as they went. Simultaneously, a force of Scouts, under Haakon Blackwing, managed to escape from the Citadel and take ship to Gangava, bringing word of the siege to Harek.

Harek was overcome with fury and shame at his folly and immediately returned to Fenris, taking the Space Wolves with him. Finally, on the slopes of the Fang itself, he met Magnus in battle. The evil Primarch was too strong for him and slew Harek, but not before taking a terrible wound himself. The Thousand Sons withdrew before the blood-mad Space Wolves. Harek was buried on the upper slopes of the Fang, and his crypt is now a shrine. It is said that when Rune Priests undergo their ordeal of initiation they must make a pilgrimage there and be warned by the spirit of Harek against trusting visions granted by Chaos.

CHAPTER ORGANISATION

The Space Wolves are organised in a very different manner to most other Space Marine Chapters. The Chapter dates from the First Founding and its structure owes more to the personality of Leman Russ than it does to the Codex Astartes. It also reflects the preferred fighting style and social organisation of the native Fenrisians.

The Space Wolves Chapter is made up of a dozen Great Companies, all of whom owe allegiance to the Chapter's commander, the Great Wolf. Space Wolf Great Companies are rather larger than the companies found in other Space Marine Chapters and are much more self-sufficient. In most ways, each Great Company is a separate army in its own right, and it is very rare for members of one Great Company to be placed under the command of leaders from another. All Space Wolves are headstrong and in the past this has even led to a Wolf Lord forswearing his oath of fealty to the Great Wolf and striking out on his own. This last happened in 815.M41, when Great Wolf Sven Ironhand revoked his oath and led his Great Company into exile on the Eastern Fringes. He was declared outlaw by Logan Grimnar, and a new Great Company was raised to replace the one that was lost. Some say that Sven went on to carve out an Empire in the Eastern Fringes and rules there to this day.

Each Great Company has its own lair within the Fang and its own allocation of starships and weapons. Each company is led by a Wolf Lord and his circle of advisors. The company is known by the name of its Wolf Lord, and will often be identified by the runes which form his name in the Fenrisian language. Each Wolf Lord takes as his totem one of the legendary wolves of Fenris, which according to legend were tamed by Leman Russ in ancient times. The Wolf Lord's totem becomes the insignia of his Great Company and will be worn upon the armour of his followers. When a Wolf Lord dies his replacement chooses a new insignia for the Company. This means that the name and insignia of each Great Company are constantly changing, a fact that has caused some confusion amongst Imperial scholars in the past. For example, Ragnar's Great Company is named after its Wolf Lord Ragnar



A Great Wolf directs his pack as battle rages around him.

Blackmane, who took as his totem the Blackmane Wolf, the Howler in the Night. Previously the Great Company was known as Barek's Great Company, after its Wolf Lord Barek Thunderfist, and it bore as its insignia the Thunderwolf, who is said to still run before Russ around Fenris, the sound of its paws being the thunder, the glint of its teeth the lightning.

Tales are told of a thirteenth Great Company whose Wolf Lord took as his sign the pelt of the Wulfen, the legendary spirit of evil whose curse can still turn Space Wolves into monsters of that name. This Wolf Lord, his name has been lost to the ages, said that he could overcome anything, even the curse of the Wulfen, and that was why he took it as his totem. His hubris cost him dear; the Great Company vanished into the Eye Of Terror during the Horus Heresy, and none know of its fate. Since then the Space Wolves have traditionally considered the number thirteen unlucky and a portent of bad omen.

In addition to the Great Companies there is the household of the Great Wolf himself, within whose walls dwell the Chapter's priests and Dreadnoughts. The emblem of the Great Wolf's company is always the wolf rampant, the wolf that stalks the stars; the emblem of Russ himself. When a new Great Wolf is elected his followers from his Great Company will either replace their old insignia with the sign of the Wolf Rampant, or add the sign to their armour so that they bear both their old sign and their new one. The current Great Wolf is Logan Grimnar, one of the Imperium's longest serving warriors. This cunning and fierce warlord has led the Space Wolves for over five centuries.

Each Great Company is made up of various elements. The company is led by its Wolf Lord, who has a personal retinue of picked warriors, the Wolf Guard. The majority of troops in the company are Grey Hunters, warriors of proven ability. Also present are packs of youthful and glory-hungry Blood Claws, as well as wiser, older Long Fangs.

With the exception of the Wolf Guard, warriors of the Great Companies fight in squads known as packs. These packs are formed when an aspirant is accepted into the Space Wolves, and the members of the pack will usually remain together for the duration of their service. New members are never added to a pack, and this means that the members of a Long Fang pack were inducted and have fought together throughout their long service with the Chapter. In battle, Space Wolves risk their lives for their packbrothers without a second thought. This creates debts of honour and friendship that may take centuries to repay. Even after pack-brothers have moved on, these bonds remain, binding the members of a Great Company together with chains of honour and loyalty stronger than tempered steel.

It is easy to tell a Space Wolves Space Marine's role by his appearance. Space

Wolves grow progressively more greyhaired as they grow older; their fangs become longer and their skins become even more tanned and leathery. The veterans, called Long Fangs, are the Company's long range support troops. The mature warriors are Grey Hunters who are used in a variety of roles. The youngest and least experienced troops are the Blood Claws, whose role is to act as assault troops.

The structure of a Space Wolf Great Company is less formalised than that of many other Chapters. Forces are organised on a temporary basis with whatever troops seem necessary assigned to the task. If any man has the specialised skill needed to do the job, he will be listened to regardless of his rank. The Space Wolves are a band of brothers and their leaders are first amongst equals; they hold their position because they have the respect and trust of their comrades. It is true that many of the Wolf Lords are held in awe by their men

SPACE WOLF BADGES

The Space Wolves use a large array of wolf symbols, emblems and images. Most of these are related to the ancient legends and history of the Space Wolves, wherein are recounted tales of the great wolf-beasts of Fenris.



According to the ancient legends of Fenris, Leman Russ fought and tamed the great wolf packs of Asaheim. He cast down the two-headed wolf Morkai, and made him the guardian of the gates of death, a task which Morkai has endured ever since. There are many stories of how Russ fought Morkai's lieutenants, and banished each in turn to an appointed place.

The most fearsome of all was Blackmane, a terrifying black-maned giant known as the Howler in the Night, whose long howling cry calls the souls of dead warriors from their graves. Russ fought Blackmane and slew him, making his pelt into a magic cloak that allowed him to pass into the realm of the dead. The spirit of Blackmane still calls to the dead, but can no longer summon them into the world of the living.



The badge of the Thunderwolf is highly favoured as an emblem by Wolf Lords. It is quite rare for one of the Great Companies not to display this symbol, and many renowned leaders have borne this distinct emblem into battle. It is regarded as a very lucky symbol, and over the centuries many Great Companies bearing this badge have earned everlasting fame.

According to legend, the Thunderwolf was one of the ancient wolves that Russ fought and vanquished. The Thunderwolf ran from Russ and continues to run to this day, forever circling the world of Fenris. The creature can be seen as a constellation in the night sky fleeing across the heavens. As he passes overhead his howling cry is said to create the thunder, and his flashing fangs are the lightning.



The badge of the two-headed wolf is an ancient and significant symbol for the Space Wolves. It is frequently adopted by a Wolf Lord as his personal emblem, and it is therefore often borne by one of the Chapter's Great Companies. The two-headed wolf represents both Morkai, the guardian of the gates of death, and Freki and Geri, the legendary companion wolves of Russ himself.



The badge of the Great Grey Wolf represents Leman Russ. Used on the Chapter's Great Company banners, it is the traditional icon of the Great Wolf.











Sun Wolf

Blooded Fire Hunter Breather

Night Runner Sea Wolf

- 86----

Fire Wolf

Great Devourer Wolf of the Spirit Wolf Iron Wolf Red Moon

but the forces of the Chapter resemble a warrior band more than a formalised army. Because of this there are no Sergeants in a Space Wolves force; instead the most respected warrior in a pack will act as the pack leader. On a battlefield, leadership falls to whichever senior warrior is present. Thus, depending on circumstance, Space Wolves can be led by Wolf Priests, Wolf Guard, Rune Priests or simply the most respected warrior in the band.

The Space Wolves are sometimes seen by outsiders as being less disciplined than other warriors of the Imperium, but this is not really true. Every man knows his task and knows the honour of his unit depends on him performing it well. As war blazes across the Imperium the Space Wolves are always found in the forefront of battle, keen to get to grips with the foe, frost blades at the ready, mighty howling battle-cries drowning out the screams of the enemy. In battle they always follow Russ' maxim: conquer or die!



A mighty Wolf Priest garbed in the pelt of a mighty Fenrisian Wolf.

LEADERS AND UNITS OF THE SPACE WOLVES

Below are described all of the different warriors and units which make up the Space Wolves Chapter. As has already been noted, the Space Wolves do not follow the precepts laid down by Roboute Guilliman in the Codex Astartes, and nowhere is this more evident than in the unique selection of unit types and leaders that make up the Chapter.

Wolf Lords

The Wolf Lord is a Great Company's finest leader, chosen by acclamation of the Company from the ranks of the Wolf Guard. Bravest of the brave, mightiest of the mighty, the Wolf Lord leads the Company, and all its warriors owe him their fealty.

The Wolf Lord is selected from the ranks of the Wolf Guard on the death of the previous Wolf Lord. His fellow Wolf Guard make the choice after having consulted with the Long Fangs and Priests, and their choice is respected by all. He is a man who has proved himself time and again in battle, who has performed many exceptional feats of heroism and who has also shown wisdom and cunning in battle. The warriors that follow him have total faith in his honour and courage.

Each Wolf Lord vies with the others for glory and a place in the Chapter's sagas. This competitiveness is reflected by their followers, who maintain a fierce rivalry with the other Great Companies. This often manifests itself in a desire to be the first to reach an objective during a campaign but is at its most evident during the great tournaments and drinking contests held on Fenris. Here representatives of each company vie with each other in races, wrestling matches, hunts and shooting contests. Much honour and gold is won and lost in the wagering. Sometimes this competitiveness leads to friction and the Wolf Priests must step in and arbitrate.

Wolf Priests

Where other Chapters have both Apothecaries and Chaplains, the Space Wolves have their Wolf Priests. The Wolf Priests are amongst the most revered men of the Chapter and are responsible only to the Great Wolf himself. They are hard, grim men, knowledgeable in the sagas of the Chapter's history. They recruit new brothers, oversee their training and minister to their spiritual needs. Wolf Priests are also wise in the ways of medicine. In battle they use these skills to ease the suffering of wounded comrades. They are responsible for performing the benedicto

87-



ultimatus and removing the geneseed of fallen Space Wolves.

Wolf Priests are chosen from the ranks of the Long Fangs. Becoming a Priest means severing all ties with their former pack-brothers and Great Company. It is a great loss, and they are mourned as dead by those they leave behind. To symbolise this they take on a new name when they don the sacred skullembossed armour. This is important, for the Wolf Priests must be seen as impartial for they arbitrate in any dispute among the Companies. A convocation of Wolf Priests advises the Great Wolf on matters of Chapter law and discipline.

The Wolf Priests guard the Chapter's genetic seed, bio-culturing new implants and maintaining the vigour of the strain by weeding out any weakness or mutation. Their knowledge is deep, and for many centuries they have studied the effects of the cursed Wulfen gene helix in a search for a way to modify it and make safe the Chapter's genetic seed. However, their efforts have only succeeded in preventing the curse spreading, and it is unlikely that the damage can ever be repaired completely. At least one Wolf Priest always stalks the surface of Fenris seeking promising new candidates to recruit into the ranks

of the Space Wolves. Wolf Priests perform the ritual implanting of the geneseed and supervise every aspect of training the aspirants. Wolf Priests are the first Space Marines any new recruit has dealings with, and they sternly supervise their development. During training, Space Wolves gain an almost religious respect for these grim old men that never leaves them. A brawl between drunken Space Wolves can be broken up by a single word from a Wolf Priest. It is said that a Wolf Priest's face is the first and last that Space Wolves ever see. They look on it for the first time when they are recruited and for the final time when the Wolf Priest performs the benedicto ultimatus.

Rune Priests

Rune Priests are selected from those Space Wolves who show traces of psychic power. They are carefully screened to make sure their souls are untainted by the dark powers, then their spirits are strengthened by many tests, hardships and rituals. They must be utterly strong, secure enough in their faith to resist the whispered temptations of Chaos that all psykers must face. If they come through all the tests then they are deemed worthy of becoming a Rune Priest and are taught how to wield their awesome psychic energies for the good of their battle-brothers. If they fail, they die.

The Rune Priests have the gift of the Sight granted to the Emperor's chosen. By their gift of divination they chart the Chapter's future, and by their knowledge of the sagas they fix the Chapter's past. The Space Wolves keep no written history; their records are committed to the memories of the Rune Priests who learn all the sagas of the old days. These are recited on the Chapter's feast days and during the Festival of the Wolf Time that commemorates the Chapter's founding. This is held every twelve Great Years.

The cult of Russ is old, dating back to the time of the first founding and predating the establishment of the Adeptus Terra. To outsiders, its rituals seem primitive and almost heretical. They stress the power of Russ almost as much as the divinity of the Emperor. At the core of the faith are many prophecies concerning the Space Wolves and the natives of Fenris. Central to its tenants is the belief that the forces of evil will gather and return under the leadership of a resurrected Horus to destroy mankind. It is the duty of the Space Wolves to prepare for this last day, to be ready for the final battle. The Cult Of Russ teaches that the spirit of every warrior who dies bravely in battle joins the Emperor and strengthens him to fight this final battle. This is a grim, savage religion with the power to stir warriors to feats of great heroism.

A Rune Priest begins as a Skald. He is expected to learn the tale of a company's history, starting from its earliest days to the present. Every Great Year he will be assigned to a new Company to learn its sagas. Once he has learned the tale of each company he will be sent to whichever Rune Priest needs an apprentice and his training in the deeper mysteries begins. He learns to carve runes from the fangs of a wolf and is taught how to cast the Runes Of Divination. His armour is covered in runes of power which help focus his energies and allow the Rune Priest to focus his psychic powers in combat. As he progresses, he learns the sagas that tell the tales of the Chapter's Wolf Lords and heroes right back to the time of the First Founding. He will grow in strength and power until eventually he may replace the old and failing Rune Priest. At every Wolf Time festival, great contests of saga-telling and psychic duelling are held to determine if a new High Rune Priest will be chosen. He is the leader of the Chapter's Rune Priests and advisor to the Great Wolf.

Many Rune Priests are psyber-linked to ravens. These creatures are known as the Choosers of the Slain by the Space Wolves, after their distant cousins seen circling over the battlefields of Fenris. The link allows the Rune Priest to see with the animal's eyes and control their actions. The ravens are freed to gather information from far and wide, and can also be used as messengers. The ravens are also used to observe the aspirants as they wander the land of Asaheim during the Blooding.

A full Rune Priest is an awesome sight. They are giant, weatherbeaten men, about whom hangs an aura of mystical power. Their armour is covered in ancient runes first carved by Russ himself, and when their powers are used these runes glow with balefire, focusing the Rune Priest's psychic energy. They are often cowled with the hides of a great white wolf and lean on the mighty oak runestaves that are seen as their badge of office. These staffs are made from wood taken from trees raised in the soil of ancient Earth back in the days when trees still grew wild upon that planet. They are highly prized treasures which gradually absorb the psychic imprint of their owner, becoming ever more closely tailored to his mind. It is said that if the Rune Priest lives to a great age his staff becomes a living part of him, and after his death the staff lives on, preserving something of his thoughts and powers.

Iron Priests

On Fenris, the Forgemasters are men set apart from the bulk of the population by their knowledge of weapon making and ironwork. The secrets of smithing are

- 88-

passed from father to son. Forgemasters are organised into the mysterious Guild of Smiths, which has links to the Iron Priests of the Space Wolves. Iron Priests are chosen from the apprentices of Forgemasters in secret rituals on the Isles of Iron. Here candidates are picked both by Wolf Priest and Iron Priest. They do not face the mass questioning of the massed Space Wolves but are instead examined by the Master Iron Priest himself, and their knowledge of the mysteries is tested.

To prove their courage they must place their hand into the blazing mouth of a great forge cast in the shape of a grinning Wolf's Head. This is the ultimate test where the aspirant must sacrifice part of his own flesh to achieve unity with the Machine-God. When the blackened stump is removed it is replaced with a servo-gauntlet grafted directly onto the aspirant's hand and linked to his central nervous system. The Machine-God has entered the aspirant's body and he has begun a lifelong journey to understanding its mysteries.

Iron Priests must undergo the ritual of the Blooding exactly like any other aspirant, and they then spend a period of training under the supervision of the Wolf Priests where they learn the use of weapons. At the end of this time they are sent on a pilgrimage to the Forge-World of Mars, where they undergo training with the Tech-Priests of the Adeptus Mechanicus. Here they learn many of the secrets of the Machine Cult.

During this time they may also acquire many bionic enhancements, symbolic of their unity with the Machine-God, and



by the battle-brothers of the Chapter.

useful to any artificer. When they return to the Chapter they take their place among the ranks of the Iron Priests, looking after the many technical systems of the Fang, supervising building and engineering projects, and all of the myriad of complex technical tasks that are undertaken every single day. In their own workshops they create all of the fine mechanical artifacts and wargear used by the warriors and Priests of the Chapter. The Iron Priests also create Servitor workers, half-human and half-machine creatures which are taskadapted and almost mindless. They serve the Iron Priests and sometimes act as bodyguards in battle. Iron Priests seldom take a direct hand in the fighting but their position within the Machine Cult means that they are well equipped with strange and exotic weapons seldom carried by other warriors.

The Iron Priests are mysterious figures to their battle-brothers. They possess strange skills and obscure knowledge from the elder days and their concerns seem remote and unworldly. They do not take part in any of the great contests and many of their rituals are secret even from their fellow Space Wolves. They are outsiders, even as the smiths are on the world of Fenris. Perhaps because of this, they are not resented. Their brother Space Marines see them as occupying the same position as the mysterious weapon makers did in their old society.

Dreadnoughts

Closest to the Iron Priests are the Dreadnoughts, ancient battle machines inhabited by the shrivelled bodies of crippled Long Fangs and Wolf Guard. When dormant these machines are tended by the Iron Priests; when they awake, the young priests listen to their stories of ancient days. For the Dreadnoughts are virtually immortal and have often been alive for a millennium or more, linked as they are to the life-support systems of their armoured carapace. These systems will keep the Dreadnought alive even if it is disabled in battle, and only the near complete destruction of the suit can cause the death of its wearer.

Bjorn the Fell-Handed is the oldest living creature on Fenris. He is almost as old as the Primarchs of the Chaos Space Marine Legions, and they are the oldest known living things in the galaxy, with the exception of the Emperor himself.

Bjorn walked at the side of Russ himself, and was the first Great Wolf of the Chapter after the Primarch disappeared. He led the Space Wolves on the first Great Hunt, the Chapter's epic but fruitless quest to find Russ, and it was he who reluctantly gave the order to cease the Hunt, when it became obvious that Russ was not to be found. As the



first Great Wolf he was instrumental in resisting the attempts of the newly created Administration to force the Space Wolves to accept the dictates of the Codex Astartes, even going as far as to threaten to rebel if the Administration persisted. Such was the fragile state of the fledgling Imperium that the Administration withdrew its demands. Thus was the unique nature of the Space Wolves preserved.

Bjorn's heroic career as a Great Wolf was cut tragically short during the Proxima Rebellion when he heroically led a raid to free brother Space Wolves trapped in the embattled Dreadsun Fortress. The raid was successful but Bjorn suffered so many wounds that he was left paralysed and crippled, and not even the best efforts of the Wolf Priests could save him. Eventually, to preserve his life, what was left of his shattered body was transplanted into a Dreadnought.

For the nest five hundred years or so, Bjorn was constantly in the forefront of battle whenever the Space Wolves fought. He distinguished himself on Algol Nine when he slew the Daemon Thran'saba, and saved the Planetary Governor from sacrifice. On the desert world of Quaran he slew the Ork Warlord Makrina and thus broke the Waaagh-Makrina. On the Hiveworld of Thranx he slew the rogue psyker Vornalan and thus averted a terrible rebellion. Slowly, though, the years took their toll on this proud and ancient warrior, and he took to spending longer and longer periods dormant, in stasis sleep. Given his exemplary record and long history of dedication to the Chapter, his fellow Space Wolves left him undisturbed.

Since then Bjorn has been lovingly maintained by the Iron Priests of the Chapter, and is revered almost as much as Russ, as a living link with the Chapter's distant founding. Every thousand years he is awoken and tests the Chapter's Rune Priests on their knowledge of the sagas. He is only otherwise woken during periods of great crisis, when the Space Wolves have need of every warrior, or when his particular brand of wisdom and knowledge is sought after.

Other Dreadnoughts are not so ancient but are nearly as revered. They dwell apart from the Great Companies in a chamber within the Halls of the Great Wolf where they are available to him at an instant's notice.

The Wolf Guard

The Wolf Guard are the elite warriors of the Great Company. They are the pack brothers of the Wolf Lord himself, his companions and most trusted friends.

They have access to the Chapter's sacred Terminator suits as well as many personalised weapons. The Terminator suits are ancient artefacts, giant suits of the mightiest power armour, forged by the ancients and handed down from generation to generation. The honour of wearing one is much sought after by the warriors.

A warrior can only become a Wolf Guard by performing an exceptional feat of heroism such as defeating overwhelming odds in hand-to-hand combat, storming an enemy position single-handed or slaying a particularly mighty foe. A Space Wolves Space Marine can become part of the Wolf Guard at any age; a Blood Claw is as eligible as a Long Fang. It is by his deeds that he is selected, not his age. They must have proved themselves to be the bravest of the brave, since to become a Wolf Guard is the highest honour the Chapter can bestow.

In battle the Wolf Guard may form a small elite unit that acts as a bodyguard for the Wolf Lord, Priest or battle leader, or they are used to lead individual packs



of Space Wolves, who welcome such heroes of the company into their ranks like long-lost brothers. A Wolf Guard has the pick of the weapons from the Space Wolves arsenal and is permitted to fight in whatever way suits him best; for most Wolf Guard this is in deadly hand-tohand combat.

Long Fangs

Long Fangs are the eldest of the Space Wolves, grizzled veterans of a thousand combats. Due to a quirk in the Space Wolves' geneseed, their canine teeth grow throughout their life so these men have, quite literally, long fangs. They are like old oak trees, gnarled survivors of countless storms.

In their youth they hungered for honour as any Space Wolf does, eager to earn a place in the sagas. Now, after countless wars, their experience stands as a mountain, commanding awe and respect from those of lesser years. Their saga is almost complete. The hot steel of youth has been tempered by honour, the reward of glory, leaving a keen yet finely balanced warrior, as wise in battle as he is strong of arm.

Long Fangs see it as their duty to pass on their lore and to temper the headstrong battlelust of their younger battle brothers. Their cool under fire is legendary. Often Long Fangs have held the battlefield and triumphed after all others have died or fled. Although silver-haired, the Long Fangs are every bit as fit and strong as their younger brethren, and these hard bitten warriors are still able to show the younger Space Wolves a thing or two in a fight.

Long Fang units carry more heavy weapons than any other type of Space Wolves unit. They watch over their rash young battle brothers and give them supporting fire, using missile launchers, heavy bolters, lascannon and other heavy weapons to cut down the enemy from long range. Their cool heads and age-honed stealth are the very qualities that make for crack shots.

Grey Hunters

Usually by the time Blood Claws develop their first grey hairs the fury of the Blooding has receded, leaving them cunning and rational, as wily and deadly as wolves. They can control the urge to get straight to grips with the foe and are ready for the next stage in their initiation into the Chapter. They are sent out into the Hyperborean Wastes that lie to the west of the Fang to kill a Grey Wolf. The Grey Wolves do not grow as large as a true Fenrisian Wolf, but are nonetheless vicious predators, so a duel with one is far from one sided, even for a Space Marine. The Grey Hunter is expected to run the beast down and break its neck with his bare hands. He returns with the pelt as proof of his victory. Usually some part of the wolf skin is incorporated into his ceremonial dress or worn as a lucky charm.

The Grey Hunters make up the bulk of any force fielded by the Chapter. These are Space Marines in their prime, tempered by battle yet still hungry for a place in the Wolf Guard. They are men with a desire to win glory and they have the ability to do so. They are proud and fierce warriors who have acquired all the skills needed to see them through any combat. They are normally armed with a good mix of bolters, grenades and close combat weapons. They eschew heavy weapons like missile launchers in favour of tactical mobility.

In battle, the Grey Hunters stalk the enemy and blast at them from close range with their bolters before closing in to tear them apart in close combat. The battle ploys and cunning of the Grey Hunters are legendary. Often they will feign weakness, luring the enemy forward and then pouncing upon their foe. It is their uncanny calm and patience that distinguishes the mature warrior from the fiery young Blood Claw. When the moment comes, the Grey Hunters leap at their foe with the elation

90.

of a savage beast that has long stalked its prey and senses blood at last.

Blood Claws

Blood Claws are the youngest and most ferocious of the Space Wolves. Having only recently acquired the honour of a place in a Great Company they have the most to prove. The memories of the Blooding are still strong in them and they still possess the primitive animal fury that carried them through their time of trial. In battle, their lust for combat sometimes overcomes their discipline and they desire nothing more than to get into close combat with the enemy. They can be found in the thick of any fight, howling their blood-freezing battlecries. Blood Claws are particularly noted for their blood-mad, howling charges. Even the staunchest foe can be overwhelmed by these battle-crazed rushes. After dispatching a foe in single combat it is traditional for them to tear out his heart with their bare hands, and so literally blood their claws.

Wolf Lords make good use of the Blood Claws' ferocity by ensuring that they are well equipped with grenades, chainswords, plasma pistols and other weapons for close assault and using them as assault squads that lead the rest of the company into battle Blood Claws are also found acting as a mobile strike force, mounted on bikes or using jump packs. The latter is not much favoured by older Space Wolves, but Blood Claws will use them; anything to get them among the enemy as quickly as possible.

Wolf Scouts

Wolf Scouts are very different to the scouts fielded by other Space Marine Chapters, a fact that has caused some confusion amongst Imperial scholars in the past. In most other Chapters new battle brothers are inducted into the Scout Company first, and it is there that they learn the skills required to become a full Space Marine. This is not the case with the Space Wolves, where new aspirants become Blood Claws upon joining the Chapter.

Instead, in the Space Wolves Chapter, certain battle brothers are promoted to join the Scouts, in a similar manner that others are promoted to the Wolf Guard. However, promotion to the Scouts is based on the warrior's natural character and aptitude, rather than being in recognition of a feat of valour. Certain Space Wolves are simply not well suited to the close-knit and boisterous brotherhood of the pack. Instead they are solitary people who yearn for wide open spaces and isolation. They are taciturn men of few words, whose soul is touched by the call of the wild.

Such Space Wolves can be very disruptive to the smooth running of a pack, and as soon as they are identified by the keen senses and understanding of a Wolf Priest they will be asked if they wish to become a Wolf Scout. Most accept readily, though some are loath to leave their pack-brothers, especially if they owe debts of honour as yet unpaid. In such circumstances they will be counselled by the Wolf Priest until they understand that it would be for the best for all if they left. Any debts that they might owe will be called void, for all know that they will serve their brothers well in the Scouts.

To mark his transition to a Scout the warrior undergoes a ritual to find his Were-Spirit. The initiate must fast for several days, all the time attended by a Wolf Priest. When the time is right, the Wolf Priest calls upon the services of a Rune Priest who, with the aid of a potent hallucinogenic brew, guides the initiate into the spirit realm. There the Space Marine will soul-bind with one of the Were-Spirits of Fenrisian myth. According to Fenrisian tradition these creatures embody the traits and characteristics of the different animals that inhabit Fenris. By binding with such a creature one gains some of the traits of the living creature. Those that bind with the Were-Spirit of the Blood Eagle are said to be blessed with extraordinarily acute eyesight, for example, while one that binds with the Were-Spirit of the Snow Leopard will become unusually fleet of foot. Once the Scout has been bound with his Were-Spirit he is considered to have become a full-fledged Wolf Scout, and can never be accepted back into the Chapter proper. To mark the change, the Scout will have tattoos applied to his body. He may collect and wear totems to show the Were-Spirit to which he has bound.

Wolf Scouts are equipped with lighter weapons and armour than that worn by their battle brothers in the Great

Companies. They are used to range ahead of a Space Wolves army, using stealth and infiltration to catch their foe unawares and cause maximum confusion amongst the enemy. Packs of Scouts will often be dropped deep behind enemy lines, from where they wage an ongoing guerrilla war, striking at the enemy when least expected, and then vanishing back into the wilderness that is their natural home. It is not unknown for Scout packs to operate like this for months, and in some cases years at a time. Such is the nature of a Wolf Scout that they do not find such a lonely duty onerous; indeed they seem to prefer such missions, as they call for little contact with anyone other than the victims that die silently at their hands.

Thralls & Servitors

The whole population of the Fang is supported by the thralls, failed aspirants and other native Fenrisians who have seen the inside of the fortress and cannot be allowed to return home. They are given honourable positions as warriors and guardians of the Space Wolves' home, and are trained to drive and maintain vehicles and spacecraft and use weapons. They are effectively Fenris' planetary defence force. Thralls are adopted by the Great Companies and have the position of privileged retainers.

Servitors are created by the Iron Priests as helpers and servants. Their bodies are grown from human gene-cells in vats of artificial nutrient, and although otherwise healthy, their minds are blank and incapable of development or feeling much pain. Once fully grown, their bodies are implanted with bionic systems and psyberlink feeds that enable them to interface directly with the Chapter's machines. When the rituals are over, the servitor is little more than an automaton, tougher than a normal human, but robbed of free thought and emotions forever. The Servitors aid the Iron Priests in their multitude of technical tasks, never tiring and never complaining.

The Inheritance of Russ

For ten thousand years since the end of the Horus Heresy, the Space Wolves have continued to serve the Emperor faithfully and with honour. The Chapter has endured ages of constant warfare. It has survived times of anarchy within the Imperium, and periods of occasional isolation from Earth. Through all these years the Space Wolves have held true to the vow of Leman Russ to serve the Emperor.

It would be impossible to describe at any length the wars fought by the Space Wolves over their ten thousand year history. Indeed, not even their extensive records give a full account. Legends tell of fierce battles fought against Chaos Space Marines following the Horus Heresy. However, no formal history of those times survives. Some of the Chapter's earliest history is preserved only in the form of epic sagas, tales of heroism composed by Fenrisian bards at the courts of the Wolf Lords. Such tales form an important part of Space Wolves tradition, and it is in this form that Space Wolves warriors habitually recall the deeds of the past. There are many thousands of these sagas. Some seem so improbable as to be pure invention, but most contain a gem of truth, and all are accepted for what they are, a fitting testament to the heroes of the past.



Wolf Scouts are used to perform covert operations behind enemy lines.

SPACE WOLF GLOSSARY

Allwinter's Eve	Ancient ceremony now only rarely celebrated by the Space Wolves, when the Rune Priests gather to chant the sagas.	Cup of the Wulfen	An ancient Space Wolves artefact. The Space Wolves fortress
		The Fang	monastery on Fenris.
Artificer	Title reserved for highly respected	Fang Morkai	The blade used by Wolf Priests to extract a progenoid gland.
Asaheim	and experienced Iron Priests. Principle continent on Fenris.	Fanguard Mountains	The highest mountains on Asaheim, which surround the Fang
Axe Morkai	Re-forged Chaos blade wielded by Logan Grimnar.	Father of Kraken	Legendary creature whose tentacles girdle Fenris.
Belt of Russ	Ancient Space Wolves artefacts. One is held by each Great Company.	Fenris	Home world of the Space Wolves.
		Fenrisians	Natives of the planet Fenris, from whom the Space Wolves are
Bjorn the Fell-Handed	The most ancient living Space Wolves warrior, a Venerable Dreadnought.		recruited.
		Fenrisian Wolf	Name of the huge wolves that inhabit Asaheim.
Blackmane	Most fearsome of the wolves of ancient Fenrisian legend, also known as the Howler in the Night. Allegedly slain by Russ himself. Name given to newly initiated	Fergus Forgrim	Legendary Space Wolves Iron Pries who crafted the first frost blade.
Blood Claws		First Founding	Name given to the twenty Space Marine Legions raised before the
Blood Feuds	Space Wolves. The name given to a millennia		Horus Heresy. The Space Wolves were the sixth of the First Founding Legions.
	long feud against an especially hated foe. Most famously, the feuds with the Thousand Sons Legion and Dark Angels Chapter.	Freki & Geri	Companion wolves of Leman Russ
		Frost Blade	A highly prized weapon used by Space Wolves warriors.
Canis Helix	The term used for the first and most deadly of the Space Wolves geneseed, without which none of	Grand Annulus	Carved stone icon found in the centre of the Hall of the Great Wolf.
Charms & talismans	the other geneseed will work. Blessed items worn to provide protection in battle. Most common are runic charms and items made from the tail or tooth of a Fenrisian Wolf.	Great Company	The Space Wolves Chapter is divided into twelve Great Companies, each of which is an
		Great Crusade	independent fighting force. Humanity's reconquest of the
Chooser of the Slain	The mechanically enhanced cybernetic ravens used by Space Wolves Rune Priests. Fentisian name for Space Wolves		galaxy, undertaken by the First Founding Space Marine Legions led by the Emperor.
hoosers of the Valiant		The Great Evil One	Space Wolves name for Warmaste Horus.
Codex Astartes	Wolf Priests. Mighty tome of Space Marine tactical organisation and doctrine, ignored by the Space Wolves.	The Great Hunt	Name given to the crusades the Space Wolves have undertaken to seek the final resting place of Leman Russ.
		The Great Wolf	Title of the leader of the Space • Wolves.
	·	Great Year	Period of time it takes Fenris to orbit its sun. Approximately equa to two Earth years.
1 March Stall			

Name given to experienced Space Wolves in the prime of life.

Massive feasting hall at the heart of the Fang.

Former Great Wolf slain in single combat with the Primarch of the Thousand Sons, Magnus The Red. His crypt is a place of pilgrimage for Rune Priests.

Ancient Rune Priest, acclaimed victor of the Tokaran War.

e it list i ferm

The Great Wolf, Logan Grimnar.

- 92-

Grey Hunter

Harak Ironhelm

Hall of the Great Wolf

Rune Lord Heimdaall

Helwinter	Period when Fenris' orbit takes it far from its sun and through a swarm of meteors.
Hood Of Gnryll	Ancient Space Wolves artefact.
Horus Heresy	Rebellion led by Warmaster Horus in the thirtieth millennium, that almost destroyed the Imperium.
Iron Priest	Title given to the Space Wolves equivalent of a Techmarine.
Isles of Iron	Island to the west of Asaheim rich in iron ore, where native Fenrisians have built a shrine to the Gods of Iron.
Kjarg	Legendary Fenrisian king of Wolfkind.
Kraken	Fearsome Fenrisian sea creature. Also known as Sea Dragons.
Kyrl Grimblood	Wolf Lord who saved Fenris during Age of Apostasy.
Lair	A Great Company's territory within the Fang.
Leman Russ	Primarch of the Space Wolves.
Logan Grimnar	Current Great Wolf of the Space Wolves Chapter.
Long Fang	Name given to highly experienced Space Wolves.
Morkai	Legendary Fenrisian Wolf that guards the Gates of Death.
Pack	Space Wolves equivalent of a squad.
Ragnar Blackmane	Youngest Space Wolves warrior ever to become a Wolf Lord.
Ranulf the Strong	Legendary Wolf Guard hero said to be stronger than even Leman Russ himself.
Rune Priest	Space Wolves warrior who possesses psychic powers and has been taught runic lore.
Runic Armour	Armour inscribed with powerful protective runes.
Runic Staff or Weapon	Artefacts used by Rune Priests to channel their psychic powers.
Sea of Stars	Space Wolves name for space.
Sea of Storms	Name of the ocean that surrounds Asaheim.
Servitor	Half-human machines that serve the Space Wolves Iron Priests.
Skald	Title of a newly initiated Rune Priest.
Sons of Russ	Alternative name for the Space Wolves Chapter.
Thralls	The Fenrisians that act as servants and retainers of the Space Wolves within the Fang.
Thunderwolf	Legendary Fenrisian wolf who is said to create thunder and lightning on Fenris.
Ulrik the Slayer	Most famous of all the Space Wolves Wolf Priests.



The Were

Wolfbrother

Wolf's Eye Wolf Guard

Wolf Helm of Russ

Wolf Lord

Wolf Pelt

Wolf Priest

Wolf Scout

Wulfen

The Wulfen Stone

Wolf Totem

Legendary Fenrisian monster that lies hidden within the gene-helix of every Space Wolves warrior.

Name for young Fenrisian warriors.

Fenrisian's name for their sun.

Retinue of a Space Wolves Wolf Lord.

Ancient Space Wolves artefact, said to have been worn by Russ himself.

Leader of one of the twelve Space Wolves Great Companies.

The pelt of a Fenrisian Wolf that has been slain by the wearer.

Leaders of the Space Wolves cult responsible for initiating new Space Wolves into the Chapter.

A warrior selected for his ability to operate on his own.

Those Space Wolves subject to an unstable genetic mutation caused by the Canus Helix.

Ancient gem worked into a suit of armour that is one of the Space Wolves greatest treasures.

Sacred standards belonging to a Great Company.

isten but closely Brothers, for my life's breath is all but spent. There shall come a time far from now when our Chapter itself is dying, even as I am now dying, and our foes shall gather to destroy us Then my children, I shall listen for your call in whatever realm of death holds me, and come I shall, no matter what the laws of life and death forbid. At the end I will be there. For the final battle, For the Wolftime

> Last words of Leman Russ, Primarch of the Space Wolves

to an other to the cost of the



"The Space Wolves are the most barbaric of all the Space Marine Chapters. Their home planet is the harsh ice world known as Fenris, where savage tribes from which the Space Marines are recruited are locked in a continual struggle for existence. Perhaps because of this, Space Wolves have a proud, headstrong nature that makes them difficult to control or direct. But for all of this, the Space Wolves are valiant and noble defenders of the Imperium, and are amongst the bravest and most ferocious warriors I have ever met. I can say without doubt that the Imperium would be a far more dangerous place without the Sons of Russ to protect it."

ECASIG AND



Claw!

Tooth and

The Space Wolves Battle Force is an ideal way to start a new Space Wolves force or to further reinforce your existing Space Wolves army. The Space Wolves Battle Force contains: 10 Grey Hunters, 10 Blood Claws, 1 Rhino, 3 Space Marine bikes and 1 set of Gothic Ruins.

Space Wolves Battle Force – £40 boxed set

In the grim darkness of the 41st Millennium there is only war.

arhammer 40,000 is a tabletop game for two or more players in which you command the forces of the Imperium (or one of its many enemies) in desperate battles across the war-torn future of the 41st Millennium. The Codex army books are dedicated entirely to collecting, painting and gaming with the various different races and armies of the Warhammer 40,000 universe. Every Codex highlights one particular army and expands upon the rules published in the Warhammer 40,000 rulebook. Inside each Codex you will find army lists, a section full of ideas for painting and modelling an army, plus exotic wargear and special characters to use in your battles. In

MARHAMMER

addition there is a wealth of background informationall in all enough to satisfy the most avid gamer!



The Space Marines are the finest troops in the Imperium. Their genetically engineered bedies have been honed far in advance of any human, and their battle skills are second to none. Each Space Marine is fanatically toyal to the Emperor, willing to fight a thousand battles in his name. Combined with the best wargear markind can ofter and a lifespan lasting hundreds of years, these champions of the

Imperium are feared and respected throughout the universe. Each Chapter of the **Space Marines** has its own distinct history and background, and as such this Codex forms the basis for several supplementary Codex army books (see right).



You will need Codex Space Marines to use the following three Codex army books as they further highlight an individual Space Marine Chapter.

CODEX BLOOD ANGELS

SPACE WOINES

The Blood Angels are the most bloodthirsty of all the Space Marine Chapters, unstoppable in their fury and

infamous in their quest to spill blood in the name of the Emperor

£4

WARNAMMER

CODEX SPACE

The ferocious warniers of the Space Wolves are famous throughout the Imperium for their bravery and willingness to fight no matter the odds.



The Dark Angels are stubborn and relentless champions of the Imperium, faithful but with a terrible secret. This Codex reveals some of the dark history of one of the most mysterious Space Marine Chapters.









The Codex army books are supplements for Warhammer 40,000. You must possess a copy of Warhammer 40,000 to be able to use the contents of these books.

£8

CODEX DARK ELDAR

Spawned in the darkest pits of the universe, the cruel Dark Eldar are a curse upon all races of the galaxy. For untold thousands of years they have preyed upon unsuspecting sattlements, stealing forth from the shadows and dark places on their raids of terror and violence: massacring or enslaving all whose paths they cross. This Codex reveals the darkest secrets of these sadistic killers, with advice on how best to begin your own reign of terror across the universe.

CODEX ORKS

WAAAGH! The Orks are the most brutal race in the Warhammer 40,000 universe. Across a thousand worlds the deatening cries of hordes of battle-crazed Ork warners ring out as they declare war on everything in their path. From unstoppable Warlords to the lowliest Gretchin, this Codex details everything an aspiring Ork Boss needs to know to take the galaxy by storm in a tide of green death!

CODEX CHAOS SPACE MARINES E8

The Legions of Chaos are twisted renegades and traitors swom to overthrow the Emperor and mankind whom they once served. The armies of the damned boast mighty Daemons, crazed berserkers, possessed vehicles and squad upon squad of foul Chaos Space Marines, bound forever to destroy all in their path. Death to the False Emperor.

CODEX IMPERIAL GUARD

The Imperial Guard is the largest and most diverse fighting force in the galaxy, fighting across a hundred warzones upon ten inousand planets. Famous for their disciplined troops and devastating battle tanks, the Imperial Guard form the mainstay of the Imperium's standing army

CODEX CATACHANS

Note: You'll need Codex Imperial Guard to use this supplement.

Catachan is the most infamous deathworld in the galaxy and its inhabitants use the jungle itself as a weapon against the enemies of the imperium. If hunting your adversaries with booby traps and ambushes or incinerating your foes with heavy flamers and demolition charges appeals to you, this Codex is ideal inside is a wealth of background information and scenarios for desperate jungle and deathworld fighting

CODEX ELDAR

£8

£8

£4

The Eldar are an ancient race, immersed in a battle for survival in a galaxy overrun by barbaric usurpers. Eldar warnors are as deadly as they are diverse, utilising advanced weaponry and mysterious wargear. This Codex details everything you need to know to field an army of these proud, atien warriors.





CAREER OPPORTUNITIES

MAIL ORDER TELESALES

The Ideal Candidate:

- Has a passion for the Games Workshop hobby.
- Enjoys talking to people of all age groups.
- Has excellent communication skills.
- Has a good telephone manner.
- Has telesales experience (preferred, but not essential).
- Believes in excellent customer service.
- Graduate applications welcome.

MAIL ORDER DESPATCH

The Ideal Candidate:

- Has a passion for the Games Workshop hobby.
- Has excellent knowledge of Warhammer & WH40K.
- Works well as part of a team.
- Can work to deadlines.
- Works well under pressure.
- Aged 18 to 25.

WE CAN PROVIDE:

- Competitive salaries.
- Huge staff discounts.
- Excellent training.
- Superb facilities at our HQ, including gymnasium, restaurant & bar.
- The chance to join a great team.

TO APPLY:

Send your CV or application form with a covering letter to: Rob Griffiths, UK Sales Personnel Department, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS. Tel: 0115 916 8172 or e-mail: louiseb@games-workshop.co.uk

COLLECTING A SPACE WOLVES ARMY

AND GLAW

HTOOTH



By Phil Kelly

The Space Wolves: savage tribes of proud warriors forged by the might of the Imperium into humanity's finest soldiers. These ferocious and noble fighters comprise one of the original and most characterful Space Marine Chapters in the galaxy. With all the fantastic Space Wolves boxed sets released recently, one question remains: where to start?

Firstly, let's get one thing straight: in my opinion Space Wolves are by far the coolest Space Marine Chapter to collect. Whereas most of the Space Marine Chapters tend to be dedicated warriors to whom serving the Emperor is everything, the Space Wolves actually 'enjoy' their battlefield role. Their commanders are just as eager to break some heads in the name of the Emperor as the youngest Blood Claws, and will raise many a toast to their victories in the drinking halls after the battle. In a galaxy of woe and strife, the Space Wolves stand out as a maverick force that fights as fiercely as any other Chapter but encourages individuality and acts of reckless bravery.

Another reason to collect Space Wolves is that they have a rich and colourful background. They live in a towering mountain on the hostile ice world of Fenris, a planet where every day is a fight for survival. In conjunction with the harsh training and rigorous initiations that the Chapter demands, only the most dedicated and skilled warriors survive to become Space Marines, the stalwart defenders of humanity.

Getting Started

So how does an aspiring Wolf Lord go about collecting these savage warriors? Starting an army is as rewarding as it is challenging, but it requires quite a bit of forethought. Over the next few pages we'll look at where to start, how to put a small force together, and how to expand it to become a formidable army and strike fear into the hearts of the alien oppressors (or at least your gaming friends!).

Perhaps the most essential item for any army, other than the models. is a copy of the rules. Each army in Warhammer 40,000 has (or will have) its own set of additional rules published in the relevant Codex. Codex Space Wolves was recently released as a supplement for Codex Space Marines, the book that all Space Marine players use as a blueprint for their armies. All the information you need to collect, paint and play with an entire Space Wolves army is contained in these two publications. Although you'll find much of what you need to get started in this article, the first step towards true glory on the battlefield is to read these books. Although that may seem a bit of a task to those who want to get stuck in and begin painting, once you start reading you'll find it hard to put them down.





And now onto the part everybody loves... shopping! You've saved up a bit of cash, you may already have an understanding of how the Space Wolves work as an army, and you've probably got your heart set on a few purchases already. It's a great feeling when you buy the first models for a collection, and it is very important that you choose them carefully. This is where familiarity with the army lists comes in handy, as these first

few squads should comprise the core of your force. The good news is that the timing couldn't be better to start a Space Wolves army, as there are now boxed sets of Grey Hunters, Long Fangs, and Blood Claws – the three main unit types in the army.

The only compulsory models needed to play Space Wolves in Warhammer 40,000 are two Troops choices and an HQ unit (see later for details on HQ choices). The boxed sets allow you to make a great start, as the plastic kits are highly detailed, extremely versatile and fantastic value for money. The best thing about these kits is the scope for conversion and personalisation of your Space Wolves. These are multi-part kits allowing dynamic poses for your models; very appropriate for Space Wolves. Add to this the variety and scope possible with the new plastic Space Wolves accessory kit included in each boxed set, and I guarantee your core troops will look as individual as they do exciting.

Special Offers

A good way to start, both in terms of price and army selection, is to look at the offers available on Space Wolves at the moment. First and foremost among these is the Space Wolves Battle Force, a collection of the latest models that will provide a solid core for beginners to base their army on. The boxed set contains 10 Grey Hunters, 10 Blood Claws, 3 Space Marine Bikes, 1 Rhino & 1 Gothic Ruins kit. This is excellent for a starting army and, once assembled and sprayed, you can rightfully expect it to storm across the battlefield in the name of the Emperor.

One unit of the basic troops, Grey Hunters, is compulsory in a Space Wolves force. These soldiers are armed with bolters, the standard armament for a Space Marine tactical squad. However, the 'True Grit' rule means that they are able fighters in close combat as well (troops and characters with 'True Grit' can use their bolter in close combat and can therefore roll an extra Attack dice if equipped with a second close combat weapon). Two basic units of Troops are needed in any core army, and so it is wise to take a unit of the savage Blood Claws. Space Wolves thrive on close combat, and to enable you to get to grips with the enemy before they take a toll on your numbers, a troop transport is a great choice. Both Grey Hunters and Blood Claws can be carried in a Rhino, which is ideal for delivering a group of hard-hitting troops deep into enemy territory. Another versatile and highly manoeuvrable choice is a Blood Claws bike pack. These are better equipped, tougher and faster than the standard Blood Claws troops, and comprise the Fast Attack choice of a Space Wolves army.

00



The Battle Force will enable you to get started with a small army of around 500 points and, by choosing wargear and appropriate upgrades, you can increase this points value even further. The Gothic Ruins kit makes for great scenery, a useful addition to anyone's terrain collection. However, more astute readers will probably notice one thing missing. Let's face it, everybody likes to see their troops led by an inspirational figure. After all, the General on the battlefield represents you, and therefore you'll want a suitably impressive miniature (preferably with a great paint job) to lead your troops into the fray. Luckily the Space Wolves have several great HQ models, ranging from the old classics (still available from Mail Order) to the brilliant new releases. At this stage it may also be prudent to invest in a Wolf Guard Battle Leader, one step down from the mighty Wolf Lord, but still an exceptionally ferocious warrior. You might also like to accompany the character with a couple of Fenrisian Wolves, the lupine bodyguards and loyal companions of the Space Wolves characters. We'll look at these characterful additions to your force later on.

Just about any of the Space Wolves character models can be used as a force leader, even those in Terminator



You might want to consider the Space Wolves Army Deal available through Mail Order. The sheer number and versatility of the troops contained within it means you'll have a force ready to take on any of the Imperium's enemies! One of the best things about this deal is that it includes a copy of Codex Space Wolves, so it's ideal for the fledgling Wolf Lord. As well as having all the troops mentioned above in the Space Wolves Battle Force, the Army Deal contains an HQ unit in the form of a Wolf Guard Battle Leader, a Wolf Guard in Terminator armour, two Elite units in the form of an Iron Priest (the Space Wolves equivalent of a Techmarine) and six Wolf Scouts, whose infiltration techniques are so superior they can even turn up behind the enemy! Included in this deal are a couple of free Servitor models which are ideal as Thralls to act as the Iron Priest's bodyguard. This Army Deal will set you up with most of the Space Wolves troop categories and enables you to get stuck into the enemy on a larger scale. Interested? Give the Mail Order Trolls a call on 0115 91 40000.



armour, making for a suitably imposing and lethal commander. As you can see, with one or two extra purchases, the Battle Force is a great way to start collecting and therefore it is the example I will build upon for the rest of this article.

Expanding Your Army So back to the joys of collecting an army of an appreciable size. By this time, you've got a battle force together, you've possibly even played a couple of games against your friends or in the local Games Workshop store. In fact, you probably have a strong idea of what's missing from your force. Maybe it needs more firepower, maybe it needs more punch in close combat, maybe you need an inspirational leader to spearhead the assault deep into the enemy's territory. If the first batch of miniatures you bought have all been



painted and are looking good on the battlefield, it's time to make your next few purchases.

The Space Wolves are famous for their readiness to close quickly and take the enemy apart in close combat. The army as a whole thrives on this tactic, and this may well influence the choices you make the next time you want to add to your army. One good HQ choice to consider is the Space Wolves Rune Priest. These grim shamans of the Space Wolves tribes are both revered and held in awe by their fellow warriors, and fulfil much the same role as Space Marine Librarians. They are just as ferocious in close combat as the Wolf Guard Battle Leader, but they have one major advantage; their psychic power Storm Caller, which enables the Rune Priest to summon a violent psychic storm around him and his unit so that they all count as being in cover. Aside from giving them a

valuable saving throw against your opponent's more powerful weapons, it also means that when the Rune Priest and his unit charge an enemy unit, they will strike first regardless of Initiative. If the Rune Priest accompanies your unit of ten Blood Claws this potentially means that you get to inflict a mighty thirty-four Strength 4 attacks on your opponent before he gets to strike back! Anybody who has seen troops such as Eldar Howling Banshees using this ploy will realise the level of devastation it can cause. The Rune Priest adds an awful lot more punch to a unit that might otherwise flounder when spearheading an assault. Finally, a major benefit of the Rune Priest is that he may be equipped with a Runic Weapon, one of the most feared close combat weapons in the entire Space Wolves arsenal. The Runic Weapon is inscribed with runes of potent death magic and is so lethal that a successful hit can kill the hardiest of creatures or characters outright. A version of this character available in Terminator armour is


also available, making for a very dangerous close combat opponent indeed.

Perhaps the most obvious hole in the Space Wolves army you have collected so far is a lack of heavy firepower. No matter what Chapter you field, or how long you have been playing. everybody likes to see their heavy weapons teams blasting away the enemies of the Imperium before they can even get close.

The most experienced and level-headed Space Wolves are often organised into a pack of Long Fangs, veteran soldiers equipped with an awesome amount of firepower ready to rain down a withering curtain of shells and laser blasts to support your assault. Again, there has never been a better time to consider adding a team of Long Fangs to your army: the plastic boxed set has just been released and the models look fantastic. This troop choice has something extra to recommend them above other Devastator squads: due to their decades of training together under the Pack

Leader, the Long Fangs can target two separate squads, splitting their fire in the same shooting phase! The versatility this affords means that it is more than worth paying the extra points for a Pack Leader.

The Wolf Guard

The exceptional Wolf Guard are the chosen battle brothers of each Great Company's Wolf Lord, and comprise the bravest and most skilled of the Space Wolves warrior elite. They are unusual in that not only can they be assigned as bodyguards to the Battle Leader of the army, but they can be split off to lead separate units. It's typical of the Space Wolves

the Space Wolves organisational style to place one of these experienced veterans in charge of a unit of Blood Claws or Grey Hunters to guide them upon the battlefield. The Wolf Lord of the Company commonly gifts these individuals with rare wargear and even suits of Terminator armour, and thus for the Wolf Guard these upgrades cost less than usual. As a result, it is sensible to get the most out of them, and leading a squad of Marines with a Wolf Guard in Terminator armour allows you access to superior firepower and close combat ability.

At this point we have collected 10 Blood Claws, 10 Grey Hunters, 1 Rhino, and 3 Blood Claws Bikes (all from the Space Wolves Battle Force); also 5 Long Fangs, 1 Wolf Guard Battle Leader, 2 Wolf Guard Pack Leaders, 1 Rune Priest, and 2 Fenrisian Wolves. In total this will cost around £75, and with a good selection of the appropriate wargear, should take you from the basic 932 points up to a fully realised 1,000 point army. The models we have discussed for the expansion up to 1,000 points are among the best in the Space Wolves range and should be a real treat to paint, so get going and then set them loose upon the battlefield!

Further Additions

Most tabletop gaming in the Warhammer 40,000 universe is played on a fairly sizeable scale, giving the impression of a mighty clash of armies. However, to ensure that the game doesn't take all night, most



players find 1,500 points an excellent compromise. This ensures that you can play a really involved and exciting game, and most gamers will have an army of at least that size. Obviously with this in mind it's time to add a little more to your Space Wolves force, to take it to 1,500 points. For the time being, though, we should consider the next few purchases for your rapidly growing army list.

It can be tremendous fun fielding an army whose tactics are basically aggressive, charging your units into close combat at the first opportunity and causing havoc in the depths of enemy territory. However. I find that a little deviousness and planning makes any army a lot more rewarding to play, and when you inevitably win, it is that much more of an achievement. In fact, if I had to level one criticism at the style of the Space Wolves armies I have seen recently, it is that their battleplans tend to be a little predictable.

Luckily there are exceptions in the army list that allow you to get round this and be just as sneaky as the alien scum you have been gleefully slaughtering. Perhaps the most unusual element of the Space Wolves army list is the Wolf Scouts. A full unit of six is an ideal size. These hunters roam far ahead of their companions, their pack often ranges weeks or even months in advance of the main force. Exceptionally gifted at stealth and infiltration, they have the option of actually entering the battlefield behind the enemy, inside their deployment zone. They deploy as Reserves, even in missions that do not normally allow this, and will therefore be able to respond to major threats as the battle progresses. For example, imagine you are playing a scenario where the enemy's heavy weapons team is frying Space Wolves whenever they step into the open, preventing a charge. The Scouts deploy





directly behind the enemy emplacement, shoot and charge into combat, preventing any further fire and possibly exterminating the squad completely. An added bonus here is that with Space Wolves on either side of the enemy, any routed unit is far more likely to fall prey to the Crossfire rule and therefore be destroyed utterly. Furthermore they have the ability to infiltrate and move quickly through cover. These elite units are gloriously cheap in points and so versatile that you'll appreciate them as soon as they appear on the table.

Another elite unit that is very useful from a tactical standpoint is the Venerable Dreadnought. This model can be taken either as an HQ or Elites choice, and in either capacity it works with fantastic efficiency. The Venerable Dreadnought was once an extremely accomplished warrior who fought for the Space Wolves

until he was so badly crippled he could fight no longer. Since that time, the fallen Marine has been interred in a sarcophagus within a vast metal body. The Venerable Dreadnought is among the oldest and most experienced fighting machines in the Imperium, having fought for thousands of years in countless battles. As a result, they are considerably wiser and harder to kill than normal Space Marine Dreadnoughts. In game terms, they allow you to re-roll the dice to see who takes the first turn, and they may force the opponent to re-roll their result on the Damage tables if they are hit. This vastly reduces the chances of losing your Dreadnought to heavy weapons fire. As with any Dreadnought they are just as lethal in close combat as they are at shooting your opponent to pieces at long range. They are great fun to field, and in a small scale battle will put the fear of the Emperor into anyone who knows the havoc they are capable of causing.

The Leader Of The Pack

Because the Space Wolves are organised in their own unique way, unlike the Force Organisation templates of other Space Marine Chapters, you will need to remember that for every 750 points in your army you need an HQ choice. Although it is not compulsory to lead a force with a Wolf Lord, it would be a crime to field a Space Wolves army of any real size without one of these mighty heroes howling for blood at the front of your battle lines. Wolf Lords are among the most charismatic and exciting commanders Warhammer 40,000 has to offer, having fought so hard for so long that the clamour of battle is music to their ears and the thrill of the hunt second nature to them. Each Wolf Lord is more than just an unparalleled fighter and leader of men; to many of his battle brothers he is also a friend. The model for Ragnar Blackmane is an ideal choice for the Wolf Lord leading your army, as he looks really impressive and is easily recognisable as a Space Wolves Wolf Lord (also, if you play using the rules for Special Characters he is one of the few that can be included in a 1,500 point army). However for a force this size it may be wise to use a Wolf Lord of your own invention. Perhaps you might even go so far as to personalise the model somehow, as he should form the focus of your army and spearhead your headlong assault into enemy lines.

Wolf Lords can be accompanied by up to four Fenrisian Wolves. These huge snarling beasts stay within 2" of the Wolf Lord, and fight alongside him with an unfettered ferocity equal to the Marines they accompany. As well as this, these noble beasts drag their master away to safety if he falls in battle, preventing the Wolf Lord from the disgrace of capture. Also, they make great cannon fodder! Before you call the R.S.P.C.A, I might just point out that most Space Wolves players would rather a wolf die in the service of his master than their Wolf Lord takes, for instance, a searing lascannon shot between the eyes. These add a lot of flavour to the army as well, as no other Space Marine Chapter is allowed anything even similar to these loyal companions. I heartily recommend taking at least two of these beasts.

Lastly, to ensure that you have a balanced force, it is a very good idea to consider taking some more troops. Although they do not seem quite so impressive when stood next to the towering behemoth of the Venerable Dreadnought, another unit of Blood Claws would make a great bodyguard for your Wolf Lord. Besides, a balanced force with a healthy amount of infantry will tend to perform far better than an army cobbled together from various unusual and expensive troops. I suggest taking another unit of seven Blood Claws. This way the entire squad (including the Wolf Lord's Fenrisian Wolves) will fit into the Rhino transport. The points left over will allow you to buy an excellent selection of wargear, letting you fine-tune the army you have put together so far into a force that suits your own style, and enabling you to build your own characters with their own unique personalities and equipment. An example of what I would consider for my army list is shown opposite.

So there we have it. Aside from personalisation, a few choice weapons, and a few more paint jobs, the Space Wolves army is ready to rumble. Remember, these troops are too good to waste, so think before you commit a unit to a death-or-glory charge. A well placed offensive backed up by a healthy second wave will break a hole through the enemy lines so large you could drive a Leman Russ through it. In the future, you may think of expanding this army to the resplendent size of 2,000 points, maybe adding a Wolf Priest, a Land Speeder or two, even a Land Raider. But for now, you have an army more than capable of taking on any threat in the Imperium, and doubtless you'll be very proud of what you've accomplished so far. Only one thing remains...

Glory to Leman Russ! CHARGE!

1,500pt SPACE WOLVES BATTL	E FORCE
HQ 1 Wolf Lord <i>Frost blade, wolf pelt, runic charm</i> 2 Fenrisian Wolves	103 pts 24 pts
Rune Priest Terminator armour, rune weapon, storm b	140 pts
ELITES 1 Venerable Dreadnought Assault cannon	155 pts
6 Wolf Scouts Plasma pistol, plasma gun	106 pts
Wolf Guard Pack Leader Power weapon, Terminator armour, storm bolter	48 pts
Wolf Guard Pack Leader Chainfist, Terminator armour, Storm bolter, wolf pelt	61 pts
FAST ATTACK 3 Blood Claw Bikes Power weapon	98 pts
TROOPS 10 Grey Hunters Power weapon, meltagun	195 pts
10 Blood Claws Plasma pistol, power weapon	156 pts
1 Rhino	50 pts
7 Blood Claws Power weapon	106 pts
HEAVY SUPPORT 5 Long Fangs Multi melta, lascannon, plasma cannon, heavy bolter, power weapon	258 pts
Grand Total	1,500 pts

Ragnar Blackmane's Great Company

106



A Venerable Dreadnought attacks an Ork Dreadnought in close combat





Behind enemy lines Wolf Scouts ambush the Night Lords.



Bloody combat crupts between Grey Hunters and Eldar Howling Banshees.







3. EF

1 distant

283677489

Carl Mar Content of

- Detailed game rules for fighting tabletop fantasy battles between two or more players.
- Advanced rules cover magic spells, sieges and fortresses, battle bonours, umpires and campaigns of conquest, as well as boats and ships.
- Complete army lists for six awesome armies: Empire, Undead, Chaos, Orcs, High Elves and Dwarfs.
- Comprehensively illustrated with artwork and photographs.

ARMOURED ASSAULT!

Over the last few months a multitude of Land Raiders have appeared around the Studio in various Chapter colours, destroying all who stand before them. To show you the different ways a Land Raider can be used, Matt Hutson's been out and about to gather the thoughts of the various Space Marine players using this armoured beast in their games.



Matt: Firstly I must admit that the main reason I take a Land Raider into battle is because the model looks awesome. It towers above everything else on the battlefield; the fact that it's tough as nails and armed to the teeth is a bonus. There's one thing you can always guarantee when using your latest unit or tank in a game for the first time and that's that they're going to attract an

awful lot of the enemy's firepower. After all, there is nothing more satisfying than destroying your opponent's prize unit in the first turn, especially when they have spent hours painstakingly sticking it together and painting it. The Land Raider allows you to use this to your own advantage. It's Armour Value of 14 makes it great at absorbing lots of the enemy's fire power. This is perfect for my style of play as I tend to tailor my force entirely for close combat. The Land Raider fits in perfectly as it takes my opponent's attention

away from my close combat squads, other troop transporters and my tanks. In one game I played recently my opponent got so focused on trying to destroy it, he completely ignored my Space Marine Assault squad and Veteran squad led by my Chaplain and Emperor's Champion who managed to get into close combat unscathed. They then promptly rampaged through his army winning me the game. Before using a Land Raider, I always think about what role I want it to fill in my army. The Land Raider is equally good at standing off, acting as a pill box to destroy vehicles and squads, as it is at transporting a squad of your best assault troops into the heart of the enemy. It's not wise to try to do both at the same time though. There's no point having a squad of assault troops inside and advancing at the enemy 6" a turn firing one weapon. It will take ages for your assault squad to reach the enemy, increasing the enemy's chances of destroying them and you will be wasting two of the Land Raider's weapons.



Led by a Land Raider, Matt Hutson's Black Templars prepare to close with the enemy.





ANDY CHAMBERS GIVES HIS OPINION

Andy: On the battlefield I see the Land Raider as being able to perform one of two tasks. The first of these is as a gun platform and the second as an assault vehicle. Before using it in one these ways, though, there are a number of questions you should ask yourself.

Gun Platform

When using a Land Raider as a gun platform the first question you should ask yourself is, what does it have to kill to get back its points cost? If you are fighting against

an opponent with lots of tanks, such as Imperial Guard, it will probably be quite easy to recover the 250 points paid for it. Against an army such as Orks, which has lots of light vehicles, you probably won't be able to kill enough of the enemy compared, to say, a Devastator squad. This brings me onto my next point which is what else could you spend



and tanks. This squad doesn't have the staying power of a Land Raider but won't terrify your opponent into shooting everything he has at it, something I will discuss later. If you do decide that a Land Raider is going to be worth the points you must carefully consider where to deploy it. You need to position it somewhere with good broad lines of fire where it can dominate the battlefield. Consider the following quiz:





Assault Vehicle

The second way to use your Land Raider is as an assault vehicle, a sort of mobile bunker. A Land Raider hurtling towards his lines will panic your opponent. You don't even have to put a squad inside it as your opponent won't know if it's empty. If you make him paranoid he will probably start doing stupid things as he tries to destroy your tank with everything he's got. This way of using your tank is a great way of attracting fire away from the rest of your army. Even if the Land Raider gets destroyed, it's destruction won't have been in vain if it meant your prized unit of assault Marines made it into combat without a scratch. If you do decide to put a squad in it think carefully about which one. There's no point putting a Tactical squad inside it armed with a missile launcher as you will never get the most out of it. Troops armed with assault and close combat weapons are much more useful as they can protect the Land Raider from enemy troops once deployed. Remember that every army in Warhammer 40,000 has the means to take out your tank in an assault, so protect it. Also, never underestimate the power of tank shock. This tactic can be devastating but be careful which units you use it against; if you tank shock a unit of Ork Tankbusta Boyz don't be surprised

if your Land Raider gets blown to pieces.

The best piece of advice I can give is be bold. Have a clear idea of what you want your tank to do and stick to it.







Mark: As a Deathwing player, my choice of units is pretty limited, in fact the only units I can use are Terminators, Dreadnoughts and Land Raiders. As the new Land Raider represents a third of my forces I started using them straight away. The way I use my army always revolves around one of two tactics (and two Land Raiders!) My first tactic is to get my Terminator squads

into the opponent's territory as fast as possible so that I can destroy his force in close combat. The Land Raiders are an integral part of this tactic as they have an Armour Value of 14 and enough room for five Terminators. My other tactic is to hold back and engage the enemy in a fire fight on my own terms using my superior armour and weapons to grind them down. The Land Raider also attracts a lot of the enemies' heavy weapon fire away from my valuable and very few Terminators, something I had a problem with before the new Land Raider arrived.



Dan Ebeck, Shadow Falcons Commander

Dan: I always like to have a strong emphasis on shooting in my Space Marine army. I find the best targets for my troops are the toughest units in the opposition; especially the units which can give a Space Marine commander a real headache – Imperial Guard Leman Russ tanks, Eldar Wraithlords and Avatars, the Dark Eldar Talos and Ork Nobz are always the first ones I target.

Vehicles fielded in squadrons are also very good targets. Against these, the twin-linked lascannons are great (you can destroy a squadron of vehicles such as an Imperial Guard Sentinel squadron in one turn as even the heavy bolter can rip through their light armour). Another way I like to use my Land Raider is as a transport for my Commander and Command squad. A nine man Command squad led by my Force Commander packs a real punch in close combat. When I use my Land Raider for this I always equip it with a storm bolter and smoke launchers. My favourite tactic is to drive the Land Raider to within 14" of the enemy and fire the smoke launchers. The Land Raider's thick armour and the effect of the smoke launchers is usually enough for it to survive. In my next turn, the Command squad disembarks and both squad and tank fire everything they have at the enemy to soften them up before the Command squad assaults. This always works well on tough enemies, such as Ork Nobz. The combat after this is usually just a formality.



A Wolf Lord and his Retinue supported by Blood Claws and Grey Hunters destroy the Plague Marine line.

Land Raider Deployment Quiz Answer



A By deploying here the Land Raider has some very good corridors of fire and turns the centre of the battlefield into a killing ground. The Land Raider's central position also means that the enemy will rarely be out of range.



▲ The Land Raider won't be much good as a gun platform here as the enemy will easily be able to avoid it. But it is an ideal place if you plan on using it as an assault vehicle. The Land Raider can easily use the scenery as cover so that it can deliver a squad of assault troops. The enemy will also have to redeploy its forces to deal with it.



Phil: Now the new Land Raider is here, no will longer my Wolf Lord and retinue have to slog it across the battlefield getting shot at by the enemy. In fact, one of my favourite tactics is to transport my Wolf Lord and retinue in a Land Raider and have a squad of Blood Claws and Grey Hunters mounted in Rhinos deployed just behind them. The Rhinos then use the Land Raider as cover as they advance towards the enemy. I drive my troop transporters up to the enemy, unload my troops and fire all their weapons, then charge the survivors with my Wolf Lord retinue and Blood Claws while using the Grey Hunters to support them.

FIGHTING AGAINST LAND RAIDERS

If you are having trouble with Land Raiders, here are some tactics that opposing commanders have used against Land Raiders in games around the Studio.

"Land Raiders! Aargh! They're a pain to destroy and a pain to leave roaming the battlefield. The best way for Orks to take one down is in close combat (no surprise there then)! Nobz and Dreadnoughts with power claws are best, tankbusta bombz in large numbers will also do the job. Beware of Terminators though! You may trash the tank but the troops inside will still be alive and kicking. Whatever you do, support the attack with more troops, or you may find that you destroy the Land Raider only to lose your Nobz to the Terminators."

Grand Warlord Adrian Wood

"Oh, those slow, clumsy Mon-keigh tanks known as Land Raiders. How easy they fall prey to the blasts of beautiful dark energy from our Raiders' lances. Or, if the Mon-keigh commander is trying to use his limited imagination, our clever warriors can close on the ground, fleeting from cover to cover to bring it to bay with blasters and the sting of agonisers. When we have split its hide we can easily deal with the Monkeigh cargo within, picking them off in a rain of splinters, whilst the Mon-keighs struggle to avert their doom and put off the inevitable – bwah ha ha ha ha ha ha ha!"

Archon Nick Davis - of the Dark Heart Raiders

"For Tyranids, vehicles can be a real nightmare. And of all the vehicles a Tyranid player has to face, Land Raiders are probably the worst due to their all-round Armour of 14. The only creatures in a Tyranid horde able to deal with a Land Raider are Hive Tyrants and Carnifexes. Of these, the Hive Tyrant will require a lot of luck to destroy one. My recommendation would therefore be to take at least two Carnifexes, or even three, against an opponent with Land Raiders or any large number of vehicles. The Carnifexes themselves can absorb huge amounts of firepower and if they are able to hit a vehicle in close combat their Strength of 10 plus the 2D6 Armour Penetration will almost always make a mockery of any vehicle's armour."

Simon Shuker, Tyranid Hive Mind

"My tactic against Land Raiders is to ignore them! Land Raiders are great at blowing up vehicles, but my Chaos army tends to have very few tanks, concentrating on infantry. This denies an enemy Land Raider any good targets to fire at. The best it can do is usually to kill two Marines per turn with its lascannons – a poor return for a 250 point model. My heavy weapons concentrate on Rhinos and Razorbacks which are much easier to destroy. If the Land Raider delivers an assault squad, it will be unsupported because you have stopped all the other transports, and your Chaos close combat specialists should be able to handle the threat of a single unit without much trouble!"

Chaos Lord Graham Davey



SPACE MARINE VEHICLES



VINDICATOR £20



PREDATOR DESTRUCTOR £20



RHINO £10



ATTACK BIKE £10



The Space Marines fear no evil for we are Fear Incarnate.



LAND SPEEDER £15



WHIRLWIND £20







CHAPLAIN ON BIKE \$8

Those who are not purged by our guns shall be crushed under the tracks of our mighty war machines.







PREDATOR ANNIHILATOR £20



SPACE MARINE BIKE \$5



LAND SPEEDER TORNADO £17



LAND SPEEDER TYPHOON £17



LAND RAIDER £30

ASPECTS OF DEATH

"The stars themselves once lived and died at our command, and yet you still dare to oppose our will."

Farseer Mirehn Bielan

The Eldar Battle Force is an ideal way to start a new Eldar force or to further reinforce your existing Eldar army.

The Eldar Battle Force contains: 20 Eldar Guardians, 3 Eldar jetbikes, 1 Vyper jetbike and 1 Falcon grav tank. Eldar Battle Force: £40 boxed set

WARHAMMER 10,000



A Warmaster battle report by Rick Priestley, Alessio Cavatore, Jim Butler, Rich Baker, Dylan Owen and Simon Shuker.

Rick: Our battle takes place in the dark days of the Great War against Chaos. In those times the very creatures of hell were unleashed upon the world and the lands were corrupted and overturned. Fields that were once green and fertile erupted with gigantic pus-filled buboes that burst and spattered their contagion on the ground. Boiling blood fountained from the stinking soil and lay in scabby nightmare-infested pools. Towers twisted and tumbled to the ground only to arise again in obscenely fleshy form. All the world that lay in the power of the dark gods of Chaos groaned in an agony of change whilst gibbering Daemons skittered over the infernal landscape tormenting such mortal creatures as could be prised from their hiding places.

During those days it is recorded that the demagogue, Magnus the Pious, gathered the people of the Empire and led them north against the armies of Chaos. There, together with the armies of Kislev and a valiant company of Dwarfs he defeated the Chaos forces at the Battle of Kislev Gates. One day, perhaps, we shall refight that mighty battle but for now we must put such thoughts aside until I can convince the dark powers closer to home to help me build that scale model of the city of Kislev and raise the wall-to-wall Chaos army that we all know is essential.

Our battle, the Lost Battle of Three Lords, represents just one of the many that took place during that war, as the forces of Chaos rampaged over the northern part of the Old World. So great was the peril that even old enemies were driven to make common cause. Scattered companies of Dwarfs and Men alike marched northwards to offer what aid they could. Many were never heard of again. They were swallowed by the mutant lands or else died in battle defending the mortal world from the incursion of Chaos. Others escaped to tell horrific tales of insane slaughter and, needless to say, it is upon one such fragmentary account that our battle is based.

WARMASTER

This month's Warmaster battle report is based on the events surrounding the Great War against Chaos. With the coming of Chaos, a small army from the Empire joins forces with a contingent of Dwarfs in a struggle to survive.

FIGHTING THE BATTLE

This battle takes place between an allied force of Men of the Empire and Dwarfs, and a Chaos army led by a Greater Daemon of Nurgle. The battle is similar in format to 'The Confederacy of Sigmar' described in the Warmaster book, but differs in detail as we shall see. The battle could easily be fought using other armies should players wish to do so, although the special rules for Chaos are peculiar to that army and would have to be ignored or adapted in some fashion.

We have taken 2,000 points of Chaos troops to oppose 1,000 each of Empire and Dwarfs over a six foot table. The size of the battle could easily be increased or decreased as required so long as the points remain equal on either side.

The attacking Chaos army has a single General and is represented by one player. The defending Empire and Dwarf forces are represented by two players, the Dwarf General and the Empire General. If you want to accommodate other players, it is easy to do so by allocating them roles as subordinate characters within the Chaos force or other armies. Take a look at the 'The Confederacy of Sigmar' scenario on page 88 of the Warmaster rulebook for suggestions of how to do this.

DEPLOYMENT

The Chaos army deploys first as shown on the map except for a single unit of cavalry which deploys in the position indicated, where it is assumed to be scouting ahead.

The Empire army deploys second as shown on the map except that up to two units of cavalry can deploy anywhere on the table south of the centre of the table. These advanced units are also assumed to be

DASCU.

scouting ahead.

The Dwarf army does not deploy on the table initially. Once the existing forces have engaged (see below) the Dwarf player can start to move onto the table at the start of each subsequent allied turn. At the start of each allied turn D6 Dwarf units and one character are deployed in the area indicated on the map. The Dwarf player continues to deploy more units each turn until his entire army is on the battlefield. The player can decide which units to deploy first. The Dwarfs cannot deploy within 1cm of Chaos units. Once Dwarf units are deployed, they can move and fight that turn but suffer a -1 Command penalty on the turn they enter the table.

TURNS

The Chaos and Empire players each roll a D6 and the highest score takes the first turn. Once the Dwarfs appear, both Dwarf and Empire players take a single turn together. Although they take their turn at the same time, the Dwarf and Empire armies are given commands separately; the Dwarf player gives orders on behalf of the Dwarf army and the Empire player gives orders on behalf of his army. Dwarf characters cannot issue orders to Empire units or vice versa. A failed Command test from a General will halt his army but not the other.

The Dwarfs can only enter the table once the armies have engaged. As soon as any units have entered combat, the armies are considered to have engaged and the Dwarfs can begin to enter from the following allied turn.

SCENERY

To the north-east lies the abandoned village of Lacwitz, now ruined and burning, which is considered impassable except to infantry. Infantry can also take up defended positions within the village if they wish. Surrounding the Empire deployment zone are three woods.

To represent the chaotic flux, the land occupied by Chaos is subject to weird mutations and we have created a mutant wood of daemonic trees to represent this. This feature is a wood in all respects except that it is completely impassable to either Dwarf or Empire units. It can be moved through by Chaos infantry but is impassable to cavalry, etc, like a normal wood. The Chaos player can reposition the wood at the start of each Chaos turn. He can place it anywhere north of Lord Gutspew Nurgle but not within 1cm of enemy units.

LORD GUTSPEW NURGLE

The Chaos army's General is no mere mortal slave but a mighty Daemon – a Greater Daemon of Nurgle or 'Great Unclean One' called Lord Gutspew Nurgle. Now, as we know, the Warmaster range doesn't include such a thing, but fear not... we have a cunning plan. Such monstrosities as Greater Daemons are not bound by physical constraints as are mere mortals. They are as big as they are powerful, as vast as their ambition and energy can make them. The Warhammer scale Greater Daemon is as large a model as it is practical to make, but by no means too large to represent a Warmaster scale Greater Daemon at the height of its power!

Lord Gutspew Nurgle has the stat line shown opposite. All the usual rules for Generals apply except that no magic items can be carried. His large base size gives him a slight advantage but not an unfitting one, so we won't worry too much about that.

Gutspew Nurgle can spew a stream of maggots as a special shooting attack. This nauseating attack can only be used if he joins a unit and has a range of 20cm. It can be directed towards one target as normal and has 3 attacks worked out in the usual way.

Gutspew Nurgle is large and terrifying. A Chaos unit that has been joined by Gutspew Nurgle causes *terror* in its enemies.

VICTORY

No bonus victory points are allocated for this battle. Work out victory as normal once one side has withdrawn or once you have completed the predetermined or agreed number of turns as usual.



6 feet / 180 cm

-VARANA STREAM

CHAOS ASCENDANT



Aaargh! A battle report! Cause enough for blind panic! But when you have to play against one of the game's developers (and one of your bosses) it sounds more like cause for hysteria and possibly cowering in a small hole until after the deadline has passed.

Still, never one to pass up a challenge, I sat down with some aspirin and a copy of the

Warmaster rulebook to come up with a plan. Looking at the Chaos army list I immediately saw that there are some hideously powerful but hideously expensive units available to a budding Chaos Lord. I wanted to include most of these in my army but also wanted to have the weight of numbers to sustain casualties from shooting or combat as well. The solution began to form in my mind. If I took an army consisting chiefly of Chaos Marauders and Marauder Horsemen along with their packs of Chaos Hounds, I could add Chaos Warriors, Knights, Trolls and other monsters as the elite element of my Marauder army. A total of 480 points bought me four units of Marauders, two units of Marauder Horsemen and two units of Chaos Hounds; two brigades of troops for very little outlay. To bulk out my infantry I purchased two units of Chaos Warriors, a unit of Trolls, Dragon Ogres and a Chaos Spawn. Adding up to 770 points, these are some of the most ferocious combat troops in the game and should cause a gratifying amount of carnage. My final troops purchase was a unit of Chaos Knights and a unit of Harpies. I really wanted another unit of Chaos Knights but at 200 points a go I couldn't justify it.

Lastly came my characters. I knew I needed lots of them, (I found that out in my first game of Warmaster!) and decided to take two Heroes and a Wizard in addition to Gutspew Nurgle. Having four characters gave me roughly one per brigade.

My not so cunning plan was fairly simple. I would smash the forces of the Empire, ignoring the Dwarfs until the Empire troops were disposed of, then turn my lines to charge the bearded ones and hopefully win the day!

LORD GUTSPEW NURGLE'S DISEASED

TROOP	13Pe	Attack	Hills	Armour	Command	Unit stre	Minimuz	Points
Lord Gutspew Nurgle	General	+6		the g ive to	9	1	1	225
Agamon Bane	Hero	+1	-	-	8	1	-/1 .	80
Damodred Blackheart	Hero	+1	민물의	13 -	8	1	-/1	80
Malus Dire	Wizard	+0	-	-	8	1	-/1	90
Chaos Knights (1)	Cavalry	4	4	4+	080. <u>2</u> 44 (0.54),	3	-/4	200
	Sword of D	estruction - e	nemy mu	st re-roll or	ne successful	armour sa	ve each round	+10
Marauder Horsemen (2)	Cavalry	3	3	5+		3	-/4	180
Chaos Warriors (2)	Infantry	4	4	4+		3	1/-	300
Marauders (4)	Infantry	3	3	5+		3	1/	240
Trolls (1)	Infantry	5	3	5+	195 <u>8</u> 2 검토일	3	-/3	110
Chaos Hounds (2)	Cavalry	3	3	0		3	-/2	60
Chaos Spawn (1)	Monster	3/3	4	3+	11 (1)	1 1	-/2	110
Harpies (1)	Monster	2	3	6+	12	3	-/1	65
Dragon Ogres (1)	Monster	6	4 1	5+		3	-/1	250
			1				TOTAL	2,000



THE DWARFS MARCH NORTH



Hmm... you don't get many Dwarfs for your money do you? The problem any Dwarf General has when picking a 1,000 points army is that his minimum units and characters amount to almost 400 points. Actually, it's not such a problem, as the Dwarf General has an awesome Command value of 10, and bolsters any unit he accompanies. The minimum two units of Warriors

Jun Daner

were first on my list anyway as Dwarf Warriors are among the best infantry units available in Warmaster.

My next choice was a couple of units of Troll Slayers. I had a feeling this was going to be a very bloody battle, so their ability to steam into the heart of the enemy army and cause havoc, then give you victory points when they are

eventually overwhelmed should come in handy. They are very vulnerable to being knocked about by shooting attacks, but against Chaos this isn't likely to be a problem. I had a dilemma about whether to include Rangers or Handgunners, but in the end decided to plump for the Handgunners. Their armour-piercing shot should be more effective against heavily armoured Chaos Warriors.

That just left enough points for a unit of cannons and a Flame Cannon (essential, no argument!), and a Runesmith to ward against all that scary Chaos magic. This left an awkward 55 points, so I went for a *Banner of Shielding* for the Warriors unit I intended to put my General with, and a *Sword of Fate* for Arzend, to give him a bit more clout in combat.

My basic tactics would be defensive (Dwarfs defensive? Surely not!), but my deployment zone didn't look like it was a very good position to defend. The woods on the Empire right flank looked like a good bet (unless of course the Empire General also had designs on them). Depending on the Chaos General's first few moves, my ideal position would be the ruins of Lacwitz. If I could get my compact force into those ruins, I felt confident I could hold off the whole Chaos army on my own.



LORD ALTHINN ARZEND'S COMPANY

TROOP	Type	Attack	Hits	Armous	Commu	Unit St.	Minimu	Point
Lord Altbinn Arzend	General	+2	1993. <u>–</u> 399.		10	1	1	155
	Sword of I	ate - +1 At	tack on first	combat				+5
Skaggi Grimbeard	Hero	+1		1	8	1	-/1	90
Warriors (2)	Infantry	3	4+/3+		7	3	2/-	220
	1 Banner o	of Shielding	– +1 to arm	our	a film affine a	- w. Maree Prom		+50
Handgunners (2)	Infantry	3/1	4	6+		3	-/	180
Troll Slayers (2)	Infantry	5.00	4	0	4	3	-/2	160
Flame Cannon (1)	Artillery	1/2D6	2	6+	-	1	-/1	50
Cannon (1)	Artillery	1/2	2	6+	000¥00555	2	-/1	90
						ALL SECTOR	TOTAL	1,000



THE EMPIRE AT BAY



"And who is going to play the Empire?" was my first question to Fat Bloke. It was obvious that if the Dwarfs failed to turn up early in the game the Empire army would have to face a Chaos horde double its size!

"Me?!"

I gulped at the revelation and asked again "And who are the other players?"

A capable general like Jim commanding the Dwarfs was certainly good news, but the choice of the Chaos player was frightening. I know Rich Baker from Warhammer and Battlefleet Gothic battlefields and I had developed a healthy respect for his skills.

The challenge was serious and I love challenges! I immediately started tinkering with the army list, considering the scenario special conditions. In my opinion, the most important point for the allied players is for the Empire to engage the Chaos army as soon as possible, to bring in the Dwarfs immediately. Achieving this in the very first turn would be great, but the Empire would probably need to sacrifice its scouting cavalry units.

Pistoliers! That was my choice for the sacrificial unit, because they are slightly cheaper than the Knights are and certainly fit better in the role of vanguard.

After the mandatory choices of Halberdiers and Crossbowmen I bought the Orb of Majesty for my General. The idea was to push my Pistoliers forward immediately with the first order (not too difficult, just a -1 on my Command for the distance) and then use the Orb to make sure they charged the enemy's scouting cavalry with the second order.

I then picked a Hero on a Griffon, so that I could cancel the terror caused by the enemy General and other Chaos monstrosities. After that I bought a Wizard and all the artillery I could afford, because it is definitely better to shoot Dragon Ogres and Chaos Knights while they are still far away. If you allow them to get to your lines, they will most probably mince your troops with ease. The last points were spent on a unit of Knights, because I wanted at least one unit with a fighting chance against Chaos, ready to counter-charge the enemy where needed.

The plan was quite straightforward. I would occupy the good defensive position of the woods with my infantry and deploy the artillery next to them for mutual support. The Knights would wait at the back until they got a good charging opportunity and the Pistoliers would sacrifice themselves to summon the Dwarfs, trying to cause as much damage and disruption as possible in the process. Then I would only have to hold my ground, open fire with everything I had to slow down the immense Chaos horde and pray for my short-legged allies to make it in time!

May Sigmar be with us!

LORD HESSELRIGG'S REGIMENT

TROOP	Dipe	Attock	Hills	brmour	Common	Unit stre	Minimas	Point
Lord Hesselrigg	General	+2(+3)	- 14 A	ania (n	9	1	1	125
	Orb of Ma	ajesty – may disre	gard a sin	gle failed Co	ommand test	once	승규가 다 다.	+30
Kapitan Gotrich	Hero	+1	-	5. 1944	8	1	-/2	80
	Griffon, S	word of Fate - +	1 attack o	n first comb	at			80 +85
Goethe Knopf	Wizard	0	in 🕂 🗇 h	A A OL	7	1 1 1	-/1	45
Halberdiers (2)	Infantry	3	3	6+	*	3	2/-	90
Crossbowmen (2)	Infantry	3/1	3	0	10-41.2.3	3	2/-	110
Knights (1)	Cavalry	3	3	4+		3	-/-	110
Pistoliers (2)	Cavalry	3/1	3	5+		3	-/4	190
Helblaster (1)	Artillery	1/6-3-1	2	0	177.1	1	-/1	50
Cannon (1)	Artillery	1/2+bounce	2	0	243.4.5	2 na -	-/1	85
							TOTAL	1,000



THE DEPLOYMENT

SET UP

According to the scenario, the massive Chaos force had to set up first. Rich's deployment zone was in the northwest of the battlefield, opposite the ruins of the village of Lacwitz. He decided to arrange his army into three main brigades.

Brigades allow a character to command up to four units at a time with a single order. The fewer orders a commander has to give, the smaller the chance of a failed Command roll and the more manoeuvrable and mobile an army will be. Initial deployment is therefore of vital tactical importance in Warmaster.

Rich deployed his single unit of Chaos Knights ahead of his main force to act as the scouting party.

The Empire had a problem. Their allies, the Dwarfs, would not arrive to reinforce them till later in the game, so Hesselrigg's brave soldiers faced a Chaos force twice their size. The rules for the scenario stated that the Dwarfs could only be deployed after a round of close combat had been fought between an Empire and a Chaos unit. Alessio knew he had to engage the enemy as soon as possible to get his Dwarf allies into the game and so he chose to deploy two units of Pistoliers as his scouting party. He planned to rush suicidally into combat in order to hasten the Dwarfs' arrival.

The rest of his force, he placed near the relative safety of the woods to the south of the battlefield. With the deployment finished the only thing left to do was to agree on the details of the terrain and the game could begin.

TERRAIN

It is always best if every player knows exactly how terrain on the table is going to affect their units before they start. For this game, it was decided that the ruins would count as dense terrain, just like the woods, except that flyers would be able to land there.

The woods followed the normal rules for dense terrain, that is, cavalry and flyers couldn't move into them, and any infantry inside would count as being behind a defended obstacle if attacked in close combat. Stands could only see out of the wood to fire, or be seen themselves, if they were within 1cm of the wood's edge

We also decided on certain terrain features that weren't required by the scenario but happened to be featured on the modular boards we were using. These were the hills (the pale areas on the maps) and the small swamp in the middle of the table, which was going to count as impassable terrain.

VICTORY CONDITIONS

The game would be won once one side had achieved the destruction of over half the enemy's units or the enemy's General. If neither of these requirements were met, victory would go to the side with the most Victory points at the end of turn six.

A question arose over the allied force. Would one of the armies have to retreat if one player lost over half his units or his General was slain? It was decided that the presence of their allies bolstered both the Empire and Dwarf troops, so the units of both armies would be taken into account when working out when the allies had to withdraw from battle. However, if one of their Generals was slain, Jim and Alessio could only claim a draw, even if they scored more Victory points than Rich. To win, both Lord Hesselrigg and Lord Arzend had to survive the battle.





CHAOS TURN 1

Rich won the dice roll to see who went first. He began by placing the Chaos wood between the Chaos army and the ruins of the village.

With an evil cackle Rich surveyed his troops. He began by declaring that Agamon Bane would order the Marauder cavalry and Chaos Hound brigade forwards. It is always a good idea to begin ordering with Heroes first rather than the General as, although the General has the highest Leadership, were he to fail, no further commands could be given.

The brigade swiftly advanced towards the distant enemy, but a second attempt to order them failed. Rich's other Hero, Damodred Blackheart, with two successful orders, directed the brigade on the right flank with the Marauders, Chaos Warriors and Dragon Ogres over the crest of the hill in front of them and down onto the other side. The Spawn followed, slithering behind them. No doubt emboldened by his success, Damodred once again attempted to order the unit forward. However there was now a -3 Command penalty and Rich had to roll 5 or less. His face fell as he rolled a double 6. Damodred had blundered! Everyone held their breath as Rich rolled on the Blunder table. A 5, - 'No sense in getting killed sir!'. Evidently aware that they were getting too far away from the safety of the main army, the brigade decided to advance more cautiously, only moving at half pace. Alessio and Jim could scarcely conceal their disappointment. The Chaos Wizard, Malus Dire, urged the Harpies to support the brigade but his Command roll failed and the winged fiends stayed where they were.

Now it was the turn of the hideous Gutspew Nurgle to command his troops, and it couldn't be imagined why anybody would wish to disobey that thing! The Greater Daemon ordered the brigade of infantry and Trolls on the left to move behind the leading brigade – two orders. Both times, exactly what was needed for the command to be successful was rolled after the penalty for the Trolls and for the second order was included.

Rich decided not to press his luck with that unit, if he failed he would not be able to move the Chaos Knights who remained to be given an order. This unit was moved in front of the leading brigade. Rich's entire army hugged the western table edge, planning to be as far as possible from the Dwarfs when they eventually arrived.

Lord Gutspew Nurgle moved to the top of the second hill, in front of his army. There was no way that he would skulk at the rear of his troops as Lord Hesselrigg of the Empire seemed to be doing. Despite the model of Gutspew Nurgle being so massive, as a General he was quite safe and could not be targeted by shooting or charged in combat unless he actually joined one of his units. Conversely, he could not harm any opposing units unless he joined a unit. We reasoned that this was because, as a Daemon, Gutspew gained power from the presence of his troops, their life essence feeding the strength of his form in the world of matter.





EMPIRE TURN 1

Unperturbed by the steady Chaos advance, Alessio now implemented his orders. Under the command of Herr Kapitan Gotrich, wheeling above them on his Griffon, the Empire infantry unit accompanied by the Helblaster took position within the woods while the Knights protected the vulnerable flank of the Helblaster. The Kapitan next ordered the rear brigade of infantry and Great Cannon to move into the woods on the right. He gave another two orders, each harder to accomplish than the last, to bring the Great Cannon to line up alongside the Knights.

Most of Alessio's army was now in a well-defended position. Should the Chaos hordes attack the units in the wood, not only would they be harried by shots from the Crossbowmen, Great Cannon and Helblaster, but they would also need to roll 5+ to hit them as they counted as being defended.

Only the brigade of Pistoliers required orders now. Lord Hesselrig attempted to convey his wishes for them to gallop bravely towards the Chaos army. Alessio needed them to get into combat this turn so that Jim could start bringing on his Dwarfs next turn. The Pistoliers were more than 20cm away from their General. An 8 was therefore needed. Alessio took up the dice, prayed to Sigmar... and rolled a 9. "Hmm, our clever plan hasn't worked."

"Nooooooo!!!" a cry of anguish escaped Jim. Calmly, Alessio revealed that Lord Hesselrigg possessed an *Orb of Majesty*. He used the power of this potent magical item to turn utter failure into success. The Pistoliers could be moved right in front of the main body of the Chaos horde. However, they still had to get in combat. The nearest enemy unit was the Chaos Knights. Charging them would be suicidal for the Pistoliers, but it had to be done.

Again, Alessio clutched the dice. He needed a 7 or less now, as this was the brigade's second order. A 5 – success! Normally a brigade must move as one, however units always charge separately. Thus, Alessio was able to give the order for one unit of Pistoliers to charge the Chaos Knights ("In Sigmar's name, attack!"), and the other unit he cunningly moved towards Lord Gutspew himself. This was because a General, Hero or Wizard moved through by an enemy unit on the battlefield must retreat to a friendly unit within 30cm or be captured or destroyed. Lord Gutspew was within 30cm of the Chaos Knights, so had to join them (had they not been there, he would have been destroyed by the Pistoliers!).

However, now a new set of problems emerged for Rich. There was always the chance that, if fate favoured Alessio (as it has an alarming tendency of doing), and his Pistoliers somehow managed to destroy the Chaos Knights, then Gutspew would be destroyed with them (a character is always destroyed if the unit he has joined is destroyed). The game would be won by the Empire in the first turn!!!

To give an extra chance of beating the Chaos Knights, Hesselrigg tried to inspire the Pistoliers to chase Gutspew and charge the Knights in the flank, but they proved to be too far away.

There was no shooting as the Great Cannons were out of range, but Goethe Knopf could cast a spell. Alessio cast *Voice of Command* on the Pistoliers who had failed to reach combat. He rolled a 6, above the spell's casting cost of 5+, and the Pistoliers could now be moved as though they had received an order.

Combat was met between the two units of heroic (or should that be foolhardy) young Pistoliers and the battle-



hardened Chaos Knights. Combat was simultaneous, but we decided to resolve the underdogs' attacks first.

There were two units of Pistoliers in combat, with five stands in contact with the Chaos Knights, each with 3 Attacks. Each stand gained +1 Attack for charging across open ground, but were terrified by the presence of the heaving hulk of diseased flesh that was Gutspew (-1 Attack), which cancelled out that bonus. Alessio therefore rolled 15 Attack dice. He scored seven hits, only two of which managed to get past the Chaos Knights' high Armour save.

Rich smugly picked up the dice to make his attacks back. Each of the Chaos Knight stands had 4 Attacks, two were in contact with the Pistoliers, so Rich had 8 Attacks. One of the stands was attacked in the flank, a disadvantage which reduced his Attacks by 1, but the presence of Lord Gutspew increased his Attacks to a grand total of 13, almost as many as the Pistoliers, who outnumbered them two to one. Rich scored six hits, three of which were saved by the Pistoliers. But the Chaos Knights possessed the magical *Sword of Destruction*, which meant that one of the Armour saves was re-rolled. The Pistoliers suffered four hits in the end.

Each stand could only take three hits, so one Pistolier stand was destroyed by the Chaos Knights' ferocious attack. The Pistoliers lost by two points and were pushed back 2cm away from the Chaos Knights, who then pursued. Another round of combat was fought immediately. In Warmaster, combat continues between units until the winner of a combat round decides to fall back or stand his ground, or until the combat is drawn.

This time, each Pistolier stand had only 2 Attacks due to Gutspew's terrifying presence. Out of ten dice, Alessio scored three hits which penetrated the Chaos Knights' armour. In retaliation, the Knights rolled sixteen dice, scoring seven penetrating hits, the *Sword of Destruction* again responsible for one of the hits, wiping out two stands of Pistoliers. The Empire troops were pushed back 4cm, one unit disengaging from combat in the process.

The Chaos Knights and their daemonic master pursued the single stand from the other Pistolier unit. Alessio hoped that one more attack from the Pistoliers would destroy another Chaos Knight stand, but it was not to be. Instead, the Chaos Knights smashed through the remaining horsemen, Rich rolled a hideous amount of dice and the last stand was removed from play.

Now, with all combat over, the Chaos General and his Knights reformed to face the surviving Pistolier unit.

CHAOS TURN 2

First, the Chaos wood was moved behind the swamp. Rich couldn't move it as far as he wanted to as his General had been forced to retreat by the Pistoliers.

Before any orders were given, Rich decided to take advantage of troops who could use their Initiative to charge. The Chaos Knights, as well as the Dragon Ogres and the gibbering Chaos Spawn were within 20cm of the Pistoliers so could charge them without having to receive an order. It was a valiant but hopeless last stand for the Pistoliers as they were charged by all three of Rich's most powerful units simultaneously.

Next, Agamon Bane ordered the brigade of Chaos Hounds and Marauder Horsemen to gallop so that they were next to the Chaos wood. He barked further orders at the Hounds and they sped past the swamp towards the main Empire army. Their baying and howling must have sounded terrible to the defenders. The Marauder Horsemen were then moved behind the giant mutated dogs.

The Wizard again screeched orders at the Harpies, which this time took heed and flew behind the Marauder Horsemen. Their move of 100cm meant that it mattered little that they had not moved in the last turn. They had now rejoined the main body of the Chaos army.

Damodred Blackheart ordered the leading brigade of Marauders and Chaos Warriors forward, but he failed to order one of the Marauder units to split from the main group and march forward a second time.

Gutspew Nurgle roared at the brigade in the rear to march forwards. Rich rolled a 9, unfortunately scoring one more than he needed to control the troublesome Trolls, who remained where they stood picking their noses and disrupting the entire brigade.

The Chaos Heroes were moved so they were in range to command their forces next turn. Malus Dire

was transported in front of the leading infantry brigade, and Gutspew Nurgle was placed to the right of the brigade. Malus Dire then attempted to cast *Rage of Chaos* on the Chaos Knights, but Rich failed to roll the high score needed for the Wizard to master the spell.

The Pistoliers stood their ground and shot at the Chaos Knights as they charged in. They hit once, but the Knights' armour saved them. Rich resolved the Dragon Ogres' attack first. They were monsters charging so gained +2 Attacks added to each stand's Attacks of 6. The entire unit was in combat, so the Dragon Ogres had a breathtaking total of 24 Attacks! The Pistoliers must have made a fine show of dodging the Dragon Ogres' massive axes, as only 7 hits were scored. Three were saved, so one Pistolier stand was crushed into the dirt and removed from play. The Chaos Knights, with 10 Attacks, finished off the remaining Pistolier stand. The humans fought back before they died but caused no damage whatsoever.

Rich decided to reform the Chaos Knights, Dragon Ogres and Chaos Spawn into one brigade so that the Spawn could be ordered next turn. Cackling at the mess his units had made of the Pistoliers, Rich passed the turn onto Alessio and Jim, who could now start to move the Dwarfs onto the battlefield.



EMPIRE & DWARF TURN 2

Alessio breathed a sigh of relief as Jim rolled a 6 to determine how many Dwarf units arrived on the table. He brought on a brigade of two units of Troll Slayers, and a brigade of two units of Handgunners accompanied by a Flame Cannon and a unit of Dwarf cannons, all led by Lord Althinn Arzend.

The Dwarf General ordered the Troll Slayers forward twice, so they reformed into a line in front of the brigade of Empire Handgunners and Halberdiers on the right flank of Lord Hesselrigg's army. He also commanded the Dwarf Cannons forward, and the brigade containing the Flame Cannon and the Handgunners to form a line.

Herr Kapitan Gotrich attempted to command the brigade on the right flank. They were difficult to give orders to in the first place, being in dense terrain and further than 20cm away from the Hero and his Griffon, but the incompetent aristocrat completely confused the brigade with his complex commands. Alessio had rolled a 12 - ablunder! A 1 was rolled on the Blunder table, meaning that one unit – Alessio chose the Halberdiers – suffered a permanent -1 penalty to any Command rolls.

Alessio took it very stoically. It hadn't been a vital manoeuvre he had planned. Not as important as his next order. Alessio wanted Lord Hesselrigg to order his Empire





Knights forward in an attempt to charge the Chaos Hounds who were drawing ever closer. Two dice were rolled. They spun on the table. A 5... and a 6. The General had failed to implement his orders and the Knights stayed where they were. No more orders could be given. Alessio smiled grimly, "That will be bad, I think",

Fearing an imminent attack, Alessio moved his Hero on the Griffon to join the Knights. He then tried to make Goethe Knopf cast Voice of Command on the Knights. The spell was cast and the Knights could charge the Chaos Hounds after all, though the Griffon rider could not join them as the spell did not affect Heroes. Alessio brought his Great Cannons to bear on the Chaos Marauder Horsemen who were advancing relentlessly. The unit suffered two hits with no armour save. Then Jim fired his Dwarf cannon at the other unit of Marauder Horsemen, wreaking havoc with five hits out of ten. The cannon shot bounced through the unit hitting the unit of Horsemen beyond. One stand from the Marauder brigade was utterly destroyed, and the remnants of both units were forced to retreat. They were not driven back far enough to be routed, but were pushed back into the Harpies behind them, which refused to give way, thus confusing the Marauders. This meant that they could do nothing but reform in Rich's next Command phase.

Now it was the turn of the Knights to cause havoc. Charging into the Chaos Hounds, they caused 8 hits, cutting down two stands as the Hounds had no Armour save: The Hounds could only retaliate with 2 hits, not enough to bring down a Knight stand. Losing by 6, the Chaos Hounds retreated 6cm, the Knights immediately following up. They could have chosen to retreat behind the impassable swamp for safety, but Alessio decided that this tactic was far too unchivalrous. Another round of combat began, with the Knights hacking at the mutated Hounds. Getting a +1 bonus Attack for winning and +2 Attacks for pursuing enemy over 6cm, Alessio now rolled a massive 18 dice for the Knights' Attacks! Six hits massacred one of the units of Hounds, which snapped back at their persecutors, causing only one hit. However, as hits scored in previous combat rounds count until the end of the Combat phase, this meant that the Knights had now suffered a total of three hits, so one of their stands succumbed to the Hounds' desperate attacks. As you can see, the more combats you put a unit through, the weaker it gets, representing the gradual exhaustion of the troops as they plough through enemy after enemy.

As the Hounds had lost again, they were pushed back into the Marauder Horsemen who were forced to give ground backwards into the Harpies. The Harpies were also pushed back. Alessio rolled to see if they were confused, hoping for a 6, but rolled a 2. However, a 6 was rolled for the Hounds, indicating that they were confused as they retreated. The two stands of Knights surged forwards again, smashing the remaining units of Hounds with an impressive 10 Attacks. But the Hounds refused to perish in vain. Before their demise they brought down another stand of Knights, much to Rich's glee.

Unperturbed by the fact that only a single stand of Knights remained, Alessio charged them forwards again into one of the confused units of Marauder Horsemen. A unit victorious in combat is allowed to advance once per Combat phase up to 20cm if it destroyed its enemy in the first round of combat, or 10cm if its enemy was destroyed in a subsequent round. It had taken three rounds to utterly vanquish the Chaos Hounds, and the Chaos Marauders were within 10 cm of the Knights so could be charged by them. With a final burst of energy, the Knights lanced the confused Horsemen, causing one hit. The Marauder Horsemen caused no damage, so were driven back 1cm, with the unstoppable Knights pursuing. The Knights cut down another stand in their second round of fighting with the Marauders, again suffering no damage and forcing the surviving stand to retreat. In the final round, both sides clashed but with no result. The combatants' armour saved them from harm. The combat was a draw, so both sides fell back by 3D6 cm.

A single unit of Knights had slaughtered two entire units of Chaos Hounds and most of a unit of Marauder Horsemen. Now the two surviving stands faced each other, their troops no doubt exhausted and bleeding from a hundred wounds. It was now Rich's third turn, and his chance to wipe out the bold Empire Knights.

CHAOS TURN 3

Rich moved the Chaos Wood across the swamp so it lay between the Chaos army and the Dwarf Handgunners.

Using their initiative, the Dragon Ogres and the Chaos Spawn charged the Empire Knights stand. Agamon Bane ordered the Chaos Knights to move forward facing the nearest Empire brigade in the woods. Although there was a -1 Command penalty to order the Chaos Knights because they had lost a stand, Rich successfully passed the order. He ordered them again to charge the crew of the Helblaster volley gun. Issuing blasphemous prayers to Nurgle, he rolled the dice. Rich needed a pitiful 5 or less, as it was the unit's second order, it had lost a stand and it was now within 20cm of the enemy. Chaos be praised, he rolled a 4.

Next, Agamon attempted to command the Harpies, but the intractable creatures refused to move. Rich would have succeeded had it not been for the stand of Empire Knights giving the Harpies a -1 Command penalty for their proximity. No doubt the cowardly Harpies were perturbed by the carnage the Empire Knights had wreaked.

Rich now chose Damodred Blackheart to take the mantle of command. The Chaos Hero managed to order the Chaos infantry unit with the Trolls down from the hill closer to the Empire. Urging them on again, he failed, the Trolls again disobeying their orders.

Lord Gutspew Nurgle then ordered the unit of Chaos Marauders and Chaos Warriors on the extreme right flank of the army to outflank the Empire brigade hiding in the woods. Rich scored a 9 for his Command roll. Alessio checked to see if the Chaos brigade was within 20cm of his Empire Knights. Curses! They were just out of range. The Command roll was unaffected and Gutspew's brigade moved in a column formation past the woods. Should they reach the rear of his army, Alessio would be in dire trouble. Rich ordered the brigade to move behind the Empire troops, but luck failed him and they stopped where they were.

Rich could now reorganise his confused units of Marauder Horsemen and manoeuvre his leaders. Gutspew Nurgle was moved to the right flank of the brigade to which he had just given orders, the Heroes congregated in the centre of the Chaos army, and Malus Dire moved closer to the units in the woods, evil intent, no doubt, in his warped mind. Rich successfully cast *Rage of Chaos* on the Chaos Knights attacking the Helblaster crew. He could roll one dice



The Dragon Ogres attack the isolated Knights.

for each stand in the affected unit and add the score to the unit's Attacks. However, if a double was rolled, fickle Chaos would turn the extra hits against the Chaos Knights themselves. Rich rolled 6 extra Attacks for his Knights.

But first the volley gun could stand and shoot at its attackers. The gun could fire up to six shots. Alessio rolled 1, 1, 3, 4, 5 and 6. This should have caused three hits but, as Alessio had rolled more 1s than 6s, the volley gun exploded, killing its crew and causing no damage. It seemed as though Alessio's luck had deserted him for this battle. To rub salt into his wounds, the Knights ended up in contact with the Crossbowmen who had been next to the volley gun in the wood, and the Crossbowmen all failed to cause any damage to the seemingly impregnable Chaos Knights.

Once in combat, the Chaos Knights proceeded to do what they did best – kill, maim and slaughter. Although they gained no bonus from charging, as their enemy was not in open ground, Rich could still roll 14 dice to attack. As he needed 5s to hit due to the Crossbowmen being in the woods, he only scored 3 hits. With no saves, a stand of Crossbowmen was removed. The Crossbowmen did no damage back, but the stand of Halberdiers behind them counted as support, adding +2 to the combat resolution. The Crossbowmen therefore only lost by one, so fell back 1cm into the wood. The Crossbowmen were not confused in falling back, but pushed back the Halberdiers who did become confused, after Rich rolled a 6. As cavalry cannot move into dense terrain, the Chaos Knights couldn't pursue.

Now Rich turned his attention to the fight between the Dragon Ogres and Chaos Spawn against the brave Empire Knights. He rolled 24 dice for the Dragon Ogres' Attacks. Alessio failed to save and five of the Knights were crushed to a pulp. In return, the Knights were unable to inflict any damage back on their attackers.

The Dragon Ogres unit and the Chaos Spawn decided to fall back after combat and formed into a brigade which included the Harpies and the surviving Marauder Horsemen.



EMPIRE & DWARF TURN 3

Jim was now able to bring on the rest of his army; two units of Dwarf Warriors and his Runesmith. His General, Althinn Arzend, ordered the brigade of crazed Troll Slayers to move so that the Chaos wood was on their right flank and the Empire army was on their left. He commanded the brigade of Handgunners, cannons and Flame Cannon forward so that some of the Handgunners were in the woods, needing a 9, which he scored, as some of the units in the brigade were more than 20 cm away from him.

He tried to move the Flame Cannon forward into range of the Chaos horde, but rolled a 12, which would have been a disaster had the order been given by a lesser character, but, for the General, merely meant that the Command phase came to an end.

Jim moved Althinn Arzend towards the Troll Slayers and the Runesmith between the Dwarf Warriors and the Handgunner brigade.

Alessio could now order his troops. Lord Hesselrigg gave orders to the Great Cannon unit to move to the edge of the woods so that their barrels were pointing directly at the Chaos Knights. Next, he tried to move the brigade in the woods on the right flank of his army out of the woods to



protect the right flank of the Great Cannons. This was a tricky manoeuvre. Alessio needed to score 6 or less, with penalties for the brigade being in dense terrain, for being near the unit of Chaos Knights and for the effects of the blunder on the unit of Halberdiers the turn before. Rolling a 4, his plan was implemented with success.

The Griffon rider, Herr Kapitan Gotrich, flew to join the brigade on the right and Goethe Knopf, the Wizard, moved so that he was closer to the repugnant form of Gutspew Nurgle. The confused Halberdiers reformed in the woods, safe from the Chaos Knights.

Now the Dwarf Handgunners took aim and fired at the Chaos Knights, but with abysmal shooting, only one hit was scored. Jim's Dwarf cannons fired too. The cannonball flew through the air, smashed through the Chaos Knights' ranks, destroying one of the stands, but bounced and hit the Dwarfs' allies, the Empire Crossbowmen in the woods. "Oops!" apologised Jim. The Crossbowmen luckily didn't suffer enough hits from the stray cannonball to be destroyed but

were pushed back by the explosion and became understandably bewildered as Rich rolled a 6 for their Confusion test. Alessio, resisting the temptation to return fire on the Dwarfs, scored two hits against the Chaos Knights. The entire unit was pulverised by cannon fire, having sustained a total of eight hits.

Goethe Knopf failed to cast *Ball of Flame* at the Chaos Warrior unit which was creeping round behind the Empire force. So with that, it was Rich's turn again.



Jim and Alessio watch anxiously as the forces of Chaos begin to outflank them.

CHAOS TURN 4

The Chaos wood was moved again towards the Dwarf Handgunners to block their line of sight.

Now Rich had a cunning plan. He ordered the Harpies using Damodred Blackheart, so that they flew over the heads of the Troll Slayers and landed behind them. Rich hoped to charge the unit of Marauder Horsemen, Dragon Ogres and Spawn into the Troll Slayers. There was a good chance that, though the Troll Slayers would cause horrendous casualties, Rich's brigade would just win through and push the Dwarfs back into the Harpies, annihilating them.



Slayers, but in plain sight of the Dwarf Handgunners.

Rich rolled to implement the order. To cheers from Jim and Alessio he rolled a 10. Damodred had failed! At the crucial point in the battle, Rich's consistent good luck in rolling for orders had suddenly and cruelly come to an end. No doubt Gutspew would deal horribly with his miserable minion when the battle was over.

Agamon Bane tried to move the brigade with the Trolls but again failed to give any orders. It was now up to Lord Gutspew himself to command the rest of the army. He moved the leading brigade of infantry behind the Halberdiers and Crossbowmen in the wood, completing his outflanking manoeuvre, to the words of "Impending doom!" from Alessio. However, Alessio's units were more than 1cm into the woods, so couldn't be seen by the Chaos units. Rich had to move them at least twice more in order to get them into combat. Rich rolled low enough to move his brigade again so they could now see the Empire troops. This time he needed a 4 or less to charge the



Marauders into the flank of the Crossbowmen and the Chaos Warriors into the rear of the Halberdiers. No chance. Rich failed to give the order, and Alessio's soldiers had one more turn of grace before their destruction.

Rich could do nothing more except move Gutspew Nurgle behind his outflanking force and his Heroes to the centre of his main army.

His Wizard failed to cast *Curse of Chaos* on the Troll Slayers and there was no combat, so Rich's turn was over.

EMPIRE & DWARF TURN 4

The Troll Slayers were now in initiative range of both the Dragon Ogres and the Chaos Marauders menacing the Empire troops in the wood. Being Troll Slayers they had to charge using their initiative. They wanted to charge the Dragon Ogres, whom they would have

massacred, being extremely adept at slaving monsters, but had to charge the nearest enemy which were the Chaos Marauders. Still, Jim expected a bloodbath, so was quite happy to move them into the front and flanks of the Chaotic troops.

Jim's Runesmith successfully commanded the Dwarf Warriors to move round the Chaos



wood towards the rear of the Chaos army, but failed to order them a second time. Confident that his General would order his Cannons to move into a better position, he rolled... another 12. Jim's comments on this turn of events were, to put it politely, unprintable, but understandably so, considering he had rolled double 6 twice in a row for Arzend's Command roll. Obviously the Dwarf General must have been suffering from the ill effects of the barrels of Bugmans XXXXXX he had drunk at the pre-battle victory feast the night before.

Jim moved the Runesmith behind the Handgunners and, though he was tempted to place Arzend right in front of the Dragon Ogres so that he would be captured and deservedly eaten, instead placed him in a more tactically sensible position between the Handgunners and the Dwarf Warriors.

Alessio decided to use the initiative of the Crossbowmen and Halberdiers in the open to evade from the Harpies. As the Harpies were within 20cm of them, they could make an evade move directly away without having to take any orders. They retreated so that they were parallel to the Dwarf Handgunner lines.

The Crossbowmen in the wood were confused, so couldn't be given any orders. The Halberdiers couldn't evade from the Chaos Warriors as they were behind them and a unit can only evade from a visible enemy. Lord Hesselrigg desperately tried to order them away from danger, but failed, leaving them to their demise. All Alessio's Heroes fell back behind the retreating brigade, to the scorn of the Chaos commander.

Goethe Knopf again failed to cast his *Ball of Flame* spell. Alessio fired his Great Cannons at the Chaos Warriors destroying one stand and causing another hit. His Crossbowmen peppered the unit with shots, but the Chaos Warriors' armour saved them. The Chaos Warriors had to fall back the number of cm equal to the roll of 5 dice, as they had been hit six times in total that turn. If Rich rolled more than their Movement rate of 20cm then the Chaos Warriors' retreat would turn into a rout and the entire unit would have to be removed. The dice came up with a score of 19. Rich had just saved his Chaos Warriors from humiliation. However, a 6 was rolled, so they were confused during their retreat. The Empire artillery and missile fire had saved their comrades in the woods. Now it was the Chaos commander's turn to curse.

Jim fired his cannons and the Handgunners at the Harpies who had landed right in front of them. When the smoke cleared, there was only one Harpy stand left. The Flame Cannon should have finished off this remaining stand, but was disappointingly ineffective. Normally, you roll 2D6 to see how many Attacks the Flame Cannon has, and Jim rolled 8, but only 3 of these Attacks actually hit the Harpies. At least Jim hadn't rolled a double, or the Flame Cannon would have misfired!

The Harpies were pushed back a massive 25cm and were utterly confused. As they were flyers their movement was 100cm, so they were not routed (had they been infantry they would have been removed from play).

With the threat of the Harpies so effectively extinguished, the Troll Slayers smashed into the Chaos Marauders. They caused 6 hits, but the Marauders braced themselves for the impact. Rich saved every single hit on the Marauders' Armour save of 5! The Troll Slayers had not even scratched them. Rich scored 1 hit, enough to win the combat. The Troll Slayers unthinkably fell back 1cm while Jim hid under the table in shame. These must have been the worst Troll Slayers in the entire world. A bad Troll Slayer is one who can't get himself killed. These could neither get themselves or the enemy killed!





minions by combined Dwarf and Empire missile fire.

CHAOS TURN 5

Rich gave the brigade with the Trolls orders from Damodred Blackheart to move forward and take the second hill. Leaving the ignorant Trolls behind, he gave a second command to the Chaos Warriors and Marauders to move towards the Troll Slayers. They were now within range to charge the Troll Slayers in the flank. Rich needed a 5 or less to succeed. Would his luck hold out? He rolled a 7 and the advance came to a halt. Not only that, but the brigade of Dragon Ogres, Spawn and Marauder Horsemen disobeyed their orders to attack the Dwarfs a second time as Agamon Bane failed his Command roll.

Gutspew Nurgle moved his Marauders in the woods away from the Troll Slayers they had just fought off, to outflank the Empire Great Cannon unit. It was essential that they charged the unit, otherwise they would be sitting ducks. If Rich could get his Marauders to defeat the weak Great

Cannons, his brigade of Marauders could plough through the flanks of Alessio's entire army and win the battle. But he failed to successfully command them and they remained where they were, every crossbow and cannon barrel in the entire Empire army aimed towards them.

Rich had two last chances to wreak havoc among the Empire troops. He joined Gutspew Nurgle with the Marauders so that the Daemon could utilise his special maggot vomit attack. A stream of glistening larvae poured from Gutspew's maw over the Great Cannon unit, but only 1 hit was scored. The Great Cannons were pushed back, but not by enough to reach the rest of the Empire lines and cause the confusion which Rich was hoping for.

Rich's last chance was Malus Dire, his Wizard. He cast *Curse of Chaos* on the Great Cannons and rolled a 6 - asuccessful cast! The Great Cannons would suffer another 3 Attacks, enough to push them into their friends and disorganise Alessio's entire battle formation. But Rich had not counted on the Empire's Dwarf allies. The special ability of the Runesmith is that he can cancel a spell on a 4+. Jim rolled a 6. The spell fizzled. The Great Cannons were safe. Rich gulped, "I hate Runesmiths."

EMPIRE & DWARFS TURN 5

With the Marauders, accompanied by their vile General, having broken into the midst of his army, Alessio evaded his Halberdiers, Great Cannons and Crossbowmen, carefully positioning them so that they targeted the unit Gutspew Nurgle was with.

Lord Hesselrigg ordered the Halberdiers in the woods to turn to face the Chaos Warriors and moved the Crossbowmen away to safety. Against all odds, these troops had escaped destruction! Lord Hesselrigg put himself in a safe position behind his Great Cannons. His Captain on the Griffon joined the Crossbowmen who had evaded and Alessio positioned his Wizard alongside the Dwarf Handgunners. Jim's General gave orders to the Flame Cannon and Handgunners, moving

them into position to fire at the Marauders, while the Troll Slayers used their initiative to enter into combat to finish off the Harpies.

Rubbing his hands together, Alessio started the shooting phase. His crossbows caused one hit on the Chaos Marauders. Again, Goethe Knopf failed to cast his *Ball of Flame*. The Great Cannons scored two hits. Jim started to roll for his troops now, firing at the same target. The Handgunners only scored a single hit, and the Flame Cannon caused a further three hits. Gutspew Nurgle's unit was down to its last stand, with two hits left. It was all up to Jim's cannons to finish the Marauders off. He rolled four dice for his artillery. Somewhere among the 1s and 2s Jim picked out a score of a 4 and... a 6! The Marauders had only just been wiped out. The rules state that if a unit accompanied by a character is wiped out, then the character is destroyed too!



Nurgle Gutspew, battered by cannon shot, flamed, and pitted with hundreds of crossbows, was hurled back to the chaotic netherworld he had emerged from. With their General vanquished, the entire Chaos horde panicked and fled back north, the battlefield echoing with the cheers of the victorious Dwarfs and Empire troops, the Troll Slayers desperately running after the fleeing enemy, calling them to come back and fight.

Rich had slain a total of 350 points of Empire troops. He had killed not a single Dwarf, but Jim's Troll Slayers scored him a further 160 Victory points, as the Dwarf's opponent gains points for every Troll Slayer unit that survives (it being a grave dishonour for Troll Slayers to survive a battle).

Between them, Jim and Alessio scored a grand total of 555 Victory points. In the end, it was a close victory. Had the game continued for another turn, and had Gutspew Nurgle not been destroyed, Rich may well have secured victory. But there is no point pondering over what might have been. So PRAISE SIGMAR! The threat of Chaos has once more been purged from the lands of the Empire.



Jim and Alessio position all of their missile troops to gain line of sight to Gutspew Nurgle.



THE TROLL SLAYERS THAT WOULDN'T DIE

In Warmaster, as in war, there are many axioms a General can follow. "Have a plan and stick to it" is a good one, as is "If the enemy General stands in front of your cannons, it is considered rude not to drill him an extra nostril." Alessio

and I did stick to our basic plan of adopting a defensive position and using a few units to slow down the Chaos horde, but in the end it was Rich slightly overstretching his luck which won us the game. A Chaos army on the march is a terrifying thing, and we knew that our only hope lay in breaking the horde up into pieces, which we could deal with separately. This was partly achieved with artillery, and partly by the noble sacrifice of Alessio's cavalry. The Pistoliers and Knights destroyed some enemy units, but more importantly they slowed the horde down, and stopped it attacking en masse.

I did try to support Alessio with my Troll Slayers who, despite a few false starts, trundled across the battlefield and into the Chaos army. They eventually got their chance for a heroic death when they charged the Chaos Marauders on the edge of the wood, but out of six hits, Richard managed to make every single saving throw. Aaargh! Not surprisingly, the Marauders chose not to follow up, and at the end of the battle the Slayers were left cursing the cruel fates which had spared them a warrior's demise. In fact, by being alive, they nearly gave the Chaos General enough Victory points for a draw.

Rich's gambit to outflank the Empire line, protected as it was by the woods, turned out to be just a bit too ambitious. In retrospect he would probably have done better to be more direct with the brigade that attempted to outflank, and risk attacking at a disadvantage, as the Chaos Warriors could probably have carried the battle regardless. Every turn that the Chaos army delayed gave us a chance to thin them out with our artillery.

I wish there was some brilliant or fiendish piece of strategy on my part I could point to, but in the end it was a mix of Rich's frustration and our opportunism that gave us the result. The Runesmith did the job he was there for, and dispelled the spell that could have destroyed the Empire cannon. Then the Dwarfs and Empire performed an excellent piece of manoeuvring under pressure, to bring maximum firepower onto the unit to which the Chaos General was attached. It's very rare in Warmaster that shooting can actually destroy a whole unit, because it's usually very difficult to bring more than a couple of units to bear on a single target. When it happened it was almost an anti-climax: we'd steeled ourselves for the horde to hit but we never faced their full assault. In the event, the Chaos General was destroyed, and his black-hearted minions retreated from the field of battle.

Still, it was a really exciting end to the battle, and I think it showed up the relative strengths and weaknesses of the armies. The Chaos horde was truly terrifying and minced almost anything it got its hands (or claws, or tentacles) on, but it was very difficult to control in a coordinated manner, and vulnerable to being broken up by artillery. The allies didn't have anything that could compete one on one with the toughest parts of the Chaos army, but they proved that a balanced force with a good plan can hold its own against almost anything.





PRAISE TO SIGMAR

That was close! I really thought that my forces were going to be wiped out before the Dwarfs could do much about it. Luckily I managed to engage the Chaos forces immediately and Jim proved to be a good player by rolling that 6 on the number of units he could bring in on turn two! Rich played the Chaos army

well, going for a quick advance on the Empire while using the 'moving wood' to his advantage to cut out the Dwarfs' line of sight on his left flank. On the other hand, I was surprised by the behaviour of his Harpies. I think he wanted to use them to cut the retreat path of Jim's Slayers, an effective tactic to destroy tough enemies (if you win the fight, even by one, the enemy cannot retreat and is killed on the spot!). Against our troops, it was probably a bit of an overkill, since the Chaos regiments tend to have the edge at close quarters anyway. A better use of his flyers could have been to engage and destroy our cannons that caused so much mayhem among his army and eventually won us the game. Harpies (and Carrion, Eagles, etc.) are excellent gun killers.

I think that my worst mistake was to use two units of Pistoliers for the sacrificial attack, when I could have used only one and kept the second back to support the Knights. Another oversight that I won't repeat was not to buy a *Dispel Scroll* for my Wizard. Magic is not terribly powerful in this game, but at the right moment it can prove decisive.

My Wizard was surprisingly useful, proving that *Word of Command* (together with a good dose of sheer luck on the dice!) is one of the best spells in the game, but the Chaos Sorcerer could have changed the outcome of the game. When he cast *Curse of Chaos* at my cannons, I trembled, but the magic resistance of my Dwarf allies protected them, so that the guns survived and fired at the enemy General's unit at point blank range. The battle was over, Rich had gambled and lost, but the outcome was very close to a draw (mostly thanks to my Knights getting butchered by those nasty 'Chaos Dogs' and to the total inability of Jim's Slayers to get killed!).

Sigmar and Grungni once again put a stop to Nurgle's plans and save the Old World!





ACCURSED RUNESMITHS

Damn and double damn! If it wasn't for that pesky Runesmith I could have...mutter, mutter.

Anyway, moaning aside this battle was great fun to play, with swings of fortune from side to side as Lady Luck smiled her fickle smile upon one player then another.

The Chaos Knights and Dragon Ogres proved to be just as devastating as I suspected they would be and even the Marauders were surprisingly tough with their 5+ armour save protecting them from some nasty situations. The only real disappointments were my Heroes. As soon as Gutspew Nurgle took his malevolent gaze off them they broke down into laziness, ineptitude and a general inability to organise themselves. Words will be said, I assure you, just as soon as Gutspew Nurgle himself finishes answering to the Plague God for his failure.

The move I attempted in the fifth turn was a high risk manoeuvre with high gains to be had if it came off, as the Empire forces would have been in disarray and the cannons should have been pushed back far enough to rout them. This would have left the Empire army vulnerable to my next charge, but at the end of the day it didn't work out that way. If I were to be given the choice again, I'd probably make the same decision. After all, death or glory are the only options for any real Chaos Lord.

T WWW.GAMES-WORKSHOP.CO.UK T 0115 91 40000 MAIL ORDER

- CRAFTWORLD ELDAR! The enigmatic Eldar are back!
- DESTROY THEM ALL! The dark legions of Chaos march out of the wastes, destroying all who stand before them in Warmaster!
- MARK YOUR TARGETS! Space Wolves Long Fangs provide covering fire!

ANYTHING AT ALL - GIVE US A CALL 2 0115 91 40000 2

FAX: 0115 916 8002 or e-mail us at motroll@games-workshop.co.uk

WHAT MAIL ORDER CAN DO FOR YOU

• COMPONENT PART SERVICE – Mail Order has an extensive range of current and back catalogue miniatures.

 DELIVERED TO YOUR DOOR - Set postage rates no matter how much you order!

 RULES SERVICE & ADVICE – If you have a gaming or hobby question give us a call.
 ADVANCE ORDER – Why wait? If you like a

product, place an order. Special postage rates and delivery on the day of release!
OPEN 7 DAYS A WEEK – 7am to Midnight.

hours may vary on Bank Holidays!

HOW TO USE MAIL ORDER

Ordering by Mail Order is easy. If you have a credit card or debit card you can order over the phone: • GIVE US A CALL ON – 0115 91 40000

• TELL THE TROLLS WHAT YOU WANT - If you are not sure, just ask the Phone Trolls. They will be happy to help you out.

SIT BACK & RELAX – After you have placed your order, just sit back, relax and wait for your parcel to arrive on your doorstep.

If you wish to pay by cheque or postal order, it is just as easy, all you need to do is:

• FILL OUT THE ORDER FORM - with what you would like. Codes are only necessary if you are ordering component parts.

COMPLETE PERSONAL DETAILS - Fill out your name and address in the space provided at the bottom of the form.

PLACE ORDER IN THE POST - Send your order to:

Games Workshop Mail Order, Willow Road, Lenton, Nottingham, NG7 2WS ...AND THAT'S IT!

Deutsch/Holland Mail Order

DIESE LEITUNG IST MONTAG BIS FREITAG VON 12 BIS 20 UHR OFFEN (Mez) 0044 115 916 8256 GEOPEND VAN MAANDAG TOT VRIJDAG VAN 12:00 TOT 20:00 UUR Nederlandse tijd 0044 115 916 8255



Order online: WWW.GAMES-WORKSHOP.CO.UK

🕈 0115 91 40000 MAIL ORDER 🏠 WWW.GAMES-WORKSHOP.CO.UK 🗃



ENGAGE though. Claim some awesome gifts by collecting 50 Skulz! Please

Dedicated hobbyists spend hours painting and collecting armies of Citadel miniatures so that they can play their favourite games. Here at Mail Order we appreciate your commitment to the hobby and feel that you should be given the opportunity to take part in this offer for being a loyal customer.

Skulz is the great new offer for all UK Mail Order customers. Simply stick the special Skulz tokens we send you for orders over £10 onto the Skulz collector's card (see below) and claim special gifts. All the gifts shown in the Skulz catalogue are available from GW stores and through UK GW Mail Order.

This is how it works. Every time you spend £10 we'll send you one Skulz token, if you spend £20 we'll send you two and so on.

bear in mind that all the gifts are subject to availability. In the event that a gift is unavailable we ask that you make a second choice. Should your second choice also be unavailable, Mail Order will contact you to arrange a replacement. The Emperor has also chosen to help you on your arduous

journey with freebie Skulz tokens along the way!

The Skulz offer is open until September 1st 2000 and is available to all UK Mail Order customers.

TALOGUE A

KULZ TOKENS COLLECTOR'S TRACK

Once you have ten Skulz you can send them in and choose a free gift from the '10 Skulz' category. Alternatively, you can continue to collect and choose from the extra special gifts by collecting 25 Skulz. It doesn't stop there

OPEN DAY VIP TICKET

THE OPEN DAY TICKE'T THE IS A SECTAL OFFN ORGANISED ENCILSING FOR SKULZ SCOMERS, YOU'LL GENER FOR SKULZ F GAMES WORKSHOP'S FACIFY TOUR IN NOTTINCHAM, INCLUDING THE LARHAMMER WORLD MUSSUMI GAMES TO DAX & HOST OF GAMES TO DAX & HOST OF GAMES TO DAX & HOST OF GAMES THINGS TO DO'S SEE. IT:ONE COST:25 Skulz OF IN WE L ADMIT: One

This awesome Space Marine miniature has been specially commissioned for the Skulz lection. Designed by Shane Hoyle

WWW.GAMES-WORKSHOP.CO.UK TO 0115 91 40000 MAIL ORDER TO



ORDER ONLINE NOW!

GAMES WORKSHOP ONLINE STORE - WWW.GAMES-WORKSHOP.CO.UK

That's right, Games Workshop now has an online store. So if you have access to the internet you can log on to http://www.games-workshop.co.uk and place your orders from the comfort of your own home.

How does it work? Simply visit the Games Workshop website, click on the Online Store button and follow the on-screen instructions. You'll need your credit card handy to pay for the order, but after a few clicks you can put your feet up and wait for your order to arrive.

Is it safe? All orders are taken using a secure server which means that only you know what you are ordering and no prying eyes can find out about you, your order or your payment.

What are the advantages? It's quick, easy and it's open 24 hours a day, 365 days a year! We treat internet orders just like other mail orders and aim to get them processed within 1 working day, so that your order should be with you in 3-4 working days (if you live in the UK – it takes a little longer to get orders to Hong Kong!).

The Online Store also has an exclusive Deal of the Week, a special deal available only to Online Customers. So what are you waiting for? Log on, surf over and click to order!

WWW.GAMES-WORKSHOP.CO.UK

C 0115 91 40000 MAIL ORDER TO WWW.GAMES-WORKSHOP.CO.UK TO



VORKSHOP.CO.UK TO 0115 91 40000 MAIL ORDER TO WWW.GAMES



LAND RAIDER Land Raider shown at actual size. Boxed set contains 1 complete Land Raider Designed by Jes Goodwin.

SPACE MARINE

CITADEL COLOUR PAINTS £1.50 EACH

Skull White Chaos Black Scab Red **Red Gore Blood Red Blazing Orange Fiery Orange Golden Yellow** Sunburst Yellow **Bad Moon Yellow** Scorched Brown **Bestial Brown** Snakebite Leather **Bubonic Brown** Vomit Brown **Bleached Bone** Dark Flesh Vermin Brown Leprous Brown **Dwarf Flesh Bronzed Flesh Elf Flesh**

12 mg

GOBLIN

Pallid Flesh Nauseating Blue Imperial Purple Liche Purple Warlock Purple **Tentacle Pink Midnight Blue** Storm Blue **Regal Blue Ultramarines Blue Enchanted Blue Lightning Blue** Ice Blue Hawk Turquoise **Dark Angels Green** Snot Green **Scorpion Green Bilious Green** Scaly Green Jade Green Vile Green Camo Green

Rotting Flesh Codex Grey Fortress Grey Shadow Grey Space Wolf Grey **Ghostly Grey** Metallics Boltgun Metal Chainmail Mithril Silver Tin Bitz Shining Gold **Burnished Gold Beaten Copper Brazen Bronze Dwarf Bronze** Inks Black Yellow Flesh Red

Purple

Green Orange

Sky Blue

Chestnut

Magenta

Dark Green

Blue

Brown



PAINT BRUSH SET Detail brush, standard brush, small drybrush.

CITADEL COLOUR SPRAY CANS

TANK BRUSH

For painting large models

400ml Skull White £5 400ml Chaos Black £5 400ml Matt Varnish £5 250ml Goblin Green £4 250ml Boltgun Metal ... £4 250ml Tin Bitz £4 250ml Bubonic Brown ... £4 250ml Dark Angels Green .£4 250ml Camo Green £4



灏

DARK ANGEL GREEN

S WWW.GAMES-WORKSHOP.CO.UK TO 0115 91 40000 MAIL ORDER T



WWW.GAMES-WORKSHOP.CO.UK TO 0115 91 40000 MAIL ORDER



NWW.GAMES-WORKSHOP.CO.UK 🛣 0115 91 40000 MAIL ORDER 🛣

T 0115 91 40000 MAIL ORDER T WWW.GAMES-WORKSHOP.CO.UK

THE LOST BATTLE OF THREE LORDS

In this month's Warmaster battle report, three armies clash in combat. The stalwart armies of the Empire and Dwarfs try desperately to stop an all-conquering Chaos army led by a mighty Greater Daemon of Nurgle, Lord Gutspew Nurgle. We at Mail Order have put together three great army deals based on the armies used in this cataclysmic battle, so you can recreate your own Battle of Three Lords.



The armies of Chaos are the most powerful and dangerous opponents in the Old World. This 2,000 point Chaos army is ready for all budding Champions of Chaos to conquer the Old World with...

1 Greater Daemon of Nurgle, 1 Chaos Champion on Chaos Dragon, 1 Chaos Champion, 1 Chaos Sorcerer, 1 unit of Chaos Knights, 2 units of Chaos Marauder Horsemen, 2 units of Chaos Hounds, 2 units of Chaos Warriors, 1 unit of Chaos Trolls, 1 Chaos Spawn, 1 unit of Harpies & 1 Unit of Dragon Ogres.

All for £88 and we will send you the Dragon Ogres FREE!

The armies of the Empire are made up of stalwart ranks of Infantry. This 1,000 point Empire army is a great starting point for all would-be Empire Generals to defend the Empire against invaders.

1 Empire General, 1 Wizard, 1 Hero on Griffon, 1 unit of Empire Knights, 2 units of Pistoliers, 2 units of Halberdiers, 2 units of Crossbowmen, 1 unit of Cannons & 1 Helblaster volley gun.

All for \$50 and we will send you the Helblaster volley gun <u>FREE!</u>







Dwarf armies fight with grim determination and iron discipline. This 1,000 point Dwarf army is a great starting point all would-be Dwarf Lords to defend their ancient realms from danger.

1 Dwarf General, 1 Runesmith, 2 units of Dwarf Warriors, 2 units of Troll Slayers, 2 units of Dwarf Rangers, 1 unit of Cannons & 1 Flame Cannon.

All for \$40 and we will send you the Flame Cannon <u>FREE!</u>



WWW.GAMES-WORKSHOP.CO.UK TO 0115 91 40000 MAIL ORDER TO

WWW.GAMES-WORKSHOP.CO.UK 🕿 0115 91 40000 MAIL ORDER 🕿

WARHAMMER 40,000

WARHAMMER 40,000 BOXED GAME	£50.00
WARHAMMER 40,000 RULEBOOK	£25.00
NEW: CODEX CRAFTWORLD ELDAR	£4.00
CODEX SPACE WOLVES	£4.00
CODEX CATACHANS	£4.00
CODEX IMPERIAL GUARD	£8.00
CODEX ELDAR	£8.00
CODEX ORKS	£8,00
CODEX CHAOS SPACE MARINES	£8,00
CODEX SPACE MARINES	£8.00
CODEX BLOOD ANGELS	£4.00
CODEX DARK ANGELS	£4.00
CODEX DARK ELDAR	£8.00
NEW! SPACE WOLVES GREAT WOLF LOGAN GRIMNAR	£10.00
SPACE WOLVES WOLF GUARD IN POWER ARMOUR	£3.00
SPACE WOLVES WOLF GUARD IN TERMINATOR ARMOUR	£5.00 each
SPACE WOLVES WOLF SCOUTS	£5.00 for 3
NEW! WOLF SCOUT WITH PLASMA GUN plus one other Wolf Scout	£4.00 for 2
SPACE WOLVES DREADNOUGHT BOXED SET	£25.00
SPACE WOLVES GREY HUNTERS inc. 10 Space Marines & 1 Space Wolves kit	£12.00
SPACE WOLVES BLOOD CLAWS inc. 10 Space Marines & 1 Space Wolves kit	£12.00
NEW! SPACE WOLVES LONG FANGS inc. 5 Space Marines & 1 Space Wolves ki	t £15.00
NEW! SPACE MARINE LAND RAIDER	£30.00
ELDAR FARSEER	£5.00
ELDAR HOWLING BANSHEES	£5.00 for 2
NEWI ELDAR STRIKING SCORPIONS	£5.00 for 2
NEW! ELDAR DARK REAPERS	£5.00 for 2
NEW! ELDAR EXARCHS	£4.00 each
ELDAR WRAITHLORD	£12.00
NEWI ELDAR HEAVY WEAPON PLATFORM	£6.00
NEW! ELDAR SUPPORT WEAPON PLATFORM	£8.00
ELDAR JETBIKE	£5.00
ELDAR FALCON GRAV TANK	£17.00

WARHAMMER 40,000 BATTLE SQUADS

CATACHAN JUNGLE FIGHTERS BATTLE SQUAD inc. 20 Guardsmen	£12.00
ELDAR GUARDIAN BATTLE SQUAD inc. 16 Eldar Guardians	£12.00
ORK STIKK BOMMAS BATTLE SQUAD inc. 12 Ork Boyz & loadsa stikkbombs!	£12.00
ORK BOYZ BATTLE SQUAD inc. 16 Ork Boyz	£12.00
DARK ELDAR WARRIORS BATTLE SQUAD inc. 16 Dark Eldar Warriors	£12.00
KHORNE BERZERKERS BATTLE SQUAD inc. 12 Khorne Berzerkers	£12.00

WARHAMMER 40,000 BATTLE FORCE

SPACE WOLVES BATTLE FORCE	£40.00
IMPERIAL GUARD BATTLE FORCE	£40.00
CHAOS BATTLE FORCE	£40.00
ORK BATTLE FORCE	£40.00
ELDAR BATTLE FORCE	£40.00
DARK ELDAR BATTLE FORCE	£40.00
SPACE MARINE BATTLE FORCE	£40.00

WARMASTER

WARMASTER RULEBOOK	£20.00
NEW! CHAOS CHARACTERS inc. Lord, Champion & Sorcerer	£5.00
NEW! CHAOS CHAMPION ON CHAOS DRAGON	28.00
NEW! CHAOS KNIGHTS inc. 3 Chaos Knight cavalry stands	£5.00 for 3
NEW! CHAOS MARAUDER HORSEMEN inc. 3 Chaos Marauder cavalry stands	£5.00 for 3
NEWI CHAOS HOUNDS inc. 3 Chaos Hound stands	£5.00 for 3
NEWI CHAOS WARRIORS inc. 3 Chaos Warrior stands	£5.00 for 3
NEW! CHAOS MARAUDERS inc. 3 Marauder stands	£5.00 for 3
NEW! CHAOS TROLLS Inc. 3 Chaos Troll stands	£5.00 for 3
NEW! CHAOS SPAWN inc. 2 Chaos Spawn stands	£5.00 for 2
NEW! CHAOS HARPIES inc. 3 Harpy stands	£5.00 for 3
NEW! CHAOS DRAGON OGRES inc. 3 Dragon Ogre stands	£5.00 for 3
DWARF CHARACTERS inc. General, Hero & Runesmith stands	£5.00
DWARF WARRIORS inc. 3 Warrior stands	£5.00 for 3

WARMASTER continued	
DWARF THUNDERERS inc. 3 Thunderer stands	£5.00 for 3
DWARF TROLL SLAYERS inc. 3 Troll Slayer stands	£5.00 for 3
DWARF RANGERS inc. 3 Ranger stands	£5.00 for 3
DWARF CANNONS inc. 2 Cannons	£5.00 for 2
DWARF FLAME CANNON inc. 2 Flame Cannons & baggage	£5.00 for 2
DWARF GYROCOPTER	£4.00 each
EMPIRE HERO ON GRIFFON	£4.00 each
EMPIRE CHARACTERS inc. General, Hero & Wizard	£5.00
EMPIRE KNIGHTS inc. 3 Empire Knight cavalry stands	£5.00 for 3
EMPIRE PISTOLIERS inc. 3 Empire Pistolier cavalry stands	£5.00 for 3
EMPIRE HALBERDIERS inc. 3 Halberdier stands	£5.00 for 3
EMPIRE HANDGUNNERS inc. 3 Handgunner stands	£5.00 for 3
EMPIRE CROSSBOWMEN inc. 3 Crossbowmen stands	£5.00 for 3
EMPIRE SKIRMISHERS inc. 2 Skirmisher stands	£5.00 for 3
FLAGELLANTS inc. 3 Flagellant stands	£5.00 for 3
EMPIRE GREAT CANNONS inc. 2 Great Cannons	£5.00 for 2
EMPIRE HELBLASTER inc. 2 Helblasters	£5.00 for 2
EMPIRE WAR ALTAR	£5.00 each
EMPIRE STEAM TANK	£5.00 each
HIGH ELF HERO ON DRAGON	£8:00 each
HIGH ELF HERO ON GIANT EAGLE	£4.00 each
HIGH ELF HEROES & WIZARDS inc. 3 Hero & Wizard stands	£5.00
HIGH ELF SILVER HELMS inc. 3 Silver Helm cavalry stands	£5.00 for 3
HIGH ELF REAVER KNIGHTS inc. 3 Reaver Knight cavalry stands	£5.00 for 3
HIGH ELF SPEARMEN inc. 3 Spearman stands	£5.00 for 3
HIGH ELF ARCHERS inc. 3 Archer stands	£5.00 for 3
HIGH ELF REPEATER BOLT THROWERS	£4.00 for 2
HIGH ELF CHARIOTS	£5.00 for 3
HIGH ELF GIANT EAGLES (MAIL ORDER ONLY)	£5:00 for 3
UNDEAD HERO ON ZOMBIE DRAGON	£8.00 each
UNDEAD BONE GIANT	£4.00 each
UNDEAD SPHINX	£4.00 each
UNDEAD CHARACTERS inc. 3 Undead character stands	£5.00
UNDEAD CAVALRY inc. 3 Undead cavalry stands	£5.00 for 3
UNDEAD SKELETONS inc. 3 Skeleton stands	£5.00 for 3
UNDEAD SKELETON BOWMEN inc. 3 Skeleton bowman stands	£5.00 for 3
UNDEAD BONE THROWERS	£5.00 for 2
UNDEAD SKULL CHUKKA	£4.00 each
UNDEAD CHARIOTS	£5.00 for 3
UNDEAD CARRION inc. 3 Carrion stands (4 models)	£5.00 for 4

WARHAMMER WARHAMMER BOXED GAME

£50.00
£15.00

WARHAMMER REGIMENT BOXED SETS

WARHAMMER ARMIES BOOKS

ORC WARRIORS includes 16 Orcs	£12.00
SKAVEN CLANRATS includes 20 Clanrats	£12.00
NIGHT GOBLINS includes 20 Night Goblins	£12.00
EMPIRE CROSSBOWMEN includes 16 Crossbowmen	£12.00
EMPIRE HANDGUNNERS includes 16 Handgunners	£12.00
SOLDIERS OF THE EMPIRE includes 16 Empire soldiers	£12.00
SKELETON WARRIORS includes 20 Skeleton warriors	£12.00
ZOMBIES includes 20 Zombies	£12.00
CHAOS WARRIORS includes 12 Chaos Warriors	£12.00
CHAOS KNIGHTS includes 5 Chaos Knights	£12.00
CITADEL	
CITADEL MINIATURES ANNUAL 2000	£6.00
BLACK LIBRARY	
NEW! WARHAMMER MONTHLY, Comic #31	£2.00

INQUIS-EXTERMINATUS, Warhammer 40,000 Art Compilation £20.00 **NEWI CITADEL JOURNAL #38** £4.00 NEW! BLOOD BOWL Compilation £2.75 each

NEW! RAGNAR'S CLAW, the second novel in Bill King's Space Wolf series £5 99

CORRESPONDENCE We welcome comments about White Dwarf Games Workshop games and Cladel miniatures. All letters except subscriptions and Mail Order should be addressed to The White Dwarf, Games Workshop, Willow Road, Lenton, Notlingham NG7 Dwari 2WS

Please mark your envelope clearly with the name of the game you are rease many you envelope cleanly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an encomous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient!

You can find Games Workshop on the World Wide Web at the lowing Internet address http://www.games-workshop.co.uk

SUBMISSIONS All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with ful itile guaranteed to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way!

REGISTERED TRADEMARKS The following are all registered trademarks of Games Workshop Ltd. Armageddon, Blood Bowl, Chivaly, Citadel, the Citadel logo, Codex, Dark Angels, Dark Future, Deatliwing, Dungeonquest, Eavy Metal, Eldar, Eldar Attack, Epic, the Games Workshop logo, Games Workshop, the GW logo, The GW Flame logo, Genestealer, Necron, Slottabase, Space-Fleet, Space Hulk, Space Marine, Talisman, Tyranid, Warhammer and Warmaster. Marauder is a registered trademark of Marauder Miniatures Ltd. Used with nermission. with permission

TRADEMARKS The following are all trademarks of Games TRADEMARKS The following are all trademarks of Games Workshop Lid. Adepta Sororitas, Adeptus Astartes, Adeptus Mechanicus, Aekold Heibrass, Amon Chakai, Arbaal Archaon, Archon, Asdrubael Vect, Aspect Warrior, Avatar, Azazel, Battlefleet Gothic, Black Library, Blood Angels Blood Dragon, BloodIbters, BloodIbrister, Cadian, Catachan, Celestian, Court Mordrek, Culexus, Daemonette, Dark, Eldar, Dark Reager, Darksoul, Deaht, Zone, Dechala, Diggs, Diggenob, Drachon, Dregmek Biltzkart, Egrimm van Horstmant, Eversor, Exarch, Eye of Terror, Falcon, Farseer, Fire Dragon, Fire Prism, Fiesh Hound, Furioso, Gargant, Gobbo, Golden Demon, Gorkamorka, Gorthor, Great Unclean One, Gretchin, Grey Knight, Grot, Haemonculus, Hellion, Huncher Slayer, Immolator, Incubi, Inferno, Journal, Keeper of Secrets, Khazrak the One Eye, Khorne,

Knights of the White Wolf, Knights Panther, Legion of the Damned, Leman Russ, Lichemaster, Lord of Change, Madboy, Mandräke, Man O' War, Marauder, Mekoy, Melkhior, Mordheim, Mordian, Necromunda, Necrarch, Nob Nurgle, Nurgling, Obilerator, Ogyn, Old World, Ork, Painboy, Plaguebearer, Plague Fleet, Possessed, Predator, Psyker, Raider, Raptor, Ratling, Ravager, Ravanwing, Red Gobbo, Scourge, Scyla, Sea of Blood, Sentinel, Servitor, Skaven, Slaanesh, Slann, Snot, Snotling, Space Wolves, Spanner, Squat, Sulis, Striking Scorpion, Succubus, Swooping Hawk, Sybarite, Tallarn, Tears of Isha, Terminator, Troll Slayer, Tzeentch, Ultramarines, Valhalid, Valnir the Reaper, Vyper, Walach, Warhammer Ouest, Warlthord, Wych, Yoof and Zoanthrope. The Citadel paint pot is UK registered design No. 2073130. Scatter dice are UK registered design No. 2017484.

COPYRIGHTS

COPYRIGHTS All subject matter in White Dwarf is © Copyright Games Workshop Ltd 2000. All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd. © Copyright Games Workshop Ltd 2000. All rights reserved.



WHAT'S THIS THEN? This is your Mail Order form. Now that you've seen all the models and new releases in this issue, we know that you can't wait to get your hands on them. All you have to do is fill out this form, stick it in an envelope with your payment and post it to the address shown at the beginning of the Mail Order section.

CODE	DESCRIPTION	PUBLICATIO	N/PAGE	PRICE	QTY	TOTAL		
021002201	High Elf Spearman 1	1.75	2	PRICE				
010110401	EVANPLE				1	3.50		
						-		
						1012		
· · · · · · · · · · · · · · · · · · ·								
				1				
11						10		
					-			
						2		
I would like to Ring Mail	Please start my White Dwarf subscription with issue number: SUBTOTAL I would like to subscribe to White Dwarf for 1 year / 2 years I POSTAGE & PACKING Ring Mail Order to find out what subscription deals are available now on 0115 91 40000. GRAND TOTAL (TOTAL + P&P)							
Please start r	ny Citadel Journal subscription with issue nun	nber:	Flease I	eel free to pr	olocopy ii	ns Ionn		
Please start r	ny Warhammer Monthly subscription with issu	e number;						
NAME:								
COUNTRY	Postcode:							
	N-24							
Method of Payment: Cheque Postal Order Access/Mastercard Visa Switch Card No: Card Expiry Date: Card Expiry Date:								
Card No:						(R)		
Switch Valid F Cardholder	rom: Switch Issue No: Ci	ardholder Name	Access		-			
		Mastercard		VISA	SWI1	ГСН		

Games Workshop Mail Order, Willow Road, Lenton, Nottingham NG7 2WS

GET A ONE YEAR SUBSCRIPTION FOR £40 AND YOU GET:

Monthly Mail Order special offers!

ARE YOU ALWAYS FIRST IN LINE TO PICK UP THE LATEST WHITE DWARF?

> THEN DON'T GET MAD! GET A SUBSCRIPTION!

• A FREE £10 Gift Voucher! • FREE delivery of every issue!

Savings on the cover price!

SEE STAFF FOR DETAILS

STRUGGLING TO REMEMBER WHEN THE NEXT ISSUE IS IN THE SHOPS?

GET A TWO YEAR SUBSCRIPTION FOR £80 AND YOU GET:

- £25 worth of FREE Gift Vouchers!
- FREE delivery of every issue!
- Monthly Mail Order special offers!
- Savings on the cover price!

www.games-workshop.co.uk

Games Workshop reserves the right to withdraw or change the offer at any time without notice E&OE





An Ulthwe craftworld army propares to defend a webway portal.