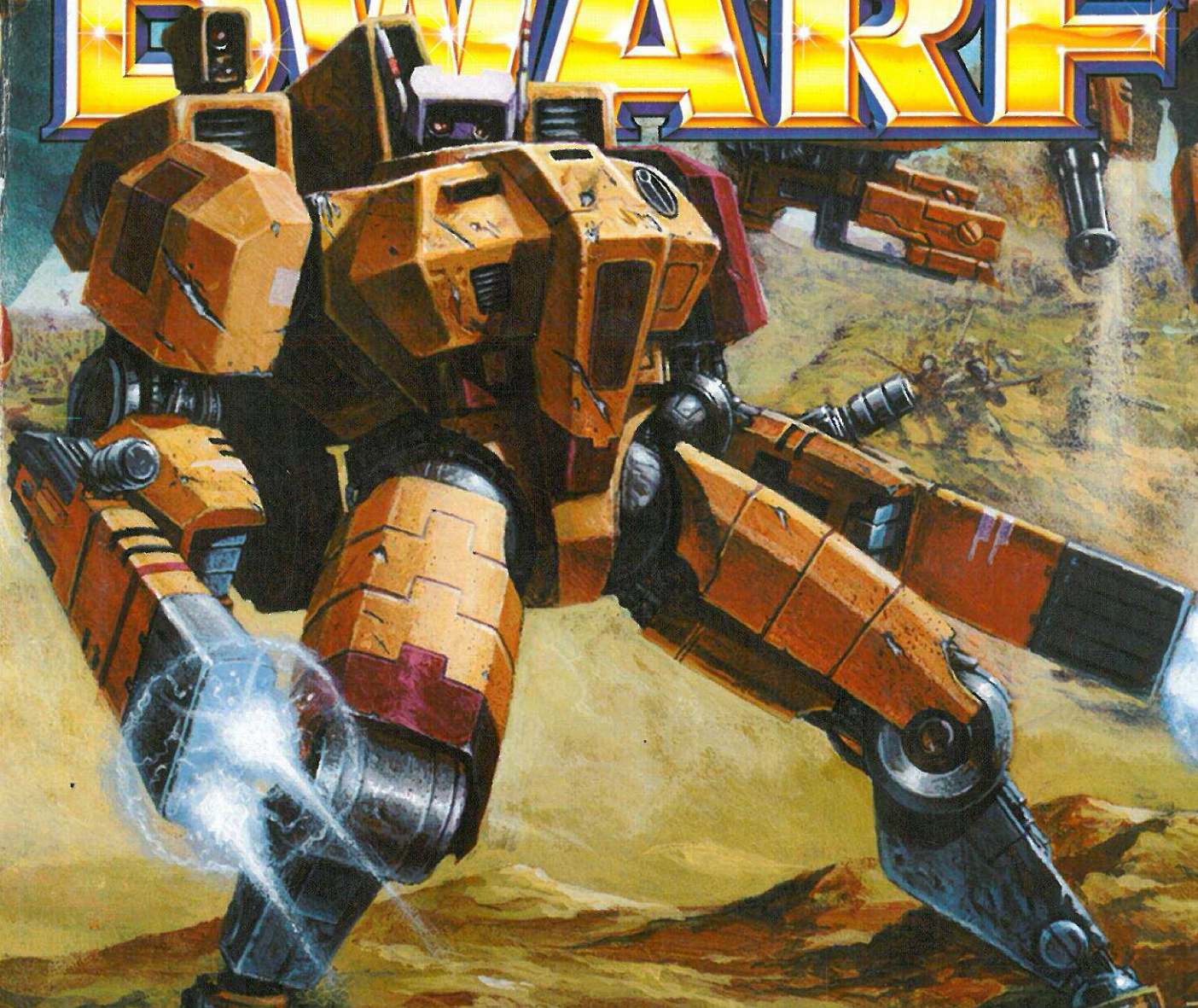


GAMES WORKSHOP

PRESENTS

WHITE DWARF



THE
LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

**NEW GAME UNVEILED:
TURN TO BACK COVER
TO FIND OUT MORE!**

ALSO...

- **DARK SHADOWS
CAMPAIGN RESULTS**
- **INDEX ASTARTES
WORLD EATERS**
- **TAU VS TYRANIDS
BATTLE REPORT**

WD263 NOVEMBER £3.50

GAMES WORKSHOP'S MONTHLY GAMING
SUPPLEMENT & CITADEL MINIATURES' CATALOGUE

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Editor: Paul Sawyer.

Production team: Graham Davey, Matt Hutson, Paul Rudge, Tom Hibberd, Gary Roach & Ian Vincent.

'Eavy Metal team: Chris Smart, Keith Robertson, Martin Footitt, Mark Jones, Neil Green, Dave Thomas, Kirsten Mickelburgh & Tammy Hays.

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Cover artwork: Karl Kopinski.

Artwork: John Blanche, David Gallagher, Alex Boyd, Paul Dainton, Neil Hodgson, Adrian Smith, Nuala Kennedy & Karl Kopinski.

Contributors: Gavin Thorpe, Andy Chambers, Pete Haines, Jervis Johnson, Phil Kelly, Graham McNeill, Alessio Cavatore, Space McQuirk, Anthony Reynolds, Andy Hoare, Owen Rees.

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Product Code: 60249999263



Paul Sawyer, Editor

Go on –
you'll like
it once
you've
tried it...

We all love to take our armies to the battlefield and test our mettle against our opposite number – especially if we end up winning. We spend an infinite number of hours converting and painting those troops that will see us sweep to victory on the tabletop, and we love every second of it, even if it means staying up all hours to get that last unit finished...

At tournaments, clubs and Games Workshop stores you'll see some exquisite armies and some wonderfully painted individual models but the games that make the best spectacle are those fought over great looking terrain. Yet we rarely lavish as much attention on the battlefield as we do on our beloved models and that's a real shame.

Cityfights, for instance, have such an evocative image and have a powerful background both in battles fought over the course of history and in our own Games Workshop games, comics and novels. Who can fail to be inspired by the desperate struggle for every inch of rubble-strewn territory in vicious close quarters fighting? Not me, that's for sure! I am currently engaged in our Studio Cityfight campaign run by Warhammer 40,000 Games Developers Graham McNeill and Phil Kelly. As I write this I'm in the middle of my first battle against the green-skinned hordes. I'll keep you posted on how it goes...

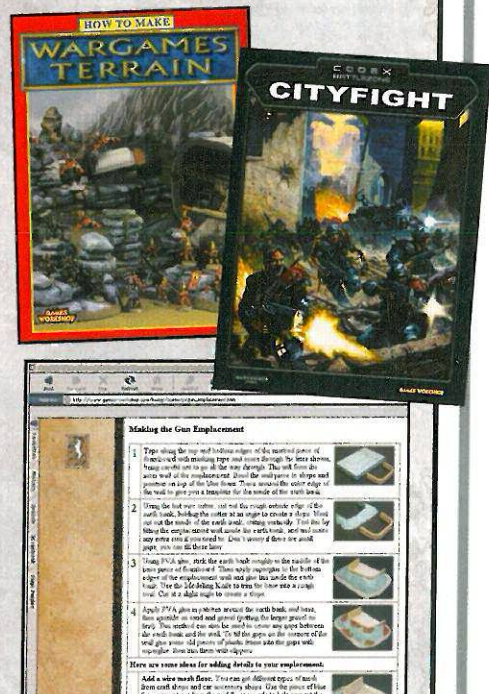
THE WHITE DWARF EDITORIAL

With the release of Codex Battlezone: Cityfight (and the already available Codex Catachans which gives rules for fighting in steamy jungles) we really should think much more about our terrain. Playing on a fully modelled battlefield is amazing and really brings your games to life – blood-hungry mobs charging down crater-pocked streets, snipers making every enemy move pay in blood from on high, armour crashing through building walls and Dreadnoughts tearing buildings and opponents apart with equal abandon. Marvellous!

Putting a little time and effort into building your own terrain can be immensely rewarding in itself, let alone making your games look great. Starting in WD260, Paul Rudge explained how to make an Inquisitor battlefield, but the techniques and principles apply whether you want to make a temple for a game of Warhammer or a set of buildings to play Cityfight games over.

The Cityfight book itself has a lot of great advice on building your own terrain and the classic 'How To Make Wargames Terrain' is still as popular now as the day it was released, packed with superb ideas and techniques for building all kinds of terrain. Both books are widely available through the regular channels, and our website (www.games-workshop.com) always carries ideas on scenery building, modelling and painting.

If you really don't want to have a stab at making terrain of your own (you're really missing out you know) then being kind hearted souls we've a veritable plethora of pieces available through our web store,



Mail Order and Games Workshop stores. Terrain pieces like trees, buildings, barricades, ruins and hills are all available, as well as more specific pieces like an Undead graveyard, Dwarf redoubt and an Orc village.

So what are you waiting for – dive in and enjoy yourselves!

See you again next month,

Paul

FOR THE PHOENIX KING!

Following straight on the heels of their evil cousins, the next release in the Warhammer Armies book range will be the High Elves. With the Dark Elf raids on Ulthuan increasing in their ferocity across the country, we thought it only fitting that all you High Elf generals out there should be given the chance to defend your realms. Jake Thornton and Space McQuirk, working with the rest of the Warhammer team, have been busy producing the lavish army book replete with artwork by Paul Dainton and Karl Kopinski and you can be assured that it will be a magnificent piece of work.

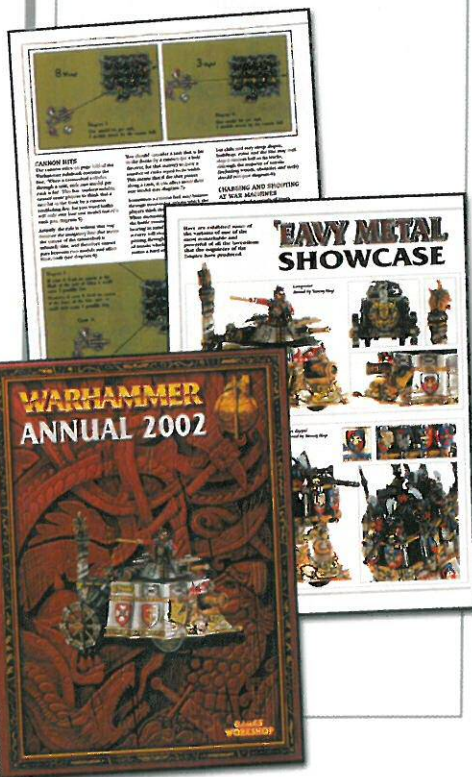
Meanwhile our miniatures design team have been slaving away to bring out a huge new range of regiment sets and metal models. These will include new plastic regiment sets for Silver Helms, High Elf Archers and High Elf Spearmen. We expect the new army book to be available in December but we will, of course, keep you posted on any new developments.

Command models for the new High Elf Archers plastic regiment



WARHAMMER ANNUAL

This month will see the release of the first Warhammer 6th edition Annual. This hefty tome will feature all of the new rules clarifications featured in Arcane Lore, 'Eavy Metal painting guides, and a commonly asked Q&A section which will clarify many of the most common problems that seem to crop up time and again with the new edition. It will also feature the current versions of the Lizardmen and Bretonnian army lists, as featured in Warhammer Chronicles, and a brand new updated Daemon army list. The book will be priced at £10 and will be out in the shops to buy from the 24th of November.

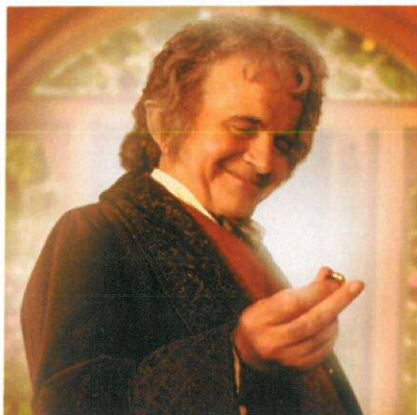


THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

THE ADVENTURE BEGINS!

Our Games Workshop stores will be holding a special 'Bilbo's Birthday Weekend' celebration for the release



of our new Lord of the Rings game, The Fellowship of the Ring, on 3rd November 2001.

This event will be the only time that you'll be able to buy the special edition Bilbo Baggins figure in your local store, as afterwards he'll only be available via Mail Order!

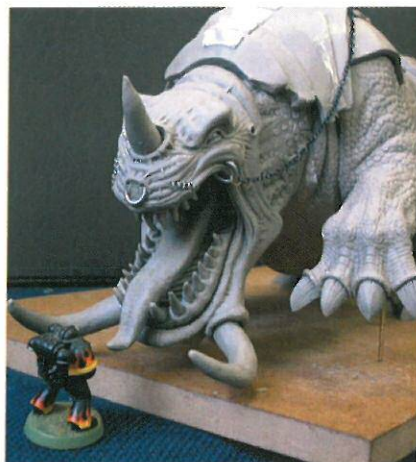
Our stores will be hosting special activities over the weekend, but if you can't wait till then, you can have a go at the new game right now, as our stores are running introductory games every day.

For more information on the weekend's events, contact your local Games Workshop store.

MASSIVE BEASTS AND MIGHTY SHIPS

Forge World has really outdone itself with the imminent release of not one, not two, but three awesome new resin models. The first is the huge Squiggoth which is a must for all Feral Ork and Ork collectors alike. Secondly hot on the heels behind the new Tau army is the first resin kit in the form of the Barracuda, a new Tau gunship. Lastly, but by no means least, work is almost complete on a new Thunderhawk gunship. Prices and release dates for these models have yet to be finalised but for more information check out:

www.forgeworld.co.uk



'EAVY METAL PAINTERS REQUIRED

Games Workshop's Production Studio is currently looking for talented individuals to join its professional team of figure painters.

Ideally candidates will enjoy collecting and painting armies, have a good understanding of our game worlds and background, have the ability to work to tight deadlines, and most importantly, paint armies to the

consistently high standard that appears in White Dwarf every month - If you are the sort of self motivated individual who can handle all that and more then please get in touch.

If you are interested then please send an application form and clear pictures of your painted miniatures to:

Human Resources,
Games Workshop,
Willow Road, Lenton,
Nottingham, NG7 2WS.

Phone: 0115 916 8346.

'EAVY METAL

WADING OUT INTO THE MUD

The dark tendrils of Chaos have been severely beaten back as the good folk of Wolfenburg are joined by none other than Gav Thorpe the Warhammer Loremaster himself. Gav has been feverishly working away on background and storylines for the Warhammer MUD, bringing his own perspective to the grim storylines and areas of high adventure.

The battle against the evil Count Vangrath continues, along with masses of new quests and countless new monsters to slay. Ancient areas around Wolfenburg have recently been reopened to the public, including a massive moor littered with rune stones and a vile marshland.

This month also sees the release of the brand new client – the software that lets you control the game. It features full colour art, new fully digital sound effects and a clutch of new maps fresh from the hard working scribe slaves.

Wolfenburg's latest storyline developments include the opening of the Dwarf halls of Deep Forge as well as the full exploration of Ashfoot. Giants continue to harass any adventurers foolish enough to travel within the Middle Mountains and at last the ancient art of rune smithing has found its way into the Runesmith's guild.

Find out more at:

www.wolfenburg.com

BRING YOUR AXE!

50TH WARHAMMER MONTHLY

The Black Library has been exceptionally busy in the run up to Christmas. Firstly we eagerly await the 50th edition of Warhammer Monthly. Yes, it's hard to believe it's been that long already. To celebrate this momentous anniversary the comic sees some old favourites return. The comic will feature the first episode in the third book of Bloodquest. There will also be a re-release of the original Bloodquest graphic novel and a new graphic novel, Eternal War, which is a compendium of the best Space Marine stories featured in Warhammer Monthly. Currently at the printers ready for release in December is a new edition of Deathwing. This compilation of short stories will have three more

stories added to the original, by Gav Thorpe, Graham McNeill and Dan Abnett, as well as fiction from noted authors such as Ian Watson and Storm Constantine.

More information is available on the Black Library website

www.blacklibrary.co.uk



GETTING ALL FANATICAL

This month Fanatic are taking over the helm for all things Inquisitorial. This will begin with a new magazine called Exterminatus, the first issue of which will include rules for alien character generators and a list of new Imperial henchmen characters. This is not the end of White Dwarf coverage for Inquisitor; in particular look out for a battle report in White Dwarf 265. Fanatic have commissioned sculptors to produce a new range of 54mm figures including Krashrak the Alien Bounty Hunter (rules later in this issue), Major Jaxon and Sergeant Dorian Black. These fantastic figures will be released in the coming months. Also in the pipeline from those crazed

games developers is a new Mordheim Pit Fighter gang. Mark Bedford is working on a new range of miniatures and the rules are currently in production.



Krashrak stalks his prey.

EVENTS DIARY

The White Dwarf Events Diary is a forum whereby we advertise upcoming events and tournaments. If you are organising an event, feel free to let us know by e-mailing us at: events_diary@games-workshop.co.uk

Details need to be submitted by:

30 October for WD 265
(January 2001 issue)

27 November for WD 266
(February 2002 issue)

9 January for WD 267
(March 2002 issue)

CRY HAVOC

27th January 2002

To celebrate the re-opening of Warhammer World we are holding an open weekend. The event will feature demonstration and participation games of all of our main gaming systems as well as special Studio guests. It will be the first chance for the public to visit the newly refurbished hall, which will have to be seen to be believed. Tickets are priced at £10 and are available from Warhammer World.

Phone: 0115 916 8410

IPSWICH CRUSADE DAY

8th November 2001

The Ipswich Games Workshop will be running a sale with 20% off all Warhammer and Warhammer 40,000 related products. The store which is located on the 2nd floor of Debenhams will open at 8.30 am, be sure to get there early to pick up the best bargains.

For more information about the event you can contact the Ipswich Store.

Phone: 01473 210 031

NEW RELEASES THIS ISSUE

WARHAMMER 40,000

THIS MONTH'S RELEASES FOR WARHAMMER 40,000:



◀ KROOTOX £8.00

Krootox are a Heavy Support choice, with 1-3 models in a herd. These are then attached to Kroot Carnivore squads.

This blister pack contains one Krootox model.
Sculpted by Mark Harrison.

This model requires assembly.



◀ AUN'SHI, TAU ETHEREAL £6.00

Aun'shi is a special character and counts as an HQ choice.

This blister pack contains one Aun'shi Tau Ethereal model.
Sculpted by Michael Perry.

TAU XV88 BROADSIDE BATTLESUIT ▶

£15.00

Broadside Battlesuit teams are a Heavy Support choice, with 1-3 models in a squad.

This boxed set contains one Broadside Battlesuit.

Sculpted by Jes Goodwin and Tim Adcock.

This model requires assembly.



COMMANDER O'SHOVAH ▶

£15.00

O'Shovah is a special character and counts as an HQ choice.

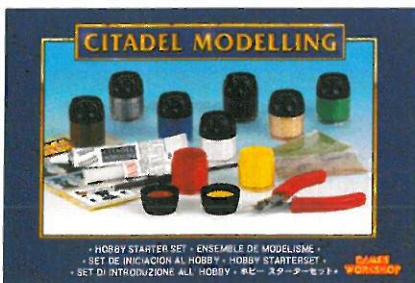
This blister pack contains one Commander O'Shovah model.
Sculpted by Jes Goodwin and Mark Harrison.

This model requires assembly.

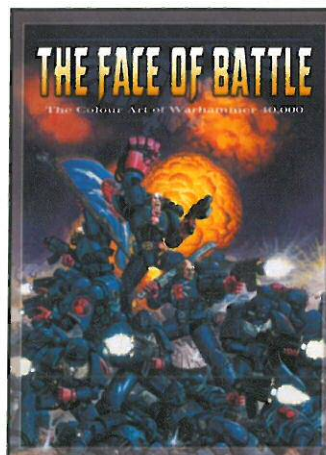


HOBBY STARTER SET

£20.00



- 9 Citadel Paints
- Starter Brush
- Citadel Colour Painting Guide
- Modelling Clippers
- Plastic Glue
- PVA Glue
- Static Grass
- Modelling Sand



THE FACE OF BATTLE £15.00

Published by the Black Library
Over the years Games Workshop has used the most action-packed and visually striking representations of the warriors of the never-ending war of the far future. Now those illustrations have been collected into one awesome full-colour volume. The Face of Battle is a lavish, oversized softback containing the most visceral art of the 41st Millennium, featuring its triumphant heroes and its deadliest foes.

AVAILABLE NOW FROM GAMES WORKSHOP STORES, MAIL ORDER AND INDEPENDENT STOCKISTS

TAU HAMMERHEAD GUNSHIP

£20.00 ►

A Hammerhead gunship is a Heavy Support choice.

This boxed set contains one Hammerhead gunship, including parts for a railgun and an ion cannon, plus two burst cannons and a smart missile system. Sculpted by Tim Adcock, Alan Perry and Mark Harrison.

This model requires assembly.



Ion cannon



Smart missile system

SPACE MARINE MEGAFORCE

£75.00

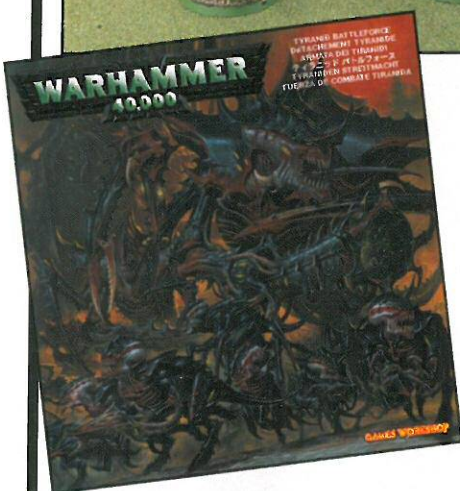
- 10 Tactical Marines
- 5 Assault Marines
- 5 Terminators
- 1 Space Marine Dreadnought
- 1 Space Marine Land Raider
- 1 set of Gothic Ruins



These models require assembly.

OR VISIT OUR ONLINE STORE AT WWW.GAMES-WORKSHOP.COM

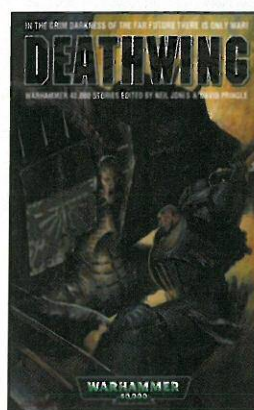
NEW RELEASES THIS ISSUE



TYRANID BATTLE FORCE £50.00

- 12 Genestealers
- 3 Tyranid Warriors
- 16 Hormagaunts
- 16 Termagants
- 3 Ripper Swarms

These models require assembly.



DEATHWING £5.99

A Warhammer 40,000 anthology published by the Black Library

Deathwing is a revised edition of this classic collection of the darkest science fiction stories set in the stark and brutal universe of Warhammer 40,000, stretching from the exploits of the lethal agents of the Officio Assassinorum to the babbling of incarcerated lunatics, their minds broken by the insanity of Chaos.

INQUISITOR

THIS MONTH'S RELEASES FOR INQUISITOR:

KRASHRAK £12.00

This set contains one Krashrak model.
Sculpted by Colin Grayson.

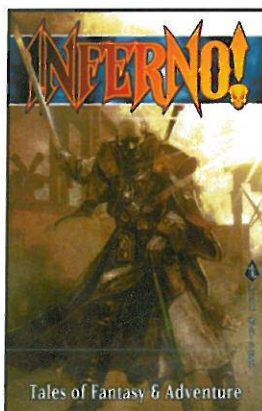
This model requires assembly.



AVAILABLE FROM MAIL ORDER ONLY

DEATHWING T-SHIRT £10.00

Available only from our online store.



INFERNO 27 £5.00

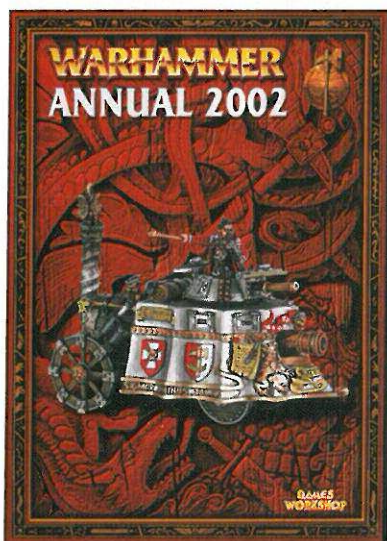
Published by the Black Library

Dan Abnett brings us another adventure of the famous Inquisitor Eisenhorn, 'Missing in Action'. There's more gripping fiction from noted sf-novelist Brian Craig, the twisted 'Tale of the Puppet Master', written by Christian Dunn with art by Richard Elson and some tank bustin' action from Ben Counter, plus loads more besides.

AVAILABLE NOW FROM GAMES WORKSHOP STORES, MAIL ORDER AND INDEPENDENT STOCKISTS

WARHAMMER

THIS MONTH'S RELEASES FOR WARHAMMER:



WARHAMMER ANNUAL 2002 £12.00

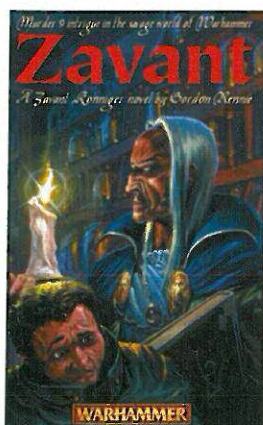
The Warhammer Annual 2002 is a compilation of the best Warhammer articles from the pages of White Dwarf and the Games Workshop website, plus much revised and previously unpublished material, including a new army list for Chaos Daemons.

ZAVANT

£5.99

A Warhammer novel by Gordon Rennie published by the Black Library

The city of Altdorf, capital of the Empire, a city unique for its power, its grandeur, its glory – and its dark underbelly. In its squalid back-streets and dingy hidden rooms thrive intrigues and plots, conspiracies and heresy. None are above the notice of Zavant Konniger, gentleman sage, ex-priest and dabbler in the mystic and the forbidden. From daring thefts to savage murders, the casebook of Zavant Konniger chronicles some of the infamous sage's greatest investigations, finest triumphs and darkest hours.

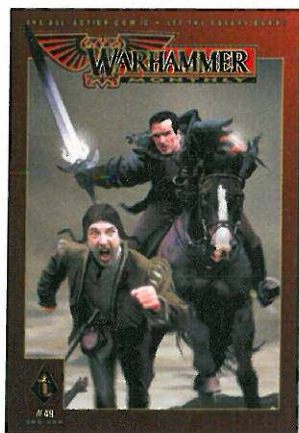


WARHAMMER MONTHLY ISSUE 49 £2.20 each

Comic published by the Black Library

Hellbrandt Grimm is on the trail of his latest bounty and discovers an isolated town's horrifying secret.

Princes Hekate battles mind, body and soul against the minions of Chaos, with Imperius Dictatio itself as the prize. Malus Darkblade is finally hailed as hero of Hag Graef, but will he survive long enough to enjoy it? All this, a terrifying tale from the Ten-Tailed Cat and much more.



THIS MONTH'S RELEASES FROM
THE BULLDOG BUCKLE COMPANY:



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Keyring	£5.50

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(Antique Pewter)

Badge	£5.00
Keyring	£5.50



◀ ORK SKULL & STIKKBOMBZ

(Antique Pewter)

Mini Badge	£2.75
Earrings	£2.75
Zip puller	£2.75

SPACE MARINE HONOUR SEAL ▶

(Antique Pewter)

Keeper	£9.00
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IMPERIAL GUARD ▼

(Antique Pewter)

Dog tag	£6.50
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These items are available from Mail Order or the **Battlegear.co.uk** website, which also offers mouse mats, wallets, CD holders and paperweights.

Products not shown at actual size.

OR VISIT OUR ONLINE STORE AT WWW.GAMES-WORKSHOP.COM

Welcome to the final instalment of our Dark Shadows campaign. Anthony Reynolds and Loremaster Gav Thorpe round off the action and let us know just what the result is. As for the weather – rain, rain and more rain.

DARK SHADOWS – THE FINAL CHAPTER

The bloody campaign in Albion reaches a climax.



The war for the conquest of Albion has reached its final hour. Weary and hungry, countless armies have battled desperately against each other and the savage inhabitants of the isle for months on end, struggling through pouring rain and icy winds to gain and maintain a foothold on the mist-shrouded island. The desolate moors and great Ogham stone circles have been soaked with blood, the land tainted by the overwhelming scale of death and misery. Despite this, the forces of light have prevailed, if only barely.

The Dark Emissaries have slunk away into the darkness to lick their wounds, their bid to overthrow the Truthsayers, over for now. Some remain on Albion, hiding within remote mountain caves and deep, fog-shrouded swamps, but many more have fled the isle, seeking a safe haven where they can recoup their strength. Already, they are plotting their revenge, working towards another attempt to secure the Ogham stones, but their power base has been severely damaged, and they are scattered across the lands and isolated.

It is widely rumoured that the Dark Master himself has left Albion, driven forth from his fastness in the Citadel of Lead. Whether this is true remains to be seen, as does the growing fear that his plans have merely been set back rather than totally thwarted.

Still, though the armies of the Truthsayers have proved

victorious and held off their dark enemies, these are not days for rejoicing. The number of holy Truthsayers has been severely depleted, many of the noble druids having been lost in brave defence of their homeland. Worse, the Ogham stones have been so defiled and subjected to such intense dark energies and corruption that their powers have been seriously weakened. There is not enough power within the stones for the Truthsayers to re-conjure the protective mists around Albion, and the Truthsayers fear that their homeland will come under constant attack. The magic of the stones may never return to their full strength, and this may prove cataclysmic in times to come.

The defacing of the stone circles might yet prove harmful further afield too, across the seas. Already the building mystical pressure can be felt by the High Elf Mages of Ulthuan. With the Ogham stones of Albion not operating to their full potential, vast waves of raw energy are sweeping from the north, and a great magical strain has been placed on the stones at the heart of Ulthuan which are also used to hold back the amorphous tide that is Chaos. Some say that the Great Gate is opening wider once more and that the boundaries of the Chaos Wastes are creeping further south with every passing day. Perhaps this was the Dark Master's intent all along. Few doubt that another great incursion of

Chaos is about to spill upon the world, and some thank the gods that Albion was held against the forces of darkness, otherwise the coming storm of Chaos may have crashed upon the world even sooner and with even greater force.

The cruel Dark Elves pushed into the interior of Albion at an early stage, their experienced raiding parties, guided by many Dark Emissaries, securing strong vantage points on the north western coastline. Mighty Black Dragons of the Witch King Malekith descended through the clouds, striking without warning against their enemies, scattering their foes before them. None, it seemed, could stand against the dark natured folk of Naggaroth, and the kin of Malekith rejoiced in the bloodshed that ravaged the lands. Despite suffering horrendous losses, the Dark Elves fought on and marched further and further inland, pillaging many ancient barrows and tombs and sending the spoils back to Naggaroth. To further bolster their position, several Black Arks have now beached themselves on Albion, providing fortified strongpoints from which the Dark Elves can launch further raids, or retreat to when the enemy comes against them in force.

While the Dark Elves established a growing kingdom, their kin of Ulthuan, the High Elves, tried all they could to hold back the Druchii. By seizing the stone circles, the forces of

The chamber deep within the Bastion of the Old Ones resounded with chanting, the bass notes reverberating off the carved reliefs that decorated the high stone walls. Lit by blue and purple flames that danced from two dozen braziers spaced around the hall, the assembled Truthsayers sat in a circle, their heads bowed, as they focussed their minds on restoring balance to the winds of magic flowing across Albion.

At their centre stood Dural Durak, leader of the council. Arms spread wide, he stood at the focus of the converging spirals and lines drawn on the floor with goat's blood, feeling the energy of his brethren channelled into him. The ebb and flow of magic surged through his body and his ghost sight could detect the tiny wafts and breezes of the different colours of magic. But something was still astray. A storm of darkness, of raw magic and Chaos, still battered the beleaguered isle. The damage to the standing stones, though halted for now, might still prove to be irreversible. And so he and the other Truthsayers prayed to the spirits of the Old Ones, desperate to seal the rift in the magical realm that threatened to tear their homeland apart.

Whilst Dural Durak and his order struggled to maintain the balance of magical power, another force was hard at work trying to thwart them. Kheciss, First Emissary to the Dark Master himself, knelt before the throne of the Great One, eyes averted from the majesty of the Citadel of Lead's glorious ruler.

"You will battle against their petty meddling," the Dark Master's voice boomed out, causing even the evil, twisted Kheciss to shudder. He was the only mortal to have heard that voice and he knew that any other who did would die from sheer fright. "Albion is lost to my cause, but it is only the first battle in the coming war. Defy them and shield my departure, for I may yet turn this setback into a victory."

"Your will is my order, your merest whim my greatest commandment, oh mighty Dark Master," shrieked Kheciss, trying to block out the surge of raw Chaos energy that thrummed through his body, emanating from the pitch black shadow that sat before him on the massive throne. "Our armies will march forth one last time and attack. The foolish servants of the Old Ones shall suffer a wrath so hot it shall make the past months seem like a petty argument."

"So shall it be," intoned the Dark Master, rising to his full height and sweeping from the chamber, leaving Kheciss sweating blood, his limbs trembling and his heart pounding.

Malekith threatened to strengthen the magical power of the armies invading Ulthuan, and this could not be allowed. With many of their warriors engaged in the bitter struggle back on their homeland, it was left to the crews of the great Ulthuan fleet to contest the Dark Master and the servants of the Witch King. And this they did valiantly, wresting control of the Ogham stones from their dark kin where possible, harrying their supply columns, and cutting them off from the shores of Naggaroth to leave them isolated and starved in the hostile

climate of Albion. Even now the Eagleships and Hawkships of the High Elves patrol the coast, preventing more enemies from landing, and ensuring that the Dark Elves have difficulty sending back the spoils of their victories to the armies fighting on Ulthuan.

Whilst the two Elven kindreds battle each other fiercely, a battle that is far from over, another kingdom is being built. Driven by the fiery Lord Ravenbrandt, servants of Emperor Karl Franz have established a strong enclave east of Bol-a-hat. Though their

expansion has not been rapid, thwarted by enemy forces and the boggy land itself, troops continue to arrive as news reaches the home shores of the Empire. Known unofficially as Neuland, this enclave is still a fledgling state and it remains to be seen whether its ruler will gain any real political power in Aلتdorf. Also Ravenbrandt is facing strong opposition from Leopold von Stroheim for control of the growing province, and many think that before Neuland ever receives any official recognition, the two factions will kill each other in civil war.

Adventurers returning from Albion say that the foetid marshes of Bleak Moor have become the domain of a feared night-horror known as Thrashlaar the Vile. Filled with an unfathomable hatred for all who stood in his way, the Strigoi vampire, with the beautiful fight in open terrain, the Strigoi led his twisted companions on countless vicious attacks against armies on the move, striking from the marshes and slinking back into the concealing cover of the ever-present fog once an effective defence was formed. The vampire and his followers dragged the corpses of those they slew into the darkness, to be devoured in sickly banquets. The Strigoi took particular delight in slaying several of his vampiric brethren, members of the Lahmian and Blood Dragon families, yet his hatred remains unabated.

None know exactly when the hunched Dark Emissary Tehkhari led the vampire and his minions into the depths of Bleak Moor, guiding them along the hidden paths leading to the ancient Ogham stone circle at its centre. Here the Lady Rolinda quickly gorged herself on the magical power of the stones, perverting their energy to her own aims. At her urging, long drowned bodies arose from their watery graves, clawing to the surface of the boggy moors.

When the Truthsayers led the Lizardmen into the Fortress of the Old Ones and the skies opened briefly into sunshine, the Emissary Tehkhari flew into a wild panic, entreating Thrashlaar to attack the Fortress. In a blind rage, having had his ear filled with the twisted Emissary's whispering for so many weeks, Thrashlaar struck out, slaying the dark sorcerer. In shock, and fearing for her own safety more than ever, the Lady Rolinda fled from the wrath of the bestial vampire, but Thrashlaar would not let her escape so easily.

The deformed lord of the night dispatched his ghoul minions across the fens and moors in search of her, and many are the stories of native settlements ransacked by their pursuit, of small roving bands of twisted predators striking at night, leaving only the gnawed bones of their victims as a testament to their passing. For nearly a week, Rolinda fled before her unnatural pursuers, until finally she turned and fought them at the crest of a stone circle-topped hill near the coast.

Many ghouls fell to her powerful magics or were hacked down by the legion of skeletal corpses that she summoned from their sandy graves on the nearby beaches and cliffs – the long dead crews of ships wrecked on the fog-shrouded Albion shores over countless centuries. But her defiance was to no avail and, exhausted and bloody, she finally succumbed to the attacks of the ghouls.

Their orders were not to slay her, but to return her to her jealous master. And so, bound and gagged, she was dragged back across the moors to Thrashlaar. It is now claimed that she remains with the vampire lord, and to ensure that her power does not grow strong enough to challenge him again, Thrashlaar feeds from her every night, never quite taking enough to kill her, but just enough to ensure that she remains dependent on him to survive.



The Lizardmen defend the Lost Valley from the Dwarfs.

DARK SHADOWS FINAL RESULTS

Overall, the forces of the Truthsayers have just about prevailed against the Dark Master, grabbing 56% of the victories. However, such a small margin of victory is not enough to completely drive the forces of the Dark Emissaries from the island, helped in part by the fanatical forces of Malekith the Witch King.

The surprise result is the army with the best win percentage. For ages it

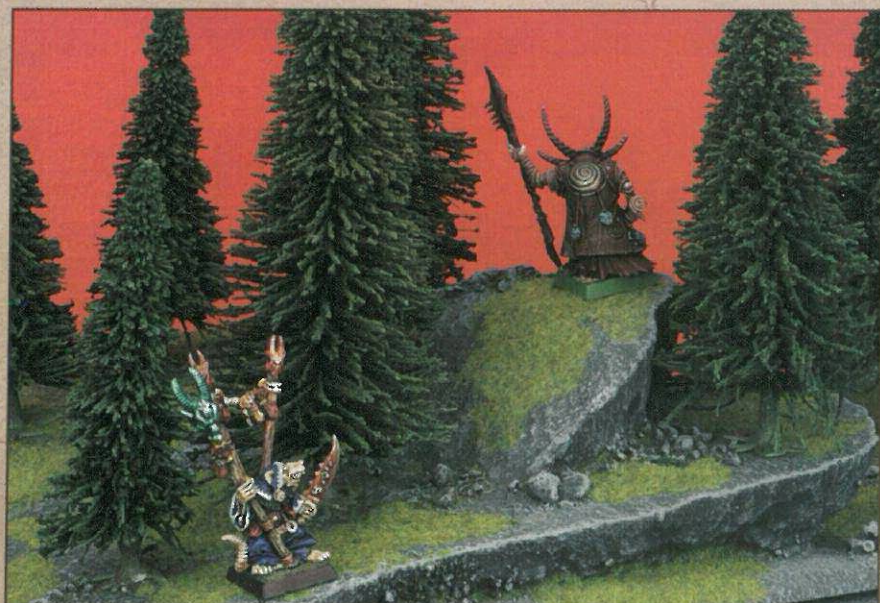
looked like it would be the Wood Elves, but once everything was counted up, it turns out to be the Dwarfs who claim the bonus prize – the Blade of Shining Death, which can cut through the toughest armour.

Magic items for the winners can be found later in Warhammer Chronicles, and in WD264 I'll be using the Arcane Lore column to talk about further gaming on Albion, as well as

publishing rules for including those Dark Emissaries, Truthsayers and Fenbeasts as Dogs of War units.

And that's not all! The machinations of the Dark Master have been set back for now, but will come to fruition sooner or later, and details of this will appear in issues of White Dwarf and Warhammer Armies books in the future. So it ain't all over yet, not by a long way.

ARMY	Games Played	Games Won	Games Lost	Games Drawn	% Won	Battles		Wins	
						Good	Evil	Good	Evil
Dark Elves	9296	4258	4975	63	46.1%	1333	7963	561	3697
High Elves	7732	4225	3457	50	55%	6924	808	4065	160
The Empire	6368	2903	3395	70	46.1%	4854	1514	2591	312
Dwarfs	4973	2803	2106	64	57.1%	4065	908	2623	180
Vampire Counts	4907	2605	2251	51	53.6%	811	4096	372	2233
Orcs & Goblins	5320	2382	2884	54	45.2%	1611	3709	732	1650
Lizardmen	2915	1621	1267	27	56.1%	2185	730	1458	163
Wood Elves	2617	1479	1118	20	57.0%	2041	576	1348	131
Chaos Warriors	2584	1313	1248	23	51.3%	345	2239	106	1207
Brettonians	2299	1049	1219	31	46.3%	1776	523	955	94
Skaven	1919	976	925	18	51.3%	355	1564	110	866
Chaos Dwarfs	773	377	378	18	49.9%	159	614	59	318
Beastmen	1054	372	657	25	36.2%	272	782	84	288
Dogs of War	870	362	496	12	42.2%	519	351	256	106
Daemons	803	329	494	7	40%	129	701	26	303
Khemri	649	230	414	5	35.7%	174	475	50	180

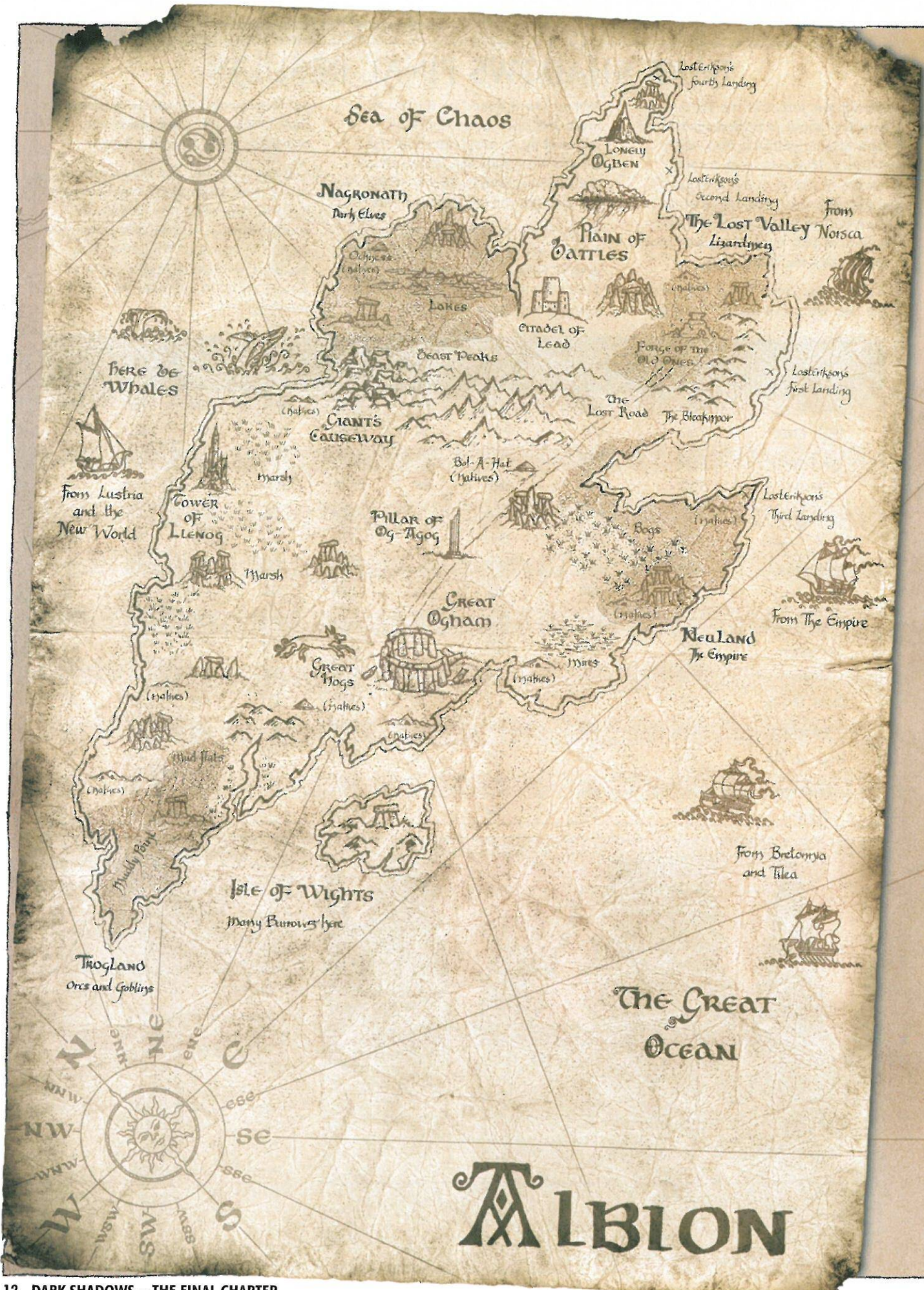


The Dark Emissaries and their evil allies flee from the island.

This year's Dark Shadows campaign has been a resounding success. We have received loads of stories, artwork and fully detailed battle reports from enthusiastic gamers. Gaming clubs also participated in running large multi-player battles to decide the fate of Albion.

Resident White Dwarf, 'Little' Gary Roach, had the unenviable task of entering all the Battle Report card results into the website, staying up until the early hours of the morning once the campaign had drawn to a close to make sure that all the results were accounted for!

I'm Gav Thorpe and this is me saying bye for now...



DARK SHADOWS IN THE STUDIO *by Dylan Owen*

With the world gripped this summer by the conflict taking place on a fog-cloaked island deep in the Sea of Chaos, with Truthsayers and Dark Emissaries struggling to control the sacred sites of Albion with entire armies as their pawns, nothing could hold back the avid Warhammer players in the Studio to run their own version of the campaign.

Twenty-two generals gathered Monday lunchtimes to find out what adventures faced them that week.

The campaign effectively ran itself, needing only the input of Anthony Reynolds and myself to organise the brief Monday meetings and to keep track of the number of battles each player won. We put up a poster each week in the Studio to show how many victories each player had and posted results to everybody via E-mail. Anthony also made sure that the results were posted on the Games Workshop Albion website:

www.games-workshop.com/albion/uk/hobby so that our games would have an impact on the global campaign. Owen Rees provided an update on the website of how his Empire army was fairing, and several of the players' reports of their battles were posted there too.

So for six weeks the Studio resounded with the rolling of dice, screams of frustration and ululations of victory as we slaughtered each others' forces. It goes to show that a campaign with a rich background and interesting quirks can keep players enthralled for ages. The weather and magic rules and the Truthsayer and Dark Emissary characters all added to

the flavour of the campaign. Looking at the battlefields generated by the Albion terrain table, you could almost hear the wind sighing dolefully through the marshes.

WEEK 1

The first battle, The Mists Recoil, represented the armies trying to find safe harbours for their fleets so they could begin their invasion of the island. This proved a difficult game for the defenders, being so outnumbered, with the notable exceptions being Paul Rudge's Vampire Counts who managed to hold off Paul Dainton's Dwarfs, and Anthony Reynold's Chaos Warriors, who stopped Gav Thorpe's Dwarfs taking their beach – evidently Dwarfs are not suited to amphibious assaults, being prone to sea sickness and not particularly buoyant.

Overall, a 7-4 victory in favour of evil.

WEEK 2

The losers of the first scenario were driven away from the beach, and their army was delayed as it sailed around the treacherous rocks and white cliffs of the Albion coast in search of an undefended safe haven for their fleet. As a result, these armies were the attackers in the next scenario, The Fens. We decided that this scenario represented a rearguard action against an army which had secured an early beach-head and had advanced quickly into the island. If any of the attackers managed to win then they could break through and harry the main force, slowing it down long enough for the attacker's main army to overtake their rivals in the race for the Ogham Stones. My Empire army faced Alessio Cavatore's Skaven in this battle. He won by a whisker (by a very appropriate 13 Victory points!). Even



Owen Rees's Empire Knights clash with Matt Hutson's evil Dark Elves.

Rumours abound of strange happenings in the north of Albion. A lone Dark Elf Shade returned from the area to the landlocked Black Ark Shadow of Despair, his skin burning with fever and filled with stories of what he had witnessed. His kin laughed at what they saw as the delusions of a madman, for he had clearly lost his mind.

He spoke of infiltrating past armies of Lizardmen spewing forth from the Forge of the Old Ones. Two days past them to the north, he claimed to have come upon a great rent in the earth that formed a valley of immense size. As he led his men warily into the valley, the temperature rose steadily until the air was uncomfortably thick and cloying. Thick vegetation covered the valley floor, and great trees and vines formed a canopy above them. Great, biting insects the size of birds buzzed around the Dark Elves who swatted them away, staring around them in astonishment. The Shade spoke of leading his scouts through the jungle for several days. They were uneasy, the temperature and the landscape feeling completely alien and unnatural. The delirious druchii even claimed that the lush vegetation grew at an unbelievable rate, so that the Dark Elves felt they could see the trees rising inch by inch, as if some force compelled them upwards.

His story became increasingly distorted and dream-like; he talked of giant lizard creatures that stalked him and his comrades tirelessly through the jungle, of nightmares come to life and of his men being lost one by one. Terrified and feverish, the Shade had not slept for days on end as he fled towards the Black Ark. In a delusional seizure, he screamed that the entire island would become a hellish jungle if he slept and that the lizards would hunt him down in his dreams. He slipped into unconsciousness soon after, and was found dead only hours later, his expression fixed into a grimace of pure terror.

though he only managed to get his Assassin off table, his Dark Emissary sacrificed himself, blowing away enough of my men with his magic to scrape a victory before he was hacked down by my enraged soldiers. We decided that his Assassin got through my lines and reached my encampment where he attempted to assassinate my general, Baron von Schreck of Averland. Although my general was saved by his bodyguard, the disruption this caused meant that in my next game my army would arrive at the Ogham Stones after my opponent, allowing him to choose where to set up and giving him the choice to go first instead of rolling for the first turn as normal.

The followers of the Dark Emissaries just managed to beat the defenders of the Truthsayers by six games to four in this scenario, meaning that evil had a head start for the Ogham Stones.

WEEK 3

The Ogham Stones scenario proved to be very popular, especially with the players who had an army in which magic played a prominent part. Mark Raynor's High Elf army, with a Level 4 Mage, two Level 2 Mages, a Truthsayer and a Banner of Sorcery, had an astounding 23 Power dice each Magic

phase due to the fact that he started with an additional Ogham Stone circle in his deployment zone at the beginning of the game (thanks to some lucky rolling on the Albion Terrain chart and the fact that he turned up on the table before his luckless opponent Matt Hutson and his Dark Elves, who had lost his previous game and, unsurprisingly, succumbed to Mark's magic in this one).

The forces of good this week triumphed over the armies of darkness by six games to four, meaning that the Truthsayers held the majority of the sacred Ogham Stones on the island.

WEEK 4

It was now a race to dominate the ancient abandoned fortress in the north of Albion, known as the Bastion of the Old Ones. The armies which had beaten their enemies the previous week marched northward along the Lost Road towards the Bastion. We decided that only one side, good or evil, would reach the Bastion first. We would count the number of armies marching to the Bastion along the Lost Road and the side with the greater total would be the first to reach the fortifications. At the

moment, the forces of good had a head start. However, we used the fourth scenario, The Giants' Causeway, to give those armies which had lost the previous week a chance to recover their honour and count their force in the race for the Bastion. The Lost Road was a relatively safe route to the fortress, but there was another, more perilous way. Led by a native guide, the trailing armies decided to brave the narrow passes and trails of the Beast Peaks. Were they to survive the horrors that dwelt in this mountainous wilderness they would reach the Bastion in time to help secure it for their side.

This battle was great fun to play, the armies which lost The Ogham Stones scenario ambushed by the monstrous hosts controlled by those players who had won that battle. Giants and Dragons were a particular favourite choice to strike terror in the hearts of the puny troops which faced them, and battles fought early on in the week were easily won by the beasts. However, as always happens in games fought in the Studio, there were plenty of spectators, and players yet to fight watched and learned the mistakes made on the battlefield, so that by the end of the week the tables had turned and the monsters were being routed as generals discovered the best tactics to defeat such terrifying opponents.

The evil side had to win at least three games this week to get enough armies to reach the Bastion and secure it under their control. As it was, by the end of the week there were two victories apiece to good and evil and so the fate of both sides hung in the balance, to be determined by a nail-biting battle between Nelson's treacherous Dark Elves and Rowland Cox's force of rabid, howling monsters. Fate spurned the Truthsayers as Nelson obliterated Rowland's creatures; there was little chance Rowland could do anything against the combined might of Malekith the Witch King himself and his infamous mother, Morathi!

WEEK 5

So week five started with the evil warmongers safe behind the ancient but almost impregnable walls of the Bastion of the Old Ones. Although the scenario in the Dark Shadows campaign booklet restricted the size and type of forces everyone could take, because most of the players



Siege! The Bastion of the Old Ones is assaulted in the Studio campaign.

wanted to play a huge battle complete with siege engines and cannons blasting the walls to pieces, we decided to accommodate their wishes and played a normal siege.

We played about four sieges, each with between three and six players on the table at a time. We decided that each battle represented an assault on the four gateways into the Bastion and that the side which would eventually control the Bastion would be that which enjoyed more victories.

The largest game was that played between Phil Kelly's Skaven and Anthony Reynold's Chaos Warriors within the castle, being attacked by the Empire forces of my Baron von Schreck and those of Mark Owen, along with the High Elf army of Mark Raynor and Rowland Cox's Dwarfs.

We decided that the Dwarfs and High Elves were not getting on, due to the High Elves' arrogance and the Dwarfs' grudges on account of the War of the Beard. We devised an Animosity table which would kick in if result 7 was ever reached on the Weather table, with such results as "You ugly, hairy, rubber-nosed, drunkard stunty!" where a random High Elf Wizard would target all his spells at the nearest Dwarf unit, and "What did you call my mother...?" where the two highest ranking characters in the High Elf and Dwarf armies would challenge each other, needing a Leadership test to break off combat each turn. Even though this severely jeopardised our chances of winning this siege, we didn't care as it was a great laugh.

Comedy moments included the farcical actions of my Giants of Albion mercenaries. Cachtor and Bologs charged a wall to bash it down after it had been weakened by Mark's cannon fire, only to have the entire section collapse on top of them, killing both. Bologs toppled diagonally backwards, squashing half my unit of Swordsmen carrying the Griffon Standard! As if that wasn't bad enough, right at the end of the game, the Elves had had enough of Dwarf insults and, at a critical moment when the forces assaulting the wall needed one final push to seize it, Mark Raynor's High Elf Mage Commander decided to blast a nearby unit of Dwarfs with devastating magic forcing them to flee from the ramparts. In the subsequent turn the Dwarf General thought he overheard his High Elf counterpart mutter some disparaging comment



A Truthsayer directs his forces on the Plain of Battles.

about his mother and challenged him to a duel on the very ramparts they were trying to capture. Both players heaved a sigh of relief as the characters parried each others' blows in the first turn of combat. With Leadership scores of 10, both characters should see sense in the final Combat phase, stop their quarrel and launch an attack on the Chaos Warriors who still held the wall. The High Elf commander stepped back, his sword lowered, offering an apology for deriding the Dwarf's parenthood. "Apology accepted," snarled the Dwarf Lord as he smashed his rune-axe into the High Elf's skull.

When the dust had settled, it was evident that our disorganised assault had failed to capture the gateway. The same was true with the other battles, only one of the other sieges resulting in a victory for good. Because the Dark Emissaries' forces controlled most of the castle, Graham McNeill's victorious Empire army and Tom Hibberd's High Elves were forced to retreat from their hard won gains, leaving the Bastion of the Old Ones in the hands of evil.

The scene was set for The Plain of Battles. With no time limit and no retreat, the aim was simple – utterly destroy your opponent. Several battles were played as multi-player games and great fun was had by all as the forces of the Truthsayers tried to wrest victory from the claws of the Dark Emissaries' minions. Entire armies were wiped off the face of the world, combatants waded in gore as the heavens broke and lightning crashed

down among the fighters. In the end, both sides had cut each other down to a handful of men, with neither force having gained an advantage (both sides scoring four victories each), but after a night of vicious carnage, when the fog-shrouded dawn finally emerged, it was clear to the Truthsayers that their forces had failed to break the enemy and the Dark Emissaries had won (a grand total of twenty-nine victories to the Dark Emissary players, compared to twenty-two by the followers of the Truthsayers).

The Truthsayers' armies retreated to defend the Ogham stone circles they retained, but with the forces of Darkness controlling the Bastion, although both forces were seriously depleted after the final battle, it would be only a matter of time before the magic of the stones would fall into the hands of the enemy.

AND FINALLY...

Although everyone worked together to fight a common foe, special mention has to go to Phil 'Dirty Rat' Kelly who led his Skaven army to 6 victories out of 6 games, the only player in the Studio to manage this feat.

However, the events that occurred in the Studio were just a ripple compared to the thousands of battles fought on the island by players throughout the world. As you can see from the results on the Albion website, the island was saved from darkness by the might of the Truthsayers.

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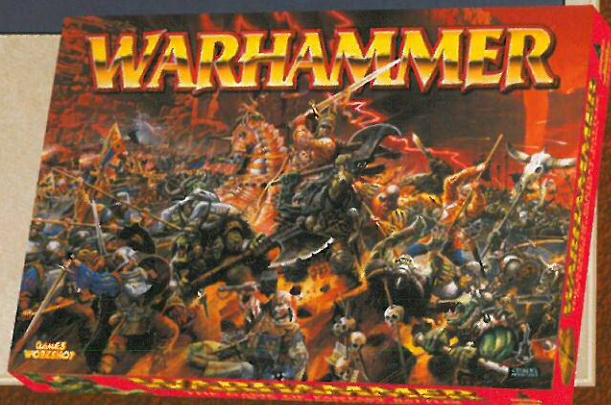


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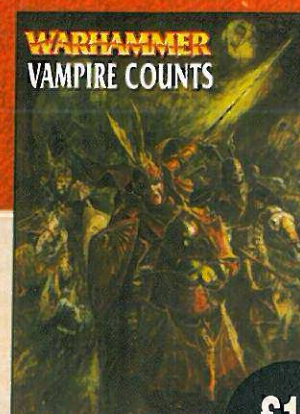
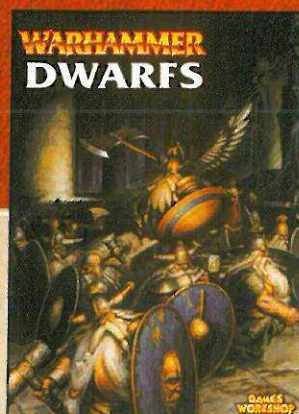
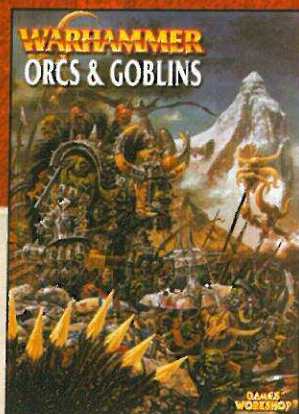
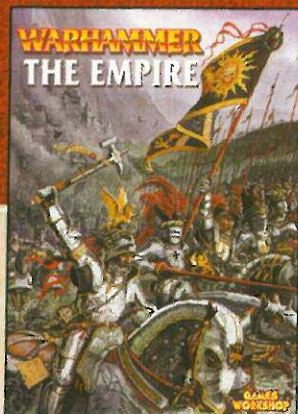
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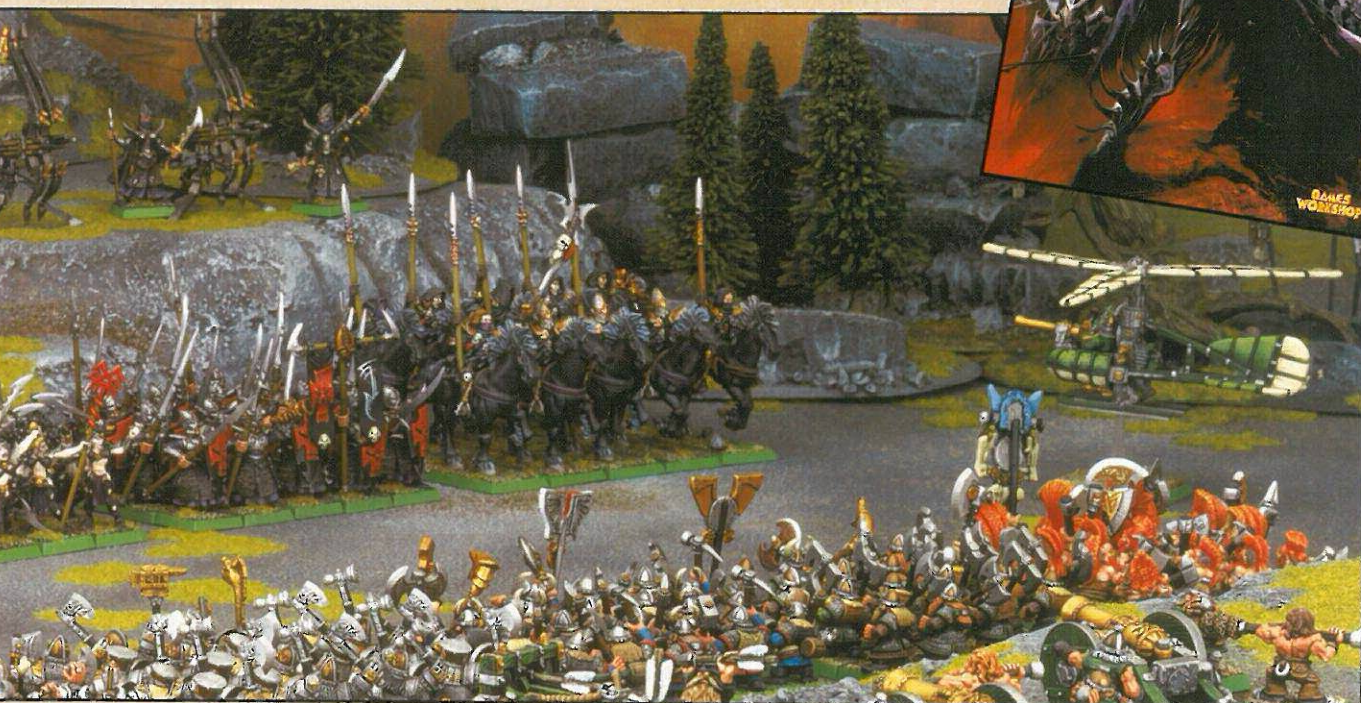
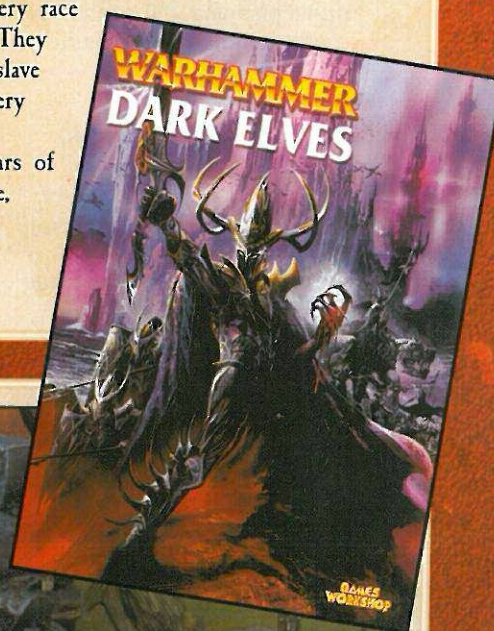
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With their commonality of purpose and hi-tech weaponry, the Tau have won many great victories in pursuit of the Greater Good. In this article Andy Chambers, Andy Hoare and Graham McNeill take a look at some of their most famous triumphs and their curious use of propaganda.

THE WAR OF THE PLACE OF UNION

At the height of the first Tau expansionist phase, an expeditionary force set out from Dal'yth. This force was led by the Water caste explorer Por'o. Dal'yth Kiv'rai, famous for his discovery of two artefact-worlds now under Ethereal caste interdiction. Air caste observers based on orbital stations around Dal'yth had studied a cluster of worlds beyond the Perdurus Rift, and after many years of careful planning, the expedition was sent to explore, study and colonise these worlds.

The journey to the nearest system within the cluster proved uneventful, and O'kiv'rai decided that it was safe to set his fleet on a course for the fifth world of the system.

DYNAMIC EXPANSION

LEGENDARY VICTORIES IN TAU HISTORY

The chosen planet was a blood red gas giant, the second moon of which was considered the most likely to support life. Entering orbit, O'kiv'rai was surprised when initial scans detected a large amount of debris scattered over a substantial area of the upper atmosphere. His Earth caste advisors counselled caution, and samples of the debris were brought on board for analysis. It was determined that the debris was the remains of a large spacecraft that had exploded very recently.

Landing a Crisis battlesuit team, O'kiv'rai watched through an uplink as the moon's surface was revealed. Under a crimson sky, the Shas'ui came upon a scene of destruction; a settlement reduced to charred rubble. Sickened, O'kiv'rai directed the warriors to search the ruins, where they discovered the mutilated remains of unknown alien bodies.

O'kiv'rai recalled his teams and ordered an extensive sensor survey of the surface. The readings showed evidence of further destruction at numerous locations, and O'kiv'rai concluded that the moon was far from suitable for colonisation. The fleet moved on and soon found mounting evidence that a violent invader had recently laid waste to this part of the cluster. O'kiv'rai began to suspect that the region would prove too dangerous for settlement.

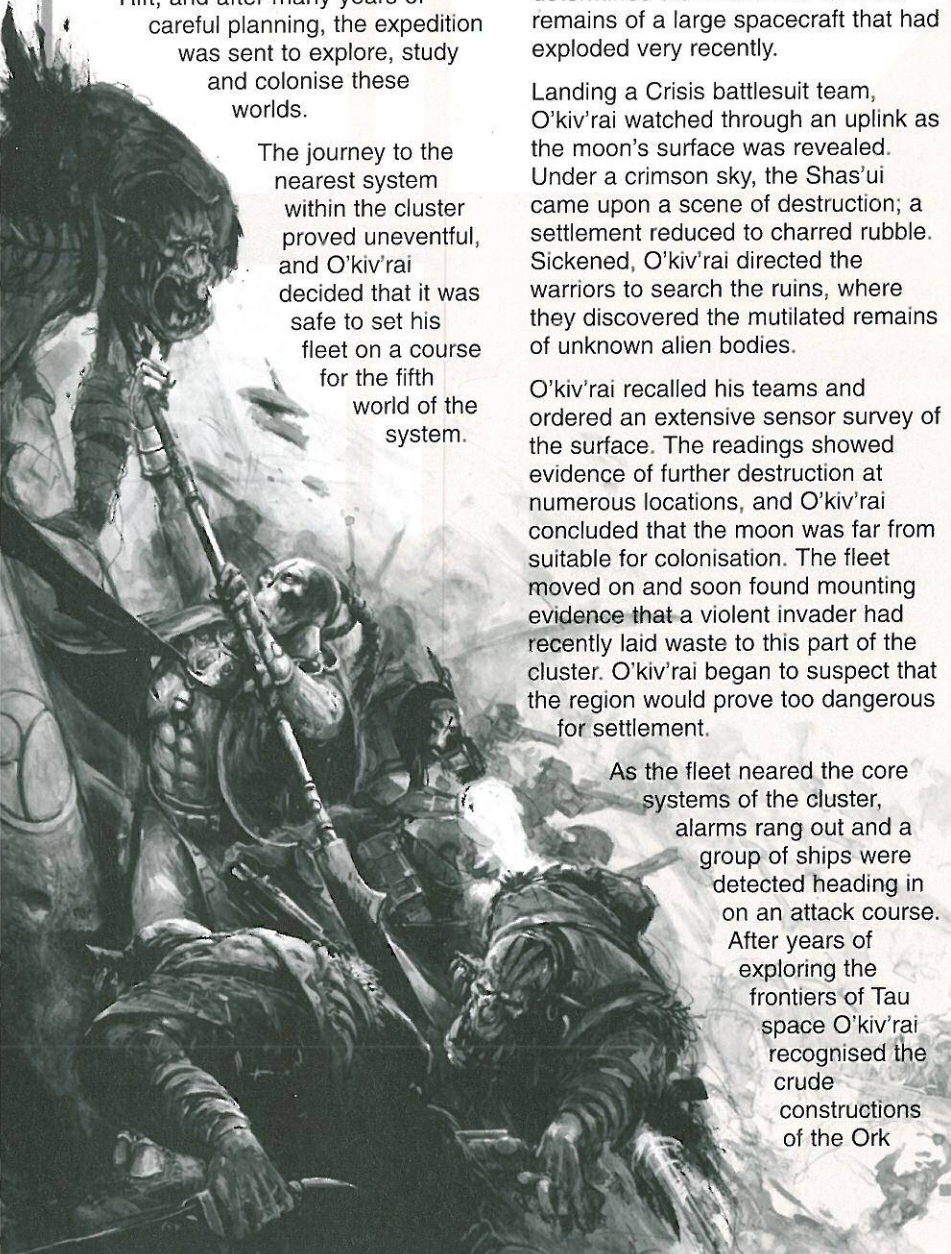
As the fleet neared the core systems of the cluster, alarms rang out and a group of ships were detected heading in on an attack course. After years of exploring the frontiers of Tau space O'kiv'rai recognised the crude constructions of the Ork

race and knew how to deal with Ork pirates. His Air caste interceptors made short work of the ramshackle flotilla. Knowing now who had caused the devastation across the region, O'kiv'rai seriously considered abandoning his mission altogether, yet a part of him would not allow the fleet to leave without first discovering the identity of the Orks' victims.

Setting course for the next scheduled system, O'kiv'rai put his fleet on high alert. Soon they encountered random groups of Ork fighters engaged in insane races with one another through the system's asteroid belts. The stronger expeditionary force soon drove off these disorganised bands. As the fleet moved in-system, no resistance was encountered, and O'kiv'rai came to the conclusion that the Ork ships merely represented a small scouting force, and that he could therefore safely claim the worlds in the name of the Tau empire.

After months of disappointment, the Earth caste colonists were keen to begin the process of claiming these worlds, and several shuttles embarked in preparation for landing. What happened next would be written in Tau history as one of the greatest tragedies of that era. O'kiv'rai's sensor operators reported the approach of a huge, spherical alien spacecraft. Opening communication channels and preparing to greet the ship on behalf of the Tau empire, O'kiv'rai saw that it was pursued by a substantial force of Ork warships. Cursing the warlike Greenskins, O'kiv'rai ordered the fleet to take evasive action as the fleeing alien ship was heading on a course that would smash through his fleet.

The fleet scattered, all except the colony transport ship *Sha'tiro Suli*, that had almost completed the disembarkation of her passengers. The sphere was heading directly for the transport and in an instant O'kiv'rai was faced with a stark





The allied Tau and Kroot fight off the relentless hordes of Orks.

choice: destroy the alien vessel and save the lives of the skeleton crew still to disembark the Tau ship, or attempt to save the lives of the far greater number of crew aboard the alien ship by firing on the *Sha'tiro Suli*.

The Orks made the choice for him.

One of the Ork warships had set itself on a heading intended to ram both ships. O'kiv'rai's bridge crew watched in horrified silence as the Ork ship smashed aside the Tau carrier, causing it to disintegrate and spill its remaining passengers into the void. The Orks continued on their course, and the communication channels came alive with the insane laughter of thousands of battle frenzied Boyz readying themselves to board the sphere. The Ork ship seemed to impact on the hull of the sphere in slow motion. The surface buckled and the Ork ship ground into the guts of the alien ship until it was almost entirely buried, only its rear quarter remaining visible. A series of explosions lit the grotesque scene from within, and the sphere burst apart in a massive explosion that consumed both ships as one, scattering superheated wreckage over the remainder of the Tau fleet.

O'kiv'rai ordered a full sensor sweep of the area, and reports flooded in of more Ork frigates swarming after another of the strange alien spheres.

The ships' course would bring them into contact with his fleet once more, and O'kiv'rai was not prepared to witness the destruction of any more of his ships.

Bringing his fleet around, O'kiv'rai allowed the sphere to pass through his formation. As the Orks came into range, they realised too late they were heading into the midst of a completely unexpected foe. Travelling too fast to alter their course, the Orks rocketed straight through the Tau fleet. Timing his command to the instant, O'kiv'rai ordered the release of a massive missile salvo. Streaking from the Tau battle lines, the hundreds-strong salvo unerringly altered trajectory to pursue their targets. Ork Fighta-Bommerz tried desperately to intercept the missiles, but they were too slow, and too few. Scant Ork ships escaped.

One kai'rotaa later, O'kiv'rai, flanked by the fleet's finest Fire caste hunter cadre looked across a windswept plain. In the distance he watched a party of tall, crested aliens making their way towards him.

Communication between the two groups was at first difficult. However, O'kiv'rai was an experienced diplomat and the aliens seemed to have an innate ability with language, learning quickly by mimicking O'kiv'rai's words and body language. The two parties soon found common ground and the

Tau were impressed by the new race, although they had yet to witness their more disturbing, carnivorous tendencies.

The aliens were called Kroot, and the talks established that the world, which the Kroot referred to as Krath, was part of a larger region occupied by them. O'kiv'rai recognised that this race would make a notable addition to the Tau empire, and prepared, with the permission of the Ethereal caste, to make representations to the Kroot people.

Events, however, took a hand and the two peoples would be forced to wait some time before an alliance proper could be negotiated.

O'kiv'rai's command ship signalled that an armada of Ork ships had appeared, and was speeding towards Krath. Against such numbers the fleet had little chance, and so O'kiv'rai ordered those ships that could to land immediately. Those too large to make planetfall he ordered scuttled. The finest Air caste scout crew was assigned to run the blockade and bring help from the Tau empire as soon as possible.

For the next eighty kai'rotaas, Tau and Kroot forces fought together against the Ork hordes. Casualties were high on all sides, but the Tau soon learned to appreciate the fighting abilities and fieldcraft of their newfound allies. As



time passed and no aid from the Tau empire was forthcoming, the Tau came to rely on the Kroot in certain battlefield situations, and their tactics became increasingly integrated. In the wake of the first combined victory, Tau Fire caste warriors witnessed the Kroot warriors' practice of eating the bodies of the fallen. This caused some tension and the Fire caste commanders almost refused to fight alongside the Kroot. O'kiv'rai was instrumental in arguing the case for continued cooperation, arguing that contact with the honourable and civilised Fire caste would ultimately influence the less civilised aliens.

By the eightieth kai'rotaa, the Orks had amassed a huge army with the intention of destroying once and for all the troublesome allies. Eager to begin the looting of Krath, the Orks gathered and, as darkness fell, began their assault on the combined lines.

The battle should have been a slaughter, as the allied army was far outnumbered by the Ork horde. At the height of the fighting however, the night skies were lit by what witnesses took to be a spectacular meteor storm. As the fire streaking the sky brightened, combatants on both sides realised that the display was in fact a flight of Tau Barracuda superiority fighters. The Ork hordes were decimated by the concentrated bombardment that followed. At the last moment, Crisis battlesuit teams dropped from their Manta Missile Destroyers, encircling the Orks and cutting them down with relentless precision.

Over the next twelve Tau'cyrs the Fire caste warriors of Sa'cea embarked upon their campaign to rid the entire cluster of the Orks. The culmination of the campaign came when the Kroot war-leader Angkor Prok swore fealty to the Tau empire at the Oathstone. O'kiv'rai bore witness to the spirit of the Kroot people, and the two races stepped forward into a new period of peace and cooperation.

ECHOES OF THE MONT'AU

Excerpt from the Book of War, memoirs of Fire Warrior Commander Shas'o Sa'cea Tsua'm, a true and glorious account of the noble actions of the Fire Warriors from the Kais-shi academy on Sa'cea. Being the telling of events pursuant to the invasion of Ke'lsan by the forces of the Mont'au.

"Listen well to this, my warriors, and learn of the method of war of those who care not for the furtherance of any common goal, and fight for the sheer pleasure of violence, the vicarious thrill of defiling those they defeat. It is a cautionary tale, yet one that will inspire others and provides a salutary warning against turning from the Tau'va, the Greater Good.

The world of Ke'lsan is a place of turbulent climate and uncertain peace. All manner of foes call the nearby Perdus Rift home: aliens, pirates and beings too terrible to name. It is a region of treacherous space, shunned by all pilots of good standing and many among the Kor whisper that it may be haunted. Haunted by what, they do not say and until the battle of Mont'au, I felt sure that such tales were mere apocryphal whimsy. Now I am not so sure.

The depredations of those that venture from the Perdus Rift are well known, all seek to plunder and kill with no thought for what they do. Though of course, I myself do not hold with O'shova's methods and do not condone what he has done, I cannot now bring myself to condemn him totally. The things I have seen out here on the frontier have given me the clarity to at least understand what he talks of and this was never more true than after the events on Ke'lsan which I shall now relate. Many times had those schooled at Kais-shi led expeditions to fight to protect our brethren of the other castes and every time had they been victorious. When I received orders from the Shas'ar'tol to lead six cadres to Ke'lsan, I was naturally honoured by the command, eager to defeat whatever threat had emerged from the Rift.

En route we were joined by a Kroot warsphere and, though I was glad of their assistance, I had not been aware of any warspheres in this region of the empire. Upon reaching Ke'lsan, it became immediately apparent that what had occurred on this world was unnatural. Whole outposts and towns had been razed to the ground; the bodies of the Tau dead violated in the most unimaginable ways possible. It seemed unlikely that piracy was the motive for the attack, as nothing had been taken, the storehouses were still full and the machine shops were untouched. There was no purpose to the slaughter, save the wanton horror of destruction and mutilation.

But there was worse to come. Pathfinders reported sighting ominous pillars of black smoke over the horizon and we made best speed towards the fires. We arrived at a colony I later learned had been named Fio'kai and discovered a portion of the invaders' army still encamped in the smoking ruins. Though superficially each bore a resemblance of form to Gue'la, there was among them a riot of anatomies and form I had never before seen and could barely believe drew breath. Each creature bore distended limbs, twisted organs and gibbering mouths, each giving voice to vile exhortations in the name of indulgence.

We fell upon them and killed all save one, who seemed to revel in the pain our weapons had inflicted upon him. His form was twisted and warped beyond any physical norms and he

spat and swore such vile things at us that I was forced to order my Shas'el to stand down, for fear that he execute the prisoner there and then.

I myself spoke to our captive at length and was to learn many things, which I will spare you the full horror of. It is enough to say that he claimed to serve a dark master, a being known as Slaanesh, a being who is the antithesis of all the Tau believe in. It appears that his servants are actively encouraged to pursue hedonistic pursuits and that the concept of a Greater Good is abhorrent to them. Such a creature will never submit to the Tau empire and must be destroyed lest his subversive dogma be allowed to spread. It appears that this being is one of some considerable power as it was he (or she – the subject claimed both genders for its master) who had claimed Ke'lshan as his own. I brought the distasteful questioning to an end as the prisoner appeared to take an unhealthy pleasure in the interrogation techniques I was forced to employ. Before terminating the captive, I was able to extract the location of the main force of this Slaanesh and formed up my forces, ready to engage this depraved foe.

As I ventured outside I was confronted with the sight of some Kroot carnivores devouring the bodies of those we had killed in battle. Though

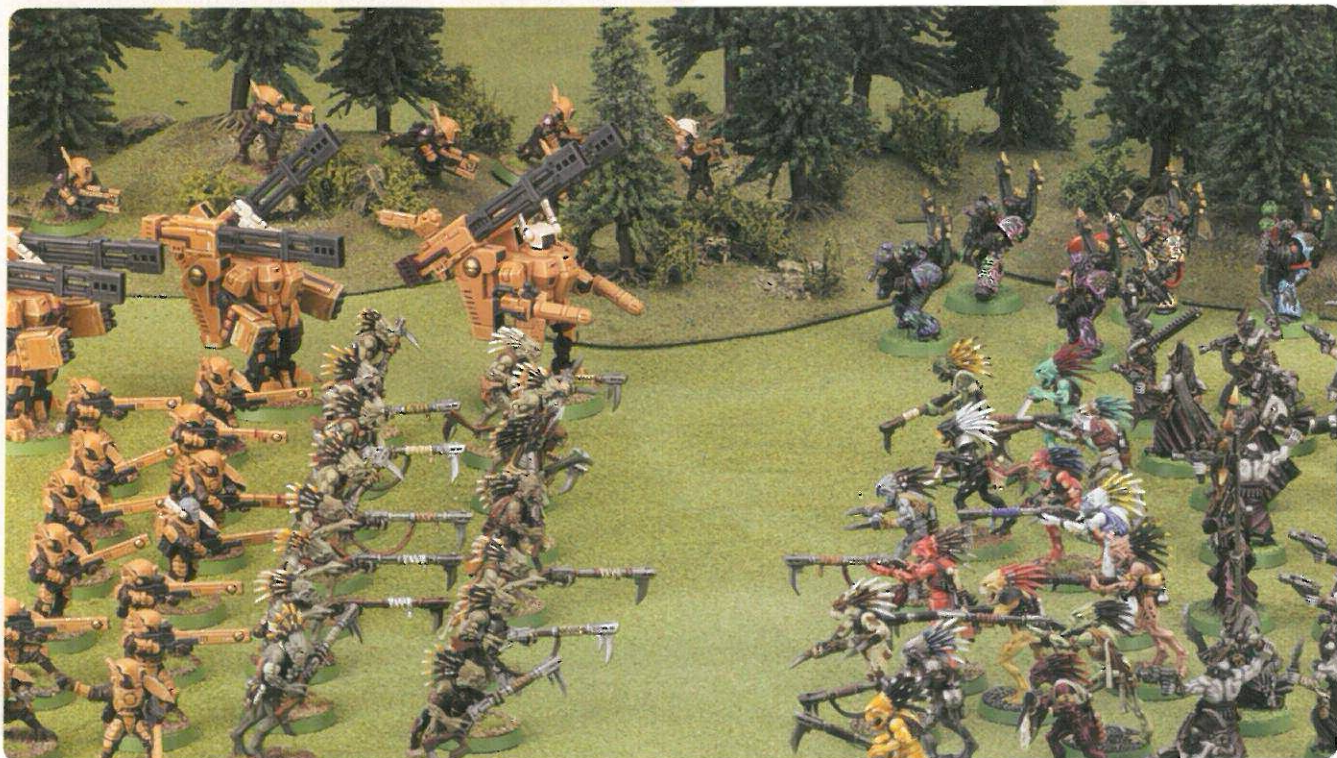
distasteful, I was not surprised by this and paid no more mind to their feasting than I had on previous occasions. Later events would show how costly an oversight this was to be.

The route of march our prisoner had furnished me with enabled us to deploy rapidly into an ambush position ahead of Slaanesh's forces and I chose to employ the Kauyon strategy. With Kroot positioned in the centre as the lure, I stationed myself, the Crisis teams and a pair of Hammerheads in some dead ground behind a hill on my right flank with a Broadside team on the left of the Kroot. With Stealth Battlesuits, Fire Warriors and yet more Kroot guarding my far left flank, I considered my plan to be as tactically sound as I could make it. Within the hour, forward Pathfinders reported engaging the vanguard of Slaanesh's army. I instructed the bulk of my army to remain in cover while the Kroot to be used as the lure advanced cautiously in plain sight as the Pathfinders' Devilfish came into view, the enemy snapping at their heels. If the sights I had seen at Fio'kai had appalled me, what I now saw before me sickened me to my very soul.

A horde of fierce-looking warriors in armour emblazoned with shimmering colours and surrounded by a cacophony of discordant noise,

bearing icons and sigils of wanton indulgence was approaching. On the flanks came snapping creatures of disturbing appearance, hideously genderless and garbed in fine silks and ermine trimmed armour. Where one would expect to see hands, these creatures were equipped with sensuous claws and darting, barbed tongues whipped from their jaws. Shambling horrors of thrashing pseudopod, claw and fang were driven before the army by grotesque, beast-headed monsters armed with crackling energy prods. At the centre of the horde stood a giant in electric blue armour, edged in gold and pink. I took this to be none other than Slaanesh him or herself and vowed to personally defeat this vile creature. The sensors of my battlesuit detected unknown chemical pollutants suffusing the air around the advancing troops, but could not discern its nature. As the first elements of Slaanesh's army rushed towards the lure, I noticed a curious thing; many of the Kroot appeared entranced by the sight of such a garishly coloured horde and had lowered their weapons, sniffing the air with bemused looks upon their faces.

As Slaanesh's army approached our allies, horrifying changes began rippling through the Kroot and they began convulsing, screeching horribly



The mutated Kroot lead the charge against their former allies.

as their flesh erupted in mutation. At this point I realised that these were the Kroot who had feasted on the flesh of the enemy dead at Fio'kai. Slaanesh's main thrust suddenly altered direction and, instead of charging the Kroot, began heading towards my position. Worse still, the Kroot I had stationed in front as the lure, began advancing alongside Slaanesh's forces with murder in their eyes! I immediately ordered the forces on my left to advance, engage the flank of Slaanesh's army and link with my Crisis team. The Broad-sides fired salvos of rockets into the masses before them, each blast killing dozens of the enemy. Yet they paid little heed to the carnage being wrought within their ranks. Indeed, many appeared to take perverse pleasure in their wounding. My Hammerheads moved around the opposite flank of Slaanesh's army and began pounding them with hyper-velocity submunitions from their railguns. Yet still they came on.

The firepower we laid down was above and beyond what the academy at Kais-shi teaches us would be sufficient to break a foe of such numbers, yet Slaanesh's troops did not falter. Truly were these warriors brave! The slaughter continued, with my warriors falling back and firing into the charging mass. No matter how many we killed, there were more to take their place and I feared we might not have the firepower to deal with these numbers. But then my left hammered into the flank of Slaanesh's army, throwing it into confusion as the untainted Kroot warriors carved a path through their ranks and a swirling mêlée erupted as these warriors fell upon their corrupted kin. In the confusion, I launched a counter-attack of my own.

Together with my escorting Shas'vere, I fought through the centre of the horde and linked with the bloodstained Kroot to surround Slaanesh. Now, as any student of mine from Kais-shi will tell you, I am a Tau little given to flights of fancy or romantic notions of beauty, but as I faced this being in shocking pinks and blues, I was very nearly entranced by the colours and heady musks that seemed somehow to permeate my battlesuit. I quickly threw off such notions and dispatched the villain with a shot from my fusion blaster. His death seemed to throw his minions into disarray and within minutes they were a broken mob, fleeing in utter panic. I

knew I could not allow such a foe to escape, ordering a full pursuit, and by nightfall we had destroyed every last remnant of Slaanesh's army. As I returned to our original ambush site, I found the Kroot dispatching their sickly comrades and pitching them atop a vast pyre. I have seen that is the normal custom of the Kroot to feast on the bodies of their fallen kin, but after what had happened in the battle, I could not blame them for their caution. The Kroot would not leave until the pyre had burned to ashes and the remains scattered to the wind. When the fire burned out, we collected our dead and left Ke'Ischan.

I shudder to think of what might have happened had Slaanesh been allowed to claim Ke'Ischan as his own and I offer thanks to the Ethereals that their prescience led my warriors and I to that world. To allow such a debased echo of our former selves to exist would have dishonoured all those who have fought and died for the Greater Good."

FRONT LINE REPORT ON TAU BATTLE DOCTRINE

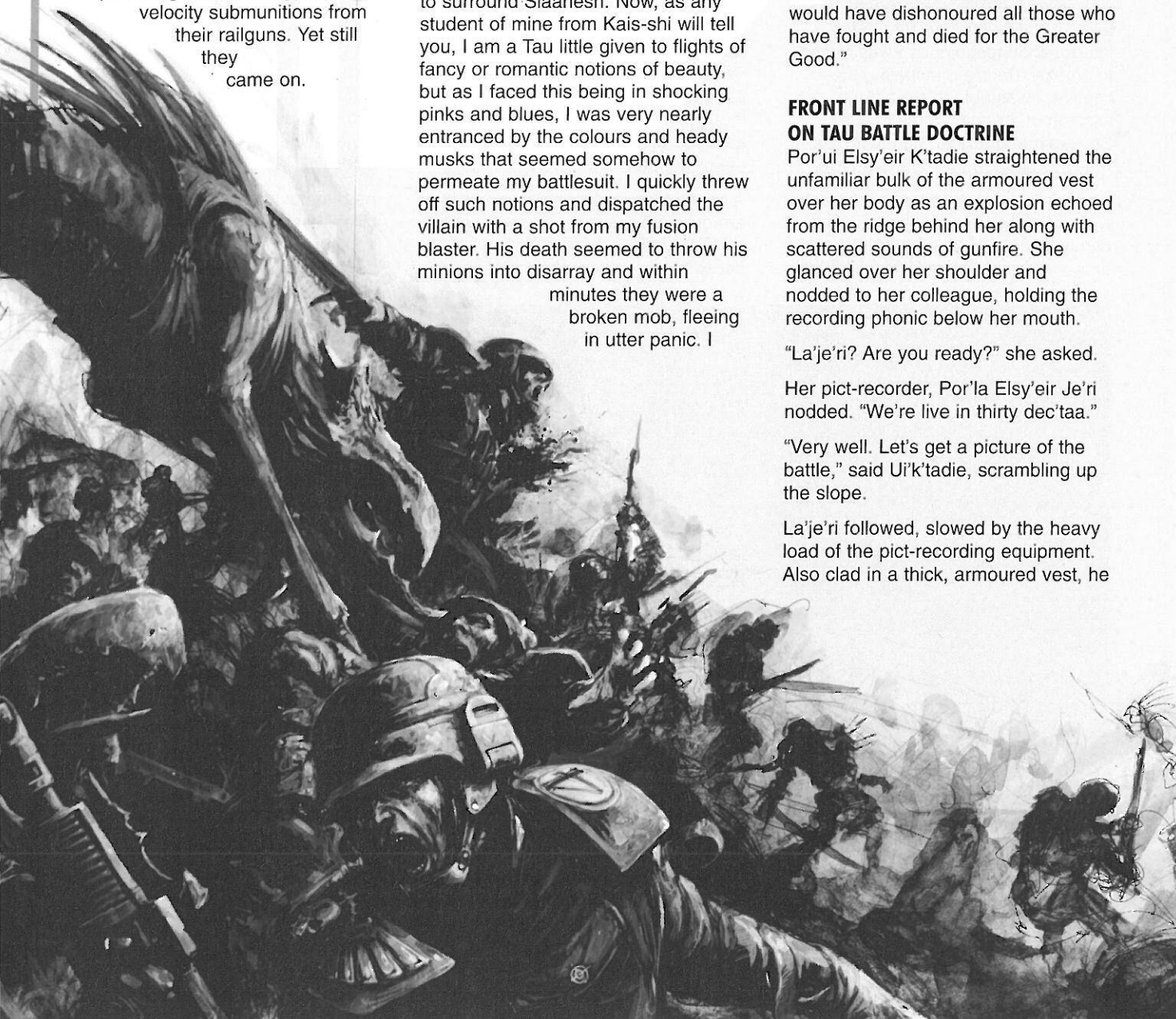
Por'ui Elsy'eir K'tadie straightened the unfamiliar bulk of the armoured vest over her body as an explosion echoed from the ridge behind her along with scattered sounds of gunfire. She glanced over her shoulder and nodded to her colleague, holding the recording phonic below her mouth.

"La'je'ri? Are you ready?" she asked.

Her pict-recorder, Por'la Elsy'eir Je'ri nodded. "We're live in thirty dec'taa."

"Very well. Let's get a picture of the battle," said U'i'k'tadie, scrambling up the slope.

La'je'ri followed, slowed by the heavy load of the pict-recording equipment. Also clad in a thick, armoured vest, he





"The Gue'la have fought with their customary bravery, but they are no match for the skill and dedication of our brave Fire Warriors."

was sweating profusely and hoped that this assignment wouldn't involve as much running as the last one.

"Come on, hurry up!" snapped Ui'k'tadie. "We'll miss the best bits."

La'je'ri struggled to the top of the ridge, breathing heavily and pointed the pict-recorder at Ui'k'tadie, his superior back-lit by explosions and streaks of tracer fire. Ui'k'tadie once again straightened her body armour, her features taking on the dignified and serious expression of a Tau war correspondent.

"We're live in four, three, two, one..."

"I'm here at the Nimbosa colony, where the forces of Shas'o Tash'var Ol'n'an B'kak are preparing the way for the future expansion of the Tau empire. As you can see the battle is raging fiercely, with casualties high. It's a hard fight, but it's a noble fight and the heroic Fire Warriors are making it a victorious fight!"

La'je'ri panned the pict-recorder onto the Gue'la outpost, ensuring that he avoided showing dead Fire Warriors. The outpost was in flames, Battlesuits pumping hails of deadly plasma fire into the flimsy barricades. A Hammerhead gunship swept around the flanks of the buildings, its railgun tracking a Gue'la tank. The Hammerhead fired, the hyper-velocity slug tearing its target apart in a blinding fireball. He felt a fierce surge

of pride at the Fire caste gunner's accuracy. He swung the pict-recorder back to Ui'k'tadie as she continued her report.

"The Gue'la have been offered the choice of joining in the glorious expansion of the Tau empire, but have thus far declined the honour. As you can see, Fire caste Hammerheads are moving into position and..."

An explosion rocked the ground as a mortar shell impacted twenty metres to the left of their position. La'je'ri stumbled, blood running from a cut on his leg where a stray fragment had torn his fatigues. Lasbolts burst around them as more Gue'la opened fire on their position.

"The Gue'la are shooting at us!" shouted Ui'k'tadie, gleefully, "Come on, we have to get closer!"

Reluctantly, La'je'ri followed Ui'k'tadie down the slope towards the battle, the pict-recorder bouncing on his shoulder. As she ran, Ui'k'tadie shouted back towards La'je'ri, "As you can see, Fire Warriors have secured the outer perimeter of the outpost and a squadron of gun drones are pinning the Gue'la in place. There are others firing upon us, but I see the Broadside about to engage them."

The building before them erupted in flames as missiles from the Broadside battlesuits reduced it to a smoking pile of rubble and twisted metal sheets.

Gue'la screams issued from within along with the popping of ammunition packs cooking off in the flames. Fire from the explosion washed over them and La'je'ri felt the heat singeing his scalp lock. A stray lasbolt slashed across La'je'ri's arm, and he yelled in pain. Ui'k'tadie seemed not to notice, coming to halt at a hastily constructed barricade, and continued her report.

"I'm now at the edge of the Gue'la outpost and I can tell you it's very exciting here. The Gue'la have fought with their customary bravery, but they're no match for the skill and dedication of our brave Fire Warriors. Even as we speak the last pockets of resistance are being engaged! We're moving in to witness the final victory of Commander O'b'kak's troops!"

La'je'ri followed Ui'k'tadie over the barricade into the burning wreckage of the Gue'la outpost. Bodies lay everywhere and he felt his horror mount at the scale of the slaughter. He knew it was for the Greater Good, but that didn't make it any easier to stomach. He supposed the Fire Warriors would be used to sights like this, but he was not and was grateful for the fact.

La'je'ri found himself running alongside armoured Fire Warriors, their team leader throwing him a puzzled look. La'je'ri shrugged and continued to follow Ui'k'tadie as a volley of lasbolts blasted from a

building ahead of them. The team leader's head exploded and La'je'ri felt a hammer blow in his belly as he was struck by a lasbolt. His legs turned to water and the ground rushed up to meet him, smashing into his face. The lens on his pict-recorder cracked and he struggled to hold it steady on Ui'k'tadie, watching as the counter wound down in the corner of his eyepiece. The live feed to T'au was almost at an end.

Ui'k'tadie returned to her fallen pict-recorder and said, "The battle is almost an end now. The remaining Gue'la have been marked by the Pathfinders and there... yes... I think I see four missiles zeroing in on their position. Yes, four missiles have just impacted on the last Gue'la defences and I think I can categorically say that their resistance here is at an end! Another glorious victory for the forces of the Tau

empire and another world added in our glorious expansion. I am just hearing now, that casualties have been light and that no serious losses were incurred."

La'je'ri groaned and checked the time counter again. As it wound down to zero he managed, "And we're clear..."

Ui'k'tadie lowered the recording phonic and began hauling him to his feet.

La'je'ri howled in pain. "I'm shot!" he gasped.

"No, your not," snapped Ui'k'tadie exasperatedly. "The armour took the hit. You're fine. Now come on, stop being so lazy. We have to speak to some of the Fire Warriors, get their thoughts on the battle."

La'je'ri groaned and pushed himself to his feet, wincing in pain as he recovered the fallen pict-recorder.

Surely there had to be easier ways of furthering the Greater Good.

CLEANSE THE XENOS

+++ vidslug activated+++

+++Commentary/txt only.
Encrypted+++

++++Input Authorisation+++

++Authorisation Accepted++

+++ The following record was made from illegal las-line transmissions in the Slide underhive sector of Monrovia hive, Jakart IV.

++++Tracking 0001-0008. No
image, voiceover only.++++

"Hello friend, I know you're probably taking a risk watching this if the Imperium's anything like I remember it,"

+++ Voiceover ident:
Private 893478JH728.
Slovaz, Jerakim. 18th
Brimlock Dragoons
regt. Listed MIA in the
Damocles
crusade.+++

"So I'll be brief"

+++ Tracking
0008-0016.
Panning shot
moves across
a landscape of
rolling green
hills and a
cloudless blue

sky, ending on an obviously alien-built compound comprising four geodesic buildings, a generator plant and a drilling derrick. Image evaluation indicates three concealed observation posts on the surrounding hilltops, no personnel are visible. +++

"I've been asked to tell you something about the Tau."

+++ Notes: The outpost shown is somewhere with a g-type star, spectrographic analysis gives a 72.4% possibility that it is AZ 34.2 on the edge of the Damocles gulf. We know this is what the Tau call a second phase colony world, basically a mechanised mining and ore extraction facility with a Fire Warrior garrison and a handful of non-combatant engineers. We've seen this piece used in propaganda before, vibrant azure sky and lush green hills makes good copy apparently.+++

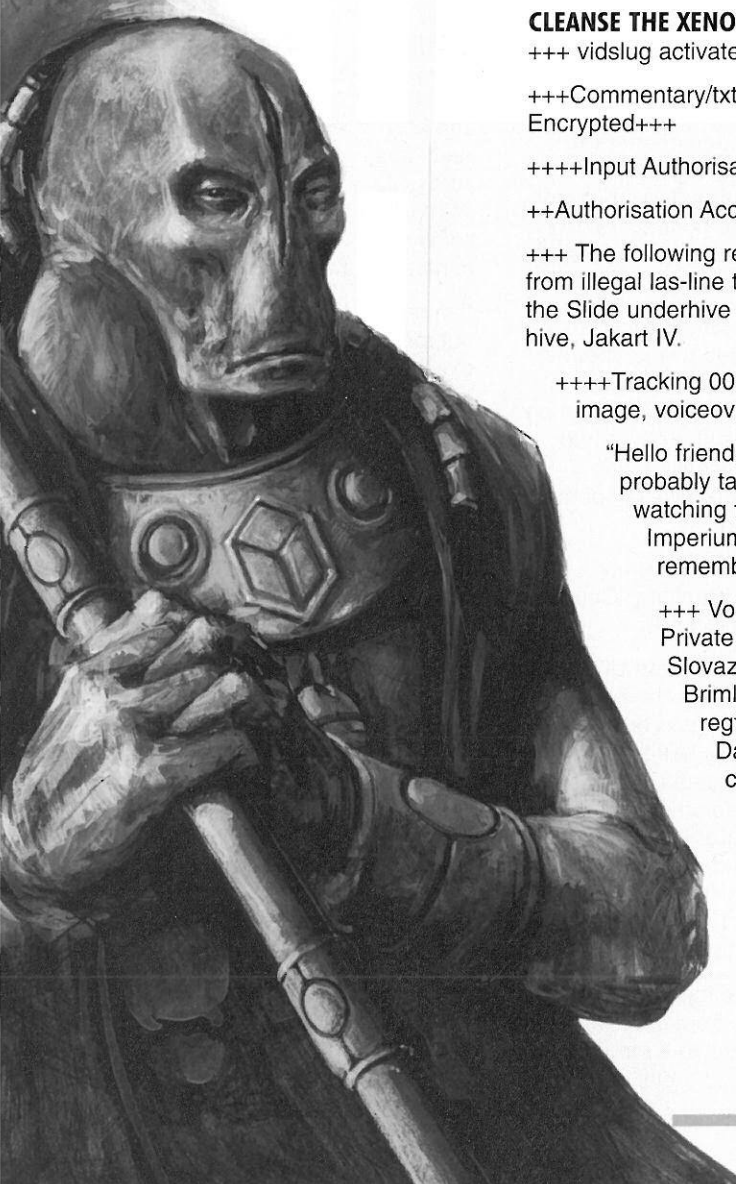
"This is probably about the most you've seen of the Tau."

+++ Tracking 0017-0022. Rapid cut to skirmish line of twenty-four alien warriors with energy weapons firing downhill into a charging mob of Orks. Seventeen Orks are felled from 0017-0020. From 0021-0022 the surviving Orks turn and flee. +++

+++ Tracking 0023-0027. Rapid cut to night shot of three large armoured figures dropping from an aerial vehicle using jet packs. The darkness behind them is cut by fire-trails indicating massed missile salvos. Underlighting is apparent from ground detonations. The vehicle is mostly out of shot but the hatch design identifies it as a Manta class missile destroyer.+++

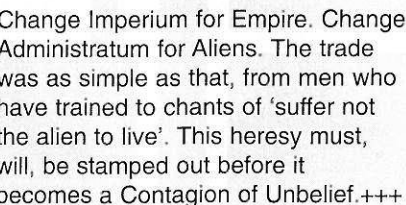
+++ Tracking 0028-0038. Fade to night shot from ground-based position. Eight large armoured figures sweep overhead, pouring energy weapon fire and missiles into three ruined buildings mostly hidden by flames and explosions. Scattered las-fire is the only reply, sparking harmlessly off the armoured figures. As the figures land their fire intensifies markedly before stopping as six weaponless Imperial Guardsmen emerge from the ruins with their hands in the air.+++

+++ Note: Sure enough these are familiar shots; Fire Warriors pushing back a rushing horde of Orks with disciplined volleys of shots, followed by flame-lit images of Battlesuits swooping down by night and efficiently levelling a hapless platoon of Imperial Guard. I think their Water caste like this one



+++ Tracking 0064-0073. Slovaz starts walking down the hill, and a cluster of clean, white buildings comes into view down in the valley. The materials and construction are undoubtedly Tau, but the styling is

++ Image fades out. Transmission
ends. +++



The Tau and Kroot have been some of the most keenly anticipated models ever to come into the GW Studio. For all of you that will eagerly be painting their own Tau army here is a multitude of possible paint schemes for both the Tau and Kroot.

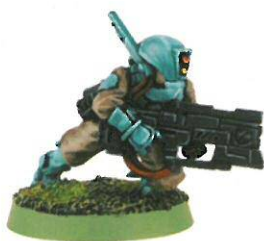
THE COLOURS OF WAR

PAINTING TAU AND KROOT

Battlesuits, painted by Matt Hutson



Battlesuit, painted by Mark Bedford



Devilfish and Pathfinders, painted by Keith Robertson



Pathfinders, painted by Mark Bedford



KROOT MERCENARIES



Kroot and Kroothound, painted by Mark Bedford





Kroot Shaper,
painted by Martin Footitt



Legendary Kroot Shaper, Anghkor Prok,
painted by Tammy Hays



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Throughout each week, the focus of the store is aimed towards different gamers' needs. If you browse over these pages you will be able to see which activities suit you best.

Over the holidays, we are running some great games for Warhammer and Warhammer 40,000. We are also running intro games of the Lord of the Rings game, building up to the release on 3rd November 2001.

Some stores are unable to stay open late or open on Sundays.

Please contact your local store for details.

GAMES WORKSHOP STORES

What's going on at your local store?

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Our Sundays are especially devoted to helping those new to the hobby. If you want to learn about Warhammer, or lead a squad of Space Marines into battle, all you need to do is come along! To help those just starting, we run our special Beginners' program, where we can help you take your first steps into the Games Workshop hobby.

You can learn everything you need to know to get started in the Games Workshop hobby, from the basic rules and controlling units, to painting miniatures and forming battle plans for your army.

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WARLORDS SATURDAY

Every Saturday our stores play a massive Warlords game. Whether you're a complete beginner or a seasoned veteran, everyone is welcome to take part.

The Saturday Warlords game is the highlight of the store's gaming schedule. All through the week leading up to the game you can get information on the Saturday game, just ask the staff about

what's happening, and where to sign up. Then simply turn up on the day, bringing along whatever models you can, to join in the fun!

Saturday is also the day when new products are released, so make sure you're there to check out the latest new miniatures!

GAMES NIGHT THURSDAY EVENING

Most Games Workshop stores stay open late on Thursday's so that you can play your favourite games. Thursday's games feature team participation battles for you to take part in, painting workshops for those who have the basic principles and want to develop their painting skills, and a forum for gamers to talk about the hobby. Come down to your local store on Thursday to join in, particularly if you've just graduated from our Sunday Beginners' program.

VETERANS TUESDAY EVENING

Some Games Workshop stores run Veteran's Nights. They are aimed at older gamers who have plenty of experience on the battlefield. You can play games against equally established Warhammer and Warhammer 40,000 opponents, share ideas about all aspects of your hobby and also play Games Workshop's more specialised gaming systems.

To play a specific game, check with the store to see if they have the space that evening and what scenery and boards they may be able to provide. Then just bring an army, and an opponent, and play!



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Our Games Workshop stores will be holding a special 'Bilbo's Birthday Weekend' celebration for the release of our new Lord of the Rings game, The Fellowship of the Ring, on 3rd November 2001.

This event will be the only time that you'll be able to buy the special edition Bilbo Baggins figure in your local store, as afterwards he'll only be available via Mail Order!

Our stores will be hosting special activities over the weekend, but if you can't wait till then, you can have a go at the new game right now, as our stores are running introductory games every day.

In fact, you can make sure you get your copy of the new game and miniatures without waiting until November by Advance Ordering through Mail Order, your local store, or the Games Workshop website.



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GAMES WORKSHOP

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S T E A M

This month Anthony Reynolds delves further into the illustrious history of the steam tank *'Deliverance'* as well as profiling four of the most famous steam tank commanders.

T A N K

The Imperial School of Engineers in Altdorf meticulously maintains the famed empire steam tanks built by the eccentric Leonardo de Miragliano. Its engineers strive to improve the design but, with the original plans of Leonardo mysteriously lost, they have thus far been unable to recreate a steam tank fully from scratch. Only eight tanks now remain, the others having been damaged beyond

possible repair, and their loss is felt keenly. As such, these remaining steam tanks are treated with the highest level of mechanical attention. The anniversary date of the loss of a steam tank is a day of mourning within the Imperial School of Engineering, a day when all the engineers don a black armband and lament the tragic loss of these mechanical wonders. All engineers dream of working on one of the

steam tanks, and most of them keep a file of their designs, sketches, plans and ideas for variations and improvements that they hope one day to make a reality. It is the greatest honour amongst the School to be allowed to work on one of the steam tanks, an accolade that is reserved for the most adept and experienced of master engineers. The majority of variant designs focus on the military aspect of the steam tanks, their creators inspired to create the most bizarre and potent weapons of destruction possible, often to the detriment of their own health.

BARON VON HELSING

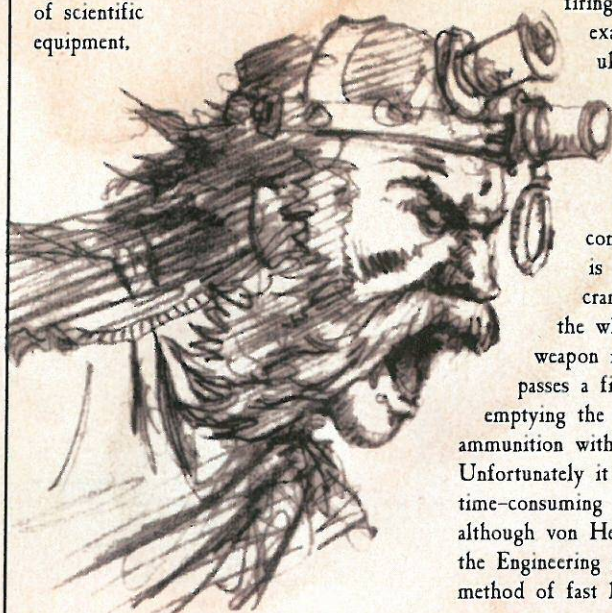
The eccentric Baron von Helsing of Wurtbad is a wealthy noble, cousin to the Elector Count of Stirland. Fascinated from a young age by all forms of technology and science, von Helsing was in awe of the marvels that the Imperial School of Engineering in Altdorf had developed.

When the school was running low on funds several years later, von Helsing approached them, offering them a significant portion of his extensive wealth in exchange for just one steam tank. Although at first reluctant to part with such a precious piece of scientific equipment,

the need for a wealthy patron overrode this reluctance and he was given the steam tank *Unrepentant*.

Under his own specifications, von Helsing has had much work done to his steam tank, including countless improvements to the engine itself. He has had improvements made to increase the boiler capacity, had a full leather interior fitted and has experimented with countless weapons systems. Some of his more unusual and experimental weaponry has included a dual mounted Helblaster volley gun system, which resulted in the loss of his left leg, and the current arrangement, a specially designed rapid-firing weapon, 'Helbrecht's exalted-velocity fusillade of ultra-rotary unleashment'.

This is a large weapon that includes a circular mount holding no less than 24 modified handguns in a series of concentric circles. Once each is loaded individually, a crank is rapidly turned and the wheel spins. As the weapon rotates, each handgun passes a firing mechanism, emptying the entire payload of ammunition within a matter of seconds. Unfortunately it is a very time-consuming weapon to reload, although von Helsing has commissioned the Engineering School to research a method of fast loading.



CHAPTER XXIV A Concise History of the illustrious mechanical wonder, the Steam Tank *Deliverance*.

(Includes documentation of improvements and customisation. For technical information see sub-section XVII.)

As scribed by Engineer-Journeyman
Marcus Freidscof

The steam tank *Deliverance* was handcrafted by the creative genius Leonardo de Miragliano in the year 2035. The famous inventor, said by many to be mad and deranged, entered the Emperor's service some twenty-two years earlier, conducting studies into mechanical locomotion and acceleration. The *Deliverance* was fitted with a prototype steam-powered cannon, which proved notoriously unpredictable and prone to unexpected detonation, though was particularly powerful when it worked.

With much expectation, the *Deliverance* was first tested in a combat situation at the battle of Kalmur Hill, situated just south of Nuln in Averland, against a foul tribe of marauding Orcs. The *Deliverance* malfunctioned in spectacular fashion, billowing clouds of steam erupting from its ruptured boiler. The Orcs were nevertheless defeated, and the steam tank towed back to Altdorf for repairs.

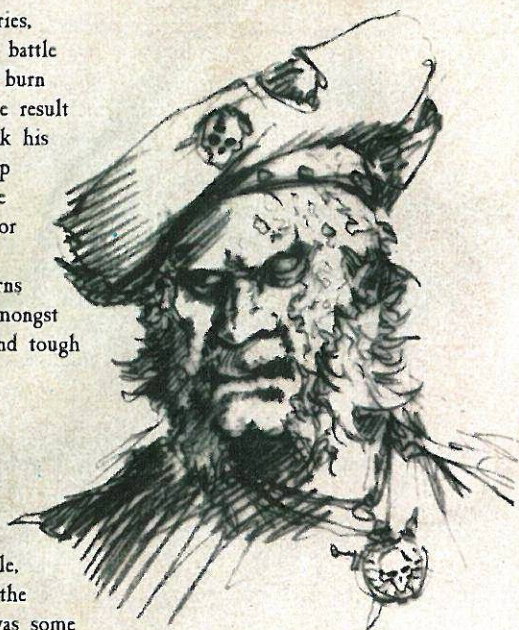
VON MEINKOP

Engineer Commander von Meinkop is a grizzled and famed steam tank commander. He is the most experienced operator of the steam tank, having fought in countless campaigns and battles, and he has even been awarded the prestigious Medal of Outstanding Martial Service by the Emperor Karl Franz himself. He pilots the steam tank Old Reliable, which he himself has extensively rebuilt over the years. A highly respected Master Engineer amongst his peers, he is said to be the man who best understands Leonardo de Miragliano's original design, and is a great source of information for the other engineers, if a somewhat an unapproachable one.

Old Reliable currently mounts a Helblaster volley gun specially designed by von Meinkop himself. Despite his unparalleled skill and control in regulating the pressure within the steam tank's boiler, the Engineer Commander has suffered innumerable wounds from his steam tank's various malfunctions and mishaps. However, he always survives these often dramatic detonations, and sports an

impressive array of scars and injuries, which he wears as proudly as his battle honours. Among these is an ugly burn down the left side of his face, the result of a ruptured boiler that also took his eye. He walks with a distinct limp from when a pipe burst and broke free within the steam tank's interior and plunged through his leg. His hands and arms are covered in burns and scarring. He is held in awe amongst the younger engineers, a gnarled and tough figure of great experience.

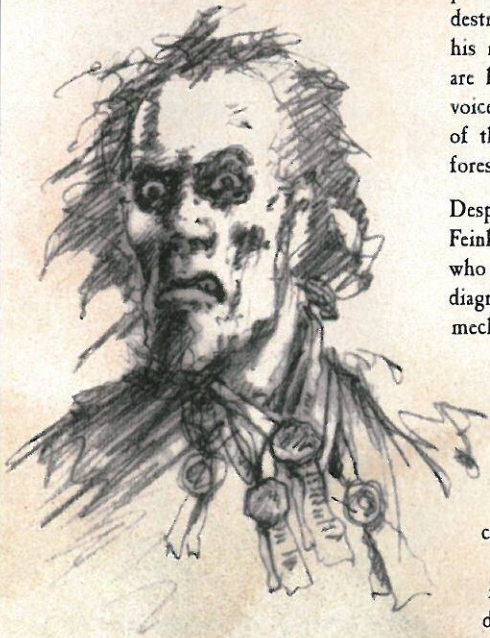
Von Meinkop recently travelled to Albion with Old Reliable, where he has been aiding the forces of Ludenhof, the Elector Count of Hochland. Soon after arriving on the mist-enshrouded isle, the steam tank became bogged in the flats of Muddy Point, and there was some doubt as to whether or not the colossal land-ship would be able to be rescued. However, with the aid of the magical powers of the Truthsayers, Old Reliable was pulled from the mud, and has proved to be a devastatingly powerful and integral part of Ludenhof's army. The presence of



such a powerful war machine takes his foes by surprise, and it is this surprise, along with von Meinkop's skill and fearlessness, that has continued to win Ludenhof considerable acclaim on the famed isle as the Empire forces push northwards.



On the island of Albion, a Dark Emissary and his Fenbeast find themselves facing the wrong end of Von Meinkop's steam tank.



FEINKOPF

Engineer Commander Feinkopf is an ageing member of the School of Engineering who has taken various steam tanks onto the field of battle countless times, facing all manner of vile and horrifying foes. This constant warfare has pushed his mind to the brink of its sanity, and Feinkopf lives in a state of paranoia, phantoms parading through his mind in an endless, horrifying stream. His cries can be heard in the night as he screams of the daemons tormenting him, although his body has been ritually purified by the Order of the Sigmarites, and he has been proclaimed untainted by the corrupting touch of Chaos. In his delusions, he cries out, proclaiming he has seen the twin-tailed comet screaming across the skies. He raves that he is witnessing the end of times, a dark

period of endless war, fire and the destruction of the known world. Even in his moments of relative lucidity, his eyes are haunted and he speaks in a dead voice of the rapidly approaching darkness, of the end of the Empire that he has foreseen.

Despite his dubious hold on reality, Feinkopf is one of the few engineers alive who seems to have an innate ability to diagnose and regulate the never-ending mechanical problems of the lumbering land-ships, and his exemplary battle record demands respect. Even in the heat of combat, as enemies pound upon the armoured hull of his steam tank, Feinkopf remains unaffected and composed, resigned to his inevitable doom and the fate of the world itself, conducting his work with diligent efficiency. His command of various steam tanks over the years has won a number of crucial battles for the Empire. One of these was the battle of Ice Tooth, where a bloodthirsty raiding force of barbarians from the far north was rampaging southward. Feinkopf was stationed alongside a minimal defensive force, who were slaughtered to a man. Alone, the Engineer kept the steam tank running for three solid days, managing to hold off the savages until a fast moving reinforcement force could come to his aid, routing the marauders.

With each passing day, Feinkopf's delusions last longer, and it is harder for him to break out of his vivid waking dreams. It is feared that some day soon he will descend completely into madness. His engineer brethren shelter him from the overzealous attentions of the Witch Hunters, and already mourn the knowledge that will be lost with his inevitable passing.

Over the next twenty years, the control and regulation of the boiler system within the steam tanks were refined by Leonardo, who worked incessantly towards improving his potent yet still unpredictable creations. The *Deliverance* proved exceptional in a battle to the north of the Empire against a warparty of savages from the Northern Wastes, although its weapons system was again unreliable. Its steam cannon misfired, but the scalded Engineer Commander, Heinrich Woolendurst, a favoured student of Leonardo's, used the steam tank as a battering ram against the enemy

formations to considerable effect. (This tactic was re-enacted with great success against raiding marauders in recent times by the commander of steam tank *Sigmar's Hammer*, see Chapter MXIV)

With the disappearance of Leonardo and the subsequent loss of his detailed steam tank designs, the twelve steam tanks he created were looked upon as precious scientific models requiring further research. To our great chagrin, the secret of the steam tanks' creation remains elusively just out of reach. The *Deliverance* was returned to the Imperial

School of Engineering in Altdorf for continued study, the master engineers deeming it too important to be lost in battle. Already, two of Leonardo's creations had been lost or damaged beyond possible repair, and so the master engineer's resolve strengthened, refusing requests for the *Deliverance* to take part in battle.

Eventually, the engineers' decree was overruled by the Emperor himself, and the *Deliverance* was ordered back into duty. During this time of study, the weapon systems of the steam tank were improved, making the steam powered cannon more effective and reliable. A new innovation was added to the *Deliverance*: the first of the steam guns. This drew steam away from the boiler, releasing it in an explosive burst over enemies in close proximity, and proved highly successful in the field.

In the year 2253, a time of increasing Chaos infiltration and incursion, the *Deliverance* was fitted with an experimental weapon, a precursor to the now commonplace Helblaster volley gun. The steam tank was all but destroyed in a catastrophic explosion, but extensively rebuilt with no long-term detriment and the Helblaster prototype was disabled pending further research.

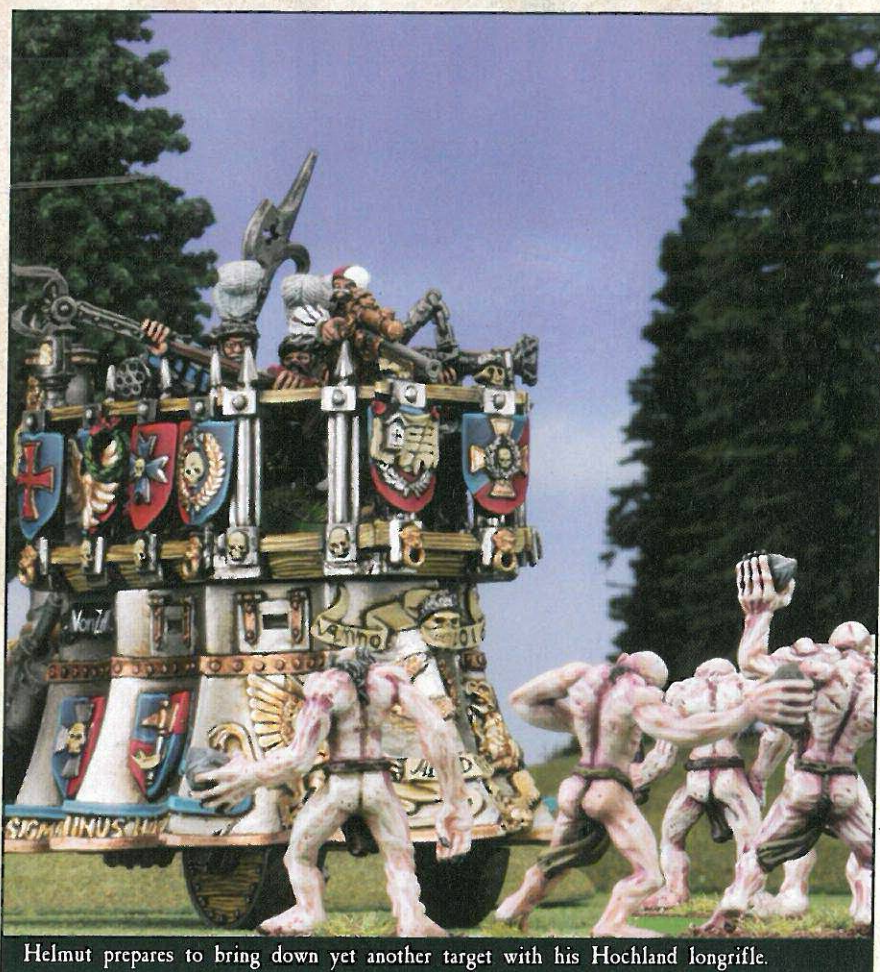
The steam gun has proven to be a popular and reliable outfitting for the steam tanks since its inception. Experiments replacing it with newly designed long-range armaments and repeater handguns have met with mixed response, although the results have been encouraging of late (of particular note is the recent creation of von Schrepp's so called 'multi-distributing micro-explosive shell projectile prototype', which has been met with unanimous support, and could prove to be a popular replacement for the traditional steam gun).

During the Great Chaos Incursion of 2301, the *Deliverance* was hurriedly outfitted with increased armour plating and a large, tremendously powerful steam cannon with which to repel the foulness that was vomited from the north. It was acknowledged that this larger weapon could prove overtly dangerous to the steam tank itself, but that such a risk was well worth taking. To power this large cannon, the *Deliverance* was fitted with a secondary carriage containing another boiler used solely to power the cannon. This weapon proved exceptionally destructive to the Chaos forces, although the secondary carriage was particularly vulnerable to attack, and easily damaged.

After the Chaos hordes were eventually repelled by the forces of Magnus the Pious, the secondary boiler and cannon were removed from the *Deliverance*, having been deemed too dangerous.

In recent years, under the reign of his Imperial Highness Karl Franz, the engineers have continued to experiment with the weapon systems of the *Deliverance*, testing out a weapon designed to shoot great bursts of flaming liquid over the enemy. This weapon was inspired by a Dwarf war machine, although at present the 'liquid-flame projector prototype' is rather unsafe, and requires continued research and experimentation before it will be truly effective on the battlefield.

Even as I scribe this, the *Deliverance* is being refitted with its traditional armament, the steam cannon, in conjunction with the steam gun. Both of these weapons have been refined to a level unseen before. The boiler itself has been extensively reworked, and the inner cabin of the steam tank fitted with a range of devices to aid its commander in the control and regulation of the pressure and steam. These modifications preceded the *Deliverance's* journey to the northern forests of the Empire, where a disturbing upsurge of Chaos activity has been noted.



Helmut prepares to bring down yet another target with his Hochland longrifle.

HELMUT THE BLACK

Helmut the Black was the feared and respected attendant of the Elector Count of Nuln. Many rumours surrounded him, ranging from the belief that he was the personal assassin of the Elector Count, to his dabbling in unspeakable dark magics and evil practices. One thing that is known for certain about Helmut was that he was a brilliant tactician and, though he was an unpopular figure amongst the Empire troops, those serving under him obeyed his commands unfailingly. Helmut rode to battle atop the steam tank Von Zeppel, directing the Elector Count's armies from the mounted fighting platform. A highly skilled marksman, Helmut picked out the enemy commanders with his modified longrifle, which was custom built to his own design and mounted on a swivelling bracket at the fore of the battle platform.

Riding atop the Von Zeppel, Helmut never showed any emotion in battle, his face an unreadable mask. The steam tank was held

behind the main battle line, where the ebb and flow of the conflict could be observed, and used to attack or bolster the Empire line as necessary. While he preferred to be removed from the general mêlée, choosing to attack the foe from afar, Helmut was a fearsome warrior in combat. When the steam tank thundered into the enemy, he wielded a massive two-handed sword, chopping down on the enemy with tremendous force and skill. Commanded by the shrewd Helmut, the forces of Nuln were undefeated in open battle for many years, and the Von Zeppel recognised across the Empire. Helmut the Black disappeared under mysterious circumstances after a great victory over an Undead horde striking through the centre of the Empire. Some say that he had angered a powerful Necromancer by defeating the army and the evil sorcerer had returned from the grave, seeking vengeance. However, it would seem more likely that he was 'removed' for political reasons, his influence over the Elector Count seen as unhealthy by many,

particularly because he was not of noble birth.



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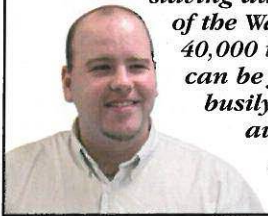
WHITE DWARF

STEAM TANK MODELLING

Converting the Steam Tank model

In recent weeks the Studio has been filled with the ring of hammer on metal and the sound of escaping steam. It appears that several of our fearless colleagues have been brave enough to try modifying Leonardo de Miragliano's incredible armoured behemoth.

Graham McNeill is Games Development's staunchest Empire general. When he isn't slaving away as part of the Warhammer 40,000 team, he can be found busily scribbling away at his first novel.

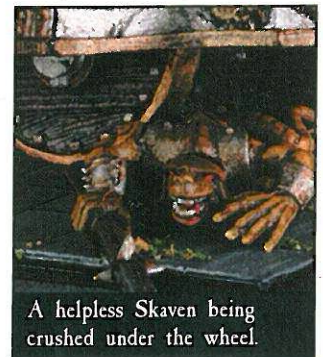


ROAD-KILL

After getting my hands on the Steam Tank that the Warhammer team had been using for playtesting I sat down to get the painting under way. I quickly realised that the model had been put together in a less than perfect manner (by a Studio member who shall remain nameless) and was positioned with one of its front wheels up in the air. To get round the problem of this wonky wheel, I decided that perhaps the tank could be crushing a foe beneath its armoured might. Step forward my nemesis, Phil Kelly's Skaven.

CONVERTING

The verminous filth of Phil's Skaven army has driven mine before it on several occasions, so I figured it was

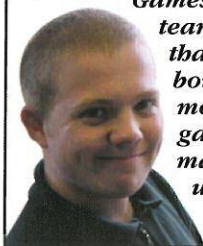


A helpless Skaven being crushed under the wheel.

time for some payback, even if only in model form! I purloined a plastic Clanrat model from Phil's bits box and cut away part of the model's back and neck so I could position him to look as though he was crawling across the ground. This naturally led me to wonder where the evil rat-thing had come from. Obviously it had to be the sewers and after consulting Studio model maker, Mark Jones, for a few modelling tips, I obtained some foam card to build up a movement tray base before fixing some plasticard to the top for a paved road effect. Using a circle cutter I was able to cut out a sewer entrance shaped hole in the card and a manhole cover from some beaten metal plasticard.

I painted this Beaten Copper then sprayed the base black and drybrushed it in progressively lighter mixes of Chaos Black and Codex Grey. For the final touch, in order to finish off the base, I used a needle to work superglue into the recesses of the paving slabs and sprinkled on a mix of green flock and sand.





Owen Rees is a member of Games Workshop's web team. This means that in between bouts of painting, modelling and gaming, he also manages to knock up the odd web page or two.

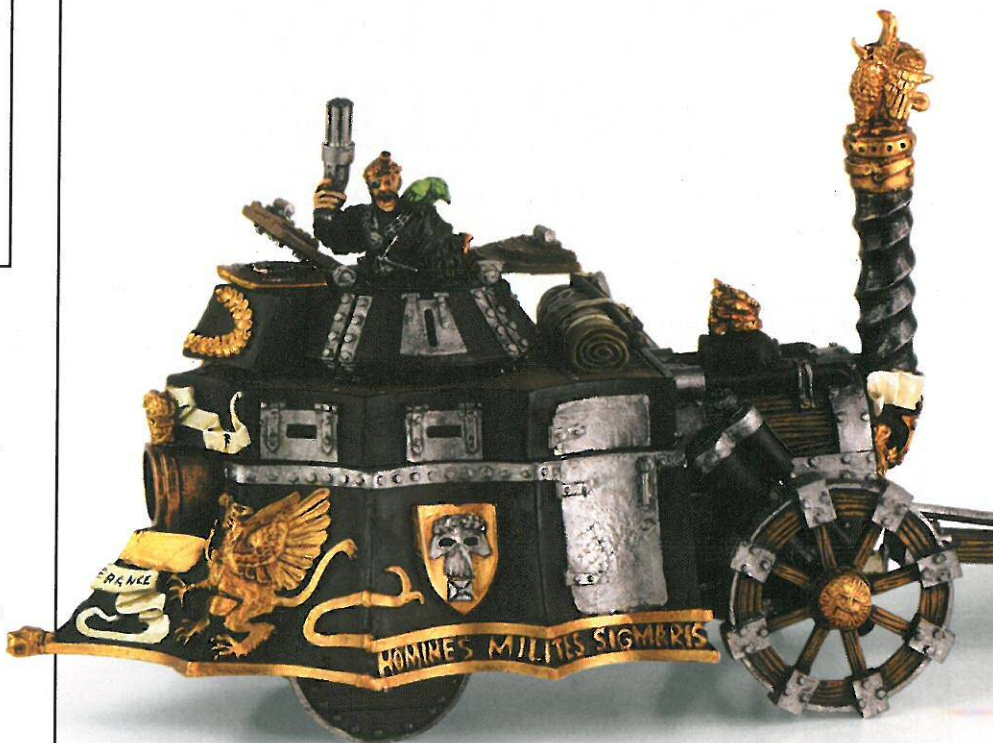
DELIVERANCE

As soon as I read Anthony Reynolds' article on the history of the Steam Tank *Deliverance* I knew that I just had to build one. I had been putting together a themed Empire Nuln army and thought that the Steam Tank would make the perfect centrepiece for my forces, as well as putting the fear of Sigmar into my opponents.

I liked the imagery of the *Deliverance* going off to war against the besieging Chaos hordes, and so chose to create the tank as it was at that time.

CONVERTING

This meant that I had to come up with a cunning plan to represent the refit that it had undergone. The first problem was creating the extra boiler that was used to power the oversized steam cannon. Looking carefully at the

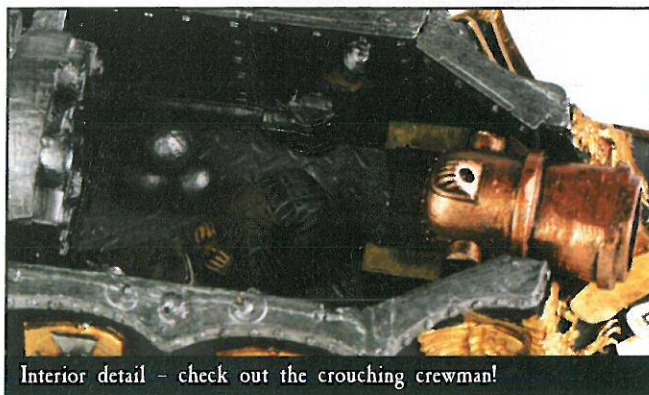


Steam Tank model, it was apparent that the boiler could be easily separated, now all I had to do was find a way to tow it. One flying visit to

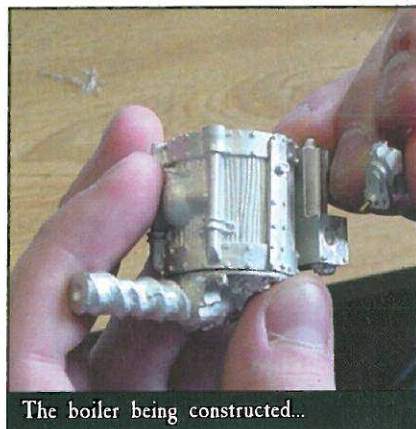
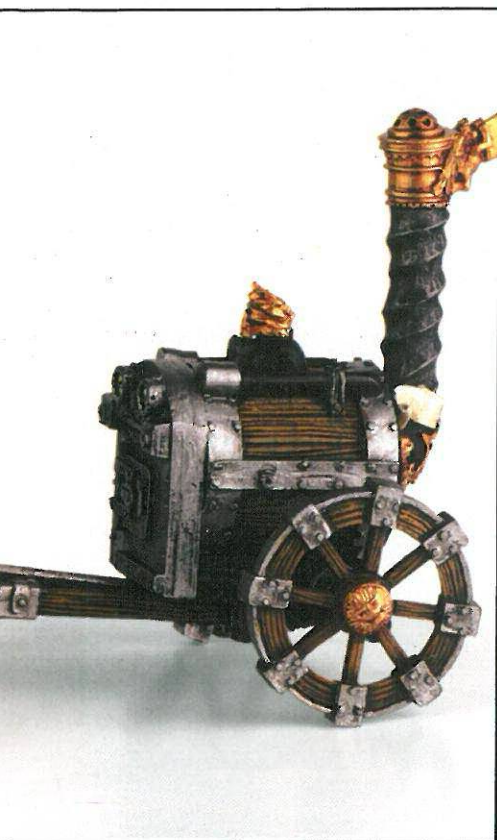
Mail Order later and I had what I needed; an Empire Volley Gun chassis. With the addition of a pipe made from the ram rod from the Empire plastic



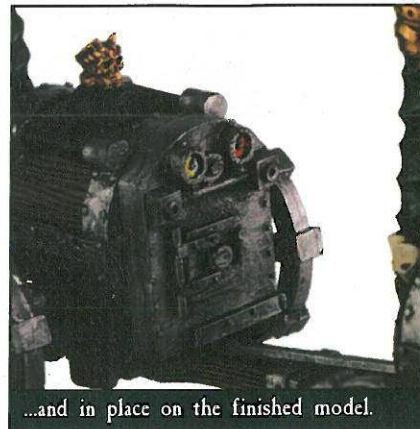
The Steam Tank's proud commander.



Interior detail - check out the crouching crewman!



The boiler being constructed...



...and in place on the finished model.

cannon set, my extra boiler was complete. I now needed a way to represent the oversized steam cannon itself. To do this I used the mortar from the plastic cannon set. I filed down one side until the barrel would fit inside the front of the tank. Several well-deserved cups of tea later I embarked on the next stage of the conversion. The *Deliverance* was fitted with extra armour before it went

to war. This basically involved removing the steam gun from the turret and adding in its place the 'fill in' armour plate that you get with the Steam Tank kit. With the addition of an Empire Engineer with a repeater pistol and a cowering crewman from the Giant boxed set, my Steam Tank was finally finished.

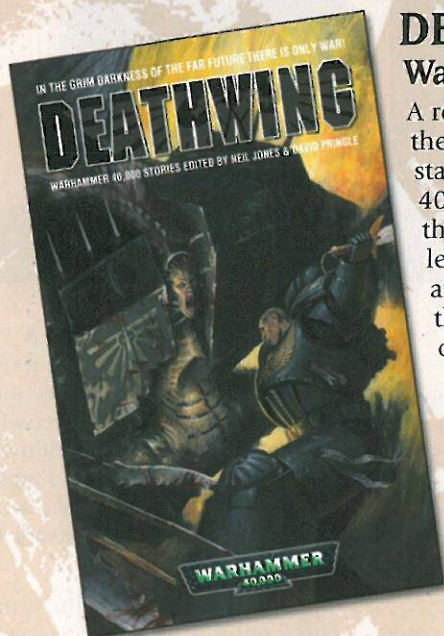
To find out more about the project check out this page on our website:

www.games-workshop.com/steamtank/



During the Chaos Incursions, the Steam Tank Deliverance was involved in many an action against the foul hordes of darkness.

The Black Library



DEATHWING

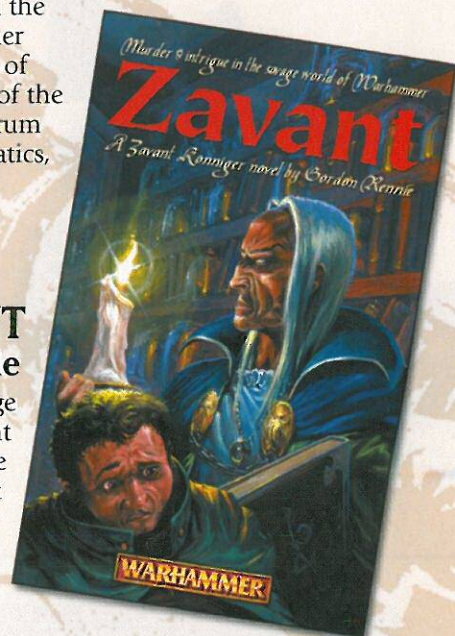
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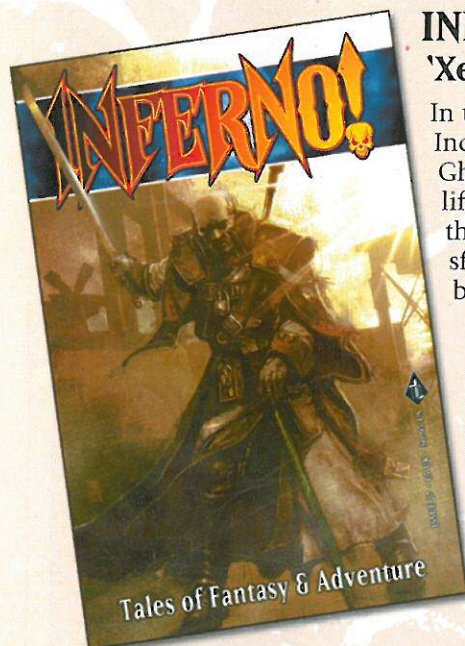
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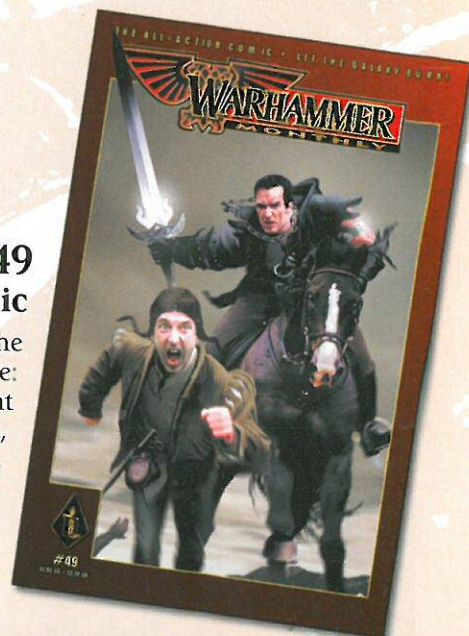
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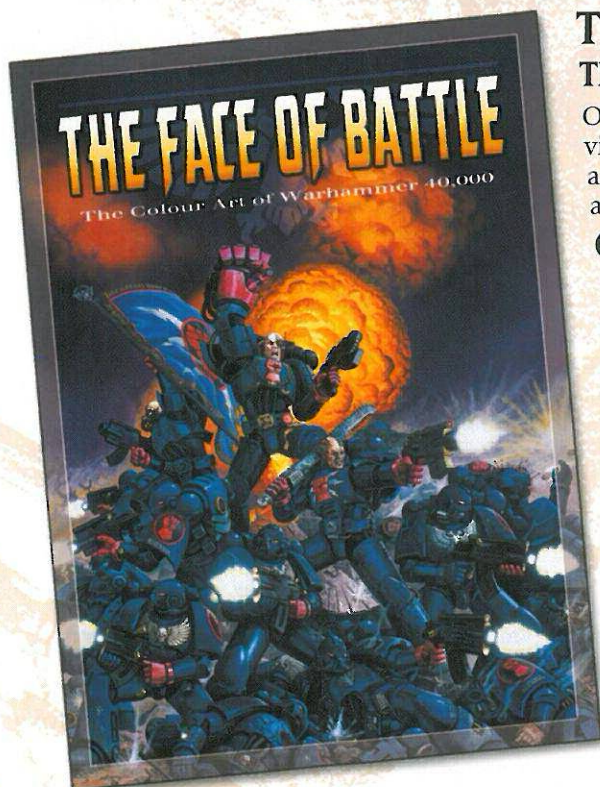
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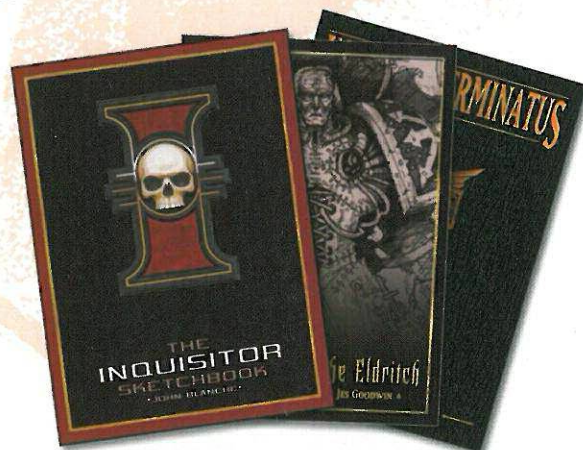


THE FACE OF BATTLE

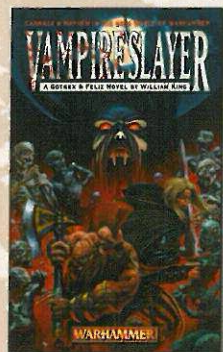
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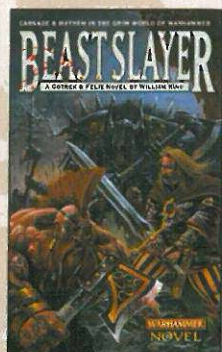
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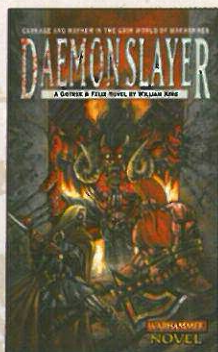
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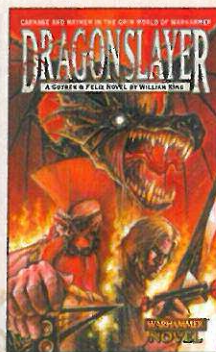
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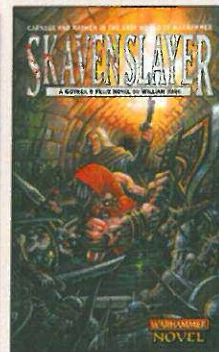
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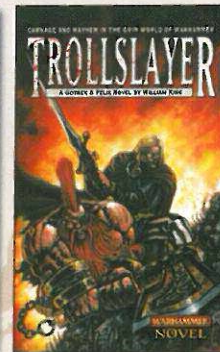
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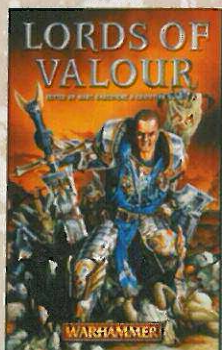
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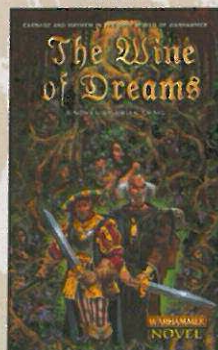
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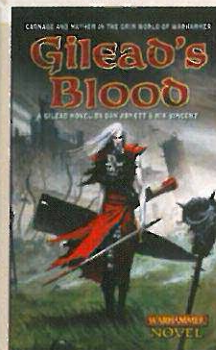
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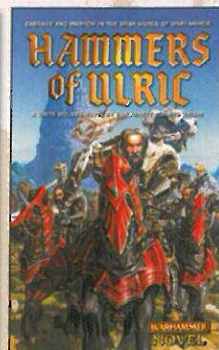
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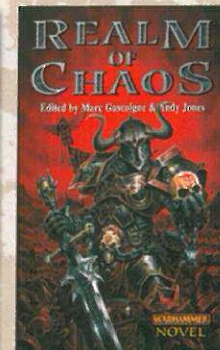
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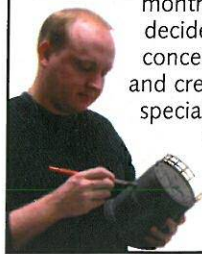
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Having spent long hours working tirelessly to build enough terrain to cover a 6' x 4' table, this month Paul Rudge decided that he would concentrate his efforts and create something a bit special as a centrepiece for his Inquisitor board.



This is what he came up with...

SCENERY WORKSHOP

Building an Inquisitor battlefield, part 4

WHAT YOU WILL NEED FOR THIS MONTH'S SCENERY WORKSHOP:

- Rabbit hutch wire (available at DIY stores)
- Foamboard
- A selection of textured wallpaper, card and plasticard
- Wire mesh
- Ready mixed filler
- Green stuff
• Your bits box
- Textured paint (sand, water and PVA glue)
- Chaos Black spray paint
- Chaos Black, Codex Grey, Skull White, Boltgun Metal, Dwarf Bronze, Dark Angels Green, Jade Green, Chestnut Ink and Black Ink Citadel paints
- PVA glue and superglue

YOU WILL ALSO NEED THE FOLLOWING TOOLS:

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

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

wanted to create would be a meeting place, a structure which had been built to fulfill a completely different purpose, but which was now used as a place of evil worship, a secret place, a cultists' temple where they might offer up sacrifices to the Chaos gods and summon forth daemons to do their bidding.

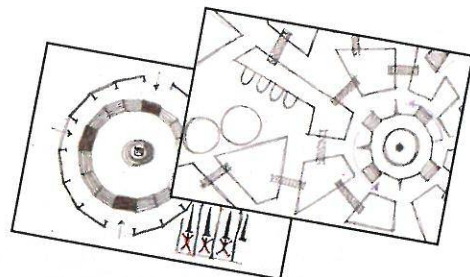
I had originally planned it to be a large circular structure, but creating a circular building would always be a problem, so instead I decided to base the shape of the building on a twelve-sided polygon that would be much easier to construct.

So in this month's scenery workshop I'll be showing you how I went about creating the cultists' temple. This would form the centrepiece of my board and would be constructed using a combination of all the techniques and ideas that I have used in the last three issues of Scenery Workshop.

Before you begin building anything, you are going to need a largish flat area

for you to do your modelling on. If you are using the kitchen or dining room table, make sure that it's well protected before you start. A couple of layers of newspaper will protect against spillage but if you do any heavy cutting I suggest you use a piece of wood or a cutting board (available from craft shops) to protect the table surface. Next make sure the tools that you need are at hand and any unneeded clutter is removed.

Before you start, have a read through this article. Remember, this is only a guide to the terrain that I made – feel free to experiment and try your own ideas.



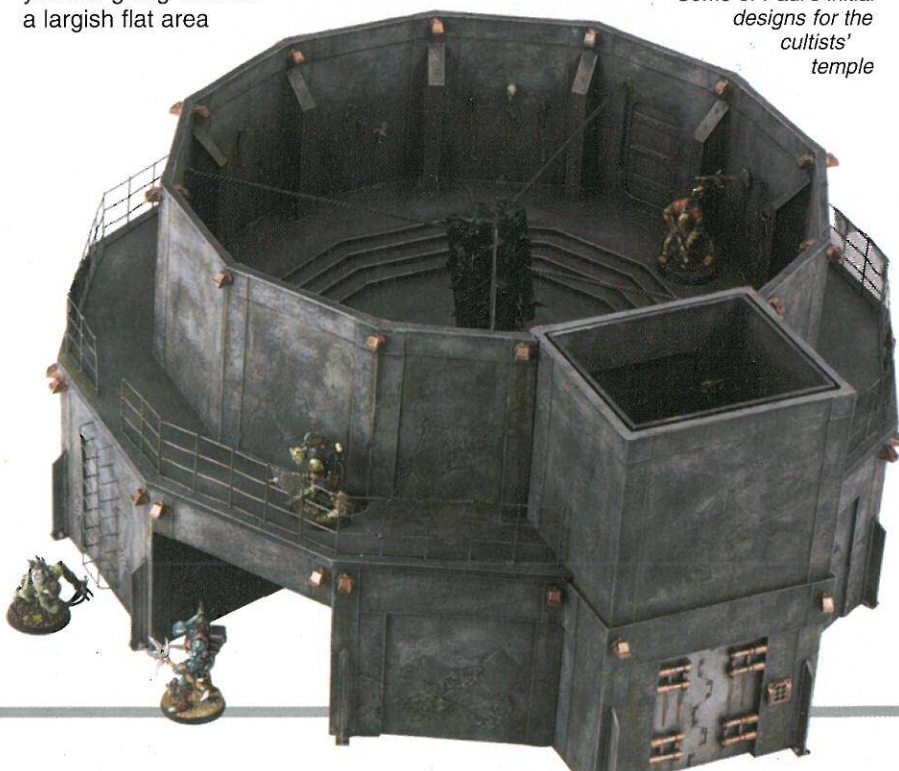
Some of Paul's initial designs for the cultists' temple

At last, we have finally arrived at this the fourth and final part in our series on building a themed Inquisitor battlefield.

In the last three installments of this series I have shown you how I created a selection of chemical storage tanks, buildings and gantries which would create a series of darkened corridors, a themed board, and a collection of small detailed terrain pieces which would provide valuable cover for Inquisitor models to move around.

What I had planned next for the board was a large single structure that would form a focal point to the battlefield and hopefully capture the theme of the board and leave you in no doubt as to its purpose.

As the theme for the battlefield was a Chaos cultists' hideout, the building I



CULTISTS' TEMPLE

While designing the building I made a list of very definite specifications that I wanted the building to fulfill. It needed to be twice as tall as any other building on the battlefield, so that it would instantly dominate the table. It needed to have an inner chamber on the first floor and, within that, a set of steps leading to main focal point (some form of altar); it also needed several entrance and exit points. Also as the central chamber would be quite tall and occupy the centre of the battlefield, I decided that it should not have any windows, ensuring that no snipers could control the battlefield from the comparative safety of the inner chamber.

I also wanted to make one of the entrance points a key feature of the building by creating an elevator. This would also be useful in the game, enabling large objects (or sedated victims) to be moved from the ground floor up into the inner chamber. As the finished battlefield is going to be used in a battle report, and because some of the action must take place inside the inner chamber, I made the elevator shaft removable so that a camera could have access to the action.

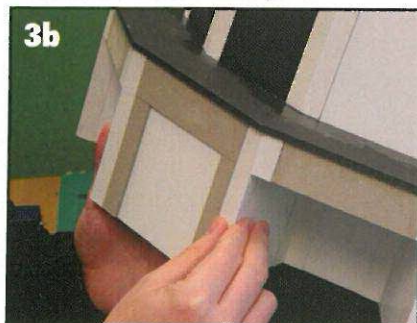
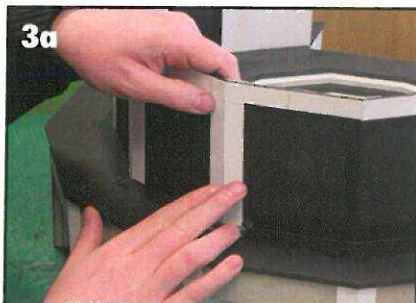
1. The cultists' temple began life as a flat piece of foamboard 20" x 20". I then carefully marked out and cut out what would form the basic shape of the building, a 12-sided polygon (well, it's almost basic). I then cut and removed a piece of card 75mm x 120mm from one edge. This would be where the elevator shaft went. It was now time to assemble the basic skeleton structure of the building. I used lengths of foamboard 120mm wide to create the walls of my building. With these assembled, creating an upper and lower floor, it now stood 245mm tall. When attaching the walls of the upper section I was careful to leave enough space around the outside of the walls of inner chamber to allow the placement of a set of railings and still leave enough room for Inquisitor models to be placed.



2. To create my sunken steps, I cut a hole into the floor of the building and, using several layers of foamboard, I created a small set of steps leading down into the centre of the room.

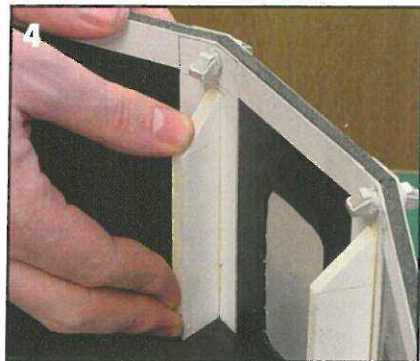


3. Using the very same techniques as I used in part two of building an Inquisitor battlefield, I created the impression of large reinforced columns holding my buildings together by cutting strips of thick card 30mm wide and gluing these just below the first floor and to all the corners of the lower half of my building. I then cut lengths of thin card 30mm wide. After folding these in half, I cut and glued one piece to each corner of my building creating a raised layer of detail.

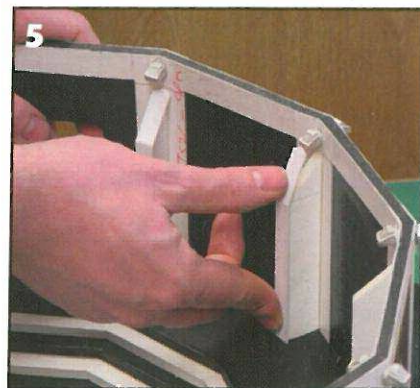


4. To emphasize the industrial nature of the building I used the metal struts from the tank trap on the barricades frame to add structural detail to the lower level of the building. For the inner chamber, however, I wanted to create a set of much heavier metal

structural supports that would seem to be holding my walls in place and help emphasize the industrial quality of the building. I began by taking twelve pieces of foamboard measuring 100mm x 20mm and, after removing a corner from each piece, I glued one to every section of my inner wall.



5. I then took strips of thin card 10mm wide and glued these directly onto the edge of each piece of foamboard, allowing the card to overlap the foamboard by about 2mm on each side.



6. To add texture to the walls of my building I took a piece of textured wallpaper, which I tore into small irregular shapes and glued randomly to the walls on the lower half of my building. Onto this, using my sculpting tool, I applied a very thin layer of ready mixed filler.

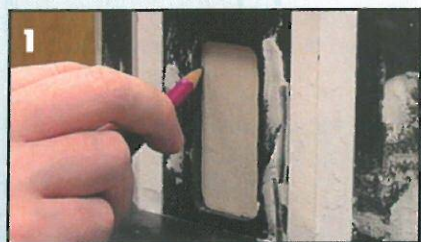




THE DOORS

The central chamber required three entry and exit points, one of which would be the elevator, which left me requiring two more. For both of these I decided to create heavy metal industrial doors and build them directly into the walls.

1. I started by cutting a hole directly into the wall of my building 70mm x 40mm. Then, using the hole as a template, I marked out the shape of the door onto a piece of thick card, which would form the actual door.



2. Then taking a piece of thin card 50mm x 40mm, I cut from this two panels 17mm x 30mm leaving me with a frame with borders 5mm wide resembling a figure eight, which I then glued directly to my door.

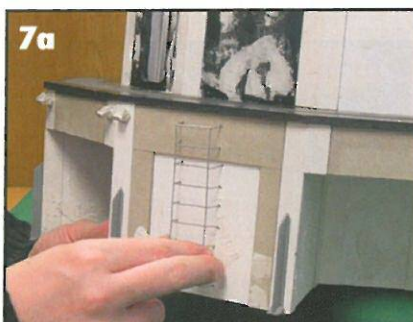


3. To create the impression of a very heavy industrial metal door, I used a piece of plastic rod which I sliced thinly to create a set of rivets. I glued these to the frame of the door, taking care to space them equally, and then, again using the plastic rod, I cut two pieces 10mm in length which would form hinges. I created a simple handle from a thin strip of card and with that it was ready to be glued in place and painted.



Slick fails in his attempt to stop the daemon summoning forth its kin.

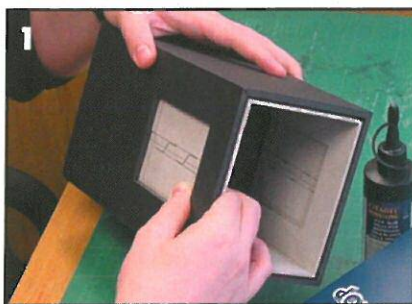
7. Next I created a set of safety railings and a ladder using my favourite material of all – rabbit hutch mesh (for more details on how I created railings and ladders, see the Scenery Workshop article featured in WD260).



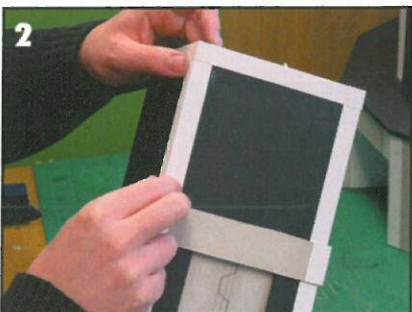
THE ELEVATOR

1. For the elevator shaft I began by creating a very simple box measuring 120mm x 140mm and standing 245mm tall, from four pieces of foamboard. I then created a smaller box from thick card that would sit inside the elevator shaft and represent the elevator car. All it

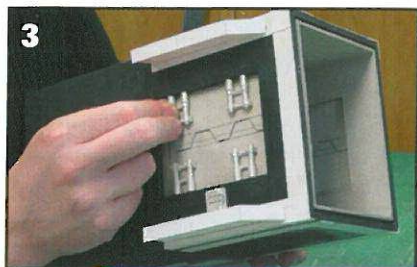
needed now was a set of doors that would allow access to and from the elevator car. For this I used the same techniques as in last month's Scenery Workshop. After cutting a piece of thick card 100mm x 100mm which would represent the door, and using the Land Raider inner doors as a template, I copied the interlocking shape onto my piece of card. I then carefully cut the card into two pieces and glued the door and the car inside the elevator shaft.



2. I treated it in the same way as the main building by applying strips of card to emphasize the architectural structure of the building.



3. A quick visit to Mail Order provided me with perfect heavy pistons, (metal supports from a Vindicator's gun) which would open the doors, and a panel to control them (an Epic missile silo). With that, it was ready to be painted.



PAINTING

I undercoated the building using a black undercoat spray and, using Codex Grey, I drybrushed over the whole of it. I then picked out the metal railings and doors with Boltgun Metal, and the pieces from the Vindicator with Dwarf Bronze. To emphasize the textured effect on the walls, I applied a mixed wash of Black and Flesh Wash. Finally, to help it survive the rigours of gaming, I sprayed the terrain with a layer of Matt Varnish.



THE MONOLITH

The inner chamber required a main focal point, something that could represent some form of altar that the cultists could worship. But I also wanted to create something that would instantly portray an image of horror and capture the theme of the chamber, a piece of living architecture, imbued with daemonic energy. Searching for inspiration, I watched several well-known sci-fi and horror movies (I'll leave to you to guess which ones) and came up with the following solution.

1. After creating a very simple box from foamboard, 75mm x 35mm x 35mm, I collected together a selection

of Daemon heads and bits of Inquisitor models. I then began attaching a selection of body parts by cutting a hole into the box and then gluing the bits in place.



2. To create the effect that the block was somehow alive and that the trapped power within was trying to escape, I used my sculpting tool and green stuff to create the illusion that the models are actually part of the block.



3. I decided to paint the block so that it resembled a large chunk of black marble, but having never painted marble before I found the prospect

quite daunting. I realized I needed a few tips, but after a quick chat with 'Eavy Metal's ace terrain builder, Mark Jones I was ready to begin.

I started by undercoating the model using a Chaos Black spray, I then mixed Chaos Black with Dark Angel Green (70/30 mix) and painted this over the entire model. Next, using Dark Angels Green, I stippled diagonal bands of colour onto the model. To create the veins that run through a block of marble I mixed Dark Angels Green with Jade Green and very carefully, using a detail brush, painted very thin lines running diagonally around the block. When this was dry, to give the model a gloss finish, I painted the entire model with several coats of varnish.

All that was left to do now was to place it within the building, so using four pieces of chain I suspended it directly above the centre of the room.

You can see the fully completed board in next month's Inquisitor battle report.



Within the maze of concrete and steel, the hunters can quickly become the hunted.

Warhammer Chronicles takes a look at the Warhammer game, its rules, background and game mechanics, frequently stolen from in-progress developments here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought out and exciting additions to the game.

If you have a good item for Warhammer Chronicles then write to:

*Gav Thorpe
(Warhammer Chronicles)
Games Workshop
Willow Road, Lenton
Nottingham, NG7 2WS*

Any rules queries, etc, will be shredded for Skaven bedding, so send them to the Roolzboyz at Games Workshop Mail Order, and not to Warhammer Chronicles.

Gav

Warhammer chronicles

Presented by Gav Thorpe

This month I reveal the bounties of victory, detailing the potent artefacts that have been claimed from the monster-ridden marshes of the Isle of Albion.

Treasures of the Old Ones

By Gav Thorpe

Well, the Dark Shadows campaign is finished, and the fate of the island has been sealed. The campaign was a great success, but the fight for Albion is not over. In next month's Arcane Lore we'll be looking at the myriad gaming opportunities now offered by the current state of affairs on Albion, and also tell you what you can do with those Dark Emissary, Truthsayer and Fenbeast miniatures you've now got.

The conquering armies have now had time to search and pillage the ancient tombs of the Isle of Wights, to delve into the depths of the Bastion of the Old Ones and scour the catacombs of the Citadel of Lead.

This ransacking has brought great reward. When the Old Ones left the world, they left behind some of their ancient artefacts. Some of these are potent weapons forged by a race which once ruled the stars. Others are arcane devices whose original purpose and working is now long since lost, but which still retain some measure of their mystical energy.

As promised, the winners of the Dark Shadows campaign have their magic item inventory expanded. In the end we decided to allocate these magic items to the top three overall armies, plus a special award to the army with the highest win percentage. The following magic items are additions to those listed in the Common Magic Items list and the relevant army books, and can be used in any battle, not just those set on Albion.



GAUNTLET OF POWER
60 points (Magic Weapon)
Dark Elves only

This potent weapon is fashioned in the shape of a mighty fist, which shimmers with a magical energy and can crush bones in its grasp.

The character becomes Strength 8 and enemy models may not make armour saves against blows struck by the Gauntlet. A character armed with the Gauntlet of Power strikes last (see page 89 of Warhammer).

MYSTIC SHIELD OF LIGHT
40 points (Talisman)
Dark Elves only

This magical artefact can be worn on a chain around the neck, and provides a wall of magical energy that deflects incoming blows and releases bright bursts of light when activated.

5+ Ward save. In addition, if the Ward save is successful against a close combat attack, the model that struck the character is stunned and reduced to WS1 until the end of the Close Combat phase.

DIVINE EYE
20 points (Enchanted Item)
Dark Elves only

It is claimed that this small box contains magical spirits that can see all and hear all. They whisper to the bearer, revealing the secrets of the enemy.

Enemy Scout units may not deploy within 12" of the bearer (this includes Scouts with additional deployment rules such as Chameleon Skins). In addition, at the start of each of their turns, the character may activate the Divine Eye. The Eye will look into every enemy unit within 12". Your opponent must reveal the number of magic items in each affected unit (although he does not have to reveal what they are or who specifically is carrying them).

CLAW OF DEVASTATION
80 points (Magic Weapon)
High Elves only

Shaped like a wickedly taloned claw, this magic weapon pulses with dark power, ripping apart armour and bone with equal ease.

The wielder may re-roll failed rolls to wound in close combat, and ignores armour saves.

ARMOUR OF THE GODS
35 points (Magic Armour)
High Elves only

This highly ornate armour is imbued with its own strength, which it grants to the wearer.

The Armour of the Gods can only be worn by characters on foot, and cannot be combined with other armour. It confers a 3+ saving throw. In addition, it adds +1 to the wearer's Strength characteristic.

FUSIL OF CONFLAGRATION
30 points (Magic Weapon)
High Elves only

This magical firearm conjures roaring flames from out of thin air, incinerating the enemy with fiery doom.

The bearer of the Fusil counts as having a breath attack, which hits at Strength 3. This is a flaming attack.

HEXSTAFF
55 points (Arcane Item)
Empire only

The Hexstaff is inscribed with ancient sigils of the Old Ones, attracting the magical energies of chaos for the user to mould into mighty spells.

The Wizard may draw extra power from the Hexstaff, once per friendly Magic phase. When used, the staff generates D3 additional Power dice (roll each Magic phase). However, keep these dice separate (using different coloured dice is the best way of doing this) as they may only be used by the Wizard with the Hexstaff. In addition, if the Hexstaff dice roll a 1 when a spell is being cast, the Wizard automatically suffers a Miscast for each result of a 1 rolled.

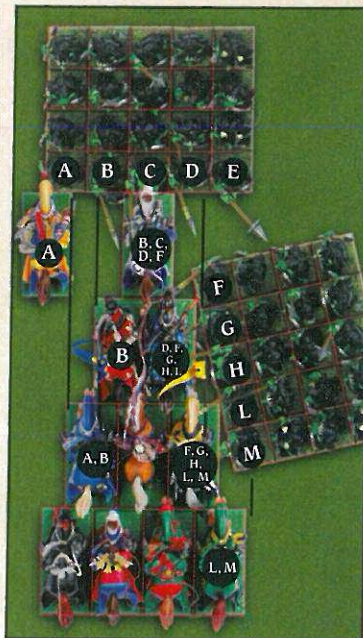
BLADE OF SHINING DEATH
65 points (Magic Weapon)
Dwarfs only

This sword has a blade enveloped in glittering light and can slice through the toughest armour.

The character strikes in close combat with Strength 5 and ignores armour saves.

OOPS!

Those malicious twin gremlins, Cut and Paste, have struck again – this time in WD261's Warhammer Chronicles. Diagram 5 on page 85 should have appeared as shown here (the 'F' was omitted from the lead knight in WD261).



Q&A

This interesting question was sent in to us by Dave Talley:

Q: Battle Standard Bearers cannot use weapons that require two hands or normal shields, but they have access to magic items. Can a Battle standard Bearer be given a magical shield or a magic weapon that requires two hands?

A: No. If they cannot use the mundane version of an item, they cannot use their magic equivalent. In other words, they have to devote one hand to keep the banner up and cannot do anything else with it.



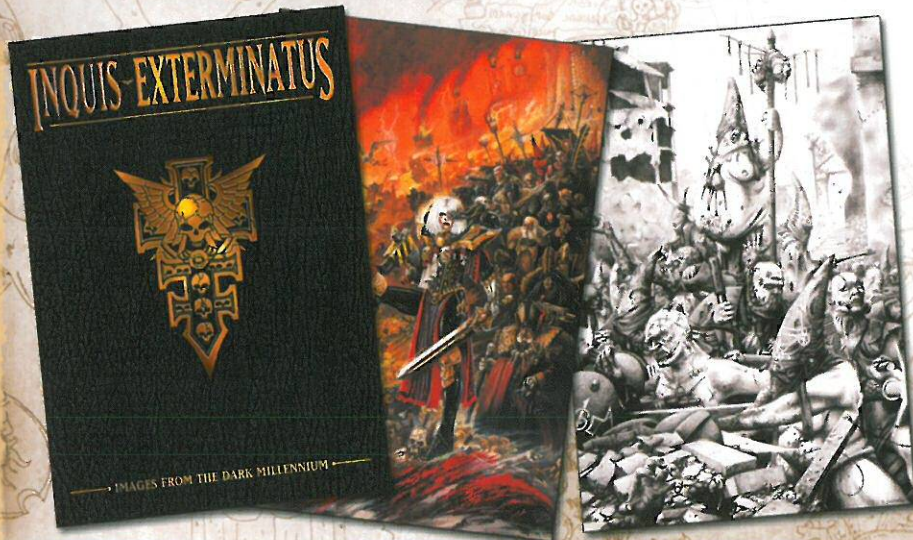
THE ART OF WAR

The release last year of the Black Library's first art book, *Inquis Exterminatus*, marked the opening of a whole new avenue of exploration into the Games Workshop hobby. *Inquis* proved so wildly popular that since then the range has exploded and now, just over a year later, we are waiting with baited-breath for the fourth in the art book series, David Gallagher's *The Face of Battle*.

Now, one of the masterminds behind it all, Games Workshop's Illuminatus John Blanche, talks about the range so far and the Black Library's plans for the future of the art book line.

✠ INCEPTION

'I love books. I love idiosyncratic, visual books. Games Workshop' art has got far more professional over the years, to the point today that it stands up against the mainstream of the science fantasy genres and perhaps is even pulling ahead, to stand alongside art in general. It's always been an ambition of mine to see Games Workshop's imagery in a more mainstream art publishing format.'



✠ INQUIS EXTERMINATUS - IMAGES FROM THE DARK MILLENNIUM

'*Inquis Exterminatus* was really a way of demonstrating the Warhammer 40,000 universe. It was very deliberately black and white, with only a small colour section, all conveying the doom and gloom of the Warhammer 40,000 universe. *Inquis* was a good place to start and it was very interesting doing the graphics and the layout for that book. It's very classical to my mind, very tame. What's missing, perhaps, is a willingness to take chances, to be a bit more dynamic and play a lot more graphic tricks. To my mind that's where the sketchbooks have come in to their own.'



✠ THE GOTHIC & THE ELDRITCH - THE COLLECTED SKETCHES OF JES GOODWIN

'Games Workshop, particularly at the sketch end of things, is on a par with a lot of the contemporary strands of art currently in vogue - but it has more of a concrete base than the rest. Our imagery exists in its own right and has a very strong background and reason for being. Our sketch work demonstrates the core of that base, often in a stronger light than the paintings do themselves. The organic process of creation and invention, and the growth of ideas is far more visible in sketchbook work than the finished art. That's part of the reason I wanted to do this and I think it's very interesting, very informative.'

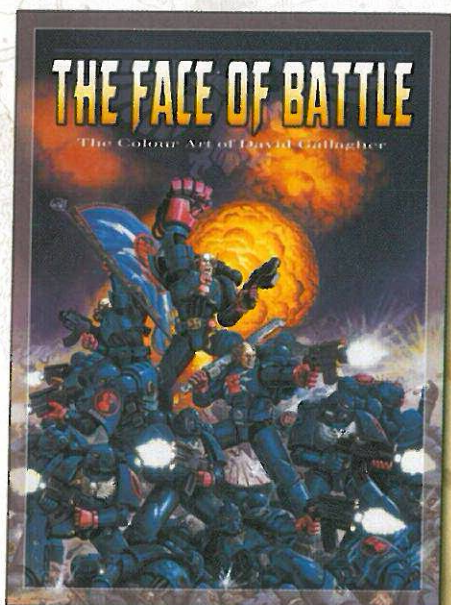
✠ JOHN BLANCHE'S INQUISITOR SKETCHBOOK

'I've become more precious about the images that we produce, even in sketch form. It used to be the case that I'd throw things in drawers and they'd get lost or damaged over a period of time. When I came to do the Inquisitor sketches I happened to be becoming more and more interested in books. I wanted to have the sketches together so I stuck them down in a scrapbook with masking tape and wrote all over them. I thought, well, for once I'll have a body of work that's not been stuffed into a dark corner for twenty years only to be damaged and lost. I actually had a finished artefact in its own right and at that point I thought; we could publish this – so we did!'



✠ THE FUTURE

'This month the Black Library is publishing *The Face of Battle*, the colour art of David Gallagher, who has been one of the Studio's premier artists for years now and produced many marvellous pieces. Apart from that we'll keep on exploring. There's a wide spectrum of different ways of publishing stuff that's popular, interesting, informative and great to look at. We've got a lot of material here and a lot of ideas that we can publish and that we can get to grips with. I hope in the future to have that opportunity to be more adventurous and who knows how far I can go with it. One of the strengths of Games Workshop is that it's never stopped, it's never rested on its laurels and the material we're accumulating far outstretches anything people have seen.'



JOHN BLANCHE

✠ THE FACE OF BATTLE

- THE COLOUR ART OF DAVID GALLAGHER

David Gallagher is one of Games Workshop's most long-standing and talented artists, who's work has been used on more game and publication covers than any other. He has rendered some of the most action-packed and visually striking representations of the warriors of the never-ending war of the far future and the conflict-torn fantasy world, and now these illustrations have been collected into one awesome full-colour volume. *The Face of Battle* is a lavish oversized softback volume containing the most visceral illustrations of the 41st Millennium and the Warhammer world by one of Games Workshop's leading artists. It contains some never-before-seen work, and a sneak peek at pieces destined to be used in future releases.

The Tau sept of Vior'la is renowned for the aggressive nature of its Fire warriors and the name Vior'la itself translates as 'hot-blooded'. Graham McNeill takes a closer look at the geography, culture and cities of this warlike Fire caste world.

LOCATION

The Tau empire is situated far in the galactic east, to the northeast of Ultramar, and encompasses nearly a hundred settled systems, or septs. Lying some one hundred and sixty light years from T'au, and orbiting a binary star, the Vior'la sept comprises a dozen worlds, each heavily populated with Fire caste warriors. The most populous and famous of these is Vior'la itself.

Two defence stations are anchored at fixed positions in stationary orbit at each polar region and four circle the equator. Each station is heavily armed and equipped with multiple threat engagement systems, which automatically prioritise dangers to the planet and engage them sequentially. Only the most determined or numerous enemies could breach such defences and at least one Ork fleet has battered itself to virtual destruction on the firepower of Vior'la's orbital guns.

PHYSICAL PROPERTIES

The surface of Vior'la is hot and dry, even for a Tau world and Tau from Vior'la tend to have a darker skin pigmentation than

most. The planet orbits a binary star, and as a consequence it swelters in a virtual constant summer. The majority of the planet's surface is dry and inhospitable; dusty red plains cover millions of square miles and parched deserts circle the equator. In both hemispheres, mountain ranges stretch thousands of miles and seem to scrape the stars themselves, lending credence to the theory that much of Vior'la's surface was once under water and some catastrophe in ancient times caused the seas to dry up, leaving Vior'la the arid place it is today. While there is no empirical evidence to support this, Air caste stellar cartographers have noted an apparent discrepancy between the age of formation of Vior'la's binary stars. The larger star appears to be much younger than the smaller, a fact that none of the Earth caste astrophysicists can yet explain, though its unexplained birth may have been the cause of the scouring of Vior'la's oceans.

Vior'la moves in a short elliptical orbit around its stars and once every six Tau'cyr its trajectory passes between the two stars. [Note: A Tau'cyr is the annual cycle of the Tau home world, made up of six Kai'rotaa. Each Kai'rotaa is dedicated to a particular caste, with the sixth dedicated to the race as a whole.] This time is known as the Trial by Fire and lasts for exactly five Kai'rotaa (roughly two hundred and fifty Terran days). During this time, Vior'la passes relatively close to the largest star and powerful waves of electromagnetic energy and sprays of plasma wash over its surface. A complex series of interactions between the planet's geomagnetic field and the solar wind constantly ripple the surface of the magnetosphere. Normally this passes unremarked, but the violence of the Trial by Fire is an order of magnitude greater than normal. The geomagnetic disturbance it causes grows and rages, finally developing into a fully-fledged magnetic storm. The net effect of this is a hugely

A WORLD OF WARRIORS

Focus on a Tau Fire Caste world



unstable magnetic anomaly in Vior'la's ionosphere, resulting in massive degradation of communication, satellite and sensor performance.

Glittering plasma tornadoes, as wondrous as they are deadly, howl across Vior'la's sandy expanses, vitrifying whole swathes of desert sand. The spectacular Prism Desert in the southern hemisphere is one area of the planet that often bears the brunt of this, and once Vior'la has come through the Trial by Fire, the newly created rippling glass dunes and delicate crystal seas are a breathtakingly beautiful sight. Arcs of rainbow colour and rippling light refract through the gracefully moulded glass waves and many among the Earth caste take particularly exquisite examples of this phenomena to fashion into much sought-after ornaments and decorations. Each Trial by Fire reshapes the Prism Desert and those Tau able to travel from other septs frequently come to Vior'la to see them before the next.

During the Trial by Fire, the cities of Vior'la become hermetically sealed environments, vast domes swelling from each city's perimeter to envelop and protect those within. As storms wrack the surface, the cities become isolated but, other than this, there is no disruption to the Fire warriors' training schedules. At this time, the planet itself becomes virtually unreachable, cut off from the rest of the Tau empire. Only when the

Tau'cyr reaches the Kai'rotaa dedicated to the Ethereals does Vior'la emerge from the swathes of plasma that envelop it.

Under normal circumstances, the planet's climate is dry and parched, the few fertile areas on the surface ingeniously irrigated by underground aqueducts and maintained by the planet's Earth caste. Those rare areas of water that do exist are carefully protected and, together with underground springs and moisture traps, form a vital network that sustains life on Vior'la. This hot climate seems to heighten the aggression of many of the young Fire caste warriors and the training regimes at the famous Shas Or'es Academy harnesses this aggressiveness and moulds its students into some of the most fearsome Fire warriors in the Tau empire. The gravitational field strength of the planet is also slightly higher than on T'au, resulting in a minor muscle mass increase in the inhabitants.

NATIVE FLORA AND FAUNA

Much of the indigenous life on Vior'la has (sensibly) evolved to dwell underground, such as the Dune Serpents, which dwell in the sands of the Prism Desert and migrate to the depths of the equatorial deserts during the Trial by Fire. Occasionally the

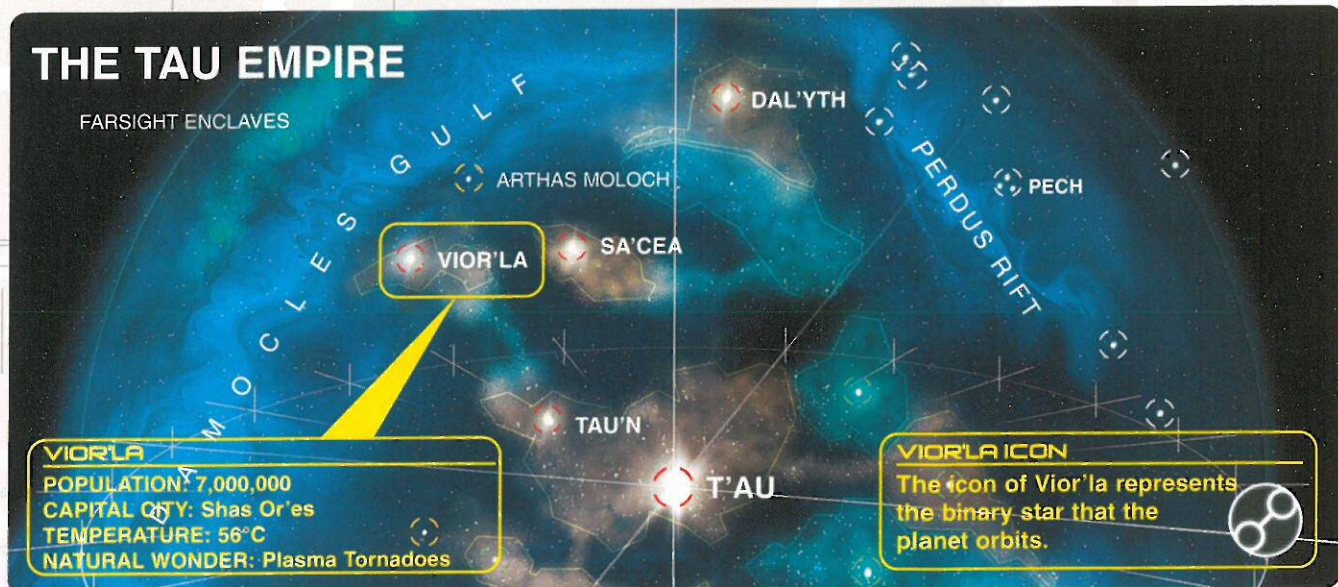
slower creatures are caught on the outskirts of the Prism Desert and are visible entombed within the vitrified glass dunes. High in the mountains, drifting membranous creatures known as Wind Walkers float high on thermals from the deserts below, basking in the fierce Vior'la heat. Aside from these creatures, there are virtually no animals of any real size on Vior'la due to the lack of any substantial prey species or edible vegetation.

Very little of the planet's vegetation is actually native to Vior'la, the Trial by Fire ensuring that practically all unprotected species would perish in the plasma storms. Almost all the crops and fruits grown by the Earth caste are species native to T'au and were transported to Vior'la many centuries before. However, some hardy species do manage to survive Vior'la's climate; wiry scrub grasses that cling to sheltered nooks and crannies in the mountains and valleys. Then there are those that actively flourish in such a



THE TAU EMPIRE

FARSIGHT ENCLAVES



VIOR'LA

POPULATION: 7,000,000

CAPITAL CITY: Shas Or'es

TEMPERATURE: 56°C

NATURAL WONDER: Plasma Tornadoes

VIOR'LA ICON

The icon of Vior'la represents the binary star that the planet orbits.



harsh environment, vegetation that feeds on the electromagnetic energy of the plasma storms that periodically lash the planet's surface, such as the lethal Flarespine Tree and sprawling Sun Moss.

MAJOR LANDMARKS AND GEOGRAPHY

Vior'la is virtually one complete land mass, with almost no ocean bodies to speak of. The majority of its surface is covered in arid plains, sweeping deserts and desolate mountains; ideal training grounds for the warriors of the Fire caste. Clustered around the protected fertile lands managed by the Earth caste are the cities of Vior'la, ordered, regular and planned with an eye to their military importance. Many cities are built high in the mountains, defended by the natural barrier of the rocks as well as their warriors. Huge moisture traps in natural wind canyons provide water for these cities and underground supply depots contain enough food and munitions to allow them to hold out for many years, should the need arise.

The great equatorial desert that encircles the planet is known as the Kysa T'suam Shas, which means 'belt of fire'. It is said to be uncrossable, yet many Fire warriors have set out to disprove this. None have thus far succeeded. The shifting sands of the Kysa T'suam Shas are an unknown element of the planet, since no map exists and any survey that might be undertaken would be obsolete after a single sandstorm. There are rumours of many ancient sites and buried cities within this region, but none of these tales has yet proven true.

There are many places sacred to the Fire caste on Vior'la, such as the Mont'yr battle dome where Commander Farsight (also known as O'shovah) trained, and Aun'va Peak where the first of the Ethereals to set foot on Vior'la preached the doctrine of the Greater Good. However, one of the largest visible landmarks on Vior'la is the Shas'ka Demlok, which means 'Canyon of the Sun', and was carved by the powerful abrasive hurricanes of the Trial by Fire. It stretches northwards for nearly nine thousand miles from the edge of the Kysa T'suam Shas to the largest settlement on Vior'la, the warrior city of Shas Or'es. Were it not for the construction of the Shas'ar'kor Fire Dam at its opening by the Earth caste, Shas Or'es would be wiped from the face of the planet during the Trial by Fire.

CAPITAL CITY

There are eight major cities on Vior'la, set alongside the Earth caste's farming complexes, though there are many other smaller settlements and outposts. Though all are almost completely self-sufficient, if isolated for more than a few Tau'cyr then each would begin to suffer from food and water shortages. From the air, the cities of Vior'la appear as a collection of discs set on the planet's surface, apparently at random. But under closer inspection, one sees that each city is positioned in an interlocking defensive pattern that prevents any one from being besieged without another being taken first. Within each city, the buildings and battle domes are ordered in such a way that every yard an attacker advances would be

raked by murderous crossfire. On the slopes of the Yel'ske Mountains, Pathfinders and Stealth warriors train at infiltration techniques and seek & destroy missions while the desert domes of Lor'sern Shas are famed for the bravery and determination of their tank crews. And in the canyons of the Shas'ka Demlok, Tau from Kar'tau train in ambush and evasion techniques while those of Pol'tsen train in hostage rescue.

Though each city has its own unique character and traits, and each maintains its own training facilities, all must send their warriors to the Fire caste academy at Shas Or'es. Vior'la's capital is a city geared entirely for war. Every building is a fortress and every production facility churns out weapons and ammunition on a daily basis. The temples of the Ethereals are fortified, the merchant houses of the Water caste can be turned into firebases and the dwellings of the Earth caste double as barracks. Even the off-duty areas of Shas Or'es are protected by anti-vehicle traps and armoured gun positions. The city lives by a martial beat, the many battle domes echoing to the sound of weapons fire and explosions as Fire warriors train constantly for battle. On every street and boulevard Fire warriors from different cities strut and compete for the honour of becoming the Academy's Shas Shi (greatest warriors). Competition between Vior'la's cities is fierce and it is not unheard of for warriors to be injured or even killed in training. Though injuries are common, every warrior knows that they are fighting to further the Greater Good and no grudges are held.



Gunfire flashed past La'tyen's head and he ducked back into the cover of the rocks, shouldering his pulse rifle. His team of Fire warriors sheltered with him, awaiting the covering fire of their supporting team. An explosion rocked the valley sides, dislodging a hail of red dust and pebbles from above.

"All teams, be ready to attack on my signal!" barked La'tyen. The symbols representing the members of his force blinked in acknowledgement on the inner face of his visor. He risked another glance over the rocks. The enemy were still in place, confident that they were unassailable in their mountain fastness. La'tyen grinned, knowing that he and his warriors would show them the arrogance of such a belief.

He opened a channel to Run'al Team and hissed, "La'torn, are you in position?"

After a brief burst of distorted static, the eager voice of his fellow student said, "We're ready, just say the word."

"Attack now, covering fire on the warriors at the barricade. Good luck."

"Luck?" scoffed La'torn. "We don't need luck, my friend. La'torn out."

La'tyen rolled over and peered through a gap in the rocks at the building they were to assault. Shoulder-high barricades were manned by warriors from the Kar'tau Academy, firing on his assault force and pinning them in place. Though normally the Kar'tau preferred to fight from their armoured vehicles, these warriors were putting up quite a fight. Well, they were second years after all and had received training at the Shas Or'es Academy. It was only natural that they should be proficient, but La'tyen had a surprise in store for them.

On a rocky bluff overlooking the building, La'tyen watched six hazy outlines detach from a line of boulders and move forward. La'torn's team of Stealth warriors were practically invisible, the holographic disruption fields breaking up their outline and bending the harsh morning sun around their battlesuits. His own team was providing the lure, keeping the opposing force's attention firmly focussed on the front while La'torn moved into a flanking position.

The Stealth team opened fire in unison, the bright muzzle flashes the only clue to their position. Like everyone involved in this exercise, their burst cannons were loaded with blank ammunition, but laser emitters fixed to the barrels fired low-energy pulses which registered on receivers mounted across everyone's armour to indicate a hit. As soon as the Stealth team opened fire, La'tyen shouted, "Attack! Everyone forward!" and rose from his position behind the rocks. His team followed his example, rising and charging forward, their rifles spitting bright pulses of fire.

Caught between the two forces, the Kar'tau warriors began falling back, their defence in disarray, leaving dozens of their number behind. La'tyen could hear the detector gear on the 'dead' warriors buzzing as he clambered over the barricade. He dropped to the ground, landing on one of the 'corpses' of the defenders.

"Watch where you put those damned big feet of yours!" grunted the body he stood upon.

Without replying, La'tyen sprinted, bent over, towards the defenders' final bastion, a barricaded structure built against

the rocky sides of the Shas'ka Demlok. La'tyen grinned in triumph. They had them now. The defenders were funnelling through the door, but they wouldn't make it inside in time to lay down enough fire. La'tyen shot the stragglers as they tried to get inside and pushed his way past them into the building. His team followed behind him, fanning out through the corridors and rooms.

La'tyen followed the sound of shouting voices, knowing that they had to strike quickly before the defenders got themselves organised. "This way!" he yelled, dragging his warriors down a stone-flagged passageway. Hot excitement pounded through him at the thought of humbling these second year students. La'tyen rounded a corner and kicked open a door, rolling through and firing from the hip. The warriors before him fell, the sensor gear on their armour buzzing loudly as they dropped. A lone soldier turned and fired, but La'tyen dodged aside, putting a shot dead centre in his chest.

He rose to his feet, elated at the victory, and lowered his rifle. Something pressed into the back of his helmet and a voice said, "Dodge this..."

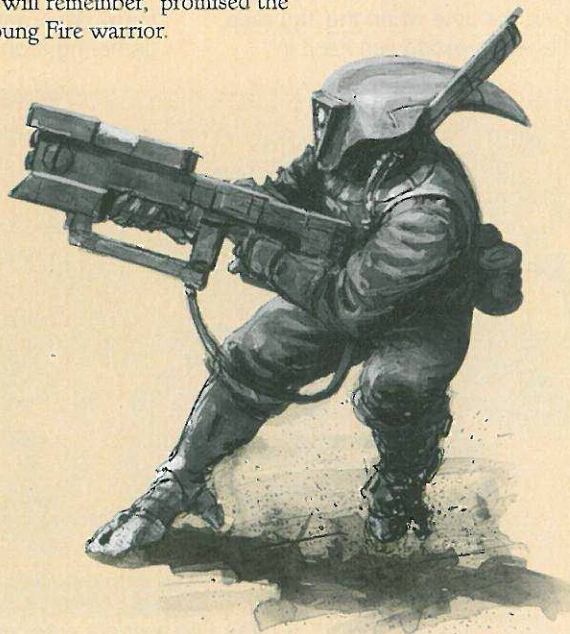
Before he could move, his unseen assailant pulled the trigger and his helmet buzzed as the sensor registered the shot. He fell to the floor, turning to see who had killed him. Instructor Vre'den kicked shut the door La'tyen had entered through, but not before tossing a handful of photon grenades into the passageway. La'tyen could hear the flash of their detonations and the buzzing of impact sensors as gunfire erupted from behind his team, presumably from a reserve force stationed in another part of the building. His heart sank as he realised he'd been premature in storming the building.

Instructor Vre'den scowled down at him, fists bunched at his hips. "La'tyen, I'm disappointed in you. What did you forget?"

"I forgot to cover my blind side as I entered the room."

"Yes," agreed Vre'den, "you did. And you are dead because of that lapse in concentration. Remember, a good leader never lets the heat of battle distract him from the tactical necessities of combat. Lead with your head, not your heart, La'tyen."

"I will remember," promised the young Fire warrior.



Despite the warlike nature of the Fire warriors of Vior'la, there is the customary deep reverence for the Ethereal caste members and it is a great honour to be chosen from the ranks to protect the temples of the Ethereals. The famous Ethereal Aun'shi, who led the defenders of Fio'vash against hordes of Feral Orks, was born on Vior'la and, much to the surprise of the Fire warriors, often trained alongside them. His expertise with an honour blade was great, and even blooded veterans could not match his skill. He was invited to take part in the Ta'lissera ritual by the Fire warriors, but, due to his position as an Ethereal was forced to decline, though the honour was great. After the victory at Fio'vash, the Fire warriors of the Mont'yr battle dome erected a crystal bust of Aun'shi, carved from the glass of the Prism Deserts.

Such tangible recognitions of honourable achievement are common throughout the cities of Vior'la, but one such icon, standing proudly before the Mont'yr battle dome, has sparked furious debate. Sitting at the main entrance, a six-metre tall marble statue of O'shovah stands resplendent in his Crisis battlesuit, plasma rifle raised to the heavens. With O'shovah's breakaway from the Tau Empire, his deeds have, despite the best attempts of the Ethereals, caused a schism amongst the Fire warriors of Vior'la. Though publicly the Shas'ar'tol condemns O'shovah's behaviour, it is feared that there are many amongst the Fire caste who secretly support or at least understand his treachery. The Ethereals have told the tales of the Mont'au, the time when the Tau race threatened to extinguish itself in

barbaric civil war, to dilute the pride that burns in each Fire warrior's heart when he hears of O'shovah's accomplishments. Only time will tell whether they have been successful.

EVENTS OF HISTORICAL NOTE

In the two thousandth year of the Ethereals' reign [estimated to be roughly 600.M40] an Ork fleet led by Garskrak the Undefeated smashed into the Vior'la system. The outermost planet of the system fell quickly and the Ork invasion ploughed onwards towards the next. Whether by accident or design, the Ork fleet was attacking those planets with the weakest defences and if the trend continued, many more worlds would fall. Smaller Tau ships engaged the Ork fleet in a series of hit and run actions, drawing them away from the undefended planets while heavier warships blocked the Orks' path, presenting them with a much easier direction of attack. Soon the Tau ships had radically altered the course of the Ork fleet and steered it directly towards the defences of Vior'la.

Garskrak's ships took horrendous damage from the northern polar orbital stations, but their resistance was ended when a massive Ork hulk rammed one station and knocked it into uncontrolled re-entry. The crew of the station overloaded the reactor and destroyed themselves before the wreckage could cause any damage to the cities below. Despite the arrival of the Tau fleet, the second polar station was quickly overwhelmed and the defenders killed before they could evacuate. The battle continued for many days, with magnetic storms gathering around Vior'la and radiation

bursts erupting with greater frequency. With both fleets reduced to a fraction of their former strength, an Ork victory seemed assured when the equatorial defence stations disengaged from their geo-stationary orbits and pulled away from the battle. Likewise, the Tau fleet turned about and made best speed in the opposite direction.

The Ork ships entered low orbit around Vior'la and prepared for the invasion, but they had reckoned without the imminent Trial by Fire. The lower atmosphere had transformed into a seething cauldron of plasma storms as Vior'la began its regular journey between its stars. The fragmented Ork fleet was unable to withstand the violence of the Trial by Fire and virtually every ship was destroyed in the storms. Garskrak himself perished when his ship was caught in a plasma flare and sucked into the nuclear heart of the star. Those few ships that were able to endure the descent crashed amid the Yel'ske Mountains, the survivors taking refuge in the region's many canyons and caves. Any other invader would surely have died, but many Orks were able to weather the Trial by Fire until Vior'la's climate calmed. They were soon hunted down and killed however by vengeful Fire warriors, who had wisely spent their time training for the day the protective domes would open and they could begin the eradication of the Orks. Within the space of three months, virtually all the invaders had been slaughtered, but as is always the way with the Greenskins, it is impossible to be sure that they have been completely eliminated.



Tau Fire warriors eradicate the last Ork presence on Vior'la.

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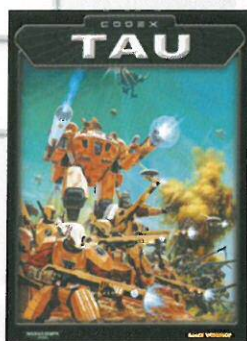
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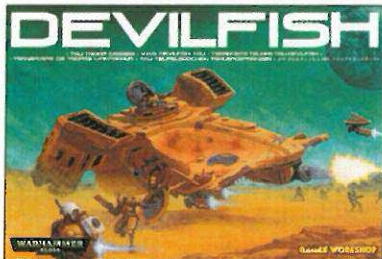
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The Shas'ui lead the Tau squads into battle.

Sculpted by Juan Diaz.

(Drone by Tim Adcock.)

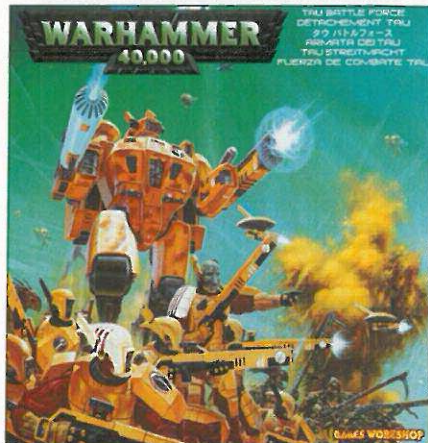


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Sculpted by Tim Adcock, Alan Perry and Mark Harrison.



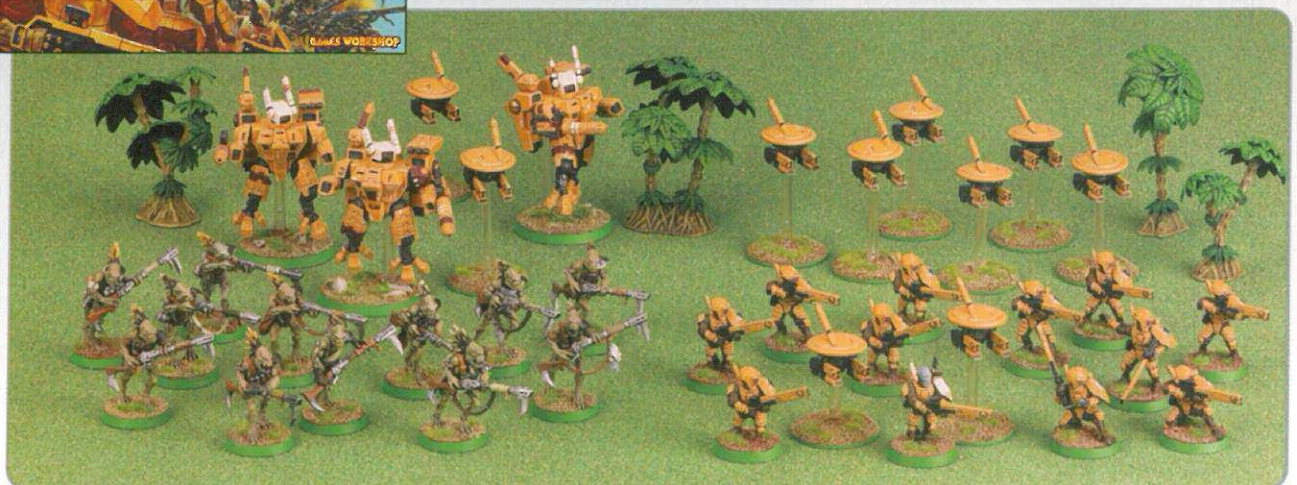
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£50

The Tau Battleforce boxed set contains the core troops of a Tau army. The awesome mobility and firepower of the Crisis XV8 Battlesuits is supported by the range and flexibility of the well armed Fire Warriors. Sweeping ahead, the Gun Drones scout enemy positions, while the violent Kroot overwhelm enemy strongholds with savage close assaults.

The Tau Battleforce boxed set contains:

12 Tau Fire Warriors, 12 Kroot Warriors, 3 Crisis XV8 Battlesuits, 10 Gun Drones and 1 set of Jungle Trees.





Fanatic supports our specialist games. It is headed up by the venerable Jervis Johnson, who helped to design many of the games he now looks after.

FANATIC

Specialist games and the future of Mordheim

In this article I will be writing about Fanatic and the specialist games that Fanatic supports. As the subtitle of the article implies, I'm also going to write about Mordheim, as an example of both what we do down in the Fanatic bunker and what form the support we provide will take, and also to try to encourage more of you to play this excellent game.

Some of you will be going "Fanatic? Specialist games? What the heck are those!?" So to begin with I'll explain those two terms.

Fanatic and Specialist Games

Fanatic was set up by Games Workshop just over a year ago in order to provide support for its games other than Warhammer and Warhammer 40,000. I was appointed as 'Head Fanatic' (great

job title isn't it!) and charged with making sure that Fanatic produced magazines, a website and, most importantly, new miniatures for the games Fanatic had been asked to support. These are: Warmaster, Epic 40,000, Battlefleet Gothic, Warhammer Quest, Necromunda, Blood Bowl, Inquisitor and, of course, Mordheim.

For want of a better term, and in order to avoid constantly having to write 'the games that Fanatic supports' all the time, we decided to call all these games the 'Games Workshop specialist games range'. The term 'specialist game' seemed appropriate to us, as all of the games tend to appeal to older and more experienced gamers who have 'cut their teeth' on either Warhammer or Warhammer 40,000 and are looking for something new to try. Or, to put it another way the specialist games should be seen as

primarily for veteran players with specialised tastes. In addition, the specialist games tend to cover more specialised subjects than Warhammer or Warhammer 40,000. Mordheim, for example, is set in one city in the Warhammer world in a specific period of the Warhammer world's history, while Battlefleet Gothic deals with space ship combat in the Warhammer 40,000 Galaxy, and so on.

Although we got off to a bit of a clunky start, pretty soon things were running smoothly and we quickly established that there is both a demand and a real desire for the specialist games amongst you lot out there. In fact, and if I say so myself, the foundation of Fanatic has proved to be one of GW's more popular initiatives of recent years, and the e-mails and letters of support

What Is Mordheim?



For those of you that haven't played it, Mordheim is a truly superb game set in the Warhammer world. As a player you control a warband of hard bitten warriors who are out to earn fame and fortune amongst the devastated ruins of Mordheim, the City of the Damned. Mordheim is a skirmish game, and rather than controlling an army of sixty or more models, you will lead a warband of 10-20 models. The rules are similar to Warhammer, but the smaller number of models used during a game allow them to be more detailed, with sections on wounds, special skills and more. There is also an extensive campaign section that allows players to link together a series of games and watch their warriors grow from unskilled youngbloods to battle-hardened veterans with a host of skills. Below and on the following pages we show an example of a typical game.

Turn 1

Two Warbands inadvertently chance upon each other in an abandoned square deep in the ruins of Mordheim. The mercenaries are from Marienburg and seek out precious wyrdstone for their own gain. The Sisters of Sigmar are a holy order whose convent was the only building to remain unscathed in the destruction of the cursed city. They now patrol the streets of Mordheim, collecting the wyrdstone and placing it deep within the vaults of the convent away from the corruptible masses.

With two differing motives, conflict is inevitable. The Marienburgers fan out, the bow armed mercenaries staying to the rear. The Sisters move carefully up to the fountain, using it as cover and prepare for combat.



we've received have really helped keep us motivated over what has been an exciting but exhausting year. Most importantly of all, though, things have gone well enough to establish Fanatic and the specialist game ranges as a permanent part of what Games Workshop offers its customers for the foreseeable future.

What Fanatic Does

So what is it that Fanatic does exactly? Well, as already noted, a big part of what we do in the Fanatic bunker is to produce magazines, a website and new miniatures for the specialist game ranges.

However that is not all we do, not by a long chalk. As well as doing our best to make cool new stuff, we've also been working with other parts of Games Workshop to figure out the best way to keep the specialist games available. This is probably the most important aspect of the job, if truth be told, because it makes little sense supporting a game if people can't get hold it, now does it!?

There was, however, one major hurdle to overcome if we were to make all the specialist games available again, and this was where to put all the models.

What You've been Missing...

Recent issues of Town Crier included the following articles:

Lustria, Cities of Gold. A brand new setting allowing warbands to explore the equatorial jungles and ancient temples of Lustria.

Blazing Saddles. Expanded rules for using mounts, including a jumping charge from the back of your horse!

Ulli & Marquand. Rules for playing with the traitorous pair of mercenaries from the pages of *Warhammer Monthly*. Be careful or they just might stab you in the back!

Fortune Hunters. Bards and Witches ply their trades on the haunted streets.



Tileans confront Lizardmen deep in Lustria.

Most stockists have enough trouble fitting just the Warhammer and Warhammer 40,000 ranges in their stores, let alone the models for six other game ranges too! For this reason we decided that it was best for most of the models and support material to be available only through Mail Order. Stores will be able to stock a small

range of specialist game items (the rule sets, our magazines, and some boxed 'starter sets' of miniatures for example), but the bulk of the range would be available from Mail Order and our new online store which can be found at:

www.games-workshop.com/fanatic.

MORDHEIM

Turn 2

The Warbands clash. The Marienburg noble on the right mercilessly shoots down a hapless sister with his pistols, allowing his fellow mercenary through to charge the Matriarch. On the left the Marienburg Captain armed with a flail tries to charge a Sister but is intercepted by a younger and more eager Novice. Note – unlike Warhammer injured models are not necessarily removed but are placed prone on the table top. You then have to roll to see how severe the casualty's wound is.





Turn 3

The combat between the mercenary and Matriarch was quick and decisive with the Matriarch stunning the greedy wretch. She has then moved in to attack the pistol-armed noble.

The Sister who was peppered with lead must have had Sigmar's blessing because she has recovered and can continue fighting.

On the left of the fountain the Captain is now outnumbered but is holding his own. On the far right the Sister Superior has taken her earlier opponent out of action and has moved in on another. The mercenary armed with a bow shoots an arrow at an unengaged Sister but misses.

It's still all to play for but the Sisters are gaining the upper hand.

Fortunately all GW stores and many other stockists run a 'Mail Order in the store service, which will make getting hold of models easy and straightforward. The benefits of this system are numerous (and too many to list here) but the most important one is that it will allow us to keep all of the specialist games and their supporting ranges of miniatures available permanently. Never again will you have to worry about your favourite game disappearing into limbo until we bring out a new edition; the entire specialist game range will be available all the time.

"But," I hear you cry, "what does all this stuff about magazines, new miniatures and 'Mail Order only' ranges mean in reality?"

The Future Of Mordheim

Probably the most important thing to say about the future of Mordheim is that it is very bright. The game itself and starter sets of miniatures will remain available in all Games Workshop stores and in any independent stores which wish to carry them, as will the Town Cryer magazine (more of which below). The rest of the model range will remain available from Mail Order, and you will be able to order the models by post, over the phone, via the internet and through the 'Mail Order in the stores' service. We'll be producing a full Mordheim catalogue in order to let people know what models are in the range and what they cost. So the game will remain fully available permanently.

Meanwhile Fanatic will continue to make new stuff for Mordheim, just as we have been doing for the last year

(in the last 12 months we've published 6 issues of Town Cryer and produced over 50 new Mordheim miniatures!). We'll continue to publish Town Cryer magazine every two months, and use this as a forum to explore the Mordheim game and to open up new settings to play your games in, like the Lustria setting covered in the last six issues of Town Cryer magazine. Equally importantly we'll be bringing out new miniatures, both for the new settings and for use in Lustria itself. Currently in the works is a lovely new Kislev warband for Mordheim, extra Amazon models for the new Lustria setting, and some new models to expand the range of models available for the Sisters of Sigmar warband.

But that is not all, oh no, that is not all. Fanatic website designer Keith Krelle is hard at work building up a 'virtual Mordheim' area on the GW website, which will include rumour boards, a chat room, archives of published rules and a fan fiction section. In November, Fanatic will be hosting the first 'Fanatic Grand Tournament' at our Head Office gaming hall here in the UK, and the event will include a two day Mordheim game-fest – the first of many we hope! Possibly most exciting of all, we've started work on 'Pit-fighter' a new game set in Mordheim which will allow players to coach a team of Pit-Fighters to win fame and fortune in the infamous fighting pits of the Warhammer world.

However, support for Mordheim is not just limited to what Fanatic brings out. The guys and gals in the our stores will be more than happy to welcome Mordheim players into their Tuesday night gaming sessions – just ask in your local store for details. And we're

working closely with the teams that put on Games Workshop events around the world to make sure that Mordheim is well represented at each and every show. For example, if you came to Games Day this year then you'll have seen the Mordheim participation games and the Fanatic games stand. Last, but by no means least, the White Dwarf crew are keen to keep on running Mordheim articles from time to time, in order to keep everybody up to date on what's happening with the game.

Conclusion

I hope that this article has managed to get across something of the excitement and pride I feel about what we're doing at Games Workshop to support the specialist game ranges. The new initiatives I've described above mean that those of you that decide you want to invest time and energy in any of the



Coming Soon...

This is one of the new Amazon Warriors that will be released in the coming months.

Also look out for:

- New Sisters of Sigmar.
- Kislev Warband (including a bear!)
- Necromancer Dramatis Personae.

Turn 4

Even outnumbered two against one, the Matriarch deftly deals with the Marienburg noble. The Sister Superior also makes short work of the mercenary.

The Marienburg captain manages to beat off both Sisters, stunning one and taking the novice out of action.

The Sister Superior scores a critical hit against the unfortunate mercenary and promptly takes him out of action.

The Mercenaries are forced to take a Rout test and fail. They flee from the square, pursued by the zealous Sisters.



specialist games can do so knowing that they will remain permanently available, and that new stuff will be coming out for them on a regular basis. So, if you are looking for something to complement your regular Warhammer and Warhammer 40,000 gaming sessions, why not check out the specialist games available in your local store or at the Games Workshop website?

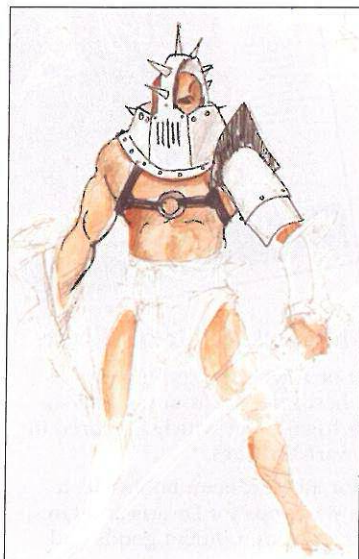
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Town Crier is the bi-monthly magazine for all things Mordheim. The Best of Town crier contains must-have articles, including Dwarf and Orc Warbands, from issues 1-6 that were originally printed here in White Dwarf.



Pit Fighter Concepts

We've been working on a brand new game based in Mordheim provisionally called Pit Fighter. It's not quite ready yet but here's a few concept sketches Mark Bedford has come up with...



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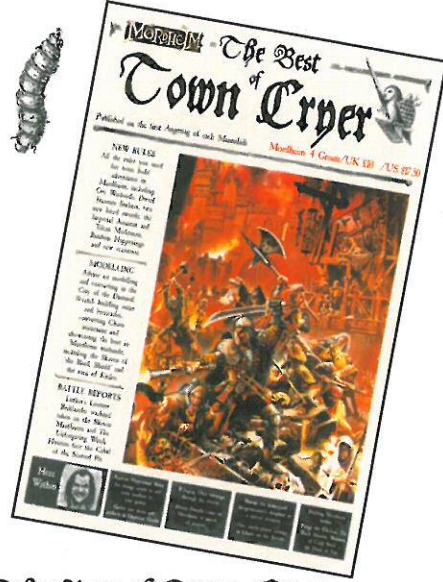
Town Crier

Town Crier magazine is released every two months, and contains new rules and articles for the game. It is a vital purchase for any serious Mordheim player. Town Crier costs £3.50 plus postage per issue. It is available from Games Workshop Mail Order and all good games stores throughout the UK. You can order it online. Subscriptions are available.

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The Best of Town Crier is 96 pages of the very best material from the first six issues of Town Crier which appeared in White Dwarfs 238-243.

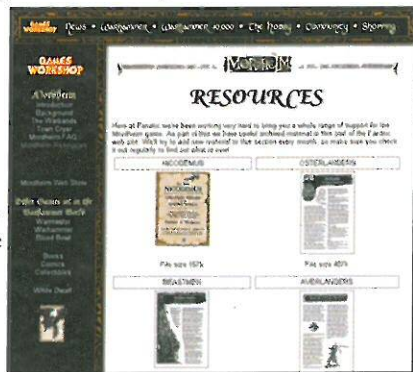
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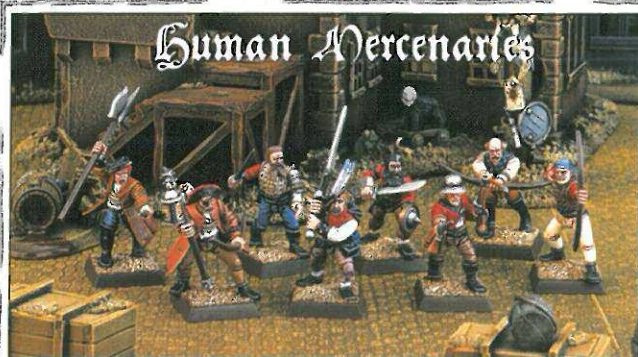
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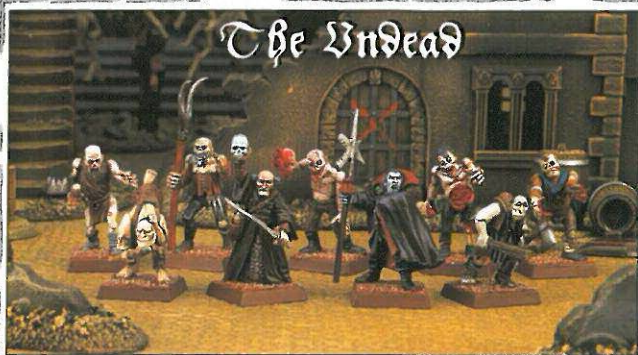
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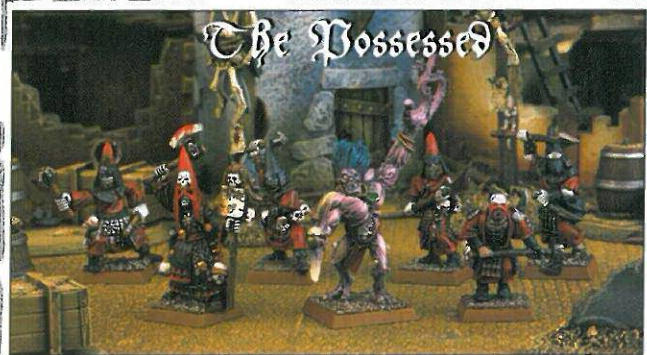
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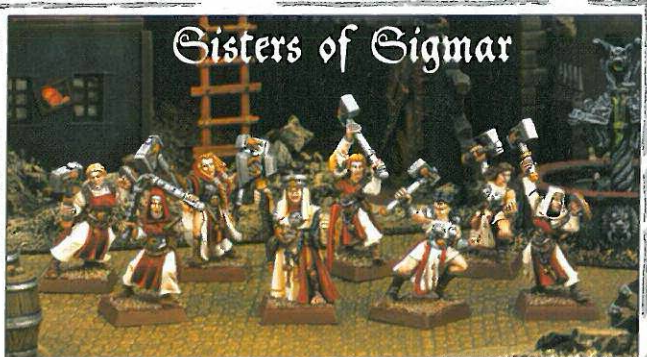
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Index Astartes

First Founding



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

CHOSEN OF KHORNE

The World Eaters
Space Marine Legion

by Graham McNeill

Of all the Space Marine Legions created by the Emperor to reconquer the galaxy during the Great Crusade, none were more feared than the World Eaters. At the forefront of the bloodiest assaults and most vicious battles, the name of World Eaters became a byword for bloodshed and terror on a horrifying scale.

Origins

Kept chained within the deepest dungeon of the Library Sanctus on Terra, the bloodstained pages of the Liber Malum records the fate of those who have trod the path to damnation. To even mention its name is to risk madness. Many are the blasphemous heretics and tyrants whose names sully the pages with their treacheries, but foremost amongst these damned souls is the name of Angron, Primarch of the World Eaters Space Marine Legion.

The legend of Angron is incomplete and there is much that is not known, or so shrouded in dark legend that the true facts are impossible to discern. How Angron came to be separated from the Emperor so soon after his creation and the name of the planet he eventually came to call home, is unknown. Indeed where this planet was or even if it still exists is uncertain. Carpinus' *Speculum Historiale* speaks of Angron's world as technologically advanced, (though does not name it), ruled over by a caste of wealthy elite who lived in decadent opulence while the populace of their cities lived in abject poverty in the slums surrounding their walled palaces. To distract the populace from their daily woes, the rulers of this world held regular death games in colossal arenas with cybernetically enhanced gladiators who battled in mortal combat to satisfy the bloodlust of the people. It was on this world that the Primarch Angron was eventually to be discovered, but how he came to be there is unrecorded.

However it came to pass, it is known that Angron was discovered by a slaver who chanced upon the bleeding figure of the Primarch, surrounded by scores of alien corpses, high in the northern mountains. History does not record to what race these aliens belonged, but many Imperial scholars believe them to have been Eldar, perhaps attacking the Primarch with some foreknowledge of what the future held for him. Angron had been grievously wounded, but was alive and, seeing that all his wounds were to the fore, the slaver realised that Angron must be a formidable warrior. Taken as a slave, Angron was nursed back to health and bio-neural implants were surgically grafted to his cerebral cortex.

Relics from the Dark Age of Technology, these would boost a warrior's aggression and strength in battle and turn him into a frenzied killer. Angron was taken to the planet's capital where his obvious potential as a gladiator was soon realised and he was bought by the largest and most patronised arena in the city. The cells below the arena were home to several thousand cyber gladiators, and Angron now took his place amongst them.

After only a few months, Angron had gained a bloody reputation as a proud warrior of fearsome skill with a strong sense of martial honour. He killed hundreds of warriors, in single and multiple combats, but those who fought well, he spared. Angron was a firm favourite of the baying crowds, and while he appeared to relish the life of a gladiator, he was always plotting ways to escape his life of slavery. He was a troublesome slave, with an instinctive anti-authoritarian streak and several times attempted to break out of the arena's dungeons. The fighters were held under extremely heavy security, with hundreds of heavily armed guards constantly on duty, and every attempt met with failure.

Within a few years, his fame had spread to every corner of the globe and his reputation as a fearsome killer was well established. Thousands flocked to watch Angron fight and, under his tutelage, the gladiators became deadlier and deadlier until no other arena's warriors could stand against them. Following another failed escape bid, Angron finally understood that he could not succeed alone. His unbending warrior's code and training methods had made him a well respected leader amongst the gladiators and, with the largest death games on the planet rapidly approaching, Angron began planning his most daring escape attempt yet.

For these games, Angron was permitted to stage a vast display of battle involving every one of the arena's gladiators and, at its height, as the crowd drowned the arena in cheers, Angron's followers turned on their guards, butchering them and fighting their way free. Against soldiers armed with guns their casualties were horrendous, but nearly two thousand

managed to escape into the city, stealing what weapons and supplies they could before battling their way into the mountains. Angron's army took refuge in the highest reaches of the northern mountains, close to where he had been discovered by the slaver many years ago. The rulers of the planet immediately dispatched a force to destroy the escapees, but woefully underestimated the capabilities of Angron's slave army. Within days, a few pitiful survivors was all that remained of the once proud host, stumbling back to the city, their weapons taken and comrades slaughtered.

For the next few years, many such forces were sent against Angron's slave army and each one was defeated, cut to pieces by the psychotic

fury of the cybernetically enhanced warriors. But attrition and hunger were taking their toll on the slaves and soon they numbered less than a thousand. On a mountain named Fedan Mhor, as darkness fell, Angron was finally surrounded by no less than five vastly superior armies and it looked as though the slave rebellion was finally over. Not even the Primarch could stand against such numbers and the following day's battle would surely see him dead.

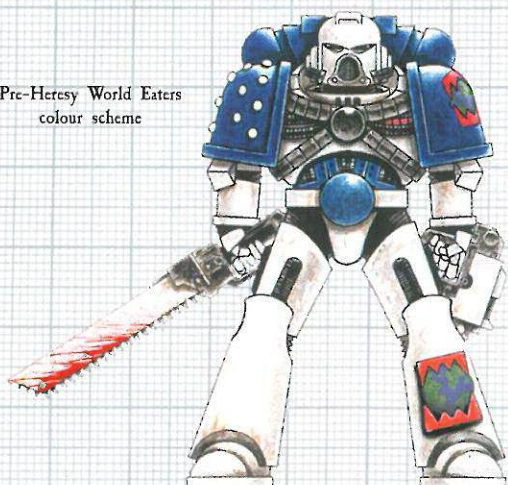
It was around this time that the Emperor came to this world, drawn by the psychic aura of the Primarch. The Emperor had observed Angron in secret from orbit for some time, watching with pride as he led the slaves in battle. Now he descended to the planet's surface, offering Angron leadership of the World Eaters Space

Marine Legion and a place at his side. But, to the Emperor's surprise, Angron refused. His place was here, with his fellow slaves, and he would die before deserting them. Angron and the slaves dug their graves during the night, a signal to their enemies that they would fight to the death rather than surrender. The Emperor knew that even though Angron was a Primarch, he would perish in the coming battle and, bringing his ship into low orbit, teleported Angron away from Fedan Mhor. Without their leader, the morale of the slaves was destroyed and the following morning they were slaughtered by the combined armies of the planet's rulers. In space, as the Great Crusade continued, Angron eventually took command of the World Eaters, but never forgave the Emperor

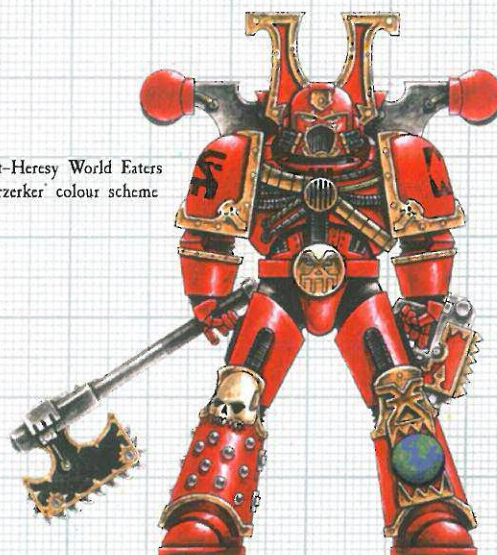
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World Eaters,
Progenitor Legion
M31

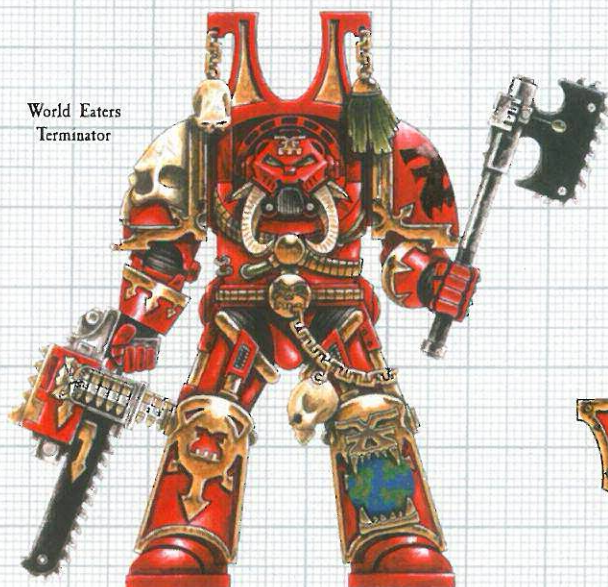
Pre-Heresy World Eaters
colour scheme



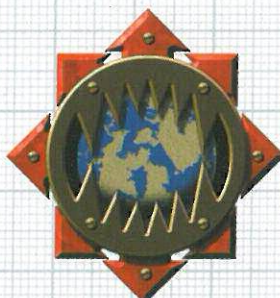
Post-Heresy World Eaters
'Berzerker' colour scheme



World Eaters
Terminator



World Eaters Legion symbol



World Eaters
'Berzerker' symbol



World Eaters 'Berzerker' helmet variants



Thought for the day: Salvation lies in the blood of your enemy.

Index Astartes First Founding: The World Eaters

for his abduction from the planet and what he saw as a betrayal of his martial honour.

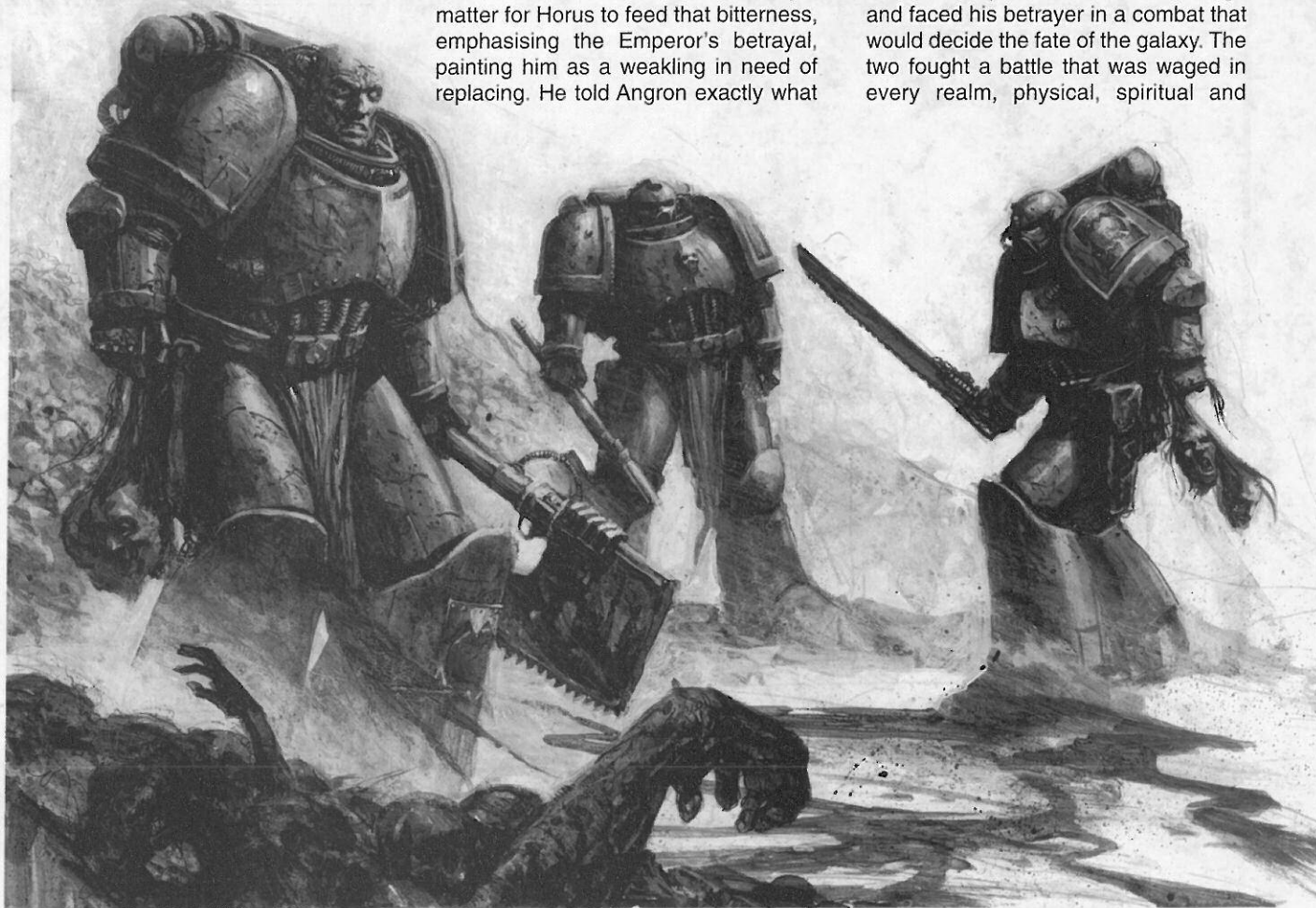
Knowing how effective at boosting a warrior's prowess the psycho surgery could be, Angron ordered the Techmarines of the World Eaters to duplicate the process, using the implants in his head as a template. However, the art of this technology's construction had long since been forgotten and the early attempts at reproducing it were unreliable, often triggering uncontrollable and unstoppable psychotic episodes in the recipients. Eventually, the Techmarines were able to construct working implants that heightened aggression and strength, grafting them to whole companies of World Eaters Space Marines. Initially, the enhanced companies were highly successful, quickly gaining a fearsome reputation as terror troops. No mercy was offered by the World Eaters, only bloody death at the end of a chain-axe. The *Liber Malum* speaks of whole systems surrendering wholesale rather than face the wrath of the World Eaters. But it was only a matter of time before the

Legion's use of psycho surgery on its recruits became widely known. Following the infamous Ghenna Scouring, where an entire planet's population were butchered in a single night of bloodshed, the World Eaters were censured by the Emperor and commanded to cease the use of implants.

Angron paid little heed to this and ordered the work of the Techmarines to continue, until almost every Space Marine in the Legion had undergone the ritual surgery. Blood rites became an increasingly important part of the Legion's heritage as their slaughter continued across the galaxy, and it became common practice for Space Marines to compete in the number of enemy skulls they could take in battle. Many of Angron's brother Primarchs voiced their concerns to the Emperor, and now the Master of Mankind made a fatal error. He dispatched Horus, the most trusted of all the Primarchs, to confront Angron and bring him back into line. Horus was a master psychologist and, unbeknownst to the Emperor, had already been corrupted by the Chaos powers. In Angron he saw a warrior consumed by bitterness and resentment and it was a simple matter for Horus to feed that bitterness, emphasising the Emperor's betrayal, painting him as a weakling in need of replacing. He told Angron exactly what

he wanted to hear and, when Horus eventually betrayed the Emperor, beginning the first galactic civil war, Angron's World Eaters marched beside the Sons of Horus.

The ferocity and horror once visited upon the enemies of the Emperor by the World Eaters now fell upon the Imperium. The World Eaters fought in the vanguard of every battle, fighting in the bloodiest assaults, preferring to tear the enemy to pieces at close quarters rather than with long range firepower. Angron's warriors cut a bloody swathe across the galaxy towards Terra, drinking the blood of their victims and taking their skulls in honour of their new master, Khorne, the Blood God. On Terra, surviving vid logs from the siege of Terra show the World Eaters breaching the walls of the Imperial Palace, the twisted, red form of Angron wielding his glowing runesword at their head. The World Eaters reaped a bloody harvest on Terra, but ultimate victory was to be denied them. With the Dark Angels and Space Wolves en route to Terra, Horus gambled everything in order to end the siege, lowering the shields on his battle barge and daring the Emperor to come for him. The Emperor rose to the challenge and faced his betrayer in a combat that would decide the fate of the galaxy. The two fought a battle that was waged in every realm, physical, spiritual and



psychic, until at last the Emperor slew Horus, but only at the cost of his own humanity. Without the Great Betrayer to bind them, the Chaos host disintegrated and fled the planet. Angron was the last to leave, leading the World Eaters deep into the Eye of Terror. The battle had been lost, but the war would go on. He and his warriors had all eternity to seek revenge.

Home World

The home world of Angron remains a mystery to this day. No known record exists of where the Emperor encountered Angron and none of those histories scanned by the scribes on Terra appear to match the description given in the *Speculum Historale* of Angron's world. Scholars postulate that Angron himself may have returned to his home world upon the outbreak of the Horus Heresy and destroyed it to avenge the death of his fellow slaves. It is certainly true that the World Eaters destroyed a number of worlds seemingly at random on their bloody advance to Terra, but whether one of these was his home world is a riddle that only Angron knows the answer to.

With the Heresy ended, the World Eaters fled to the Eye of Terror, the Legion swiftly degenerating into roving bands of Chaos renegades. As such they have no particular base or home world, each warband operating from whatever craft they can lay their bloodstained hands upon.

Combat Doctrine

The World Eaters have only one desire: to slay their enemies in close combat and take skulls for Khorne. To this end, the Legion cast aside their long ranged weapons and took up the chain-axe and pistol. The thirst for blood and slaughter has become such an overpowering need to the World Eaters that when battle is joined they rampage across the battlefield, roaring the name of Khorne, all strategy and tactics forgotten in their thirst for bloodshed. In combat, these frothing madmen are ferocious warriors who will fight to the death, knowing that their blood is as welcome to Khorne as that of their foes. Truly it is said that the World Eaters credo is victory or death.

Organisation

Banished to the Eye of Terror and tied forever to the worship of Khorne, the blood rituals of the Legion became an even more important part of the World

THE CLEANSING OF ARIGGATA

During the heady days of the Great Crusade, the boundaries of the Emperor's space were continually being pushed back by his Primarchs. Many worlds welcomed the arrival of the Emperor's armies, while others foolishly resisted. Ariggata was a technologically advanced world that had been isolated from the Imperium for many centuries, and when Imperial envoys arrived bearing word of the Emperor's return, they were executed in a bloody gesture of independence. The military might of Ariggata was formidable and thus the honour of its pacification fell to warriors from no less than three Legions, the Luna Wolves, the Ultramarines and the World Eaters. The Emperor's Warmaster, Horus, was in overall command of the force, and under his masterful generalship, the armies of Ariggata were quickly subdued until only the Basalt Citadel, seat of the planet's rulers, remained in enemy hands.

Imperial forces laid siege to the citadel, but the pacification was taking too long for Horus' liking, he wanted to be away from this world to seek further glory. To quickly end the siege he bombarded the mighty walls of the citadel from orbit, ordering Angron and the World Eaters to storm the breaches created and slay the enemy leaders. The walls of the citadel had been forged during the Dark Age of Technology and, despite a week long orbital bombardment, only a single breach was made. Roboute Guilliman counselled caution, but neither Horus or Angron were willing to wait. Angron threw the World Eaters at the walls of the Basalt Citadel, a firestorm of lasers and bullets wreaking bloody carnage amongst their ranks. The World Eaters were undaunted, a ramp of corpses allowing them to finally crest the breach and, once within the citadel's walls, the battle-maddened Space Marines slew everything that came within the reach of their chain-axes. The ancient halls echoed with terrified screams for a day and night as the World Eaters rampaged through the citadel, and when Angron finally led his warriors from the charnel house, not a single soul remained alive within.

When the Ultramarines moved in to secure the citadel, they were horrified at what they discovered. The chambers and vaults of the citadel resembled a madman's abattoir, dismembered corpses lay where they had fallen and the stench of death was an almost physical thing. No-one had been spared, every living thing had been butchered in the World Eaters' fury. By the time the appalled Ultramarines left the citadel, the World Eaters and the Luna Wolves had already departed, leaving the Ultramarines to garrison Ariggata until the Imperial Army arrived. Before Guilliman was able to confront his brother Primarchs regarding the massacre on Ariggata, the Heresy erupted, both Horus and Angron spitting on their oaths of loyalty to the Emperor, and Guilliman's worst fears were confirmed.

Eaters daily lives, mighty oceans of blood filled in his praise. The legendary tactical organisation of the Space Marines broke down, washed away by the years of slaughter that followed. As more and more of the Legion's officers and champions were possessed by daemons or became mighty Chaos champions, the last vestiges of discipline and organisation fell away, the once proud Space Marine Legion reduced to howling, berserk killers thirsting for death and bloodshed. After the Night of Madness on the daemon world of Skalathrax, when a champion named Khârn turned on his fellow World Eaters, the Legion tore itself apart in a day long slaughter, becoming nothing more than roving bands of renegades, endlessly questing for battle and death. Such bands vary enormously in size from single

champions, small squads to company sized forces capable of untold destruction. The champions who lead these marauders will fight alongside almost any other Chaos Lord who is gathering his forces, asking for nothing more than the chance to spill blood in the name of Khorne. But even a Chaos Lord must be wary lest his head be added to the tally of skulls.

Beliefs

There is only one thing the World Eaters believe in; the spilling of blood. The sole purpose of their existence is to kill and to shed blood in their god's name. Whether that blood comes from a foe, an ally or even their own veins, it matters not. All that matters is that the pile of bloody skulls laid at the brass throne of Khorne grows ever larger.

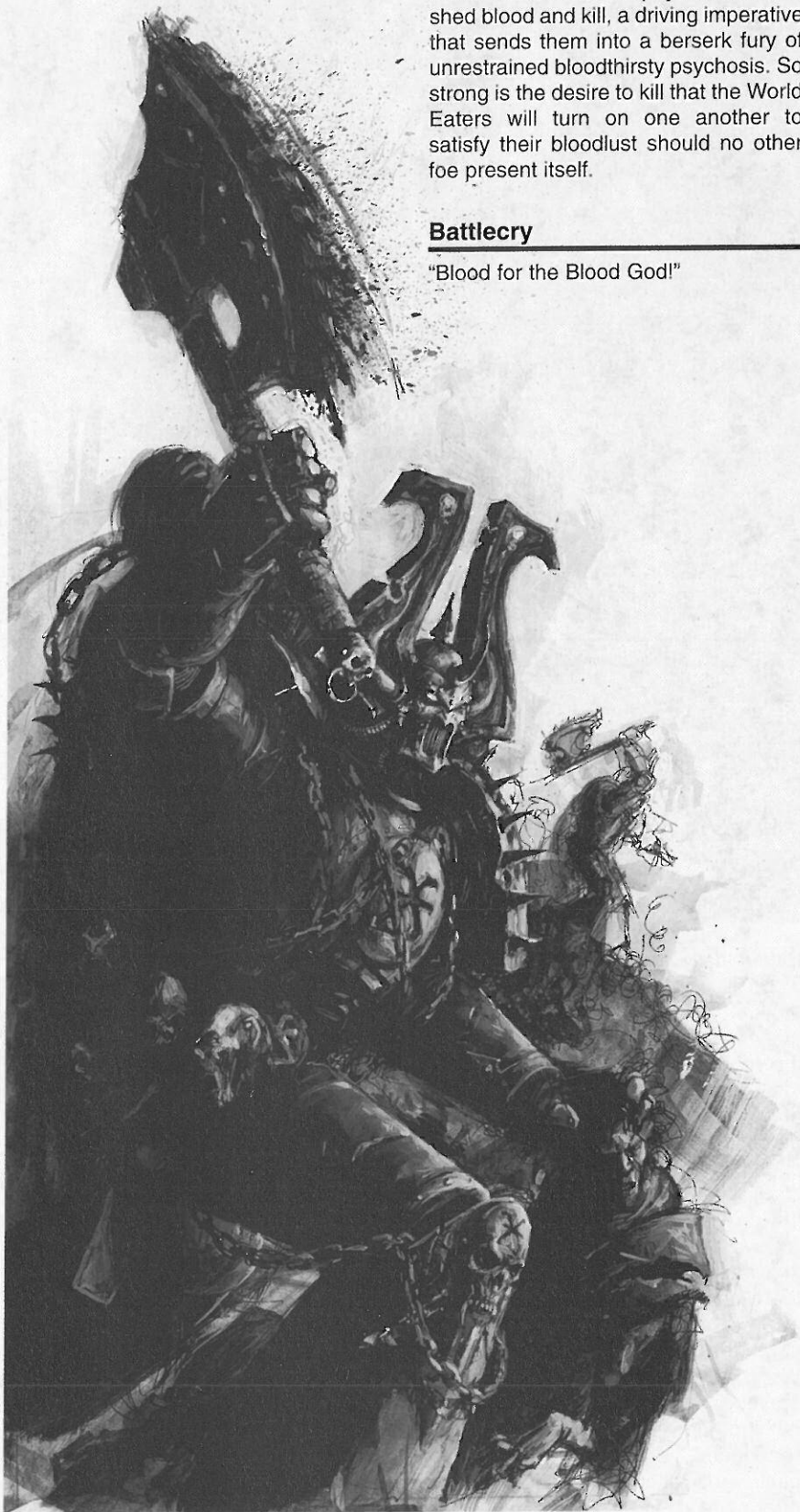
Gene-seed

After countless millennia raiding from the Eye of Terror, the gene-seed of the World Eaters has been contaminated beyond redemption. Many suspect that Angron's gene-seed was corrupt from

the start and the World Eaters were damned the moment they were created. Others point to the known history of Angron and insist that his Legion could have been saved had the signs been noticed earlier. Whichever is correct, the Space Marines of the World Eaters have a physical need to shed blood and kill, a driving imperative that sends them into a berserk fury of unrestrained bloodthirsty psychosis. So strong is the desire to kill that the World Eaters will turn on one another to satisfy their bloodlust should no other foe present itself.

Battlecry

"Blood for the Blood God!"



KHARN THE BETRAYER

Equally cursed and revered amongst the World Eaters, the name of Kharn stands as a legend amongst those who would kill in the name of Blood God. Kharn was to earn the title Betrayer on the daemon world of Skalathrax with a supreme act of slaughter. Here the Legion was finally sundered when the World Eaters clashed with the Emperor's Children through the planet's storm-lashed cities of black rock and ice. City after city fell to the berserk assaults of the World Eaters, blood pouring through the streets as fire and lightning split the sky. As the battle continued to rage, the freezing Skalathrax night began to draw in, bringing certain death to all those not in shelter. Time and time again, the chosen of Khorne hurled themselves at the Emperor's Children, slaughtering the hated foe until forced to halt their attack as darkness fell.

Freezing storms scoured the canyons of the city bare of life, both forces sheltering from the deadly man-killing cold. A champion named Kharn screamed his frustration to the skies as the Legion paused in its attack, demanding that he be allowed to continue the killing. Furious with his fellow warriors for sheltering while there were foes yet to slay, Kharn took up a flamer and turned its incandescent death on his fellow Berzerkers, and those who tried to stop him he cut down with his shrieking chain axe. He strode through the burning city, his blood spattered armour glowing with unnatural balefires as he burned friend and foe alike. As the flames spread to the rest of the city, the Legion tore itself apart, Berzerkers fighting each other and the Emperor's Children for what little shelter remained. Like an avenging angel of death, Kharn burned and hacked a bloody path through the flaming ruins of Skalathrax, the living incarnation of the Blood God himself. And from that day forth, the World Eaters were broken as a Legion, becoming scattered bands of berserk warriors, forever in search of death. Kharn now stalks the Eye of Terror, an avatar of blood-soaked butchery who has never tasted defeat, and only the most insane warriors dare to fight alongside him since few who do so ever survive.

USING A WORLD EATERS ARMY IN WARHAMMER 40,000

World Eaters use the following units from Codex Chaos Space Marines:

HQ	1 World Eaters Chaos Lord or Daemon Prince, 0-1 Bloodthirster
Elites	World Eaters Cult Terminators, Possessed World Eaters Chaos Marines, World Eaters Berzerkers.
Troops	Bloodletter Daemon Packs, World Eaters Berzerkers
Fast Attack	World Eaters Bikers, Juggernauts of Khorne, Flesh Hound Daemon Beast Packs
Heavy Support	World Eaters Dreadnought, 0-1 World Eaters Predator

A copy of Codex Chaos Space Marines is necessary to field a World Eaters army. The following rules and Codex changes apply. Note that the entire army must be World Eaters, not just one or two squads.

Special Rules

• **Blood Frenzy:** All troops identified as World Eaters on the table above are affected by Blood Frenzy.

World Eaters must charge if there are enemy in range at the start of the Assault phase.

World Eaters never Fall Back, even voluntarily, and can never be pinned. They are assumed to automatically pass any Morale check.

If victorious in an assault, World Eaters must Sweep Advance unless any models are equipped with Terminator armour or they won due to 'moral high ground'.

At the start of each Chaos Movement phase roll a D6 for each World Eaters unit or Independent Character to see if they are gripped so strongly by the frenzy that they rush towards the enemy. On a 1 or 2 they advance D6" towards the nearest enemy – ignoring all but impassable terrain. If mounted in a transport they will disembark before moving. Do not roll for vehicles or Dreadnoughts. However, when rolling for Fire Frenzy, World Eaters Dreadnoughts count a result of 1 or 2 as Blood Rage, not just a 1 as normal.

• If any World Eaters Terminators, Berserkers, Bikers or Characters (and their retinues) are fielded in a unit of exactly eight models or a multiple of eight (because eight is the sacred number of Khorne) they may upgrade one of their number to Aspiring Champion status at no points cost. If the Lord's retinue benefits from this then the free Aspiring Champion will be an Icon Bearer.

• The only Mark of Chaos that may be selected for any World Eaters model is the Mark of Khorne and all World Eaters Independent Characters must be given the Mark of Khorne.

• One Berzerker squad (not Terminators!) selected as an Elite choice can be upgraded to Chosen of Khorne at a cost of +8 points per model. See below for details. A squad of Chosen must number 8 or 16 models in total.

• The only Chaos Vehicle Gift available to the World Eaters is Destroyer. All Chaos Vehicle Upgrades can be used.

Possessed World Eaters Space Marines

Possessed World Eaters Space Marine squads consist of renegades possessed by Khornate Daemons. Consequently the first power rolled is always assumed to be number 3 – Strong – and the other two powers are then rolled normally.

World Eaters Biker Squadron

The army may include World Eaters Bikers as Fast Attack choices. They cost 45 points per model and use the same profile as normal Chaos Bikers, but with the following changes. Because they are Berzerkers of Khorne, World Eaters Bikers get +1 Attack in addition to the usual +1 Attack for having scythes and blades.

Khornate Chain-axes

The close combat weapon of choice used by World Eaters is a massive chain-axe. Heavy and unbalanced, these are not finesse weapons but slaughtering tools. The close combat weapon carried by the World Eaters is automatically assumed to be of this type and Independent Characters with the Mark of Khorne may select it as a Gift of Khorne for 5 points.

Khornate chain-axes are so huge and are wielded with such ferocity that they can penetrate virtually any armour known and the only defence against them is to dodge out of the way. The highest armour save possible against a Khornate chain-axe is therefore 4+. Invulnerable saves are unaffected.

The Chosen of Khorne

The Chosen of Khorne is an elite guard made up of the most brutal and blood-soaked killers in a Legion of blood-soaked killers. They enter a frenzied rage in battle through which they feel no pain, merely the imperative to take skulls.

Ignore Injury: If a Chosen of Khorne model loses a wound roll a D6, on a 1-3 remove the model as normal, on a 4+ the injury is ignored and the model continues fighting. This ability cannot be used against weapons that inflict instant death or against close combat weapons that allow no save.

World Eaters Cult Terminators

Immense Strength: World Eaters Terminators always have +1 Strength.

Character: If a model is upgraded to be an Aspiring Champion they may be given the Mark of Khorne. This costs 5 points but does not increase their strength above 5. It does allow them to take gifts requiring the Mark however.

Transport: World Eaters Terminator squads numbering no more than 5 models may select a Chaos Land Raider as a transport.

Points Cost: A World Eaters Cult Terminator costs 45 points.



GAMING CLUBS ONLINE

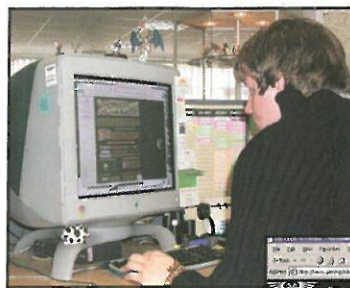
Finding us on the Internet
by Che Webster

The Gaming Club Network is an Online community as well as a meeting of UK groups who are into the Games Workshop hobby.

There are a great many Internet website communities, all of whom have a lot to offer. As a network of Gaming Clubs, however, there are also some official starting points for you. The first is the Gaming Club website, the second is the Gaming Club Tournament website, and the third is the Hall of Heroes. Each of these is shown opposite – simply log online to find out more.

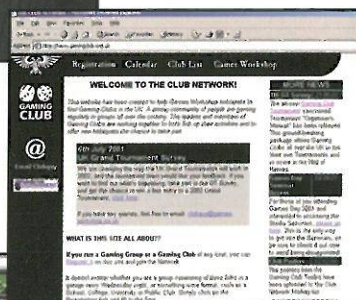
The Internet also has many sites dedicated to terrain making, painting, scenarios, gaming ideas, special projects, gaming at events, and many other subjects. The thing to do is to browse around. Yet the best tip of all is not just to use search engines, but to ask other online users their advice on finding good sites. The very best things are often hard to find.

If you are keen to get involved with the online community it might also be worth registering with the Gaming Club e-mail group. This is a small network of Gaming Club activists who debate many and varied issues surrounding the organisation and activities that UK groups are doing.



The Gaming Club Network at www.gamingclub.org.uk is a great place to find out information about your local clubs and events.

Using the Internet is an easy way to keep up to date with the Games Workshop hobby.



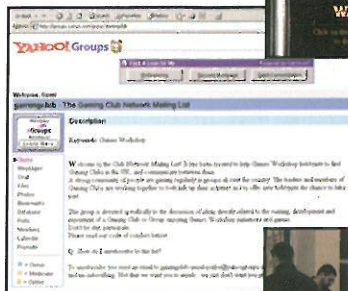
For the latest news and information on Gaming Club Tournaments, log on to: www.games-workshop.com/community/gct



See how you compare to some of the top players in the United Kingdom at: www.games-workshop.com/Hall_of_Heroes_UK/Hall_of_Heroes_intro



You can find the Gaming Club emailing group at: <http://groups.yahoo.com/group/gamingclub>



While the internet is a useful resource for gaming, it can't beat the real thing!



www.gamingclub.org.uk



Che seen shortly before Games Day 2001 with the Slayer Sword. Scary really.

Given the amount of e-mail that we receive each month, it's obvious that many of you are online. This month we thought we'd revisit our three core gaming club sites to give you an idea of what's out there.

Starting a Gaming Club

Gaming clubs are great things to get involved in. If you feel you would like to set up your own group, why not get your hands on the Gaming Club Toolkit, a custom-made package designed for the total club beginner?

You can get yours by either calling Mail Order (0115 91 40000) or by popping into your local Games Workshop store.

JOIN THE CLUB NETWORK

If you're already running a gaming club, but haven't got around to registering yet, here's how:

Option 1: Log on to the Gaming Club website and fill in the online form.

Option 2: Call Mail Order now!

Option 3: Pop in to your local Games Workshop store and ask for a registration form – then simply post it to us.

Contact details

If you would like to send in your news and photos, ask Che a question, or just drop him a line, you can:

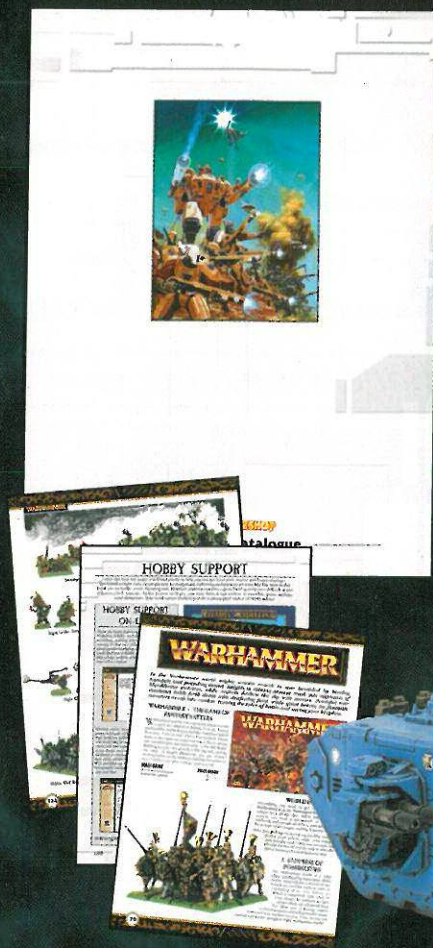
email:

clubguy@games-workshop.co.uk

or write to:

UK Gaming Clubs,
Games Workshop HQ, Willow Road,
Lenton, Nottingham, NG7 2WS.

2002 CATALOGUE



For beginners and experts alike, the Games Workshop Complete 2002 Catalogue is the essential guide to the Games Workshop range of games and miniatures.

All of the miniatures have been painted by Games Workshop's 'Eavy Metal team, making it a perfect colour reference guide when painting your own models.

Inside this 160 page tome, you'll also find stories, background on each race, lavishly illustrated artwork pages, as well as the complete range of games and miniatures.

There's also a special introductory section for beginners, as well as pages covering Black Library, Fanatic Press and Forge World products.



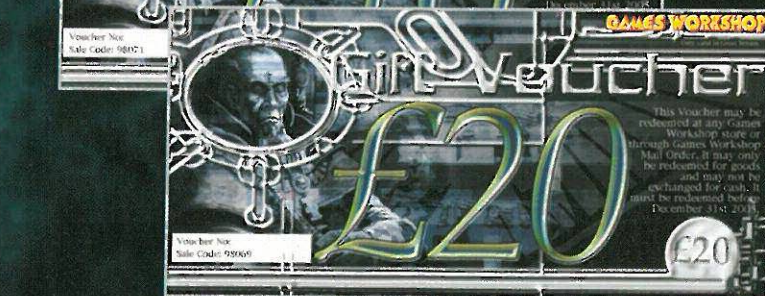
GIFT VOUCHERS



If you're confused as to what to buy for Christmas, or dread the thought of receiving cardigans and socks *again* this year, then the Games Workshop Gift Voucher could be the answer you are looking for!



Available from all Games Workshop stores, and also available through Mail Order, the Games Workshop Gift Voucher enables you to buy exactly what you want, when you want, with minimal fuss!



Gift Vouchers are available in three denominations – £5, £10, and £20, so it's even easier to make sure you get exactly what you want from Games Workshop. Gift Vouchers are redeemable through Games Workshop stores or Mail Order (postal orders only).

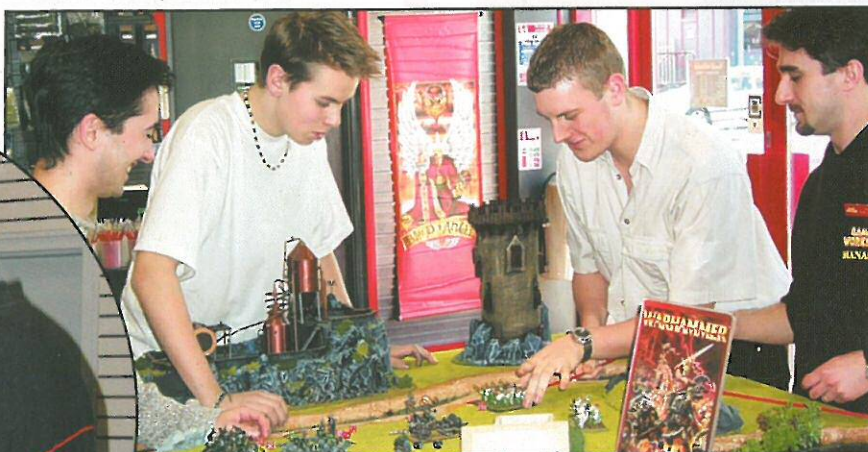
The clash of swords on armour, the thunder of rumbling tanks, the guttural shout of marauding Orcs, and the flash of alien laser fire. All of these are within your grasp.

You can command your resolute spearmen and knights against the forces of evil, lead hordes of Orks against heroic Space Marines, and command the immense firepower of the highly advanced Tau.

The battlefield is yours to command.

GAMES WORKSHOP STORES

Find out what's happening near you!



The chance to learn to play Games Workshop games – our staff are ready to show you how!

guides and special characters for your chosen force, making them invaluable guides for the budding general.

Collecting and painting your army are key points of the hobby. While you can play with an unfinished army, there is nothing to compare to a well painted army taking the field in your chosen colours. You can pick up hints and tips for painting your army from the Armies books, White Dwarf and most importantly from the staff in

your local store. The store staff will be able to offer you advice on modelling and painting your army, and will also be able to give you hints and tips on how to get the most out of your army on the battlefield. In addition to this advice, our monthly hobby magazine, White Dwarf, is packed full of modelling ideas, painting tips, battle reports, new miniatures and a host of other new ideas, events and articles about the hobby. So what are you waiting for? Get down to your local store and join in the fun!

All Games Workshop stores provide:

- A comprehensive range of Games Workshop games, miniatures and accessories.
- Introductory games for beginners; our enthusiastic staff are ready to show you how.
- HUGE games. These are exciting battles for you to take part in, every week!
- Modelling and painting tips, with lessons held in the store.
- A Mail Order service. Get all those single components and older miniatures delivered direct to your door.
- The latest releases! Brand new models every Saturday!



Come and use the Store armies to play with!

All Games Workshop stores run introductory games for beginners, so if you're new to the Games Workshop hobby, drop into your local store and one of our friendly staff will be happy to help.

Once you've been introduced to the hobby you can take your first steps towards building your world conquering army! Start by purchasing a boxed set such as the Warhammer or Warhammer 40,000 boxed game. Each contains the rules for the game, templates, dice, scenery and enough models to form the core of two opposing forces. These boxed sets are ideal for sharing with a friend – you could even buy a second rulebook and split the set between you.

Once you have decided on which army you wish to lead into battle, you can buy the relevant Armies book or Codex. These books provide all the specific rules, background, painting

GAMES WORKSHOP & INDEPENDENT STORES OPENING TIMES!

If you want to know where your nearest Games Workshop store (marked in red) or Independent Stockist (marked in black) is then check the list below. Give them a call to find out what's going on in the store. We also have Games Workshop stores in 16 different countries across the world – you can call Mail Order on 0115 91 40000 to find out where they are!

Normal opening hours are: Mon-Wed & Fri-Sat: 10am to 6pm. Thurs: Midday to 8pm. Sun: 10am to 4pm. Some Games Workshop stores and Independent Stockists have different opening times, or don't open on Sunday; please contact your local store for details.

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The desperate defence of Craftworld Iyanden was the first real conflict between the Eldar and the Tyranid menace and one which the craftworld would never recover from. Phil Kelly chronicles this immense cityfight fought in a most unusual setting.

THE SHADOW OF DEATH

Many millennia ago, the refined Eldar civilisation was ripped asunder by a galactic cataclysm. The magnitude of this catastrophe not only tore holes in the fabric of space itself, but also forced the Eldar to assume nomadic existences within vast city-ships known as craftworlds. These organic world-scapes travel gracefully through the gulf of space, inhabited by the surviving members of the Eldar race. Among the largest and most populous of these craftworlds was Iyanden.

Although Iyanden's rune-casting Farseers had foreseen the tendrils of doom upon the paths of the future, the first physical signs of the Great Devourer were reported by Iyanden's rangers. The assimilation of over a dozen outlying planets in Imperial space betrayed a course heading directly toward their craftworld. Many of Iyanden's rangers fell mute in terror at the sheer scale of the nightmare descending upon their peaceful world.

However, one of the rangers, Irilith, spoke eloquently of their discovery at the conclave called to discuss Iyanden's course of action. Farseer Kelmon, spiritual leader of the craftworld, called together all of Iyanden's inhabitants at the Place of Answering. Several actions were debated, including carrying the fight to the enemy and even flight. It took an impassioned plea from Irilith to convince her fellows of the awesome scale of the Tyranid fleet. They must all fight or be consumed.

Farseer Kelmon ordered the entirety of Iyanden to be mobilised immediately. No mere barricade or battle line would contain this conflict. The eldritch architecture was fortified, the Eldar fleet recalled, and help sought from other craftworlds. The Exarchs awakened the very spirit of Iyanden's war god, taking the form of a fearsome Avatar. In an act foreshadowing the terrible price Iyanden would have to pay, Farseer Kelmon ordered the Ghost Warriors to be brought forth. The spirit stones of the Eldar's ancestors were plucked from their resting places, an act akin to robbing a tomb, and placed within wraithbone shells to fight alongside their still-living children. Craftworld Iyanden was ready for war.

"Gather the dead for war, let them join our ranks, lest we are forced to join theirs."
Farseer Kelmon

THE DEFENCE OF IYANDEN

THE BATTLE FOR THE SOUL OF A CRAFTWORLD

THE KRAKEN STRIKES

Twenty days of trepidation passed before the first of the Hive Fleet ships began to attack.

The first wave of Tyranids to attack the craftworld, a teeming horde of biological monstrosities, were dispatched with efficiency by the defending fleet. The graceful ships of Iyanden outmanoeuvred and outgunned the hive fleet in battle after battle, sustaining very few casualties themselves. The Eldar stationed on the craftworld allowed themselves a glimmer of hope as entire waves of Tyranid ships were destroyed. But the Farseers remained silent. Although Iyanden's fleet was formidable indeed, the nightmarish bio-constructs of the Tyranids seemed to be without number. Slowly, craft by craft, the Eldar fleet was succumbing to the sheer scale of the Tyranid forces. When a massive second wave attacked, almost twice the size of the last, the defenders proved unable to stop the aliens from landing on Iyanden. The Eldar fleet sustained horrendous casualties as the jaws of the Great Devourer closed.

On the craftworld itself, the landing forces were contained and destroyed. The wraithbone passageways of the craftworld were cleansed of taint, the sacred groves purified. The spirits of the Eldar were raised further by the fact that the next wave of aliens was almost pitifully small, a mere shadow of what had come before. Although Iyanden's decimated fleet could not prevent yet more landings, these incursions were also dealt with by defending Aspect Warriors. For a brief moment, the craftworld allowed itself to breathe once more, daring to hope that they had weathered the storm.

BATTLE IS JOINED

The next two waves of Tyranid ships were vast, dwarfing those that had previously attacked. Bloated, grotesque alien craft blotted out the stars as they descended with implacable purpose, vomiting forth army after army of hideous aliens into Iyanden's unspoiled havens. Impenetrable clouds of spores settled, infecting the craftworld itself. Twisted, spiked forms struggled to emerge from the beautiful organic harmony of Iyanden's architecture. A horrific psychic scream resounded around the craftworld's infrastructure as seething hordes of clawed, scuttling aliens were disgorged into its heart.

"The time for using the knife to remove this cancer is long gone. Bring forth the torch."

Exarch Quailindral

The halls and passageways of Iyanden were soon overrun with the foul Tyranids, the twin waves engulfing the craftworld in a tide of chittering, screaming death. Battle was joined in every imaginable arena. Amongst the treetops of the ancient and holy Forests of Silence, Swooping Hawks fought a deadly aerial dance with dark flocks of bat-winged Gargoyles. Striking Scorpions sliced their way through the massed Termagants blocking the arterial passageways like a vile cancer. Falcons hunted massive Carnifexes as they smashed apart the beautiful and complex sculpture-bastions of the Fortress of Tears. On the hallowed steps of the Shrine of Asuryan, Dire Avengers fought close and bloody battles with seemingly infinite numbers of Hormagaunts. But all fell to the sheer numbers of attackers, their lives sold at a great cost to the Tyranid hordes.

It was not enough.

THE WRATH OF KHAINE

The searing heat of battle had reached its peak when the Eldar counter-attacked. The Avatar itself led the charge, its gargantuan form glowing with coruscating fire as it smashed apart all that stood before it. Guardian fought side by side with Ghost Warrior as the Eldar gave everything they had to stop the Tyranid advance. The ensuing battle was a berserk orgy of destruction, raging like wildfire through the Forests of Silence, scouring the Tyranids

THE PRODIGAL

Fifty years before the Tyranid attack on Iyanden, High Admiral Yriel had led the Iyanden fleet with unmatched skill and judgement. However, he was accused of the flaw of pride after a gamble that put Iyanden at risk from a Chaos fleet. His rash actions and refusal to admit his mistake led to him being put on trial. Yriel was deposed as High Admiral, and vowed never to return. The outcast commander had taken those of his fleet still loyal to him and left, bitter and enraged. Over the years, he and his followers had formed an Eldar Raider company that was the largest and most glorious Eldar pirate force in the galaxy.

from its sacred earth. But the damage was done, the magnificent arboretum defiled by the fast-growing spores of the aliens. Many of the Eldar wept tears of anger to see the hideous and twisted parodies of once-great trees that were left standing.

But the tide of the battle was turning. The Eldar had forced the Tyranids back, albeit at the cost of untold thousands of lives. The Wraithlords and Falcons had systematically hunted down the giant synapse creatures, destroying the network of command that guided their minions. Choirs of Warlocks united in psychic accord to repel the shadow in the warp that curled around the spirits of its prey. Bonesingers coaxed the writhing wraithbone, rich with the departed spirits of the infinity circuit, to fight against the terrible warping effects of the Tyranid spores.

Then, to the Eldar's utter despair, the hive fleet regurgitated yet another wave of Tyranids onto the craftworld. This was the largest yet, and as the scanners of Iyanden's bridge turned bright with the readings of yet more swarms, the Farseers fell silent. There was to be no escape.

Word of Iyanden's impending doom had reached the renegade Prince Yriel, formerly the High Admiral of Iyanden's fleet and once the finest among his peers. Although Yriel still nursed a righteous anger towards his former craftworld, the fires of his wrath had cooled. At first, he ignored Iyanden's peril, but in the end he could not bear to see it destroyed utterly, and his fleet made all speed to the battle.

Like the burning spear of Khaine, Yriel's forces struck deep into the Tyranid hive swarm enveloping Iyanden. The remainder of the craftworld's battered fleet joined him, and together they ripped the heart from the Tyranid swarm, destroying everything that the Tyranids threw at Iyanden before it could reach the surface. Wave after wave was repelled. Grimly, Yriel vowed to give his life in the defence of his people.

On the bridges of his ship, vigilant eyes scanned the runes of their scanners, awaiting the next wave. Tense hours passed, but it did not come. The space-borne hive fleet had been destroyed.

THE FINAL CONFRONTATION

Under Iyanden's skies, the battle still raged. With their fleet destroyed, the Tyranids hurled themselves at the defenders one last time. This unexpected assault nearly broke the back of the Eldar ground forces, the Aspect Warriors desperately falling back through the living passageways of the craftworld. The Fortress of the Red Moon fell to hundreds of screeching Raveners and Hormagaunts, whilst Ripper swarms devoured the dead. The Place of Answering, where the Eldar first realised the magnitude of the

danger facing them, fell to an assault led by a massive Hive Tyrant. Even with victory within their grasp, it seemed as though the Eldar would not triumph.

But, in a final act of loyalty that restored Yriel as a hero of his people for all eternity, the Raider Prince led his soldiers to battle at the front line. A desperate war of attrition forced the Tyranids back, building by building. One last charge, led by the vile Tyrant itself, was annihilated by the combined might of the Avatar, the Ghost Warriors and Yriel's raiders. All that remained was to hunt down the scattered remnants of the Tyranid invaders. Iyanden had finally repelled the Tyranids' assault.

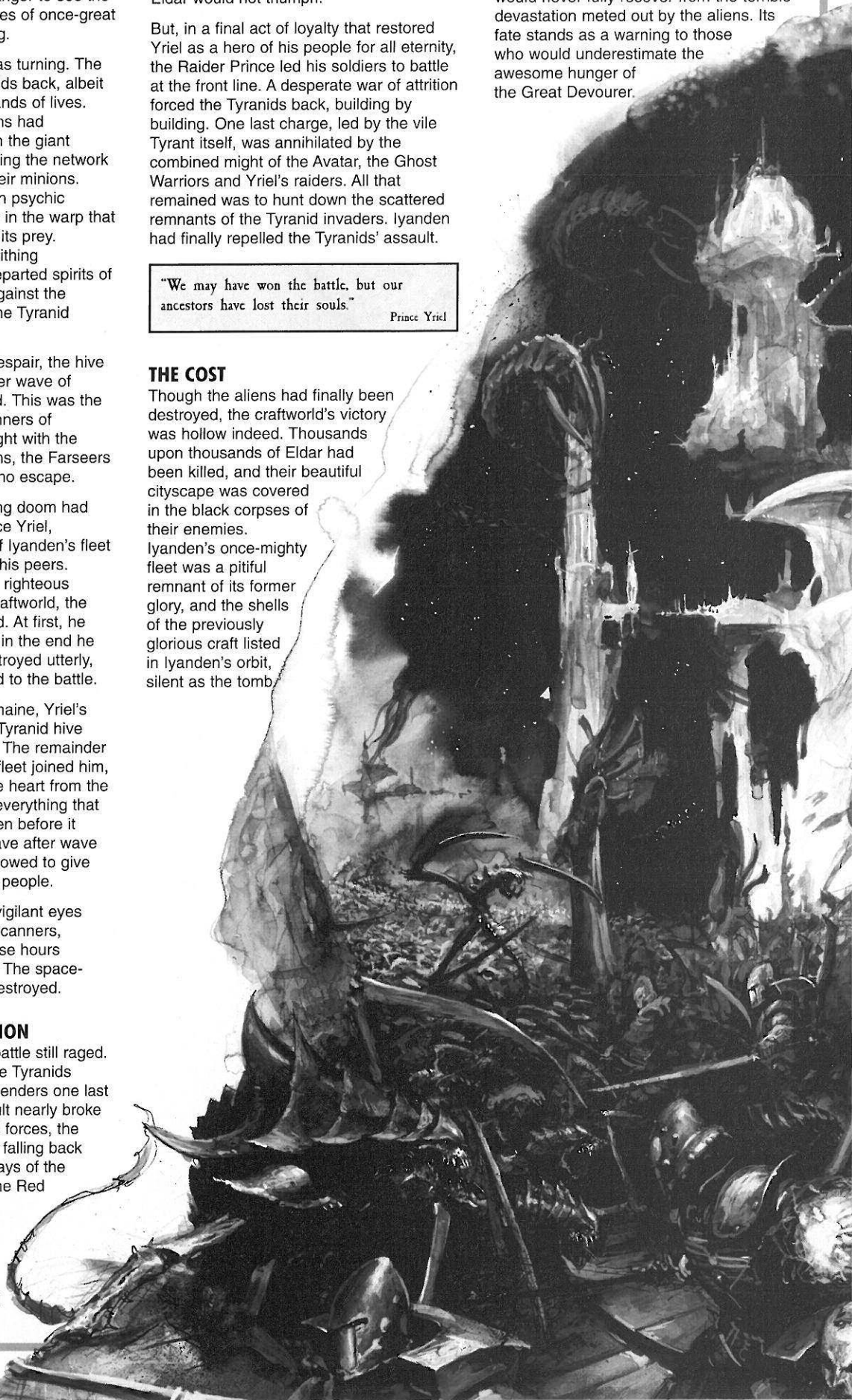
"We may have won the battle, but our ancestors have lost their souls."

Prince Yriel

THE COST

Though the aliens had finally been destroyed, the craftworld's victory was hollow indeed. Thousands upon thousands of Eldar had been killed, and their beautiful cityscape was covered in the black corpses of their enemies. Iyanden's once-mighty fleet was a pitiful remnant of its former glory, and the shells of the previously glorious craft listed in Iyanden's orbit, silent as the tomb.

Worse still, the very souls of those whose spirit stones had been destroyed by the Tyranids were lost forever. Iyanden would never fully recover from the terrible devastation meted out by the aliens. Its fate stands as a warning to those who would underestimate the awesome hunger of the Great Devourer.



From a warrior race known as the Viskeons, Krashrak the Stalker left his home world at an early age to find employment as a mercenary in the wilderness regions of the galaxy. Viskeons are ectotherms, absorbing their heat and energy from their surrounding environment. Their home world was once hot and parched, wreathed in endless deserts, impenetrable jungles and sweeping plains, perfect environs for a cold-blooded species. The young warriors would frequently leave their home world to fight and prove their mettle before returning home, and Krashrak was no exception, spending many years as a bounty hunter. He was only prevented from returning home by the intervention of Eldrad Ulthran, Farseer of Craftworld Ulthwé, who caused the total destruction of the Viskeons' planet and civilisation.

The reason for this intervention was the encroachments of Tyranid splinter fleets from Hive Fleet Kraken, that had broken off from the battle of Ichar IV and were drifting towards an enclave of planets, known as Maiden Worlds. These planets were amongst many that had been seeded millennia ago by the Eldar in preparation for their future reclamation of the galaxy and were precious beyond imagining. Events set in motion thousands of years before by the inscrutable Farseer caused an Ork fleet to unwittingly smash through the hive fleet, radically altering its course, turning it towards the Viskeon home world. That this course of events would destroy an alien

race's civilisation mattered not to the aloof and haughty Eldar. That Eldar lives and their settlements would be saved was all that mattered to the Ulthwé Farseers.

The Viskeos were a proud, martial race, whose warrior code did not permit the use of ranged weaponry. To face an opponent in battle, blade-to-blade, was the supreme honour one warrior could pay to another. Anything less was unthinkable. Many of the Viskeons plied their trade as mercenaries, bounty hunters and the like, and their skill at arms was highly valued. But all that was for naught in the face of the Tyranid menace. The skies boiled purple as millions upon millions of mycetic spores hurtled through the atmosphere, disgorging a multitude of hideous alien monstrosities. The Viskeons' home world died in a single night's violence. Without ranged weaponry, the sheer number of rapacious alien predators swiftly overwhelmed the Viskeons. In less than ninety days, the hot, dry world had been reduced to an airless ball of dead rock, stripped of every single organic component. Save those who had been fighting on other worlds as mercenaries, the race of Viskeons had been exterminated.

Krashrak learned of his home's elimination almost a year after it had been destroyed and he silently commended his fellow warrior's souls to the void, knowing that they would have fought and died with honour. With no home to return to,

Krashrak continued in his chosen profession as a bounty hunter, his skill growing with each successful capture. His ectothermic metabolism enabled him to function best at night and tales of the Stalker coming in the dark for his prey became a horror story with which to frighten children and miscreants alike.

The Stalker's reputation soon reached the ears of an individual who had need of his skills and, in a dim and smoky bar, Inquisitor Lichtenstein engaged the services of Krashrak. In many ways, Lichtenstein was a maverick Inquisitor, viewed with suspicion by his peers, and his researches into the forbidden mysteries of Chaos had placed him in serious jeopardy of excommunication from the Emperor's holy Inquisition on several occasions. His obsessive hunt for the Librarium Hereticus, a collection of proscribed knowledge and techno-arcana, had led him to the Omniastery of Selethoth where he hoped to view the scrolls of the mad monk, Corteswain. But he had been thwarted in this, as an hooded Eldar had stolen the scrolls from the reliquary and taken refuge on the world of Mogahl Prime, a planet wracked by rebellion and revolution. The scrolls were said to contain clues to the location of the blasphemous Librarium and Lichtenstein was desperate to learn all that they contained. For five quarts of chloritone, the Stalker journeyed to Mogahl Prime and returned, less than a week later, with the thief's head and runic talisman as proof of the kill. He presented the scrolls to Lichtenstein and, scenting the prospect of further work, followed the Inquisitor to Karis Cephalon, the planet Lichtenstein believed was the next step in his quest.

The current upheavals on Karis Cephalon have proved fruitful for Krashrak as there are many in need of his specialised services, those who cannot turn to the law and Imperium to achieve their ends. Now tales of the Night Stalker are told around the fires and drinking halls of Karis Cephalon, and wary eyes are cast to the shadows as though the very mention of his name may conjure him from thin air.

Who knows, perhaps they are right...



Krashrak the Stalker

Krashrak the Stalker, Alien Bounty Hunter

Chlorintone: Over his many years of hunting, Krashrak has extensively utilised a sedative named chlorintone, both on himself and his prey, and has developed a unique relationship with the substance. In conjunction with his peculiar metabolism, it enables Krashrak to be perfectly still for days on end, lowers his body temperature and slows his vital signs completely. In combination with his formidable talents at stealth and infiltration, it renders him virtually undetectable, able to stalk his foes without fear of discovery.

The Stalker: Krashrak may take an action to use chlorintone at any point. When under its effects, Krashrak is undetectable by all normal Awareness tests relying on hearing, all those relying on vision (only when Krashrak is in cover or hidden) and all heat-vision such as infrascopes. He registers only as a long-dead corpse on bio-scanners. However, he is still detectable by psychic means, including psi-trackers.

If Krashrak performs more than two actions moving (including combat!) in one turn, his metabolism overcomes the effects of the chlorintone: it ceases to have any effect and he becomes detectable as normal. Krashrak cannot use reflex at the same time as chlorintone, he must use one or the other.

Chlorintone is also used in the incapacitation of his victims, whose constitutions are unable to deal with such a powerful soporific. Even a small dose will cause total muscle relaxation or paralysis. It is injected into his quarry by the use of a

retractable syringe set within his bladed shockthrottle. It takes at least eight hours for anyone other than Krashrak to shake off the chlorintone's effects.

Skills: Subdue, Nerves of Steel, Furious Assault, Spit Acid, Ambidextrous.

Equipment: Knife, shockthrottle (see below), carapace armour on chest, runic talisman (hexagrammic ward), neurogauntlets (count as drug injectors with unlimited chlorintone and four doses of reflex). His backpack contains numerous complex tracking devices which count as a psi-tracker.

Shockthrottle:	Reach	Damage	Parry	Penalty
	2	D6+4		-10%

If Krashrak successfully strikes an enemy with a critical hit, it cannot be dodged, as the jaws of the shockthrottle close tight. If the damage rolled exceeds the armour on that location, the enemy will be injected with chlorintone. This will cause the affected character to lose one point of Speed immediately and one further point at the beginning of each turn until they are completely incapacitated. Further blows have no additional effect other than the normal damage.

The dosage of chlorintone the shockthrottle secretes can be increased significantly to 'Kill' setting at any time, adding a further +D10 damage to any critical hit (after doubling) that penetrates armour. It takes one action to put the shockthrottle on this setting.

If a successful parry is made by Krashrak, and he succeeds in counter-attacking his opponent, instead of causing damage he may opt to disarm them. The disarmed character automatically drops the weapon he was attacking with. Krashrak himself ignores all results that would cause him to drop his weapon, as it is chained to his wrist!

SPECIAL RULES

Variable Profile: Due to the profound effect that the environment has on Krashrak's metabolism, his profile can actually change depending on his circumstances. In bright sunlight, he is sluggish and lethargic as he replenishes his energy reserves. But as the darkness draws in, he is mercurially quick and viciously strong, expending the energy garnered during the heat of the day. Krashrak has a basic profile; this is modified as normal for an Inquisitor character during a campaign. However, before a game, this can be subject to certain modifiers depending on Krashrak's circumstances.

Unless the GM has predetermined what time of day the game will take place, roll a D10 to see what conditions the game is being fought in.

- 1-3: High noon
- 4-7: Normal
- 8-0: Midnight

If the conditions are during the heat of the day (high noon) or during the dark of night (midnight), modify Krashrak's profile as stated below. If the conditions are normal, use the unadjusted profile.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Krashrak	79	11	81	73	70	56	68	93	23
Krashrak (high noon)	-2D6	11	-2D6	-D6	-2D6	56	68	93	23
Krashrak (midnight)	+2D10	11	+2D10	+D10	+2D10	56	68	93	23



The large scale miniatures produced for the Inquisitor game have inspired many keen modellers to do some conversion work in order to create their characters. These are just a few examples of what we've seen, and we'll be showing you plenty more in the future...

INQUISITOR

SHOWCASE

Blood Angels Captain, painted by Darren Latham



Adeptus Arbites Enforcer, painted by Darren Latham



Brother Konrad,
painted by Mark Edwards



Space Wolves Wolf Guard, painted by Chris Hutchings



Inquisitor, painted by Lee Parnell



Tyrus, painted by Stephane Langlois



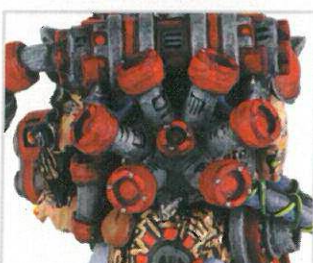
Adeptus Mechanicus, painted by Lee Parnell



Inquisitor, painted by Lee Parnell



Mutant, painted by Chris Hutchings



Daemonhost, painted by Chris Hutchings



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CHAOS SPACE MARINES



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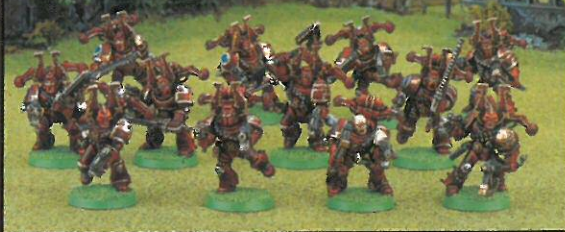
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THE HUNTERS HUNTED

For all those eager to see just how the two newest Warhammer 40,000 races perform on the tabletop, the hour has come! This month we pit the formidable arsenal of the Tau against the chitinous might of a Tyranid swarm. A Tau colony has been overrun by Tyranids, and the investigative force has been picked from among the best warriors the nearby sept worlds can provide. Taking the Tau to the field is 'Big Pete' Haines, Warhammer 40,000 Games Development's master tactician and co-author of Codex Tau. Lining up a horde of deadly aliens to combat them is ex-Dwarfer Phil Kelly, one of Games Development's new boys.

Even before the first dice of this Recon mission was thrown, we knew this game

could go one of two ways. Either the Tyranids would reach the Tau lines with enough bladed beasts to tear the Tau into scraps of bloody flesh, or the Tau would methodically smear the 'Nids across the battlefield in devastating explosions of black gore. Never before have two such diametrically opposed armies clashed in the pages of this magazine. The Tau are in for their first exposure to the horror that is the Great Devourer. The Kroot, a race that evolves by eating the flesh of its enemies and acquiring their genetic characteristics, are about to face the creatures at the very top of the food chain!

The Tau strengths lie both in firepower and in mobility; not only do they have the ability to lay down a withering

The Tau's expansion has led them into conflict with many races, but none as ferocious as the Tyranids. Pete Haines, Phil Kelly and Andy Hoare report on the fate of the Tau as they face the 'Nids with some of the best technology in the galaxy.

amount of firepower but many of their troops also have jetpacks. These allow them to manoeuvre in the Assault phase, after having sent a fusillade of deadly shots into the enemy's ranks. A daunting prospect for any Hive Mind!

So we join the action on the previously untroubled world of Fal'ryn, a planet only recently colonised by the Tau that has enjoyed unparalleled success in its attempts to establish a civilisation. The Earth caste have already cleared several areas of jungle, building landing pads, habitations and shield generators amongst the verdant surroundings. Unfortunately for them, their earthly paradise is about to be transformed into a living hell...



DATA: message boat
16720/13 partitions 74.1
through 5.

RECEIVED: Bork'an
Primary Orbital 12 (1.6

dilation +/- 0.33 / redshift
compensated))

SOURCE: Fal'ryn Run'eor outpost
secondary observation grid.

FORMAT: 5/16 audio (exclusive)
74.63 degradation.

TRANSCRIPT: tertiary A.I.
subjective (verified)

TIMESTAMP 002.06: "This is Fio'o Bork'an Tyr Mon'as, senior incumbent of the Fal'ryn Fio caste Run'eor. ...our medium range observation banks have detected the presence of... a group of local stellar bodies, estimated at Is'o scale heading at a high speed through the outer regions of this system. All staff have been allocated to ascertain the nature of this event."

TIMESTAMP 003.74: "The bodies are biological! I have never seen anything like it... they are huge... creatures! My senior aides have theorised that they may be an interstellar grazer of some sort, perhaps they feed on intra-system solar matter; maybe they synthesise sustenance from the solar winds themselves... the notion seems fanciful but fills us with wonder. They are magnificent, certainly..."

TIMESTAMP 004.37: "After spending three rotaas in the outer system, the bodies sent what can only be described as a scout, a small capsule, into the inner regions which made

planetfall here four decs ago in the equatorial band of our major continent. I have sent a team to locate the pod, and if possible retrieve it for study. I must admit this is an unexpected turn of events... we initially credited only an animalistic level of intelligence to the bodies, but their dispatching a scout to the only inhabited world in a system of thirty-seven stable planetary spheres makes me unsure..."

TIMESTAMP 005.67: "We have lost contact with the retrieval team. I am putting the station on alert but I do not foresee any event our Fire caste team could not contain."

TIMESTAMP 006.02: "Our primary transceiver has just gone off-line... the Fire Warriors have been dispatched to investigate."

TIMESTAMP 006.07: "...something has happened to the Fire Warriors... I think there was some gunfire... all we could pick up on the uplink was a repeated scream of 'Mal'caor'. As the transceiver is down I have decided to dispatch the message boat if anything else goes wrong."

TIMESTAMP 006.71: "...there are creatures within the compound. We cannot identify them but they are predatory and highly mobile. They are slaughtering us... there is no reasoning with them, they seek only to feast on our corpses... they are covered in spines and ichor... their limbs are like cruel blades... I, I do not think we can contain them for long... we are pulling back to the core shelter... we will hold out there

as long as we can. This may be an unsuitable request from a Tau'o but please, if the Tau'va permits... please... please send help."

TIMESTAMP 007.03: "...is the last message boat, I pray for the Tau'va it gets past those orbital monstrosities..."

SUBJECTIVE A.I. TRANSCRIPT ADDENDUM: The final 0.0034 decs contain audio waveforms analogous to the movement patterns of multiple limbed unclassified life forms. The final 0.0027 decs contains audio waveforms analogous to a Tau [7.76 probability subject is Fio'o Bork'an Tyr Mon'as] experiencing adverse nervous stimulation, physiological trauma and fatal decapitation.



WHAT COULD GO WRONG?



Pete Haines

Pete: Getting to use the Tau for their inaugural battle report was a pleasant surprise. During the later stages of play testing I was normally playing the opposition. Then I

realised that it was against the Tyranids, and Phil 'Warhammer 40,000 staff champion' Kelly was unlikely to miss the chance to indulge in a bit of a swarming and spawning.

The Tau list is definitely one that encourages you to have a little bit of everything, it's almost seductive. I started out planning to put in lots of Fire Warriors backed up with BroadSides and then proceeded to make my way to a balanced composition despite myself. I'll take you for a quick tour of the list and you'll see what I mean.

HQs: A Tau commander in a Battlesuit was likely to be useful against the bugs for that little bit of extra firepower to finish things off and to boost the Leadership of my important teams. I then decided that, despite state of the art firepower, I needed an Ethereal as well, thinking that as I would probably be hugging my table edge looking for one extra shot, his stern gaze would guard against faint hearts running off.

Elites: Can't use a Tau army without a Crisis team and I have picked two utilitarian ones with minimal embellishment to be my workhorses. The Stealth team is very mobile so might be able to make it to the Tyranids' deployment zone. They carry burst cannons, which are great for gunning down swathes of baby bugs. Finally their Stealthsuits should be very effective in protecting them from a second line of shooty bugs.

Troops: Simple really – I had to have a couple of units of Kroot as they are ideal for dealing with bad terrain and any Gaunts that approach through it. The Fire Warrior teams are veritable firing squads which have a chance of hurting the biggest Tyranids and will wreak havoc among the Gaunts. How well they do will depend on how effective the Tyranid Spore Mines are.

Fast Attack: I am normally quite keen to take Pathfinders and Drone squadrons but they simply weren't high enough on the priority list for this game and missed out by a whisker. I will just have to trust unaugmented Tau marksmanship.

Heavy Support: My favourite section of any army list. With the Tau, picking heavy support is a real pleasure. I included a Broadside team because they rock. With their massive railguns they are imposing as well as effective. Last time I fought Tyranids in a battle report, a lone Carnifex rampaged through my lines. Not this time. The Hammerhead is a great tank, able to fire on the move and inflict damage on anything. I plan to keep it back out of harm's way and just let it float from side to side, supporting whichever friendly units are under pressure.

So there we have it – a good reason for everything, the only issue is one of coordination. To win with the Tau you have to think like a hunter. There are two traditional Tau methods. Mont'ka – the killing blow in which the Tau wait until the enemy are vulnerable and pounce, attempting to destroy them outright. This could work on other armies, but pouncing on the Tyranids didn't sound like it was for the Greater Good, so that left Kauyon – the patient hunter. Kauyon uses a lure to get the enemy into a position where they can be destroyed. That sounded more like it if I could get the Tyranids into a good killing ground, my firepower should be capable of stopping them.

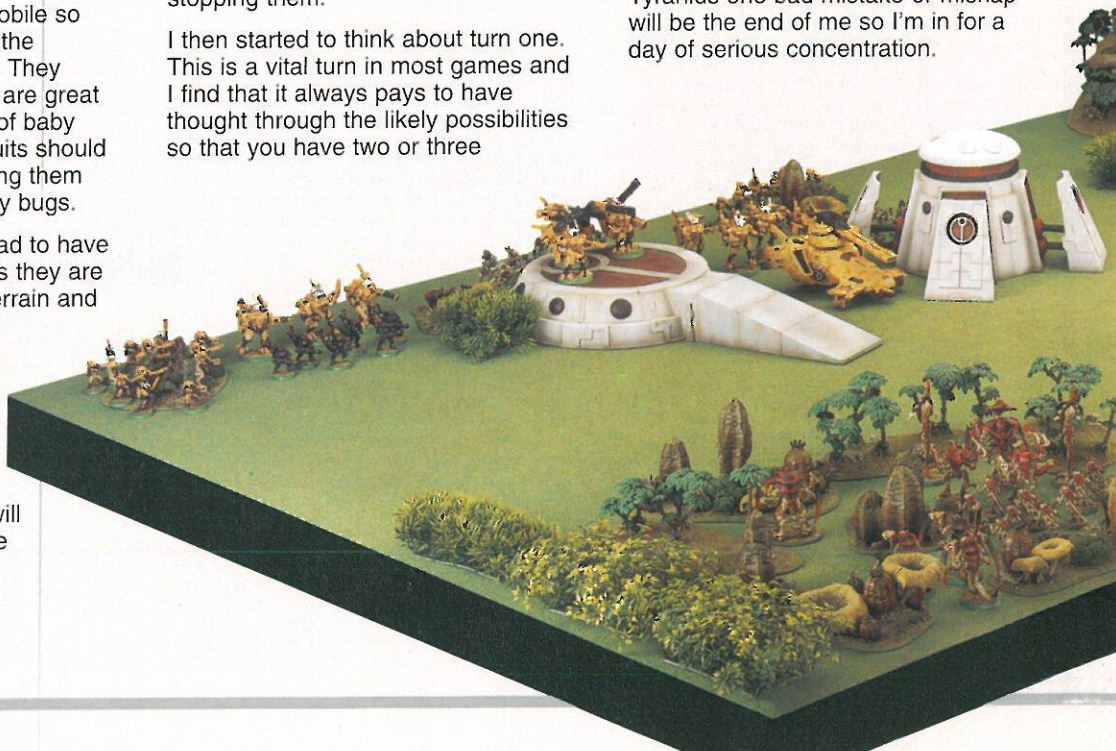
I then started to think about turn one. This is a vital turn in most games and I find that it always pays to have thought through the likely possibilities so that you have two or three

things you are looking to achieve. Mine were quite straightforward:

1. Be very thorough scanning for and destroying Lictors. Just one of them could cause havoc in the Tau firebase so it is essential that they go down early.
2. Target Hormagaunts and Raveners first – their speed makes them the next worst threat. On turn one they get everything worthwhile thrown at them.
3. After the speedsters it's the big bugs I want, particularly the Hive Mind synapses. Once they are nailed the Gaunts will be subject to pinning and morale tests. This time I'll be sure to start hurting the Carnifexes early.

In order to effect Kauyon I will have to set up a deliberate weak spot in my line so that I can predict where the Tyranids will make their big play. This is difficult to plan without seeing the terrain but, given that they need to stand still to fire, my Broadside team will probably be too tempting to resist so I guess they will probably be the lure. I will put the Kroot in position to block the most likely approaches to them – there is an outside chance they could actually hold their ground, but I won't count on it. The Fire Warriors will then be deployed in cover somewhere they can lay down a crossfire on the front of the BroadSides' position. The Stealth team, the Crisis teams and the Hammerhead will stay mobile and bring their firepower to bear wherever it is most needed at any given time.

So... I reckon that against the Tyranids one bad mistake or mishap will be the end of me so I'm in for a day of serious concentration.



SPIKY DEATH



Phil Kelly

Phil: I hate to say it, but at a base level 'Spiky Death' is the kernel of any Tyranid player's battleplan. With an army tailored towards hitting hard in close combat, if you can

close with the enemy, it's good night nurse. The real trick is to have some models left to do it with once you've taken the long walk across the table. Against the Tau, I'd be needing something pretty special.

For those of you who have been hiding under a stone, the Tau are incredibly shooty, but more importantly their heavy weapon specialists have the ability to split their fire, aiming at different targets. Take Broadside Battlesuits, for instance. They have a Strength 10 weapon with an AP of 2 that is twin-linked, and a Toughness of 5 with a save of 2+ and two Wounds plus each model has another weapon system such as smart missiles, (Heavy 4 Strength 5, AP 5 homing warheads that can fire around obstacles). That's really going to hurt your synapse creatures. And I haven't even started on the other Heavy Support choices available to the Tau.

So my first priority, unsurprisingly, is speed. Get into combat quickly with some disposable Gaunts, block those lines of sight, and your big and nasty gribbles have all the time they need to lumber into the enemy lines. Well, in theory at least.

This technique seems to hold up admirably in practice, too, and holds true for fighting any shooty army with the 'Nids. So, naturally, I took as many Hormagaunts as I could lay my hands on (their Fleet of Claw and 12" charge adds up to a minimum 19" effective charge range). I also took a squad of Gargoyles for the same reason. They're very fast, and they'll put some real hurt on the Tau if any of them make it in. Not that that's really their role: all they need to do is hold up the Battlesuits long enough for the real combat behemoths to arrive.

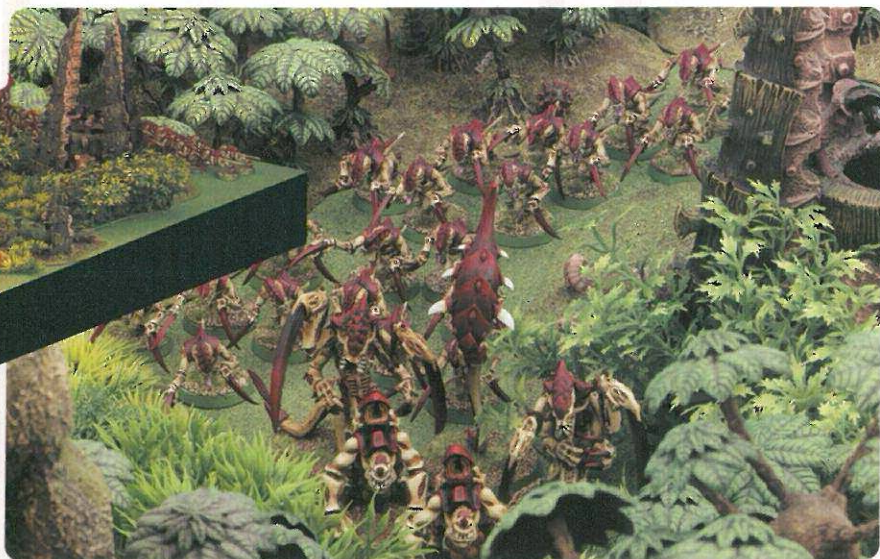
These took the form of a Hive Tyrant and his stunt doubles, the Tyrant Guard, and of course a nice big Carnifex with an extended carapace – who would have thought it? Whilst we're on the heavy duty stuff, some Zoanthropes were a must: they have the best anti-tank weapon, albeit psychic, in the Tyranid army and are more than capable of felling any Tau Hammerhead where the Venom Cannons of the monstrous creatures would struggle. Besides, I needed another synapse creature and, although I hate to say it, Tyranid Warriors would not go the distance against Tau firepower.

A Lictor would keep Pete jumping at shadows; I know he is worried about them (and rightly so) and even the threat of one will restrict what mobility he would normally use to get into my deployment zone. A Biovore or two was a safe bet as these boys can hide away without fear of railguns or plasma rifles and hassle the inevitable Fire Warrior teams with Spore Mines. Finally, a pack or two of Raveners should back up the initial charge from the Hormagaunts. I often find that the Hormagaunts hit hard, only to be counter-attacked successfully or wiped out in a sweeping advance, so I normally put a bit of muscle in there with them. Raveners are about the only thing that can keep up!

The plan was to stampede the majority of my fast units around Pete's flank, with a synapse Zoanthrope to keep them in order, distracting fire from the main threat that would march with the Hive Tyrant on the other flank. When the time was ripe, both contingents would charge at once, giving Pete more immediate threats than he could realistically deal with. And once the Tau get into close combat, the boot is well and truly on the other hoof...

Besides, all this mobility really should help in the Recon mission objectives; I'll be getting some units into Pete's deployment zone almost straight away. However, just like you'd expect from the 'Nids, my only real priority is to consume the enemy, killing as much as I can in horrific and violent ways.

Bad guys are so much more fun...



The flanking force, well hidden in the trees, is guided by the channelled Hive Mind of the Zoanthrope.

KAUYON CADRE



HQ

Commander Shas'el with missile pod, plasma rifle, multi-tracker and hard-wired target lock. **92 pts**



Ethereal with symbols of office. **50 pts**



Elites

XV15 Stealth Team – 6 Shas'ui with burst cannon, stealthsuit and jetpack **180 pts**



XV8 Crisis Battlesuit Team – 3 bonded Shas'ui with plasma rifles, missile pods and multi-trackers. **205 pts**



XV8 Crisis Battlesuit Team – 3 bonded Shas'ui with plasma rifles, burst cannons and multi-trackers. **193 pts**

Troops



Fire Warrior Team – 12 Shas'la, 9 with pulse rifles, 3 with pulse carbines. **120 pts**



Fire Warriors Team – 12 Shas'la, 9 with pulse rifles, 3 with pulse carbines. **120 pts**



Kroot Carnivore Squad – 10 Kroot with kroot rifles. **70 pts**



Kroot Carnivore Squad – 10 Kroot with kroot rifles. **70 pts**

Heavy Support



XV-88 Broadside Battlesuit Team – 3 bonded Shas'ui, two with twin-linked railguns, smart missile systems and target locks, one with a twin-linked railgun, plasma rifles and a multi-tracker. **235 pts**



1 Hammerhead Gunship with a turret-mounted railgun, two burst cannons, multitracker and decoy launchers. **165 pts**

TOTAL **1,500 pts**





BIO-ANOMALY 23.51



HQ
Hive Tyrant with venom cannon, scything talons and *Warp Field*. **163 pts**

2 Tyrant Guard with lash whips, rending claws and spineshield. **90 pts**



Elites
1 Lictor with scything talons, rending claws and flesh hooks. **80 pts**



Troops
11 Hormagaunts with scything talons. **110 pts**



11 Hormagaunts with scything talons. **110 pts**



10 Hormagaunts with scything talons. **100 pts**



15 Termagants with fleshborers. **105 pts**



Fast Attack
2 Raveners with scything talons and rending claws. **90 pts**

3 Raveners with scything talons and rending claws. **135 pts**

10 Gargoyles with fleshborers and bio-plasma attacks. **100 pts**



Heavy Support
1 Carnifex with venom cannon, scything talons and extended carapace. **153 pts**



3 Zoanthropes two with *Warp Blast* and *Warp field*, one with *Synapse Creature* and *Warp Field*. **162 pts**



2 Biovores with *Poison Spore Mines*. **104 pts**

TOTAL **1,502 pts**

TAU TURN 1

After the pre-game formalities of shaking hands, making jokes and secretly incanting curses, Pete won the roll for first turn. This justified Phil's decision to deploy the majority of his troops lurking in the woods. Unfortunately there were not enough woods to go around, and although the synapse creatures were safely tucked away, the Tau moved in and began to acquire targets.

Pete's first move was to relocate the Hammerhead, its forward position was purely to restrict the Tyranids' deployment zone and he had uses for it elsewhere. Besides, Pete had no intention of allowing his shiny new tank to meet a sticky end from the

venom cannons of the 'Nid monstrous creatures. The skimmer passed the Crisis team holding the centre of the Tau line as they drifted forward, bringing their high-tech weaponry to bear. The Kroot to their left moved round the Tau shield generator as their brothers clambered up onto the landing platform, their long-limbed frames dwarfed by the towering Broadside established there.

On the far left, the Battlesuits of the second Crisis team moved out, the XV15 Stealthsuit team manoeuvring just ahead of them in an attempt to track the giant Carnifex emerging from the treeline. Their burst cannons proved to be just out of range, however. Behind them the Fire Warriors opened fire upon the hulking alien with their pulse rifles, but the shots rebounded harmlessly from its thickened carapace. The Crisis team unleashed a storm of plasma rifle shots into the undergrowth, most of the shots failing to find the shadowy bulk of the creatures within. Even the mighty railguns of the Broadside suits

failed to find their mark, the hypervelocity shells smashing apart thick trees that had flourished within hours of the Tyranid landings.

Pete reluctantly gave up on his attempts to take down the Carnifex and moved on to easier prey. The Hammerhead tank unleashed a submunitions shell that blew apart three of the Gargoyles in the centre of the field. Another two of the winged monstrosities were targeted and neutralised by the missile pods of the Crisis team in the centre of the Tau line. The Tau Commander, Shas'el Bork'an Or'es Kauyon Mont'yr, also opened fire on the Gargoyles, obliterating yet another with his plasma rifle.

In the Assault phase, the Stealth team and both of the Crisis teams engaged their jetpacks and floated backwards in unison, carrying them well out of range of any charge the Tyranids may have attempted. Assured of the fact that his troops were out of harm's way, Pete ended his turn.

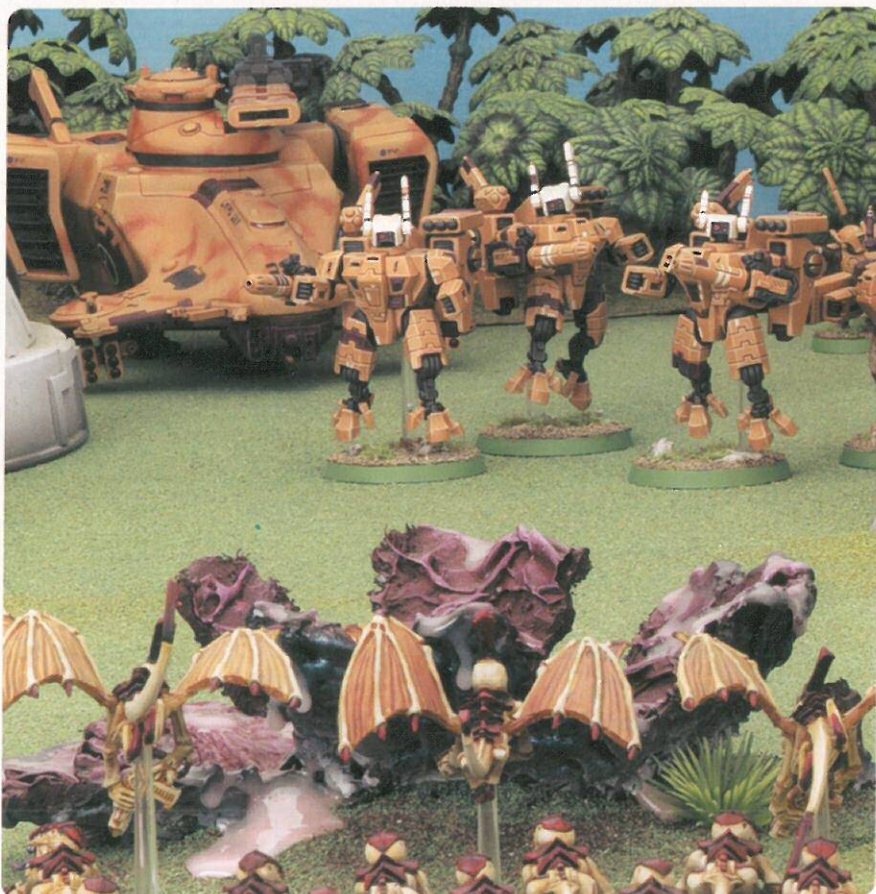
TAU JETPACKS

Tau Battlesuits are so advanced that both XV8 Crisis Battlesuits and XV15 Stealth

Battlesuits incorporate efficient and compact anti-gravitic jetpacks. Even their drones benefit from a version of this technology, increasing their manoeuvrability considerably. A Tau unit equipped with such a jetpack can execute complex movements even whilst tracking their foes, either dancing out of range of retribution or powering forward at twice the speed of their slower compatriots.

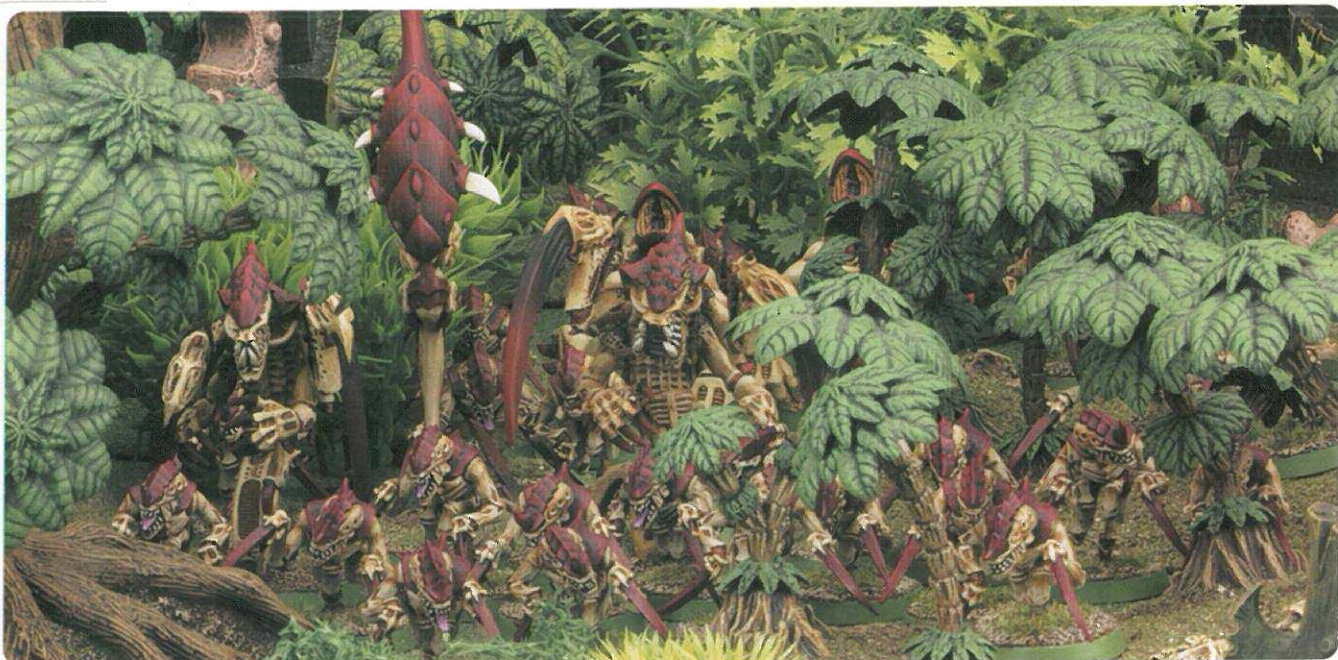
A Tau jetpack allows a model to choose to move 6" in their Movement phase as if they were equipped with a jetpack, fall back and sweeping advance 3D6", and Deep Strike when the scenario allows it. More importantly, however, an unbroken model equipped with a jetpack and not in close combat may make an additional 6" move in the Assault phase whether they are within 6" of the enemy or not. This can be in any direction, and is made like a model with a jump pack.

During the game, Pete made the most of this ability by moving forward so that his guns were in range, shooting, and moving backward in the Assault phase so that he could not be attacked in the subsequent Tyranid turn.



The XV8 Crisis Battlesuits hover forward to add their firepower to the Hammerhead's fusillade.

TYRANIDS TURN 1



Guided by the Zanthrope, the secondary Tyranid force sprints through the undergrowth toward the Tau flank.

Phil's plan to outflank the Tau involved a carefully coordinated joint attack, and the bulk of Tyranids surrounding the Hive Tyrant merely moved forward to the edge of the strip of the woods shielding them from the Tau guns. Even the Carnifex manoeuvred into the treeline – the beast was very lucky to have escaped the worst of the Tau firepower and would not be able to face down such odds for much longer.

In the centre of the battleline, the Gargoyles made a futile run toward the massive shield generator in the centre of the battleline, hoping to make the most of the cover that the structure afforded. The Termagants followed up, but their poor Fleet of Claw roll meant that they were a long way from any cover. Phil had a nasty feeling that both these squads would bear the brunt of the Tau's attention next turn.

On the far right, however, the going was much easier. With such a wide strip of woodland to exploit, the Tyranids surged forward, sure in the knowledge they could not be targeted by the Tau. The Zanthrope drifted in between the gnarled tree trunks of the wood, Hormagaunts scuttling nimbly through roots and vines that would have slowed down any other troopers. A second group of Hormagaunts plunged through the undergrowth, two

Ravener slithering alongside them, claws tucked low as their sinuous bodies negotiated the unnatural flora of the rapidly growing jungle.

As the swarm of Gaunts flowed past the Biovores, the alien living artillery spat tentacled Spore Mines high into the air. The sac-like bio-explosives floated down over the Fire Warriors, one coming to rest just in front of them, and one carried by the wind into the Crisis team. The mine exploded with a wet thud, covering the Crisis suits in stinking, acidic poison. The

armoured bulk of the XV8 suits protected their occupants, however, and the worst they suffered was a coating of blistering, bubbling slime.

On the far left, the Carnifex swung its long-barrelled venom cannon around in the direction of the Fire Warriors that had fired upon it in the Tau Shooting phase. The biological weapon spat crystallised toxins at the Fire Warriors, impacting with one of them with such force that he flew back ten feet, his body already rotten by the time it hit the ground.



TAU TURN 2



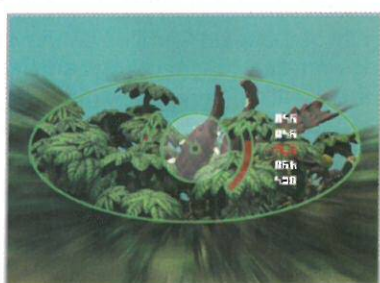
an immediate threat, the Termagants. Their missile pods and plasma rifles blew two apart in explosions of chitin. A further four were annihilated by a well-aimed submunitions shot from the Hammerhead, leaving a perfectly hemispherical crater.

Commander Kauyon Mont'yr took aim at the remaining Gargoyles, independently tracking their erratic flight with each of his Battlesuit's primary armaments, and felling them both in a swift salvo. The threat posed by the Gargoyles had been eliminated, and the Tau firepower was quickly directed elsewhere.

On the left flank, the Crisis team designated to hunt down the Carnifex opened fire, their plasma rifles drilling neat holes in the behemoth's exoskeleton. The Stealth team had also jetted into a position where they could see the beast, and opened fire upon it with their burst cannons. The charges detonated but could not penetrate the monster's extended carapace.

Up on the landing platform, the XV88 Broadside teams had little in the way of targets left to shoot at. All of the Tyranid monstrous creatures were hidden from sight. Pete opted for the Broadside equipped with twin plasma rifles to level its railguns at a hissing Termagant, atomising it in a fantastic display of overkill. However, Pete had equipped the other two Broadside to deal with just such a situation; line of sight is not necessary for some weapons in the Tau arsenal. Smart missiles roared from the Broadside's secondary weapon systems, the drone-controlled projectiles hissing as they negotiated their way around the copse into the target. However, the missiles lacked the strength to pierce the psychic energy field of a Zoanthrope, and detonated harmlessly mere feet from its cranial carapace.

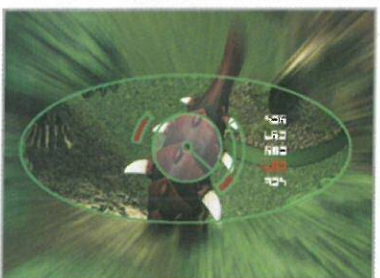
After having pulled his Battlesuits back from the front line to ensure that they were not tied up by a charge from Phil's Hormagaunts, Pete ended his turn.



Targeting bio-anomaly ...



...range to target 316.27...



...0.003 decs to impact.

Having manoeuvred into position last turn, Pete was reticent to give up what looked to be a commanding overview of the battlefield. As a result, the bulk of his units were left in place. He was confident that in staying over 6" away from any cover that might harbour Phil's Lictor, he would have no nasty surprises to contend with.

However, weapons such as a Crisis team's burst cannon do not have a very long range, and so many of the Battlesuit teams moved 6" forward with the full intention of moving backward the same amount in the Assault phase, effectively adding to their range.

The Kroot, having established a firing line on the right flank, took advantage of their Fieldcraft ability (if stationary, Kroot may see through 12" of trees instead of 6") and opened fire on the Raveners. Their long rifles found their mark, and one of the slithering abominations fell lifeless to the ground.

The other detachment of Kroot opened fire on the four remaining Gargoyles, halving their number in a fusillade of shots. To their left, the Crisis suits anchoring the centre of the battleline targeted the next unit posing



"Be still, Shas'ui, and acquire a fresh target. Hesitation will result in our deaths."

COMMANDER SHAS'EL BORK'AN
O'RES KAUYON MONT'YR

TYRANIDS TURN 2

Some appallingly bad Difficult Terrain tests stymied Phil's advance on the left flank, but he opted to enter the wood nonetheless, hoping that the venom cannons of the big creatures could make their mark and prevent the Tau returning fire as effectively. The Zoanthropes also moved through the woods, no doubt hoping to disable some of the versatile Battlesuits. In the centre of the battlefield, the Termagants made a sterling effort, their Fleet of Claw roll almost carrying them into the lee of the Shield Generator. On the right flank, the synapse Zoanthrope drifted onward, Hormagaunts overtaking it on all sides as its psychic imperative drove them forward.

The Hormagaunts and the remaining Ravener broke cover; Phil knew it was a close call but thought the Ravener would be able to assault the Kroot responsible for taking its brood-kin the previous turn. The flank attack was swinging into place.

After a bout of inaccurate shooting from the Biovores, their Spore Mines drifting neatly into the open spaces uninhabited by Tau models, Phil got down to the serious business of taking out the Tau firepower. After passing a Psychic test, the first Zoanthrope unleashed a coruscating bolt of psychic energy at the Crisis team ahead, but failed to find its mark. The second sent a Warp Blast straight into the Hammerhead. This succeeded in scoring a glancing hit and immobilising the tank. Normally this spells doom for a skimmer, but Pete was quick to point out that he had taken the precaution of equipping the Hammerhead with decoy launchers. These nifty little gadgets fire tiny emitter drones in front of the Hammerhead's delicate thrusters arrays, forcing any Immobilised result on the Glancing Hits table to be re-rolled. Grudgingly, Phil re-rolled the dice, to be rewarded with a decidedly anticlimactic score of 2 – Shaken. After another display of ineptitude

from the Carnifex, the tank was merely unable to fire for a turn.

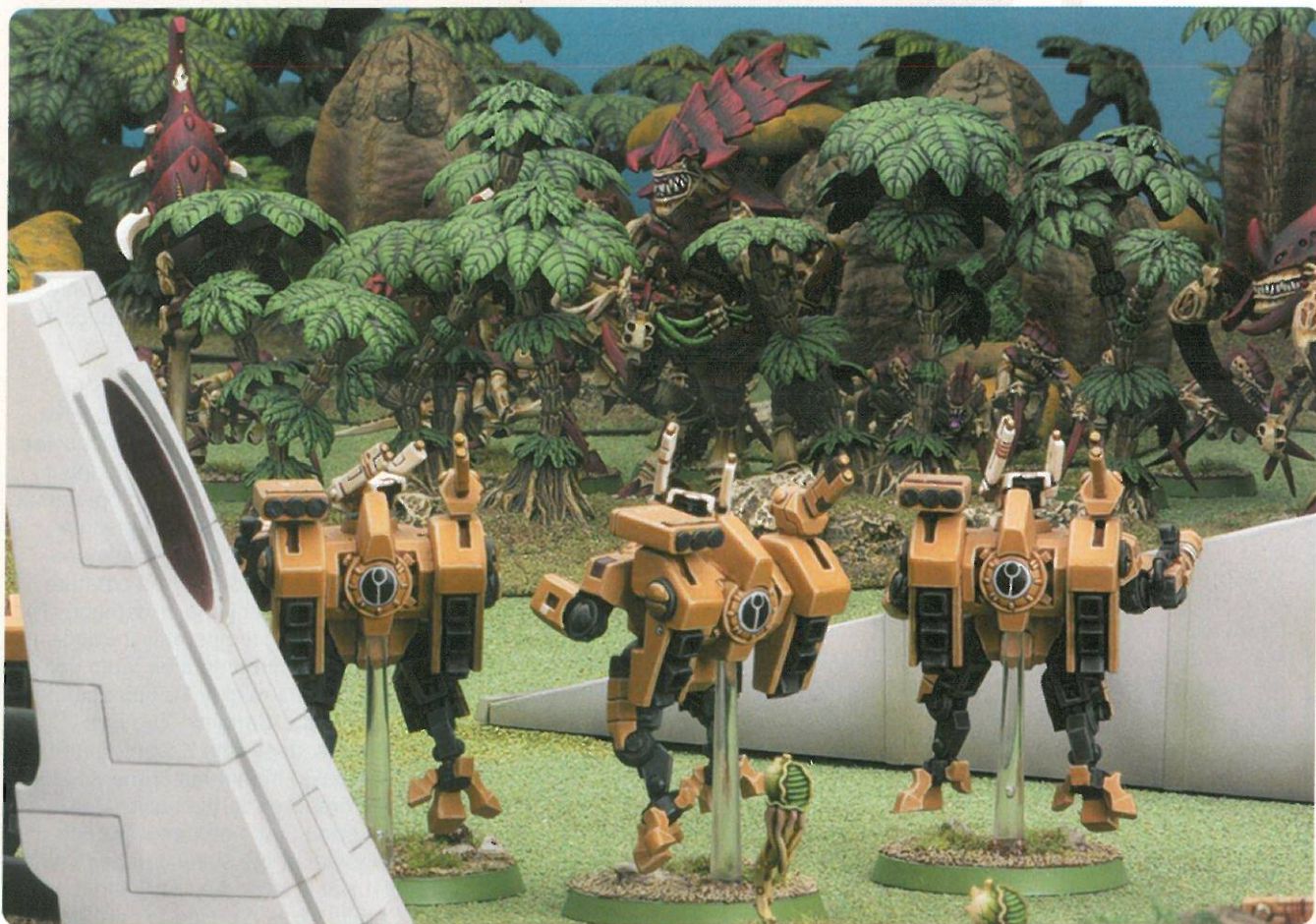
Phil's fortunes changed admirably with the intervention of the Hive Tyrant, however. Reasoning that there was more chance of hurting the Crisis suits than any other juicy target available, and that the cannon's Strength of 8 would ensure any failed save was an instant kill, the Tyrant opened fire. The decision was vindicated when Pete failed both his 3+ saves, and two of the powerful Battlesuits were destroyed in a storm of toxin, shattered crystals and electricity.

Suddenly things didn't look so bad...



"The giant carries some kind of biological weapon. Opening a channel to the Earth caste immediately so they may learn from our brothers' demise."

XV88 CRISIS PILOT KAIS J'KAARA



The Hive Tyrant, emerging from the treeline, brings his venom cannon to bear on the Crisis team, covering them in an explosion of toxic gore.

TAU TURN 3



The Kroot hold their ground as a Ravener slithers toward them from the jungle, gunning it down in an explosive flurry of firepower.

The Tau's Movement phase was a little more dynamic this turn, with Pete moving his Stealth team and Crisis team on the left flank toward the landing pad. The Hammerhead, unable to fire, glided around to the back of the pad with ponderous grace, coming to land well out of sight of the Tyrannid venom cannons. The Crisis team in the centre hung back, remaining out of charge range of the Termagants heading toward them.

Over on the right, the Kroot opened fire at the Ravener who had proved to be just out of charge range in Phil's turn. It was well out of cover, and standing proudly in rapid fire range; the Kroot riddled it with holes, yellow slime gushing onto the fertile earth.

Behind them, the Fire Warriors opened up on the Hormagaunts hugging the treeline, but the cover available protected all but two of their number from their pulse rifles.

On the left flank, the Tau resumed their attempts to fell the gigantic Carnifex. One of the Broadside Battlesuits unleashed the full force of its railguns into the creature, smashing through a tree trunk and rocking it back on its hooves in a blinding explosion. The Broadside's plasma rifles also struck home but failed to wound. The next Broadside Battlesuit took advantage of its target lock and pivoted at the waist, bringing its mighty guns to bear on the Zoanthrope. Even the powerful psychic field projected by the eldritch

beast could not protect it from the hypervelocity railgun ammunition, and its bulbous cranium burst apart in an eruption of stringy grey gore.

The Kroot on the landing pad were no less effective than their brothers, taking steady aim at the Termagants with their longrifles and killing three. The Crisis team to their left opened fire upon the remaining Zoanthrope, hoping to match the success of the Broadside's, but to no avail. Commander Kauyon Mont'yr also directed his fire into the creature, all of his weapon systems on target, but the indistinct shape still did not fall. Phil's cover saves were proving the only defence against the sheer punch of the Tau plasma rifles.

Pete's remaining firepower was directed at the Carnifex; although it was still a long way from the Tau line, Pete had no intention of ignoring it. The Crisis team on the left opened up with its burst cannon and plasma rifles, but the high Toughness and extended carapace of the creature saved it from any major damage. The Stealth team, temporarily in range before they fired up their jump packs, unleashed a mighty 18 burst cannon shots at the Carnifex. The Fire Warriors, under the supervision of the Ethereal in the far left corner, added their firepower to the salvo. Pete reasoned that if he threw enough firepower at the shiny carapace some of it would stick. And stick it did: the Carnifex was reduced to one Wound, but remained standing.



BATTLESUIT SUPPORT SYSTEMS

Tau Battlesuits are augmented considerably not only by their fearsome weaponry but also the versatility of the accompanying wargear. For example, each XV8 Crisis Battlesuit has three 'hard points' which have to be allocated either a weapon or a support system. The support systems are not actually weapons as such but help to make wearer more effective in battle. Two of the most commonplace are the target lock and the multi-tracker. A multi-tracker enables the suit's wearer to fire two different weapons in the same Shooting phase. A target lock enables the wearer to target a separate enemy unit to the rest of its own unit. Pete had taken pains to ensure that his Broadside's were kitted out with target locks, and hence were able to engage several threats with the same unit. The Crisis teams, however, were equipped with multi-trackers, enabling each battlesuit to fire both their plasma rifles and burst cannon in unison at the same target.

Other Battlesuit support systems include a drone controller, enabling a Battlesuit squad to be escorted by up to two gun or shield drones, and a shield generator, which gives a Battlesuit a 4+ invulnerable save.

TYRANIDS TURN 3

Although it was technically falling into place, Phil's plan seemed to be taking an agonisingly long time to come to fruition; three turns of Tau shooting were taking their toll. The flank was in place; it was now or never.

The synapse Zoanthrope in the jungle drove the scurrying creatures before it, the Hormagaunts streaming out of the wood in a vile swarm. After a particularly successful spate of Difficult Terrain tests, both units of Hormagaunts stampeded, one of the Gaunts crushed by the frenzied activity of its companions. Phil removed it, secure in the knowledge that there were plenty more where that came from and that they were well in charge range of the Kroot.

In the centre of the Tyranid line, the Termagants made a desperate rush toward the other unit of Kroot, hoping to embroil them in combat and block the Broadside's line of fire so that they could not target the Hive Tyrant as it moved in. They were still within synapse range, just one in contact could foul up the Tau shooting completely. A meagre two on Phil's fleet of claw roll brought it down to the wire and the ploy suddenly did not look such a safe bet.

Nevertheless, if the plan was to succeed the main body of the Tyranids needed to break cover. Storming out through the trees came the Carnifex, now mightily annoyed and looking for retribution. Unfortunately the Hive Tyrant must have snagged an armoured plate on a particularly stubborn branch; only moving 3" for the second consecutive turn. The Raveners, held in reserve until now, slithered around the wood. The Zoanthrope broke cover next to them, and, as this was no time for half measures, Phil placed it in the open, hoping that its powerful warp blast could take down a Broadside suit. The Hormagaunts also bounded through the undergrowth. The Tyranid attack was well underway, and there was no going back. If the 'Nids could weather another turn of shooting, they would unleash a whole world of pain upon the Tau battleline.

The Spore Mines, now drifting fairly aimlessly around the locale of the Fire Warriors in the centre, actually

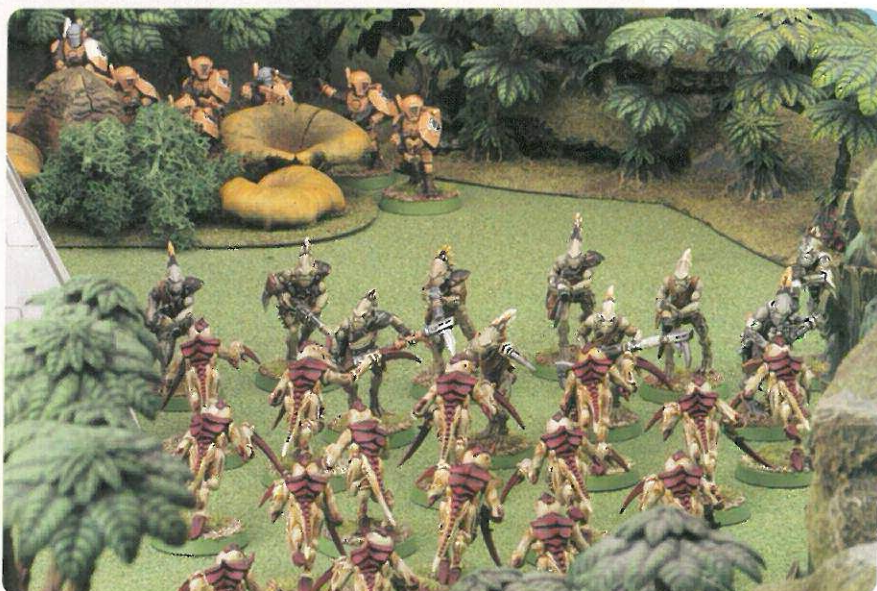
managed to find their target with one exploding wetly in their midst. Four Fire Warriors were hit, but only one succumbed to the insidious toxins.

On the left, the gamble with the Zoanthrope paid off; its Warp Blast was on target and instantly killed one of the Broadside team, leaving it a blackened, lifeless shell. The Carnifex and Hive Tyrant both targeted the Crisis team on the right flank, but although their venom cannons were on target, they failed to penetrate the thick armour of the XV8 Battlesuits.

The assault phase was a short and bloody affair, with both the

Hormagaunts units making it into combat with the Kroot firing line on the right flank. The Termagants were not so lucky, falling irritatingly short and leaving the Gaunts in plain view for the next Tau Shooting phase.

The Hormagaunts' performance cheered Phil up no end; no less than 20 wounds were inflicted upon the lightly armoured Kroot. Needless to say, the ten-man squad was wiped out and, lacking any cover to consolidate into, both units of the Hormagaunts swept toward the Fire Warriors, the smaller of the two groups making it in.



A swarm of Hormagaunts stampede from the forest, engulfing the Kroot in an avalanche of bladed limbs.



TAU TURN 4

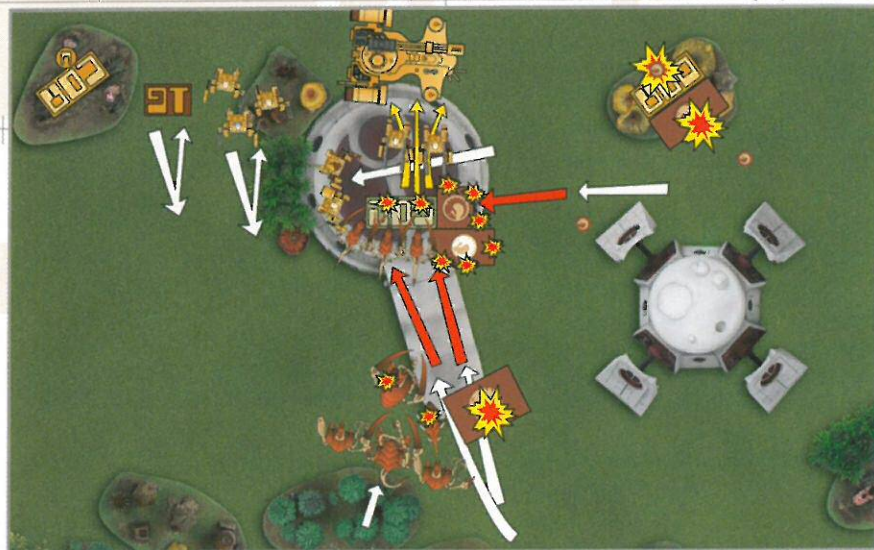
It was crunch time for Pete; either this was a turn of great vengeance and furious anger rained upon the Tyranid ranks, or it was all over bar the stabbing.

The Stealth team and the Crisis Battlesuits moved in on the left, hoping to deal the killing blow to the Carnifex before drifting back once more. The Crisis team in the centre put some distance between itself and the Hormagaunts sweeping around the right flank, as did Commander Kauyon Mont'yr.

Behind the landing pad, the Hammerhead swivelled its vast railgun to face the Hormagaunts that had swept but not quite made it into contact with the Fire Warriors. A submunitions charge blew three of them sky high. Another was culled by the guns of the remaining Crisis suit in the centre. Luckily for Phil, they passed their Morale test (they were out of synapse range) and remained in place.

Next to them, the other unit that had swept faced a fusillade of pulse rifle and pulse carbine fire from their Fire Warrior targets. Eight Hormagaunts were left in the unit. Eight Tau guns were on target. Eight aliens were blown away.

Next up were the Kroot on the landing pad, presented a nice juicy group of Termagants by Phil's just-failed charge



fast turn. Eight Termagants were left in the unit. Eight Kroot rifles were on target. Eight more Gaunts went to the Great Devourer in the Sky.

The Stealth team raised their burst cannons in unison, a storm of death tearing into the Hormagaunts swarming around the Hive Tyrant and leaving five of them dead. The Crisis team alongside them added their strength, annihilating another four of the beasts before they had even cleared the treeline.

With a grim air of finality, one of the Broadside's turned its railguns upon the Zoanthrope that had killed his comrade in arms last turn, and blasted

it apart, spraying its remains over a wide radius. Next to him, the last Broadside locked onto the Carnifex, its railgun discharging twin hypervelocity projectiles that hit home with terrible force, finally tearing the chitinous monstrosity in two with a cataclysmic boom.

The strength of the Tyranid army had been halved in one decisive stroke. Adding insult to injury, Pete used his Battlesuit assault moves to make sure that his valuable units were still out of charge range.

Phil summed up the situation with one word, and Pete ended his turn with a broad grin.



The Tau Fire Warriors unleash a devastating volley of fire from their pulse rifles and carbines as the Hormagaunts sweep into their position.

TYRANIDS TURN 4



Carnage ensues as the Tyranids assault from all angles, the Raveners sprinting up the landing pad ramp and joining in bloody combat with the Kroot.

Despite last turn's horrendous casualties, Phil was determined to press home the assault. He had more than enough of his army intact to cause serious trouble to the Tau, and luckily quite a large proportion of it was in charge range, not least of which were the Raveners. The Hive Tyrant was still hale and hearty, as were his Tyrant Guard. The situation was by no means lost.

The Hormagaunts left standing on the previously formidable right flank passed their Morale check for being out of synapse range with grand style, a double one ensuring that Phil could use them for maximum disruption. Rather than going for the obvious target of the Fire Warriors, Phil opted to plunge them deep into the heart of the Tau battleline and tie up the big guns long enough for the Tyrant to join the party. The three remaining Hormagaunts from the central battleline bounded up the landing ramp with similar intentions. If Phil could win the combat with the Kroot front line and consolidate into the Crisis team and Broad-sides, the Tau firebase would be robbed of most of its punch.

The Raveners pelted forward at top speed, also reaching the bottom of the ramp. It did not look too good for the Kroot, and with a bit of clever positioning, the Crisis suit,

Commander and Broad-sides might well have killed their last Tyranid with their incredibly powerful weaponry. The Hive Tyrant and his Tyrant Guard strode forward to form a much-depleted second wave. On the far right, the now very lonely synapse Zoanthrope meandered towards the cover of some altered vegetation in Pete's deployment zone, his role fulfilled for better or worse.

The Tyranid Shooting phase was characteristically brief. Although the Hive Tyrant was still unable to penetrate the armour of the Crisis team on the left flank with its venom cannon, the Biovores finally had some success. A Spore Mine drifted down into the ranks of the Fire Warriors, and another from a previous turn found its way toward the same squad. No less than nine Tau were covered in viscous, toxic discharge, and three of them succumbed to the acidic poison.

The Assault phase kicked off with Phil closing the net on the unfortunate Kroot. The Raveners slithered up the ramp with inhuman speed and sliced through two with their rending claws and scything talons. The small squad of Hormagaunts from the main battleline also hit home, but failed to kill any of the savage mercenaries. However, the Hormagaunts attacking from the other direction had far more luck, killing two more Kroot. In return,

the Kroot sliced apart two Hormagaunts with wide sweeps of their bladed rifles, but it was not enough to tip the balance. The Kroot fell back 9", and Phil took his chance to consolidate into the Battlesuits with the remaining Gaunts, silencing the big guns for the next Tau turn. The Raveners were further away and hence performed a sweeping advance, driving the Kroot off the table as they could not rally when an enemy was within 6" of them.

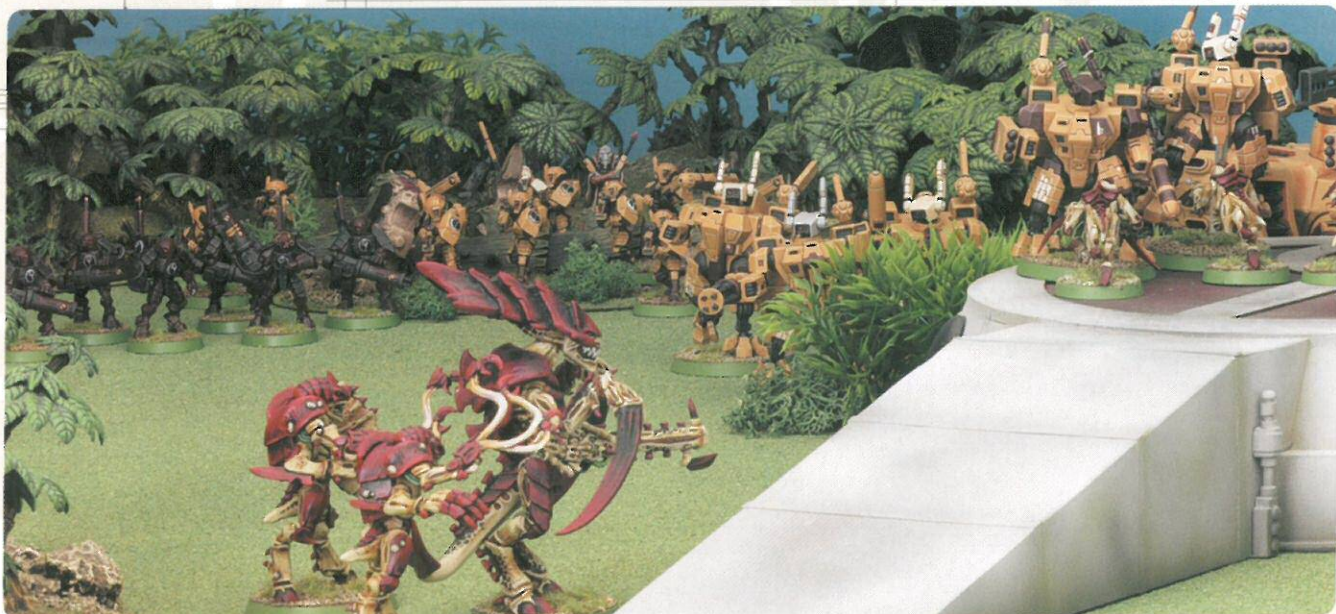


TAU ETHEREALS

Tau of the Ethereal caste are the rulers of Tau society, and their presence on the battlefield inspires such awe and devotion in the Tau that they may re-roll any Morale checks (even passed ones) if one is present on the battlefield.

However, if the Tau Ethereal is killed, every unit of Tau on the battlefield (excepting Kroot and drones) must make a Morale check at the start of their next turn if they are not in close combat or already falling back. If they fail it, they must fall back. Such is the price of failure. This may explain why Pete deployed his Ethereal right at the back!

TAU TURN 5



The Hive Tyrant is subject to a maelstrom of fire laid down by a horrifying array of Tau weaponry, as it attempts to join the assault on the landing pad.

Pete was forced to respond to the growing threat of the Tyranids in his midst, before the Hive Tyrant reached his ranks and started raising hell. The Crisis team on the left flank manoeuvred closer to the landing pad. The Hammerhead backed off out of harm's way, with the Stealth team moving forward.

The Hammerhead sent a submunitions shell screaming into the Raveners that had swept forward, killing one and wounding another. The Fire Warriors did not hesitate in unleashing plasmic death into the remaining aliens, causing a healthy six wounds; more than enough to destroy them and prevent them from adding their strength to the assaults.

The Fire Warriors, guided by their Ethereal's carefully gauged tactics, opened fire upon the Hive Tyrant. One of the Tyrant Guard stepped forward in front of its master and was eviscerated, falling to the ground.

The Stealth suits also opened fire upon the Hive Tyrant, wounding it once more. The Crisis team moving toward the landing pad added to the fusillade, their burst cannons wounding the last Tyrant Guard. The plasma rifles of their XV8 Battlesuits finished it off and stripped another wound from the Hive Tyrant.

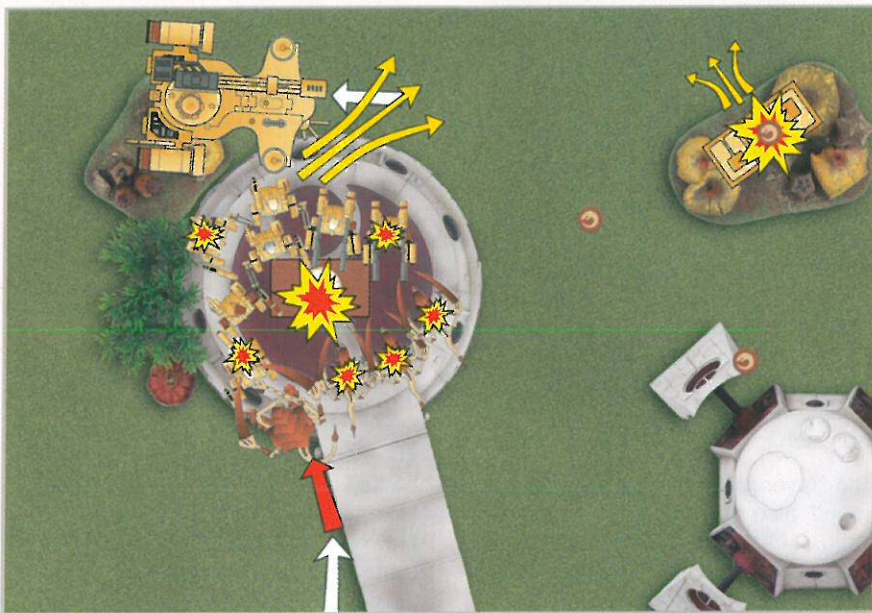
Theorising that a charge from his intact Crisis team would tip the balance of the combat on the landing

pad, Pete charged the Hormagaunts. This would bring the total of Battlesuits fighting the few remaining Hormagaunts to a mighty seven. Unfortunately, as they move like jetpacks in the Assault phase, they were prone to crashing in the difficult terrain of the landing pad's edge. To Pete's chagrin, one Crisis suit landed badly and was removed as a casualty.

In the Assault phase, the Hormagaunts managed to cause a wound on the Broadsides against all the odds. In return, the Broadsides hit no less than three times, but despite needing twos, failed to wound! The

Commander had more luck, wounding a Gaunt, but it made its saving throw.

The Crisis team, despite having charged, only succeeded in causing two wounds, one of which was also saved. Rolling for moral high ground, Pete's face lit up when the Tyranids lost and (finally) failed a Leadership test. However, they subsequently rolled a 6 on the Instinctive Behaviour table, meaning that instead of breaking they attacked with renewed ferocity! The odds had obviously decided to give Pete a firm kick in the vulnerables.



TYRANIDS TURN 5

Determined not to remark upon his usual good fortune lest Pete's puzzled expression turn nasty, Phil quickly moved his Hive Tyrant into charge range of the Crisis suits. On the left flank, the Zoanthrope drifted aimlessly into the cover of the stone archway on the far right. This concluded the Tyranid Movement phase; there simply were no more models left.

The Shooting phase was equally brief, but not without success. The Biovores hit form as Phil finally managed to roll a HIT on the Scatter dice, and the Fire Warriors paid dearly, losing four of their number. Despite the re-roll afforded to them by the Ethereal, the Fire Warriors failed their morale check, and fled from the table.

The Assault phase hung by a thread; if the Hive Tyrant could make it over the difficult terrain of the landing pad into close combat, Phil might still be in with a chance. Luckily, Tyranid monstrous creatures roll 3D6 with a re-roll to determine how far they can go, so it was no real surprise when the Hive Tyrant closed in.

The Hormagaunts went from strength to strength – evidently they had found a weak spot in the Broadside armour as Pete failed both of the 2+ saves he was called to make. One Broadside went down, Tau blood seeping from the cracks of the XV88 armour. They merely scratched the XV8 Crisis suits, however. In return, the surviving Battlesuits killed four Hormagaunts, crushing them under their huge metal hooves.

Needless to say this did not go down at all well with the Hive Tyrant, whose scything talons speared through a Crisis suit, killing it outright. Pete lost the moral high ground and although the Commander, his bodyguard and the Broadside held, the two-man Crisis team fled 12", halting on the board edge. This was no bad thing; it meant that the Hive Tyrant was denied a chance to smash these to a pulp as well as their comrades.



"Stay alert! One of the tentacled sac-things is drifting this way..."

LAST WORDS OF SHAS'LA
BORKAN VRAL UKOS

THE FINAL TURN

Due to the scale of carnage wrought upon both armies, there really was not much left on the table. Nonetheless, Pete moved his Stealth team forward, hoping to jetpack them into Phil's deployment zone in the eleventh hour and bag himself an extra 200 Victory Points.

Pete's Crisis team, having rallied, found themselves with nothing better to shoot at than Spore Mines. The nearest one burst open like an obscene flower under the total overkill of the Crisis team's guns.

In the Assault phase, the Stealth suits moved forward but could not quite reach Phil's deployment zone. Behind them, the Hive Tyrant squared off against Commander Kauyon Mont'yr, who was evidently prepared to make a valiant last stand. Moving too quick for the Tau to follow, the bladed limbs of the giant Tyranid struck once, twice, three times, and the Tau Battlesuit fell to the floor, broken and lifeless. The two surviving Hormagaunts, clambering over the last Broadside suit, managed to take a final wound from it before it retaliated with massively augmented strength, killing them both.

Phil's turn basically consisted of a Combat phase, as even at maximum range the Biovores could not reach

any Tau targets with their Spore Mines. The Hive Tyrant slammed hard into the last Broadside suit, smashing it to the floor and opening it easily to feast upon the pilot within. With a deafening screech, it reared up to its

full height, dominating the landing platform.

The Hive Tyrant had made its mark, but its minions had been obliterated. The day belonged to the Tau.



Commander Kauyon Mont'yr gives his life for the Greater Good as his comrades in arms escape.

THEY'RE UPON US



Pete Haines

Pete: Ouch. For four moves I felt more or less in control of events, then in the last two everything went helter-skelter and very nearly pear-shaped (in other words –

unpredictable, bordering on disastrous). It is no coincidence that those turns involved close combat. The Tau definitely do not like war up close and personal and that goes double against the Tyranid killing machine. At no point could I really drive them back and I had little space to retreat.

It is testament to the sheer power of the Tyranid army that it managed to wade through the wall of fire I put up to get into close combat and give the

Tau several reasons to be very afraid. Even the ferocious Kroot were unable to blunt the Tyranid onslaught. Fortunately the Tyranids just ran out of momentum before they could sweep my army away. The Carnifex went down just in time otherwise I am sure I would be bemoaning another battle report loss because of one of these behemoths. As it was, the Tyrant and his guard nearly overran me.

Phil coordinated his flank attack and main attack very well to ensure that I didn't get the chance to turn my guns on each force in turn. When they broke cover to attack there were a lot of targets all of a sudden. More targets than I had guns, in fact, but I stuck to my fire plan pretty rigorously and didn't let Phil panic me into taking desperate long shots. With the Tau I have discovered that it is really useful to save your Crisis teams' fire for last.

As there are few things they can't deal with, and this gives you the option of finishing off the worst threat before its too late.

Perhaps throwing the Crisis team and commander into close combat on the landing pad was impetuous, but I was sure the odds were with me. I hoped to free up more Battlesuits to make for a clear cut victory and preserve as many Tau as possible. If I had been playing Space Marines I may well have been more willing to sacrifice the troops in close combat. As it was, the Hormagaunts were just too evasive and my guys were still there when the Hive Tyrant arrived and made short work of them all. Fortunately for me that was about all the Tyranids had left and I was still ahead. The Tau empire had prevailed this time, but would it be strong enough to stand up to the full might of the Great Devourer?

IT'S A BUG'S LIFE



Phil Kelly

Phil: Well, it seems like playing against the Tau with an army who's brief is basically "get 'em lads" really does constitute a lot of pain. And I thought my Eldar army had firepower...

To tell the truth, I'd known from the start that only a fraction of my forces would see combat; just reading the Tau Codex was enough to convince me of that. Pete's a very clever chap and not prone to wasting his shots, and to be honest I rode out the last few turns by the skin of my teeth.

My original plan kind of worked, attacking on two fronts, although the dice came to my rescue on a couple of occasions. Speaking of luck, the Superhormagaunts who not only took out a squad of Kroot, but ran full pelt into the mouths of the Tau guns and finally held their own against no less than eight Battlesuits were a particular highlight for me. The fact that the last three alive went ape and actually pulled down a Broadside Battlesuit when they should have run away screaming left Pete's face somewhere between astonished and appalled!

The left flank, shielded by the woods and kept in order by the synapse Zoanthrope, swept majestically into

the Tau battleline as planned. Unfortunately they subsequently swept majestically into the pulse rifles of the Fire Warriors. The diversion didn't draw nearly as much fire as I'd hoped – as a result I had some Gaunts left to hassle Pete with on the last few turns, but at the expense of much of my main force. Still, one of the nice fat units of Hormagaunts simply evaporated in a storm of dice. This seems to be a running theme in battles between Tau and Tyranids.

However, experience has also taught us that get just one big bug in the midst of the Tau and they start having serious problems. In retrospect the placement of the Lictor on the far right was kind of dumb, and Pete made a point of staying 6" away from scenery in any case. If I had revealed it, Pete would have blown it away with ease, so I went for the somewhat boring option of denying him the Victory Points and stayed hidden. The Hive Tyrant, crippled in his advance by bad Difficult Terrain rolls, was lucky to see combat at all. Nevertheless, when he finally managed an assault with just one Wound remaining, he took out around 400 points of Tau in a couple of turns.

In the end, my two contingents broke cover at the same time, presenting Pete with so many priorities that he couldn't respond to them all. As a result, a good few gribbles made it into combat. The units which Pete did concentrate upon, however, were instantly transformed into smears of gore. The image of a Zoanthrope carapace being burst apart by a hypervelocity shell the size of a grapefruit kind of sums up the first half of the game for me. Still, I had a blast and eventually my Hive Tyrant got to play King Kong on the Tau landing pad surrounded by the remains of the Battlesuits. Sure, the Tau will never come up aces in assault, but let's face it; with devastating long range weaponry like that, who needs close combat?



Phil concedes that guns proved better than spikes.



TAU VICTORY POINTS: 1260

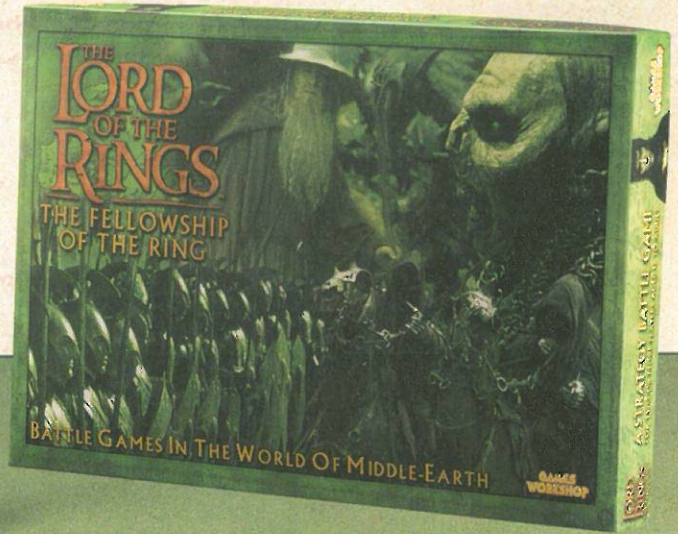
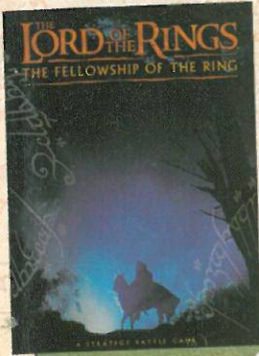
TYRANID VICTORY POINTS: 880

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Aragorn



Frodo Baggins



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Pippin



Camp fire



The Witch King



Ringwraith



Ringwraith

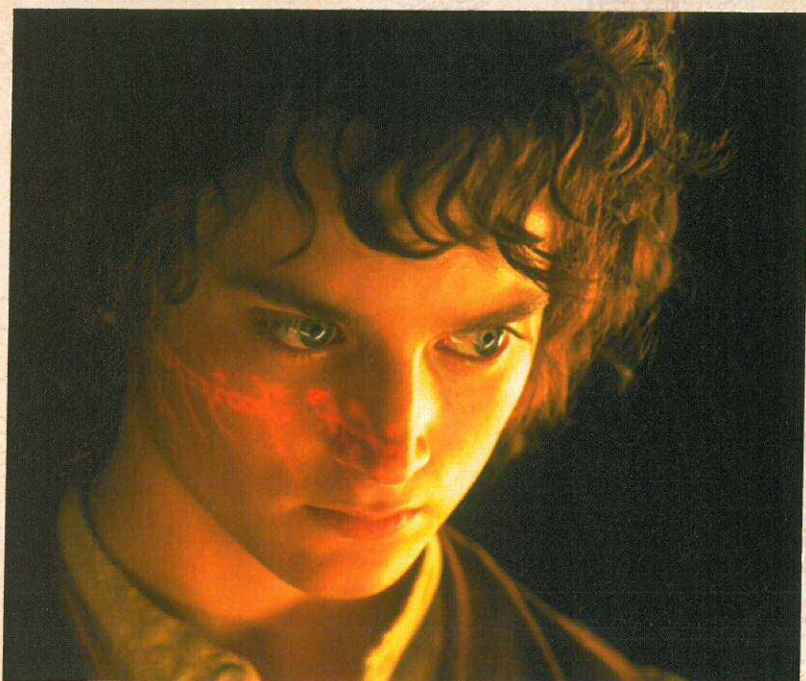


Ringwraith



Ringwraith

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"What is the will of the Ringbearer?"

Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for the Mortal Men doomed to die,
One for the Dark Lord on his dark throne,
In the land of Mordor, where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all, and in the darkness bind them,
In the land of Mordor, where the Shadows lie.

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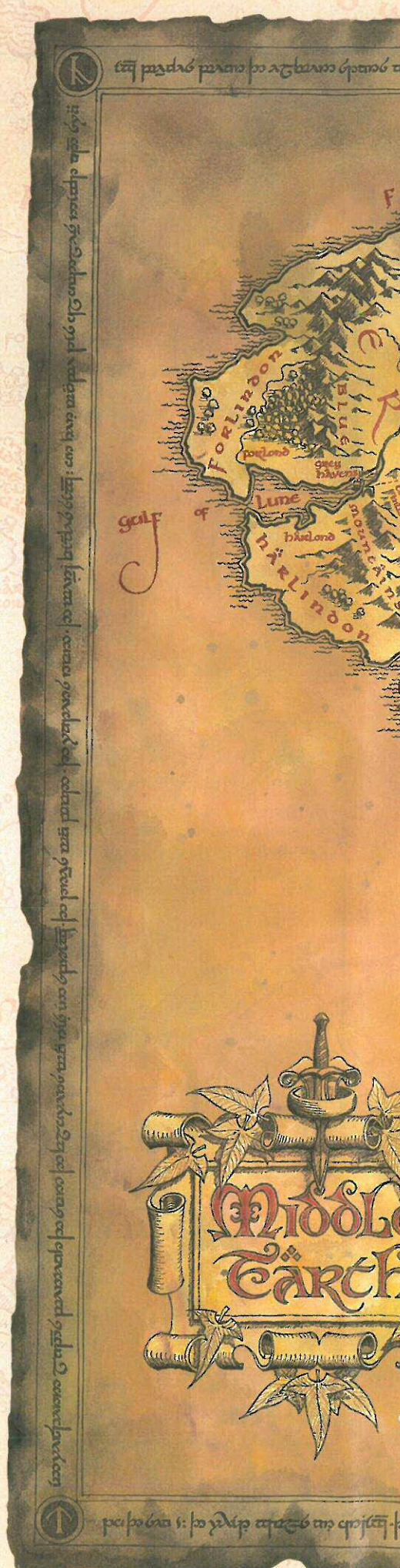
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At last it's here! After months of rumour and speculation, Lord of the Rings must be the most highly anticipated game Games Workshop has produced to date. The game you've all been waiting for is finally available to buy in the shops. Space McQuirk tears off the shrink-wrap to see what's inside...

IN THE BOX

A detailed look inside the box of the new game

Advanced Rules: Once you have got to grips with the basics you will soon be mastering the additional rules that give the game an even more characterful flavour. This section covers the rules for using Courage and Weapons, and details how to play with the heroic characters which form an integral part of the game.

The Free Peoples: A full list of the character profiles and background of the good people of Middle-earth who appear in the first film. Included in this section are the rules for using the characters from the Fellowship, and other noteworthy heroes such as the mighty Gil-galad and the irrepressible Bilbo Baggins.

The Forces of Darkness: Brimming with dark menace, this is a bestiary of the evil races and villains. Included in this section are the full rules for using the fearsome Ringwraiths, the power-hungry Saruman, as well as their foul minions such as the Goblins, Orcs and Uruk-Hai.

Scenarios: Eight scenarios allowing you to recreate the most exciting scenes from the Fellowship of the Ring film from small scale skirmishes to full sized battles. These scenarios can be fought as one-off battles or linked to run as a campaign. This section features a list of forces needed to play the scenarios, plus special rules and maps. It also includes ideas for designing scenarios to create your own adventures in Middle-earth.

The Hobby Guide: The last third of the manual covers many of the techniques that you will need to learn in order to paint the models that come with the game. It includes a variety of tips that our skilled team of modellers and sculptors used to paint the figures featured throughout the pages of the book. It also instructs how to set about the relatively simple process of constructing your own terrain for use in your battles.

THE MINIATURES

Of course, once you have finished flicking through the book you will no doubt want to rummage through the box and check out the new range of miniatures.

Included in the set are eight High Elf archers, eight High Elves armed with two-handed weapons and eight Men of Gondor with swords and optional shields. The forces of Darkness include eight Goblin archers, eight Goblin spearmen and eight Goblins with swords and optional shields.

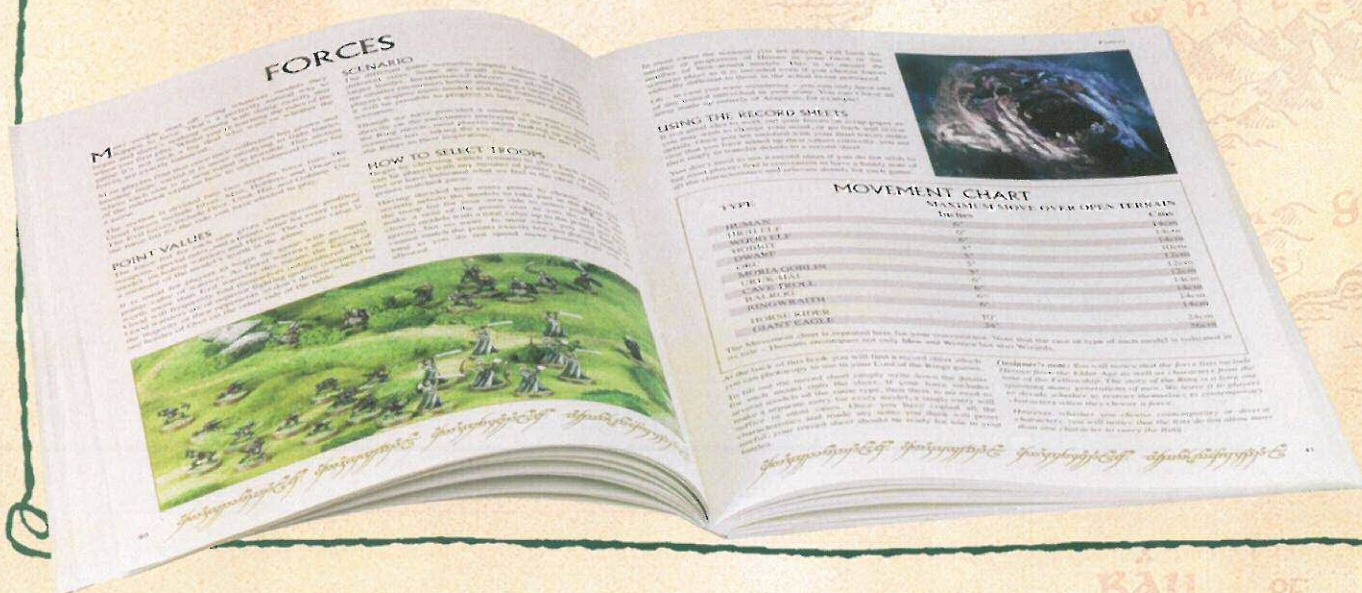
A plastic ruined building is also included for you to begin, or add to your own collection of scenery.

Alan Perry and Michael Perry, along with Brian Nelson, were the miniatures designers responsible for designing the figures that come in the box.

THE RULES MANUAL

One hundred and twenty-eight full colour pages packed with rules, painting guides and hobby tips lavishly illustrated with stills from the film.

The Rules: All the basic rules that you will need to learn to play the game. Rick Priestley and his team of developers have created a skirmish game where each player usually controls between ten and twenty models but can have many more. Whether you are a seasoned veteran or a newcomer to the world of wargaming you will find the new game system easy to grasp.





High Elf with bow



High Elf with two-handed sword



Man of Gondor with sword and shield



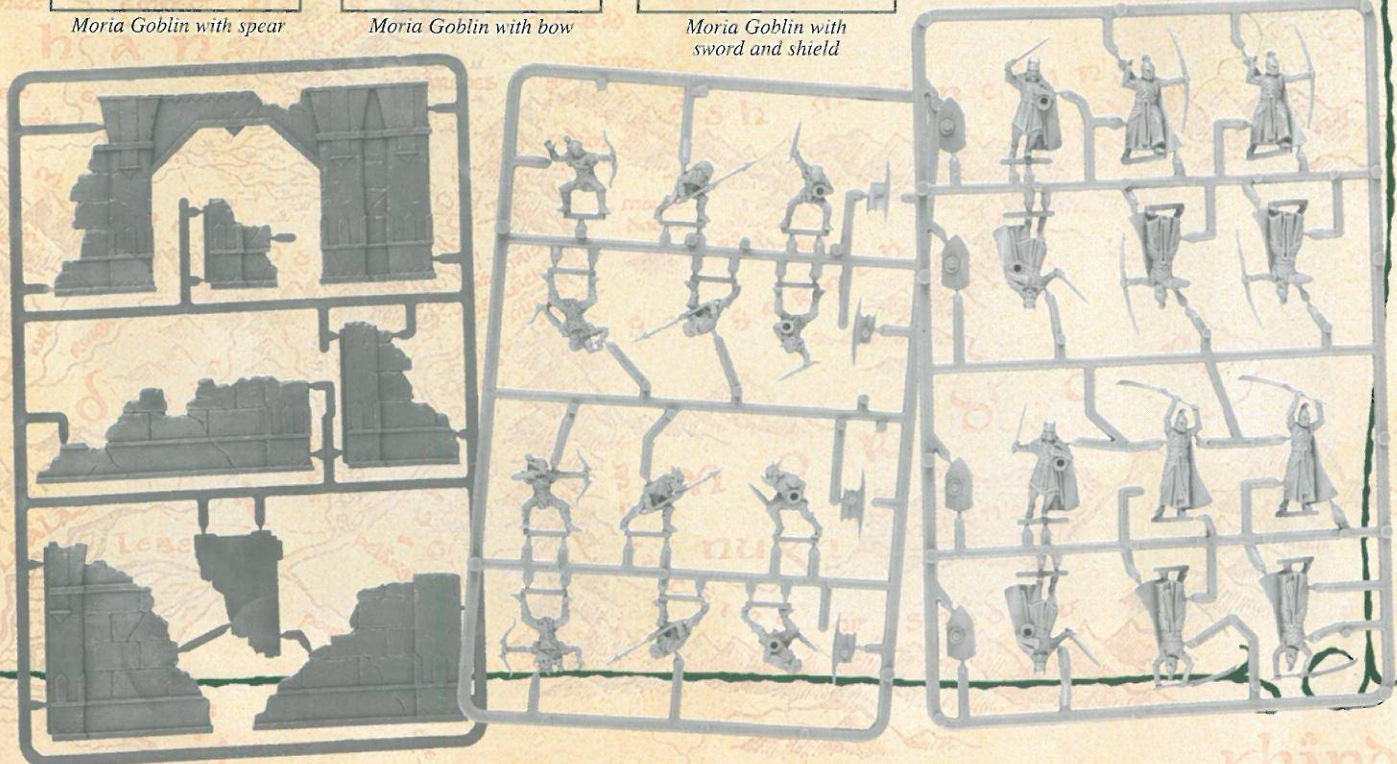
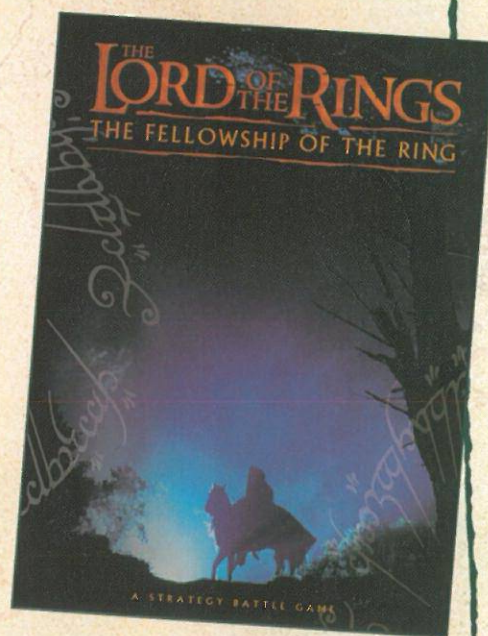
Moria Goblin with spear



Moria Goblin with bow



Moria Goblin with sword and shield



Space McQuirk interviews
Rick Priestley, the man behind the
design of the new Fellowship of
the Ring strategy battle game.

I guess I first discovered the Lord of the Rings round about the age of twelve or thirteen. As I'm sure anyone who has read the book will easily understand, it fired up my imagination in an extraordinary way. Together with a few friends I had already discovered the world of miniature wargaming and so it came fairly naturally to try to design a game system where we could fight the battles described in the book. It wasn't hard to transfer rules systems across from realistic settings to their fantasy equivalent. Much of my enthusiasm for fantasy gaming and rules writing stems from those times – which are now, I regret to say, sadly distant!

When the opportunity arose to create the Lord of the Rings game based on the new movie I became quite excited by the prospect. More than anything, I knew that with the full support of Games Workshop's talented sculptors and the professional production teams,

DESIGNER'S NOTES

Rick Priestley talks about the game's development

we would be able to make a fantastic job of the game. What I saw of the film impressed me incredibly, with its gorgeous interpretations of the creatures and characters and clever handling of the plot. Needless to say I'm delighted to have had the chance to work on this project – a real once in a lifetime opportunity as far as I'm concerned.

From the word go we knew that the new game would have to be something different to Warhammer. Warhammer is an infinitely expansive world where a designer can add to or even change the background and characters – whereas with the Lord of the Rings project the game had to fit within the events and characters portrayed in the film. This was by no means a problem, it just meant adopting a fresh outlook. Having been given the privilege of reading an early copy of the script I was aware of the narrative flow and opportunities for models, and the kinds of games that would be possible.

It's always fun to start the design process with a blank sheet of paper – something you never get with Warhammer or Warhammer 40,000. I hurriedly threw away some long-held concepts of what a wargame should be about and tried to look at the process anew. Some fundamentals were inevitable. This game had to be simple enough to grasp for a wide range of newcomers to tabletop gaming – people who would undoubtedly discover the hobby through the film. At the same time it had to be a real game – worthy of the many veteran gamers who would hopefully want to play it.

I decided upon an approach that would be something akin to chess. I know that sounds a little pretentious (and it is!) but the age old principle is one worthy of emulation. Chess is simple to learn but it is this same simplicity that makes the game difficult to master. A youngster can learn how to move the chess pieces relatively quickly, and it's easy to learn



"They are the Nazgûl. Ringwraiths. The nine servants of Sauron." – Strider

how to play on a fairly competent level, but learning how to be a really good chess player is hard... much too hard for me I'm afraid.

I wanted the Lord of the Rings game to play in an intuitive manner. The rules should be obvious to the player. Ideally, a game should give the player a sense of expanding possibilities rather than limiting and inevitably slowing down the action. The rules are clean, quite radical and, I hope, elegant! They are a combination of my favourite elements of other games that I've worked on or played over the years. For example, there's the opposed dice rolling system for combat. This encourages players to think tactically because you can't simply rely upon each model's individual strength to win the game. A Goblin can get lucky – a Hero unlucky – real strength comes only with numbers! To counter this element I added in Heroic abilities that allow for players to use a character's strengths to offset numerical superiority – but only for a while.

My friend Stefan Hess helped me decide upon the one element of the game that really unlocked the process in my opinion. He came up with the idea of a turn sequence that was not bound to a linear format. Whilst the game is still turn based, players roll-off at the start of each turn to find out who goes first. This means that players have to think in a wider regard – not just this turn but next turn too. If you're going to get the best out of your forces you have to plan possible outcomes for the next turn otherwise you can be drawn into traps. What happens if you go first? What happens if the enemy goes first? It engages your mind in a completely different way.

One of the most interesting things about this project is that it will be in constant development for the next three years. With a game such as Warhammer we are very limited in how we can respond to feedback because the rulebook IS the rulebook – you can't change it without a whole new edition. With Lord of the Rings, the game will develop a corresponding version as each film is released. In a way, anyone who plays the game today will have the chance to contribute towards the evolution of



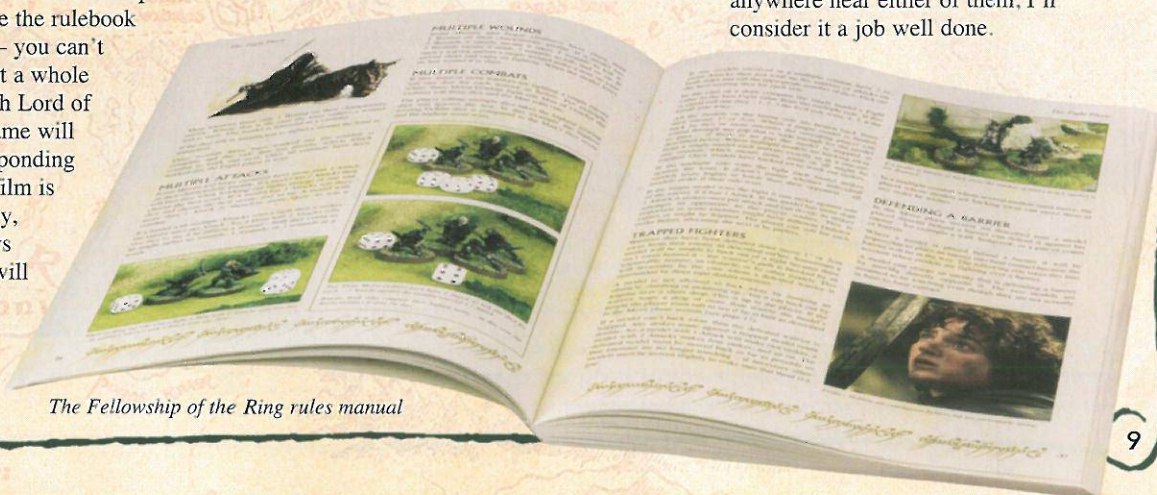
The game includes rules for all the members of the Fellowship.

the game tomorrow because we'll be able to react to feedback really quickly – find out what people like or perhaps what they don't like so much.

As the games are based upon the films and the events in the films you can expect the next set of rules to cover bigger and badder battles, perhaps with more in-depth rules for leaders and for fielding large groups of warriors. It is all very exciting to think about the possibilities – it keeps the project fresh and fun to work on too. At this admittedly rather early stage it seems

likely there will be more weapons, engines and types of warriors, as well as the inevitable cast of new characters. There will be expanded rules for using cavalry too – of which there are very few in the first movie but hordes in the second.

For the moment though, I'm waiting for the release of the first game and hoping that I've managed to live up to my own brief and (harder by far) the very high standards that gamers have a right to expect from any game with Lord of the Rings in the title. The model range is beautiful – the movie is going to be awesome – and if the game comes anywhere near either of them, I'll consider it a job well done.



The Fellowship of the Ring rules manual

PAINTING WORKSHOP

This month we begin a new series of articles to give helpful advice to those of you who are new to the world of figure painting.

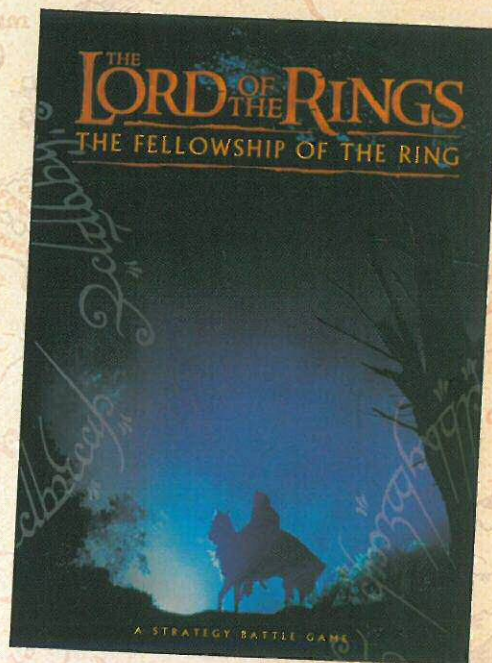
Painting the plastic models in the new game

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

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

The following pages show a stage by stage guide to painting each of the plastic models that come with the game.

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

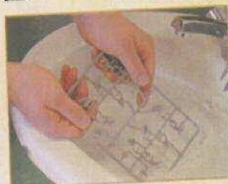


THE MINIATURES

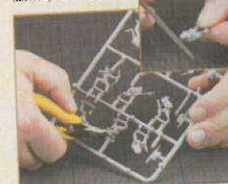
The Lord of the Rings painting miniatures are made from either rigid plastic or high quality pewter. The plastic models are an ideal starting point for a collection - they provide the player with a model of warship at relatively little cost. The metal models are hand-cast pieces available either in boxed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

ASSEMBLING PLASTIC MODELS

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



Pieces can be removed from the frames using modelling clippers or a suitable craft knife. If desired any attached parts can be gently pried away using a craft knife or filed smooth by hand if a file.



ASSEMBLING METAL

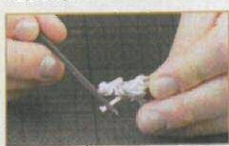
The Lord of the Rings miniatures (small and large models) come in kits. Generally speaking, most of the single-piece castings will fit the no-basing or make piece model.



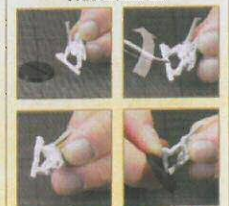
Even models supplied as a single-piece plastic base, and metal. These pieces will need to be fitted or, if preferred, an alternative approach.

All models have separate bases. Models have separate stands. All of the pieces are designed to fit together without glue. These plastic models are glued to the base using a suitable adhesive.

Remove any stray metal parts or casting marks from the model before assembling. You can use the model to allow an air escape - the holes in the base of the model that allow the air to escape when the model is removed from the mould. If not this can be removed with a modelling knife or clippers, and any remaining wax can be filed flat using a small modelling file.



MODELLING TIP



Investment metal models will naturally vary slightly and it is important for a model to be fitted to its base. This is not usually a problem as the models will be glued to the base. This is not usually a problem as the models will be glued to the base. This is not usually a problem as the models will be glued to the base.



If a model comes in two or more metal parts, some extra work is required. Test the pieces for fit before assembly and use a file to smooth out any rough edges or high points that prevent alignment. Don't worry if the fit is not perfect - hand cast parts vary slightly and it is a slight gap that will ensure fitting later. If satisfied with the fit assemble the pieces using glue.



GLUE
Liquid Polyurethane, PVA, Superglue.

FILLERS

Slight gaps and joints will tend to disperse paint, or can be filled with a dab of glue. Glue can be filled with some suitable modelling putty. The purpose - most often as a two-part epoxy - is to fill the gap. This is not usually a problem as the models will be glued to the base.

A good alternative for filling small plastic moulding gaps - even cast pieces - is to use a suitable modelling putty. This is not usually a problem as the models will be glued to the base.

The Miniatures

The Miniatures



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

APPLYING COLOUR

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

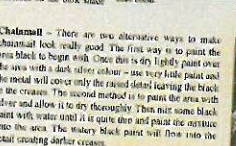
Others prefer to brace their right wrist against their left hand, holding the model up to their face rather than holding down to the table. Most people will naturally adopt a method that works for them - the important thing is to try and keep the model steady.

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

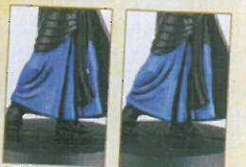
HINTS AND TECHNIQUES

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

Begin by painting the whole area with a dark shade of the desired colour. Then paint the raised shade over the area, avoiding the recesses so the dark shade is still visible. Finally apply a layer of a lighter shade to the highest points of detail.



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



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

MEN OF GONDOR



STAGE 1: PAINTING FLESH

After undercoating, there is no set method to painting a figure but many people like to start by painting the flesh, as it

gives the figure a degree of character. Put just a small quantity of Dwarf Flesh from your palette onto the tip of your brush. As you paint the face, try to avoid painting the mouth section, but if you do overlap onto any area you are not meant to be painting do not worry too much. You will be able to go over any such errors at a later stage.



STAGE 2

The trim of the tabard and the tree pattern at the centre of the tabard are painted with Codex Grey.



STAGE 3: PAINTING CHAINMAIL

To paint the chainmail sections of the model, you should use an old brush or one specifically designed for drybrushing, as the following

technique will quickly damage the bristles of a brush. Put a small quantity of Mithril Silver onto the tip of the brush. Now wipe most of the paint off onto a piece of paper towel or old rag. Flick the brush lightly up and down over the sections of chainmail. The paint will catch on the raised surface of the model whilst the recesses will remain black.

This technique is known as drybrushing. As you begin to paint more models you will find drybrushing a fast and effective method for painting the textured sections of a model, such as hair, wood or fur.



STAGE 4

The helmet, armbands, shin guards, and sword should be painted next. These are also painted with Mithril Silver. When painting the helmet leave a small outline

of Chaos Black showing where the flesh meets the helmet and where the sides of the helmet meet the headpiece. At this stage you should also paint the smaller detailed metal sections such as buckles and cloak brooches. Painting little pieces of detail can be a bit tricky. A steady hand is the key to this stage and make sure you only apply a small amount of paint to the tip of your brush. Too much paint on your brush will cause an excessive amount to flow onto the model, obscuring any detail.

STAGE 5: TOUCH UP

Once the Mithril Silver has dried, very carefully go over the areas where paint has overlapped onto places you didn't want it. Paint over these areas with Chaos Black. Try to be very precise and neat at this stage and take your time.



STAGE 6: GOLD TRIM

The front band of the helmet, the sword hilt and the scabbard should be painted with Shining Gold. It may seem strange to paint these with Mithril Silver first, but Shining Gold appears a little dull when painted directly onto the black undercoat. Now you are onto the final stages it is well worth

paying that little extra bit of time and attention to ensure that you don't make any mistakes.



STAGE 7

Using Bleached Bone, paint the cloth areas on the trim of the figure's robe and under its arm.



STAGE 8

The only sections remaining to paint on the figure are the hair and gloves, both of which are painted with Scorched Brown. Once this has dried you are ready

for the final stage of basing the model.



SHIELDS

Some people find it easier to paint the shields whilst they are still attached to the frame, although you should remember to paint

the plastic section where it joins the sprue after you clip it off.

Once the undercoat has dried you can paint the studs with Shining Gold. The rim and the tree are painted with Mithril Silver. After these colours are dry, any mistakes can be painted over with Chaos Black.



Turn over to find out how to base the model.



Serried ranks of Elven warriors.

HIGH ELF WARRIORS



STAGE 1

First, paint the Elf's skin with Dwarf Flesh. Try to avoid getting any paint on the helmet, but if you do don't worry as

you can always repaint the overlap with Chaos Black at a later stage.



STAGE 2

The next parts of the model to be painted are the robes and the inside of the cloak. These are painted with Regal Blue. Once this has dried, clean your brush and dip it into the Black

Ink pot. It may seem strange to use black rather than blue as the wash colour, but Regal Blue is a dark tone and even a dark blue wash would not really show. You do not want an excessive amount of ink on your brush.



If a drop appears at the tip, then you have applied too much ink and you should wipe off the excess. Now paint over the cloth sections that you want to give an ink wash to. The ink will run into

any recesses and the creases creating a shaded effect, making the cloth appear more realistic.



STAGE 3

Drybrush the chainmail on the arms of the model with Chainmail (see Stage 3 of the Men of Gondor).



STAGE 4

The rest of the model's armour, the helmet and the sword hilt are painted with Mithril Silver. These sections will be painted Shining Gold in the next stage but some metallic colours appear dull

when painted straight onto a black undercoat. By painting a basecoat of Mithril Silver first, you will enhance the metallic effect of the Shining Gold. Avoid painting the recesses of the armour; leave the black undercoat showing to separate the metal banding. When you come to paint the helmet, leave a thin outline of black undercoat showing where the helmet meets the flesh.

STAGE 5

Once the Mithril Silver has dried, paint over all the basecoated sections with Shining Gold. At this stage you should be careful not to overlap the Shining



Gold onto any sections that you have already painted. Once the Shining Gold has dried you can now paint over any sections of the model where you have

slipped, using Chaos Black. You could try giving the Shining Gold an armour wash of Chestnut Ink (see Stage 5 of Moria Goblins.)



STAGE 7

Paint the remaining cloth sections, the sash and outer side of the cloak with Codex Grey. Again at this stage you could apply a Black Ink wash on the cloth.



STAGE 8

Taking care not to overlap paint onto the hilt, paint the sword handle Dark Flesh. It doesn't matter too much if you paint over the gloves as these will be covered over in the next stage.



STAGE 9

Paint the gloves with Scorched Brown, which is a slightly darker shade than Dark Flesh.



STAGE 10

Finally, paint the sword with Mithril Silver.

Now you are ready to base the model.

MORIA GOBLINS



STAGE 1: MIXING A FLESH TONE

The Goblins have no set skin tone and, if you look at the

models and film stills of the Goblins featured throughout the manual, you will notice a wide variation of colours. For this particular model put a small amount of Scorched Brown onto a palette then take a roughly equal amount of Dwarf Flesh and mix the two together with an old brush. Paint this mix onto all of the flesh areas such as the legs, arms, toes, ears and face



STAGE 2

Next paint the spear staff with Scorched Brown.

STAGE 3

Now paint over the cloth areas with an undercoat of Skull White. These will be painted a different colour in the next stage, but some colours appear dull in



tone if painted straight onto a black undercoat. You should take some care at this stage to avoid overlapping

the white undercoat onto the skin sections you have already painted. Try to leave a very thin outline of the Chaos Black undercoat as a divider between the two colours. This will help prevent overlapping, and will also make the different colours stand out against each other.



STAGE 4

Once the undercoat has dried, all of the cloth sections of the model can now be painted with Blood Red.



Gondor) or you could try a technique known as an armour wash. To do this, paint the model's armour with Chainmail

as you would do any other section of the figure. Once this has dried, clean your brush and dip it into Black Ink. You do not want an excessive amount of ink on your brush. If a drop appears at the tip of your brush, then you have too much and should wipe off the excess.



Now paint over the metal sections that you want to give an armour wash to. The ink will run into any recesses

creating a shaded effect and make the armour appear worn and tarnished. Take care not to overlap the wash onto any sections you have already painted.

Now you are ready to begin basing your model.

BASING

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



minutes finishing the base.

Firstly cover over any gaps where the

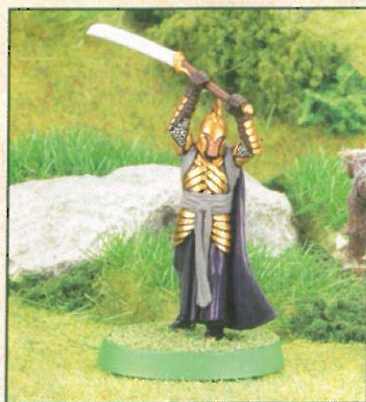
model slots into the base with some masking tape. Another easy alternative is to fill the gaps in with Blu-Tac.

Paint the whole base with Goblin Green, being careful to avoid painting the feet of the model. Once this has dried, water down a little bit of PVA glue.



Two parts glue to one part water is about the right consistency. Paint this onto the top of the base, wiping off any glue that comes into contact with the model using a wet brush.

Then simply dip the base into some green flock, shaking off any excess flock as you remove the model.



The finished Man of Gondor, High Elf & Moria Goblin.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING



SERIES ONE

Figures



Gandalf the Grey
Item # 9304 12.5"H



Orc Overseer
Item # 9302 9"H



Frodo Baggins
Item # 9301 9"H



Lurtz
Item # 9303 13"H

Busts



Pippin
Item # 9402 6.5"H



Aragorn
Item # 9404 8.5"H



Gandalf
Item # 9403 9"H



Frodo
Item # 9401 6.75"H



Orc Swordsman
Item # 9405 7"H



Orc Overseer
Item # 9406 6.5"H

Helms



Orc Hide Helm
Item # 9501 5"H



Orc Crowfaced Helm
Item # 9502 5"H



Orc Trapjaw Helm
Item # 9503 5.5"H



Orc Squinter Helm
Item # 9504 5"H

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SERIES TWO

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Moria Orc Swordsman
Item # 9308 9.5"H



Orc Pitmaster
Item # 9312 10.5"H



Orc Warrior
Item # 9307 9"H



Legolas Greenleaf
Item # 9306 12.5"H

Busts



Boromir,
Son of Denethor
Item # 9408 8.25"H



Uruk-hai Scout
Item # 9407 9"H



Lurtz
Uruk-hai Captain
Item # 9415 8.5"H



Samwise Gamgee
Item # 9412 6.75"H



Gimli, Son of Gloin
Item # 9409 7.5"H



Numenorean
Infantryman
Item # 9411 8.5"H

Helms



Numenorean
Infantryman
Item # 9508 5.5"H



High Elven
War Helm
Item # 9507 5.5"H



Orc Iron Cap
Item # 9513 5"H



Gimli's Helm
Item # 9506 5"H

There will be six different series of products released over an 8 month period. Look for the upcoming editions in the next issue of White Dwarf or visit our web site. Series One is scheduled to be available to the public in September.

BUILDING BALIN'S TOMB

Making a themed battlefield

Making themed scenery is not as difficult as it may sound. Here, four eager gamers show how they constructed a battle board for the 'Balin's Tomb' scenario.



From left: Brian Aderson, Mike Ball,
Rob Wood & Craig Bodycote

PLANNING

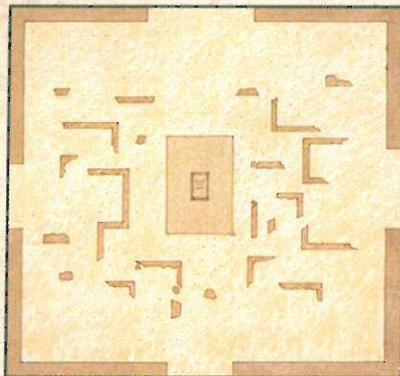
Making any type of scenery, let alone a themed battleboard, can be a daunting prospect for many gamers. However, we know from experience the only way to get better is practice! When we were asked to get involved in the Lord of the Rings project we jumped at the chance.

Most gamers are quite happy to improvise with various bits of scenery, but the Balin's Tomb scenario is set in a cavern deep in the heart of Moria and deserved a special piece of terrain. To construct this we would have to build a self contained board with a subterranean theme.

We gave ourselves three days to complete the task and, bearing this in mind, we knew that it should be more representational than a faithful copy of the tomb shown in the film because it would be for playing the scenario in the rules manual. It would have to be more functional than aesthetic, and had to be suited for the Lord of the Rings game to be to played on.

The first stage was to gather as much imagery about the game as possible. Luckily we managed to get our hands on a copy of the rules manual and we soon began to get an idea of what we needed to make a great board that would do justice to the game.

The board was to be 4' x 4' and would look very similar to the map shown in the scenario, although there would be some slight variations.



Balin's Tomb scenario map

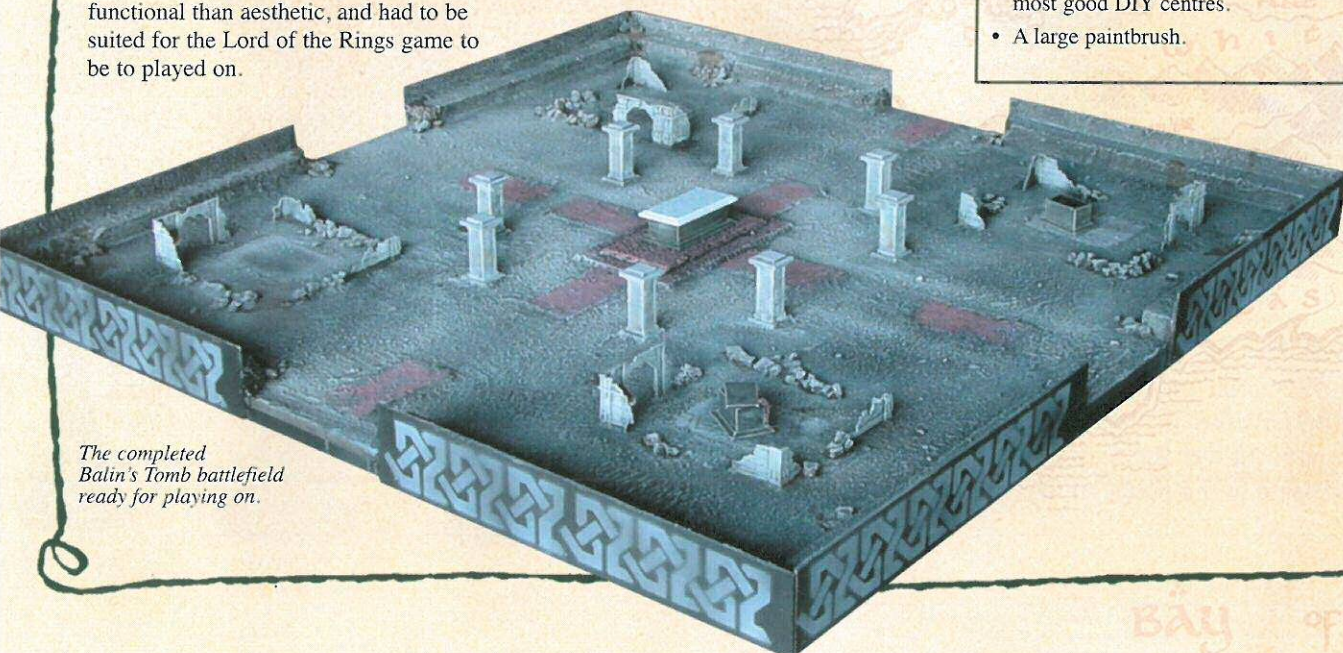
We decided to make our board look more symmetrical and that it would have emphasis around the actual tomb of Balin. Also, because the tomb is meant to be within the abandoned halls of Moria it needed to look ruinous.

MATERIALS USED

- 4' x 4' MDF board.
- Eight 20" x 4" pieces of balsa wood (the thin stuff).
- Four 1" x 1" thick wood batons, 48" in length.
- Two small business card holders.
- One large business card holder.
- One 12" x 12" polystyrene kitchen tile.
- Four 20" x 20" x 1" thick polystyrene tiles.
- Eight cake decoration pillars, approximately 6" high.
- PVA glue.
- Sand.
- Four ruined buildings from the Fellowship of the Ring boxed game.
- Eight plastic road sections (available from most good model shops).
- Citadel paints: Codex Grey, Fortress Grey, Shadow Grey, Ghostly Grey, Bestial Brown, Tentacle Pink.
- Chaos Black undercoat spray.
- We also took the pots of Codex Grey down to a paint shop and using the mixing machines matched it to a colour and bought a 1/2 ltr pot of that colour. These can be found at most good DIY centres.
- A large paintbrush.



Business card holder.



*The completed
Balin's Tomb battlefield
ready for playing on.*



In the gloom of Balin's tomb, the Fellowship are attacked by a horde of Moria Goblins.

The centre of the board would be a raised platform with the tomb on top. Surrounding this would be eight pillars, set in a circular formation. Plastic buildings from the game would be placed into four rooms to represent separate chambers. Inside these would be smaller tombs that had been desecrated. The outside of the board would be surrounded by a wall and a walkway which would make the tomb appear to be underground.

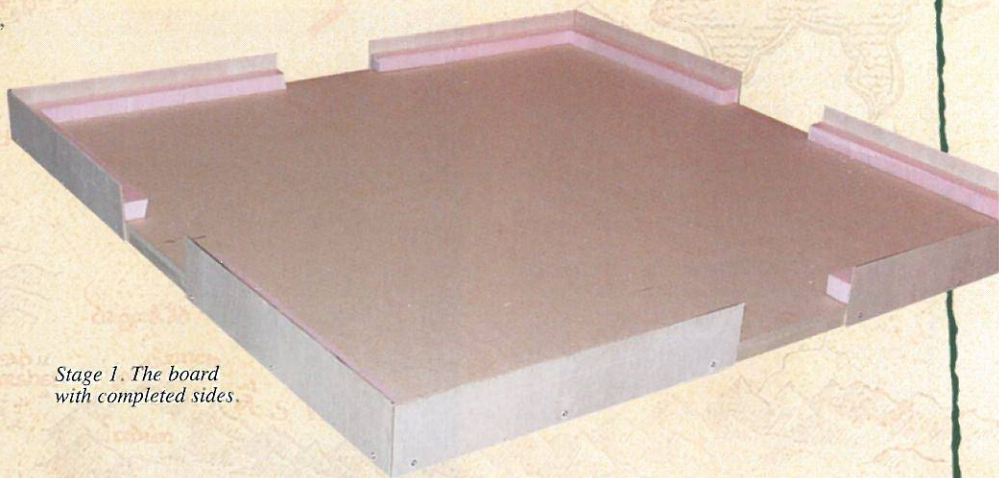
PUTTING IT TOGETHER

STAGE 1

We began by sawing two of the long strips of wood down to 46", then screwed each strip onto a board edge. This would help stabilise the wood and stop it from warping when we put the sand on later.

Next, we screwed two pieces of balsa wood to each side of each board edge, allowing for an exit as illustrated in the plan – the bottom of the balsa wood had to be in line with the frame we had just screwed underneath. This would be the outer wall and would help the board look like a chamber.

Cutting the large polystyrene tile pieces into long L-shapes, we placed each into a corner, gluing them into place on the board against the outer wall.



Stage 1. The board with completed sides.

STAGE 2

The next stage was to cut the kitchen tile down into two pieces. The first needed to be 10" x 6" and the second had to be 8" x 4". We used a hot wire cutter to do this (take care with these – they get very hot). After gluing the smaller piece onto the centre of the larger one, we waited for it to dry before gluing into place in the centre of the board and covering it with PVA glue to harden the polystyrene.

Taking the paved road sections, we cut square shaped chunks out of them. Then we glued a piece of road at the bottom of

each side of the platform so that they led towards each exit. Next, we glued a second piece between each exit and the first road pieces. This would make the road look old and unrepaired.

Next, we took the business card holders and sawed them in half widthways – this removed the height and squared them off. These would form the smaller tombs. We repeated the process with one of the large holders using the base of the second as the tomb lid.

Using polystyrene cement, we glued together all the ruined wall sections that



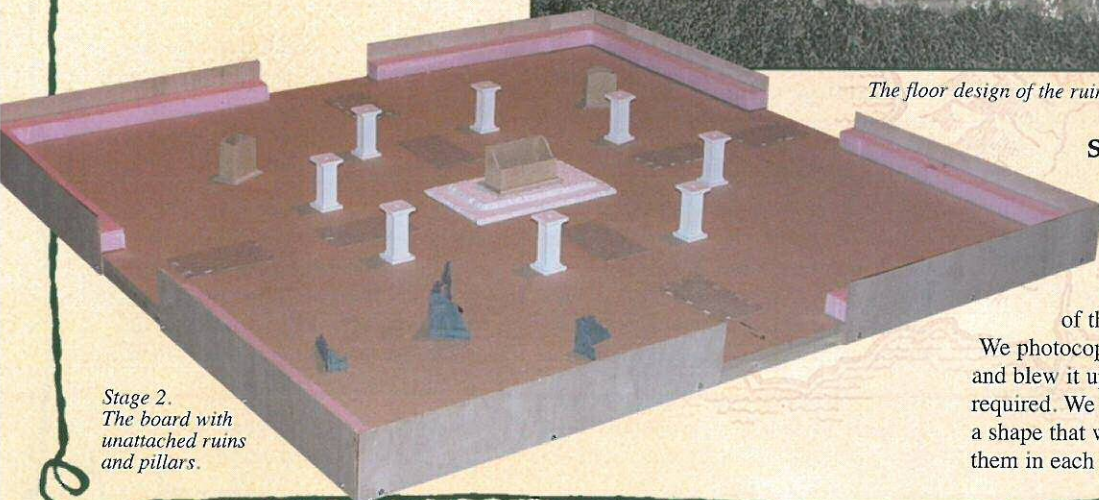
The Fellowship prepare for the Moria Goblin attack.

came with the game. Once they had set, we sprayed them and the cake decoration pillars with Chaos Black undercoat and allowed them to dry. We put the pieces in place to get a rough estimate of what the finished piece would look like, then started to paint these parts.

The ruined building sections were given successive drybrushes of Codex Grey, then Fortress Grey followed by a final drybrush highlight of Ghostly Grey. The wood was painted with Scorched Brown, then Bestial Brown followed by Vomit Brown.



The floor design of the ruined mini-chambers.



*Stage 2.
The board with
unattached ruins
and pillars.*

STAGE 3

Scenery-making guru Dave Andrews gave us the idea of using historical ornamental images for the flooring of the ruined mini-chambers.

We photocopied an image from a book and blew it up to the size that we required. We then cut out four images to a shape that was 5" x 4", and placed them in each quarter.

Once we had finished this, we drybrushed the cake pillars using the same technique and colours we had used for the ruined building sections earlier. We then glued all the painted scenery pieces into place. The board was beginning to take shape, but there was still a long way to go!

Next, we mixed PVA and sand to a thick consistency. Using large brushes we covered all of the board, except the raised platform and road sections. Then we added some remaining bits of polystyrene to the PVA and sand mixture to form larger pieces of rubble. This was then left overnight to dry.

Whilst this dried, we painted the tombs with a basecoat of Codex Grey mixed in with Vomit Brown. The top of Balin's tomb was painted with a base coat of Shadow Grey, then highlighted with Space Wolves Grey. Once this had dried we used Shadow Grey to draw a set of lines to create a marble effect. Using a smaller brush, we applied Space Wolves Grey on top of the first lines, which in turn were painted with Skull White and then completed with Tentacle Pink.

Returning the next day we started to apply the black paint that would cover the dried sand. With a little help from a hairdryer, the board had dried after about three hours.

Using a large brush we drybrushed on the emulsion paint, adding a little white

emulsion to the mix for a drybrush highlight and repeating the process until we had achieved the desired effect. Finally, we gave the large chunks of rock a wash with thinned down Brown Ink.

There you have it! A board that is pretty easy to make and looks good. All the

stuff can be bought from a local DIY store and any good hobby shop. The business card holders for the tombs and the patterned stencil for the edges were purchased from a craft shop. In the end we finished the battleboard in just two days – one day early!



Stage 3. The lads paint on the textured floor.

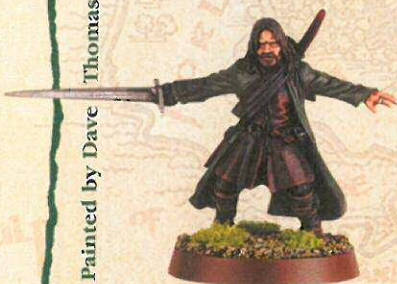


Surrounded on all sides by Goblins, the Fellowship fight their way to safety.

With the release of the new game we thought it only fitting to find out how the 'Eavy Metal team painted the new range of models. Space McQuirk asked Dave Thomas and Neil Green how they painted Aragorn and Boromir.

ARAGORN

Painted by Dave Thomas



PAINTING THE MODEL

After giving the model an undercoat of Chaos Black spray and painting over any recesses where the spray did not catch with thinned down Chaos Black paint, I started by painting Aragorn's coat. This was given a base coat of an equal parts mix of Goblin Green and Scorched Brown. I then added a small amount of Chaos Black and painted this mix into the recesses. Using the original base coat mix, I added a small amount



of Bleached Bone and used this for the highlights. Finally, I gave the whole coat a very light drybrush with Codex Grey to create a cracked leather appearance.



The underjacket was painted with a base coat of Dark Flesh. I highlighted the edges and raised creases with a small amount of Bleached Bone added to Dark Flesh. I then gave the whole coat a wash with Chestnut Ink.



For Aragorn's trousers, a small amount of Bleached Bone was added to Chaos Black and I painted this as a highlight straight over the black undercoat. The boots were painted using a base coat of Bubonic Brown mixed in equal parts with Bestial Brown. To highlight them I added Bleached Bone to the mix.



The sword was painted with a base coat of Boltgun Metal. I then gave it a thinned down Black Ink wash before highlighting it with Mithril Silver.

FINE DETAIL



I gave Aragorn's face a base coat of Scorched Brown mixed in equal parts with Dwarf Flesh. I then gradually built up the highlights using Dwarf Flesh followed by an equal parts Dwarf Flesh and Elf Flesh mix, painting these onto the prominent areas such as the nose, cheekbones and forehead. Lastly I gave these areas a final highlight of Elf Flesh on its own.

The stubble on either side of his beard was painted with a greatly watered down mix of Scorched Brown and Chaos Black. Because the mix is so thin, the flesh underneath will still show through, creating the stubble effect.

His hair and beard were painted with an equal parts mix of Chaos Black and Scorched Brown. I added small quantities of Bleached Bone to this mix for each successive highlight. Once I had finished the highlight stages I applied a final wash of Brown Ink.

His bow, backpack, belt and oilskin wrapping were all painted using the same technique and basic colours. I started with a base coat mix of Scorched Brown and Chaos Black mixed in equal quantities. For a variation of colour between different equipment I added a small quantity of Chaos Black to the base



coat mix before painting the oilskin wrapping, and slightly more Chaos Black for the backpack. Then I simply added small amounts of Bleached Bone to this mix for each successive highlight, building them up more for the oilskin and the tips of his bow.

PAINTING MASTERCLASS

Aragorn and Boromir

FINISHING TOUCHES

I glued sand onto the base with PVA and then, once dry, gave it a Brown Ink wash. Then I drybrushed this with a mix of Snakebite Leather and Fortress Grey. This was then flocked with static grass.

Many of the models that we have produced come in a variety of poses and costumes that the characters wear throughout the course of the film. One such variation is Aragorn at the attack at Weathertop. Most of the figure can be painted by following exactly the same techniques and colours, although this model brandishes a flaming torch in his hand.



The flames were given a base coat of Vermin Brown. I then began the highlighting process by painting Vomit Brown down the length of the flames, running from the base of the flame to the tip, blending it in with the Vermin Brown to create a smooth transition and lifting the brush away before it reached the tip. This technique was repeated using highlights of Sunburst Yellow. I then added Bleached Bone to the Sunburst Yellow in an equal quantity, finishing the effect with a final highlight of Bleached Bone on its own, followed by a thinned down wash of Yellow Ink.



BOROMIR

Painted by Neil Green



PAINTING THE MODEL

I gave the model an undercoat of Chaos Black then, once this dried, I started by painting the largest surface area, which in Boromir's case is his cloak. I painted straight over the black undercoat using it as a base colour and painting highlights of equal parts Bubonic Brown and Chaos Black on the creases of the coat. I then thinned down a Brown Ink wash with water and applied this to the whole coat. I used Scorched Brown mixed with a small amount of Bleached Bone and stippled this to recreate the effect of mud splashing onto the bottom of the coat. To stipple, I wiped off most of the paint from the bristles on a tissue, as you would when drybrushing. Then, instead of lightly brushing over the model, dab the bristles on the area where you want to create the effect. Finally, the trim of his coat was painted with an equal parts mix of Chaos Black and Bleached Bone.



For the under robe I started with a base coat of Red Gore. I then highlighted the edges and any raised creases by adding equal parts

Bronzed Flesh and Red Gore. I then gave the under robe a wash of equal parts Red and Black Ink. Finally I painted the trim of the sleeve with a pattern in Shining Gold.



I painted all of the metal sections on the model using the same technique. These included the

Chainmail, the sword and the brooches. I painted them with a base coat of Chainmail, then applied an equal parts mix of Black and Brown Ink wash before giving it a final highlight of Mithril Silver.



I applied a final wash of equal parts Black and Brown Inks.



Flesh to the mix and stippled it onto the shield.

To all the belts and straps on the figure I gave a base coat of Scorched Brown. I then highlighted these with a small amount of Bleached Bone mixed into Scorched Brown, before

The shield I painted with a base coat mix of equal parts Red Gore and Scorched Brown. For the highlights I added a small amount of Dark

FINE DETAIL



Boromir's face was painted with a base coat of Dwarf Flesh. I then mixed this with equal quantities of Elf Flesh and highlighted any prominent areas such as the nose, cheekbones and upper lip. Finally I gave the model a highlight of Elf Flesh on its own, before applying a very thinned down Brown Ink wash. Once this was dry I re-highlighted the face with Elf Flesh.



His hair I gave a base coat of Scorched Brown mixed with equal parts Chaos Black. I then painted highlights running the brush down the length of the hair using Scorched Brown and then followed with Bestial Brown. Lastly I added Dwarf Flesh to Bestial Brown to paint the tips of the strands of hair.

His gloves were painted with a base coat of Scorched Brown. I added a small



amount of Dark Flesh to this for the first highlights and then added a similar quantity of Bleached Bone for

the final highlight. Once this had dried, I gave the gloves a thinned down wash with Brown Ink.

FINISHING TOUCHES

I painted the horn with a base coat of Bleached Bone and gave it a highlight with Skull White. The mouth piece of the horn was painted with Chaos Black followed by Mithril Silver. The rim of



the horn I painted with a base coat of Tin Bitz, which I then highlighted with Shining Gold. After this I added a small amount of

Mithril Silver to the gold for a final highlight. Once dry I gave the metal a thinned down mix of equal parts Green and Brown Ink wash.



I glued some sand onto the base with PVA and then, once dry, gave

it a Brown Ink wash. I drybrushed this with a mix of Snakebite Leather and Fortress Grey. This was then flocked with static grass.

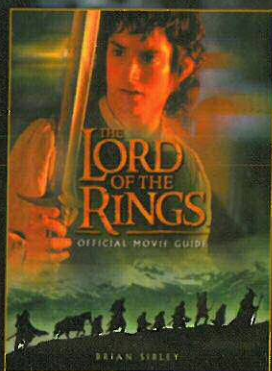
Finally I gave the model a coat of clear varnish before painting the horn with a couple of coats of gloss varnish.



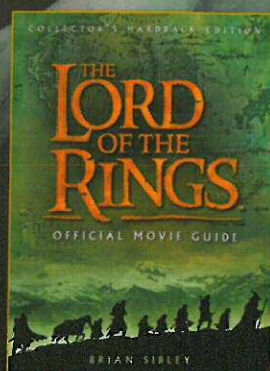
KNOWLEDGE IS POWER

Be among the first to see the photographs and read exclusive behind-the-scenes reports on the movie sensation of the year.

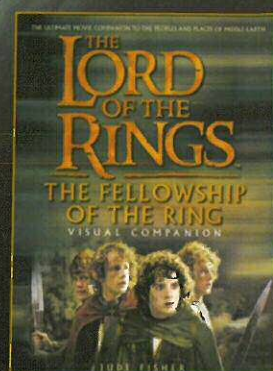
THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING



Official Movie Guide



Official Movie Guide (Collector's Edition)



Visual Companion

Fully authorised, the *Official Movie Guide* reveals all you could possibly want to know about the making of *The Fellowship of the Ring*, from the experiences of the cast and crew to the creation of over 1200 special effects.

The *Visual Companion* features images from the film, with all the characters from Dwarves to Orcs, from Wizards to Hobbits. It's not only a brilliant introduction to the film but provides a wealth of detail on the peoples and places of Middle-earth and is a ideal reference for the Games Workshop battle games.

This material is only available in the Official film tie-ins so make sure you stay fully up-to-date with the cinema event of the decade!



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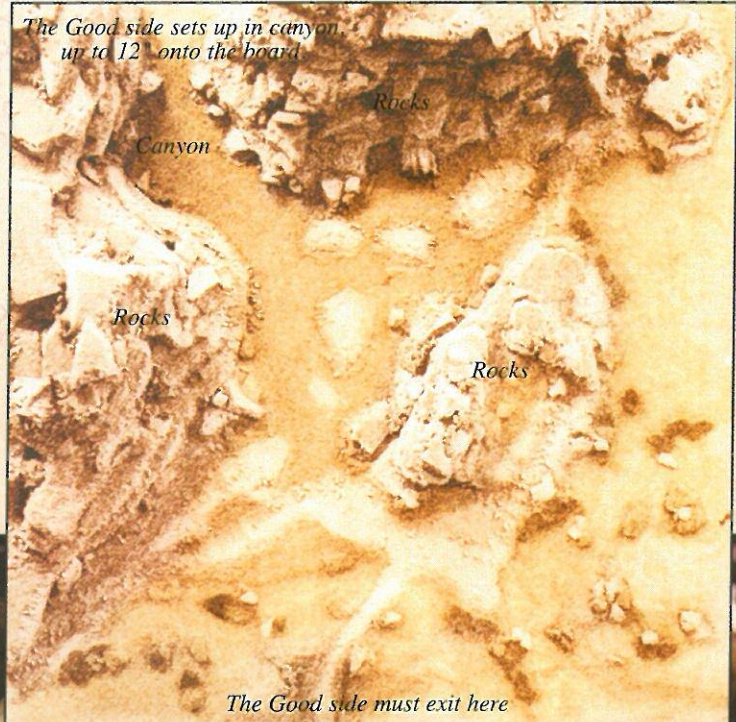
ORCS ATTACK!

A Lord of the Rings Battle Report

Any regular readers will know by now that they are in for a special treat. To whet your appetites we have designed a new scenario made specifically for this battle report. Who better to fight out the battle than Rick Priestley and Alessio Cavatore, the designers behind the game?

Those of you who have played any of Games Workshop's other products will be interested to learn that The Fellowship of the Rings strategy battle game is a total departure from any system we have ever created. But instead of confusing you with reams of new rules, we've decided for this battle report to give you a taste of the excitement that the game provides. So read on and enjoy the first of many reports we will be featuring set in the exciting world of Tolkien's Middle-earth.

► *The Battlefield used for this scenario.*



Lord Elrond and his Elven warriors.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

Editorial

This month Games Workshop releases 'The Fellowship of the Ring', our new strategy battle game based on the upcoming Lord of the Rings film trilogy from New Line Cinema. We've pulled out all the stops to do justice to this remarkable cinematic extravaganza, based on J.R.R. Tolkien's bestselling trilogy of books. From what we've been privileged to see so far, the film looks like outdoing all fantasy films that have come before. No Games Workshop fan should miss it!

The film has some incredible scenes and, as you'd expect from a movie directed by Peter Jackson, superb effects. Being able to see legendary characters like Gandalf, Aragorn, Frodo and the dread Ringwraiths on the silver screen is truly incredible.

This game is a departure from games like Warhammer and Warmaster. The Fellowship of the Ring is a skirmish battle game with around twenty or so models per side on average, but with scope for many more should you wish. The miniatures we have sculpted so far are amazing miniature depictions of the actors themselves! No Lord of the Rings fan will want to miss out on the game or the models!

The release of the game means a change of format for White Dwarf. As you'll have no doubt noticed by now, we've separated the Lord of the Rings material from the rest of the magazine and it's now in one easy to find place.

Watch this space for more details, but if you want even more hot news check out our website at www.games-workshop.com/lotr.

So make yourself comfortable and immerse yourself in Middle-earth. White Dwarf will have full coverage of the new game and miniatures as well as new rules, painting and modelling advice, plus interviews with the stars of the film...



Paul Sawyer

Paul

1. New Releases

All of this month's Lord of the Rings new releases.

6. In the Box

A detailed look at the contents of the new game.

8. Designer's Notes

Rick Priestley shares his thoughts on designing the new game system.

10. Painting Workshop

A beginner's guide to painting the Elves, Men of Gondor and Moria Goblins included in the boxed game.

16. Building Balin's Tomb

How four gamers went about creating a themed battlefield.

20. Painting Masterclass

How our 'Eavy Metal team painted Aragorn and Boromir.

Contents

23. Orcs Attack

A classic battle report between Good and Evil. Alessio Cavatore and Rick Priestley take command of the two respective sides.



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WHITE DWARF

263 NOVEMBER

SCENARIO – ORCS ATTACK!

DESCRIPTION

The last great alliance of Elves and Men gather to go unto war against the evil Sauron. Gil-galad and Elendil join their forces and call upon all their heroic warriors to join the fight for the freedom of Middle-earth. Gil-galad sends for his herald Elrond Half-Elven and provides an escort for Elrond to make sure he reaches the battle safely. The party must first pass through crags and ruinous land before they meet up with the rest of the army and it is here that they are discovered by Goblins who, under the command of cunning Orc leaders, set an ambush for the group.

PARTICIPANTS

On the Good side are Elrond, four Elves with shields & spears, three Elves with two-handed swords, three Elves with bows, three Men of Gondor with bows, three Men of Gondor with shields & spears and three Men of Gondor with shields and swords.

On the Evil side there are two Orc Captains – one with a shield and one with a bow, 15 Orcs – eight with hand weapons & shields, two with spears, three with two-handed weapons and two with bows – plus 25 Goblins – eight with hand weapons & shields, eight with spears and nine with bows.

POINTS MATCH

If you want to fight the same battle with different forces, choose an equal points value for each side of at least 300 points per side. No more than a third (33%) of the models on either side can be armed with bows. No mounted or flying models can take part in this scenario.

LAYOUT

The scenario is played on an area that is 12"/112cm square. A canyon leads out to a open field, this is where the Good side will emerge. The rock face of the canyon has a number of thin grassy ledges running along its length. Where the rock face of the canyon is taller than the models, it is assumed to be impassable terrain, otherwise it may be climbed. All the rocks and boulders that litter the field are counted as obstacles.

STARTING POSITIONS

The Good side starts off in a group in the small canyon, no more than 12" from the edge of the table. The Evil side can deploy anywhere that is more than 12" away from all the Good models.

OBJECTIVES

The Good side must attempt to reach the opposite side of the board and leave the table with as many models as possible. The Evil side must try to slay as many of their enemies as possible before they can escape.

The Good side wins if more Good models escape from the ambush than are killed. If you are playing with the actual participants listed, one of the escapees must include Elrond.

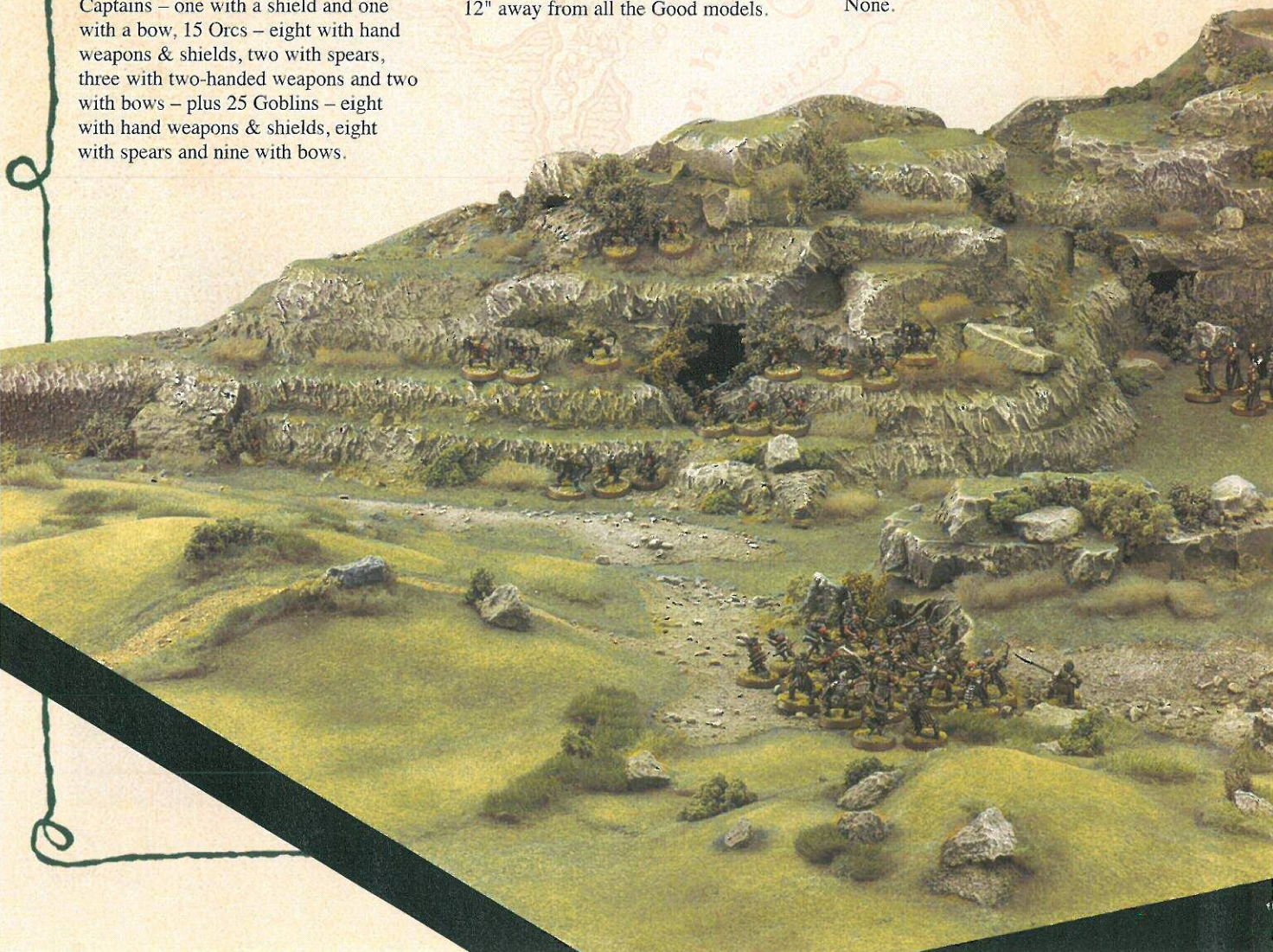
The Evil side wins if more models are killed than escape. If you are playing with the actual participants listed, then the Evil side wins immediately if Elrond is killed.

In the event of equal numbers escaping and being slain, the result is a draw.

The game is played until one side or the other has either escaped with sufficient models or slain sufficient models to meet its objective.

SPECIAL RULES

None.



THE GOOD SIDE



Alessio Cavatore

Alessio: I set up my force as if they were marching to reach the site of the battle, two abreast and with Elrond at the front.

After seeing Rick's deployment I noticed a gap on my left flank and a plan started to form in my mind.

The obvious thing to do would have been to try to smash my way through the centre of the Goblins' line, but that tactic also had a few risks that I did not like. I would probably have to fight the entire enemy force at the same time, (outnumbering me two to one!) and anyway that would hardly lead to an interesting game. It would have been just a frontal assault.

I made up my mind and decided that I would try to move around the crag on my left with Elrond and my close combat troops, while my archers fought a rearguard action, creating a diversion. If the plan worked, Rick would have to divide his force and hopefully I'd have to fight only a part of his force at a time, so that his numerical superiority wouldn't count too much.

THE EVIL SIDE



Rick Priestley

Rick: The terrain was set-up perfectly for an ambush with plenty of concealing cover and limited options for Elrond and his band. Furthermore, because Moria

Goblins are able to jump and climb without making the usual Jump or Climb tests, I would be able to use the heights far more effectively than my enemy. On top of that I had plenty of troops. Admittedly, these included a fair amount of Moria Goblins of dubious fighting value. Still, they do say that everything counts in large amounts! So long as I could bring my numbers to bear I was confident that the sheer quantity of dice would count in my favour.

Once Alessio had set up his column I divided my force into two main parts. Most of the Moria Goblins, including the bulk of my bow-armed warriors, took their place on the highlands to my left as if swarming from the cave mouth. It all looked quite convincing, though I do say so myself! The archers squatted patiently amongst the rocks, with a single Goblin just able to position himself for a sneak shot at Elrond at the head of his band. I only just managed to stifle an evil cackle.

The rest of the Goblins and Orcs were positioned behind the central rocky outcrop. As such they were hidden from view but ready to pounce upon the hapless Elves and Men. Two unlucky Orc archers were selected for special duties in the right hand valley – hidden

amongst the rocks they would take pot shots at the band and hopefully distract a few away from the main force. It only remained for me to grimace maliciously and the game was ready to begin.

The plan was simple enough. To win, all I had to do was kill 11 enemy warriors or Elrond. Killing the Elf Lord would be tough, but I thought it worth attempting a few lucky shots in the early part of the game. Anything to reduce Elrond's huge store of Might or Fate would give me a chance to take him out in combat later. The Moria Goblin archers would cover the main valley, picking off the softer targets from their positions high amongst the rocks. The remaining Moria Goblins would pour into the valley from left and right forming a solid blocking force. The better protected swordsmen would go in front to absorb arrow shots and the spearmen would go behind to support them in combat. The Orcs would stay back forming a second line at the back of the valley, but ready to move to my right should Alessio decide to take the indirect route round the outcrop. The two lone Orc archers in the right hand valley would just try for lucky shots. If they enticed a few troops out of Alessio's main formation and helped to divide his force, so much the better.



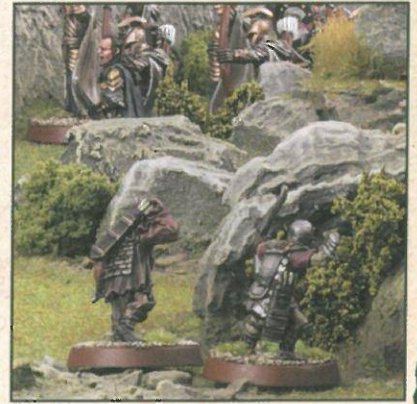
Elrond's guard had been marching for days and the fatigue was beginning to show, but now was not the time to let their guard lapse. They were finally close to their destination. Over the course of the journey the leader of his bodyguard had spoken freely to Elrond of the forces that had gathered over the past weeks. So numerous were the Men and Elves who had allied together to do battle against Sauron that an army of its like had not been seen for many ages.

Their journey had been swift but now they were in a dangerous region. This was the land of the enemy and the group walked in silence, alert to the threats that surrounded them. Their need for caution was great, the mountain pass through which they now marched was perfectly suited to Goblins and all amongst the party had the uneasy feeling that hidden eyes watched every

step of their progress. Elrond had expected an attack as they had marched through the steep pass, but there had been none. It was not like the Goblins to miss out on such an opportunity.

As the party reached the end of the pass, the land became barren and open. It was a stark contrast to the rolling green hills they had travelled through up until now, but once they marched on these plains, they would be able to spy any enemy warbands and avoid detection. Soon they would join with the rest of the army and together the alliance of Men and Elves would bring down the Dark Lord.

Elrond had felt the group's high spirits slowly fade as they left the fertile lands of Rivendell and marched to the dark lands of the south. A sudden guttural cry from the mountainside to Elrond's right snapped the Elf lord back to his senses.



Orc archers single out Elrond.

Turning to see where the cry had come from, a barbed arrow struck his chestplate, but fortunately the heavy armour served its purpose, deflecting the missile. Atop a ridge on the steep mountainside a lone Goblin pulled back his bowstring in preparation for a second shot. It must have been the signal to attack, as moments later the valley suddenly echoed with the savage cries of Goblins and the deeper grunting of Orcs. From behind a rocky promontory before them the servants of Sauron poured forth.

In the game, the Good guys always get to go first unless the scenario dictates otherwise. Ambush is one of those few scenarios where the Evil player goes first. At the beginning of each turn the players must roll to determine who gains priority. Both players roll a dice, and the side that scores the highest gets priority for that turn. If the dice rolls are equal, priority automatically changes from one side to the other.



Elrond and his escort emerge from the canyon, wary of a surprise attack.

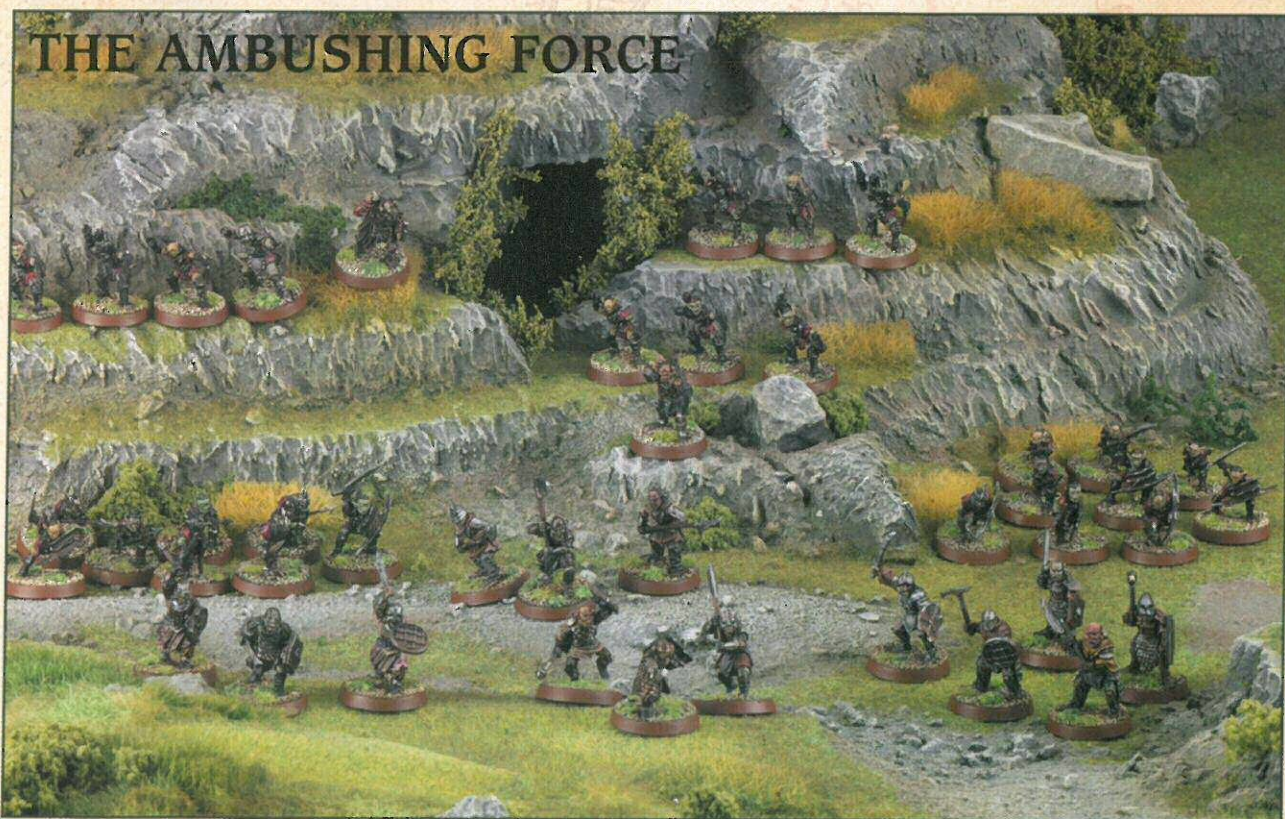


A horde of Orcs swarms out from behind cover, in a sweeping charge towards the Elves.

ELROND'S GUARD



THE AMBUSHING FORCE





The ambush is sprung, and as Goblin archers pour out from the caves, the Orc warriors charge forward.

Elrond quickly ordered his guard to form into two groups. He signalled for those armed with hand weapons to follow him whilst the bowmen were to form a rearguard. Men and Elves quickly joined forces with the speed expected of such disciplined soldiers. One of the bowmen took careful aim at the lone sniper. With a dull twang he released his bowstring and found his aim to be true as the arrow slammed into the Goblin's leg. The foul creature let out a devilish cry and slipped from the cliff, tumbling down the jagged rock face to his doom.

Even as the Men cheered the creature's demise, more Goblins wielding their crude bows poured out from a cave entrance. They released a hail of arrows down on the archers, but Goblins are not known for their mastery of the bow. True to form, all sailed harmlessly over the archers' heads. In response to the new threat, the Elves carefully aimed their bows at their hated foe. Unlike the Goblins' weapons, the Elven bows were finely crafted and all Elves learn their art from an early age. Unfortunately for the Elves a large rock jutting out from the cliff side obscured the foul beasts,

and their arrows clattered against its hard granite surface.

Spotting the path ahead totally blocked by the teeming masses of Orcs and Goblins who now surged towards his force, Elrond searched for another route of escape. A movement to his left caught his attention, as two Orcs jumped from behind the cover of a rock. Releasing their arrows in his direction, Elrond again raised his shield, but fortunately Orcs were little better with bows than their hideous Goblin kindred and both missiles whistled harmlessly



Elves and Men of Gondor form up into a defensive formation.



close combat, swinging his long Elven blade above his head. Bringing it down in a powerful arc he sliced the vile heads off their shoulders and the dead Orcs slumped to the floor. Backing around the promontory the Elves maintained a tight defensive line. Spearmen ranked up behind the swordsmen in preparation to meet the charge of the ambushers. The enemy cautiously advanced, hissing menacingly at the line of warriors. Even though they outnumbered the Elves and Men by two to one, no Orc had yet summoned up the courage to charge in. Bolstered by sheer numbers it would be only a matter of time before the lust for bloodshed overcame their fear.

Eager to get a shot in, the Goblin archers on the cliffside jumped onto the rocky crag and again released a cloud of arrows down upon the enemy archers. Now the Elves could draw a clear line of sight and their superior marksmanship showed through as both of the exposed Goblins joined their comrade at the foot of the canyon.

All warriors have what is known as a Shoot value on their characteristic profile. This number is the dice roll needed to hit a model that is in range. As Goblins only have a Shooting value of 5+ compared to the Elves 3+, Rick found it very frustrating to see his shots fall wide of the mark. Alessio, on the other hand, was having to shoot though cover to hit any Goblins. Any obstacle obscuring a shot means the player must roll a 1, 2 or 3 on a dice to hit the target.

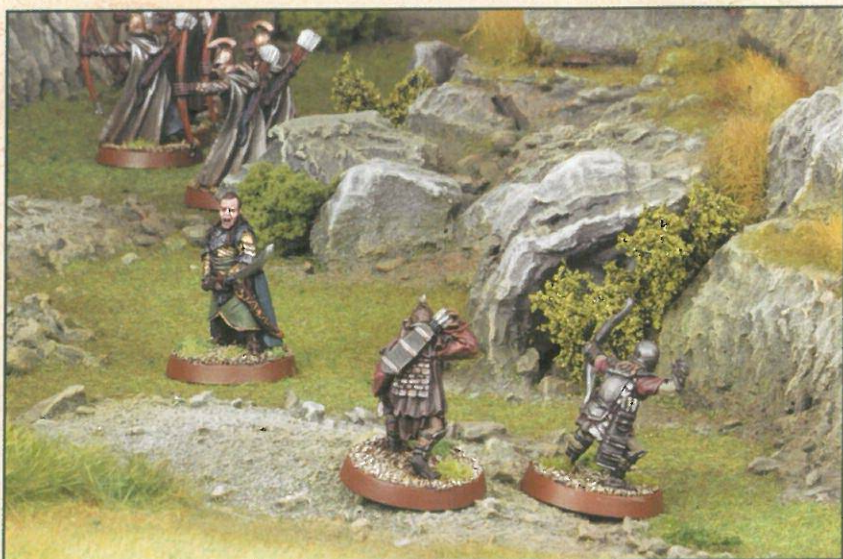
over his head. Elrond smiled, he had spied a flaw in the Orc ambush, the foolish beasts had left their left flank open and a plan quickly formed in the Elf's sharp mind.

Both players must finish a phase before moving on to the next. This effectively means that both players take turns to move, then both shoot and then both fight. The player with priority must complete his actions first.

stony outcrop as the Goblins ducked behind its cover.

Elrond closed in on the two Orc archers and in their panic their trembling fingers were unable to even notch arrows to their strings. They threw their bows to the floor, and reached for their swords. Before they even had chance to unsheathe their weapons the noble warrior ran into

Yelling a challenge in his native tongue, Elrond charged the two Orcs, motioning for his warriors to follow him. Knowing their sole task was to protect the Elf lord, the bowmen quickly formed a rearguard. To do so was to face almost certain death but their devotion to duty was unquestioned and they prepared to face the horde. A second volley of arrows fell into the archers' line but again the Goblins were wildly inaccurate with their fire and the few that found their mark bounced harmlessly off the Elves' finely wrought armour. They could do little in response but watch their arrows smash into the



Spying a weakness in the left flank, Elrond charges the Orc archers, calling for his men to follow.



The defensive line backs away from the onrushing Goblins.

In the centre of the Orc and Goblin horde the Orc captain watched keenly as the Elves slowly backed away from his force. He could sense that his Orcs longed to charge into the Elves and would do so at his command. The desire for murder coursed strongly through his veins but he had not risen to his rank through giving in to his instinctive desires.

He could see that the Elves seemed to be backing away from any fight and shouted in his crude language at some of his warriors. Responding to his harsh command four of his Orcs sprinted

round the back of the outcrop to cut off the Elven route of escape. There would be no reprieve for these cowards and he would enjoy listening to their dying screams.

Still wary of the Elves' tight defensive formation, the Goblins shuffled closer. It was clear that they were gaining in courage as each of them smashed their weapons against their shields whilst chanting in their harsh tongue.

Their brief hesitation was all the chance the defenders had needed. As one they broke formation following Elrond around the unguarded side of the outcrop.

Players are allowed to measure distances at any time during the game. Alessio was therefore able to move his Elves out of the charge range of the Orcs and Goblins. As Elves have a higher Movement value, Rick was unwilling to commit his warriors to a pursuit and so held back the advance. Fortunately, his gamble paid off and Alessio won priority, meaning that he would have to move first allowing Rick to react to Alessio's actions.



Four Orcs separate off from the main horde to block off Elrond's escape.

Unfortunately for the rearguard, the Orcs had realised the plan and two Gondor archers found themselves separated from the rest of the bodyguard. Thirsty for blood and easily outnumbering their foe the Goblins closed in. The bowmen could do little but retreat back down the pass, as the Goblins leapt from the rocks eager to cut them down. The two warriors exchanged an understanding glance. They would sell their lives dearly so that their comrades could escape.

Although the fate of the rearguard was now all but sealed, Elrond's tactic seemed to be working and the forces of Mordor were now divided. Sprinting at the fore of his bodyguard, Elrond attempted to outrun the Orcs who now had chased around the far side of the outcrop to intercept them.

The Elven bowmen, having safely protected their comrades' escape, knew they must slow down the pursuit of the bloodthirsty Goblins. As they backed away from the horde, they lured the Goblins away from Elrond's group. Any time that they could buy for their lord would prove invaluable to his escape.

Seeing that his force would not be able to outrun the Orcs, Elrond brought his formation to the foot of a small hill. Once again the Elves and Men formed into a defensive line. The bright tips of spears protruded over the helmets of the warriors at the fore of the shield wall. Man and Elf stood in readiness to meet the onslaught of the savage Orc warriors.

The two Men who had been forced back into the canyon drew their blades ready to meet the Goblins. As the beasts threw themselves into combat, one of the warriors managed to dispatch a single foe before the small creatures mobbed them, cruel daggers and blades repeatedly stabbing at the brave warriors. On the other side of the pass a second group of Goblins laughed wickedly at the screams of the dying Men. Eager to spill blood themselves they charged at the Elven archers. With the courage of their ancient forefathers the Elves drew their swords. Both knew that a similar fate to that of the Men awaited them, but they had little choice and these Goblins would feel the bite of their blades. As the first Goblin leapt wildly through the air toward the Elves, a timely blow cut it down in mid flight. Having witnessed the martial prowess of the tall ones, the Goblins momentarily backed off.

Once again the Elves retreated away from Elrond's group drawing the enemy further from them. Cold rock pressed against their backs as a cliff face barred any further retreat and the two warriors stood ready to meet their destiny.

The Fight phase is where all close combat takes place. Players roll a dice for each model they have in base-to-base contact with the enemy. The highest dice wins. In the case of a draw, the warrior with the highest Fight value wins. The loser is then moved 1" away from the winner, who gets to roll on a separate Wound chart to see if his weapon inflicts any damage.



Elrond leads his bodyguard around the unguarded left flank.



Elf archers form a rearguard, unleashing a hail of arrows to slow down the enemy's pursuit.



Goblins slaughter the Men of Gondor archers in a bloody assault.



With their route of escape now blocked by the Orcs, the Elves reform and prepare for bitter hand-to-hand fighting.

Having now prevented Elrond's escape and regrouped, the Orcs, thirsty for blood, leapt over the rocks on the hill and ran towards the Elves. The Elven line closed around the flanks of the Orcs. Elrond jumped into the fray swinging his blade at any foe who dared to stand before him. A great battle was set to take place on the hillock.

The Orc captain brought back his weapon in a mighty arc smashing it down with ferocity onto the Man before

him. Even though the warrior blocked the blow with his shield, such was the power behind the attack that it broke through his defence killing him instantly.

Elrond now had the fire of his ancestors flowing through his veins and would teach these Orcs how a true warrior fought. Easily dispatching the first Orc with a quick slice to its midriff, he brought his blade around in a backhand arc and prepared to kill the next. He

thrust his sword through the chest of one warrior, driving it straight home into the guts of another Orc behind.

Characters in the game have a number of Might points on their profile which they may use during the course of the game. A Might point adds +1 to a dice roll when the Hero performs an action. Might points can also be used to perform Heroic actions. In this case Alessio declared a heroic action using one Might point. He then got to fight first. After failing to wound with all three attacks, Elrond used the second of his three Might points to alter a single dice roll and kill the first Orc. Because he had killed all of his opponents in base contact whilst performing a Heroic action he was then able to launch himself into a second combat with two Orcs and with his successful attacks used his last remaining Might point to kill a further two enemy models in the true manner of an Elven hero.



The Orc champion leaps over the rocks and charges into the Men of Gondor.

More Orcs now joined the combat but the Elves, inspired by the heroic bravery of their lord, drove their spears home at the servants of Sauron. But the Elves



Battle is joined at the foot of the hillock.

were finding themselves pushed back by the attack and the sheer number of blows took its toll on another of the ancient warriors.

Having sprinted across the battlefield, the Goblin archers, led by an Orc captain, reached Elrond as he pulled his sword from the dead Orcs. Surrounding him they prepared to see how well he could fight against eight times his number.

In any close combat where a defending model is surrounded or is unable to retreat 1" should he be beaten, the attacker gets to roll twice the normal amount of Attack dice.

Seeing the Elf lord in grave peril, two of his bodyguard broke from the mass mêlée screaming an Elven war cry as they charged in.

With hatred burning in his eyes, the Orc captain brought down his weapon against the Elf lord. The blow was accurate and powerful enough to cleave through even the toughest armour, but Elrond dodged the strike at the last second.

Characters also have Fate points on their profile. These may be used to recover any single wound lost on a roll of a 4, 5 or 6. In this case the Orc successfully attacked and wounded Elrond but Alessio expended Fate to nullify any damage.



The Elf archers are finally caught and killed.

A veteran of many battles, Elrond concentrated on defending against the flurry of attacks. As he dodged and weaved in the furious dance of battle, the few Goblin spears that managed to break through his deft parrying glanced harmlessly off his armour. Relieved to see the Elf lord still standing, his bodyguard swiftly dispatched two of the kindred of Mordor. Now the circle that had surrounded the Elf lord broke as the Goblins turned to meet the new threat. With Elrond busy fending off the blows of the Goblins, the Orc attack increased in its intensity. They could sense that the

warriors were weakening and the realisation drove them into a bloody frenzy. On the right flank the Goblins, having dispatched the Elven bowmen, now rushed into combat. With the sight of fresh reinforcements the Orcs screamed wicked battle howls. Victory was in their grasp and they knew it. Standing back to back, Men and Elves fought off the attacks. They were brave and experienced warriors and knew that to fall to despair would mean certain death. The Orcs could not break the spirit of the warriors and one more fell with blood spewing from his gaping



Elrond is surrounded, but his loyal guard rush to his aid.



Elrond is forced to cut his way to safety and abandon most of his bodyguard.

wounds. Another bellowed a guttural challenge at an Elf. It proved to be his last words as the Elf thrust his sword through the creature's guard and his cry of war turned into the sound of death overcoming him.

As the Goblins reached the combat desperation began to set in. One of the Men panicked; turning to break from the fight he found himself surrounded and an Orc blade cut deep into his unguarded back.



The victorious Goblins flee back to the comfort of their dark caves.

At this point Rick had killed over half of Alessio's warriors, thereby winning the game. However, they were having so much fun that they decided to continue play, to see if Elrond could escape the ambush.

Elrond cast a quick glance at the combat and could see that the Elves were massively outnumbered. All hope of escaping with his guard now appeared lost. Thrusting his sword forward he drove it deep into the stomach of the Orc captain. With the death of their leader the Goblins turned and fled, heading back to the caves. Heart heavy with sorrow for those who had fallen to save his life, Elrond quickly slipped away, unnoticed by the Orcs. He and a handful of warriors had escaped the ambush, but at what cost?



Moria Goblins – vile and pitiless creatures.

THE GOOD SIDE



Alessio Cavatore

Alessio: A defeat, but what a splendid game it was!

The game itself was extremely tactical and the outcome was very close. If only I had killed a couple more

bad guys before they took me down to half strength and won the game! If they had reached half strength before me, that would have probably ensured my victory. In the Lord of the Rings game, when a force is reduced to half its initial numbers, models have to take Courage tests in order to continue fighting, and the forces of Evil are very, very cowardly. I'm sure that if I had managed to kill a few more models, Rick's force would have disappeared like snow in the sun, especially if I had dispatched its captains (who are vital to keep the other warriors together with their superior Courage). But alas, it was not to be!

I think my plan almost worked and the heroic sacrifice of the archers allowed the main force to fight only with the Orcs (only!). It was there, in that decisive combat, that I made the mistake that probably cost me the game: I positioned Elrond too far down the line

of my warriors. That allowed Rick to keep my Hero away from the thick of the fight, where his captain was free to wreak havoc among my warriors. A better use of my leader would have certainly been to stick him right in the middle, to receive most of the enemies' attacks on his impenetrable Defence 7. Live and learn...

This game has been interesting, but my favourite moments were the many occasions when it felt like watching a great fantasy film. The battle was amazingly full of cinematic episodes that made me go "Cool!"

From the very beginning, I loved the scene when the lone Goblin lookout shot Elrond and was in return porcupined by the archers. And how cool was it when Elrond alone charged and summarily dispatched the two Orcs that were falling back while shooting him on the left flank!

The moment that I most enjoyed, however, was when my warriors formed a line at the foot of the hill and prepared to sell their lives dearly. Men and Elves together presented a solid wall of shield and spears in front of the oncoming Orcs.

It was great when the Orcs smashed into my defensive line, even jumping across the rocks littering the hill in order to fall on my warriors. For a moment the line seemed to hold and the brutes just impaled themselves on my warriors' spears, but then the Orc captain charged in and my line faltered under his mighty onslaught (those Might points are really useful!).

When the game finished with the Evil side's victory, we carried on playing because we wanted to see what would have been the final outcome. Well, the Orcs killed a few more of my warriors, but finally were brought down to below half strength and, as predicted, most of them started to flee. We agreed that at that point, with one of their captains dead and the other fleeing, the cowardly Orcs would have scattered. Elrond and what little was left of his force (two Elves and one Man) would then have made their way to the combined armies of Gil-galad and Elendil for the imminent battle against the might of Sauron.

How cool was that!

THE EVIL SIDE



Rick Priestley

Rick: What a merry dance those Elves led me! I'd pretty much decided that Alessio was going to go for the straight-forward punch-up in the main valley when he

switched sides and left my Goblins chasing his rear guard. Fortunately the Orcs were just quick enough to move all the way back and block him – still it was a close run thing. The Goblins finally cornered Alessio's archers and swamped them. This yielded five relatively easy kills, bringing me almost half way to a victory target of eleven. It's very difficult to win combats when you're faced with three or four enemy at once. In those situations the poor fighting qualities of the Goblins don't matter so much.

With a little good fortune I had the priority just right for a couple of vital turns, forcing Elrond and his band into a defensive formation. That allowed me to

bring the Orcs up in a block and attack all at once. After that it was just a question of throwing everything that could be mustered at the enemy. Though numerous, my forces were not infinite, and if reduced to half their original number a Courage test would be required to move. With a Courage value of only 2 that practically amounts to defeat as there would be no way to co-ordinate an attack with some models passing their test and others failing and running away. As it was, I managed to hit my objective (11 enemy dead) before my force dropped below the dreaded 50% barrier, but it was looking a bit scary at one point.

My two Heroes acquitted themselves quite well considering. With 2 Might and a single Fate point to back up their 2 Wounds and 2 Attacks these were not mighty warriors in the fashion of Elrond. That said, the extra attack makes all the difference when fighting ordinary troops. I was quite pleased that Elrond found himself drawn away from the main

combat as that enabled me to surround him with Goblins and keep him pinned down. There was no way the Goblins were going to kill him but they could stop him winning combats because the Goblins were rolling four or five dice against his three with a -1 modifier for his two-handed sword.

In retrospect I'd probably have been better off placing a small force in the right hand valley and retreating it back – just three or four Orcs plus the two Orc archers would have been enough to make the route untenable. The open flank was just too tempting for Alessio compared to my well prepared and thoroughly unwelcoming valley of death. Another five Orcs kept right back as a reserve, would have been enough to cover both sides, leaving the rest to push forward more or less as happened in this game. It's definitely a teaser for the Good guys – a fast punch-through looks like a tempting option but could easily turn into a blood bath if the Priority rolls go against you.

Next Month: FORCES OF DARKNESS

Next issue's Lord of the Rings pages will cover the Forces of Darkness.

We'll be bringing you Lurtz, captain of the Uruk-Hai, as well as the awesome Cave Troll and the Orcs of Mordor.

Also next month, we release the 'Escape from Orthanc' boxed set, so we have a painting masterclass on Saruman along with his fell creation, Lurtz.

The massive Cave Troll gets the masterclass treatment, too.

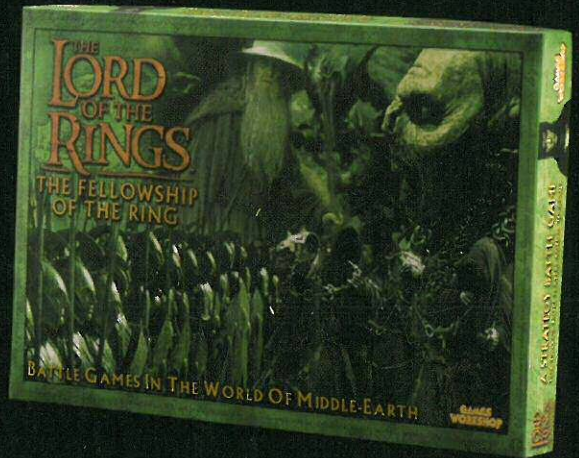
We also have an exclusive interview with Richard Taylor, one of the directors of Weta Workshop Ltd. Weta was responsible for all the on-set special effects, armour, weapons, etc in the movie.

Don't miss it!



"Whom do you serve, scum?" – Saruman to Lurtz.

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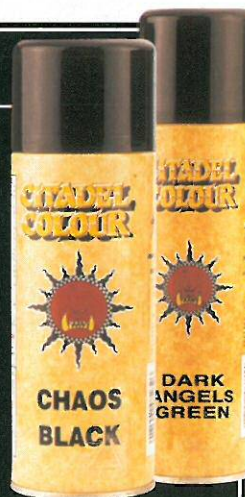
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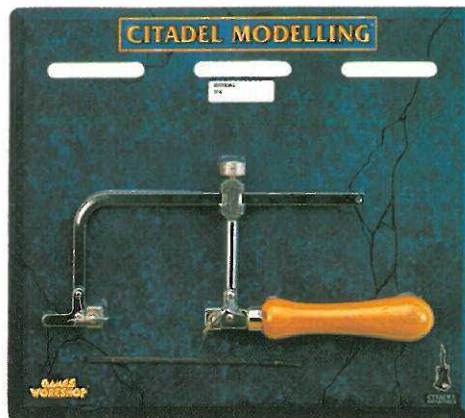
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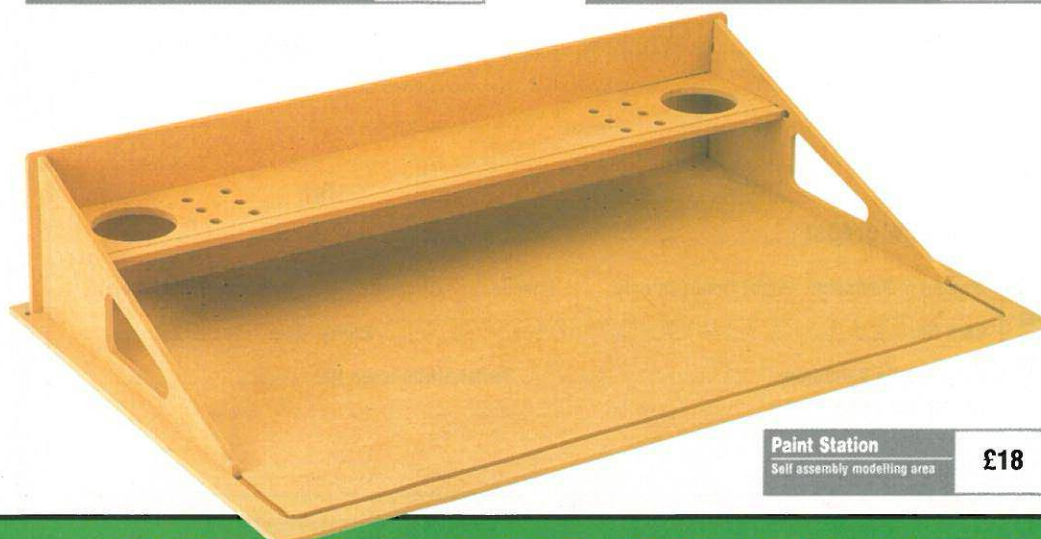
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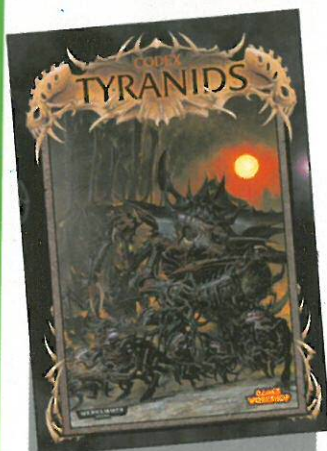


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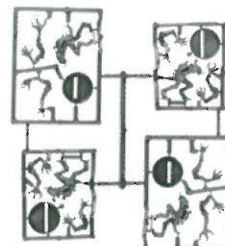
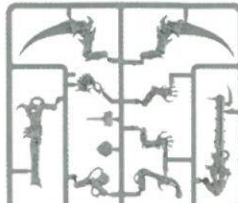
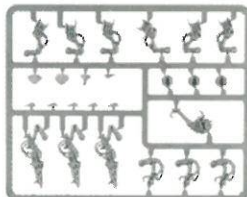
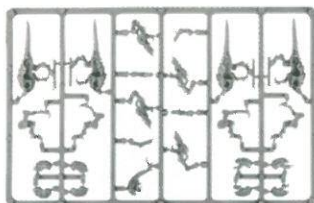
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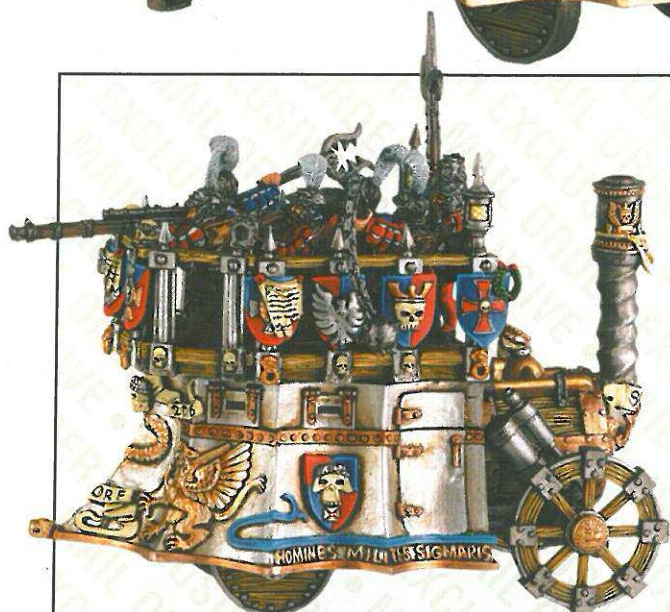


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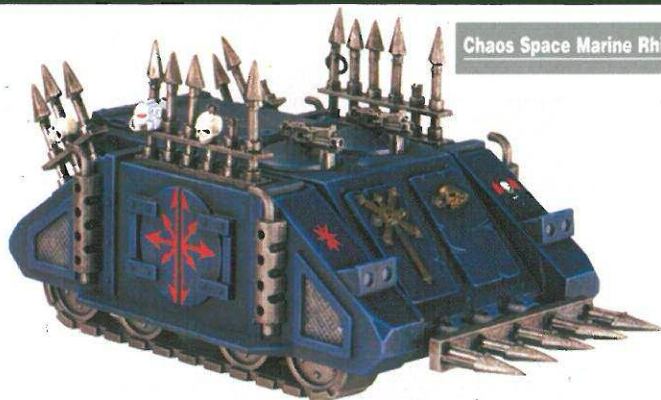
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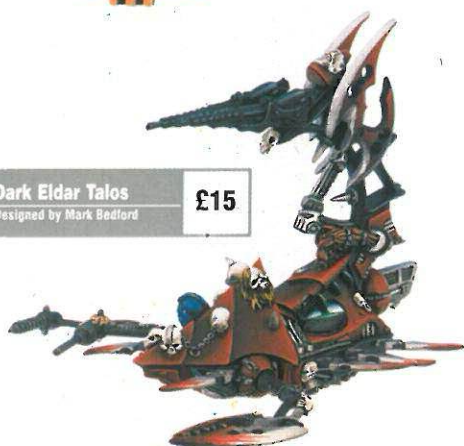
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