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SUPPLEMENT & CITADEL MINIATURES' CATALOGUE

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2002 CATALOGUE



The Games Workshop 2002 Catalogue £3

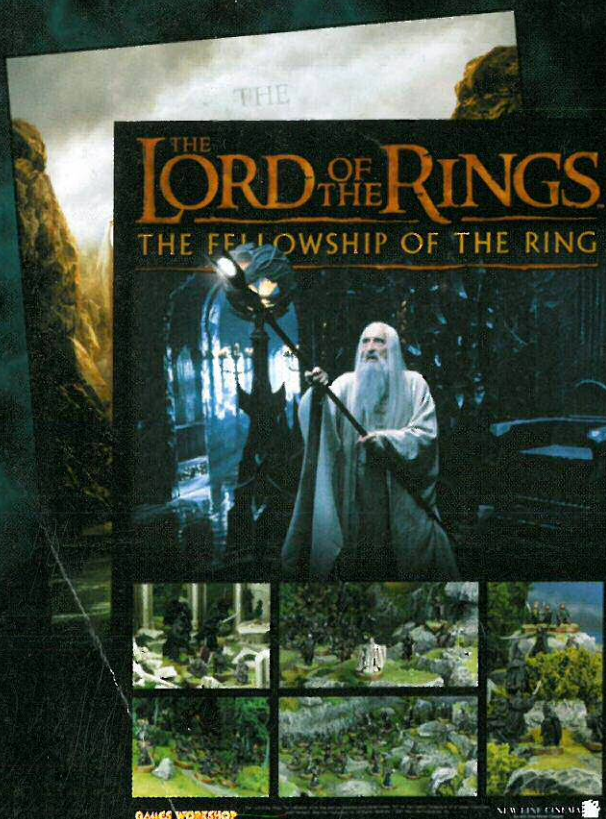
For beginners and experts alike, the Games Workshop 2002 Catalogue is the essential guide to the Games Workshop range of games and miniatures.

All of the miniatures have been painted by Games Workshop's 'Eavy Metal team, making it a perfect colour reference 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.

The Games Workshop 2002 Catalogue also includes a set of vouchers and large double-sided Lord of the Rings poster, ONLY available with this catalogue!



CONTENTS

REGULARS

- 2 Games Workshop News**
Find out what's been happening in our monthly round-up of the Games Workshop hobby.
- 4 New Releases This Issue**
All the latest miniatures, books and other products that are released this month.
- 44 Index Astartes: Warriors of Ultramar (Warhammer 40,000)**
This month's Index Astartes focuses on the Ultramarines, the most famous of all the First Founding Chapters.
- 62 Chapter Approved (Warhammer 40,000)**
The rules for some of the famous Imperial Guard regiments that fought on the planet Armageddon, plus a new Cityfight regiment.



- 84 Warhammer Chronicles (Warhammer)**
Dark Elf city garrison armies are covered in this month's Chronicles, including the welcome return of the dreaded City Guard regiment to Warhammer.
- 94 Index Xenos: Savage Evolution (Warhammer 40,000)**
An in-depth examination of the fierce Kroot mercenaries, and their threat to Imperial forces.
- 99 Arcane Lore (Warhammer)**
After a summer of heroic endeavour and dastardly conniving on the Isle of Albion, what are the implications for the races of the Warhammer world?
- 119 Mail Order**
All the new deals and components from the Trolls at Mail Order.

FEATURES

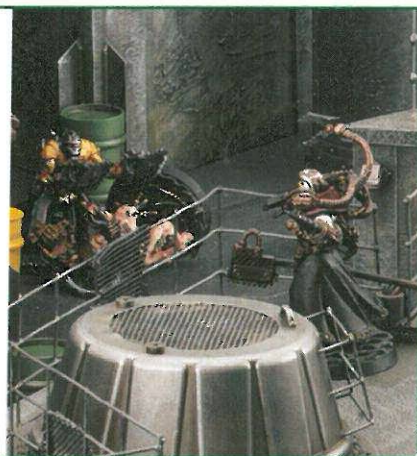
- 6 Games Day 2001**
On the 30th of September 2001, 8,000 eager gamers invaded the National Indoor Arena for Games Day 2001. Check out the frantic hobby action in this report.
- 9 Golden Demon 2001**
A huge showcase of the prize winners in this year's Golden Demon painting competition.
- 30 Crisis! Tau Battlesuit Teams (Warhammer 40,000)**
The Tau have brought a new way of making war to the battlefields of the 41st Millennium. This article recounts how they make use of XV8 'Crisis' battlesuits.
- 35 Graphic Action**
This month sees the 50th issue of Warhammer Monthly, Games Workshop's action packed comic. We take a look at the most popular characters and stories from its pages.

- 38 Steam Tank (Warhammer)**
We pick out two famous actions from the long and illustrious history of the Empire Steam Tanks.
- 56 Defenders of Ulthuan (Warhammer)**
White Dwarf brings you a sneaky look at the new High Elves armies book that is to be released next month.
- 74 Warhammer Grand Tournament 2001**
A thousand Warhammer battles in a single weekend? It could only happen at the Grand Tournament.



BATTLE REPORT

- 103 The Paraelix Configuration (Inquisitor)**
Inquisitor Lichtenstein's fanatical quest to find the entrance to the Librarium Hereticus takes him deep beneath the surface of Karis Cephalon. Waiting in the dank, dark passageways below is the sinister figure of Inquisitor Kessel, who is determined to show Lichtenstein the error of his ways.
- Gav Thorpe, Phil Kelly and their Inquisitor warbands fight it out in this battle report.



Editor: Paul Sawyer.

Production & Design: Graham Davey, Matthew Hutson, Paul Rudge, Tom Hibberd, Ian Vincent & Gareth Roach.

'Eavy Metal team: Chris Smart, Keith Robertson, Martin Footitt, Mark Jones, Neil Green, Kirsten Mickleburgh, Tammy Haye & Darren Latham.

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, Graham McNeill, Phil Kelly, Alessio Cavatore, Space McQuirk, Anthony Reynolds, Andy Hoare, William King, David Gausebeck & Kevin J. Coleman.

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Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient!

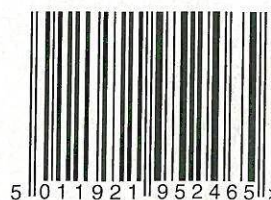
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THE WHITE DWARF EDITORIAL

Painting and modelling are intrinsic parts of this wonderful hobby of ours and ones which so many of us find an absolute joy.

Some of you paint out of necessity to put models on the table, instead revelling in the games themselves. Others spend the majority of their time lavishly painting their models, proudly taking them to the tabletop only once they're satisfied with the finishing touches. And, of course, there are those of you who devote an equal amount of time to those two cornerstones of the Games Workshop hobby.

So, what am I banging on about? Patience, bearding – all comes to those who wait...

Last issue my monthly diatribe extolled the virtues of terrain-making, and even though it's a hugely rewarding element of wargaming it really doesn't compare to painting your troops.

Painting your first model can be both

daunting and exciting, yet your first attempt will doubtless lead to disappointment when compared to the models you see in the pages of this hallowed tome. The key here is to be patient and not be too disheartened – your skills will come on in leaps and bounds the more you practice.

Don't panic though, as help is at hand for those new to gaming! All Games Workshop stores have painting tables and friendly (almost house-trained) staff who will happily show you how to get the most from your model. Our website (www.games-workshop.co.uk) also has lots of painting advice. Last but not least is White Dwarf which caters for all levels and all areas of the Games Workshop hobby, and always covers valuable painting material!

At the other end of the spectrum are those remarkably detailed models painted to an amazing standard. These are the sort of models you'll see gracing this magazine's pages from our own team of 'Eavy Metal

painters and ultimately the winners of our annual Golden Demon championships. This month we're delighted to bring you page after page of this year's winners (how about that for a seamless link...). Held at Games Day in the NIA in Birmingham during September this year, these premier painting championships drew a huge crowd and the general feeling was that this year's entries were once again an improvement on the previous year's benchmark.

Of course, there's another painting standard that sits between novice and showcase – gamers painting, but that's another story for another editorial! Anyway, enough of my waffle and on with this month's mag – see you again next issue.

Paul Sawyer
Editor



INDEX ASTARTES COMPILATION

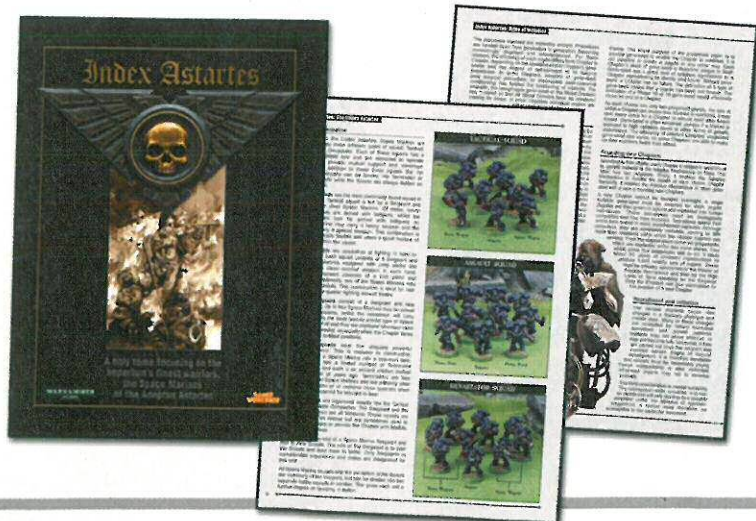
Following on from the success of the Chapter Approved compilation, Games Workshop will be releasing Index Astartes. This has been compiled from the hugely popular series of articles that have been featuring in White Dwarf.

Index Astartes contains an in-depth look at the organisation and history of the Space Marine Chapters. It details the rites that a Space Marine must pass before he is accepted into his Chapter, examines the structure of the

Adeptus Astartes and focuses on four of the First Founding Legions.

There are plans to release further books, covering the different Legions of the First Founding, as well as extra articles from the series. The first Index Astartes will focus on the Dark Angels, White Scars, Iron Warriors, and Emperor's Children Chapters and will be out for release sometime in February 2002, priced £10.

For further details watch these pages nearer the time.



UK Blood Bowl 2002 Competition

The new look Warhammer World will host its first tournament when we invite all budding coaches and their teams to enter Games Workshop's first official Blood Bowl competition. The event will take place on January 24th. For more information contact Gareth Harvey.

GarethH@games-workshop.co.uk

GAMES WORKSHOP IN WHSmith

If you go into any of these WHSmith stores you will find a great selection of Games Workshop products alongside our Lord of the Rings game. So, if you are just going out to pick up your White Dwarf, starting in the hobby or want to expand your army, pop in and see what they've got!

WHSmith stores:

Putney, High St.
Birmingham, Union St.
Brent Cross Shopping Centre.
Watford, Harlequin Shopping Centre.
Edinburgh, Gyle Shopping Centre.
Exeter, Guildhall Shopping Centre.

GRAND TOURNAMENT 2002-2003 NEWS

With the brand new Warhammer World we also now have a brand new format for the Grand Tournament. Both Warhammer and Warhammer 40,000 Tournaments will be run through two heats. The first hundred winners of each heat will have the option to go through to the final, with the top three places going for free.

Warhammer Heat 1 July 27-28

Warhammer 40,000 Heat 1 . Aug 3-4

Warhammer Heat 2 Oct 26-27

Warhammer 40,000 Heat 2 . Nov 2-3

Tickets will go on sale in February, so keep your eyes glued to these pages for details.

The finals will be held in May and June 2003.

DOORS OPEN AT FORGE WORLD

In addition to Forge World's existing hatches for Blood Angels, Dark Angels and Space Wolves, there is now a new range that have been detailed specifically for Black Templars, Salamanders, Imperial/Crimson Fists and Ultramarines armies. Priced at £9.00 each set contains the front hatch and the two side doors. These additions to the fantastic Land Raider kit are available now. For details of these and other Forge World products either phone 0115 916 8177, or check out the Forge World website:

www.forgeworld.co.uk



Black Templars



Ultramarines



Imperial/Crimson Fists

WIN WORLD PREMIERE FILM TICKETS!

Win **FREE** tickets to the **world premiere** of the superb new **Fellowship of the Ring** film. The lucky winners will be the first to see the new film along with all the stars and media celebrities at the Odeon, Leicester Square in London, on December 10th.

For a chance to win this unique and much sought-after prize *(even we don't get a stab at these! - ed)* simply log onto our website at:

www.games-workshop.com/lotr

Good luck!

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WORK COMMENCES ON THE NEW WARHAMMER WORLD

Over the last month builders have been busy at the Games Workshop HQ in Nottingham tearing down the old gaming hall. Michael Perry and Alan Perry were both instrumental in designing concepts for the hall and now the building team are set to bring those ideas to life. Visitors, and especially those who took part in the numerous tournaments, must bid a fond farewell to this place of

cherished memories. Never fear though, for the new plans are very exciting and the finished hall will be Games Workshop's finest attraction. The shop and the hall are being designed to look like a town square straight from the Empire. We will keep sending our reporters in to bring back exclusive shots as development continues.

MONTHLY SUCCESS GROWS

Warhammer Monthly nominated for Favourite British Comic

Established in 1976, the Eagle Award is one of the comics industry's earliest established and most coveted international prizes. Such diverse titles as X-Men, Swamp Thing and MAD have all proudly featured the Eagle Award emblem on their covers over the last 25 years and now Warhammer Monthly may join them, having been nominated for Favourite British Comic.

Unfortunately by the time you read this voting will be closed but hopefully, when the results are announced later this year, we'll find out whether the hard work of the writers and artists of Warhammer Monthly and the tireless efforts of the boys at the Black Library might finally be properly recognised

by the comic book industry as they reach their half century in December with the giant-sized issue 50!



NEW RELEASES THIS ISSUE

TAU X15 STEALTHSUITS £5.00 ▼

Tau Stealth teams are an Elites choice, with 3-6 models in a squad.

This blister pack contains two Stealthsuits. Sculpted by Juan Diaz.

These models require assembly.

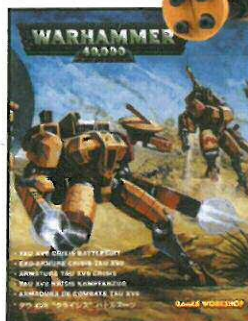


TAU XV8 CRISIS BATTLESUIT ▶ £10.00

Crisis battlesuit teams are an Elites choice, with 1-3 models in a squad.

This boxed set contains one Crisis battlesuit. Sculpted by Jes Goodwin.

This model requires assembly.



WARHAMMER 40,000

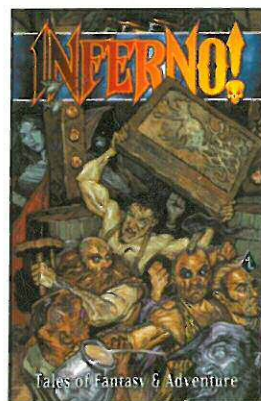
THIS MONTH'S RELEASES FOR WARHAMMER 40,000:



INFERNO! 28 £5

Published by the Black Library

In a special Gaunt's Ghosts feature this issue, the mighty Ralph Horsley – the man behind epic chronicles such as the Battle for Nis-Pazar – brings us his illustrated feature of the Battle of Bhavnager, the awesome tank battle from 'Honour Guard'. Also, games developer Graham McNeill continues the adventures of the Imperial ambassador embroiled in the deadly intrigues of Kislev, sf-novelist Brian Craig relates the story of a Kislevite lady with strange tastes, while C.L. Werner tells a chilling tale of treachery and murder. There's all this and even more gripping fiction from the Warhammer worlds.



TAU X15 STEALTH TEAM LEADER ◀ £5.00

One Stealthsuit Shas'ui in a squad may be upgraded to a Stealthsuit Shas'vre team leader.

This blister pack contains one Stealthsuit Shas'vre model and one Shield Drone. Sculpted by Juan Diaz (Drone by Tim Adcock).

These models require assembly.

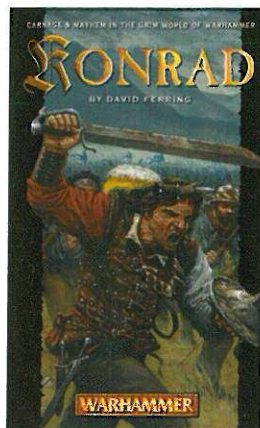
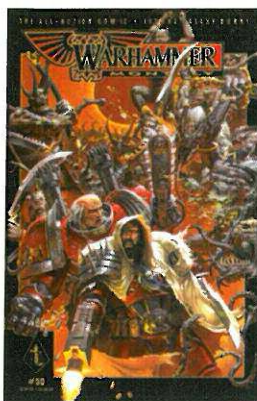


WARHAMMER MONTHLY 50 £3.95

Comic published by the Black Library

SPECIAL 50th ISSUE

In our biggest issue ever, sixty-four pages of double-fisted, chainsword-wielding action. The long-awaited Bloodquest III! Kal Jerico in full colour! The Redeemer! Darkblade! Titan! Hellbrandt Grimm! Ulli and Marquand! One humongous competition and much, much more! Find out all in the special Warhammer Monthly 50th issue celebration article later in this issue!



KONRAD

£5.99

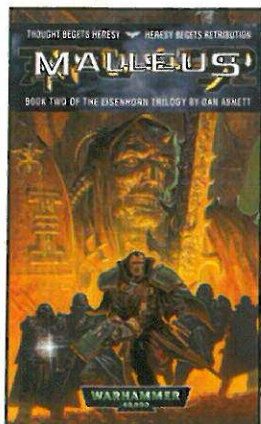
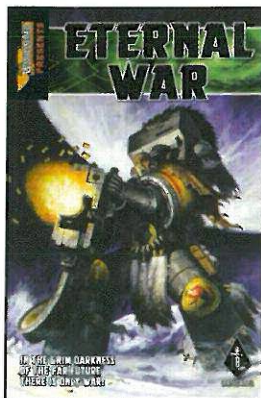
A Warhammer novel published by the Black Library. The first book in the Konrad trilogy by David Ferring.

The classic Warhammer novel returns in a new edition! His home destroyed, his true love slain by daemoniac forces, the orphan boy Konrad's entire life is shattered in a single day. Saved from certain death by the enigmatic mercenary known as Wolf, Konrad sets out on a perilous quest for vengeance and the secret of his destiny. It is an adventure that will take him to the dark edge of the world where Chaos waits.

ETERNAL WAR £7.50

A Warhammer 40,000 graphic novel. Published by the Black Library

A bolt-blasting collection of the finest Space Marine adventures from the pages of Warhammer Monthly and Inferno! From infested hulks to fields of death to endless battlegrounds, Mankind's finest defenders struggle with the vilest alien foes, laying down their very lives in order that Humanity may emerge triumphant. Includes the high-octane action of Ravenwing and more strips from formidable creative talent such as Dan Abnett (Gaunt's Ghosts), Gordon Rennie (Bloodquest), Logan Lubera and Kev Hopgood (Darkblade).



MALLEUS

£5.99

An Inquisitor Eisenhorn novel by Dan Abnett. Published by the Black Library

It is said that, for an Inquisitor, the end always justifies the means. In the aftermath of a century-long campaign, Inquisitor Eisenhorn finds his beliefs pushed to their limits as the trail of an escaped enemy leads him face-to-face with those within his very organisation – who believe that their greatest enemy is the only means of Mankind's salvation. This is the second book in the stunning Eisenhorn trilogy that began with Xenos, all penned by writer extraordinaire Dan 'Gaunt's Ghosts' Abnett.

THIS MONTH'S RELEASES FROM THE BULLDOG BUCKLE COMPANY:



◀ **DARK ANGELS**
(Antique Pewter)
Buckle £13.50

IMPERIAL EAGLE ▶

Mobile Phone Cover
£7.00



◀ **IMPERIAL EAGLE**
Wallet £8.00

KILLBOARD ▼

The Killboard allows you to win victory badges every time you play Warhammer 40,000, as a permanent record of your success. It is ideal for gaming clubs and tournaments.

Starter set contains:
1 printed Killboard,
2 purity seals with
Victory cards and a
mini Battle Chalice to
put the badges in at the
start of battle. £20.00

3 Badges &
3 Victory Cards £5.00
(badges available: Tau, Orks,
Blood Angels, Ultramarines,
Imperial Guard, Dark Angels,
Space Wolves, Eldar, Tyranids,
Dark Eldar, Sisters of Battle,
Chaos, Space Marines &
Purity Seal)



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**

The UK Games Day and Golden Demon is the biggest gathering of Games Workshop fanatics in the world. This year, the White Dwarf team were positioned right in the centre of the main arena, allowing us see everything that happened. We let Space McQuirk loose on the public to report on the day's action.

GAMES DAY & GOLDEN DEMON 2001

What happened at this year's Games Day?

Sunday September 31st saw the National Indoor Arena in Birmingham open its doors once again to a crowd of over 8,000 fanatical gamers. At the risk of using an old cliché, without a shadow of a doubt this year's event was the best yet. Games Workshop staff and celebrities all did a great job of helping coordinate the mammoth event, but this year it was the public who really made the day something special. Games Workshop invited the gaming clubs to be involved at the very heart of the show, and as a result we saw more participation games than ever before. Visitors were able to take part in games from every system, and this diversity made for a fantastic atmosphere.

As well as the numerous club organised events there was not one, but two massive participation games running throughout the whole day. The first was a huge Cityfight board where the public got their first chance to play the warriors of the Tau against

Imperial forces. The second was a series of linked boards all themed around the battle for Albion, where victory on one table could affect the outcome of battles on the other tables. A number of Studio and Fanatic celebrities, including Rick Priestley, played out an immense Warmaster battle at the centre of the hall, whilst the 'Eavy Metal team were on hand to give tips and advice to any eager painters. The White Dwarf team were also on hand inviting gamers to join in their Giant Bash Challenge and a Dragon aerial combat game.

In the computer arena beneath the main hall, visitors were shown early production clips from the Warhammer Online project, and the Wolfenbarg Multi User Dungeon team showed off their latest additions, with three new Siren characters stepping out from the game to make an appearance. True to character they captured the attention of more than one innocent passer-by, including our own editor. Guests were allowed to surf the net and explore



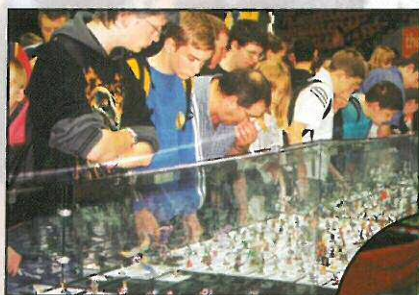
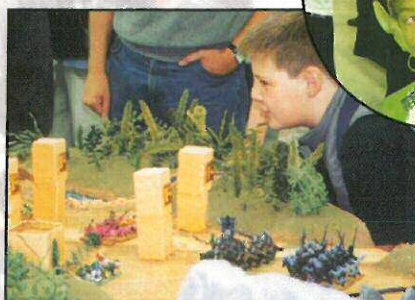


Games Workshop's expanding developments in the realm of the on-line hobby, and even have images of themselves pasted onto the bodies of Inquisitors and Space Marines!

All day the retail stands were jammed with customers snapping up bargains, with the Forge World stand being a firm favourite. In the Studio area, artists, miniatures designers and games developers answered questions and chatted with gamers about their work. There were even previews of projects that are still in the early stages of production and the chance to grill the teams about the future of Warhammer and Warhammer 40,000 during seminars held throughout the day. Amongst the guest appearances at the Black Library stand were William King, Gordon Rennie and Dan Abnett who all happily signed copies of their novels for their admiring fans.

It wasn't just the assorted celebrities but the thousands of Games Workshop enthusiasts that really made the day something special though. This year saw a large number of visitors come in costumes, and seeing a Callidus assassin, a Forest Goblin or a Kroot casually walking past was not unusual! By far the most eagerly awaited part of the day was the end of show presentation and, as the lights in the hall dimmed, the crowds took their places in front of the main stage. An Inquisitor appeared between two huge Space Marines to call the Golden Demon winners to the stage to be presented with their awards. The best bit was saved till last though, and the crowd gave rapturous applause to the special preview of the new Lord of the Rings game!

Roll on next year!



The Golden Demon painting championships are held every year during Games Day. The competition see competitors from across the globe submitting lavishly painted entries. Their goal? To win a coveted Golden Demon statuette, or ultimately the Golden Demon Slayer Sword. Here we showcase this year's winners.

GAMESDAY & GOLDEN DEMON 2001



GOLDEN DEMON WINNERS 2001

Once again this year's Golden Demon saw the best ever entries in terms of quality – quite frankly the best entries were nothing short of breathtaking.

The categories set for this year's championships are those we intend to stick to for coming years (although nothing is ever set in stone!). The introduction to this year's competition of Inquisitor scale miniatures had a huge impact as these models are not only great gaming pieces but ultimately hugely

collectable and ideal prey for detail hungry Golden Demon entrants!

Congratulations to all those who walked away proudly clutching the much prized Golden Demon trophies, and a big thankyou goes to everyone who made the competition go so well this year, from the entrants to the judges, and from the administration staff to the appreciative onlookers.

We're already looking forward to next year's Golden Demon!



CATEGORY 1 WARHAMMER 40,000 SINGLE MINIATURE

GOLD Lord of Nurgle by Christian Blair

Chris wanted to paint a model on which he could sculpt a large amount of detail. Whilst looking through the French White Dwarf, he noticed that Nurgle miniatures had not only won a number of awards but were also perfect for this.

Chris put together some concept sketches based around the Chaos Space Marine Lord, a model that he thought had a great dynamic pose, but he wanted to emphasise the close combat elements more.

He chose to give the piece a more archaic feel by adding a stone weapon that was made from a piece of slate. He removed the existing iconography and sculpted each section of the model individually starting with the legs. The flock on the base is actually a mix of various kitchen spices. In total, the piece took eight weeks to complete.



SILVER Master Inquisitor by Joe Hill

Joe used to be a member of Games Workshop's 'Eavy Metal team. He started painting this model just two weeks before the competition. The inspiration for the model came from Adrian Smith's artwork in the Inquisitor book.

The model uses Commissar Yarrick for the base, but has been heavily converted, with most of the original detail on the model filed away and re-sculpted with green stuff. The skeleton in the cage is supposed to represent a Daemonhost from another Inquisitor he has purged.



Matt Parkes, last year's Slayer Sword winner, congratulates Christian Blair on taking his title.

CATEGORY 2 WARHAMMER 40,000 SQUAD



GOLD Seraphim by Neil Thomason

Neil is a Golden Demon veteran, having won quite a few awards over the years! He has been entering since 1989 and won his first Demon in 1993. This year instead of his usual Space Wolves theme, he decided to go for something a bit different.

The members of the Seraphim Squad have been extensively converted by adding lots of details such as fleur-de-lys, purity seals and the Imperial Eagle on the back of the Sister Superior. His choice of colours is from the Sisters of Battle order of the Ebon Chalice.

Neil's sculpting started with parts for conversions, but he has now turned his considerable talent towards sculpting for Fanatic.

BRONZE Blood Angels by Jeremie Bonamant

Jeremie came over from France specifically to enter this year's Golden Demon, having started work on his Golden Demon entries towards the end of June this year.

He spent a week modelling and painting the figures. Jeremie didn't confine himself to using just the existing Blood Angels range but also used Dark Angels models and a host of other parts. He has been entering Golden Demon for over five years and his perseverance paid off last year when he won a silver for his Wood Elf Magician and Bronze for his Mordheim battlescene.



CATEGORY 3

WARHAMMER 40,000 VEHICLE

GOLD Preacher Sentinel by Mark Tait

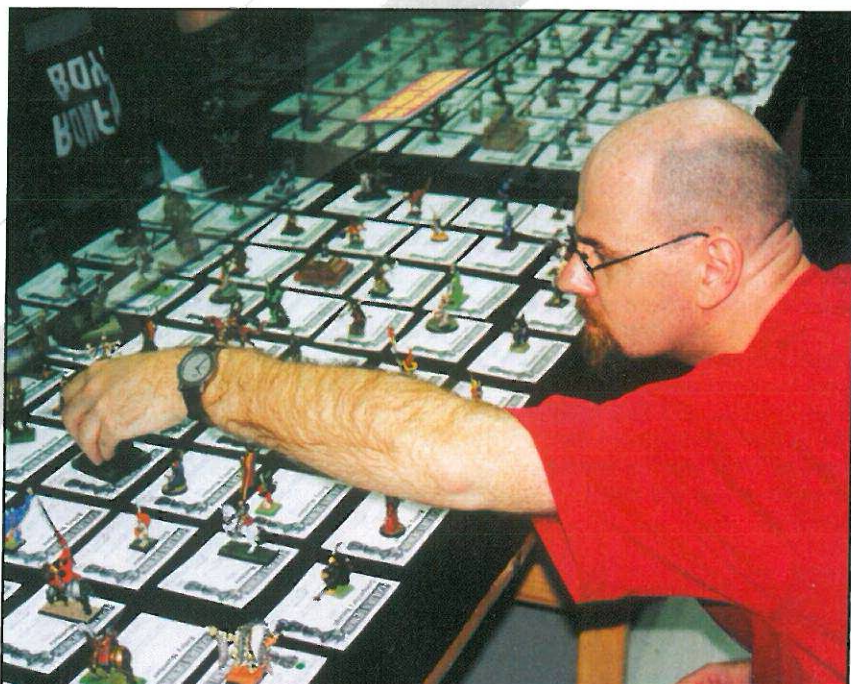
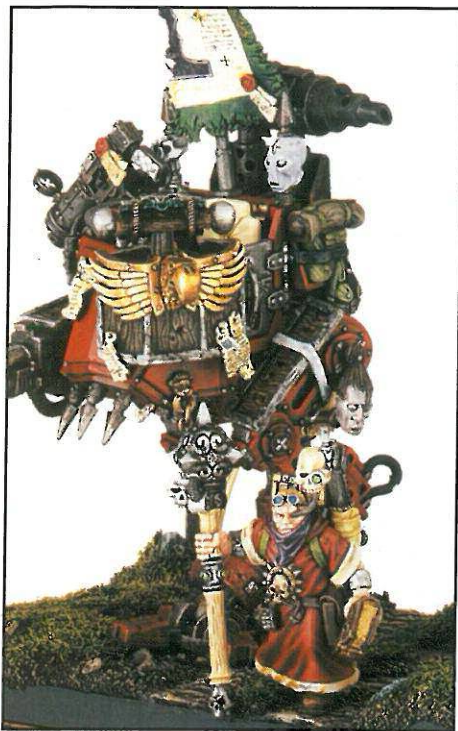
Mark loves the idea of Inquisitors purging the galaxy, so expanded on the idea of what they would use to aid them in their task. His favourite details include the pulpit with the lectern and the rail-mounted gun.

The piece took him over 150 hours to construct alone – even the wooden pieces on the model were handmade. Approximately 100 hours went into the painting.

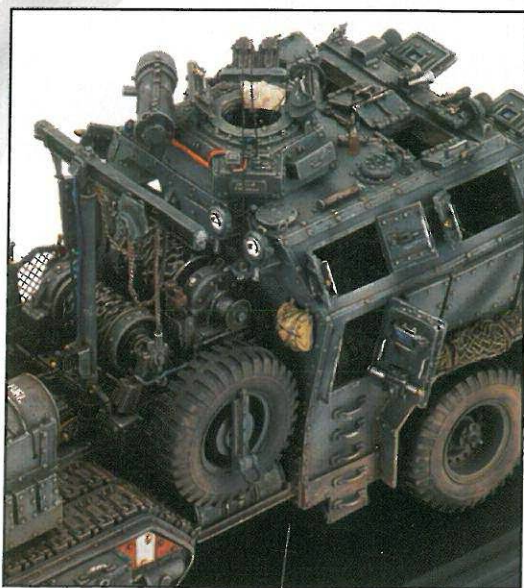
The Inquisitor, converted from the Missionary figure was the last piece to be painted.

Mark didn't finish the model until 5.30 on the morning of Games Day, having worked through the night. Next year, Mark thinks that the lure of Chaos will tempt him to try something along those lines but, having just finished painting a Tau army he has little doubt that they will feature in his piece somewhere.





Golden Demon judge Dave Andrews inspects the masses of entries in this year's championships.

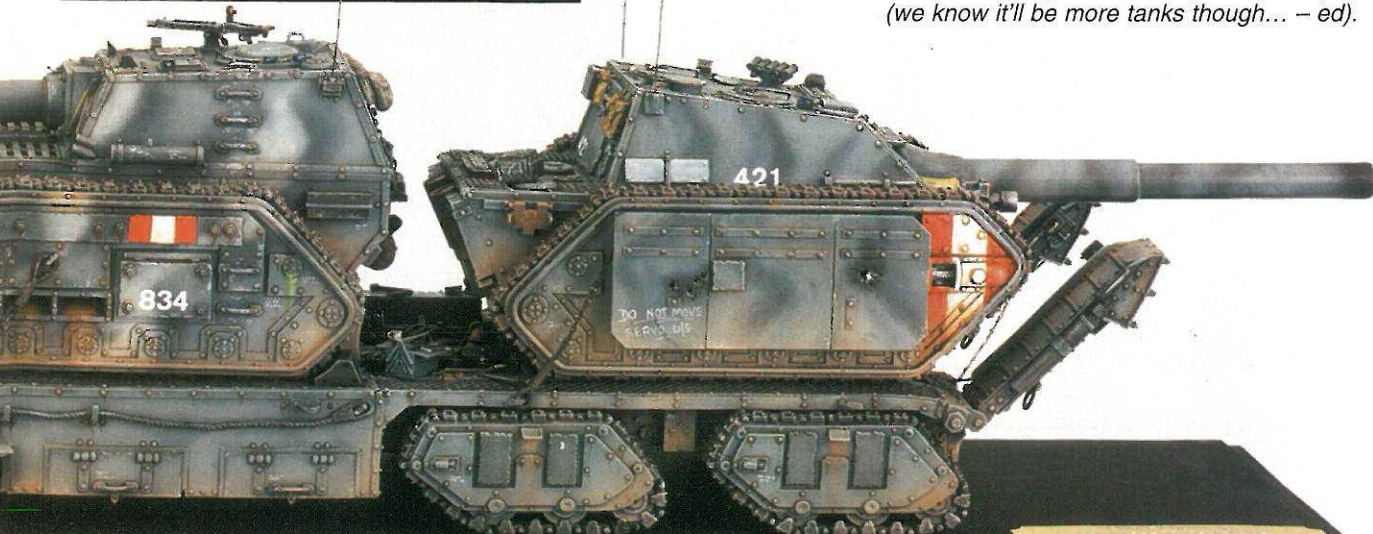


SILVER Centurion Mk VI recovery vehicle by Kevan Downey

This year Kevan really has lived up to his motto of "Tanks, tanks and more tanks" – he's already earned himself the nickname 'Tankboy' around White Dwarf...

The project started when he opened his copy of White Dwarf 255 (showcasing last year's winners) and lasted until the week before Golden Demon. Kevan saw images of damaged tanks being shipped to the repair shops on massive transports in a documentary, and the idea for the Centurion MK VI was born.

If you look closely at the model, you can see the host of extra details that he has added, including a toolbox and bottles of beer which the crew have left on top of it. The last and most tedious job on the transporter was adding over a thousand rivet heads; this was time consuming but important to get that 'Imperial Armour' Look. Kevan has given the models a well-used appearance, using various methods and materials including selective washes, drybrushing and adding paint chips, rust streaks and dust stains. What Kevan will come up with for next year's Golden Demon we don't know but he has been threatening to produce an Epic scale Squig (we know it'll be more tanks though... – ed).



CATEGORY 3 WARHAMMER 40,000 VEHICLE

BRONZE Baneblade by Guy Carpenter

Guy regularly paints models freelance for Forge World, and it was after completing one such project that Guy started on this Baneblade. The piece took over 200 hours of Guy's spare time to construct and a further 25 hours to paint.

He has added a dozerblade to the front using parts from the Rhino kits, and used everything from real glass and fishing nets to train tickets to add small amounts of extra detail. He placed the model on a hand-built base and sank the model slightly down into the Polyfilla to give it a bit of depth. The base includes bits of roots from fir trees, and Guy recommends these as a great source for basing. Next year he plans to work on a Tau and Kroot diorama.



YOUNGBLOODS

GOLD Necrarch Vampire by Matt Kennedy

Matt is no stranger to Golden Demon competitions – he's picked up statuettes in this category for three years now!

Matt has been painting since he was eleven and next year will be entering another section of Golden Demon, as his age means that this was his last year in the Youngbloods category.

Matt spent a long time thinking about which model to enter for this year's competition – he was originally thinking about painting a Strigoi Vampire but, after seeing the robes and the amount of detail that was on the Necrarchs, chose one of these instead.



SILVER Grimgor Ironhide by Joost Fibbe

Incredibly, Joost has only been painting for a year and a half! He spent about 25 hours painting his model for this year's Games Day.

After his success this year he'll definitely be taking part in next year's event but hasn't any firm ideas about what he will concentrate his efforts on. Joost collects Tau and already has a fully painted army to use, although he admits that they are not quite to the same standard. He recommends all young painters who want to achieve high standards should visit their local store to learn new techniques and tips from the staff.



BRONZE Commissar Yarrick by Tommy Juskus

Tommy spent approximately two weeks painting this model. He says he particularly likes the powerclaw on the figure. Tommy's ambition is to work for Games Workshop as a figure painter in the 'Eavy Metal team, so watch this space!



With the winners of each category arrayed before them, the judges decide the winner of the Golden Demon Slayer Sword for 2001.



CATEGORY 4 WARHAMMER 40,000 MONSTER

GOLD Ork Warboss by Jeff Wilhelm

Jeff came all the way from Cincinnati, USA to take part in Games Day and enter this year's Golden Demon. He spent a total of 40 hours painting the model and creating the base for the figure.

Jeff prefers to paint his characters with a more gritty and realistic palette, avoiding the use of bright, vivid colours. Being a big fan of all Greenskins, both from the Warhammer Fantasy and Warhammer 40,000 ranges, the Ork Warboss was a natural choice for his entry. Jeff hopes to enter again next year, but is keeping his ideas close to his chest.

SILVER Death Korps standard bearer by Mike Anderson

This model was inspired by pictures of the protection which horses were given against gas attacks during the early 20th century. Mike paid particular attention to the gas mask and the leather caparison in order to stylistically match with the Death Korps rider. The rider has been converted from the Steel Legion range, with the legs coming from an Attilan Rough Rider and the longcoat sculpted on top. Whilst searching for a suitably impressive standard, Mike came across the one from the plastic Empire soldiers regiment – ideal!



The colour scheme came from the Death Korps in the Imperial Guard section of Codex Armageddon. The standard bearer took three hours to convert and the standard alone took eight hours to paint.

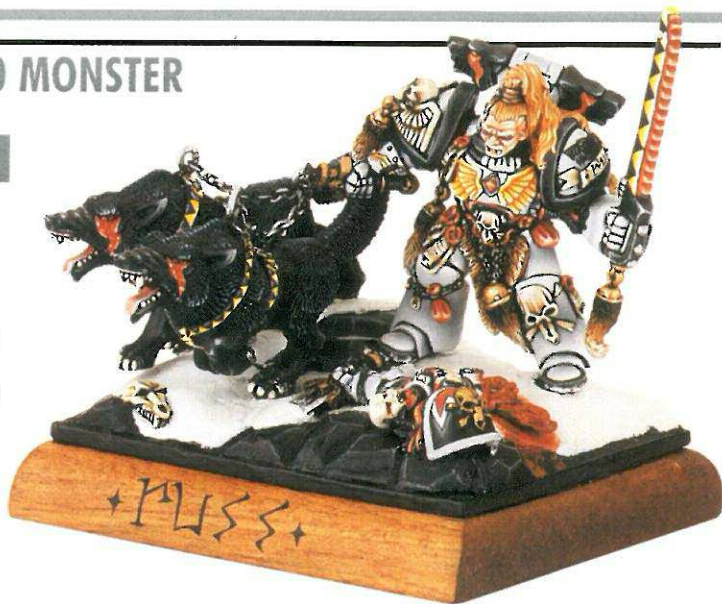


CATEGORY 4 WARHAMMER 40,000 MONSTER

BRONZE Leman Russ by Robbie Crawford

Robbie was looking for something that hadn't been done before and was struck with the idea of updating Jes Goodwin's original Leman Russ miniature. The base figure was Abaddon the Despoiler.

The model is 50-60% Green Stuff and features parts from many other miniatures, such as Azrael's right arm and Karandras's chainsword. The Space Wolves plastic frame provided plenty of inspiration for Robbie to sculpt his own versions using green stuff. The hardest part was constructing the harness that goes around the two wolves. This is made from green stuff and jewellery chain. Robbie says about his model, "It was insane to attempt it, and I won't be doing it again!"



CATEGORY 5 WARHAMMER SINGLE MINIATURE

GOLD Skink Hero by Joe Hill

Joe created this model as a break from his other entry in this year's Warhammer 40,000 single miniature category.

The model is a simple conversion using the head of a Skink Shaman with the body of one of the Stegadon Skinks. The piece was an exercise in colour schemes and shading and blending techniques. Joe credits the simplicity of the model, which allowed him to concentrate on achieving a superior quality painted model, as a major contributing factor to the Gold award.



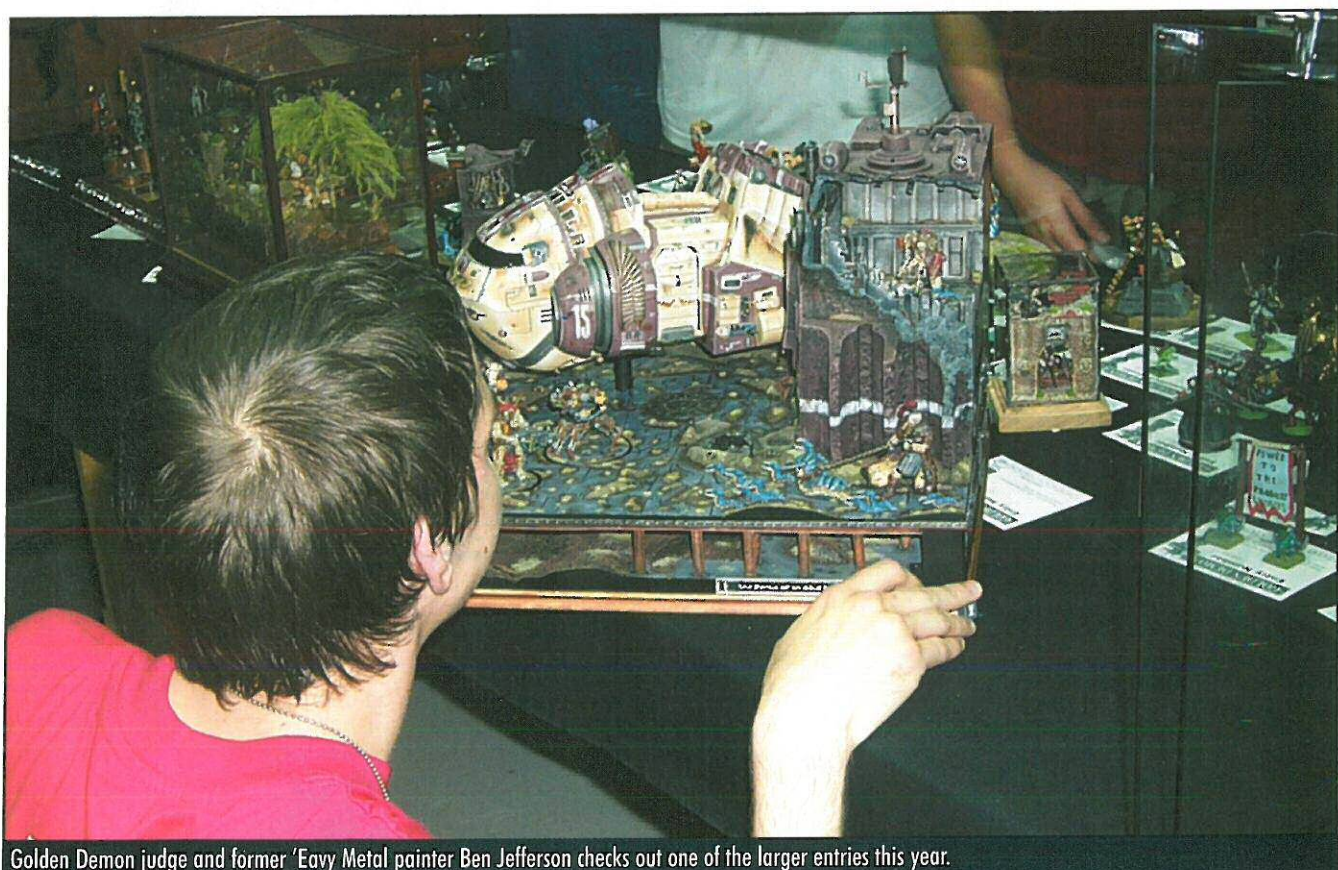
SILVER Chaos Magister by Jeremie Bonamant

Jeremie rates this as his favourite of all his entries so far. The model took well over 100 hours to complete with the conversion work alone taking ten days to finish.

Jeremie credits Joe Hill's style of painting as the inspiration behind his colour scheme. He still has plans to finish the Space Hulk diorama (complete with working lights) that he told us he would be making when we interviewed him last year.

CATEGORY 6 WARHAMMER REGIMENT

**SLAYER SWORD
WINNER 2001**



Golden Demon judge and former 'Eavy Metal painter Ben Jefferson checks out one of the larger entries this year.



GOLD Slaaneshi Warband by Christian Blair

The inspiration for this warband came from a discussion with a friend about creating an army composed entirely of women. This soon developed into a Slaanesh warband for practical gaming purposes.

Christian started with the Daemon and, having always liked the models of the Sisters of Sigmar, used the opportunity to convert one. He wanted to create each model with a woman's body but an androgynous face. He likes to add action and plot into his work and so came up with the idea of the leader having just sacrificed a victim. She is holding the heart, whilst the familiar carries a blood filled chalice and the Assassin holds the severed head.

Chris was absolutely shocked to find out that his entry had won the Slayer Sword, and after having won fifteen previous trophies but never the coveted Sword, he feels he can relax at last. His best piece of advice to all budding painters is always to water down your paints.



SILVER Ostermark Free Company by Paul Capon

This is not the first time Paul has had success at a Games Workshop painting contest – he won way back in 1985 with a model of Bilbo Baggins entitled 'There and Back Again.'

The Free Company is made up from a variety of models and includes some of the Mordheim metal range. For inspiration, Paul turned to his back issues of White Dwarf for the colour scheme and the Mordheim rulebook for ideas on converting the figures. The whole regiment took 6-8 weeks to convert and paint at a rate of around 2 models a week: a total of around 50 hours.



CATEGORY 7 WARHAMMER MONSTER

GOLD Chaos Giant by Jasper Kuipers

Jasper is a big fan of Chaos armies and is currently building a sizeable Nurgle force. He loves to convert, and the miniatures in his army are made with a combination of parts from Zombies and Gorkamorka miniatures amongst others. The Giant was made using the two Giants of Albion, wire mesh, a huge supply of pieces from his bits box and plenty of green stuff. The whole piece took him approximately 120 hours from start to finish.

Jasper has promised to bring in his Chaos army next time he visits, so you may see it featuring in a future issue of White Dwarf.

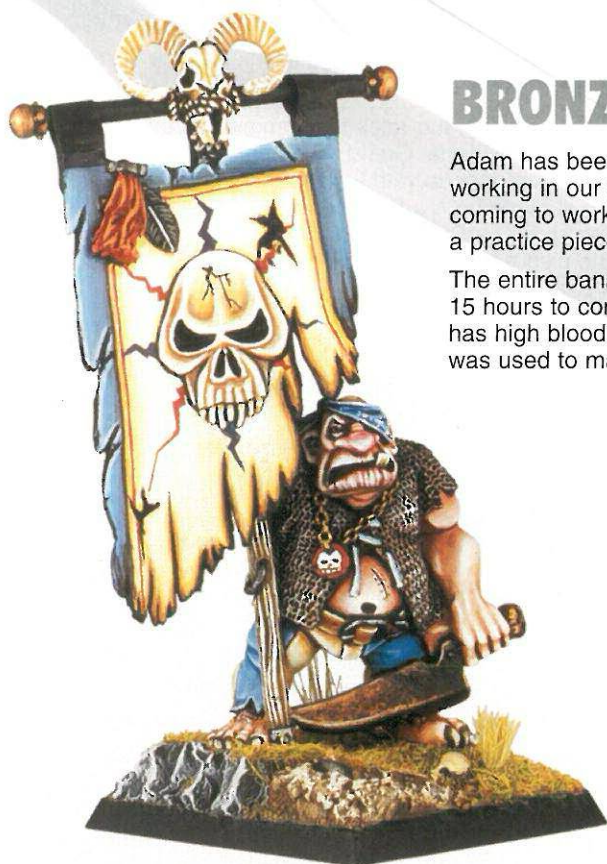


Golden Demon head judge Alan Merrett casts an appreciative eye over entries in the Warhammer Regiment category.

SILVER Giant Beastlord by Mike Anderson

This model was finally finished at 3am on the morning of this year's Golden Demon. Mike saw Jason Richard's Siege Giant entry for US Golden Demon and was inspired to create something just as impressive.

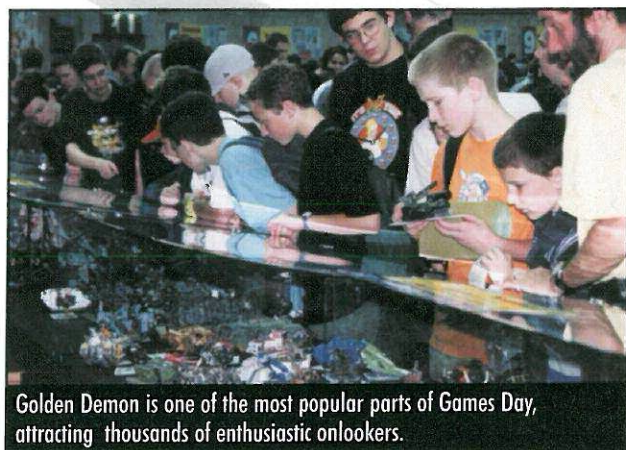
The basis for the model was the Warhammer Giant, but the rest of the Beastlord was scratch-built. It took Mike just a day to sculpt and build the giant model, and a day to paint. He is particularly proud of the axe as it was his first attempt to sculpt a weapon. The back of the Giant has extensive tattoos; Mike used Celtic artwork reference books to get a realistic effect.



BRONZE Ogre Standard Bearer by Adam Clarke

Adam has been entering the Open competition for several years as he has been working in our Games Workshop stores until earlier this year. Adam is now coming to work in the Studio as a trainee miniatures designer and the Ogre was a practice piece he sculpted in preparation for this.

The entire banner has been sculpted from Green Stuff, and the entire model took 15 hours to convert and paint. The flesh tones were painted to look like the Ogre has high blood pressure. The base is made from modelling putty and a stone was used to make the impressions.



Golden Demon is one of the most popular parts of Games Day, attracting thousands of enthusiastic onlookers.

CATEGORY 8 DUEL!

GOLD Panther Hunt by Jakob Rune Neilsen

Jakob is no newcomer to Golden Demon, having won the Slayer Sword in 1999 and a Gold and a Silver statuette last year.

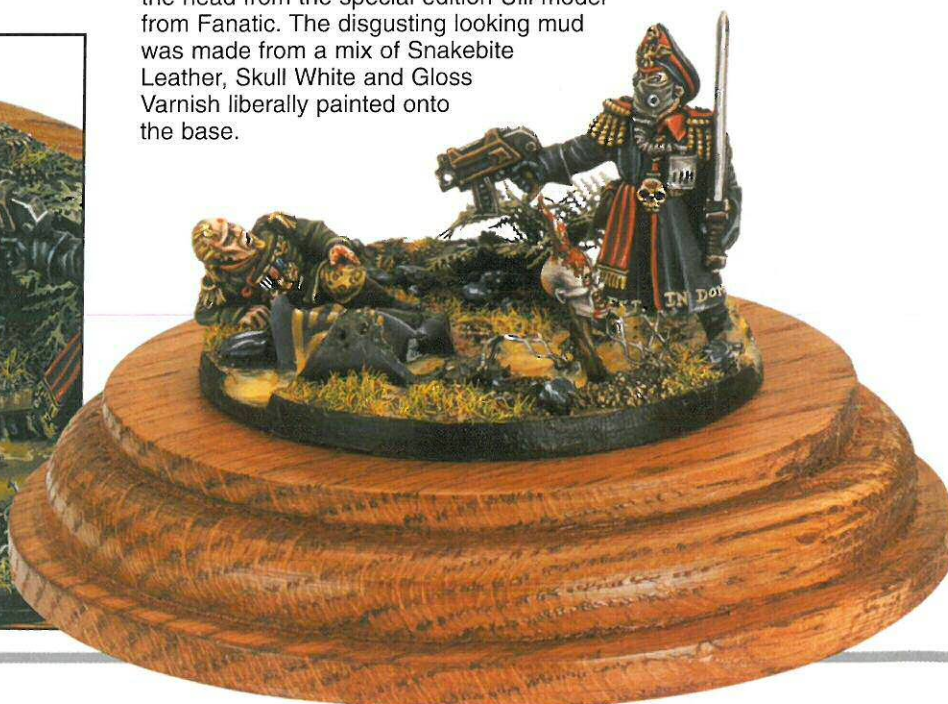
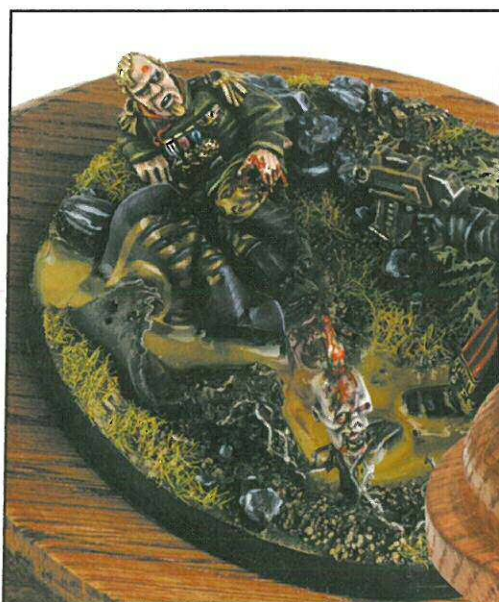
Jakob sculpted the Araby horseman himself, and one of the most impressive parts of the finished model is the buckling effect he has put onto the knight's horse's legs. Jakob added a number of details to the model, including rivets, extra sections of chainmail and little touches such as the panther head on the barding. He says it is these fine details that really set a miniature apart from the rest when it comes to Golden Demon. He is particularly proud of the interaction between the two figures and the way that the model forms a spiral of combat that can be viewed from any angle.



SILVER Desertion's Reward by Mike Anderson

Mike entered four categories and managed to win Silver in all four. He says that he wouldn't exchange his four Silvers for a Gold!

This entry was based around the rules for Commissars executing officers which he read in Codex Imperial Guard. The head of the Commissar comes from a Ratskin renegade with a sculpted hat and gasmask. The officer in the mud is made from a Praetorian casualty with the addition of the head from the special edition Ulli model from Fanatic. The disgusting looking mud was made from a mix of Snakebite Leather, Skull White and Gloss Varnish liberally painted onto the base.



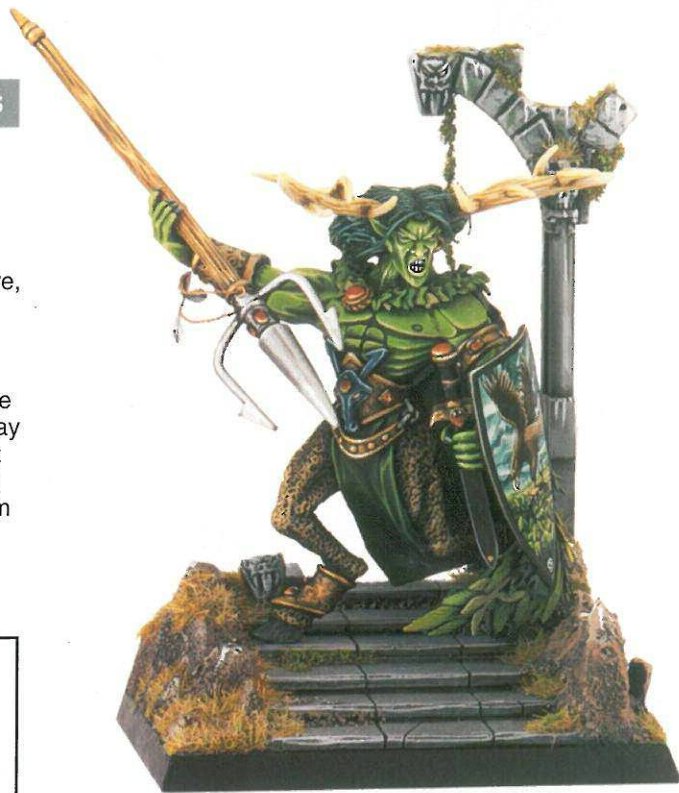
THE OPEN CATEGORY

GOLD Orion, King of the Woods by Matt Parkes

With two Slayer Swords already to his name, Matt converted and painted his model during two weeks in June, spending around forty hours on the piece.

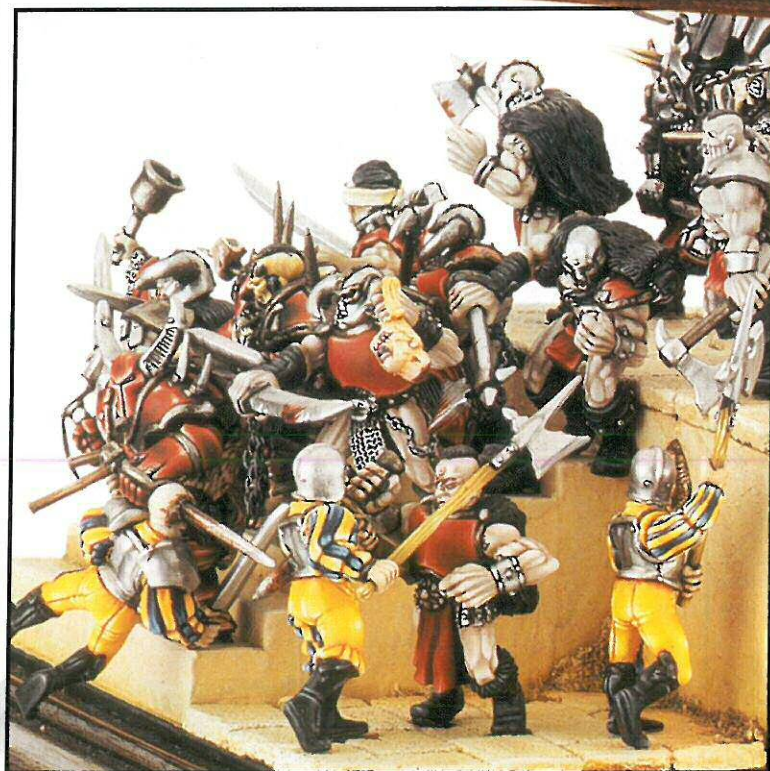
Matt decided to work on Orion as he really liked the original model. He wanted to add a little extra to the figure, though, to bring it more in line with the quality of the models that the sculptors have been producing for Warhammer 6th Edition.

It was with this in mind that he set about adding more fine detail. Matt was going to give the piece away as a birthday present but was pushed by his colleagues into entering it into Golden Demon. The shield was made from toilet roll, which gave it the natural curve. The cloak was made from a mesh, to which green stuff was added followed by individually cut paper leaves.



Matt proudly receives the Open Competition trophy from Alan Merrett.

CATEGORY 9 BATTLE SCENE



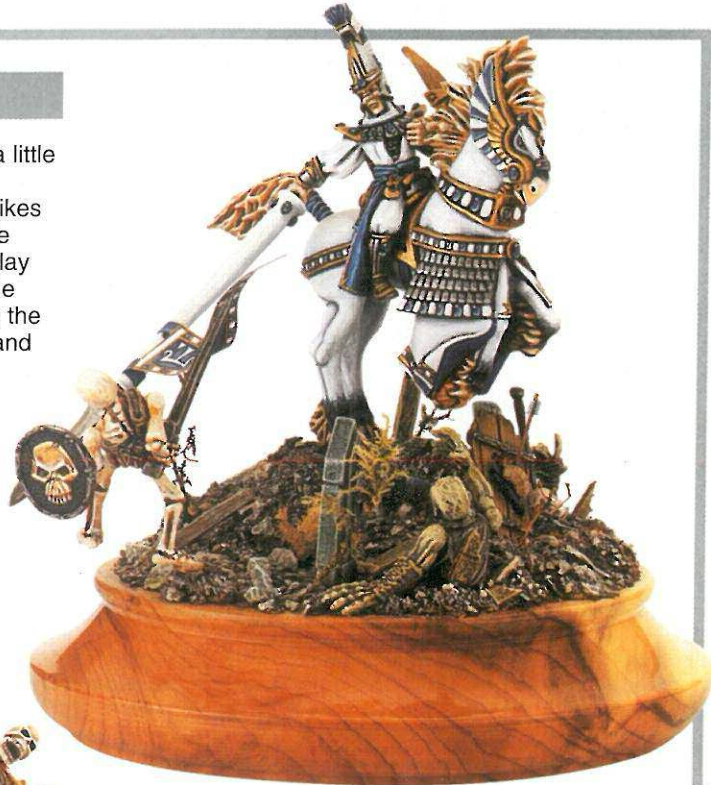
GOLD Chaos Attack! by Robbie Crawford

Ironically it was during the Golden Demon winners' Studio tour last year that Robbie saw a large poster of Adrian Smith's artwork and knew that he wanted to recreate it.

Robbie trawled through Citadel Miniatures catalogues finding the right parts for the models – he couldn't find any marauders with the arms he wanted, so ended up using limbs from the plastic Goblin frame instead. The three main characters in the diorama are all scratch built. The Lord is based on a Warhammer 40,000 Chaos Raptor with the addition of plenty of green stuff, while the two warriors are the Chaos Warrior Charioteers with Chaos Space Marine arms. Robbie's personal favourite is the mounted Chaos Lord, but finds that most people seem to comment on the Empire soldier being stabbed through the head!

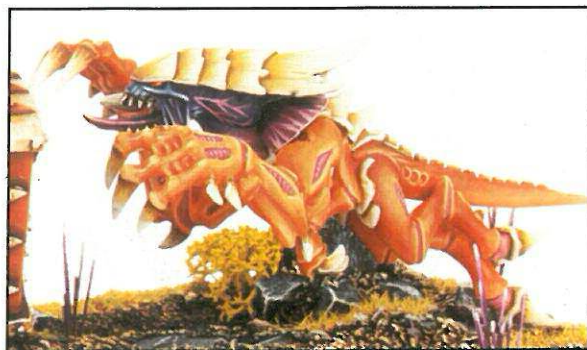
SILVER Undead Ambush by Mark Lifton

Mark entered this model last year but he reworked the base a little and this year it earned him a Golden Demon. Mark has used various High Elf models to convert the piece. He particularly likes Asarnil's shield and so felt compelled to use it on his entry. He loves the Warhammer imagery but doesn't have the time to play the game, preferring to concentrate on his painting instead. He has included a great deal of attention to small details such as the wood from the coffins as the Undead break from the ground and even a small snail shell was used.

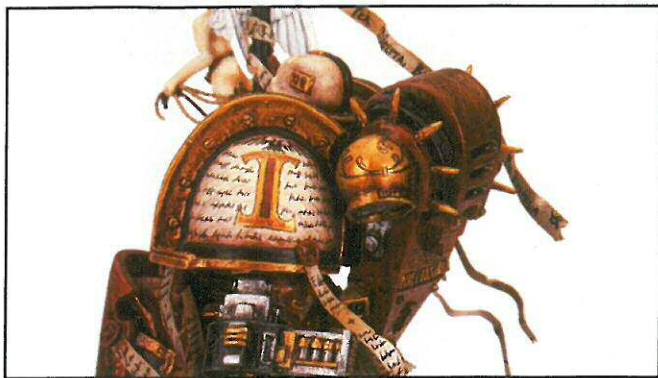


BRONZE Fast enough? by Simon Dunkley

Simon last entered Golden Demon back in 1995 and this was his first entry since that date. He was inspired to enter this time by the release of the new Tyranids, and wanted to utilise something from the range. His Juggernaut was a work in progress piece, that he came back to. Originally it was blue, but Simon decided to change it after having a think about the colour scheme for the entry.

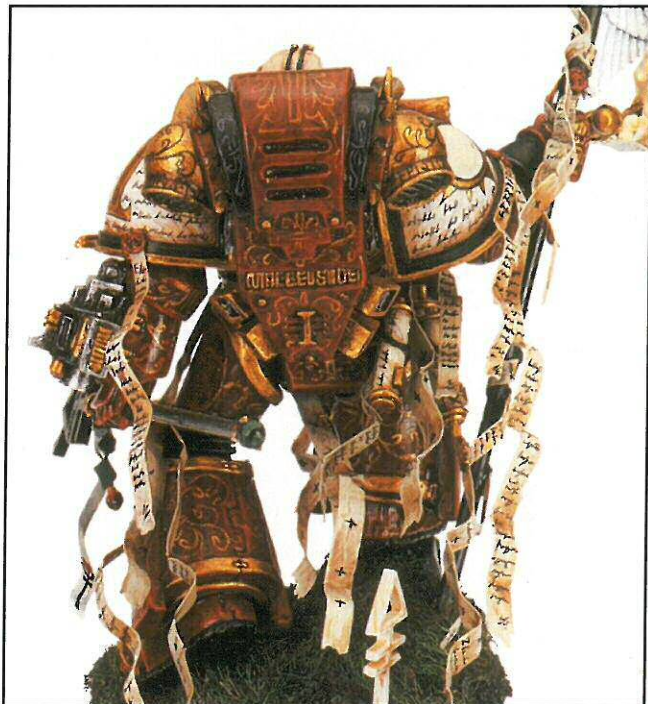


CATEGORY 10 LARGE-SCALE MODEL



GOLD Inquisitor Havoc by Tue Kaae

Tue Kaae travelled from Denmark to enter the event. He started work on his piece two months before the competition and got the inspiration from Paul Dainton's Grey Knight artwork in White Dwarf 259. He used Artemis as a base for the model, but very little of the original figure shows through. He sculpted additional green stuff elements for around 120 hours to create the finished piece – even the Latin inscriptions are sculpted by hand. The inspiration for the imagery and colour scheme comes from the renaissance period, and Tue took a further forty hours to finish painting his Inquisitor. Tue doesn't use this particular model for his games but is making a Tau figure which he plans on using in an Inquisitor campaign based on the Cursed Founding.



SILVER Inquisitor Benedictus by Mike Anderson

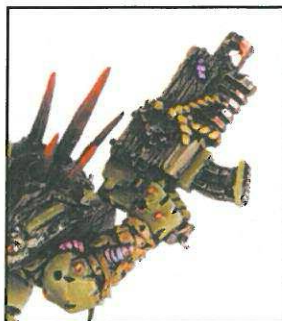
This model wasn't originally going to be an entry, but Mike was so pleased with the results that he decided to enter it. Mike finds painting Inquisitor models very different to our normal 28mm scale miniatures. He thinks that you can use more natural highlights, as the light falling on the surfaces helps emphasis them. He also enjoys the level of detail that the Inquisitor scale has, but finds that the large areas are much harder to blend.

Inquisitor Benedictus is made from a number of models including Eisenhorn's legs and Covenant's Body. He added Delphan Gruss's arm in order to hold the weight of the boltgun as it looked too big for a normal human to hold one handed!

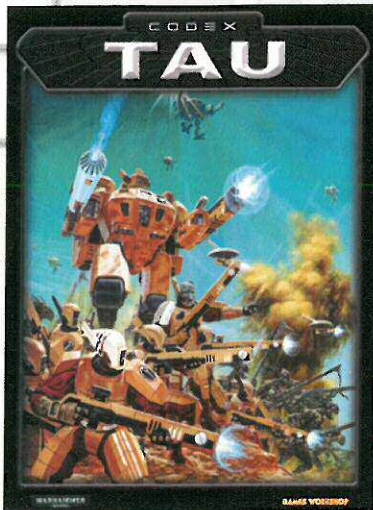


BRONZE Inquisitor Pustus by Jeremie Bonamant

This model took only three days to complete and was started just a week before the competition. Jeremie used Artemis as the base model, but made extensive use of his bits box, with parts from Eisenhorn, a Chaos Hound, Tyranids and the Wood Elf Dragon amongst others. Perhaps the most interesting aspect of the model is that, even though it won an award, Jeremie only made the piece as an experimental model to test out a new colour scheme. Next year Jeremie wants to take a break from designing single miniatures to start work on dioramas.



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Sculpted by Jes Goodwin



The Hammerhead gunship comes with both Ion Cannon and Railgun weapon options.

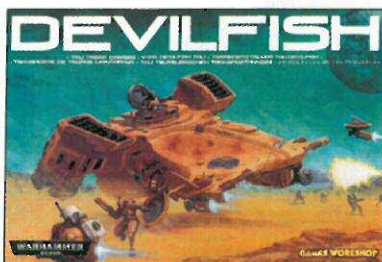


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The Devilfish troop carrier is the work horse of Tau ground forces, and is able to carry twelve warriors.

*Sculpted by Tim Adcock,
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Cautious but efficient, with excellent firepower, Fire Warrior teams are ever present in Tau armies.

Sculpted by Alan Perry and Michael Perry. Drones by Tim Adcock.

Boxed set contains twelve Fire Warriors and two Gun Drones.



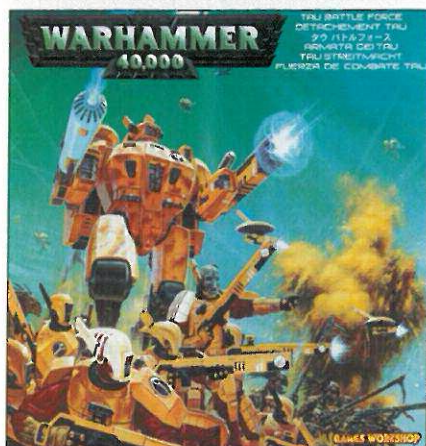
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The Tau Battle Force contains:

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Pete Haines & Phil Kelly explore the use of the Tau XV8 'Crisis' Battlesuit teams. The use of these elite units have helped the Tau triumph in many battles. So read on to learn how the Tau make the best use of these important warriors.

Just in case no one's noticed, there's a new army in the Warhammer 40,000 universe. The Tau have arrived to pursue the greater good and in the vanguard are the amazing Tau battlesuits. Hard to kill, very mobile and equipped with a powerful array of weaponry, Tau battlesuits are something new on the battlefield. In this article we'll be looking at the theory behind these incredible weapons and describing the differing tactical doctrines of the Tau septs.

The Tau are a strongly united people with communal goals and ambitions. This does not necessarily mean, though, that they have a common approach to strategy and tactics.

CRISIS!

TAU BATTLESUIT TEAMS

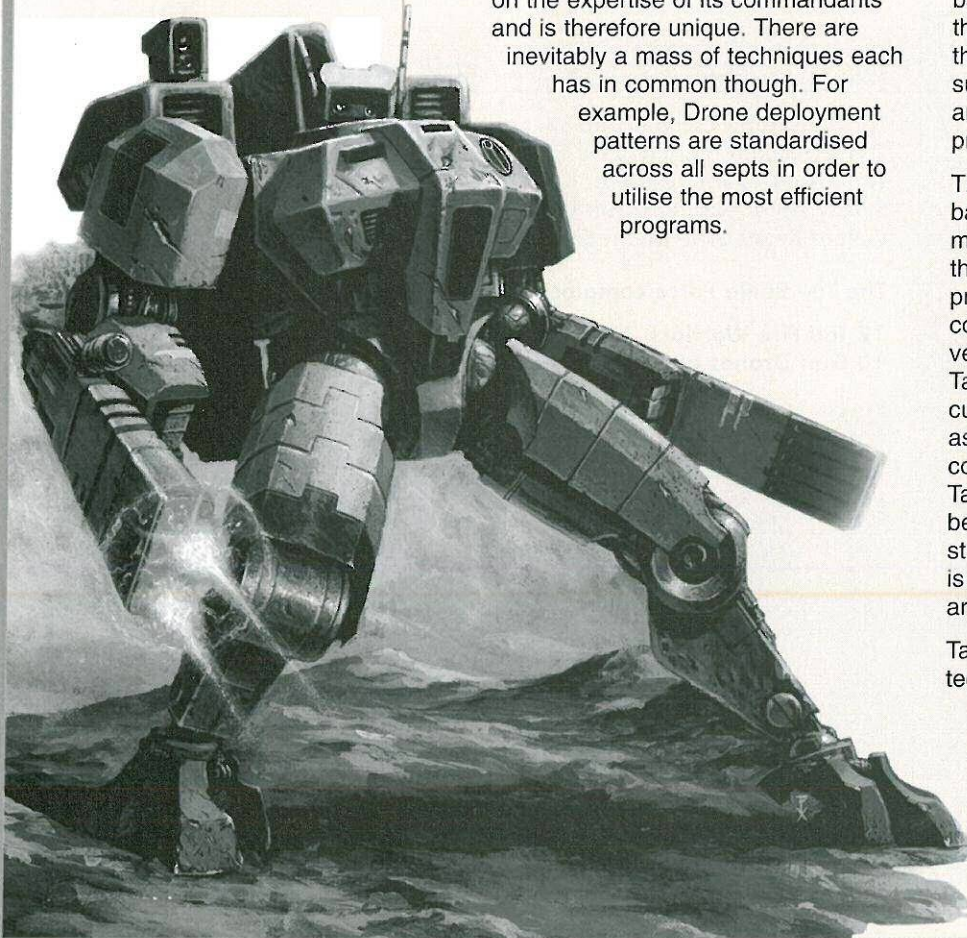
A LOOK AT THE STRATEGIES OF THE TAU BATTLESUITS

Without telepathic abilities, communication between septs is slow. Just as the Imperium has discovered, the Tau now realise that central control of a galactic empire is impractical and inefficient. The Tau Ethereals therefore provide local leadership, facilitating greater dynamism within each sept. All septs have a branch of the Shas'ar'tol, the Fire caste's high command. It is responsible to the Ethereal caste for all military intelligence, operational planning and recruitment within that sept. Most Shas'ar'tol maintain a military academy where distinguished Shas'o and Shas'el can pass their experience on to the next generation of Fire caste soldiers. Each Shas'ar'tol's training regime is based on the expertise of its commandants and is therefore unique. There are inevitably a mass of techniques each has in common though. For example, Drone deployment patterns are standardised across all septs in order to utilise the most efficient programs.

The Fire caste are dedicated warriors who make excellent infantry and tank crews but within this professional force there is an elite, the battlesuit pilots. Every Tau warrior aspires to joining a battlesuit team, and only the finest and most courageous are selected. Despite the Tau's prodigious industrial capacity there are never enough battlesuits to please the Shas'ar'tol. The Ethereal caste is very aware of the trust that is implicit in the issuing of a battlesuit to a warrior. The battlesuit represents considerable power, and in wielding that power, warriors have been known to forget the greater good and become obsessed with their own needs and desires. The example of O'shovah is an extreme one, but milder cases of battlesuit neurosis are more common than is realised. It is for this reason that the Ethereal caste limits the supply of battlesuits to ensure they are only issued to those who have proven themselves worthy.

The special place occupied by battlesuit technology in the Tau military is most clearly evidenced by the rank of Shas'vre. This rank is a prerequisite for any aspiring commander and is only open to veteran battlesuit pilots. Thus every Tau commander has reached his current rank after an extensive period as a battlesuit pilot. These commanders are the teachers at the Tau military academies and their beliefs are passed on to their students. Within each academy there is a slightly different approach to the art of war as it applies to battlesuits.

Tau tactics are based around two techniques called Kauyon and Mont'ka. These are very broad techniques with dozens of different variations based on the type of enemy, the prevalent weather conditions, terrain, available supplies, and so on. The subtleties of Kauyon and Mont'ka



are debated at length by the Shas'oi masters at all the septs. The Shas'vre however concentrate more on battlesuit team tactics and it is here that greater sept variations occur. Whilst Broadside and Stealth team doctrine varies a little between septs, the greatest differences are witnessed in the equipping of Crisis teams.

THE VIOR'LA APPROACH

Vior'la is a Fire caste world and its warriors have served the Empire in virtually every major campaign. They operate their battlesuits either as Ta'ro'cha which means 'three minds – one purpose' or as Monats which means 'freedom of one'. All teams initially operate the Ta'ro'cha but if casualties are suffered such that one team member is left alone he will be trained as a Monat. Ta'ro'cha are teams of three battlesuit-equipped warriors. Every battlesuit is configured in the same way with the same weapons. These are determined wherever possible based on simulations run in advance. The principle is that for a particular foe there is one ideal choice of weapons and therefore every warrior using that combination serves the greater good. Vior'la Monats tend to be Tau with a grudge, often the lone survivor of a team bonded by the ta'lissera as young Fire warriors. The Monat has seen his comrades die and has

become skilled in the ways of war. They are consequently teams of one, although they make extensive use of drones. While the Ta'ro'cha teams hunt the expected enemy with their carefully selected weaponry the Monat acts to deal with unusual opponents who his comrades might not be prepared for.

When a particular weapons configuration has been proven it is included in Vior'la's Book of War and becomes a part of their method.

The following are three examples of Vior'la Battlesuit teams conforming with the Ta'ro'cha:

VIOR'LA TA'RO'CHA – DEATH RAIN CONFIGURATION

VIOR'LA SYSTEM – ORK INCURSION COUNTER-MEASURES

Three Shas'ui all with twin-linked missile pod, drone controller and 2 gun drones.

The Orks encountered were Speed Freeks. The long-range fire of the Tau missile pods crippled the Ork trukks before they could get close enough to unleash their barbaric passengers. Once the Orks were dismounted they were helpless before the battlesuits, their few heavy weapon strikes being absorbed by the drones. When the

time came to press forward, the drones were able to add to the team's formidable firepower with their pulse carbines and photon grenades.

VIOR'LA TA'RO'CHA – SUN FORGE CONFIGURATION

DAL'YTH SYSTEM – BATTLE OF GEL'BRYN

Three Shas'ui all with twin-linked fusion blaster and shield generator.

This configuration was created by the need to fight overwhelming numbers of Gue'la battle tanks. The team is well shielded to give it maximum survivability when opposed by heavy weaponry and the fusion blaster is an excellent tank killer once in range. Whilst successful in action, their 'close-in' tactics cost many Tau lives. After Gel'bryn this team configuration was added to Vior'la's Book of War but is reserved for desperate situations.

VIOR'LA TA'RO'CHA – BURNING EYE CONFIGURATION

KEL'SMAN SYSTEM – THE RENDING OF KE'LSHAN

Shas'vre and two Shas'ui all with twin-linked plasma rifle and target lock.



A Tau battle force engages the Crimson Fists, making use of its flanking battlesuit team.

When Ke'lsan was subjected to a slave raid by the Dark Eldar, the Vior'la cadres responded with battlesuits mounting plasma rifles which were capable of destroying virtually any item in the enemy arsenal. Combined with target locks Crisis teams could engage several targets simultaneously for maximum disruption. The destruction of most of the Eldar's Raider grav-ships stopped the raid in its tracks. This configuration is highly favoured amongst the Vior'la Shas'os.

Monat configurations are many and varied, being subject generally to the whim of the pilot. However, doctrine tends to maintain a favoured Monat configuration at any given time. This suit is therefore instantly recognisable to the other Tau troops in the cadre. In the absence of Shas'o or Shas'el then a Shas'vre Monat could easily command a small force, his bitter experiences making up for more formal training. For some decades the preferred Vior'la Monat configuration has been as follows.

VIOR'AN MONAT CONFIGURATION

One Shas'vre, bonded, drone controller and two gun drones, burst cannon, fusion blaster, hardwired multi-tracker.

The Monat has a close range weapon package that is able to engage tanks or infantry as required. The warrior will use all available cover to stalk the most valuable or dangerous prey. The role of lone hunter is one of the most dangerous and the Monat relies heavily on his drones for his survival.

THE SA'CEA APPROACH

Sa'cea is as close to a hive world as it is possible for a Tau civilisation to get. Its teeming cities produce large numbers of highly disciplined Fire warriors. Considering the number of Sa'ceans enlisting as Fire warriors there are few who attain ranks above Shas'ui. This is not because Sa'ceans lack the instinct for Battlesuit operation but because it is Stealth and Broadside armour they specialise in.

There are Crisis teams in the Sa'cea cadres, however there is no clear doctrine on their armament. Warriors in Sa'cea Crisis teams are encouraged in their personal preferences when it comes to weapon fit. This has resulted in Sa'cea producing some of the most illustrious Crisis teams in Tau history. The advantage rests with the fact that whatever enemy they have to confront they will have at least one team member suitably armed. There is an element of finesse to Sa'cea warriors,

who disdain multi-trackers and pride themselves in selecting the right weapon from those available to them.

Because of their approach, there is no such thing as a typical Sa'cea team, but the following represents Ke'lsan'Tsua'm'Padroch'Ul'syn (theatre of war – force commander – cadre commander – team leader), all of whose members are now respected Shas'el at the Kais-shi academy.

SA'CEA CONFIGURATION – KE'LSHAN'TSUA'M'PADROCH'UL'SYN

One Shas'vre with hardwired drone controller and two shield drones, target lock and twin-linked plasma rifle;

One Shas'ui with flamer, burst cannon and fusion blaster;

One Shas'ui with target lock and twin-linked fusion blaster.

The fighting on Ke'lsan was against Gue'la in the service of a being named Slaanesh. The enemy was well-supplied with unusual sonic weaponry that had not previously been encountered and fought differently to other Gue'la. Some cadres were confused by this and the original plan of battle had to be discarded. Team Leader Ul'syn and his companions stayed close to the enemy flank as it advanced and were able to continually pound them at close range and disengage before any counterblow could be struck. The team fought at close range for two decs until the victory was won.

THE TAU'N APPROACH

Tau'n is a sept in which all castes are represented equally. Its Fire caste warriors are more sophisticated than most and this is reflected in their tactics. Tau'n Crisis teams combine the Sa'cea and Vior'la methods, using teams with different weaponry but where the overall configuration is defined and each team member can be trained in the job expected of them.

The Tau'n operate both Monat and Ta'ro'cha configurations; they are also alone in using teams of two Tau. This is a recent innovation that came about with the realisation that an understrength Ta'ro'cha could combine the advantages of the two older approaches, being more able to use cover but retaining enough firepower to do a great deal of damage when attacking. These can be constructed by dropping any one



A Tau Monat engages the Imperial Guard.

warrior from the Ta'ro'cha configurations below.

Tau'n Monats tend to specialise in destroying enemy armour. One battlesuit less in the firing line is unlikely to sway a large battle, but operating ahead of the main force seeking and destroying valuable vehicles they can be very effective. Tau'n Monats do not stick to standard weapons configurations, though, and are equipped based on preference and circumstances.

Tau'n Ta'ro'cha teams are carefully trained teams using one of two principal configurations. These are shown below.

TAU'N TA'RO'CHA – BRIGHTWIND CONFIGURATION

Shas'vre and two Shas'ui.
The Shas'vre has burst cannon, plasma rifle, multi-tracker and hardwired drone controller with two gun drones.

One Shas'ui has a target lock, a fusion blaster and a missile pod, the other Shas'ui has a missile pod, a plasma rifle and a multi-tracker.

This configuration is complex but very flexible, it is able to engage virtually any target and can split its fire to where it will do most good. It does not have great survivability, though, and has to manoeuvre to avoid heavy fire. The gun drones provide some defence but they are unlikely to last for long.

TAU'N TA'RO'CHA – DARKFALL CONFIGURATION

Shas'vre and 2 Shas'ui.
The Shas'vre has twin-linked missile pods, a drone controller with two gun drones and a hardwired blacksun filter.

One Shas'ui has a shield generator, a flamer and a drone controller with two gun drones, the other has a flamer, a fusion blaster and a drone controller with two shield drones.

This configuration specialises in night fighting. The team leader carries the only long-ranged weaponry but has a Blacksun filter to ensure it is useful.



These battlesuits are deployed in the Fireknife configuration.

The team has considerable survivability, essential for the type of close range firefights it is likely to be involved in. When fighting Orks on Fal'shia, Tau'n cadres employing this configuration proved deadly in night attacks against Ork encampments and supplies. The technique involved first eliminating the Ork transports and then ambushing the Orks as they came looking for their tormentors. The combination of flamers mixed with the drones' pulse carbines and their photon flash launchers left few members of the mob to fight back. Without their transports to fall back on, the Orks tended to scatter and could be hunted down at the Crisis team's leisure.

THE T'AU APPROACH

The Tau home world is known for the wisdom and experience of its warriors. Much of their battle doctrine is gleaned from the initial clashes between the Tau and the other denizens of the Eastern Fringes. Although T'au is a haven for each of the castes, it has a strong body of experienced warriors to advise upon the best use of its Fire caste. Many of the battlesuit tactics taught at the Fire caste academy are accepted as standard throughout colonies still to establish individuality.

The T'au Ta'ro'cha teams favour concentration of fire; rather than taking the opportunities afforded by target locks, they will rain death upon one unit until its total annihilation. T'au Monats tend toward introspection, often spending the eve before battle planning their next day's actions in meticulous detail, meditating and making their peace in case they fall in battle.

The T'au are loath to abandon their set configurations. However the senior T'au Shas'vre realise full well that if their enemies know what to expect, they will also be able to adopt effective countermeasures.

T'AU TA'RO'CHA – FIREKNIFE CONFIGURATION

GAR'NYTH SYSTEM – THE ASSAULT ON Y'LETH

One Shas'ui with plasma rifle, multi-tracker, missile pod, hardwired drone controller with two gun drones, bonded.

Two Shas'ui with plasma rifle, multi-tracker, missile pod, bonded.

One of the most illustrious events in Tau military history was the retaking of Y'leth, where a faction of Space

Marines had launched a full-scale assault into the defence network. As the Tau fell back, several teams of bonded Crisis battlesuits demolished the enemy's APC's and Dreadnoughts with their missile pods. They then proceeded to sow accurate plasma rifle and pulse carbine fire throughout the oncoming foe as they charged across the battlefield. Maintaining distance enough to prevent the Gue'la from reaching the Tau ranks, the enemy's numbers were whittled down until they were finally led directly into a Kroot ambush. The Fireknife configuration is still favoured when a sept faces an assault from the Imperium's elite warriors.

T'AU TA'RO'CHA – BLINDING SPEAR PATTERN

THE KRA'SYLTH LIBERATION

One Shas'vere with plasma rifle, burst cannon, multi-tracker, hardwired drone controller (two gun drones).

Two Shas'ui with plasma rifle, burst cannon, multi-tracker.

When a system of Tau worlds was first threatened by a tendril of Hive Fleet Kraken, many hundreds of Tau and Kroot were slaughtered. Eventually, the Ethereals ordered all battlesuit fire to be concentrated on the alien monarchs and their bodyguard. Despite swarms of clawed beasts descending upon the Tau firebase, the

Crisis teams stayed calm, each member of the team synchronising a devastating fusillade into one creature at a time before choosing another target. They had little to worry about in the way of enemy firepower, and so the larger Tyranids were blown apart one after another. Once the Crisis and Broadside teams had done their work, their drones pinned the smaller, disorganised aliens in place, allowing the Fire warriors to destroy them with massed firepower.

T'AU MONAT – SOUL CLEANSE CONFIGURATION

(UNKNOWN ORIGIN)

One Shas'ui with flamer, fusion blaster, shield generator, hardwired drone controller.

Occasionally, Tau suffering from battlesuit neurosis become aware of their condition, and as such assume the role of Monat voluntarily. Realising that they can no longer function effectively within a team, these individuals often adopt the Soul Cleanse configuration. Equipped with a selection of close-range weaponry, the Monat will often operate within enemy lines, sowing confusion and death with his flamer and neutralising armour and heavy infantry with his fusion blaster. The shield generator mounted on one of the hard points, combined with the defence afforded by the gun drones, protects the Monat

from harm long enough for him to make his escape.

Those adopting the Soul Cleanse configuration can buy their companions valuable time, allowing them to fall back or regroup without pursuit. Some consider this close-in tactic akin to courting death. Certainly, it is true that only the bravest and most confident among the Tau assume this pattern.

CRISIS TEAMS – THE WISDOM OF THE AUN

This is by necessity a simple outline of the four major septs and their tactical methods. All Tau commanders tend to be protective of their Crisis teams and see their doctrines as part of that protection. Battlesuits are not for impetuous attacks or heroic last stands. They are the most flexible troops available to the Fire caste and they must be used in concert with a combined arms cadre to be fully effective. Without supporting railgun fire to give enemy tanks pause for thought or Kroot auxiliaries to threaten the enemy with the possibility of being overrun, Crisis teams become far less effective. Always consider the rest of your army first and then decide what Crisis teams you need to cover its weaknesses and augment its strengths. No matter what the Crisis team members might think, it's all for the greater good.



Tau battlesuits target the larger Tyranids in an attempt to slow the oncoming beasts.



Graphic Action

50 issues of mayhem from Warhammer Monthly

With the release this month of Warhammer Monthly's 50th issue, we thought it was time to take a closer look at one of the Black Library's most popular publications.

Daemon possessed Dark Elves, gun-slinging Underhive bounty hunters, exiled Blood Angels – if this sounds familiar then chances are you've picked up an issue of Warhammer Monthly at some point over the past four years. Bursting onto the scene in March 1998, Warhammer

Monthly built upon the tradition already established by Inferno! of fast paced, action-packed stories set against the savage backdrops of the Warhammer and Warhammer 40,000 universes. From Captain Leonatos and his band of exiled Blood Angels through to Ulli & Marquand and their unique brand of treachery and double dealing, Warhammer Monthly has let loose many a memorable character on the world.

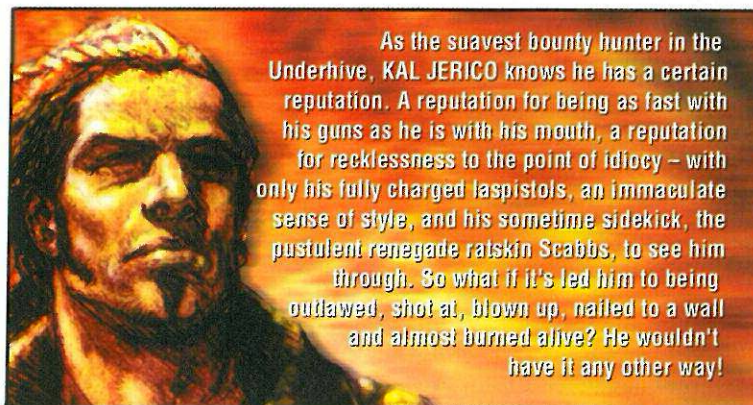
Testament to this is the way in which these characters have found their way into the games their exploits are

based upon – Malus Darkblade is a special character in the Dark Elf army book, Kal Jerico has already been immortalised by Fanatic for use in Necromunda and our favourite Mordheim miscreants, Ulli & Marquand, can now prowl the streets of the City of the Damned in your own games, once again courtesy of Fanatic.

This December, Warhammer Monthly turns fifty and the Black Library has pulled out all the stops to make sure that it's going to be the greatest issue yet. As ever, there's a rip-roaring mix of savage fantasy and dark science fiction in the pages as our greatest ever ensemble of creative talent lines up to bring you our biggest issue to date. With the return of an old friend and the death of at least one of our

most popular characters we're embarking on our next fifty issues with a bang!

One of Warhammer Monthly's greatest strengths over the past four years has been the quality of the creators. Veteran



artists and writers such as the legendary Judge Dredd and Chopper artist, Colin MacNeil, have sat alongside rising stars of the comics book world like Logan Lubera who is now working on his own mini-series for Dark Horse comics. Karl Kopinski got his first big break working on Kal Jerico for the Monthly before being drafted into the ranks of Games Workshop studio artists. He still contributes covers along with fellow studio artists Adrian Smith and Paul Dainton.

Talking of covers, Warhammer Monthly has benefited from some of the finest ever to appear on a British comic.

Everybody has their own favourite but how can we forget Durham Red artist, (and former White Dwarf contributor) Mark Harrison's stunning Titan covers on issues 42 and 48 or Adrian

Smith's Inquisitor cover to issue 38. Sinister Dexter artist Simon Davis has chipped in with a couple of great Ulli & Marquand covers and both former Slaine artist, Paul Jeacock, and Paul Dainton have immortalised our favourite Mordheim rogues for the front of the comic.



MALUS DARKBLADE. Dark Elf. Outcast. Daemonhost. His avarice proved his downfall on the fateful day when he discovered cursed treasure and was possessed by the daemon-king, Tz'arkan. The tales of his bloody years of wandering through the Chaos Wastes are too numerous to relate, but now the great city of Hag Graef lies within his grasp. His only true enemy is the daemon that still lurks within his very body.



For the past four years, two men have been almost solely responsible for making sure that there are words to go in all those little white balloons and boxes. Dan Abnett and Gordon Rennie have written close to 1,000 pages of Warhammer Monthly strips between them and their fertile minds have sprung forth such classics strips as Titan and Inquisitor, Bloodquest and Kal Jerico. Dan and Gordon are

time reward long-time readers by revealing details of long-standing heroes' pasts and even futures. Coupled with the character biography pages alongside every story, issue 50 is the perfect jumping on point for people who have yet to experience the savage comic book adventures of the Warhammer worlds.

Darkblade kicks off the issue with Malus having to fight off an attempt on his life from the most unlikely of assassins (hint: it isn't Spite!). Imperius Dictatio swings into action defending an Adeptus Mechanicus factory from a rogue Imperial Titan. The most requested character comeback in the history of Warhammer Monthly happens in issue 50 as the Redeemer returns to battle against mutant monkeys and bionic bounty hunters! Old World mercenary Hellbrandt Grimm is back, this time rescuing a kidnapped child from the clutches of his evil father. Kal Jerico versus the Underhive? It happens in Warhammer Monthly's first ever full-colour Kal Jerico strip. Ulli and Marquand are up to their usual double-dealing antics on a mission to claim a mysterious treasure that every man and his rabid dog wants as their own. And finally, the wait is over as the exiles return once again in the prologue to the much anticipated Bloodquest Book III.

If all the above carnage and mayhem isn't enough for you then there's a complete index of every strip ever to appear in the pages of Warhammer Monthly and a fantastic competition where we're going to give away games, miniatures and original artwork as well as much, much more.

Warhammer Monthly 50 will be available from where you bought this copy of White Dwarf on 13 December, priced £3.95.

2002 starts with a bang when Book II of Eagle Award nominated Daemonifuge comes to a dramatic close.

BLOODQUEST is the epic saga of Captain Leonatos. Exiled from the Blood Angels, he and his loyal battle-brothers quest for the lost Blade Encarmine, and their very redemption. Many have fallen against the unstoppable tide of brutish Orks and the corrupting powers of the servants of Chaos, and Leonatos himself has been lost deep within the Eye of Terror. Now his followers are to return, sworn to discover his fate – victory or death!

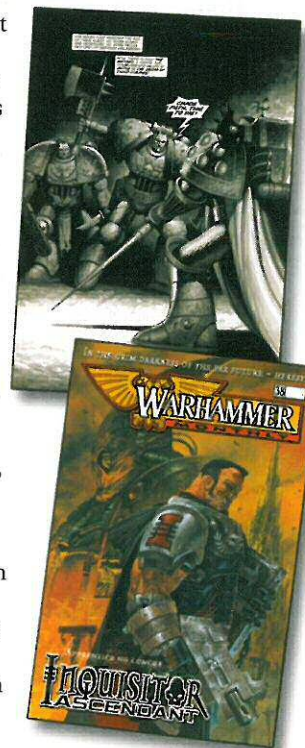


both experienced comic book writers for the US market where between them they've written comics featuring everybody from Scooby Doo to Predator, whereas on this side of the pond they've been 2000AD mainstays for the best part of a decade. Dan's penchant for snappy dialogue and Gordon's dark sense of humour have made for some classic characters and strips that live on in the memory long after the story has been read.

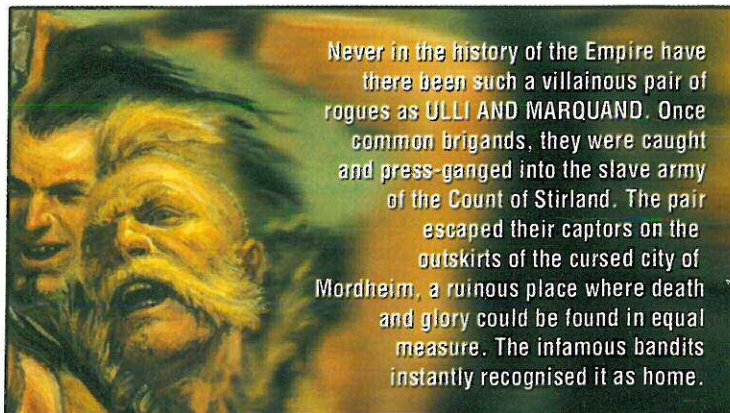
One member of the creative team who is almost always overlooked is the letterer without whom all comic strips would read like a silent movie. Not only responsible for literally putting word into the mouths of characters, the letterer is also responsible for creating those sound effects that really bring a strip to life. Many great letterers have featured in the pages of the monthly but special mention must go to Fiona Stephenson who, since doing such a fantastic job on Daemonifuge way back in issue 4, has lettered almost every ongoing strip in the comic and, since issue 30, has almost single-handedly lettered every issue. Thanks Fiona!



To celebrate Warhammer Monthly's first half century we're publishing our biggest issue ever. Contained in its sixty-four pages are specially commissioned one-off stories featuring all of Warhammer Monthly's most popular characters. If you've never read an issue of Warhammer Monthly then don't worry, all of the stories are designed to introduce new readers to our regular strips but at the same



Never in the history of the Empire have there been such a villainous pair of rogues as ULLI AND MARQUAND. Once common brigands, they were caught and press-ganged into the slave army of the Count of Stirland. The pair escaped their captors on the outskirts of the cursed city of Mordheim, a ruinous place where death and glory could be found in equal measure. The infamous bandits instantly recognised it as home.



On the sin-ridden world of Necromunda the Redemption sends groups of their most dedicated and fanatical brethren into the Underhive to purge it in the holy fire of battle. Klovis THE REDEEMER is one such man, leading a personal crusade into the depths and the toxic desolation of the ash wastes. His great work – as recorded by his faithful archivist, Deacon Malakev – is to rid Necromunda of weakness and deviation, of filth and abomination.



Ephrael Stern and the Pariah, Kyganil, have escaped from Commoragh and the clutches of the vile Dark Eldar but a worse fate awaits them at the other end of the webway. Coming your way next month in issue 51.



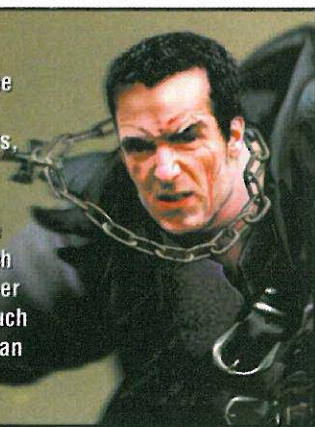
Interrogator Gravier's hunt comes to an end in issue 52 as the one-time apprentice comes face to face with his former master. Not everything is as it seems however and will Inquisitor Reiker make good on his promise to bring Defay to book? Find out in February.

King Darkblade? Will Malus grasp control of the Hag? Issue 54 has all the answers this April.

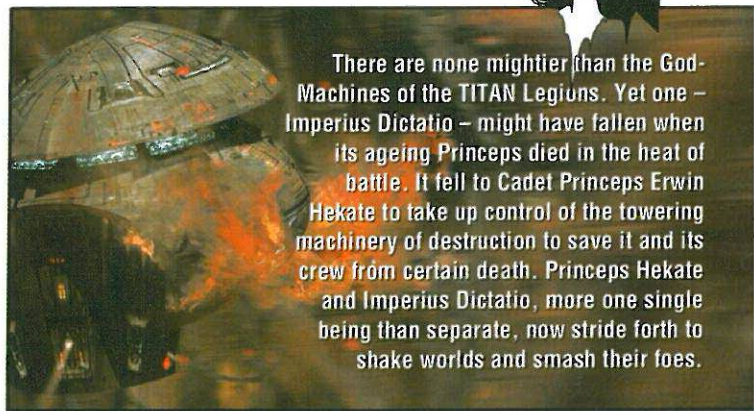
Also in issue 54, Bloodquest Book III continues from where issue 50's prologue left our heroes. Once more in the Eye of Terror, Cloten and Lysander must battle their way across daemon-infested worlds in the hunt for their battle brother, Leonatos. Expect one bloody summer!

Bigger storylines, bigger bodycounts and a recurring villain are what Mitchel Scanlon has promised for Hellbrandt Grimm over the next twelve months. It all starts in issue 55.

There are many tales of HELLBRANDT GRIMM, the legendary mercenary of the Old World, tales where he has fought fearsome evil, travelled to distant lands, conquered many mighty foes. Stories abound of his origins and the scar he wears on his cheek – some say it is the brand of the fearsome Orc tribe in which he was raised as a slave. Others whisper that is the very mark of a dark god's touch – for how else, they reason, can one man fight with the strength of a daemon?

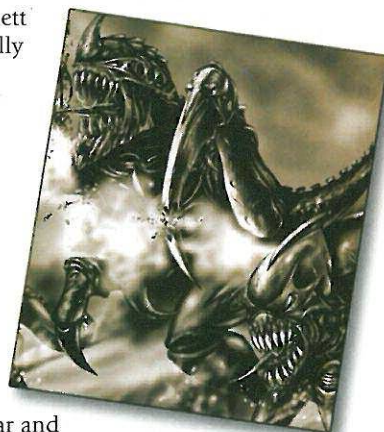


There are none mightier than the God-Machines of the TITAN Legions. Yet one – Imperius Dictatio – might have fallen when its ageing Princeps died in the heat of battle. It fell to Cadet Princeps Erwin Hekate to take up control of the towering machinery of destruction to save it and its crew from certain death. Princeps Hekate and Imperius Dictatio, more one single being than separate, now stride forth to shake worlds and smash their foes.



New favourites will be joining old classics during 2002. Dan Abnett and Karl Richardson have finally caved in to the fans' demands and the Space Wolves will get their own starring role in Warhammer Monthly. The ten page pilot episode hits the pages early next year.

Since its first appearance in issue 41, Warhammer Monthly readers have been clamouring for more 'Of Ancient Blood'. Look out for more blood-thirsty one-off adventures of Helmar and Katarina throughout next year.



Fear not, you can be sure we've got plenty more carnage and mayhem in store for the next fifty issues!

STEAM TANK

The famed steam tanks of the Empire are capable of punching through the most heavily armoured foe, their thick reinforced hulls protecting them from all but the strongest attacks. Anthony Reynolds tells of the exploits of these armoured behemoths, examples that have earned the steam tank its well deserved reputation.

THE BATTLE OF KRIEGFELD CASTLE

In the year 2512, a massive horde of savage warriors from the north surged down through Kislev, massacring entire villages and looting townships. Striking without warning, the tattooed marauders rampaged southwards, accompanied by an array of brutish, beast-like creatures that were bent only on bloodshed and feasting on the bodies of the fallen. The raiders rode into Ostland, cutting a bloody swathe across the land.

As it remains today, the province of Ostland was a wild, rural land. Its inhabitants are tough and hardy people who are capable of defending their lands from raiders. However, this horde was far larger than any usual raid, and the people of Ostland were cut down murderously before it.

However, the noble Kriegfeld family were renowned for their determination and fierceness, and would frequently ride forth from their castle to aid their countrymen and hunt down any marauding raiders. The eldest son of Lord Kriegfeld rode

from the towering castle of the family with the mainstay of the house guard to fight the marauders, for the Elector Count of Ostland's armies were several days march distant. A group of the marauders detached themselves from the main war party, leading the defending army towards the north, never committing themselves to a pitched battle. They frustrated the young Lord, striking fast before withdrawing, and leading his forces far away from the castle. While these forces were occupied, the main Chaos army struck towards the mighty Kriegfeld castle, situated to the north-east of Bechhafen.

The forces of Chaos laid siege to the castle, attacking it in the depths of night. The moon and stars were obscured by dark sorcery, and black-winged creatures descended from the

skies, pulling the sentries from the battlements to their deaths on the sharp rocks below. The Battle of Kriegfeld had begun, a battle that would be recalled for years to come for both its tragedy and heroism.

The castle guard was sorely depleted and Lord Kriegfeld and his family, even his Lady and eldest daughter, fought alongside the soldiers on the battlements to stem the evil tide that threatened to engulf them. The night was filled with the incoherent screaming of the savage marauders as they clambered up hundreds of hurled grappling hooks, and huge, furred creatures battered at the gates. The





The invading marauders get a taste of iron when the Old Reliable smashes into them as they surge through the castle gates.

besieged defenders fought frantically for hours on end, the frenzied mass of raiders throwing themselves at the walls without fear for their own lives, their souls already promised to dire powers. Dawn provided no respite, for the marauders did not appear to be tiring. Barely able to remain on their feet, the exhausted defenders struggled on, their numbers falling one by one.

Their only hope remained in the famed steam tank, *Old Reliable*, which had been seriously damaged several weeks earlier. The steel land-ship had been towed to Kriegfeld castle, and Meinkop, the *Old Reliable's* engineer commander was awaiting an envoy from the School of Engineering to come to the castle to tow the massive land-ship back to Altdorf. As the castle was besieged and the cries of the dying filled the hellish darkness, the engineer worked frantically on the steam tank, attempting to get the machine in some form of working order. Using the tools and forge of the castle blacksmith, who fought valiantly on the walls above, the engineer attempted to patch up the damaged boiler. Using all manner of improvised implements, Engineer Meinkop displayed his considerable skill and innovation by managing to get the steam tank running, albeit in a rather ramshackle fashion. Great rotating belts

were repaired using sturdy canvas strips, and damaged cogs replaced with roughly forged metal gears.

After hours of relentless pounding, the monstrous creatures outside finally splintered the gates of the castle, and the screaming hordes of blood-smeared marauders swept through the breach alongside bellowing beast-like figures, their thick fur stained with blood. Awaiting them was only a minimal defensive force and the *Old Reliable*, patched up and roughly repaired by Engineer Meinkop. Lacking suitable ammunition for the steam powered volley gun, the engineer had loaded all manner of debris into the barrels, firing a spray of deadly nails and stones into the surging hordes, cutting them down in droves. The fallen were trampled by their kindred, who were utterly consumed in their frenzy to slaughter all before them. The steam cannon on the *Old Reliable* ruptured soon after battle was joined, hissing steam filling the compact interior of the steam tank. Meinkop quickly patched the rupture using a hastily applied bandage of canvas and tar.

With a tremendous blast of steam, the *Old Reliable* thundered into the marauders surging through the breached gates, crushing their bodies beneath its bulk, and slamming them into the stone walls. The

savage warriors clambered over the steam tank, smashing at its damaged armour with their brutal weapons. Belching steam, the *Old Reliable* quickly reversed its position, sending those clambering over it flying to the ground, before powering once more into the breach. The stone gateway was awash with blood, countless bodies having been crushed into the unrelenting stone and smashed into the walls. Engineer Meinkop worked frantically to keep the steam tank operational, breaches appearing in the boiler that would result in complete loss of pressure, and a myriad of operational failings threatening to bring the *Old Reliable* to a standstill.

For the entire day, the *Old Reliable* managed to hold the castle gates. In brief respites, while the enemy was regrouping, the engineer reloaded the steam cannon with debris, ready for the next wave of attack. As night drew near, the marauders stepped up their assault, flinging themselves with ever increasing frenzy against the steam tank and the walls, but to no avail. As the chaos followers retreated after one particularly vicious assault, the *Old Reliable*, barely intact, powered out of the gates. Meinkop determined to sell his life dearly, for he knew that he could not keep the machine operational for long. The steam tank



Before the foul vampire can react, the steam tank *Deliverance* smashes into him and seals his fate.

smashed through the bloodthirsty savages, scattering them before its bulk. A group of hideously malformed beasts attacked the *Old Reliable*, almost tipping it onto its side, and began to tear it apart with their clawed limbs. Still defiant, the engineer swung the immense machine around, its armoured prow brutally crushing everything it impacted with.

Kriegfeld castle was saved from certain destruction by the heroic action of Engineer Commander Meinkop, who was subsequently awarded with a minor title and the deeds to a small estate on the outskirts of Altdorf. As the forces of Chaos surrounded the crippled steam tank, Lord Kriegfeld's son returned from the north, his attack into the rear of the marauding army causing a wave of panic to run through their undisciplined ranks. The raiders scattered, fleeing back towards their homeland, and were subsequently pursued and hunted down. The castle defenders were exhausted, only a handful remaining and many of them suffering debilitating wounds. Tragically, Lady Kriegfeld, who had battled at the fore of the castle's defence, was ripped from the battlements by a leathery winged creature as the forces of Chaos fled, a last, spiteful act of destruction that eventually tore the family apart. The noble Lord fell into a deep despair from which he never recovered, dying a bitter, lonely man. It is said that his spirit haunts the family castle, endlessly lamenting the loss of his

good lady and cursing the gods for their fickle ways. The castle was eventually abandoned and is said to be cursed. It stands dark and menacing over the landscape, an empty, broken shell that is shunned by all.

THE SLAYING OF DAVARGOS THE TAINTED

The foul Strigoi Vampire, Davargos the Tainted, was finally defeated in bitter combat at the Battle of Dalvern Hill. The Vampire had terrorised the south-east of the Empire for nearly three centuries, slaying almost at will. The battleground was the last stand of the pious Duke Bachenhoff the Third, a rural noble who held the titles to many lands around the Lower Talabec River. Dalvern Hill was situated in the dismal lands to the very south of the Empire, an area formerly known as the realm of Solland. It was here that the duke and his personal guard were slaughtered almost to a man, complete annihilation of the Empire forces only barely avoided thanks to the presence of the steam tank *Deliverance*.

The duke was a highly devout man, viewed by his noble compatriots as somewhat of a religious fanatic. Rumours were rife through the nobility of the duke's self-flagellation, and indeed he could often be seen sporting all manner of unusual wounds. It is said that he believed that he was destined to stamp out the taint of undeath that had cursed the lands of

Sylvania for ages untold. This single-minded determination was utilised by the smoothly manipulative and much feared witch hunter, Macarbond. The witch hunter's influence was great and, together with the wealth of the Duke, the pair built a powerful army with which to scour the lands of fell vampiric creatures.

The Duke's fervour was constantly fuelled by the rousing words of Macarbond, and they attracted a great mass of disturbed, fanatical followers who dedicated themselves fully to the cause. The engineers of Altdorf, seeking to gain the favour of the church of Sigmar, sent the powerful steam tank *Deliverance* to aid the holy cause. The enormous iron construction was a great source of amazement to the simple people of these lands, many of whom had never travelled so far as their neighbouring village. The large force moved through the lands of Sylvania, but never encountered anything more sinister than superstitious, inbred peasants. When the rumours started to flow in about a devilish creature of the night that had been massacring villagers to the south, the army were overcome with righteous fury to destroy it, and their pursuit of the creature commenced.

For days on end the duke and the witch hunter tracked the creature, which fled to the south. It has since been speculated that the creature was consciously leading the duke's army into an area it favoured, for it appeared relatively unconcerned by its

pursuers. The nights were filled with unholy howling, and bats filled the darkened sky, obscuring the stars and moon with fluttering black wings. Without fear, the foul Vampire creature sated its thirst each night by draining the blood of the sentries guarding the army's camp perimeter, though the creature was never actually seen.

After several weeks of pursuit, the army of Duke Bachenhoff and Macarbond the witch hunter was ambushed in the dead of night. The rotting corpses of hellish, black wolves raced into the camp, their howls filling the darkness. Great clouds of bats descended from the blackened sky and streams of foul, ghoulish figures loped into the campsite, their pallid forms grotesque and malformed. Despite their fanatical resistance, the Empire forces were torn apart in the confusion of the frantic battle. The engineer commander of the *Deliverance*, who slept within the comforting confines of the great landship, brought the boiler quickly to full power. The resulting havoc created by the behemoth's steam gun caused the Ghouls to scatter into the darkness, terrified by what they saw as an unstoppable iron creature that breathed death itself.

As the sun's rays shone over the horizon, the full extent of the casualties suffered were made evident. Fully three-quarters of the Empire force had been massacred, and the Baron knew that the Undead would attack again the following night.

He set up a defensive formation on the nearby Dalvern Hill, which commanded a prominent view over the bleak landscape. As the sun slipped inevitably over the horizon, the skies were quickly filled with fluttering shapes. Beating themselves with whips, the fanatical followers of the witch hunter screamed of the end of the world, and the need to strike this evil presence from the face of the Old World before that time comes.

The forces of the Undead struck with full force, shambling relentlessly towards the waiting Empire army. Their numbers seemed unending, and their stinking corpses soon littered the muddy ground. Still more pressed forwards, clambering over the fallen to strike out at the humans with blackened claws and foetid teeth. The steam tank *Deliverance* fired its powerful steam cannon into the masses of Undead, cutting the foul creatures down in great swathes. The Ghouls fell back from the powerful steam tank in fear, while rotting, black wolves scratched ineffectually at its metal sides. The

Deliverance formed an immovable centre for the Empire lines, while the rest of the army was falling beneath the overwhelming numbers of the Undead.

The Baron stood with his personal guard at the top of the hill as the Undead began to overrun the defences. A winged form dropped from the darkness above, its powerfully muscled body misshapen, its vicious face contorted into a visage of pure hatred. With an explosive leap, the Vampire known as Davargos hurled itself at the duke, who screamed for Sigmar to strike this foulness from existence. The duke's bodyguard hurled themselves in the path of the creature, and they were torn limb from limb with shocking brutality. The Strigoi struck left and right as it waded through the crowd, its body streaked with blood and gore, as it bore down on the duke. None, it seemed, could stand before the unstoppable creature's unholy fury. The crazed duke welcomed facing the foul creature, completely believing that right was on his side, and that through this he would prevail alone.

As the duke's head was brutally severed with a flick of the Strigoi's powerful claws, the *Deliverance* bore down on the foul Vampire. Too late the foul creature realised its peril and tried to launch itself into the air. As it leapt from the ground it was struck by the steel prow of the steam tank, and sent flying backwards, bones broken under the horrendous impact that would have crippled any mortal being. With a snarl, the creature quickly recovered and leapt onto the front of the moving steam tank, ripping at the

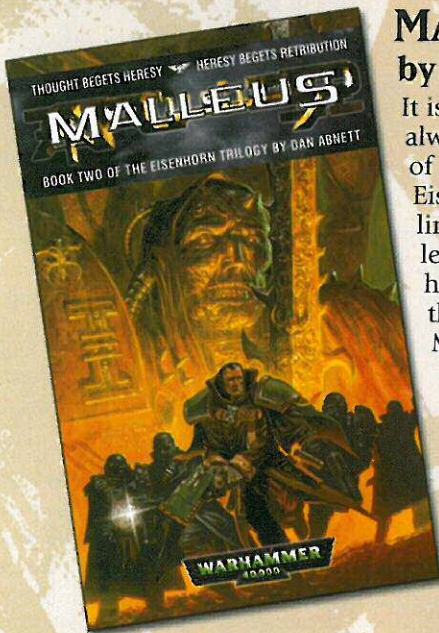
great metal plates. With preternatural strength, the Strigoi tore great gouges in the armour, its claws wrenching the metal out of shape in its fury to get within the war machine.

Calmly, the engineer commander emerged from the hatch atop the *Deliverance*, the Strigoi's hate-filled eyes locking to his own. Raising his custom-built repeater pistol, the engineer unleashed a volley of shot into the Vampire, sending it rolling off the steam tank. The *Deliverance* powered forwards, grinding the struggling Vampire beneath its enormous bulk, ending its unholy life after hundreds of years of terror. Where no mortal had been able to threaten the creature's twisted unlife, the sheer power of the steam tank had destroyed it utterly.

With the Vampire slain, its Undead minions skulked away into the darkness, pursued by the frenzied Flagellants. Untold hundreds of mutilated corpses were scattered over the hill. Nearly four decades later, bone and armour can still be found on the grassy slopes of Dalvern Hill. Only a fraction of the soldiers of the Empire managed to survive the vicious battle, and many of those quickly descended into madness. The body of the Vampire was strung up on the prow of the steam tank, a bloody trophy of its victory. As the first rays of dawn lanced over the plain, the body began to smoke, eventually crumbling to charred dust. The Battle of Dalvern Hill had been won and the Vampire Davargos finally slain.



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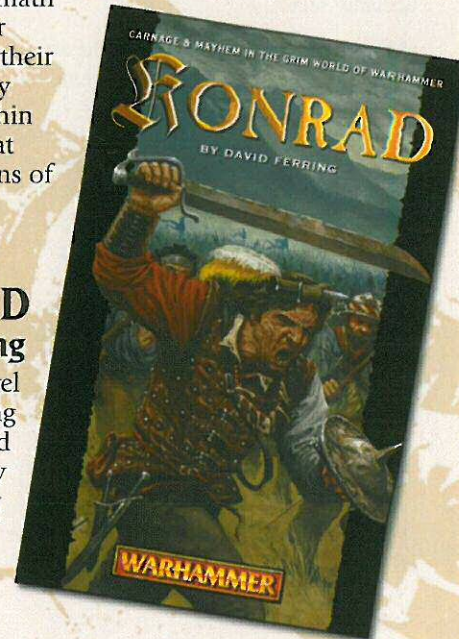
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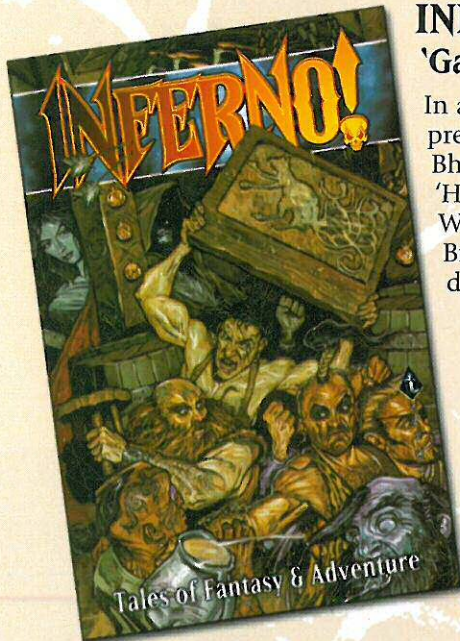
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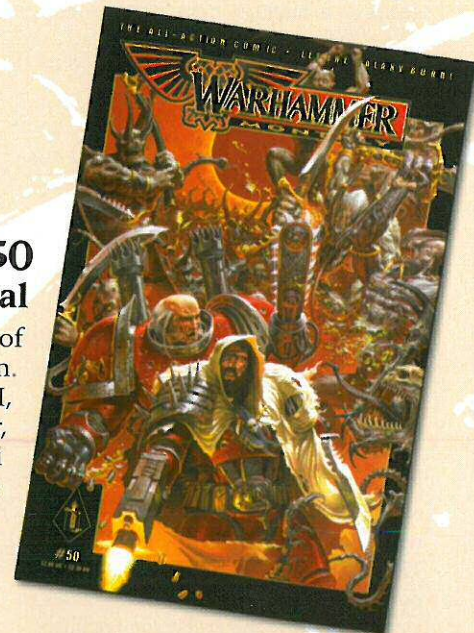
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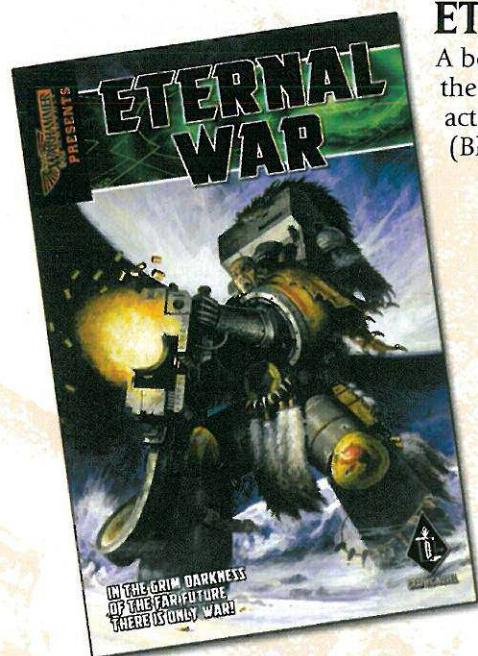
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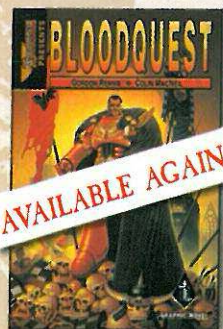
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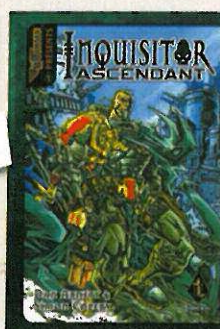
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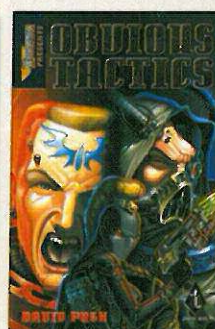
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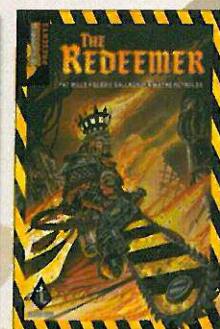
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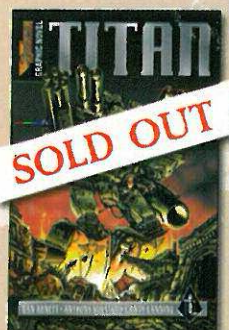
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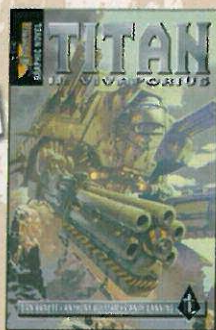
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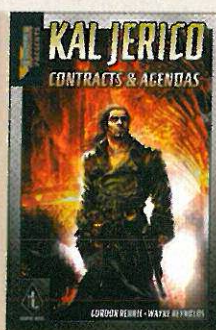
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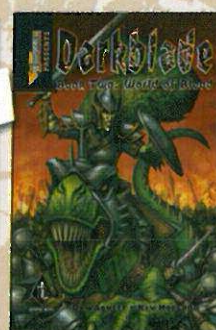
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Index Astartes

First Founding



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

WARRIORS OF ULTRAMAR

The Ultramarines
Space Marine Chapter

by Graham McNeill

Since the ancient times of the Great Crusade, the Ultramarines have fought at the forefront of the Emperor's armies. Highly disciplined and courageous warriors, the Ultramarines have remained true to the teachings of the holy Codex Astartes, the greatest work of their Primarch, Roboute Guilliman, for ten thousand years. Tales of their victories are told from their home world, Macragge, to the sacred halls of Terra. Whenever the enemies of Mankind threaten the Imperium, the Ultramarines stand ready to fight them.

Origins

Uniquely amongst the First Founding Legions, the history of the Ultramarines is relatively well documented and there exists a wealth of information regarding the formation of this most illustrious Chapter. One of the greatest mysteries concerning the Primarchs of the Space Marine Legions are the circumstances of their sundering from the Emperor and this has vexed scholars down through the millennia. There are many wild and fanciful theories, but none can fully explain how such a calamitous event could be allowed to transpire. While it is a mystery that will probably never be adequately solved, it is when Roboute Guilliman's discovery on Macragge is examined that Imperial scholars find perhaps the greatest clue to the true facts of the matter.

Macragge is a rocky, inhospitable world on the eastern fringe of the galaxy. Three-quarters of its surface is covered by bleak, mountainous uplands, the rest with glittering blue seas. Macragge had survived the worst catastrophes of the Age of Strife; its industries had remained intact, contact was maintained with nearby star systems, and spacecraft regularly travelled between them. The people of Macragge were ruled by two Kings, or Consuls, and their word was law. To break their laws was to invite severe retribution, but honest toil was rewarded and positions of power granted to those most capable. Life on Macragge was harsh and only the strongest survived to adulthood. The state determined whether children, both male and female, were strong when they were born and weakling infants were left on the mountains to perish.

To be a citizen of Macragge was to live a life of discipline, self-denial and simplicity. The people viewed themselves as the true inheritors of Humanity's best traditions, shunning luxuries and occasion for leisure. Reliance on technological advancement was seen as bringing discord, weakness and a decline in moral values. This exercised a profound pull on the surrounding

systems which admired the discipline and order of Macragge. To maintain this way of life, children of both sexes were sent to military and athletic academies at the age of six where they were taught to fight, build their stamina, maintain discipline, endure extremes of pain and survive in the wild. Life for the students was brutal and only the very best survived. At fourteen, after eight years of the toughest training imaginable, those students became soldiers.

This punishing regime ensured that the military might of Macragge was second to none and many of the surrounding systems adopted the same method of training. While the rest of the galaxy threatened to plunge back into the anarchy of the Age of Strife, Macragge and her neighbours prospered, disciplined armies of highly trained warriors hurling back alien invaders, pirates and human renegades time and time again. A soldier served until he or she reached the age of thirty, when they were allowed to leave the military and start a family of their own. However, despite the overwhelming military successes off-planet, areas of Macragge remained untamed and wild, with bandits and brigands raiding from the barbarous lands of Illyrium in the north. Konor, the mightiest Battle King of Macragge, had led armies against the northern barbarians, but even he had never managed to pacify the region for any length of time.

The coming of Roboute Guilliman was a time of great omen for the people of Macragge. Scribes recorded many strange sights and a passage in Konor's journals offers a significant clue to the mystery surrounding the Space Marine Primarchs. These writings have been preserved by the Librarians of the Ultramarines and its words have enlightened and divided Imperial historians in equal measure.

"Such dreams as might make a man believe he had lost his mind, or worse, fallen prey to a daemon, beset me nightly. It has been three months since I spent a night not woken from sleep by a scream so terrible I scarce believe it to be my own. Every night, dark terrors of fang and claw seek to rend my

flesh and feast on my soul. The physicians prepare me infusions of Lassiam root, but they do not help. Until tonight I felt like I should go mad. But as I dreamed of dark monsters that longed to suck the marrow from my bones, I beheld an armoured figure in a moulded breastplate of iron, embossed with an eagle and polished so that it shone like silver. A close fitting helm of bronze obscured the warrior's face and he stood with a wide-bladed sword that crackled with powerful energies. The dark beasts swarmed around him, but he smote them with his mighty weapon and, as each creature fell, it howled and vanished from sight. As the last beast was slain, the warrior turned to me and I suddenly found myself beside Hera's Falls in the Valley of Laponis. Spray from the mighty waterfall drenched me and I saw a golden haired child on the ground. The

warrior bade me protect the child and as I reached to gather the babe in my arms, I woke, feeling more refreshed than I have in months. Dream or vision? I do not know, but I awoke with a fine mist of fresh mountain water on my face."

According to legend, the Valley of Laponis was the site of the crowning of the first Battle King of Macragge and, the following day, Konor rode east at the head of his bodyguard to Hera's Falls. Weeks later, the king's expedition eventually crested the impenetrable, snow-capped peaks and reached the vast falls, glacial water thundering to the rocks tens of thousands of feet below. Here, wrapped in swaddling clothes, they discovered the child that Konor had seen in his vision. How the child came to be in this isolated valley

was a mystery that would never be solved, but it was seen as a great omen that the child should be found in a place of such historical significance. Konor took the babe back to his palace and named him Roboute, which means 'Great One'.

Roboute grew quickly, as did his capacity for learning, and within the space of a few years he had mastered everything the wisest men of Macragge could teach him. At the age of six, as was the custom for children of Macragge, he was taken from his father and inducted into the Agiselus Barracks where he mastered the art of war with breathtaking speed. His grasp of philosophy, history and science was greater than anyone alive, yet his true genius lay in the field of military organisation. After two years it became

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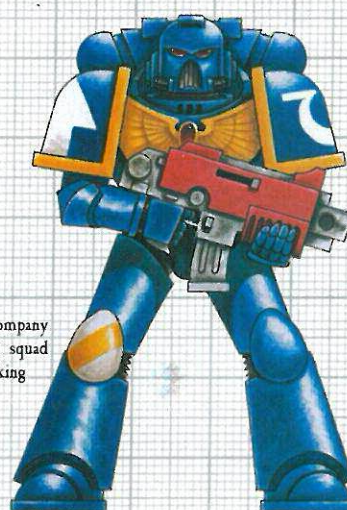
Ultramarines, Progenitor Legion M31



Mk I Boltgun
Crossfile/1839c/A

Septus XII
Campaign Badge
Crossfile/1102a/X

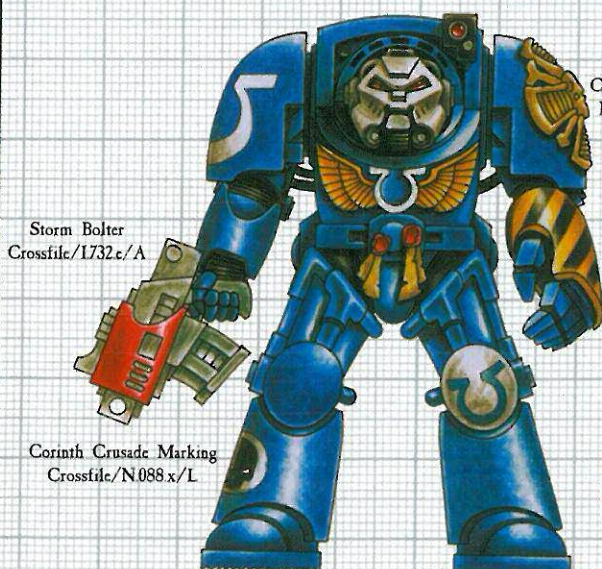
Pre-Heresy Ultramarines Corvus Pattern Power Armour



Mk III Boltgun
Crossfile/19501/C

2nd Company
Tactical squad
marking

Post-Heresy Ultramarines Power Armour



Storm Bolter
Crossfile/1732c/A

Crux Terminatus
Honour Badge

Power Fist
Crossfile/I043a/X

Corinth Crusade Marking
Crossfile/N088 x/L

Ultramarines Terminator



Terminator
Veteran Sergeant



Ultramarines Chapter Symbol



Veteran Sergeant



Veteran



Sergeant

Ultramarines Helmet Variants

Thought for the day: His word is your bond.

farical for Roboute to remain at the training barracks as he was already the mightiest warrior on Macragge. He could best every one of his instructors in hand to hand combat and none could out-think his battlefield stratagems.

As Roboute took his place within the military, Macragge itself was in a state of change. Konor was a well-liked ruler, yet his fellow Consul, a vain and jealous man named Gallan, plotted against him. In these times of prosperity, Gallan and a powerful group of the wealthy elite of Macragge had grown fat off the labour of slaves and vigorously opposed Konor's proposed reforms that would oblige them to provide their slaves with reasonable food and accommodation. Konor also pushed through legislation that forced the wealthy to contribute to his ambitious programme to enlarge and improve the capital city. His reforms were of great benefit to the people of Macragge, but Gallan and his supporters were fearful of losing their wealth and power. Such was Roboute's fearsome reputation, Gallan knew that he could not strike while Konor's son was still in the capital, and secretly arranged to have him removed from the

city. Spreading gold amongst the Illyrium tribes, Gallan had the tribesmen launch a series of bloody raids against the northern communities of Macragge. He then counselled Konor that the pacification of these tribes would be the perfect task for Roboute. Konor readily agreed; he had been seeking a task worthy of his son and he believed that this was the perfect opportunity for him to prove his readiness for command.

Roboute marched north into the untamed lands of Illyrium and launched a brilliant campaign against the tribesmen. His genius for military strategy and organisation was nothing short of legendary, and within two months his expeditionary force had not only pacified the entire region but had earned the respect of the fierce tribesmen. Roboute became blood brother to Bardylis, head man of the strongest tribe, after sparing his life in battle and accepted oaths of loyalty from the leaders of every other tribe at the Gathering of Paonia. Bardylis then told Roboute of the gold that had come north from Gallan and begun the bloodshed. Roboute immediately gathered his men to march south to the

capital but, as they came within sight of the city, they saw thick pillars of black smoke and the flickering glow of many fires.

Roboute led his army towards the gates, advancing through hordes of citizens fleeing from the terror within. The city was in anarchy, drunken soldiers looting and killing at random, and fires raging unchecked. Roboute marched to the Senate house, executing any looters he came across, and formed work details to fight the fires that threatened to engulf the city. A hundred soldiers in the pay of Gallan blocked the gates of the Senate house, but Roboute butchered them and forced his way inside. Leaving his troops to deal with the drunken mob, he fought his way through the Senate building to find Konor lying near death, an assassin's blade lodged in his heart. With his dying breath, Konor told his son of Gallan's betrayal and implored him to continue his works. The physicians did what they could for the Battle King, but the wound was poisoned and they could do nothing to save him. Roboute's thoughts filled with vengeance as he began the task of restoring order within the city. Those



soldiers who had remained faithful to Konor were besieged within their barracks, but when word reached them of Roboute's return, they broke out and linked with other forces loyal to the Battle King.

With Roboute at their head, the rebels were soon crushed and not a single man was spared the Primarch's wrath. Gallan had fled the planet, but Roboute hunted him down and dragged him back to Macragge in chains, personally beheading him with Konor's sword. By popular demand, Roboute assumed the mantle of Battle King of Macragge and he worked swiftly to destroy those who had betrayed his father, executing them and seizing their lands and titles. He distributed these amongst his loyal supporters and set about continuing his father's works. A year later, the rebellion was forgotten and Macragge flourished like never before. Soon Macragge had been almost completely rebuilt with wondrous structures of smooth marble, steel and glass. The people prospered and wanted for nothing. Disciplined, well-equipped armies from Macragge kept the King's peace, and starships travelled regularly between neighbouring systems. It was, in all respects, a perfect model of human society, and when the Emperor learned of this utopian civilisation he took ship for Macragge to meet its legendary King.

The *Speculum Historiale* records the meeting of the Emperor and Roboute Guilliman in great (and often unnecessary) detail and many historians cite this as proof that the Emperor had set Roboute Guilliman on Macragge deliberately. The Emperor met Roboute wearing a polished silver breastplate with an eagle at its centre and an all-enclosing bronze helm. He carried a glowing power sword and welcomed Roboute as an equal. Roboute instantly recognised the Emperor from the description in his father's journal and knew that he had at last met his true father. The Emperor was astounded by the prosperity and strength of this world and immediately assigned the forward base of the Ultramarines Legion to Macragge. The Ultramarines had been created from Roboute's genetic template and they established their base high in the Laponis Valley, beginning construction of a mighty fortress on the exact spot of Roboute's discovery.

The Primarch soon assimilated the wonders of the Imperium and readily took command of the Ultramarines Legion. As ever, his greatest talents lay

ANCIENT GALATAN, BEARER OF THE BANNER OF MACRAGGE

During the seven year Corinthian Crusade in 698.M41, over fifty Imperial Guard regiments and detachments from six Chapters of the Adeptus Astartes took part in the fighting to liberate the Corinth system from the domination of the Ork Warlord Skargor the Despoiler. In the final stages of the crusade, the forces of Skargor had been pushed back to Corinth itself and the Orks had not been idle in augmenting its already fearsome defences. A heavy price in blood was sure to be exacted in its recapture.

The Ultramarines were chosen to plan the siege and within three months, Imperial forces had destroyed the outer defences and Imperial Guard artillery pieces began shelling Corinth's main citadel. When a practicable breach had been established in the wall, a force led by Ancient Galatan, the bearer of the Banner of Macragge, launched the final assault. Warlord Skargor himself led the defence of the breach, knowing that, win or lose, the battle would soon be over. The fighting raged in the kilometre-wide breach for nine days, with thousands of casualties on both sides. Each time the Imperial forces wavered, Galatan would raise the banner high and demand all men of valour to fight on. Inch by inch, the attackers climbed until, as the sun set in blood on the ninth day, Skargor and Galatan met in single combat in the midst of the breach.

The Warlord was enormous, even for an Ork, and his strength was easily the equal of a Space Marine. The Greenskin's massive power claw severed Galatan's right arm and the Ultramarines roared in fury as they saw the banner drop. The Warlord reached down to snap the banner pole, the crackling energies of the claw coruscating along its length. But this was an icon touched by the Emperor's own hand and the Warlord could not break it. Ancient Galatan reared up behind Skargor, driving his power sword through the Ork's head and, seizing the banner in his remaining hand, raised it high once more. Again he led the charge up the breach, his superhuman powers of endurance carrying him ever onwards. Thrice more was he wounded, but his strength of will would not let him fall until the battle was won. As Imperial forces finally took the breach and millions of soldiers poured into the city, Galatan planted the banner atop the breach, slid slowly down the pole and allowed himself to die.

in the art of war and he led the Ultramarines to victory after victory, further expanding the Emperor's realm. He liberated countless worlds from the domination of aliens and foul Chaos renegades, but where some of his brother Primarchs left a trail of death and destruction in their wake, Roboute brought peace and fresh prosperity. Every world the Ultramarines liberated rapidly took its place amongst those loyal to the Imperium, and Guilliman's genius for planning campaigns ensured that the planet's population and industry suffered the minimum amount of collateral damage. On Macragge, the Fortress of Hera took shape, a building of such magnificent proportions that it defied the human mind with its grandeur. Upon its completion, those Ultramarines who had remained behind to oversee its construction began recruiting from Macragge and the surrounding systems. The training academies provided many fine candidates for the Legion and soon the Ultramarines received the first influx of

warriors born and bred on Macragge. The surrounding systems also provided warriors for the Legion and, before long, the Ultramarines were the largest Legion in existence.

When Horus turned against the Emperor and led the galaxy into the most destructive civil war it had ever seen, the Ultramarines were engaged deep in the galactic south. Their very successes had carried them far from Horus' armies in the north-east and Guilliman did not receive word of the betrayal until the battle for Terra was under way. Gathering his Legion, Guilliman led his forces towards Terra, en route destroying a rebel fleet on its way to reinforce Horus. The war had been won by the time Guilliman's warriors reached Terra, but the Imperium was in turmoil. Half the Space Marine Legions had sided with Horus and the remaining loyalist Legions had been badly mauled in the fighting. There were desperately few Space Marines, and never were they more needed. The enemies of

Mankind, sensing the weakness of the Imperium, prepared to attack, but Roboute Guilliman vowed that the Emperor's realm would not fall and took it upon himself to hold it together. He despatched his Legion throughout the galaxy to stem the tide of invasion and unrest, holding the fragile Imperium together through a time of great danger. Macragge provided recruits as fast as it could, and soon the Ultramarines accounted for more than half of the Space Marines in the field. After almost a decade of total war, stability was restored to the galaxy and the philosophies of the Ultramarines' way of war had permeated almost every Legion. Under Guilliman's guidance, the holy Codex Astartes was taking shape and its doctrines would shape every future Space Marine force and lay the foundations for the Imperium's conventional military might.

The Codex Astartes laid down the tactical doctrines of the Imperium's fighting forces and was to grow and evolve over the millennia into a massive tome that detailed everything from battlefield stratagems to uniform markings for various squad types. The most immediate change was the decree that each Legion would be split into smaller units known as Chapters. One Chapter would keep the name and heraldry of the original Legion, whilst the remainder would take a new name and iconography. No longer would the power of an entire Space Marine Legion rest in one man's hands. Some Legions resisted this change and refused Guilliman's orders, but when the matter threatened to erupt into a new and bloodier civil war, they eventually relented. Most of the original Legions split into five or less Chapters, but the exact number created from the Ultramarines is uncertain. According to the oldest known copy of the Codex Astartes, the so-called Apocrypha of Skaros, the Ultramarines were split into twenty-three Chapters, but it does not name them all.

Roboute Guilliman continued to lead the Ultramarines for the next hundred years until he and his warriors fought against the traitor Primarch, Fulgrim, and the Emperor's Children on the world of Thessala. Fulgrim had changed beyond all recognition. The noble man he had once been had died long ago upon his elevation to a Daemon Prince of Slaanesh and now he was corrupt beyond words. His serpentine body was multi-armed and each taloned fist carried an envenomed rapier. Billowing clouds of heady musk

enveloped the Primarchs as they met in single combat on the red fields of Thessala. None who were present on that day can say for sure what happened, yet when the cloying musks cleared, the Emperor's Children were gone and Roboute Guilliman lay unmoving, a single bright slash of blood across his throat. Not even the Primarch's god-like physique could halt the spread of Fulgrim's poison and, as Guilliman died, the Apothecaries set up a stasis field and transported their leader back to Macragge. To this day, Roboute Guilliman remains entombed within the stasis field, held immobile on his marble throne in the Temple of Correction on Macragge. There are those who claim that the Primarch's wounds are healing, but this is clearly impossible within the time-locked bubble of a stasis field. Despite this self-evident fact, many believe such tales and await the time when Guilliman will be fully recovered.

Home World

The home worlds of the Ultramarines are situated deep in the galactic south-east in the Ultima Segmentum. Whereas most Chapters have their fortress monastery on a single world, the Ultramarines control no fewer than eight nearby systems.

Collectively these are known as Ultramar and, while each has its own government, armed forces and individual cultures, all look to the Ultramarines and Macragge for leadership.

The worlds surrounding Macragge are largely industrial in nature, and under Roboute Guilliman's guidance these worlds were revolutionised into prosperous, productive planets where honest toil and virtue are rewarded. The inhabitants of these worlds are industrious, disciplined and intensely loyal to the Ultramarines.

When looking to their defence, each world maintains its own dedicated armies, but can also call upon the protection of the Ultramarines. They are not required to levy troops for the Imperial Guard, but such is the prosperity and disciplined nature of Ultramar that hundreds of regiments stand ready to fight throughout the galaxy. As well as their own defence, the worlds of Ultramar provide recruits for the Ultramarines and it is a source of fierce pride when a family can point to an ancestor who became a Space Marine.

In the glory days of the Great Crusade, the worlds surrounding Macragge provided the Ultramarines with hundreds of new recruits, raw materials and supplies. This tradition has continued to the present day and strong ties have been maintained between Macragge and its surrounding planets. Given the close-knit structure of Ultramar, it is not surprising that many of its worlds share a commonality of language, culture, architecture and governmental styles.

Macragge is a rocky world, protected by numerous orbital batteries and two vast polar defence grids. It is here, in the harsh and unforgiving mountains, that the Ultramarines built the Fortress of Hera, housing the shrine of the Primarch himself within the Temple of Correction. Here the Primarch's body is held within a stasis field and the Temple is a place of great pilgrimage for many loyal citizens of the Imperium.

Talassar is a turbulent planet of tempests and violent seas, with but a single continent named Glaudor. In contrast, the three worlds of Quintarn, Tarentus and Masali orbit a common centre of gravity and, outside the huge, enclosed agri-cities, the land is desolate and arid. Wind traps collect water for domed cities that protect verdant greenery and hundreds of square miles of agricultural land. Calth's populace lives underground, far from the deadly rays of its blue sun, long ago seeded with poisons by the Word Bearers Traitor Legion. Vast underground caverns honeycomb the planet's crust and, though the planet is self-sufficient, like all others in Ultramar, a great deal of food is shipped in from nearby Iax. The planet's shipyards are justly famous and construct a sizeable proportion of the ships in the Ultramarines fleet as well as those used by other arms of the Imperium.

Both Iax and Espandor are sparsely populated worlds towards the edge of Ultramar. Iax is an agri-world and one of the most productive worlds in the Imperium, while Espandor is primarily composed of forests and rumoured to have been settled when traders were blown off course by a warp storm during the Age of Strife. The crowning glory of Ultramar was once Prandium and its natural beauty was famed throughout the Imperium, but the planet is now a barren, lifeless rock, stripped bare two hundred and fifty years ago by the rapacious Tyranids of Hive Fleet Behemoth.



"Never before have I seen such heroism than in the breach at Corinth. Heroes were made that day, and none more glorious than Ancient Galatan, bearer of the Battle Standard of Macragge, may his name be remembered for a thousand times a thousand years. Privileged was I to be amongst those who bore his sacred body back to Macragge, where his name honours the Wall of the Dead in the Temple of Correction. We shall not see his like again."

Captain Idacus, Ultramarines 4th Company.

Combat Doctrine

As befits the Chapter of Roboute Guilliman, the Ultramarines adhere rigidly to the tenets laid down in the Codex Astartes. For ten thousand years they have fought in the manner described in its holy pages. Other Chapters may freely interpret the words of Guilliman but, to the Ultramarines, such deviation is unthinkable. The Codex Astartes is a work of divine wisdom, sanctified by the Emperor himself, and the Ultramarines see no reason to deviate from its wisdom. The life-long lessons of discipline and self-reliance that are taught to the people of Ultramar from birth give them the strength of character to hold true to teachings over ten thousand years old.

For any given tactical situation, the Codex has hundreds of pages devoted to how it may be met and overcome. Each warrior of the Chapter is required to memorise whole sections of the Codex so that within a Company there exists an entire record of the Codex's tenets. The wisdom of thousands of Imperial warriors have contributed to the Codex, and details on everything from unit markings to launching a full scale planetary assault are contained within its pages.

Organisation

Following the break-up of the Space Marine Legions into smaller fighting forces, Guilliman laid down the organisational dictates that would become a part of every Chapter from then on. Though some would later stray from the precise structure laid out in the Codex, most Chapters remain faithful to its teachings. The Ultramarines are split into ten companies, each a hundred Space Marines strong and led by a Captain. The 1st Company consists of battle-hardened veterans and is, invariably, the most powerful. It is also the only Company capable of fielding warriors clad in Terminator armour. Following its complete destruction at the claws of Hive Fleet Behemoth, the Ultramarines 1st Company has slowly rebuilt its strength and only now, two hundred and fifty years later, has returned to full strength.

Companies 2 to 5 are the Battle Companies and these are composed of a mix of Tactical, Assault and Devastator squads. Each Battle Company is a self-sufficient battlefield unit, capable of meeting any threat and defeating it. These form the backbone of the Chapter and bear the brunt of the

THE TAKING OF BRIDGE TWO FOUR

In 999.M41, the taint of Chaos was detected on the world of Thracia by Inquisitor Apollyon, and Imperial forces rapidly moved to meet the threat. Over half the Planetary Defence Force had been corrupted and, worse still, there were reports that indicated the presence of Night Lords Chaos Space Marines. Imperial forces drove the poorly-armed traitors before them until they were in position to launch a full offensive against the capital city of Mercia. Before the assault could be launched, six bridges on the Imperial right flank needed to be destroyed in order to prevent the Emperor's forces from being attacked in the rear. These bridges were believed to be held by under-strength PDF units, and detachments of Ultramarines were deployed via Thunderhawk gunships to capture and destroy each bridge with melt charges.

Captain Idacus of the 4th Company led the attack on bridge two-four and, after a brief fire fight, the bridge was captured. As Techmarines rigged the bridge for detonation, shells began dropping in the midst of the Space Marines as a massive Chaos counter-attack thrust towards the bridge. The main Imperial attack had been anticipated by the Night Lords and now a considerable force was attacking the Ultramarines' position. The right flank of the Imperial army was exposed and Idacus knew that he must not allow the forces of Chaos to cross. He pulled his men back across the bridge and signalled to the Thunderhawk as he prepared to detonate the breaching charges. The Ultramarines fell back in good order but, before the bridge could be destroyed, the Techmarine carrying the detonators was obliterated by a direct hit from an artillery shell. As the Thunderhawk swept in behind the Ultramarines position, concealed Hydra flak tanks blew it from the sky in a hail of high explosive rounds.

The Ultramarines occupied the bunker and gun nests at the end of the bridge and prepared to hold their position to the last man. Idacus voxed a warning to the Imperial army and ordered another Thunderhawk to extract his men. For the rest of the night, the servants of Chaos assaulted across the bridge and each time were repulsed by disciplined waves of bolter fire. Idacus knew that they could not hold the bridge much longer and despatched a raiding party to attempt to detonate the explosives manually. The attempt ended in failure and none of these men were seen again until dawn. As the sun rose, Rhino APCs in the colours of the Night Lords pushed across the debris-strewn bridge. Ultramarines prisoners taken during the night were nailed to the hulls, their rib-cages cracked open and spread wide. The attack was defeated, but there was no doubt there would be many more before the day was out.

This is not the place to speak of the horrors the Night Lords visited upon the Ultramarines, but the traitor Space Marines utilised all manner of despicable tactics in order to undermine the discipline of the Ultramarines and break their resistance. Less than a fifth of the Ultramarines who had begun the operation were still alive and Idacus knew that one more push would see them defeated. He ignored the advice of his officers and set off alone in a suicidal attempt to blow the bridge himself. Idacus managed to reach the first of the charges as the second Thunderhawk roared overhead, landing out of range of the enemy anti-aircraft tanks. Idacus ordered the remaining Ultramarines to retreat under the command of Veteran Sergeant Uriel Ventris as the Night Lords began yet another assault. The surviving Ultramarines withdrew under fire to the Thunderhawk and Idacus waited until the last possible second before detonating the first charge. In a lethal chain reaction, the remaining charges exploded and destroyed Idacus and the bridge in a searing blast. The Chaos attack across bridge two-four had been thwarted, and within two months, the planet had been brought under Imperial control once more.

fighting. Companies 6 through to 9 are the reserve Companies and each one comprises of squads of one particular type. Companies 6 and 7 are Tactical companies, 8 is the Assault Company and 9 the Devastator company. The 10th Company is made up of Scout squads and the Chapter's newest recruits. These divisions were decided upon ten thousand years ago by Roboute Guilliman and have served the Chapter well since that day.

Beliefs

The harsh life on Macragge breeds hardy people with strong martial values and hard-working natures. Discipline, self-reliance and honour are seen as cardinal virtues and the children of Ultramar are taught these values from the earliest age. These are reinforced in the training academies and, by the time students graduate, they are amongst the most disciplined humans

USING ULTRAMARINES TYRANID HUNTERS IN WARHAMMER 40,000

by David Gausebeck

Perhaps more than any other Space Marines Chapter, the Ultramarines know the magnitude of the Tyranid threat. As they also have the most experience fighting the Tyranids, they were able to develop a response to the menace. This response is the Tyranid Hunter squad. When formed, these squads take the place of Tactical Squads in the reserve companies, so that they can be called upon as needed. Composed as much as possible from veterans of the fighting on Macragge and Ichar IV, Tyranid Hunter squads are additionally trained with all available data on Tyranid anatomy and tactics. In short, they know how the Tyranids fight and how to hurt them. Tyranid Hunters are also specially equipped for their role. Each squad has use of an auspex to detect them in hiding. Tyranid Hunter squads also carry somewhat different armament than Tactical squads, using weapons that can cut through swarms of smaller Tyranid creatures as well as weapons that can crack the armour of the bigger aliens.

0-1 ELITES - TYRANID HUNTER SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Space Marine	18	4	4	4	4	1	4	1	9	3+
Veteran Sergeant	+15	4	4	4	4	1	4	2	9	3+

We are the inheritors of Roboute.
Let no rule be beyond us.
Let no man stand in our way.

Squad: The squad consists of one Space Marine Sergeant and between four and nine Space Marines.

Weapons: Bolters. The Sergeant is equipped with an auspex and may replace his bolter with a bolt pistol and close combat weapon at no extra points cost.

Options: Up to two Space Marines in the squad may be equipped with one of the following weapons each: storm bolter at +5 pts or flamer at +8 pts.

In addition, one Space Marine in the squad may be armed with: a heavy bolter at +5 pts; missile launcher at +10 pts; or a bolt pistol and power fist at +15 pts.

The entire squad may be given frag grenades at an additional cost of +1 pt per model.

The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts, or a Razorback at an additional cost of +70 pts.

SPECIAL RULES

Know Your Foe: Ultramarines Tyranid Hunters are specially trained for combat against their chosen foe and can exploit vulnerabilities in Tyranid anatomy. To represent this, they may re-roll any failed roll to wound against a Tyranid model. This ability applies both while shooting and in close combat, but it does not apply to blast or template weapons.

Strategic Deployment: Ultramarines Tyranid Hunters can only be used against Tyranids.



in the galaxy. The people of Ultramar are taught to respect the might of the Imperium and that to strive in its name is the highest form of service a person can render to the Emperor. As such, the workers and warriors of Ultramar are respected throughout the galaxy and are a byword for strength, courage and honour.

In battle, the Ultramarines follow the teachings of Roboute Guilliman, fighting with all the strength and ferocity of their legendary Primarch. An ancient saying of the Battle Kings of Macragge was that a warrior should return from battle either carrying his shield or carried lifeless upon it and this is as true today as it was then. No warrior of the Ultramarines would bring shame on the Chapter and many are the deeds recorded by the Librarians of heroic

feats of bravery undertaken to uphold its honour.

Gene-seed

The Horus Heresy highlighted weakness inherent in the gene-seed of several Space Marine Legions and this was exacerbated by the accelerated zygote harvesting techniques used to keep the Legions up to full strength. When the Legions were broken down into Chapters, a genetic repository was set up on Terra to store their gene-seed and monitor its purity. As the largest Space Marine Legion, the Ultramarines' contributions to this resource was greater than any other Legion and, as a result, their gene-seed became the stock type for many of the Second Founding Chapters.

Those Chapters created from the Ultramarines gene-seed stored on Terra are known, collectively, as the Primogenitors or 'first born', and they also venerate Roboute Guilliman as their founding father.

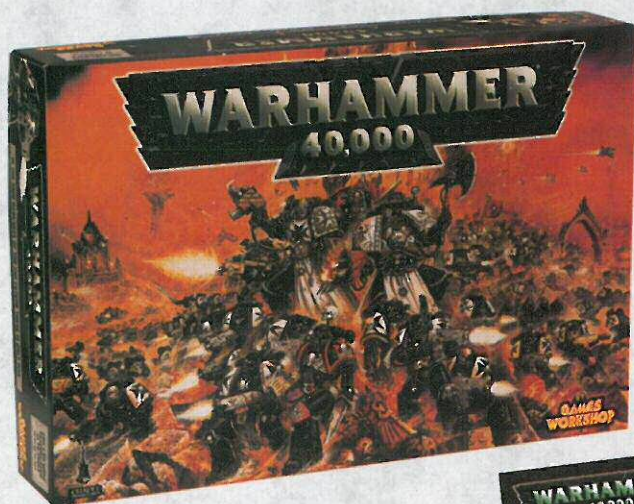
The Ultramarines gene-seed is by far the purest stock and there are no known aberrations in its genetic structure. Every one of the esoteric organs utilised in the arduous creation of a Space Marine by the Ultramarines are fully functional and it can truly be said of this Chapter that they are as perfect today as they were in the days of Guilliman himself.

Battlecry

"Courage and honour!"

WARHAMMER 40,000

In the nightmare future of the 41st Millennium, Mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides by ravaging aliens, and threatened from within by malevolent creatures and heretic rebels.



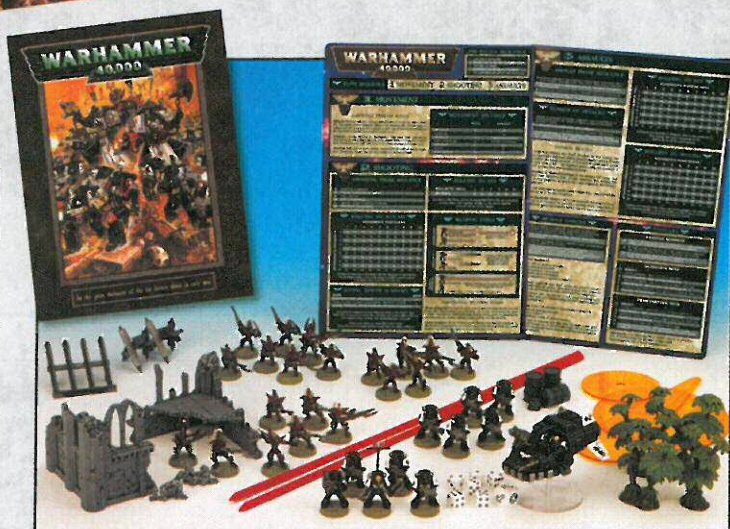
Warhammer 40,000 Boxed game £50

Warhammer 40,000 Rulebook £25

Warhammer 40,000 brings the war-torn universe of the 41st Millennium onto your tabletop – the ceaseless din of gunfire, thunderous explosions, the rumble of passing tanks and the high-pitched whining of anti-gravitic motors screaming overhead. You are in command of squad after squad of battle-hardened warriors, futuristic vehicles and devastating war machines. Using Citadel miniatures, Warhammer 40,000 turns your tabletop into an action-packed battlefield. In the grim darkness of the far future there is only war! Will you survive?

All You Need

The Warhammer 40,000 box contains more than just the rules, it includes literally everything you need to wage your own tabletop battles. The boxed game comes with an extensive rulebook (including painting, modelling and background information), and enough models to field the backbone of two different armies – the heroic Space Marines and the sinister Dark Eldar. It also contains plastic terrain, featuring gothic ruins and jungle trees, as well as plastic weapons templates.



Warhammer 40,000 Supplements

The Codex army books are vitally important guides for building and collecting your Warhammer 40,000 army. Each one contains a wealth of background information, equipment, special characters and most importantly army lists for one particular race.

Codex Battlezone: Cityfight contains extra rules for playing games of Warhammer 40,000 amidst the rubble choked ruins of war torn cities.



Codex Space Marines

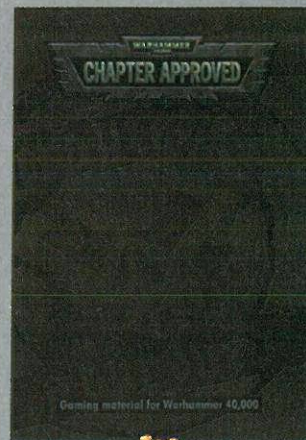
£8

Created by the Emperor himself in the dark and distant past, Space Marines are Humanity's finest warriors. Formed into Chapters and deployed in the most hostile battlefields of the galaxy, these elite troops can fulfil any mission and destroy any enemy. Containing all the rules you need to field a Space Marine army, this book is an indispensable guide for the Space Marine commander.

Chapter Approved

£12

The Chapter Approved compilation is an informative tome of articles collated from past issues of White Dwarf, plus new material. With updated rules for Terminator Armour, and special characters for the Ultramarines, it's a must have for any dedicated fan of Warhammer 40,000.



**Marneus Calgar,
Master of the Ultramarines** £8

Armed with the fabled Gauntlets of Ultramar, Marneus Calgar leads the Ultramarines, crushing the enemies of the Emperor everywhere he goes. Banner not included.



**Chief Librarian Tigurius
of the Ultramarines** £8

Foremost amongst the Librarians of the Ultramarines Chapter, Tigurius' devastating psychic abilities are a powerful weapon that no Ultramarines commander should be without. Banner not included.



**Space Marine Captain
in Terminator Armour** £6

A formidable fighter in his own right, once equipped with Tactical Dreadnought armour, the Space Marine Captain becomes an almost unstoppable force of the Emperor's retribution. Banner not included.



Space Marine Standard Bearer £4

This model can be used to represent Ancient Helveticus, Bearer of the Battle Standard of Macragge. Any unit he is with will perform heroic deeds in the name of the Emperor. While the standard is aloft, none will fall back from their enemies. Banner not included.



Space Marine Chaplain £4

This model can be used to represent Ultramarines Chaplain Cassius. Lending his great knowledge to any squad he fights with, he draws on his many years of experience fighting the Emperor's foes. Banner not included.



**Space Marine Chaplain
in Terminator Armour** £5

Protected by the armoured bulk of Tactical Dreadnought armour, the Chaplain strides into battle bolstering the courage and fortitude of the Space Marines he accompanies. Banner not included.

All the models shown on these pages are available from your local Games Workshop store, independent stockist, Mail Order (0115 91 40000) or at www.games-workshop.com

Models shown at 70% actual size

ULTRAMARINES



Space Marine Tactical Squad

£15 boxed set

Tactical squads form the mainstay of each Space Marine army. They are versatile fighters, able to speed forward in a Rhino and fight enemy in close combat, or stay back and give supporting fire with their heavy weapons. It is the Tactical squad's ability to fulfil a number of widely differing roles that makes the Space Marines so effective, whatever combat situation they find themselves in. This boxed set contains ten plastic Space Marines, including a missile launcher, flamer, and a Sergeant. Banner not included.



Space Marine Terminator Squad

£15 boxed set

Terminators are the most feared of all Space Marine warriors. They combine centuries of experience with the best armour and weapons that can be found in the Imperium. Terminators often spearhead the Space Marine's attacks, blowing apart the enemy at range, before crushing them in final, ruthless assault. This boxed set contains five plastic Space Marine Terminators. Banner not included.



Space Marine Command Squad

£18 boxed set

Essential for any Space Marine army, the Command Squad contains veteran Space Marines whose skills are of great use on the war-torn battlefields of the 41st Millennium. This boxed set contains a Space Marine Commander, a Veteran Sergeant, an Apothecary, a Standard bearer and a Techmarine. Banners not included.



Space Marine Assault Squad

£12

Space Marine Assault squads are the epitome of the rapid response strike team. Soaring over the battlefield, their jump packs allow them to rapidly close with the enemy, and there are few adversaries who can withstand them once they initiate vicious close combat. This boxed set contains five plastic Space Marines with jump packs.



Space Marine Devastator Squad

£18

Space Marine Devastator squads combine heavy firepower with the flexibility of infantry. Able to take up commanding firing positions Devastators can bring their heavy weapons to bear whatever the terrain. This boxed set contains five plastic Space Marines, a lascannon, missile launcher, heavy bolter, plasma cannon, and a Sergeant. Banner not included.

All the models shown of these pages are available from your local Games Workshop store, independent stockist, Mail Order (0115 91 40000) or at www.games-workshop.com

Models shown at 60% actual size



Space Marine Scout Squad

£10

Scout squads are experts at fighting independently from the main force. Able to infiltrate deep behind enemy lines they sweep silently into enemy territory, destroying supplies, spreading confusion and disrupting enemy communications with their commando raids. This boxed set contains five Space Marine Scouts.



Space Marine Land Speeder

£15

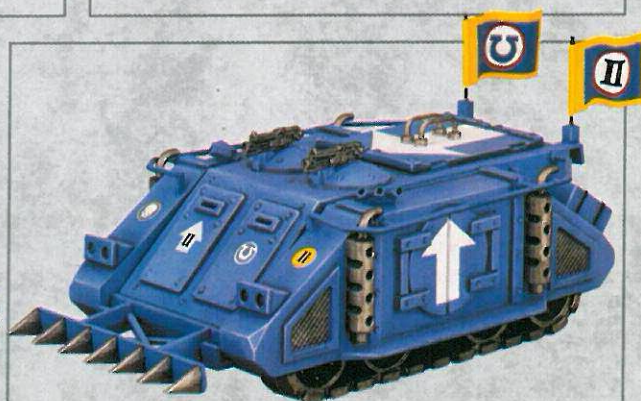
The Space Marine Land Speeder is renowned for its high speed and mobility. Able to bring its heavy weapon to bear against almost anything on the battlefield, the Land Speeder is a highly versatile weapons platform. This boxed set contains one plastic Land Speeder.



Space Marine Bike Squad

£18

Bike Squadrons are often used for reconnaissance missions into enemy held territory. When part of a larger battle force, their speed and hitting power gives the Space Marine commander a strong punch to his attack. This boxed set includes a Sergeant, meltagun, plasma gun, colour banners and transfers.



Space Marine Rhino

£12

The Space Marine Rhino allows Space Marines to move swiftly to seize an objective or strike deep into the heart of an enemy force. This boxed set contains one Space Marine Rhino. Banners not included.



Space Marine Land Raider

£30 boxed set

The Land Raider is one of the most potent machines of destruction in the Imperium. Capable of carrying a full ten man squad of Space Marines, or a five man squad of Space Marine Terminators, the Land Raider is a powerful addition to any Space Marine army. This boxed set contains one plastic Land Raider.



Space Marine Dreadnought £20

A powerful armoured behemoth, the Space Marine Dreadnought is piloted by a mighty warrior who has been saved from death by his interment within its armoured sarcophagus. This boxed set contains a single plastic Space Marine Dreadnought.

THE DEFENDERS OF ULTHUAN

A sneak peek at the forthcoming High Elf book

For too many long years the kingdoms of the High Elves have been forgotten by Mankind. Recently, however, reports of the fair but deadly Elves have been reaching the races of the Old World.

Taught the ancient arts of warfare from a young age, the High Elves are masters of sword and bow. A highly elite force, they are skilful and well led, though few in number. A successful commander must use each of his precious units to their full potential, fulfilling their designated role to perfection and using each of them to support the rest of the army.

The citizen militia display skills beyond those of most professional soldiers from other races. Backed up by the mighty Eagle Claw repeater bolt throwers, the High Elves are almost immovable in defence. To bolster the citizen levy, the High Elves have a range of highly specialised elite foot troops, from the legendary White Lions, huntsmen without peer, to the Swordmasters of Hoeth, deadly warrior-scholars with preternatural speed and skills beyond human comprehension.

Swift and manoeuvrable, the proud and tall Silver Helms and the mighty Dragon Princes are devastating, having the speed to charge and counter-charge at will. The aim of any tactical High Elf commander is to strike hard and fast, dissecting the enemy and withdrawing before they have a chance to counter-attack.



Silver Helms



Spearman Champion

Spearman

High Elf generals new and old – rejoice! Coinciding with the next issue of *White Dwarf* is the release of the brand new High Elf Armies book! This 80-page tome contains all the rules and background that you will need in order to field a High Elf army in Warhammer.

Included along with the rules for the many units that a High Elf commander has available are sections on war machines, the bestiary, High Magic, special characters and also the many magic items that the High Elves have created.

Also being released with the book are three new multi-part plastic regiment boxed sets for all of the core troops choices: Archers, Spearmen and for the first time plastic Silver Helms will be available. We have been careful not to forget the Lothorn Seaguard and have included bows and quivers in the Spearmen set so you can create this versatile regiment.

In future months there are also fantastic new metal miniatures being released: the Shadow Warriors,

Spearman Regiment



Phoenix Guard, Bolt Throwers and the mighty Dragon Princes. Favourite characters such as Tyrion and Imrik have been updated and are quite possibly the finest Citadel miniatures sculpted so far!



Archer



Archer Champion

A sinister hissing filled the air as the Dark Elf crossbowmen opened fire at the oncoming High Elf cavalry. A bold warrior on Tyrion's right fell, a black-fletched missile protruding from his eye. With a horrible shriek, he toppled backwards from his saddle. His foot caught in the stirrup and he was dragged along behind his steed like a hideous plough churning the field of bones. Tyrion instinctively ducked his head, bolts clattering off his armour. The ancient mail flexed under the impact. Pain flared where he was hit. Tyrion knew he was going to have some nasty bruises after the battle, if he survived. Still, the bolts had not penetrated his armour, which was just as well, for dark rumour had it that the spawn of Naggaroth often poisoned the barbs of their missiles.

Tyrion risked a glance around. Not too many High Elves had fallen. The range was long and the crossbow bolts had lost much power by the time they reached the cavalry. He saw one chariot hit a small ridge and flip, its drivers killed by enemy fire. Whinnying with terror, a horse tried to pull itself free from the wreckage.

Unable to contain themselves any longer the Witch Elves and the Naggarothi infantry

advanced, cackling. With great slow-seeming strides, the Cold Ones loped along beside them. Hatred seared through Tyrion's veins. He was determined to bring death to his enemies.

Spells leapt back and forth between the armies as mage and sorceress duelled inconclusively. So far magic had had no great effect but Tyrion knew that soon one of the combatants would tire or exhaust his protective charms and then terrible things would begin to happen.

More and more High Elf arrows rained down on the Dark Elf ranks. With their own cavalry so close to the foe, they concentrated their fire on the far end of the Naggarothi line, rather than risk hitting their own warriors. Hideous screams cut the air as the Dark Elves died.

With a crash the two forces met. Led by Tyrion, the High Elf cavalry was a tidal wave of steel rushing over their foes. Tyrion cut to the left and right of him. Witch Elves fell headless. Malhandir reared, crushing their still-twitching corpses beneath his hooves. Faster than a serpent's tongue, Tyrion's blade flickered out, killing everything within its reach. He felt bone jar

beneath the blade and the sensuous release of power as Sunfang's searing energies were unleashed.

Howling, more and more Witch Elves launched themselves at him. Tyrion was a living engine of destruction, unstoppable by any mortal power. Hacking to the right and left he carved a bloody path through the Witch Elves and on into the Dark Elf infantry.

From the corner of his eye he caught sight of a poison-dripping blade flickering towards him. At the last moment he twisted in his saddle but too late. The blade caught him beneath the ribs and would have driven on up into his heart had it not been for the resistant nature of his ancient armour. Silver stars flickered before his eyes from the force of the impact. The Dark Elf assassin spat at him. On his cheek Tyrion could see a small tattoo bearing the mark of Khaine.

"Die, assassin," he roared and lashed out. His blade took the Elf's hand off at the wrist. The return swipe removed the assassin's head. In a frenzy of death-dealing Tyrion lashed out at all around him, transformed into a whirlwind of death. Soon no enemy lived within reach of his blade.

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Games Workshop stores are open on Mon, Wed, Fri & Sat: 10am to 6pm, Tues & Thurs: midday to 8pm, and Sunday: 10am to 4pm. These hours are subject to change, particularly in shopping centres, and please note that opening times for many stores are extended at Christmas, contact your local store for more details.

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CITY CYCLE CENTRE: 7 Market St, Ely, Tel: 01353 663131
SPORTS & FASHIONS: 51 High St, Huntingdon, Tel: 01480 454 541
TOYMASTER KINGDOM: 15 Burleigh Street, Cambridge, Tel: 01223 350386
WESTGATE DEPARTMENT STORE: High Street, St. Neots.
WESTGATE DEPARTMENT STORE: Church Street, Wisbech, Tel: 01536 203525
WESTGATE DEPARTMENT STORE: Park Road, Peterborough, Tel: 01733 563151

CHESHIRE

GW ALTRINCHAM: Unit 1, 17 Grafton Street, Tel: 0161 929 9896
GW CHESTER: 112 Foregate Street, Tel: 01244 311 967
GW STOCKPORT: 32 Mersey Square, Tel: 0161 474 1427
ABC MODEL SPORT: 82 Nantwich Rd, Crewe, Tel: 01270 505048
FUNFAYRE LTD: 5 Pillary Street, Nantwich, Tel: 01691 670646
R G MARSH LTD / THE HOBBY SHOP: 25 Church Street, Runcorn, Tel: 01928 573614

CLEVELAND

GW MIDDLESBROUGH: Unit 33, 39 Dundas Street, Tel: 01642 254 091
PEAK ELECTRONICS: 201 York Rd, Hartlepool, Tel: 01429 233 199

CORNWALL

GW TRURO: Unit 1, Bridge House, New Bridge Street, Tel: 01872 320 047.
BRICKNELLS: Bell Lane, Bodmin, Tel: 01202 277088
MAD FOR MINATURES: Unit 20, Market House, Market Hill, St Austell, Tel: 01726 72259

COUNTY DURHAM

GW DARLINGTON: 78 Shinnegate, Tel: 01325 382 463
WINDSOCK MODELS: 5-7 Fore Donagale, Bishop's Auckland, Tel: 01388 609 766

CUMBRIA

GW CARLISLE: Unit 2, Earls Lane, Tel: 01228 598 216
HEATHS: 76 Dalton Rd, Barrow in Furness, Tel: 01229 820 435
O'LOUGHLIN'S: 44 Finkle Street, Kendal, Tel: 01539 723264
ROBINSON'S MODEL SHOP: 103 Duke Street, Whitehaven, Tel: 01946 66525
ROSSENDALE MODELS: 3 Bank Street, Rossendale, Tel: 01706 250007

DERBYSHIRE

GW DERBY: 42 Sadler Gate, Tel: 01332 371 657
D&E KNOWLES & SONS: 5 Market Street, Buxton, Tel: 01298 24203
FREARSONS LTD: 19 Bridge St, Belper, Tel: 01773 823 244
MILNIT FRAMES: 23 Cavendish St, Chesterfield, Tel: 01246 231 633
SHAWES: 8 Bank Rd, Matlock, Tel: 01629 582482

DEVON

GW EXETER: 12 Paris Street, Tel: 01392 490305
GW PLYMOUTH: 84 Cornhill Street, Tel: 01752 254 121
GW TORQUAY: 12 Market Street, Tel: 01803 201 036
AUSTINS: Unit 8 Midas Court, Minerva Way, Brunell Road, Newton Abbot, Tel: 01626 333444
DICE 'N' DUEL: 65 High Street, Tiverton, Tel: 01803 863049
GAMEZONE MODELS: 32 Rolle Street, Exmouth, Tel: 01395 267733
HONITON TOY SHOP: 85/87 High Street, Honiton, Tel: 01404 43741
THOMAS MOORE: 102 Fore Street, Exeter, Tel: 01392 255711
MAD GOBLIN MINATURES: 7 Crosslane, Sidmouth.
P.J. HAWKINS & SONS: 7 Orchard Court, Heron Road, Sowton, Tel: 01392 20 39 30
THE BATTLEZONE: 59 Boulpoint Street, Barnstaple, Tel: 01271 321344
MODEL SHOP: 30 Royal Pk, Plymouth, Tel: 01752 221 851
W.G. PILLAR & CO: 1 Lower Street, Dartmouth, Tel: 01803 832139
WINGS 'N' WHEELS: 4 Phoenix Lane, Tiverton, Tel: 01894 242819

DORSET

GW BOURNEMOUTH: 24 Post Office Road, Tel: 01202 319 292
GW POOLE: Unit 12, Towngate Centre, High Street, Tel: 01202 685 634
BATTLE-SCAR: 551-553 Channister Road, Bournemouth, Tel: 01202 258194
PURSUITS: Digby Road, Sherborne, Tel: 01935 816072
RAZZAMATAZ: 5 St Albans Street, Weymouth, Tel: 01305 780601
WONDERWORLD: 632 Chrschurch Road, Bournemouth, Tel: 01202 394918
MERVYN'S TOYS & MODELS: 4 The Shopping Ctr, Gillingham, Tel: 01747 823 868

ESSEX

GW CHELMSFORD: Unit 4C, Phase 2, The Meadows Centre, Tel: 01245 490 048
GW COLCHESTER: 2 Short Wyne Street, Tel: 01206 767 279
GW SOUTHELD: 12 Southchurch Road, Tel: 01702 461 251

GW THURROCK: Unit 415B, Level 3/Food Court, Lakeside Shopping Centre, Tel: 01708 867 133.
B&M CYCLES: 13 High Street, Brentwood, Tel: 01277 214342
GAME ON: 30 High Street, Saffron Walden, Tel: 01799 506 070
MARQUEE MODELS: Unit 79b, The Harvey Centre, Harlow, Tel: 01279 423334
TOYMASTER KINGDOM: Unit 37, The Meadows, Chelmsford, Tel: 01245 493355
TOYMASTER KINGDOM: 6 Culver St, West, Colchester, Tel: 01206 544344

GLOUCESTERSHIRE

GW GLOUCESTER: 35 Clarence Street, Tel: 01452 505 033
GW CHELTENHAM: 16 Pittville Street, Tel: 01242 228 419
CHEL GAMES: 1 Chasely Crescent, Upper Hatherley, Tel: 01242 269370
CYBERDYNE: 15 Union Street, Cornhill, Stroud, Tel: 01453 767722
TOY ZONE: 7 High St, Tewkesbury, Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE: 3 Potters Walk, Wote Street, Tel: 01256 466 050
GW PORTSMOUTH: 34 Arundel Street, Tel: 02392 876 266
GW SOUTHAMPTON: 23 East Street, Tel: 02380 331 962
GW WINCHESTER: 6 St Georges Street, Tel: 01962 860 199
ALTON MODEL CENTRE: 7a Normandy Street, Alton, Tel: 01420 542244
DARKSTAR: 155 Cove Road, Farnborough, Tel: 01252 376050
ESDEVUM GAMES LTD: 6 Wellington Street, Aldershot, Tel: 01420 89900
FAREHAM TOYS AND HOBBIES: Unit 33, Fareham Shopping Centre, Fareham, Tel: 01329 262163
FOLLY MODELS: Folly Arcade, Petersfield, Tel: 01730 267 932
HOGGSAURUS TOYSTORE: 20 Chantry Centre, Andover, Tel: 01380 723 841
PAUL'S HOBBY SHOP: 34 Wellington Way, Waterlooville, Tel: 01705 259185
SOLDIERING ON LTD: 103 Shirley High Street, Southampton, Tel: 02380 778230
SOUTHSEA MODELS: 69 Albert Road, Southsea, Tel: 01705 733208
TOYS OF NEW MILTON: 71 Station Road, New Milton, Tel: 01425 617805
TOYS OF RINGWOOD: 8 The Furlong, Ringwood, Tel: 01425 479444
ROUNDABOUT: 17 The Hundred, Romsey, Tel: 01794 521 027
THE GAMES SHOP: 6 Wellington Street, Aldershot, Tel: 01252 311443

HEREFORDSHIRE

HEREFORD MODEL SHOP: 4 Commercial Road, Union Street, Tel: 01432 352809
REVOLUTIONS: 48 Broad St, Ross on Wye, Tel: 01989 562 639
MARTIN'S MODELS & CRAFTS: 26 West St, Leominster, Tel: 01568 613 782

HERTFORDSHIRE

GW ST ALBANS: 18 Heritage Close, off High Street, Tel: 01272 861 193
GW HEMEL HEMPSTEAD: 16 Bridge Street, Tel: 01442 249 752
BOARDMANS: 14-16 North Street, Bishop's Stortford, Tel: 01279 654 033
CHORLEYWOOD MODELS: 4 Lower Road, Chorleywood, Tel: 01923 284 213
COMICS UNLIMITED: Unit 11, The Arcade, Letchworth, Tel: 01462 480018
HAMLINS: 231 High Street, Berkhamstead, Tel: 01684 591 117
K S MODELS: 19 Middle Row, Stevenage, Tel: 01438 746616
MAINLY MODELS: 66 Hermitage Road, Hitchin, Tel: 01462 422204
MARQUEE MODELS: Unit 5, The Marquee, Railway Street, Hertford, Tel: 01992 504718
TOYSHOP: 25 High Street, Royston, Tel: 01763 243270
TOYS TOYS TOYS: 47 Howard Centre, Welwyn Garden City, Tel: 01707 391319

ISLE OF WIGHT

FUN, FACT AND FANTASY: 1-3 St Johns Road, Ryde, Tel: 01983 617323
THE SPORTS & MODEL SHOP: 9 Union St, Ryde, Tel: 01983 862454

KENT

GW BLUEWATER: Unit 052B Upper Thames Walk, Bluewater, Greenhithe, Kent, Tel: 01322 427880
GW CANTERBURY: Unit 5 Iron Bar Lane, Tel: 01222 452 880
GW MAIDSTONE: Unit 6, 1/9 Pudding Lane, Tel: 01622 677 435
GW TUNBRIDGE WELLS: 4A Camden Road, Tel: 01892 525 783.
A.J. BLUNDELL & SON: 27 High Street, Sittingbourne, Tel: 01795 424 371
DEAL PRAMS: 30 Mill Hill, Deal, Tel: 01304 366 080
KIT KRAZY: 303 The Broadway, Bexley Heath, Tel: 0208 2987177
LITTLE SHOP FOR HORRORS: Unit 3, Harbour Galleries, Ramsgate, Tel: 01304 379238
MANKLOWS: 44 Seal Road, Sevenoaks, Tel: 01732 454952
TIME & SPACE: 80 High Street, Broadstairs, Tel: 01843 866006
THE STAMP CENTRE: 45 High St, Gravesend, Tel: 01474 534166
WHITES: Stone St, Cranbrook, Tel: 01580 713298
BAZAAR 58: 58 High St, Broadstairs, Tel: 01843 862425

LANCASHIRE

GW PRESTON: 15 Miller Arcade, Tel: 01772 821 855
GW BLACKPOOL: 8 Blevy Street, Tel: 01253 752 056
GW BOLTON: Unit 13, The Gate Centre, Tel: 01204 362 131
A & B GAMES: 57 Chapel Street, Chorley, Tel: 01257 261833
ARTHUR BENN: 4 St James St, Burnley, Tel: 01282 422 546
HAMMICKS BOOKSHOP: 46/47 The Spindles Centre, Oldham, Tel: 0161 6205643
MICROSHACK: 122 Whitworth Rd, Rochdale, Tel: 01706 715938
MERCER & SONS: 21-27 Northgate, Blackburn, Tel: 01254 527041
RICHARD LANCASTER: 35-37 Queen St, Morecombe, Tel: 01524 410 304
TWIN SUNS: 125-127 Blackburn Road, Accrington, Tel: 01254 386665
WIGAN MODEL CTR: 58 Market St, Wigan, Tel: 01942 245 683
INTERGAMES: 6A Lord St, Leigh, Tel: 01942 262 981

LEICESTERSHIRE

GW LEICESTER: Unit 2, 16/20 Silver Street, Tel: 0116 253 0510
GW LOUGHBOROUGH: 22 Biggin Street, Tel: 01509 238 107
PUNCTILIO MODEL SPOT: 1-3 Waterford Rd, Hinckley, Tel: 01455 230 952
ON LINE MODELS: 11 Belvoir Rd, Coalville, Tel: 01530 457 117

LINCOLNSHIRE AREA

GW LINCOLN: Unit 2JA, Saltgater (on outside of Waterside Centre), Tel: 01522 548 027
GW GRIMSBY: 9 West St Mary's Gate, Tel: 01472 347 757
ACCESS MODELS: 16 Market Place, Grantham, Tel: 01636 673111
CASTALINE: 18-20 Uppate, Louth, Tel: 01507 602149
MASON'S MODELS: 20 New Road, Spalding, Tel: 01775 722456
WESTGATE DEPARTMENT STORE: 7 Market Place, Spalding.

MANCHESTER AREA

GW MANCHESTER (CENTRAL): Unit R35, Marsden Way South, Andale Centre. Tel: 0161 834 6871
GW MANCHESTER (TRAFFORD CENTRE): Unit H2, Festival Village, The Trafford Centre, Trafford Park. Tel: 0161 747 2121
STEVE WEBB MODELS & HOBBIES: 80 Church Street, Frodsham, Warrington. Tel: 01928 735225
TOYMASTER: 3/5 Silk Street, Leigh. Tel: 01942 671116
F & S SCALE MODELS: 227 Droydsden, Audenshaw, Manchester. Tel: 0161 370 3235

MERSEYSIDE AREA

GW LIVERPOOL: 47 Lord Street. Tel: 0151 258 1404
GW SOUTHPORT: Unit K2, Marble Place Shopping Centre. Tel: 01704 501 255
GW WARRINGTON: Unit 20, Time Square (near Currys). Tel: 01925 651 984
FIRESIDE MINIATURES: 206 Liscard Rd, Liscard, Wallasey. Tel: 0151 691 1683
RS MODELS: 69 Telegraph Rd, Heswall, Wirral. Tel: 0151 348 4363

MIDDLESEX

A BOVILL WRIGHT LTD: 127 High Street, Uxbridge. Tel: 01895 450 304

NORFOLK

GW NORWICH: 12-14 Exchange St. Tel: 01603 767 656
AUTO LOCO BJ+MJ RIX: 10 Station Road, Sheringham. Tel: 01263 821777
EMPIRE: 121 Norfolk Street, Kings Lynn. Tel: 01553 765 174
HUNSTANTON MODELS: 248 High Street, Hunstanton. Tel: 01485 533324 / 834466
WESTGATE DEPARTMENT STORE: Vancouver Centre, Kings Lynn. Tel: 01553 760981
MEDLAND TOYS: 26-28 Church Street, Cromer. Tel: 01263 512177
STARLINGS-TOYMASTER: 31/33 High Street, Sheringham. Tel: 01263 822368
STARLINGS-TOYMASTER: 12 High Street, Holt. Tel: 01263 713101
TOYMASTER KINGDOM: 15 Car Street, Ipswich. Tel: 01473 253045
YOUNGSTERS WORLD: 28a High St, East Dereham. Tel: 01788 562 372
BLACKFISH GAMES: North Walsham. Tel: 01692 403 372

NORTHAMPTONSHIRE

GW NORTHAMPTON: 38 Princess Walk, Grosvenor Centre. Tel: 01604 636 687
GREEN ANGEL CARDS & GAMES: 165 Mill Road, Kettering. Tel: 01536 359 248
OSBORNE SPORTS & TOYS: 118 High Street, Rushden. Tel: 01933 312415
TOYMASTER KINGDOM: 53 Newlands, Kettering. Tel: 01536 512507
WESTGATE DEPARTMENT STORE: Elizabeth Street, Corby. Tel: 01538 203525

NORTHUMBERLAND

FAIRPLAY: 1A Pudding Mews, Hexham. Tel: 01434 606676

NOTTINGHAMSHIRE

GW NOTTINGHAM (CENTRAL): 34a Friar Lane. Tel: 0115 948 0851
GW NOTTINGHAM (WARHAMMER WORLD): Willow Road, Lenton. Tel: 0115 916 8410
ACCESS MODELS: 43-45 Castle Gate, Newark. Tel: 01636 673111
GREENS SUPERSTORE: 43 Stodman Street, Newark. Tel: 01636 611211
GREENS SUPERSTORE: 4/5 Spa Lane, Retford. Tel: 01777 700330
GREENS SUPERSTORE: 9 Bridge Court, Worksop. Tel: 01909 431330
GREENS SUPERSTORE: Broadmarsh Centre, Nottingham.
GREENS SUPERSTORE: The State Building, Church Street, Gainsborough. Tel: 01427 676000
ILKESTON CO-OP: 12 South St, Ilkeston. Tel: 0115 932 7777
MODEL BASE: 19 Galford St, Worksop. Tel: 01909 501 752
MORTON'S MODELS: 12 Bridge St, Mansfield. Tel: 01623 22215

OXFORDSHIRE

GW OXFORD: 1A Bush House, New Inn, Hall Street. Tel: 01865 242 182
DENTONS: 202 The Broadway, Didcot. Tel: 01235 616556
DENTONS: 1 High Street, Witney. Tel: 01993 704 979
TRINDER BROS: 2-4 Broad Street, Banbury. Tel: 01295 262 546

SOMERSET

GW BATH: 30 Upper Broadway Walls. Tel: 01225 314 414
BRIGHT SPARKS: 4c Kenn Road, Clevedon. Tel: 01275 341819
GRIFFINS GAMES: 9 The Centre, Weston Super-Mare. Tel: 01934 429799
G.W. HURLEY: 27 / 29 High Street, Burnham On Sea. Tel: 01278 798281
JULIANS T/AS THE TOYCPUBOARD: 1 Pier Street, Burnham On Sea. Tel: 01278 782960
JUST FOR FUN TOYMASTER: 4C Ken Road, Clevedon. Tel: 01275 341819
KRACKERS: 5 Bath Street, Taunton. Tel: 01392 425248
THE ELLENBRY PRESS: The Old Library, Westway, Frome. Tel: 01373 462139
WELLS MODELS: The Old Chapel Bakery, Union St, Wells. Tel: 01749 675 262
YEOVIL COLLECTOR CENTRE: 16 Hendford, Yeovil. Tel: 01935 433739

SHROPSHIRE

GW SHREWSBURY: Unit 1, 2 Bridge Street. Tel: 01743 362 007
FUNFAYRE LTD: 30 Church Street, Oswestry.
FUNFAYRE LTD: 7 Claremont Street, Shrewsbury. Tel: 01743 233647
SANDA GAMES: 4 Albert Place, Donnington, Telford. Tel: 01952 676722
QUESTING KNIGHT GAMES: 6 Old Bakery Row, The Parade, Wellington, Telford. Tel: 01952 417747
HOBBY HORSE: 62 Whitburn St, Bridgenorth. Tel: 01746 766 659

STAFFORDSHIRE

GW STOKE: 27 Stafford Street. Tel: 01782 205 287
ALASAGER TOYS & MODELS: 58 Sanbark Rd South, Alsager, Stoke on Trent. Tel: 01270 882871
J. W. BAGNALL: 18-20 Salter Street, Stafford. Tel: 01785 223499
THE OLD BELL: 9 Lower Gungate, Tamworth. Tel: 01827 310 320
TOO FAT GOBLINS: Unit 3, The Colonnade, East Gate Street, Stafford. Tel: 01785 244499
THE TOYBOX: The Maltings, Uttoxeter. Tel: 01889 565 357

SUFFOLK

GW IPSWICH: 2nd Floor, Debenhams, Waterloo House. Tel: 01473 210 031
HALESWORTH TOY SHOP: The Thoroughfare, Halesworth. Tel: 01986 874270
MODEL JUNCTION: 10 Whitting St, Bury St Edmunds. Tel: 01284 753 456
TOY BOX: 32 New Market, Beccles. Tel: 01502 712785
TOYMASTER KINGDOM: Gaoi Lane, Sudbury. Tel: 01787 372238
TOYMASTER KINGDOM: 62 Cornhill, Bury St Edmunds. Tel: 01284 761646

TOYMASTER KINGDOM: 56 London Rd (North), Lowestoft. Tel: 01502 565688
TOYTOWN: 8 Church Street, Woodbridge. Tel: 01394 383170
WESTGATE DEPARTMENT STORE: 141 London Road, Lowestoft. Tel: 01502 512444
WESTGATE DEPARTMENT STORE: Market Place, Diss.
ERIC BARTLETT MODELS: 70 High St, Lowestoft. Tel: 01502 585 666

SURREY

GW GUILDFORD: Unit 1, 9/12 Tonsgate. Tel: 01483 451 793
GW WOKING: Unit 3 Cleary Court. Tel: 01483 377 1675
DORKING MODELS: 12-13 West Street, Dorking. Tel: 01306 881747
HAMMICKS BOOKSHOP: 12-13 Belfry Ctr, Redhill. Tel: 01737 770334
HAPPIRAFT: 144 The Centre, High Street. Tel: 0208 890 4211
NASEEM: 58 High Street, Walton on Thames. Tel: 01932 252560
TAYLORS TOYS & SPORTS: 10 Chipstead Valley Road, Coulsden. Tel: 0208 660 0710
THE TOY SHOP: 69 High Street, Reigate. Tel: 01737 245300

SUSSEX AREA

GW BRIGHTON: 7 Mile Street. Tel: 01273 203 333
GW CRAWLEY: 11 Broadway. Tel: 01293 552 072
GW EASTBOURNE: 13 Terminus Place. Tel: 01323 641 423
BIG KIDS TOY SHOP: 2 Clinton Place, Seaford. Tel: 01323 899099
CHICHESTER TOYS: 53 South Street, Chichester. Tel: 01243 788055
GENTLE GALLERY: 2 Shelly House, Bishopric, Hove, West Sussex. Tel: 01403 258567
GENTLE GALLERY: 94 High Street, Steyning, West Sussex. Tel: 01903 812933
HEATH MODELS & TOYS: 25 Sussex Road, Haywards Heath. Tel: 01444 459785
IDEAL FOR KIDS: 13 Guildbourne Centre, Worthing. Tel: 01903 208203
K C'S GAMES SHOP: 31 West Buildings, Worthing. Tel: 01903 237983

TYNE AND WEAR AREA

GW NEWCASTLE (CENTRAL): 63 Clayton Street. Tel: 0191 232 2418
GW NEWCASTLE (METRO CENTRE): Unit B14, First Floor (near the Mediterranean Village). Tel: 0191 461 0950
S.R. GLADSTONE & SON: 99 Bedford St, North Shields. Tel: 0191 257 0335
COATS MODELS: 44 Market Place, South Shields. Tel: 0191 427 7644

WILTSHIRE

GW SALISBURY: 1b Winchester Street. Tel: 01722 330 955
GW SWINDON: 50 Fleet Street. Tel: 01793 436 036
BOURTON MODEL RAILWAY: Box Bush, High Street. Tel: 01451 820666
CYBERDYNE: 15 The Shires Centre, Trowbridge. Tel: 01225 759890
H DUCK: 114 High Street Marlborough. Tel: 01672 512170
HOGGOSAURUS TOYSTORE: 29-30 Maryport St, Devizes. Tel: 01380 723 841
RAW MODELS: 3-5 East Street, Warminster. Tel: 01985 215418

WARWICKSHIRE

GW COVENTRY: Unit 39, Upper Level, Cathedral Lanes Shopping Centre. Tel: 02476 227 311
GW LEAMINGTON: 22 Park Street. Tel: 01926 435 771
JOTO RAILWAYS & MODELS: 7 Lawrence Sheriff St, Rugby. Tel: 01788 562 372
NUNEATON BOOKSHOP: 24 Abbey Street, Nuneaton. Tel: 02476 342000
WARGAMES WAREHOUSE: Queens arcade, Nuneaton. CV11 5JR

WORCESTERSHIRE

GW WORCESTER: 4 Charles Street. Tel: 01905 616 707
ELECTRONIC DUNGEON: 4a Graham Road, Great Malvern, Worcester. Tel: 01684 991619
MODEL MAYHEM: 51 Bridge St, Evesham. Tel: 01386 421431
THE STRONGHOLD: 27 Unicorn Mill, Redditch. Tel: 01527 60709
T.P. ACTIVITY TOYS: Severn Road, Stourport on Severn. Tel: 01299 872800

YORKSHIRE AREA

GW BRADFORD: 4 Piccadilly, Bradford, BD1 3LW. Tel: 01274 739 430
GW DONCASTER: Unit 10, The Colonnades. Tel: 01302 320 535
GW HULL: 30 Paragon Street. Tel: 01482 589 576
GW HARROGATE: 29 Beulah Street. Tel: 01423 564 310
GW LEEDS (CENTRAL): 12-16 Central Road. Tel: 0113 242 0834
GW LEEDS (WHITE ROSE): Unit 28D (near Debenhams), White Rose Centre. Tel: 0113 272 3470
GW SHEFFIELD (CENTRAL): 16 Fitzwilliam Gate. Tel: 0114 275 0114
GW SHEFFIELD (MEADOWHALL CENTRE): Unit 91B, High Street, Upper Mall (next to entrance near Boots). Tel: 0114 256 9836
GW YORK: 13a Lendal. Tel: 01904 628 014
GREENS SUPERSTORE: 6/8 Market Hill, Scunthorpe. Tel: 01724 271020
GREENS SUPERSTORE: 49 Crystal Peaks Shopping Centre, Sheffield. Tel: 0114 247 5749
GREENS SUPERSTORE: Meadowhall Shopping Centre, Sheffield. Tel: 0114 256 9979
GREENS SUPERSTORE: 16 Market Street, Huddersfield. Tel: 01484 544664
KITCRAFT: 46 Shambles St, Barnsley. Tel: 01226 206080
MAGAZINE WORLD: 2-6 Commercial Street, Halifax. Tel: 01422 330547
MAYFAIR TOYMASTER: Wednesday Market, Beverly, Hull. Tel: 0482 862777
SHERMANS MODEL SHOP: 19 Dunstall Street, Scunthorpe, South Humberside. Tel: 01724 842439
SPACE MYTH & MAGIC: 39-40 Queen Street, Scarborough. Tel: 01723 501821
WESTGATE DEPARTMENT STORE: Middleton Grange Shopping Centre, Harlepool.
WESTGATE DEPARTMENT STORE: 17-25 High Street, Scunthorpe, South Humberside.
WHITEGRACE LTD T/AS KITCRAFT: 3 Kendray Street, Barnsley. Tel: 01226 206080
COMPUTER & GAMES CENTRE: 34 St Nicholas Cliff, Scarborough. Tel: 01723 500505

LONDON

GW BROMLEY: Unit 8, The Mall, Bromley. Tel: 0208 466 0678
GW BRENT CROSS: Unit F9, Lower Mall (near Fenwick's), Brent Cross Shopping Centre. Tel: 0208 202 4979
GW CROYDON: Unit 35, Drummond Centre (outside at the back of the centre), Keeley Road. Tel: 0208 680 4600
GW EALING: 52D St Saviours Mall (towards back of the centre), Ealing Broadway Centre. Tel: 0208 840 0171
GW ENFIELD: 3/5 Genotin Road. Tel: 0208 363 3238
GW HAMMERSMITH: 161 King Street. Tel: 0208 846 9744
GW HARROW: 296 Station Street. Tel: 0208 861 2350

GW KENSINGTON: Shop 7, Lancer Square, Kensington Church Street. Tel: 0207 937 7011
GW KINGSTON ON THAMES: 33 Fire Road. Tel: 0208 549 5224
GW OXFORD ST: Unit F10, The Plaza Shopping Centre, 1st floor, 116-128 Oxford Street. Tel: 0207 436 0839
GW RICHMOND: Unit 8, Westminster House, Kew Road. Tel: 0208 948 6122
GW ROMFORD: 12 Quadrant Arcade. Tel: 01708 742 140
GW STAINES: 52D Elmsleigh Centre (at back of M&S). Tel: 01784 460 675
GW SUTTON: Unit 24, Times Square Shopping Centre. Tel: 0208 770 9454
GW WATFORD: Unit Q, 1A Queen Street, Harlequin Centre. Tel: 01923 245 388
FREDERICK BECK LTD: 22-26 Camden Passage, Islington. Tel: 0207 226 3403
HARRODS: Knightsbridge.
J.H. LORIMER LTD: Satchwell House, Clifford Road. Tel: 0181 656 6625
JOHN SANDERS: 77-79 High Street, Ruislip. Tel: 01895 634848
LEISURE GAMES: 91 Ballards Lane, Finchley. Tel: 0208 346 2327
N20 TOYS: 1348 High Road, Whetstone. Tel: 0208 445 7621
TOYSTOP: 377 Upper Richmond Road West, East Sheen. Tel: 0208 876 5229
WESTGATE DEPARTMENT STORE: 145 High Street, The Harlequin Centre, Watford.
ELYS: 16 St Georges Rd, Wimbledon. Tel: 0208 946 9191
ROSSIS OF LONDON: 265 Chingford Mount Rd, Chingford. Tel: 0207 529 1920

CHANNEL ISLANDS

ALADINS CAVE LTD: Les Canus Road, Capelles, Jersey. Tel: 01461 728469
CAROUSEL: 36 Commercial Arcade, St. Peters Port. Tel: 01481 721721
THE LITTLE SHOP: 12 Conway Street, St. Helier. Tel: 01534 732187

WALES

GW CARDIFF: 31 High Street. Tel: 02920 644 917
GW NEWPORT: 25 Skinner Street. Tel: 01633 256 295
GW SWANSEA: 45 Princess Way. Tel: 01792 463 969
ARTISTS CORNER: 7 Beaufort Sq, Chepstow. Tel: 01291 627 393
BRITTE IDEAS: Unit 1, Bank Street, Wrexham. Tel: 01978 758451
CHARLIE'S STORES: Market St, Newtown. Tel: 01686 625 313
COMIX SHOPPE: 13 Shoppers Walk, Swansea. Tel: 01792 642097
J. CLARK TOYS & GIFTS: 13-15 High St, Brecon. Tel: 01874 622 865
LIGHTFOOT MODELS & TOYS: 16 Queen St, Rhyl. Tel: 01745 331 564
MERLIN MODELS: 4A Dew Street, Havfordwest, Pembrokeshire. Tel: 01437 762633
RAINBOW PLAZA: Boverton Rd, Llanthwyt Major, Glamorgan. Tel: 01446 794 118
RICHARDS OF ABERGAVENNY: 46-48 Frogmore Street, Abergavenny, Monmouth. Tel: 01873 852466
THE ALBATROSS: 29 Pier St, Abersystwyth. Tel: 01970 617 836

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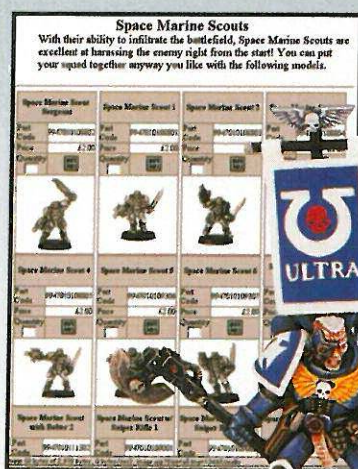
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Andy Chambers has taken time out from his hectic schedule to oversee the creation of these variant army lists for the Imperial Guard.

Games Development new boy Phil Kelly brings to light several of the Armageddon regiments, with able support from the Ancient and Honourable Order of Techpriests.



CHAPTER APPROVED

BY ANDY CHAMBERS & PHIL KELLY

Greeting Citizens, and welcome to Chapter Approved. Our scribes have been working ceaselessly to gather information on the Imperial Guard regiments instrumental in the Third Armageddon War. Presented within is an account of the combat doctrine of some of the most notable regiments. To keep pace with the recent developments in Cityfighting, we also present an addenda concerning those regiments specialising in urban warfare through necessity rather than training.

THE REGIMENTS ON ARMAGEDDON

Although there are hundreds of Imperial Guard regiments fighting in the Third Armageddon war, many of them carved out a bloody reputation for themselves during the constant and bitter fighting. Some among their number fight there still, for once the taint of the Orks has spread to a world, it can never truly be removed. Some of these regiments may be familiar, either established as honourable and valuable components of the Imperial Guard or as wilful and unpredictable forces that many officers refuse to fight alongside.

This article focuses on the savage Armageddon Ork Hunters and the dour Death Korps of Kreig. We also take a look at Imperial Guard armies that have fought protracted campaigns in the confines of the galaxy's cities. In the future we hope to publish rules for the elite Elysian Drop Troopers and the Savlar Chem Dogs, so don't worry, we haven't forgotten them!

For more background material on the illustrious and infamous regiments of Armageddon, see Historical Actions of the Imperial Guard in WD 249.

The Armageddon lists and the Cityfighting Imperial Guard list are currently recommended optional. This means that you must get your opponent's consent before using these lists; they are experimental and we encourage you to try them but they are not official. They may only be used in tournaments with the organiser's consent.

If you have any thoughts on these army lists, why not write in to the usual address and let us know?



The Imperial Guard engage in bitter street fighting with the forces of Chaos.

ARMAGEDDON ORK HUNTERS

During the third Armageddon War, the head of the ruling military council of Armageddon, General Kurov, conducted several xenocidal campaigns throughout the Equatorial jungles to rid them of the Ork presence that had taken root there. Those regiments engaged in such bitter and drawn out fighting encountered guerrilla resistance far in excess of their expectations. Rather than disbanding the decimated regiments, General Kurov harnessed the valuable knowledge gained by the

survivors by ordering them to form a number of specialised Ork hunting regiments.

The Ork Hunters have learnt to fight the enemy on his own terms, and have become extremely good at their jobs. Many Imperial Guard regiments are posted to Cerbera base to learn from the Ork Hunter instructor sergeants. It is well recorded that the uncouth and savage nature of the Ork Hunters rankles with many of the more traditional Imperial Guard

regiments, and the Battle at Hell Town is well recorded as the start of the enmity between the Ork Hunters and the Pyran Dragoons.

Unfortunately, the psychological effect such constant contact and close-quarter warfare with the Orks was not calculated by Kurov in his haste to combat the Orks in the jungles of Armageddon. Many of the Ork Hunter squads do not return to their base for weeks on end, surviving purely on the jungle around them, immersing

Field Analyst Marquanse supped at the foul-tasting brew that had been passed to him by the sour-faced Mordian on his right. The Iron Guard ate in the mess hall in as rigid a formation as they fought, and not a word passed between them.

Marquanse could feel the contempt emanating from the stern faces, and thanked the Emperor it wasn't directed at him. He couldn't help cursing the day he was given the stinking hellhole that was Cerbera base as his first posting.

He was jolted from his reflections by a thick goblet of grey meat hitting him on the back of his neck. Thin gruel leaked into his high collar as the Ork Hunters behind him roared and bawled with laughter. Their table was buckling under the weight of two massive, unshaven brutes, slick with blood as they punched each other senseless. Turning, Marquanse saw that both combatants were baring their teeth in atavistic snarls, neither with anything like a full set of teeth. They were not bothering to defend. Many of the Ork Hunters were smashing their fists into the table in time, howling encouragement. Several others were slinging meat at each other, barking laughter and bellows of rage mingling as chairs were overturned and faces shoved into foodstations. One of them, half his scalp missing, was slicing kill-markings into his chest with a knife the length of Marquanse's forearm. Every one of them bore trophies; dead body parts of defeated greenskins. Most of them were shouting, and the noise was deafening. Marquanse looked down in disgust, only to see a thick trickle of vomit meander between his freshly polished boots. The air stank of sweat, blood, oil and bile.

Suddenly, one of the Mordians shot to his feet, red-faced with rage, and barked an order for them to cease. As one, the Ork

Hunters stopped immediately, twelve sets of eyes immediately turning on the perpetrator with a hostile savagery that nearly cost Marquanse control of his bladder.

The largest of the brutes scraped his chair slowly backward, and stood up slowly as silence descended across the mess hall. Marquanse noted that the smaller sergeant was still sitting, intent on his food. The giant strode ponderously toward their table, wiping his mouth with a burly arm. His face was tattooed with the likeness of an Ork skull, his scarred, weathered skin slick with a sheen of rank sweat. He belched lazily, the Mordian recoiling in distaste as

particles of food hit his starched uniform. The giant spoke.

"This is Helltown, boy. Different rules here. My lads just spent sixteen days in a living nightmare, killed 'em twelve Gorks and eighty-two Morks. They wanna relax. Wanna cut loose. Get outta their faces, or I'll get into yours." He pushed the Mordian back into his chair with such force that all of the plates on the table jumped.

Marquanse flinched in sympathy. The Mordian's face had turned ashen, and although his comrades returned to their meals, he did not touch his food.



themselves in their war against the Orks. Occasionally, a squad of the Ork Hunters will return to Cerbera base laden with the skulls and scalps of the many Orks that they have culled on their forays.

A worrying trend in the Ork Hunters' combat doctrine has been noted in

recent times. It seems the Ork Hunters are not only adopting the Orkoid manner of war, but also many of their superstitions, codes of conduct and icons. At best, these soldiers have found that to destroy their enemy beyond doubt, they must understand them and adopt their

combat doctrine. At worst, they are degenerating into the savage beasts they have given their lives to fight, a vile slight upon the honour of the Emperor's warriors.

ARMAGEDDON ORK HUNTERS

Soldiers from the Ork Hunter regiments are savage warriors and in their short history have already earned themselves a fearsome reputation. Squads need to operate in isolation for many weeks in the jungle and frequently return to Cerbera base with grisly trophies taken from the Greenskins they have slain. These trophies often take the form of Ork tooth necklaces and skulls as well as more mundane items like glyphs and stikkbombz. In addition to his normal equipment every Ork Hunter also carries his 'scalper', a huge machete-like weapon that can be used to decapitate an Ork with one blow. Their feral appearance and coarse manner has led to the Ork Hunters being regarded as little better than the Orks they hunt and earned them the enmity of many regiments stationed on Armageddon.



Andy Hoare's Ork Hunters use a variety of Orky weapons such as Shootas and Choppas from the plastic Ork sprues.

USING AN ORK HUNTERS ARMY IN WARHAMMER 40,000

You will need a copy of Codex Imperial Guard and Codex Catachans to use this army list.

HQ	1 Ork Hunters Command HQ (use the entry for Deathworld Veteran Command HQ, adjusted as below), 0-5 Commissars (see Codex Imperial Guard)
ELITES	Ork Hunters Fire Sweep Team (use the entry for Deathworld Veteran Assault Team, adjusted as below), Ogryns (see Codex Imperial Guard).
TROOPS	Ork Hunters Infantry Platoon (use the entry for Deathworld Infantry Platoon, adjusted as below).
FAST ATTACK	Ork Hunters Sentinel Squadron (use the entry for Deathworld Sentinel Squadron, adjusted as below), Ork Hunters Patrol (use the entry for Deathworld Veteran Patrol Squadron, adjusted as below)
HEAVY SUPPORT	0-2 Mortar Heavy Weapons Squads, Booby Traps, 0-1 Armoured Support Vehicle (this may be a Chimera, Leman Russ Exterminator, Basilisk or Hellhound).

Many of the Armageddon Ork Hunters squads use the army lists entries from Codex Catachans. However, where a troop type is listed as a Deathworld Veteran in their special rules section, substitute the Jungle Fighters ability (see below). In all other respects these army list entries are identical to the army lists in Codex Catachans.

FORCE ORGANISATION

Jungle fighters: Armageddon Ork Hunters have adapted and trained so extensively that they have become masters of jungle warfare. Although they are not born into the jungle and hence will never be the equal of soldiers such as the infamous Catachans, they have become highly skilled nonetheless. They are the only survivors of apocalyptic combat between their previous regiments and the Orks of the equatorial jungle, and every one of them is as skilled as they are tough.

The following rules apply to all Armageddon Ork Hunters:

- Armageddon Ork Hunters roll 3D6 and pick the highest to see how far they can move through jungle terrain. When pursuing and falling back through difficult terrain, they roll 3D6 and halve the result. They only become 'spooked' on the roll of a triple one and only set off booby traps on any roll of a triple (three fives, for example).
- Armageddon Ork Hunters receive a 4+ cover save for being in woods or jungle terrain.
- Armageddon Ork Hunters may infiltrate as described on page 134 of the Warhammer 40,000 rulebook. They may only do this in missions which allow infiltration and only if they use their ability to set up or move into woods or jungles. Sentinels may not use this ability.

Ork Hunters: The hard-bitten squads of the Ork Hunters have dedicated their lives to fighting the Orks, and have even adopted effective tactics against the Orks in close combat. In any assault, Armageddon Ork Hunters always hit Orks on a 3+.

To know the enemy: The Armageddon Ork Hunters have adapted to the Ork way of war so completely that worrying psychological similarities have begun to emerge. Armageddon Ork Hunters benefit from the Waaagh! special rule (call it the Aaagh! Rule if it helps...) when fighting Orks (any type). When a squad of Armageddon Ork Hunters charges into close combat check its size by rolling 2D6. If the score is equal or less than the number of Armageddon Ork Hunters in the squad, they charge in with a rousing warcry to rival that of the Orks they fight. All

the Ork Hunters in the squad double their Initiative characteristic for the rest of the assault phase. In future assault phases they revert to their original Initiative values. If the 2D6 roll is greater than the number of Ork Hunters left in the squad they charge in as normal and attack with their basic Initiative value.

Ork Hunters who make a sweeping advance into the enemy also use this rule. The test for this is made at the beginning of the assault phase so any casualties from enemy fire will reduce the chances of them managing to maintain their momentum.

Sentinels: Ork Hunter Sentinels are identical to the Deathworld Sentinel Squadron entry in Codex Catachans, and occupy a Fast Attack choice on the force organisation chart.

WARGEAR

Armageddon Ork Hunters very rarely have a chance to return to Cerbera base and replenish their ammunition, their patrols often lasting weeks on end. As a result, the Armageddon Ork Hunters commonly use captured Ork weaponry. Some of the strongest Ork Hunters have even been known to wield the crude axes of the Orks in close combat. Various Imperial reports have postulated that the Armageddon Ork Hunters actually prefer Ork weapons for the sheer noise and chaos they can cause when an ambush is sprung.

Any model in a Deathworld Veteran Fire Sweep team in an Armageddon Ork Hunters army may be equipped with a choppa for +2 points. See rules below.

Any model in a Deathworld Veterans Patrol in an Armageddon Ork Hunters army may be equipped with a shoota for +1 point. See rules below.

Armageddon Ork Hunters characters may buy choppas (+2 points), sluggas (+1 point) or shootas (+1 point) in addition to those items listed in Codex Imperial Guard.

Choppa.....	2pts
(In close combat, choppas limit the saving throw of an enemy model to a 4+ at best. All models using choppas count as having Initiative 2.)	
Shoota.....	1pt
(All models using shootas count as having Ballistic Skill 2.)	
Slugga.....	1pt

Weapon	Range	Str.	AP	Type
Slugga	12"	4	6	Pistol
Shoota	24"	4	6	Rapid Fire

DEATH KORPS OF KRIEG

The Death Korps of Krieg, a very powerful martial force, are well-known for their dour habits and sinister appearance. No regiment in the Imperial Guard has such an accord with death, and the sons of Krieg adorn their solemn, dark greatcoats with skulls, bones and other such icons of mortality.

The history of the Death Korps is peculiar indeed; when the Autarch of Krieg renounced the Imperium his populace rose up against him in a devout fervour, and the regiments

raised to combat the heretic responded with such horrific force that the planet of Krieg was changed forever. In fact, this uprising led to a five-hundred year long campaign of atomic purging that resulted in the previously populous Krieg degenerating into a toxic wasteland of ash and ruins.

Yet the sacrifice of their home world seems not to be enough to atone for the Autarch's heresy. The Death Korps of Krieg still believe they should be punished for the stain on their planet's honour, and have embarked upon a

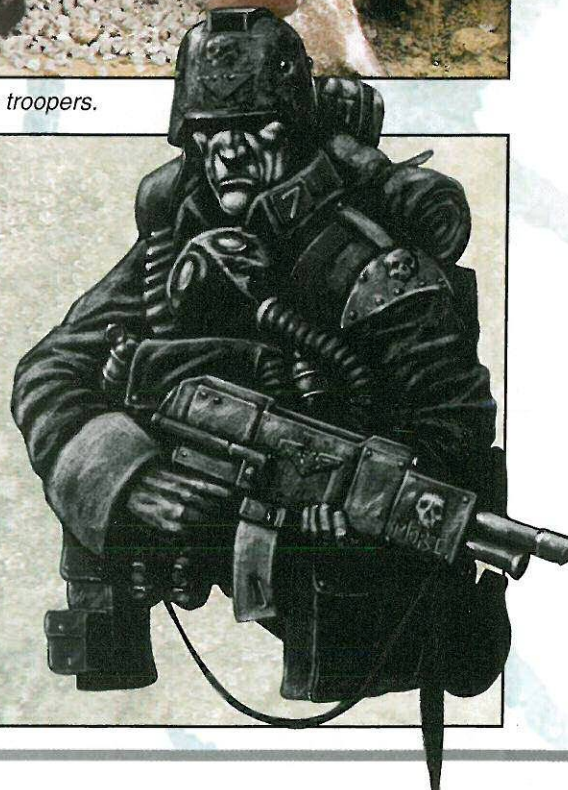
quest for absolution that takes them into the most desperately dangerous warzones and hopeless battles in the Imperium. Their martyrdom in the name of the Imperial cause is well documented, for the Korps do not fear death. In fact, many seem to welcome it, and a platoon of Death Korps will quite willingly follow orders deemed to be suicidal by less dedicated troops. As a result of this, officers of the Krieg know that their orders will be carried out efficiently and to the letter. It is this surety that has led to many victories against seemingly impossible odds.



Darren Latham's Death Korps are based on Steel Legion troopers.

DEATH KORPS OF KRIEG TROOPER

Troopers from the Death Korps wear dark greatcoats and their sinister appearance reflects the uncompromising nature of the regiment. Death Korps soldiers do not fear dying and are more than willing to sacrifice their own lives for the greater good of the Korps. This accord with death leads many soldiers to adorn their uniforms and weapons with skulls and other grim symbols of mortality. The Death Korps expect to be fighting in the deadliest warzones and their soldiers are equipped accordingly with respirators, cold-weather gear and survival packs that allow them to act in the most extreme operational environments.



The air was far worse than humid, and tiny droplets of viscous liquid hung suspended in the tepid atmosphere like static rain. Three weeks had passed since the rift had opened upon the agri-world of Hubris IV, and Chaos ran rife through what was once a sane and productive planet. Now the landscape itself actually breathed like some monstrous beast, the black column of Death Korps marching across acres of puckered skin and through forests of thick, slime-covered hair.

Veteran Sergeant Mahler knew full well why his superiors had requested to be transferred here. The minions of Chaos epitomised weakness, especially those that revered this particular god, and must be eradicated. No matter that they had lost most of their company to starvation and disease. They would bring the Emperor's grace back to this world.

At a curt command from the front of the column, the Death Korps fanned out into a battle line as doctrine dictated. The armoured support, a resplendent symbol of the Emperor's might, took up its positions. Imperial pennants and skull-emblazoned banners fluttered in the breeze above rank upon rank of black greatcoats. For a second, all was still.

Without warning, there was a deafening scream, and all hell broke loose.

Countless fleshy mouths were peeling open in the ground ahead. Clambering out of the foul orifices were all manner of monstrosities, a catalogue of perversion and insanity. The lasguns of the Death Korps opened fire, searing into daemon flesh in as perfect a firing drill as displayed on the subterranean rifle ranges of their home planet. Coalescing in the air mere feet ahead, a horned, dripping head leered out from the ether, straining forward to catch the trooper next to Mahler in its distended jaws. Mahler and his squad took out the thing's eyes, firing pointblank as it came for him, the ghastly apparition dissipating at the last second as his bayonet punctured its bulging forehead.

The tide of atrocity spilling across the ground was closing fast, a gestalt entity of lascivious flesh and gibbering faces. To the right, a troupe of clawed daemon-hags danced and slithered forward, their sensuous bodies writhing obscenely. One of them headed toward Mahler, its grinning features twisting into a foul parody of a woman from his past. Its aura of evil beauty was overpowering. Claws raised, it reared back to strike. Mahler shot it in the mouth.

Shouting praise to the Emperor, the Death Korps blew apart daemon upon daemon, their grotesque forms liquefying and running like quicksilver across the dermal landscape. Many-limbed flesh-scorpions clambered across the bodies of the fallen, their barbed tails stabbing spasmodically into anything that still drew breath. Battle tanks thundered shells into the gaping maw-portals that had vomited forth the Chaos filth, the landscape shuddering in pain with each titanic detonation. Lasguns sliced through unprotected flesh time and time again, the air sizzling with the stench of battle. And yet not one of the Death Korps hesitated in his duty. Mahler expected nothing less.

On the left flank, a flock of daemons wheeled towards them, their long-limbed bipedal steeds carrying the screeching riders at shocking speed toward a weakened spot in the Death Korps' line. Just as Mahler feared they would hit home, the Krieg Death Riders swept over a fleshy ridge, sonorous voices rising above the deafening howling of the daemons in a battlecry of devotion and rage. Hunting lances burst through the flanks of the daemoniac cavalry, massive discharges of energy tearing apart the lithe creatures and bowling their riders to the ground. The daemons had the advantage of numbers, and reacted quickly. Contemptuously, one Daemonette pivoted gracefully and snipped off the head of a Krieg steed with a vicious claw, another smashing a Death-Rider from his saddle before sinking its teeth into the face of his mount. But the Death-Riders had earned their

formidable reputation for a reason, their wounded steeds regaining their feet, sparks flying from the damaged machinery implanted in the resilient beasts. The Death Riders plunged back into the melee, fighting with renewed ferocity.

The orgy of carnage seemed only to encourage the remaining daemons. Mahler was shocked to see a gigantic, many armed nightmare burst from the ground in a spray of light and blood, its elongated face bellowing a deafening battlecry. The cry was answered by mass lasfire, a hundred guns spitting defiance at the beast. It strode toward their lines, paying as much heed to the Guardsmen as a grox would to a lashfly. Firing on full auto now, Mahler caught a glimpse of a Leman Russ with a damaged turret speeding forward toward the Greater Daemon on what was obviously a collision course, well away from the battleline. The Daemon was inhumanly fast, and smashed one of its claws down into the turret, peeling it open as if it were paper. Its other claw neatly snipped the barrels from the tank's guns. The thing was on the hull in the blink of an eye, its lithe limbs working fast as it peeled back the armour, intent on feasting on the souls of the guardsmen inside. It pushed its head into the hole torn in the hull, its gurgling laugh running through the psyche of every one of the Death Korps in a confusion of psychic pain. For a moment, time seemed to halt.

With perfect clarity, Mahler saw one of the tank crew turn calmly and discharge his laspistol into the stacked battle cannon shells by the loading breach.

The resultant explosion was cataclysmic, a vast mushroom of noise, light and dust. It annihilated not only the tank and the Greater Daemon, but slaughtered hundreds of its nearby minions. The remainder were in disarray, howling as the ground buckled and split, lesions appearing in a thousand places.

As one, the Death Korps of Krieg charged.

USING A DEATH KORPS ARMY IN WARHAMMER 40,000

You will need a copy of Codex Imperial Guard to use this army list.

HQ	1 Command Platoon, 1-5 Commissars
ELITES	0-1 Hardened Veterans, Storm Troopers
TROOPS	Infantry Platoon, Armoured Fist Squad
FAST ATTACK	Hellhound, Sentinel Squad, Krieg Death Riders
HEAVY SUPPORT	Leman Russ Battle Tank, 0-1 Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Demolisher, Basilisk, Griffon

SPECIAL RULES

All Death Korps Command Sections and Command HQ must be accompanied by a Commissar, up to a maximum of 5 Commissars in total.

Hardened Fighters: The Death Korps, although far from suicidal, have no fear of death. They gladly lay down their lives in the name of the Emperor and willingly seek out the most hostile and punishing battlegrounds on which to display their devotion. The unit may ignore negative modifiers for Morale checks and tests for regrouping. In effect, the unit will always use its standard Leadership for these tests.

Death before dishonour: The Death Korps are used to being outmatched in close combat but fight on nonetheless showing their courage and slaying those who oppose humanity. Death Korps troops are Fearless in close combat, automatically passing any morale tests they are required to make, and will carry on fighting until they have beaten their foes or until they are all dead.

They must Sweeping Advance after an enemy that falls back, they cannot consolidate.

Krieg Death Riders: The Rough Riders of the Death Korps take to the field of battle on bionically enhanced steeds, the augmented constitutions of the beasts meaning that they are slightly faster and harder than the average mount.

The army list entry for the Rough Riders is replaced by Krieg Death Riders. They are identical in all respects other than:

1. All Krieg Death Riders are treated as having bionics (If a model with bionics is killed, instead of removing it, place it on its side. Roll a D6 at the start of the next turn, on a roll of a 6 the model is stood back up with 1 wound but on any other roll it is removed as a casualty). If any models come back into play as a result of their bionics, they must rejoin coherency with their parent unit at the first opportunity.
2. All Krieg Death Riders are adept at negotiating the rubble-strewn nightmare that is their home world and hence reroll any 1s they roll for difficult terrain tests. The second roll counts, even if it is also a 1.



Darren Latham's Death Korps face the Chaos Marines assault with grim determination.

CITYFIGHTING IMPERIAL GUARD ARMIES

"I've fought in this endless, hateful war for eight months now, night and day. In that time, I've aged a decade. My hair has turned grey, nearly all of my squad have died and I doubt I'll ever smile again. I've fought next to heroes and I've strangled men in their sleep. But I'm still alive. And by the Emperor I intend to stay that way."

*Acting-Captain Haines,
47th Steel Legion*

It is said that within the deadly crucible of a Cityfight, raw recruits are forged into grizzled, battle-hardened veterans after just one night of bitter, close-quarter fighting. And yet amongst those who have been plunged deep into this nerve-wracking hell, there are those that have come to excel. For every ten men that die, one learns from his comrades' deaths, becoming a better soldier for it. And

learn he must, for those that fail to comprehend the mortal danger waiting around every corner, behind every pile of rubble, soon fall prey to a sniper's bullet or a well-placed booby trap.

Alongside these grim and battle-scarred veterans fight the inhabitants of the shattered city itself, from burly manufactory workers to hab-block juves that have realised they have no hope but to fight. Gangland criminals fight side by side with their mortal enemies, realising their rivalries are of no consequence in the struggle cleanse their city of the foul aliens that infest its streets.

This army list is intended to represent this amalgamation of desperate soldiers thrust together by circumstance, forged into a force that has no real insignia or structure but is just as formidable as the most

disciplined regiments of the Imperial Guard within the city's confines. Platoons can be comprised of rag-tag militia or experienced troopers, and part of the fun of collecting a Cityfighting force is the juxtaposition of miscellaneous models such as Necromunda gangers with Imperial Guard stalwarts like the Cadian Shock Troops and Valhallan Ice Warriors. Although they look great painted in the same colour scheme, the models in this army have great scope for tattoos, trophies and war wounds, with previously pristine uniforms tattered and obscured by dust and blood. Properly done, it can be a real painting and modelling challenge. But if you find Cityfighting to your taste, it can be a very rewarding army as you fight tooth and nail to reclaim your soldier's homes from the claws of the marauding invaders.

USING AN CITYFIGHT GUARD ARMY IN WARHAMMER 40,000

You will need a copy of Codex Imperial Guard and Codex Battlezone: Cityfight to use this army list.

HQ	1 Command Platoon, 0-2 Commissars
ELITES	0-1 Hardened Veterans, Guerrillas (see below) 0-1 Ratling Snipers, 0-2 Urban Snipers (see below)
TROOPS	1+ Cityfighting Infantry Squad (see below). 0-1 Armoured Fist Squad, 1+ Ganger Militia (see below)
FAST ATTACK	Hellhound, Sentinel Squadron
HEAVY SUPPORT	0-1 Leman Russ Battle Tank, 0-1 Leman Russ Vanquisher, 0-1 Basilisk, 0-1 Leman Russ Exterminator, 0-1 Leman Russ Demolisher, 0-1 Griffon

SPECIAL RULES

Cityfight Veterans: All units in the Cityfighting Imperial Guard Force benefit from the following special rules:

1. Cityfight Veterans are well versed in the art of slipping through rough terrain, and many grew up in the city streets and buildings they now fight amongst. To represent this, Cityfight Veterans may always roll one extra dice for their difficult terrain tests in the city.
2. Cityfight Veterans are well used to the clouds of dust and palls of smoke drifting through their city streets, and can pick out targets nonetheless. Cityfight Veterans who do not move during the movement phase reduce their target's cover save by -1 in addition to any other modifiers.
3. Cityfight Veterans often have to fight for extended periods of time without resupply or reinforcement, and many of them rely on low-tech weaponry as they cannot maintain more advanced equipment. Each model purchasing items from the Imperial Guard armoury may only purchase 25 points of weapons and wargear each

rather than the usual 50. Wargear and weapons must still be represented on the model.

4. The Cityfight Veterans always defend in any scenario that specifies defenders and attackers.

Desperate measures: Needless to say, the numbers of a Cityfighting Imperial Guard force have been whittled down time and time again, and the survivors are forced to take all manner of steps to make up for their comparative lack of manpower. Buildings are sandbagged and boarded up, rubble is strewn with improvised but deadly traps, and captured grenades are bundled together to form makeshift high explosives. The Cityfighting Imperial Guard player must spend 2D6 x 10 points of his army list on the following items from the Attackers and Defenders Armoury in the Mission Special Rules section of the Cityfight book, regardless of the mission being played:

Razorwire, Fortifications, Fortified Building, Additional Hidden Set-up Marker, Booby-trapped Building, Scaling Ladders/Grapnel Lines, Breaching Charges, Demolition Charges, Smoke or Blind Grenades.

ELITES

GUERRILLAS

Some of the Imperial Guardsmen assigned to fight in the city for long periods of time specialise in certain tactics and methods that make them a cut above the average trooper. From knowing when to keep your head down to having an intricate knowledge of the subway networks, these squads have the edge in any Cityfighting scenario.

These squads are identical to the Hardened Veterans entry in the Imperial Guard Army List, however instead of having the Hardened Fighters and Steadfast Battle Honours, they must roll for two Cityfighting Battle Honours on the chart below before deployment.

1. City Fighters: If the unit is in cover then its saving throw for cover is increased by +1 point.

2. Citizens: The unit knows the city like the back of their hand. They may reroll any reserve rolls they are called on to make.

3. Tank Hunters: The unit always passes any tests for tank shock and adds +1 to all Armour Penetration rolls.

4. Sewer Rats: The unit knows the sewers and tunnels below the city like the back of its hand. It may use the scenario special rules for Subterranean Movement to deploy, even in scenarios where these rules are not normally used.

5. Stealthy: The unit is expert at moving silently and unseen. To represent this they may set up using the Infiltrators rule. If Infiltrators are not allowed in the scenario being played then the unit may make a free move immediately after both sides have deployed.

6. Cunning: Members of the unit have set up a booby-trap in the area over which the battle will be fought. You may set up one booby-trap of your choice each game using the rules in the 'Special Equipment' section of the Cityfight book. If a single building is the objective it may not be booby trapped.

0-2 URBAN SNIPERS

The very finest marksmen that the vicious conditions of a Cityfight produces often become snipers, utilising stolen or captured weaponry and taking their place alongside the specially trained snipers of the Imperial Guard. These deadly assassins are able to take their place in the cityscape hours before battle, concealing themselves so completely that they are virtually impossible to target.

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Sniper	15	3	4	3	3	1	3	1	7	5+

Loners: You may include up to three Urban Snipers as a single Elites choice. They do not form units and are set up separately (see Special Rules below).

Weapons: Sniper rifles.

SPECIAL RULES

Infiltrators: In the right circumstances Urban Snipers have the ability to work their way into a forward position

on the battlefield. To represent this they may set up using the Infiltrators special rule but only if the mission allows for Infiltrators to be used.

If the mission does not allow troops to use this rule then the Snipers must set up normally with the rest of the army.

Concealment: Urban Snipers are universally adept at concealing themselves, finding nooks and niches amongst shattered architecture from which to pick off their prey. They improve their cover save by +1 when in cover. For example, an Urban Sniper gains a 3+ save when deployed in a building, and a 2+ cover save in a heavily constructed building.

Disappear: You may never move an Urban Sniper model. During your movement phase you may remove the model, representing the Sniper merging back into the shadows so he can fight another day. Once removed, a Sniper may not return to the battlefield but doesn't count as having been killed for victory point purposes. Urban Snipers can't claim table quarters or other objectives.

TROOPS

GANGER MILITIA

A fair proportion of the soldiers in any given Cityfighting Imperial Guard regiment have been conscripted in from the local gangs, and many still use the weapons and equipment they have fought with for all their adult lives. In fact, it is not unheard of for the Imperial Guard and the local gangs to form a bond of mutual respect as their desperation forces them to fight back to back time and time again.

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Hive Ganger	4	3	3	3	3	1	3	1	5	—
Gang Leader	35	4	3	3	3	2	4	2	8	—

Unit Size: The unit consists of 5-20 Gangers and one Gang Leader.

Weapons: A variety of home-made and black market weapons of dubious quality. These count as either a laspistol (or autopistol) and a close combat weapon, or a shotgun, or a lasgun, or an autogun. There can be a mix of weapons within each Ganger Militia unit.

Options: Up to one model may have one of the following: flamer at +3 pts; meltagun at +8 pts; heavy stubber at +8 pts (as heavy bolter, but with Strength 4 and AP 6); grenade launcher at +8 pts. In addition, one other model may have one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +20 pts; plasma cannon at +20 pts.

Character: The leader may choose additional equipment from the Imperial Guard Armoury. He may take items normally only allowed to Officers.

No Chimera: Gang Militia can never be equipped with Chimeras, and so cannot be included as part of a Mechanised Infantry Company.

Designer's Note: Gangers can be represented by Necromunda Gang models.

CITYFIGHTING INFANTRY SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	6	3	3	3	3	1	3	1	7	5+
Sergeant	6	3	3	3	3	1	3	1	7	5+
Vet. Sergeant	+10	3	3	3	3	1	3	2	8	5+

Squad: The squad consists of one Sergeant and between four and nineteen Imperial Guardsmen.

Weapons: Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no additional cost.

Options: Up to one model can have one of the following: flamer at +3 pts; meltagun at +8 pts; plasma gun at +8 pts; grenade launcher at +8 pts. Two Guardsmen can form a weapons team with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +20 pts; autocannon at +15 pts; mortar at +15 pts. The squad can have frag grenades for +1pt per model. One model can have a comm-link for + 5 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 pts. The Veteran Sergeant may choose additional equipment from the Armoury.

CONCLUSION

Each of these armies has a unique character and will play very differently on the battlefield. But if the sheer amount of painting and conversion work necessary to build an army dissuades you, why not assemble a squad from one of these regiments and add it to your existing Imperial Guard army? If you like the way they look, it's an ideal starting point from which to build a completely new force, plus you get to field the models you have worked on straight away in conjunction with your usual Imperial

Guard. This can represent an Armageddon army that has been at war for a considerable period of time and has been moved from one war zone to another, being combined with elements of other Imperial Guard armies along the way. However, merely using normal Imperial Guard miniatures and declaring that they are Death Korps, Ork Hunters etc. is not enough, you must paint and/or convert your models in an appropriate way.

So why not have a go at putting together a squad that adds a little

variety to your existing Imperial Guard army, and if you're really inspired by the descriptions and models shown here, start an entire battle force. Remember, you can gather more information from Codex Armageddon, Famous Actions of the Imperial Guard in WD249 and the Armageddon Website at www.armageddon3.com.

Go forth and conquer!

Phil



A variety of Imperial Guard miniatures can be used to give your Cityfighting Guard a rag tag appearance.

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

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

INQUISITOR

THE BATTLE FOR THE EMPEROR'S SOUL

Across a thousand worlds, the unseen Inquisitors of the Imperium fight their secret war. With utmost authority, the Inquisitors walk unhindered in the darkness, purging their enemies, destroying aliens and furthering their own insidious schemes. A single word from an Inquisitor can doom an entire world. But with that power comes horrific danger...

Inquisitor is a large scale narrative skirmish game set in the dark world of the Imperium's most covert and mysterious agents. Using beautifully crafted 54mm models, each player takes the role of an Inquisitor and his warband as they clash with the enemies of humanity, alien forces and frequently other Inquisitors!



INQUISITOR MINIATURES

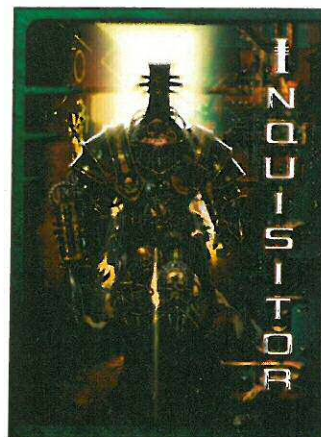
Games Workshop Mail Order carries an extensive range of Inquisitor miniatures. The range includes models for all of the character types featured in the Inquisitor rulebook, and more besides! Phone Games Workshop Mail Order or check out the Inquisitor section of the Games Workshop website for details of the full range and how to order them.

Starting in November, the Fanatic design team will be taking over responsibility for providing continuing support for Inquisitor. We'll be bringing out a magazine, new models and lots of other stuff, and we'll keep on doing so as long as there are players out there enjoying the game. You can find out about some of the things that we have planned on these pages, and you can find out more by visiting the Fanatic website at:

<http://www.games-workshop.com/fanatic/>

INQUISITOR RULEBOOK £20

All of the rules needed to play the hyper-detailed Inquisitor game can be found in the Inquisitor rulebook. It includes information on creating characters and henchmen, extremely detailed combat rules, an extensive list of all the weapons and equipment you can use, and details of how to run an Inquisitor campaign and create your own scenarios.



New material for Blood Bowl,
Mordheim, Necromunda, Battlefleet
Gothic, Inquisitor, Warmaster
& Epic 40,000

FANATIC





EXTERMINATUS MAGAZINE

Out next month! Exterminatus Magazine is a new quarterly publication filled with great articles and all the latest news about the Inquisitor game. It's also the place where the rules supporting the new models we make can be found. Exterminatus Magazine is available from good games stores everywhere, or direct from Games Workshop Mail Order and the Games Workshop website. Subscriptions are also available.

NEW MODELS

One of the most enjoyable aspects of Inquisitor is converting models into unique new characters you have created yourself. To help with this we'll be bringing out a range of conversions packs and 'add-on' booster packs that can be used to convert models in the Inquisitor range.

We are regularly adding new 54mm models to the current range of Inquisitor miniatures. Our latest additions to the range are shown right here! Details of the latest releases can be found in the Inquisitor section of the Game Workshop website.



A converted version of the new Major Jaxon model – available soon



**Coming soon:
Alien Bounty Hunter,
Servo Skulls and
new Henchmen**



Tech Priest Tezla – full rules in WD260



Emmissary Fabian – full rules in WD259



Servo Skulls – available soon



Krashrak, Alien
Bounty Hunter –
full rules in WD263

HOW TO ORDER

The Inquisitor range of models are available direct from Games Workshop Mail Order, the online store or from our in-store Mail Order service.

It's easy! You can:

- Phone 0115 91 40000
- Visit your local Games Workshop store and ask about in-store Mail Order
- Order online at: www.games-workshop.com/fanatic/
- Fax your order to: 0115 916 8002
- Post your order to: Games Workshop Mail Order, Willow Road, Lenton, Nottingham, NG7 2SW

Enquiries: If you have any trouble getting what you want, you can e-mail Fanatic at fanatic@games-workshop.co.uk. Explain the problem and we'll do our best to sort it out. We also welcome suggestions and comments.

One thousand battles over the course of a single weekend? It could only be the 2001 Warhammer Grand Tournament. Space McQuirk was there to report on the events as they unfurled.

WARHAMMER GRAND TOURNAMENT

For those of you who have never heard of the Grand Tournament, each year Warhammer World opens the doors to its massive gaming hall. Over the previous week an army of staff have worked furiously hard, putting up tables, making terrain and laying out enough scenery to accommodate up to two hundred of the world's finest Warhammer generals. If you pause for a second and think about the logistics of the operation it is quite overwhelming. That's one hundred gaming tables complete with hills, forests and of course the obligatory ruined buildings. Once you get the general idea you may begin to understand how big this event actually is.

This year's event had a new edge to the games: it was the first Grand Tournament in which we would be using the 6th edition rules. Everybody had their opinions as to which armies would fare best under the new rules, and it was with eager anticipation that we waited to see who would be proved correct. As the doors opened on Saturday morning, the eager generals each handed in a copy of their hopefully all-conquering army list. The two hundred gamers who come to the event are all selected on a first come first served basis. What this effectively means is that we get a wide variety of new faces

and old regulars attending the event, setting the stage for a fantastic weekend.

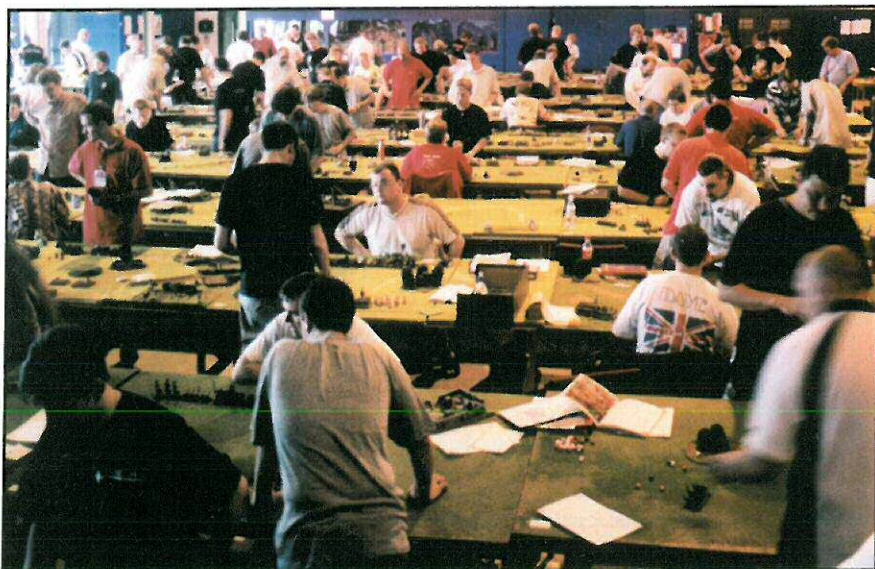
Each player must bring a 2,000 points army chosen from one of the existing books or from the Ravening Hordes lists. The armies must all be fully painted, which is one of the aspects that really makes the tournament outstanding. Two hundred fully painted armies in one room is truly a spectacle to behold. The tournament is fought using the 'Swiss' system, whereby players are paired off against the next best player. This effectively means that to win the tournament you will have challenged some pretty stiff competition. It also means that players end up facing opponents who are equally matched, making the event more fun for everybody concerned.

THE FIRST DAY

After a hearty breakfast, the players filed into the hall and gathered around the notice boards to see who their first worthy opponent would be. The atmosphere on the first day always tends to be relaxed and jovial. In fact, our team of umpires found that they were not in great demand at all on day one, as players each managed to solve their own problems with the true spirit of gamesmanship. There was a welcome

absence of rules queries in this year's Grand Tournament, which Alessio modestly took as a sign that the 6th edition rules are more clearly written than any of its predecessors. The first round passed quickly, and before the players filed out of the gaming hall they were asked to display their armies and fill out a form with their name and a few details about their force. Little did anyone realise how such a simple procedure would in time turn out to be a cause of major drama. One great aspect about the tournament is that it rewards those who are true enthusiasts of the hobby. The team of judges, which included members of the 'Eavy Metal team, examined each army to award up to 60 points for theme and character, the general standard of painting and a clear and neat army list.

During the break Steve Ralph, who had won the Most Sporting Player in the last tournament, was awarded the Bugman's horn, a drinking vessel that could hold nearly three pints. It would be his duty for the rest of the tournament to find a suitable candidate for the horn to pass to next year. The second round of combats was no less savage than the first, and even at this early stage the best generals were beginning to make their mark.



The sounds of a thousand rolling dice fill the air during the Grand Tournament.



Steve Ralph wrests the drinking horn from the reluctant clutches of Bugman's Brewmeister, Michael Owen.

Having filled their stomachs, the final break left many of the players hungry to continue with the bloodshed and so the third and final round of the day got under way. By now the players on the top tables knew that they had all to fight for. To lose at this stage in the tournament would mean going into day two with a major disadvantage. Amazingly, the atmosphere was still light and after two and a half hours of furious gaming, everyone retired to Bugman's for the evening's entertainment.

On Saturday night, after three gruelling games, the atmosphere in the legendary Bugman's bar verged on the insane. Having already made their mark on the Friday night, the Danish Viking team were out in force. From the manner in which players joined in the camaraderie of the evening, no one could ever have guessed that only hours earlier they had been squaring off against each other across the battlefield.

SUNDAY

Naturally the frantic activities of the Saturday night led to a very subdued games hall on the Sunday morning. On the lower tables, the players were far more relaxed and the atmosphere of the previous day's games continued unabated. The top table was a different matter though; a definite tension began to build but the umpires were at hand to make those all-important decisions.

Straight after the end of the fourth battle came the dreaded quiz. This counts towards fifteen points which, at the end of the event, can well make the difference between a winning and losing score. It is a mix of both background and rules questions and, in order to do well, players must have an all round knowledge of every race of the Warhammer world. The difficulty of this year's quiz definitely sorted out the weak from the strong with 12 out of 15 being the highest score.

It was during the following break that Che had the unenviable task of telling some of the two hundred competitors

that they had lost valuable points. Unfortunately when the painting judges had done the rounds the previous day, a handful of players had either neglected to fill out their forms or they couldn't be found. Naturally there was uproar, especially heightened due to the fact that some of these players, including John Dale, were on the top tables. After consulting with his team, Che decided in the spirit of the tournament to place the decision as to whether these players' armies should be allowed a second judgement in the hands of the gamers, and of course everybody agreed to be lenient. In a way, this summed up the spirit in which the weekend's event had been taken.

By now many of the places on the top tables were taken by a host of familiar faces to the tournaments. Bill Edwards, Geoff Porritt and, of course, victor of the Caledonian Conflict Rob Lane. After scores had been tallied, the all-important battle on table one would be a face-off between John Dale's Orcs & Goblins and Geoff Porritt's Daemon Host. Both players had met before, with the victory that time going to Geoff. In a climactic battle that really did swing from one side to the other, John managed to destroy Geoff's Daemon Princess with a combination of Spear Chukkas and magic. It looked grim for Geoff, but he carried on relentlessly with his attack. In a final last swing of fate, Alessio as chief umpire made a vital judgement call. He ruled that Geoff's Daemons were able to flank charge into John's Savage Orc unit containing his General. John was able to cast 'Ere we go', allowing him to fight a round of combat for free. With a casting score of 20 it looked as though the battle would fall to John, then, once again, a twist of fate played its hand as Geoff, against all odds, successfully dispelled. The Daemons unsurprisingly broke John's Orc unit and victory duly fell to the gibbering hordes of Chaos. Sure enough, Geoff had won the fight but with all the results to be totalled, each player retired to the bar to await their final score. At the results ceremony, Che



Geoff Porritt (left) takes on John Dale.

BEST PAINTED ARMY

This year the the Best Painted Army winner was so good that we have decided to devote an entire article to it. Watch out in future White Dwarfs for Jeppe Danning's incredible converted Lizardman army. In the meantime here's two Skinks to keep you going.



took to the stage to hand out the awards. The first of these was the booby prize for the player with the least points of the day, a boxed set of Warhammer 40,000! All the awards were handed out to a thunderous round of applause before the weary contenders finally vacated the premises and returned home. All in all, a very successful event and one which will be long remembered here at Warhammer World in Nottingham. Geoff Porritt will undoubtedly return to defend his crown next year but, until then, all hail the new champion of Warhammer!

STATISTICS CORNER

The three most popular armies at the 2001 Grand Tournament were:

- 1st Vampire Counts
- 2nd Chaos Warriors
- 3rd Dwarfs

The three armies that scored the highest percentage of possible victory points were:

- 1st Daemon Hosts
- 2nd High Elves
- 3rd Lizardmen

WARHAMMER GRAND TOURNAMENT 2001 RESULTS

Rank	Name	Army	First Round	Second Round	Third Round	Fourth Round	Fifth Round	Army Painting & Selection	Knowledge Quiz	Most Sporting opponent	Grand Total
1	Geoff Porritt	Daemon Host	17	20	20	20	17	55	6	10	165
2	Robert Lane	High Elves	20	20	10	20	20	60	6	5	161
3	John Dale	Orcs & Goblins	20	20	20	20	5	60	8	10	161
4	Bill Edwards	Daemon Host	20	20	20	10	17	60	8	0	155
5	Andrew Stevenson	Vampire Counts	20	20	13	20	17	55	9	0	154
6	Don Riddick	Orcs & Goblins	20	7	20	20	17	60	5	5	154
7	Mike Wilkinson	Lizardmen	20	20	10	20	17	50	8	5	150
8	Markus Helmes	Chaos Warriors	17	0	17	17	20	60	7	10	148
9	Jeppe Danning	Lizardmen	20	20	17	10	13	60	7	0	147
10	Darren Dabell	Vampire Counts	20	0	17	20	17	45	8	20	147

Darren Ivey's Vampire Counts army is built around a Norsca Strigoi Vampire Lord, and has kept a strong Norsca theme. His Vampire Thrall has been converted with brass rods and green stuff to give it a bat like form. In keeping with his theme, Darren paid great attention to small details, even modelling his Skeletal warriors with furs, skins and boots. The Giant Bats and Ghouls are also conversions.

Darren Ivey's VAMPIRE COUNTS



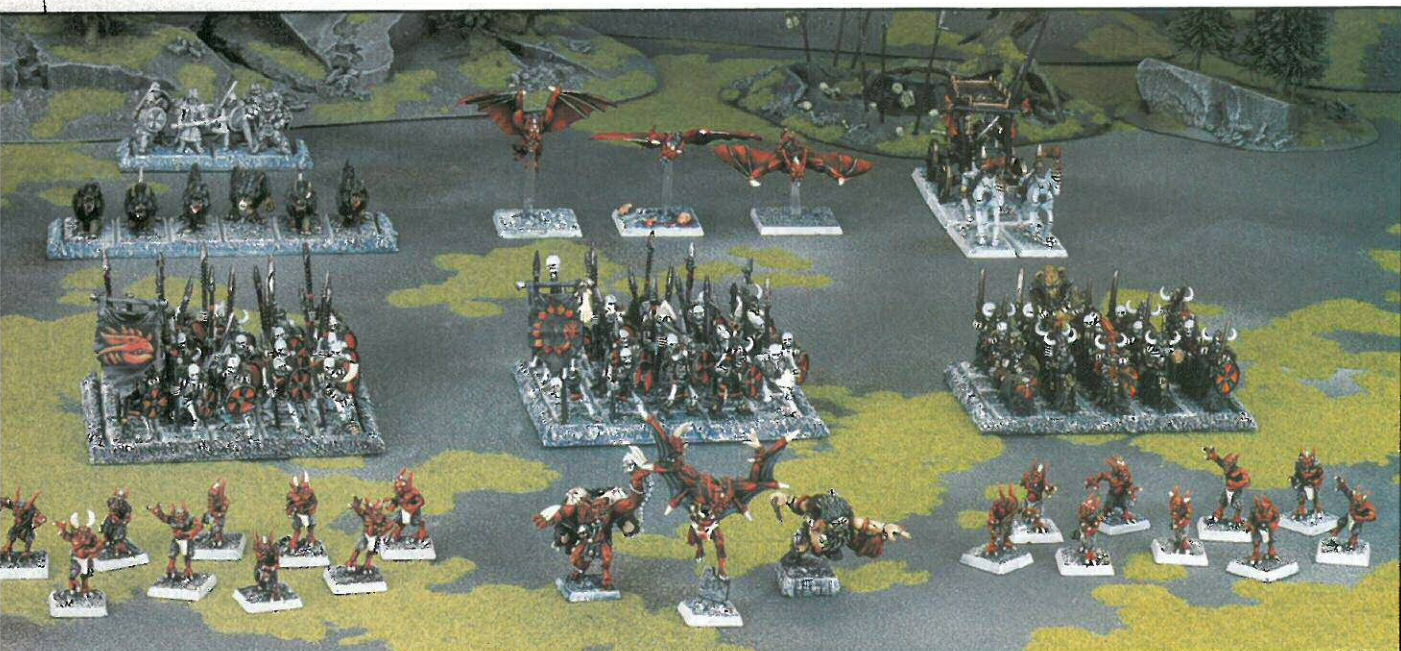
A converted Giant Bat.



This Skeleton regiment features bearskins on the backs of the miniatures.



Converted Ghouls, based on Ungor models.





Peter Seyfarth's BRETONNIANS

Peter Seyfarth painted this Bretonnian army in just two weeks. He has used many of the old range of models for his conversions as he found they merged well together. Little additions such as the Squires' hunting dogs can also really add character to an army.



Mounted Squires with dogs.



This Knight regiment uses the Green Knight's horse to great effect.



Paladin on Pegasus.

Paul Gayner's Night Goblin army features a whole host of fantastic conversions all based around his theme of a travelling band of scrap collectors. The mobile Squig Lobba powered by a Troll was a favourite of the judges and, although they didn't make an appearance in the army, we loved his converted giant Squig Hoppers.

Paul Gayner's NIGHT GOBLINS

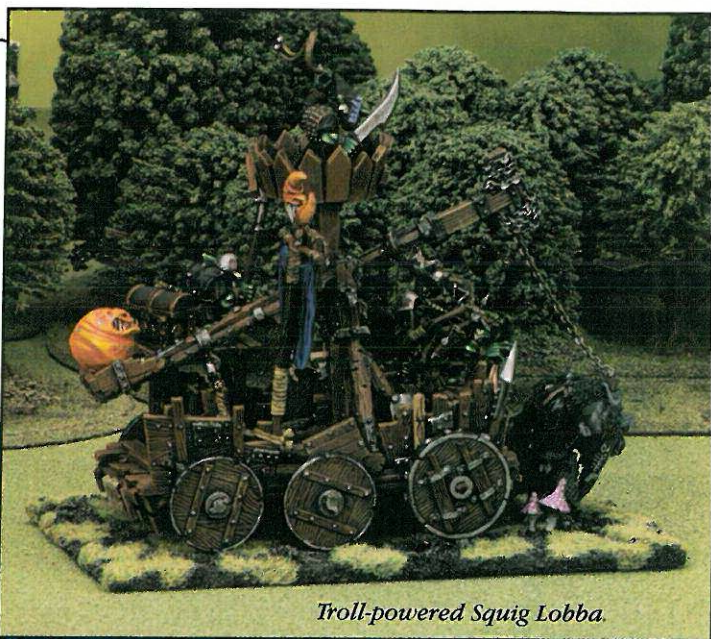


Paul's converted giant Squig Hoppers delighted many competitors.





Two of the character models from Paul's army.



Troll-powered Squig Lobba.



CITADEL MODELLING



Mega Paint Set

£100

The Mega Paint Set is far more than a normal paint set; it contains every colour paint produced by Games Workshop including all of the metallic paints and the inks. It also includes Smelly Primer to undercoat your models before painting them, seven paint brushes, a painting guide and P.V.A. glue, as well as modelling flock and sand to base your models with, and varnish to protect your finished models! This is the ultimate paint set for the serious hobbyist!

Citadel Colour Paints

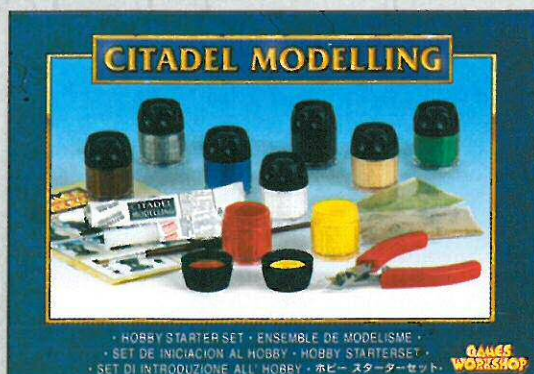
£1.50 each

Skull White	Nauseating Blue	Fortress Grey
Chaos Black	Imperial Purple	Shadow Grey
Scab Red	Liche Purple	Space Wolves Grey
Red Gore	Warlock Purple	Ghostly Grey
Blood Red	Tentacle Pink	
Blazing Orange	Midnight Blue	<u>Metallics</u>
Fiery Orange	Storm Blue	Boltgun Metal
Golden Yellow	Regal Blue	Chainmail
Sunburst Yellow	Ultramarines Blue	Mithril Silver
Bad Moon Yellow	Enchanted Blue	Tin Bitz
Scorched Brown	Lightning Blue	Shining Gold
Bestial Brown	Ice Blue	Burnished Gold
Snakebite Leather	Hawk Turquoise	Beaten Copper
Bubonic Brown	Dark Angels Green	Brazen Brass
Vomit Brown	Snot Green	Dwarf Bronze
Bleached Bone	Scorpion Green	<u>Inks</u>
Dark Flesh	Bilious Green	Black
Vermin Brown	Scaly Green	Yellow
Leprous Brown	Jade Green	Flesh Wash
Dwarf Flesh	Vile Green	Red
Bronzed Flesh	Camo Green	Purple
Elf Flesh	Rotting Flesh	Sky Blue
Pallid Flesh	Codex Grey	Green
		Orange
		Chestnut
		Magenta
		Blue
		Dark Green
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400ml Skull White	£5
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There are also a range of 250ml spray cans available. With colours ranging from Goblin Green to Space Wolves Grey, these are ideal for the expert and beginner alike. Phone Mail Order for more details.



Hobby Starter Set

£20

The Hobby Starter Set is a great way to begin painting your models. It includes everything a beginner will need to start learning how to paint miniatures. This boxed set contains eight Citadel paints, a starter paintbrush, two types of glue, clippers, modelling flock, and a simple guide on how to paint your miniatures.





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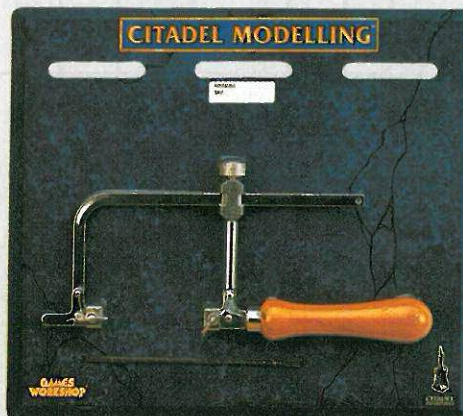
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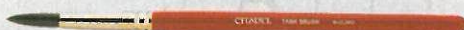
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Self assembly modelling area



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background and
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inspired, well
thought out and
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to the game.

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a good item for
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Chronicles then
write to:*

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

*Any rules queries, etc,
will be shredded for
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send them to the
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Workshop Mail Order,
and not to
Warhammer
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Gav

Warhammer Chronicles

Presented by Gav Thorpe

This month, Dark Elf enthusiast, Kevin J. Coleman, has devised a City Garrison variant army list. We've not had time to playtest this list, but to our eyes it seems pretty balanced. As such it is not an 'official' list at present, though send in your feedback to the usual address (or the Games Development message board on our website) and we may make it so in next year's Warhammer Annual.

Cities of the Damned

By Kevin J. Coleman

DARK ELVES CITY GARRISON ARMIES

The Dark Elves live in six heavily fortified cities of black iron and steel that tower over the icy land of Naggaroth like gargantuan stalagmites. These forbidding places are filled with bitter hatreds and heinous evils, their dungeons racked with prisoners in extreme agony, whose wailing shrouds the land with unearthly terror.

Most not dare assault these bastions of doom, yet there are those brave enough, or perhaps foolish enough, to take on such a task. When this happens, the elite City Garrison is called forth to protect their cities and outposts, using their spears and repeater crossbows with exceptional proficiency, and slaughtering their enemies without mercy. Those attackers unfortunate enough to survive become tortured slaves for the rest of their meaningless lives.



CITY GARRISON ARMY LIST

Here are rules for using a variant of the Dark Elves army. If you wish to play a Dark Elves City Garrison army then use the following list instead of the one published in the Dark Elves Armies book.

The Dark Elves City Garrison army list follows the same strict guidelines given on page 24 and 25 of the Dark Elves Armies book.

SPECIAL RULE

Garrison Formation

A unit with Garrison Formation may mix both models armed with spears and repeater crossbows in the same unit. When taken in this manner, all repeater crossbowmen must be placed in the first rank and remain in the first rank. The second and following ranks are made up entirely of spearmen. During the game, remove casualties from the back of the unit as normal; it is assumed that spear-armed models step forward and discard their spears to pick up the repeater crossbows of the fallen first rankers. Only when all the spearmen have been slain can casualties be taken from the repeater crossbowmen in the first rank.

LORDS

CITY COMMANDER 125 points each

	M	WS	BS	S	T	W	I	A	Ld
City Commander	5	7	6	4	3	3	8	4	10

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+6 pts), halberd (+6 pts), great weapon (+6 pts) or, if mounted, a lance (+6 pts).
- May also be armed with a repeater crossbow (+15 pts).
- May wear either light armour (+3 pts) or heavy armour (+6 pts), may be given a Sea Dragon Cloak (+9 pts), and may also carry a shield (+3 pts).
- May ride either a Cold One (+39 pts) or a Dark Steed (+18 pts). Alternatively, may be mounted in a Cold One Chariot included as a separate Special choice, replacing one of the crew.
- May choose magic items from the Common and/or Dark Elf magic items lists, with a maximum total value of 100 points.

Special Rules: Hate High Elves.

HEROES

DARK ELF NOBLE* 70 points each

	M	WS	BS	S	T	W	I	A	Ld
Noble	5	6	6	4	3	2	7	3	9

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+4 pts), halberd (+4 pts), great weapon (+4 pts) or, if mounted, a lance (+4 pts).
- May also be armed with a repeater crossbow (+10 pts).
- May wear either light armour (+2 pts) or heavy armour (+4 pts), may be given a Sea Dragon Cloak (+6 pts), and may also carry a shield (+2 pts).
- May ride either a Cold One (+26 pts) or a Dark Steed (+12 pts). Alternatively, may be mounted in a Cold One Chariot included as a separate Special choice, replacing one of the crew.
- May choose magic items from the Common and/or Dark Elf magic items lists, with a maximum total value of 50 points.

Special Rules: Hate High Elves.

0-1 SORCERESS 90 points each

	M	WS	BS	S	T	W	I	A	Ld
Sorceress	5	4	4	3	3	2	5	3	8

Weapons: Hand weapon.

Magic: A Sorceress is a level 1 Wizard.

She may choose one of the following lores: Shadow, Death or Dark magic.

Options:

- May be upgraded to a level 2 Wizard for +40 pts.
- May ride either a Cold One (+26 pts) or a Dark Steed (+12 pts).
- May choose magic items from the Common and/or Dark Elf magic items lists, with a maximum total value of 50 points.

Special Rules: Hate High Elves; Sect Enmity.

When a Dark Elf city is under siege or attack, the highest ranking military noble assumes the title of City Commander and takes full control of the city's garrison.

Lords are severely limited in number and are quite expensive, but make the best army generals.

CHARACTERS' MOUNTS

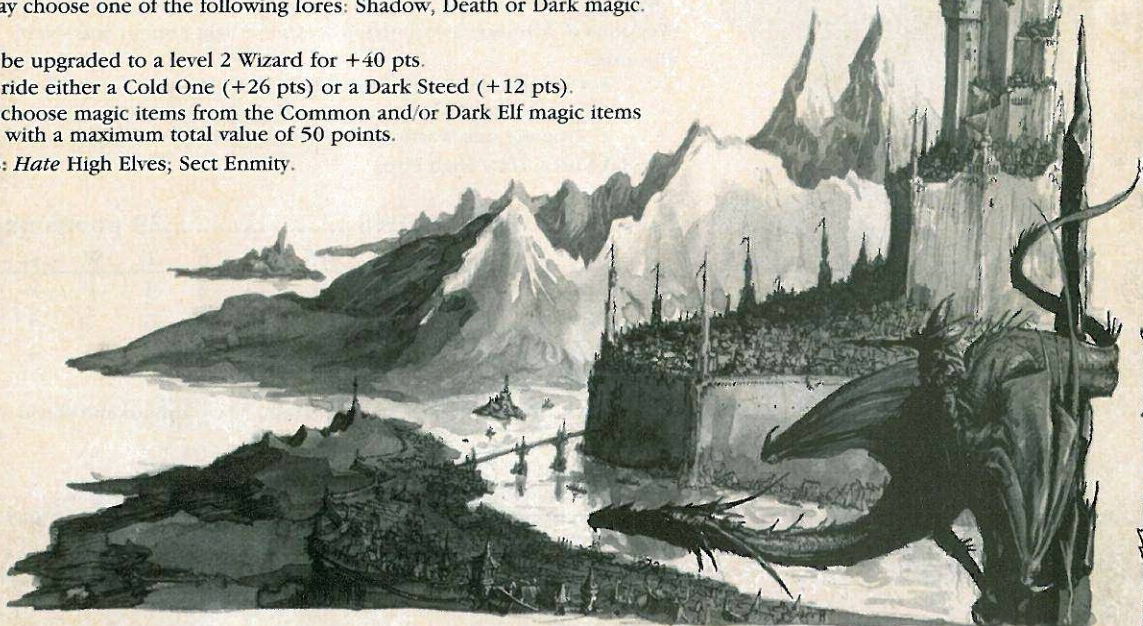
Here are the profiles for mounts that can be ridden by Dark Elf characters. Full rules for Cold Ones and Dark Steeds can be found on pages 7-8 of the Dark Elves Armies book.

	M	WS	BS	S	T	W	I	A	Ld
Cold One	7	3	0	4	4	1	3	1	3
Dark Steed	9	3	0	3	3	1	4	1	5

Lesser Dark Elf Nobles become the lieutenants of the City Commander and carry out his orders efficiently.

* One Dark Elf Noble in the army may carry the city's Battle Standard for +25 pts. See page 27 of the Dark Elves Armies book for details on the Battle Standard Bearer.

A Sorceress will support the City Garrison with fiendish Dark Magic, crushing would-be conquerors with horrific spells of destruction.



Core units are the most common warriors in the army. There is a minimum number of Core units that must be fielded, and this varies with the size of the army (see page 25 of the Dark Elves Armies book).

There is no limit on the amount of Core units that can be fielded in the army, but a maximum of one unit of Cold One Knights can be present on the battlefield.



A Dark Elf City Guard unit stands ready for battle.

CORE UNITS

CITY GUARD 9 points per model

	M	WS	BS	S	T	W	I	A	Ld
City Guard	5	4	4	3	3	1	5	1	8
Lordling	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons & Armour: Hand weapon, spear, and light armour.

Options:

- Any unit may be equipped with shields for +1 pt/model.
- Any number of models in the unit may replace spears for repeater crossbows for +4 pts/model.
- Upgrade one City Guard to a Musician for +5 pts.
- Upgrade one City Guard to a Standard Bearer for +10 pts.
- Promote one City Guard to a Lordling for +10 pts.
- One City Guard unit in the army may have a magic standard worth up to 50 points.

Special Rules: *Hate* High Elves; Garrison Formation.

DARK ELF WARRIORS 9 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warrior	5	4	4	3	3	1	5	1	8
Lordling	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons & Armour: Sword (hand weapon), light armour and shield.

Options:

- Upgrade one Warrior to a Musician for +5 pts.
- Upgrade one Warrior to a Standard Bearer for +10 pts.
- Promote one Warrior to a Swordmaster for +10 pts.

Special Rules: *Hate* High Elves.

0-1 COLD ONE KNIGHTS29 points per model

	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	3	3	1	5	1	8
Dread Knight	5	5	4	3	3	1	5	2	8
Cold One	7	3	0	4	4	1	3	1	3

Unit Size: 5+

Weapons & Armour: Lance, hand weapon, heavy armour and shield.

Options:

- Upgrade one Knight to a Musician for +9 pts.
- Upgrade one Knight to a Standard Bearer for +10 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Knight to a Dread Knight for +10 pts.

Special Rules: *Hate* High Elves; *Stupidity*; *Cause fear*; Thick-skinned.



SPECIAL UNITS

REAPER BOLT THROWER* 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Crew	5	4	4	3	3	1	5	1	8
Reaper	-	-	-	-	7	3	-	-	-

* Up to two Reaper Bolt Throwers may be taken as one Special choice.

Unit Size: One Reaper Bolt Thrower with two crew.

Weapons & Armour: The crew has hand weapons and wears light armour.

Special Rules: Repeater Bolt Thrower; *Hate* High Elves.

COLD ONE CHARIOTS 95 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew	-	4	4	3	-	-	5	1	8
Cold One	7	3	-	4	-	-	3	1	-

Unit Size: Each Cold One Chariot is a separate unit, with two crew pulled by two Cold Ones.

Weapons: Crew carries hand weapons. The chariot has scythed wheels.

Armour Save: 4+

Options: The crew may have repeater crossbows for +10 pts and/or spears for +2 pts. Certain characters may ride a chariot. They replace one of the crew, and the points value of the crew member is lost.

Special Rules: Crew *Hate* High Elves; *Stupidity*; *Cause Fear*; Chariot.

DARK RIDERS 18 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dark Riders	5	4	4	3	3	1	5	1	8
Herald	5	4	5	3	3	1	5	1	8
Dark Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons & Armour: Hand weapon, light armour, and spear.

Mounts: Dark Steed.

Options:

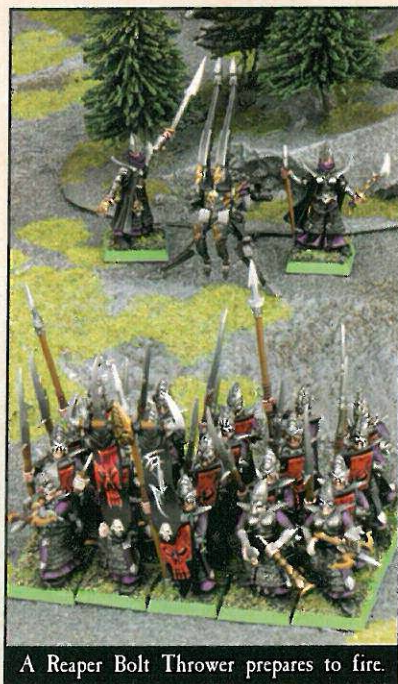
- Any unit may have repeater crossbows for +6 pts/model.
- Upgrade one Dark Rider to a Musician for +7 pts.
- Upgrade one Dark Rider to a Standard Bearer for +14 pts.
- Promote one Dark Rider to a Herald for +14 pts.

Special Rules: Riders *Hate* High Elves; *Fast Cavalry*.

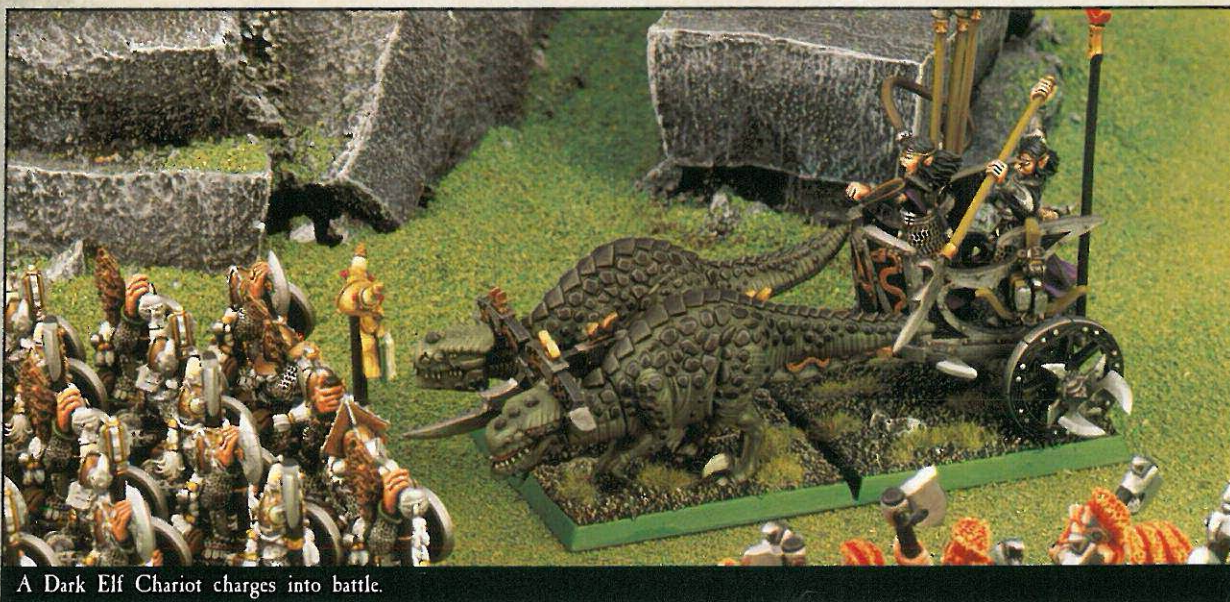
Special Units are extremely specialized troops that appear on the battlefield less often than basic regiments.

Dark Elf cities are protected by several war machines such as the infamous Reaper Bolt Throwers and Cold One Chariots. Dark Riders are sent out to scout out the movements of an invading army.

There is a maximum number of Special Units that can be fielded, and this varies with the size of the army (see page 25 of the dark Elves Armies book).



A Reaper Bolt Thrower prepares to fire.



A Dark Elf Chariot charges into battle.

RARE UNITS

Flocks of Harpies can be seen circling over the Dark Elf cities, screeching and waiting for the chance to dive down upon those too weak to defend themselves.

There is a maximum number of Rare units that can be fielded, and this varies with the size of the army (see page 25 of the Dark Elves Armies book). A maximum of one unit of Shades may be present on the battlefield.



HARPIES 13 points per model

	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	3	3	3	3	1	4	1	6

Unit Size: 5-20

Weapons : Vicious claws and temperament (counts as two hand weapons).

Special Rules: Flying unit; Beasts.

0-1 SHADES 14 points per model

	M	WS	BS	S	T	W	I	A	Ld
Shade	5	4	4	3	3	1	5	1	8
Bloodshade	5	4	5	3	3	1	5	1	8

Unit Size: 5+

Weapons: Hand weapon and repeater crossbow.

Options:

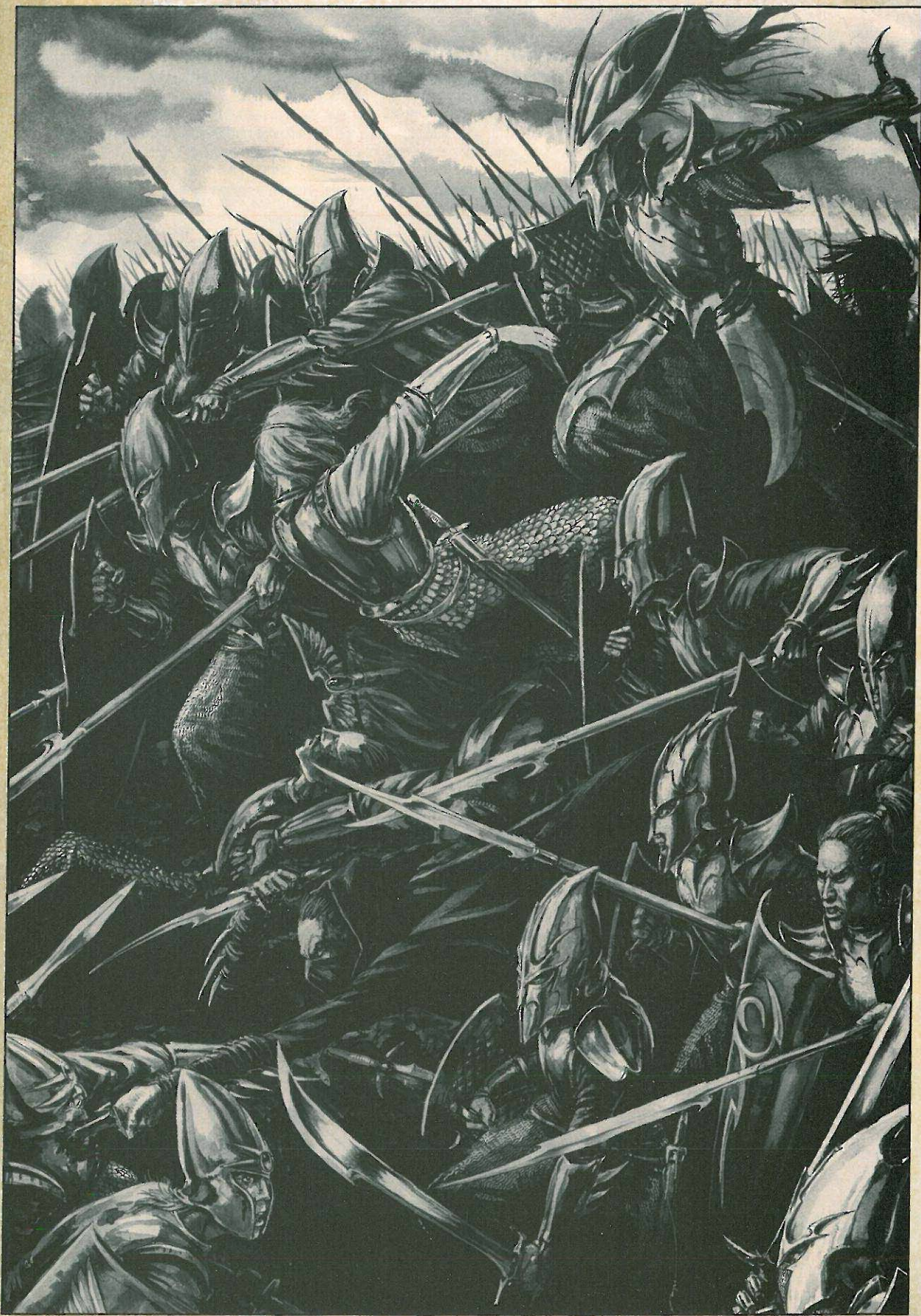
- Any unit may have light armour for +1 pt/model.
- Promote one Shade to be a Bloodshade for +12 pts.

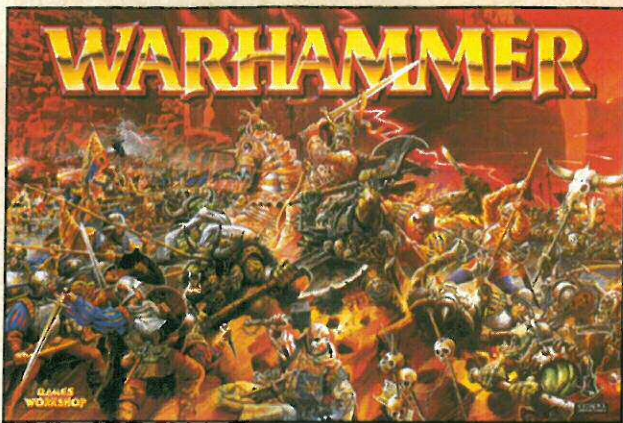
Special Rules:

Hate High Elves; Skirmishers; Scouts.



The Dwarves get more than they bargained for when they come to settle an old grudge.

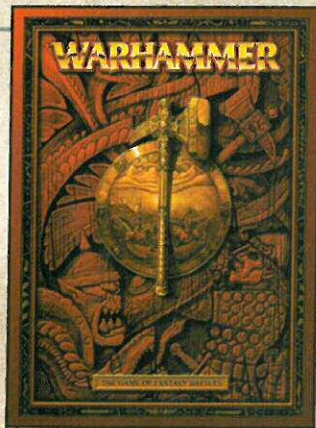




Warhammer Starter Set £50

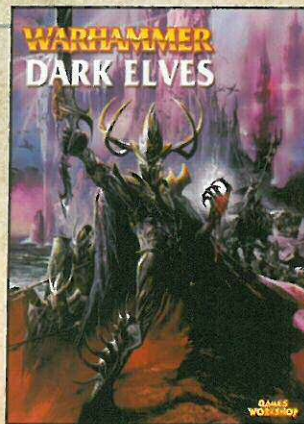
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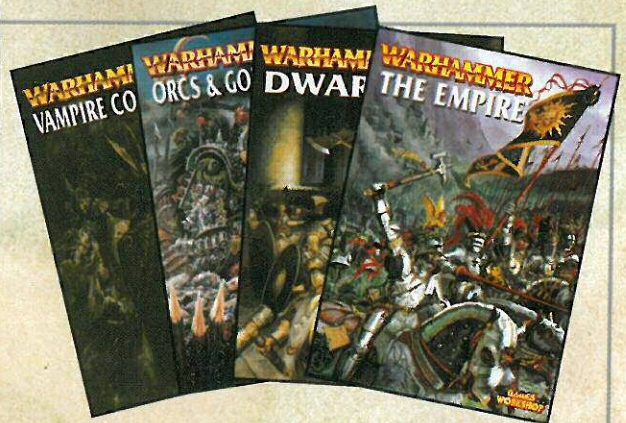
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The Warhammer Army books each contain the background, rules, army lists, painting guides and special characters for one race in the Warhammer world. They are an essential tool for starting an army, and an inexhaustible guide for further army building, painting and modelling.



Warhammer Regiment Boxed Sets £15 each

The Warhammer Regiment boxed sets are a great way to start a new army, or build up an existing force. Each Regiment boxed set contains a core unit for one particular army, including command variants, thus allowing you to get the essential troops you require to build your forces.

Shown here is the Dark Elf Warriors boxed set, containing sixteen Dark Elf Warriors which can be armed with either spears or repeating crossbows. Models shown at 80% actual size.





Dark Riders £4

Command £4

The Dark Riders are the scouts of the Dark Elf army. They are the masters of sudden attacks and daring raids, scouring the land in search of the foe, laying ambushes and attacking with deadly speed. Blister pack contains one Dark Elf Dark Rider model. Command Blister contains one Dark Elf Rider Command model.



Dark Elf Cold One Knights £5

Command £5

The nobles of the Dark Elves ride into battle atop ancient reptiles known as Cold Ones. These evil tempered beasts will savagely attack all who come close to them. A charge by these fully armoured knights is a decisive weapon which can win the battle at a crucial moment. Blister pack contains one Dark Elf Cold One Knight model. Command Blister contains one Dark Elf Cold One Knight Command model.



Dark Elf Corsairs £5

Command £6

These deadly raiders are at the forefront of many Dark Elf attacks. Armed with two hand weapons, and protected by their Sea Dragon cloaks, these seafaring reavers are some of the deadliest fighters in the Dark Elf army. Blister Pack contains three Dark Elf Corsairs. Command Blister contains one Standard Bearer, one Musician and one Champion.



Dark Elf Witch Elves £5

Command £6

Wedded to the Dark Elf god of murder, these brides of Khaine are dedicated to bloodshed and death. Driven to a frenzy, Witch Elves will sweep into the enemy causing death and destruction on all sides. Blister pack contains three Dark Elf Witch Elves. Command Blister contains one Standard Bearer, one Musician and one Champion.



Dark Elf Black Guard £5

Command £6

The personal guard of the Witch King himself, the Black Guard are the fiercest fighters the Dark Elves can muster. Ruthless in attack and immovable in defence, the Black Guard are the terror of their enemies. Blister pack contains three Dark Elf Black Guard models. Command Blister contains one Black Guard Standard Bearer, one Musician, and one Champion.



Dark Elf Executioners £5

Command £6

These deadly warriors are the foremost amongst the warriors of the Dark Elves. Wielding deadly double handed swords they are capable of decapitating an enemy with a single blow, killing them outright! Blister pack contains three Dark Elf Executioner models. Command Blister contains one Standard Bearer, one Musician, and one Champion.

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GAMING CLUB



Che addresses the huge crowds at this year's Games Day.

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.

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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 fill it in and 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:

e-mail at:

clubguy@games-workshop.co.uk

or write to:

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

UNITED WE STAND

Gaming Clubs at Games Day

by Che Webster

The Gaming Club Network has been growing now for over two years. When it began it was simply a meeting between a few dedicated hobbyists and some key people from within Games Workshop. Two years on and it is a growing network of gaming clubs who recognise the value of working together not only to enjoy their own hobby each week in the local area, but also the benefits to be had in helping to spread the word and work together.

Gaming Clubs have a big role in Games Day, as they bring their own style of gaming to the show. This year over thirty groups, whether formal clubs or enthusiastic individuals and their friends, helped make this year's event one of the biggest ever.

Games Workshop stores bring a host of games to the show each year designed to be fast, different, and accessible to the guests on the day. This year the gaming clubs brought their own stuff right in alongside the stores and demonstrated the power of the gaming community.

Games ranged in style from battlemats and placed scenery through to highly designed battlefields. Additionally the gaming clubs brought a high percentage of specialist game scenarios and lent a broader selection of gaming systems to the arena floor, which really helped to demonstrate the many facets of the hobby.

At the end of the day, having visited each Gaming Club table, it fell to a panel of judges to decide who to award the 'Best Gaming Club Contribution' prize to. Whilst it is easy to pick a game for its look and the standard of its miniatures, the panel were also asked to pay attention to the style of play and the scenario that had been devised. The winner was a game that was both attractive, original, and played with such aplomb and good spirit that it could not be overlooked. Whilst all of the games were great, the prize was awarded to Tim Eagling and his friends for their exciting game of Warhammer piracy.



Oxford Gaming Club, veteran attendees of Games Day, spent months preparing this impressive cityscape for Warhammer 40,000.

www.gamingclub.org.uk

Tim Eagling – Best Gaming Club Contribution Award Winner

Tim has been playing games since he can remember, and has spent a lot of time over the years working to take the hobby forward. His philosophy of "if it's a good game, I'll play it" and his easy-going manner have made him influential in the Essex gaming circuit and well known at both the Southend and Thurrock Games Workshop stores.

Tim is a teacher and runs lunchtime gaming within his school. He has perfected the 30-minute Warhammer 40,000 scenario, and is now working to do the same with Warhammer. He says it is great to bring his hobby and work together.

At Games Day, Tim, his wife Heidi and friends brought along a skirmish game based around ship boarding actions. The judges were particularly amused by both the cries of "ramming speed!" and by the ease with which the team taught the game to those around them. Because of this Tim's Gaming Club won the Best Gaming Club Contribution award, and were presented with a Mega Paint Set and one of the much sought after Tau Army boxed sets.



Tim Eagling, seen here receiving the Tau Army and Mega Paint Set on behalf of his gaming club.



Tim Eagling, winner of the Best Club Contribution, leading the fray on the specially designed game.



Paul Grace, modelling guru from Leeds Gaming Club, spent the day in the Hobby Workshops...



...working alongside Tim Adcock from our Studio and several Warhammer World staff.



The Gravesend Players Guild ran an exciting siege scenario with simple lay on components and impressively large armies.



Leeds Gaming Club, led by Laurie Stewart, provided an excellent modelled battlefield which had a waiting list of thirty people!

Index Xenos



A series
focusing on the
races that threaten
the safety of the
Imperium of mankind

SAVAGE EVOLUTION

An investigation into
Kroot mercenary
society

by Graham McNeill

A race of fierce warriors, some of the Kroot ply the stars selling their skill at arms to the highest bidder, but most fight exclusively for the Tau Empire. Travelling in their barely warp-capable warspheres, they can be found battling alongside many alien races throughout the galaxy. With their propensity for eating the flesh of those they defeat, it is a brave foe who dares to stand against them.

Physical characteristics

The Kroot originated on the world of Pech and, though their physiology is humanoid, there is evidence to suggest that the roots of their evolution may be avian in origin. They retain vestigial beaks and have a light, almost hollow bone structure, with four digits on each hand and foot. Their skin is rough with small, barbed spines, similar to the elongated quills on their heads, protruding from various locations on their flesh. Skin pigmentation ranges from earthy brown colours and dappled greens to vibrant oranges and everything in between. Depending on the feeding directions of the Kroot Shapers (more of which later) the coloration of each family grouping, or kindred as they are known, can vary quite considerably. It is also common for Kroot from each kindred to have particular tribal markings painted onto their skin. Kroot mature quickly, with their most rapid period of growth occurring in the first ten years of their lives. By the age of twelve they are considered adults and it is not unknown for Kroot to live to over a hundred years old, their skin becoming increasingly pitted and leathery in their last few years of life.

Kroot are tall and their bodies have a wiriness to them that appears deceptively fragile. In actuality, Kroot musculature is extremely powerful and composed of dense fibre spindles with a greater power-to-mass ratio than is found in humans. Swift muscle contractions create a whiplash effect, allowing the Kroot to deliver powerful blows with great rapidity. On the ground, the Kroot tend to move with a bounding, hopping gait but, when in dense forests, they can spring from tree to tree at great speed. The Kroot favour primitive garb: harnesses worked from the hides of animals and adorned with bones, handcrafted amulets and circlets.

The limited specimens that have been made available for study are found to have brains composed of a front and rear hemisphere. It appears that the larger, frontal hemisphere controls the functions of logic, reasoning and memory while the rear, less developed

hemisphere is more attuned to imagination and creativity. If this is indeed the case, it would go some way to explaining the pragmatic approach to life of the Kroot and their current technological stagnation. The Kroot head is crowned with a great mass of tough, flexible quills that appear to be a part of the Kroot's sensory apparatus. These quills contain what seem to be ganglia running from the frontal lobes of the alien's brain and, in this position, would be extremely efficient at receiving and interpreting information on the surrounding environment. The olfactory cavity within the Kroot skull is also enlarged, with multiple sense organs within both it and the mouth. Their eyes are without pupils and generally a milky white. It is likely that they are able to see further into the infrared end of the spectrum and can sense the body heat generated by their prey. Therefore, the Kroot make excellent trackers and would be extremely difficult to sneak up on.

The Kroot generate little in the way of waste, excreting in the form of a pungent, oily sweat that has a variety of properties, depending on what the Kroot has consumed. The most apparent benefits are that this sweat appears to be heat retardant to a degree, has antibiotic properties and can cause a poorly aimed blow to slide clear. It is suspected that the Kroot can alter the properties of this secretion in order to leave pheromone trails, mark territories, leave warnings and even communicate with one another. This may also be some form of control that extends to lower life forms such as birds and animals, as there is evidence to suggest that the Kroot employ empathic pheromones to prevent such creatures from being startled by them and giving away their position in battle. Combined with this method of communication, the Kroot can learn new languages at an astounding rate, matching posture and tone to the sound of foreign words in order to discern their meaning. Their own verbal communication is a mixture of clicks and whistles, possibly reinforced by these pheromone exudations.

By far the most odious habit of the Kroot is their practice of eating the flesh of the dead. In battle, this leads them to ritually devour the corpses of those they have killed, and almost nothing is beyond their tastes. The Kroot digestive system is extremely efficient, capable of breaking down almost any organic material into an energy form that can be stored in specialised organs scattered throughout their bodies called nymunes. Should anything inorganic and indigestible be consumed, the Kroot must regurgitate it, with considerable discomfort. However, the strangest quirk of Kroot digestion is their ability to extract potentially useful strands of their food's DNA. Adeptus Mechanicus Genetors have long been aware that much of the double helix structure of DNA is in fact blank, used to separate those areas that do contain genetic information. The Kroot have somehow inherited the ability to incorporate useful DNA codes into their own genetic makeup. Larger Kroot, called Shapers, who have an instinctive understanding of this process, can direct their kindred to consume certain prey in order that, in successive generations, they may take on elements of those genes.

This process is not an exact science and there are many examples of where it has gone awry, leaving some Kroot trapped in evolutionary cul-de-sacs, the Krootox and Kroot Hounds being the most visible evidence of this. At some point in their evolutionary history, both sub-species of Kroot fed upon creatures that were possessed of traits they wished to take on, but, in doing so, atrophied their intelligence. The Krootox are now much larger and stronger, but became lumbering creatures, more akin to forest dwelling herbivores than their smaller, more intelligent, kin. The Kroot Hounds became faster and leaner but, like the Krootox, their intelligence was reduced, becoming little more than vicious predators. There are other variations, such as the smaller, flying Kroothawk and the serpentine Krootworm, as well as other, more terrifying, creatures. Deep within the forests of Pech, there exist beasts that were once Kroot, but have since descended hideous evolutionary paths to become monsters that feed on their own kind. Such places have become cursed and only the bravest or most foolhardy Kroot ever venture within their haunted depths.

Home World

Pech is located in the Ultima Segmentum, in the north west of the Tau empire and some three thousand light years north of Ultramar. It is a planet similar to Terra, with a comparable oxygen/nitrogen atmosphere, but slightly lower gravity. There are three main continental masses: a warm, temperate primary continent upon which life flourishes, a parched, desert continent which is largely uninhabited and, finally, a cold, temperate landmass that is continually wracked by violent rain storms. Hardy evergreen forests of Jagga trees that sprawl from the northern and western highlands to the Kamyon Mountains in the east cover the prime continent. Those few areas of land not forested are rocky and inhospitable. The Kroot live in family groups known as kindreds and most dwell in arboreal homes in the trees constructed from hides bound together with regurgitated dead wood. Other kindreds live in the

remains of what were once Kroot hives, now fallen into ruin and left for the forest and animals to reclaim.

Thousands of years ago, when an Ork asteroid fortress, known as a Rok, crash landed on Pech, the survivors found themselves in the unenviable position of being outnumbered by a warrior race with a taste for flesh. The Orks were quickly destroyed and their bodies consumed by the Kroot. The Kroot laired in the Rok and, several generations later, they manifested the ability to mimic certain aspects of technology learned from the DNA of the dead Ork Meks. Around the remains of the shattered Ork Rok, the first Kroot city began to take shape as the inherited knowledge of technology became more commonplace.

Within the space of a few thousand years, Pech's prime continent was home to five Kroot hives, and factory farming and mining were commonplace. This became known as



the Kroot expansionist phase and saw the Kroot construct warp-capable warspheres to take them to the stars.

Here, the Kroot met the Orks once more, but this time the balance of power had changed. Untested leaders and untried ways of war failed the Kroot in the face of Ork brutality and they were pushed back on every front by the more aggressive Greenskins. However, each world the Orks took remained a thorn in their side as Kroot guerrillas continued to fight the invaders. Eventually, the Kroot were forced to take service as mercenaries with various alien races in order to survive. After twenty years of war, the Kroot (with Tau assistance) were able to reclaim their worlds with minimal resistance as the Orks had simply engaged in looting and destruction on a massive scale before moving on.

The Kroot now looked to rebuild their worlds as they had been before the Ork incursion, but those Kroot who had remained behind to fight the Orks had other ideas. They were not about to rebuild a society that had led them into war and then failed to defend

them. Led by a visionary leader named Anghkor Prok, they advocated a return to the old ways, to the time before the coming of the Ork Rok. There would be no rebuilding and the Kroot would revert to the traditional ways that had served them perfectly well for thousands of years. A compromise was reached where each kindred would spend time as mercenaries and fight for other races, returning to their home world periodically to pass on any useful genetic material they had acquired following their victories. A number of warspheres remained on Pech to guard against further invasions and the mercenary Kroot departed to ply their trade amongst the stars.

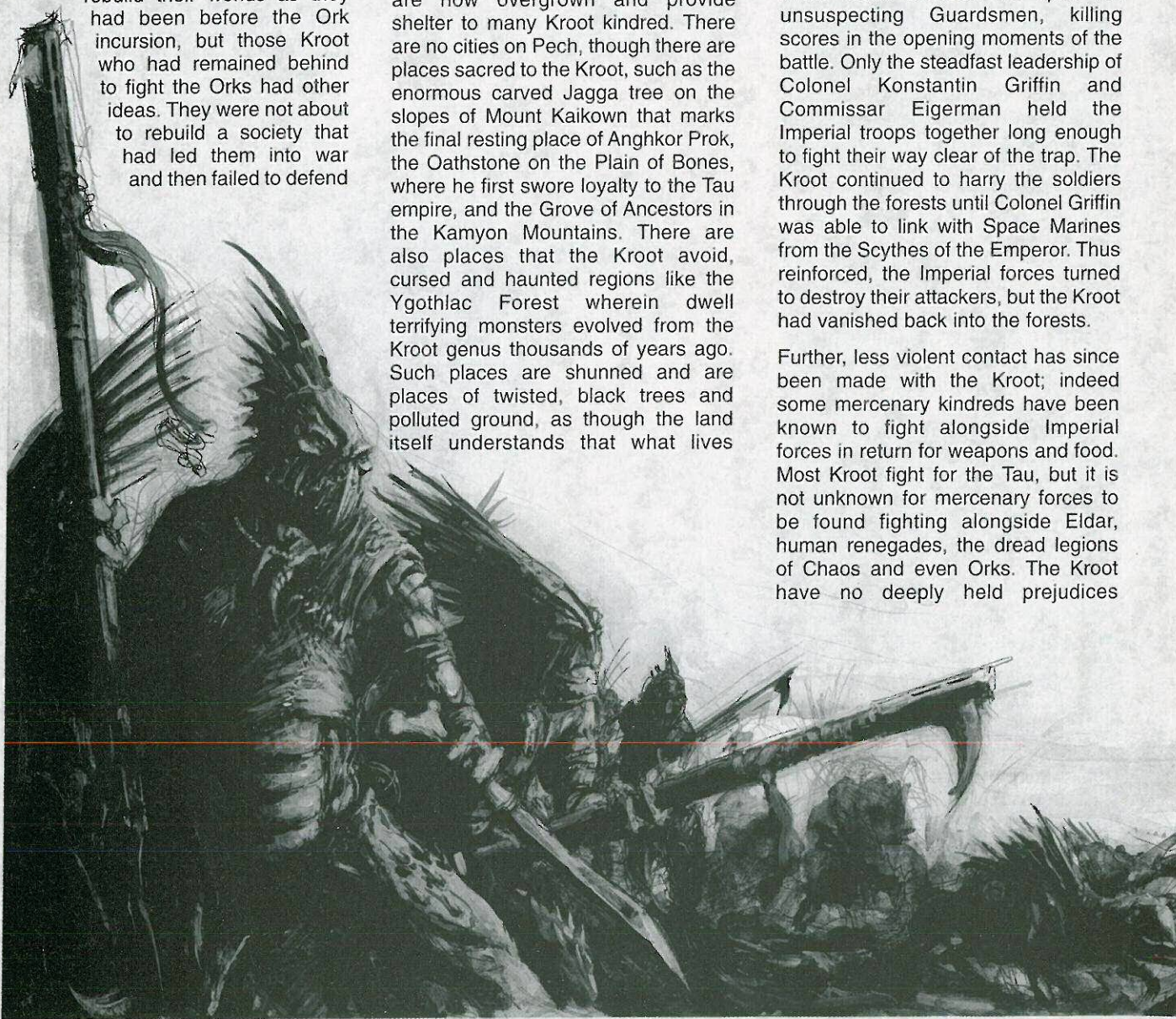
Today Pech is a wild and untamed world; the forests still cover most of the prime continent and the hives that were once home to millions of Kroot are now overgrown and provide shelter to many Kroot kindred. There are no cities on Pech, though there are places sacred to the Kroot, such as the enormous carved Jagga tree on the slopes of Mount Kaikown that marks the final resting place of Anghkor Prok, the Oathstone on the Plain of Bones, where he first swore loyalty to the Tau empire, and the Grove of Ancestors in the Kamyon Mountains. There are also places that the Kroot avoid, cursed and haunted regions like the Ygothlac Forest wherein dwell terrifying monsters evolved from the Kroot genus thousands of years ago. Such places are shunned and are places of twisted, black trees and polluted ground, as though the land itself understands that what lives

within is evil and a corruption against nature. Some kindreds use these dark woods as proving grounds for their warriors to display their courage and manhood, but such practices are few and far between, as only a fraction of those who venture within are ever heard from again.

First Contact

Imperial forces first encountered the Kroot during the Damocles Crusade on the world of Sy'l'kell when troops from the 17th Brimlock Dragoons were ambushed en route to the front from their landing zone. The Dragoons' forward scouts were killed by Kroot carnivore squads without alerting the following troops, and the remainder of the column was attacked as it advanced through a narrow, forested defile. Acting in fearsome concert, three Kroot kindreds fell upon the unsuspecting Guardsmen, killing scores in the opening moments of the battle. Only the steadfast leadership of Colonel Konstantin Griffin and Commissar Eigerman held the Imperial troops together long enough to fight their way clear of the trap. The Kroot continued to harry the soldiers through the forests until Colonel Griffin was able to link with Space Marines from the Scythes of the Emperor. Thus reinforced, the Imperial forces turned to destroy their attackers, but the Kroot had vanished back into the forests.

Further, less violent contact has since been made with the Kroot; indeed some mercenary kindreds have been known to fight alongside Imperial forces in return for weapons and food. Most Kroot fight for the Tau, but it is not unknown for mercenary forces to be found fighting alongside Eldar, human renegades, the dread legions of Chaos and even Orks. The Kroot have no deeply held prejudices



One of the most pivotal events in Kroot history occurred when Ork attack ships firing on Kroot warspheres defending their enclave on Krath also attacked a nearby Tau colonisation fleet. Unwillingly drawn into battle, the Tau fought back and their superior ships easily destroyed the Orks. However, the smaller ships had merely been the vanguard for a much larger Ork fleet and the new allies soon found themselves trapped. Thus began an extended war that saw the Kroot and Tau fight side by side against the Orks, holding on long enough for a relief force of Fire Warriors from Sa'cea to arrive and complete the destruction of the Greenskins.

So impressed were the Sa'cea Fire Warriors by the Kroot bravery that they agreed to help liberate the remainder of their enclaves from the Orks. For the next ten years, Tau forces fought to drive the Orks from Kroot worlds, eventually coming to the Kroot home world at the behest of the greatest Kroot leader, Anghkor Prok. At the sacred Oathstone, Anghkor Prok swore allegiance to the Tau empire and pledged his warriors to the Greater Good, marking a period of cooperation between the races that has lasted to the present day.

against any particular alien races and give little or no thought to who they fight, only that they are paid.

Combat capabilities

Having found plentiful employment with the Tau and other alien races, the Kroot have had many hundreds of years to hone their skills in battle. While they are adept at copying and employing the weaponry they are given, the Kroot brain lacks the ability to innovate to any great degree, and thus their method of war has remained largely unchanged for centuries, relying a great deal on their viciousness in close combat. The Kroot are ably equipped to fight in close combat, with powerful limbs and long rifles fitted with lethally sharp combat blades. They are skilful warriors, stronger and more furious in an assault than an Imperial Guardsman, perhaps even the equal of a member of the Adeptus Astartes, though without the resilience, weapons, armour and faith of a Space Marine.

Kroot rifles can deliver a powerful punch, but lack the power to consistently penetrate thick armour. Bigger Kroot guns can only be carried on the backs of the hulking Krootox and these weapons deliver a much more potent hit. Vicious Kroot Hounds that spring ahead of the main advance often accompany Kroot into battle, with supporting fire coming from Kroot guns mounted on the back of the lumbering Krootox. While they are undoubtedly proficient killers, they are unable to mount sustained campaigns of siege and must rely on more technically adept employers to provide logistical support and heavy equipment, such as siege weaponry and engineering machinery. However, they excel in guerrilla warfare, and their self-sufficiency and skills at foraging enable them to live off the surrounding lands for many years.

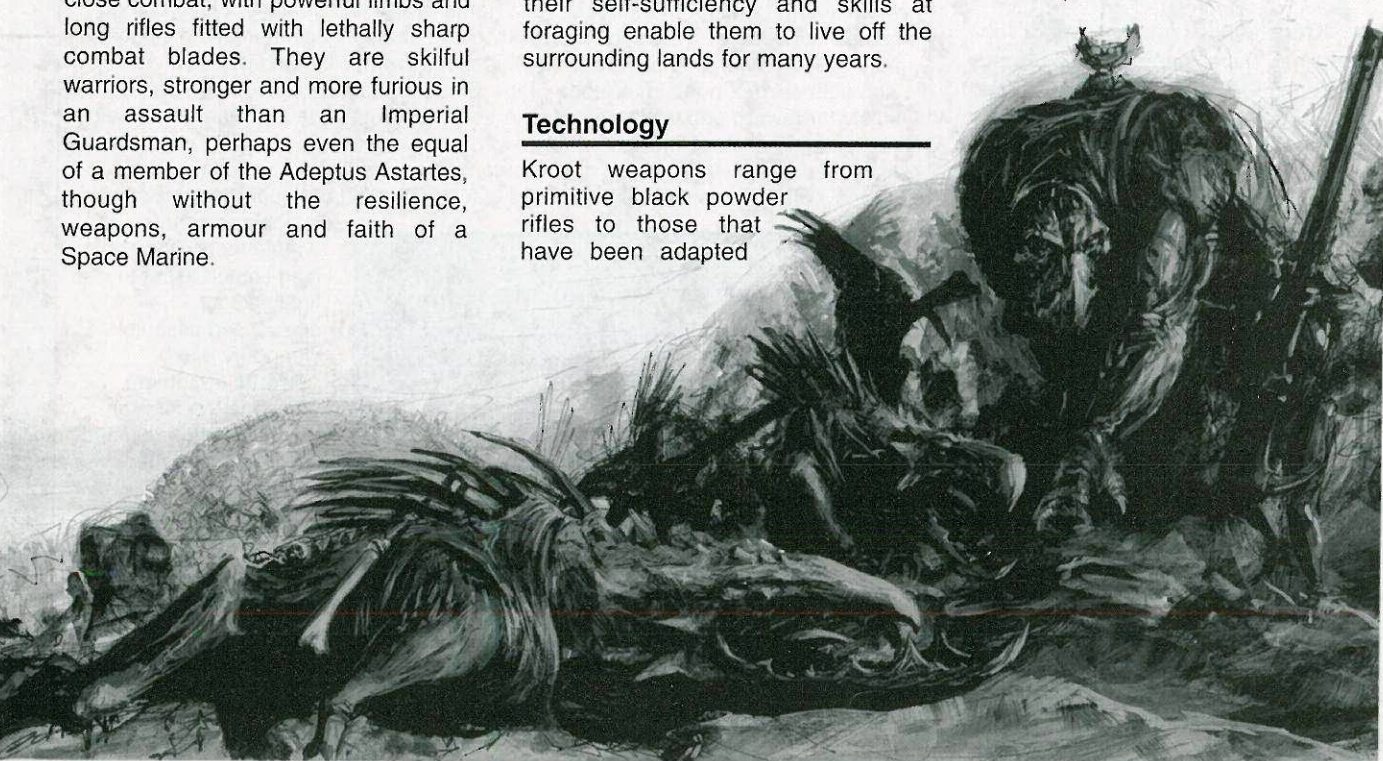
Technology

Kroot weapons range from primitive black powder rifles to those that have been adapted

by the Tau to fire charged pulse rounds that increase their penetrative properties and the kinetic energy delivered by a hit. Kroot guns are the known limit of Kroot battlefield weapon technology. While the Kroot have relatively limited warp-capable ships, their understanding of their workings is an innate one, gleaned from eating the flesh of Ork Meks rather than a learned one. Aside from weapons technology, the Kroot have little in the way of advanced equipment, preferring to rely on handmade implements and a feral world level of technology.

Threat Index and Imperial Policy

The Kroot are a primitive race with a low threat index and there is no current Imperial campaign to exterminate them. However, on several occasions the services of Kroot mercenaries have been employed by frontier outposts and it should be remembered that such contact with aliens remains a crime and punishable by death. The Kroot do not themselves have any xenocidal tendencies and do not actively seek out other races to kill. Although their warriors are motivated by a strong sense of honour, they are mercenaries at heart and fight for money or goods that they themselves cannot produce.



Social Structure

The most important social group in Kroot society is the kindred, a family collective not unlike a tribe, consisting of extended families and groupings created by mating. Seniority within a kindred is one of instinctive recognition, with those Kroot able to direct the feeding of the group to better absorb useful DNA, known as Shapers, rising to become the leaders of each kindred. Kroot reproduce by the male placing his hands upon a female's back and secreting an oily sweat containing his genetic structure. The DNA of the male is merged with that of the female and the resultant infants grow within one of the female's nymune organs until they are ready to be born. In much the same way as indigestible food is disposed of, the females regurgitate the Kroot infants. A Kroot female can give birth to seven or eight infants each year, though only around a quarter of those will survive to adulthood. Once born, the energy stored within the mother's nymunes serves to provide the stimulus required for the Kroot young to begin their accelerated growth. The young Kroot mature at an astonishing rate, with most new-borns able to take their place within the kindred before their tenth year. Kroot family groupings care for and protect their young for several years, until they are strong enough to fend for themselves and begin establishing their own family.

The Kroot place great respect on those that have gone before them, their genetic forefathers, and ancestor worship is extremely common on the Kroot home worlds. Older Kroot are respected for their accumulated wisdom and the genetic material they have gathered throughout their lives. When a Kroot dies, his immediate family consumes the body and thus precious genetic material is preserved within the kindred. Family is important to the Kroot and they will fight to protect their kindred, although if family groups are forced to rapidly displace due to war, famine or other calamitous events, the old and young are killed and eaten by the kindred in order to facilitate their speedy relocation. While outsiders would no doubt consider this practice barbaric, to the pragmatic Kroot it is considered a noble sacrifice that the young and old allow their genetic material and heritage to be saved in this way for future generations.

KHIBALA YUSRA, FIRST BORN TWIN OF THE SPEAR

From the western jungles of Pech, Khibala Yusra was the first born of only two twins that survived their birth into the Murabla kindred. The Murabla are a warlike kindred, many of whom follow the path of the mercenary outside the exclusive agreements sworn with the Tau. Khibala Yusra earned his name when he and his twin were part of a group of young warriors eager to prove their manhood by venturing into the Ygothlac Forest, and were attacked by a rampaging beast, part Kroot, part voracious predator. Hugely muscled, with claws like swords and fangs like axe blades, the beast disembowelled Khibala Yusra's twin and four other warriors with a single blow, scooping their blood into its jaws.

Khibala Yusra stabbed the beast with his father's spear, gouging a huge tear in its flank and goading it to attack him while the others escaped. He bravely stood his ground and screamed an ululating battle cry as the beast turned on him. Bracing the spear on the rocks, he aimed the blade toward the beast's chest as it leapt. A swipe of its claws nearly slew him, but Khibala Yusra's spear point found its mark, tearing through the monster's heart and lungs, killing it instantly. The wounded Khibala Yusra was carried back to his kindred where he was nursed back to health and ritually ate his twin's body, harvesting his genetic material. He went on to become a feared mercenary war chief, honoured for his bravery, and swiftly gained command of his own warsphere. His victories and unwillingness to risk his warriors needlessly soon garnered him much respect from all kindreds on Pech and his periodic returns to his home world are occasions of celebration and feasting.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Warrior	7	4	3	4	3	1	3	1	7/8	-/6+
Kroot Hound	6	4	0	4	3	1	4	2	Varies	-/6+
Krootox	50	4	3	6	3 (5)	3	3	3	Varies	-/6+

	Range	Strength	AP	Type	Notes
Kroot rifle	24"	4	6	Rapid Fire	+1 Attack
Kroot gun	48"	8	4	Rapid Fire	—

The Kroot are fearsome opponents in close combat. Their fighting ability is without doubt greater than that of most humans and is a product of their corded muscle structure and superior vision. Kroot are stronger than humans although they have comparable tolerances to injury. However, unlike Imperial soldiers who fight secure in the knowledge of the Emperor's benevolence, the Kroot fight solely for reward and this is reflected in the unpredictable level of their battlefield discipline. The Kroot fight with a rifle, which, while relatively primitive, is capable of delivering a charged round more powerful than a standard issue lasgun.

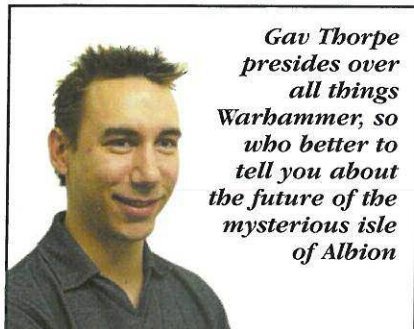
These weapons are generally adorned with a collection of deadly close combat

attachments that enable the skilled and long-limbed Kroot to fight without specialised assault weaponry. More powerful armament comes in the form of the Kroot gun, mounted on the back of the Krootox beasts. These guns fire a larger, more powerful charged round, capable of smashing lightly armoured vehicles and killing even the most powerful individual with a single shot.



ARCANE LORE

The Aftermath of Dark Shadows



*Gav Thorpe
presides over
all things
Warhammer, so
who better to
tell you about
the future of the
mysterious isle
of Albion*

Hello! This month I'll be looking at the results of the recent Dark Shadows campaign and what this can mean to your games of Warhammer. The campaign itself was a great success, and thanks have to go to all the people who helped make it happen, not least the illustrious guys and gals of our Web Teams across the globe, and, of course, all those Warhammer players who took part and made it the success it was. But enough of the award ceremony speeches, let's talk about gaming!

WHAT'S HAPPENED?

There's a more in depth round-up of the campaign results in last month's White Dwarf and on the website, but to summarise: the forces of the Truthsayers have narrowly thwarted the plans of the Dark Master, who has fled the isle. Unfortunately, they have been unable to raise the protective mists which once shielded the isle and now all manner of adventurers and ne'er-do-wells can still land for treasure hunting and pillaging. With the Dark Master's departure, large numbers of Lizardmen have been seen occupying the Bastion of the Old Ones. However, despite this overall victory for the forces of Order, the massive Dark Elf host that landed on Albion has established a sizeable enclave, anchored by several Black Arks that have beached upon the shores of the island. The High Elves patrol much of the coasts, guarding against further Dark Elf forces, while the armies of the Empire are busy creating a new state around the south-east. No single power controls all of Albion and the island is set for many

more battles to come. It is unlikely that any one race will ever achieve total supremacy.

MORE BATTLES ON ALBION

The results of the campaign suggest a number of possibilities for further massed battles on the Isle of Storms. You may like to continue using the following scenarios from the Dark Shadows book: The Fens; The Ogham Stones; The Giants Causeway. Also, below I've included a new scenario we've devised which you may want to play – Reclaim the Stones.

Getting a bit more specific, the scenarios in the Warhammer rulebook can be used to represent various battles that are likely to occur given the new situation on Albion, and here are some of the ideas I've had:

Battle on The Lost Road

Use Scenario 3 – Meeting Engagement (Warhammer, page 203) to represent two forces moving along the Lost

With the Dark Shadows campaign over, here are a few ideas that will keep your Truthsayers and Dark Emissaries on their quests for the foreseeable future.

Road running into each other. Fight the battle along the length of the table, ignoring the deployment rule that stops units deploying within 6" of the side edges. The road itself, a rather old and battered scattering of stone slabs these days, runs the length of the table. Units on the road may march an extra 2".

Into the Jungle

A force led by a Dark Emissary leads an expedition into the jungles now growing around the Bastion of the Old Ones. However, the cunning Lizardmen lie in wait. Use the Lost Valley terrain rules detailed later, with Scenario 6 – Ambush on page 209 of Warhammer.

Steal the Ship

Desperate to flee the vengeance of the Truthsayers, a Dark Emissary has mustered an army to steal a vessel to leave Albion's shores. However, the owners aren't going to just give it up! Use Scenario 2 – Breakthrough, from page 201 of Warhammer.

TRUTHSAYERS, DARK EMISSARIES AND FENBEASTS

With the Dark Shadows campaign over, what can you do now with those special Albion miniatures you've bought and painted? Well, with the Dark Emissaries dispersing across the world, and the Truthsayers pursuing them, it's likely that they'll continue to turn up in many battles, so we've made them Dogs of War.

Truthsayers

For Hire: Truthsayers may be hired by Lizardmen, High Elves, Wood Elves, Dwarfs, Empire, Bretonnia, Dogs of War and Orcs & Goblins armies. They use up both a Rare choice and a Hero choice.

Points: 265

Dark Emissaries

For Hire: Dark Emissaries may be hired by Dark Elves, Skaven, Chaos (all types), Vampire Counts, Tomb Kings, Empire, Bretonnia, Dogs of War and Orcs & Goblins armies. They use up both a Rare choice and a Hero choice.

Points: 265

Fenbeasts

For Hire: Any army containing either a Truthsayer or a Dark Emissary may include Fenbeasts. Up to 3 Fenbeasts can be included as a single Rare choice (see the Fenbeast rules).

Points: 85 points each

SMALLER BATTLES

Albion is also perfect for devising skirmish scenarios. Rather than go into length here, I thought I'd just list some of the many ideas I've had:

Hunt for Thrashlaar: Forces led by Empire Witch Hunters scour the Bleak Moor for the hiding place of Thrashlaar, the Strigoi vampire who now stalks the barren hills of that region. This could be based on the Vampire hunt scenario we published in White Dwarf 258 (and reprinted in the Warhammer Annual 2002).

Wighter than Wight: A small force of grave robbers have sailed across to the Isle of Wights to loot the tombs of the dead. Unfortunately, they didn't reckon on meeting quite so many of the unnatural creatures! Fighting against several Wights (Grave Guard, maybe a single Wight Lord!) and a host of Skeletons, can the looters get to the treasure? More importantly, can they escape with it?

Stop the Summoning: A Truthsayer or Dark Emissary is attempting to summon up a Fenbeast from the depths of the swamp, protected by his followers. Can his foes break through the defensive picket and stop him, or will they have to try and destroy the Fenbeast once it has been summoned?



Into the Giant's Lair: A particularly loud and belligerent Giant has set up lair in caves not far from an army's encampment. They cannot move out for fear of being attacked. However, the whole army cannot be sent in to deal with this problem, so a few of the bravest individuals have volunteered to enter the cave systems and either slay or drive out the Giant.

TERRAIN

The Lost Valley: Using their great magics, the Slann Mage-Priests of the Lizardmen have begun to alter the climate of Albion and a new jungle is beginning to appear north of the Forge of the Old Ones. Therefore, it's perfectly reasonable to use the Lustria and the Southlands terrain table for some of your battles. The Albion weather rules won't apply to battles fought here.

The Grim North: Alternatively, the far North of Albion has been even more heavily corrupted by the presence of the Dark Master and the massive influx of Chaos energy caused by the huge conflict. Battles fought north of the Citadel of Lead might take part in twisted areas of Albion represented by the Chaos Wastes terrain table. Unfortunately, it is still raining. After all, it's grim up north!

Neuland: As the Empire enclave begins to establish itself, the men of the Emperor have started to try and cultivate the lands east of Bol-a-Hat and towards the site of Losterikson's third landing. The peasants who arrived after the armies have begun to dig drainage ditches, and a few farmsteads have sprung up. However, these are still fairly scattered. When generating terrain for battles fought in this area, use the Realms of Men generator from Warhammer, with the following entries replaced by those from the Albion terrain table: a Village becomes a Fen, a Ruin becomes Foetid Swamp, and a large building becomes a Stone Circle.

COMING HOME

Not all of the armies that fought on Albion will remain there. Some of them will have to deal with the consequences of leaving their homelands when they arrive back. Two ideas for such battles occurred to me, I'm sure you can think of others:

Slay the Raiders: Whilst the army has been fighting on Albion, a marauding warband has devastated their lands

THE WINDS OF MAGIC

With the departure of the Dark Master, the winds of magic raging through Albion have finally begun to settle, though the rankings of the winds of magic at the end of the campaign continue to stay in effect. This only affects magic for battles fought on Albion itself.

Final results for the winds of magic are:

1. The Lore of Fire
2. Truthsayer magic
3. Dark Emissary magic
4. The Lore of Shadows
5. Dark Magic
6. The Lore of Light (and High Magic)
7. The Lore of Life
8. The Lore of Death (and Necromancy)
9. The Lore of Heavens
10. The Lore of Beasts
11. The Lore of Metals

(Dark Elves, Chaos, Orcs and Goblins, or perhaps human brigands represented by Dogs of War). The raiding army is caught in the centre of the table and is surrounded on three sides. They must attempt to break out and escape before the vengeful army wipes them out.

Usurped! On returning home, the general has found that his castle/mansion/cave/glittering spire has been taken over, either by a rival of the same race or perhaps an invading enemy. Your army must fight a siege in order to reclaim your rightful place of power.

Well, that's just a few of the games you might catch me playing, and I'm sure most of you have other ideas too. If you're on the internet, why not discuss them with other players on our Albion message board. You can get to this by clicking the Community link at:

www.games-workshop.com/albion

Cheerio, back again soon!



ALBION SCENARIO: RECLAIM THE STONES

As the fighting subsides on Albion, many of the Stone Circles are still in the hands of the enemy. Even with the departure of the Dark Master, possession of the Ogham Stones can still bring great power. In this battle, one army is trying to oust an enemy force encamped within one of the stone circles.

ARMIES

Both armies are picked using the Warhammer army lists. Decide who is attacking and who is defending. The Attacker has 50% more points than the defender. For example, if 1,000 points are defending, the attacking army has 1,500 points. Due to the size of the defender's deployment zone, more than 1,500 points of defenders may be difficult to deploy with certain armies.

BATTLEFIELD

Place a stone circle in the middle of the table, with a 12" radius around the centre as shown on the map below.

No other terrain may be placed inside the circle. Leave a gap of at least 5" wide between each standing stone and the next (the stones themselves being impassable terrain). The terrain outside the circle can be laid out in any agreeable manner, but we suggest you use the Albion Terrain Generator and limit yourself to one extra piece of terrain per table quarter.

DEPLOYMENT

The Attacker can split his force into two parts, each attacking from opposite ends of the table. Note down on your army list which end each unit will attack from (A or B on the map below). The defender then sets up their army anywhere within the stone circle. The attacker then sets up his units in the deployment zones nominated earlier.

WHO GOES FIRST?

Both players roll a dice, the attacker adding +1 to his roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game lasts for a random number of turns. At the end of the fifth turn, roll a dice. On a 2 or more play a sixth turn. At the end of the sixth turn, roll again and play a seventh turn on a roll of 3 or more, and so on.

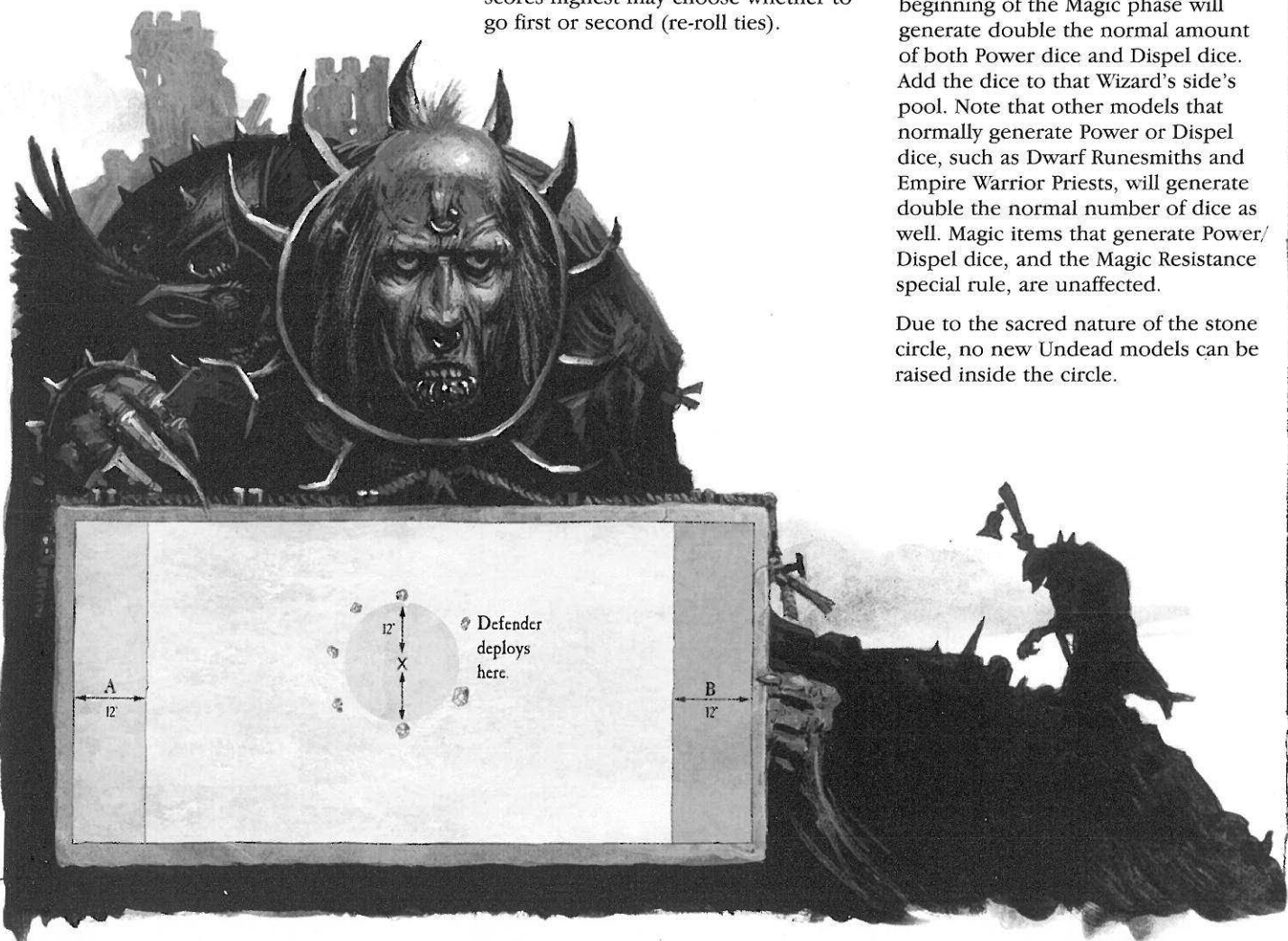
VICTORY CONDITIONS

Players score Victory points equal to the points value of any units in the stone circle at the end of the game. Units below half strength count half their points values, units that are fleeing do not count at all, and neither do units with a remaining Unit Strength of less than 5. Look up the difference in Victory points on the Victory Points Chart on page 198 of Warhammer, using the points value of the defending force as the size of battle.

SPECIAL RULES

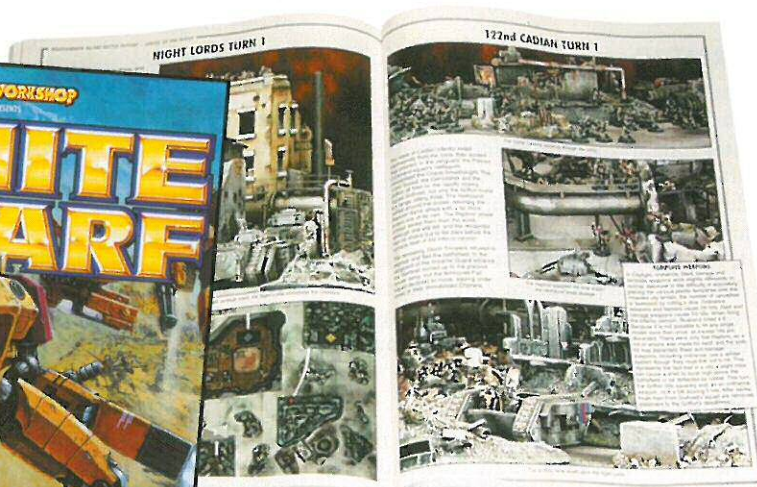
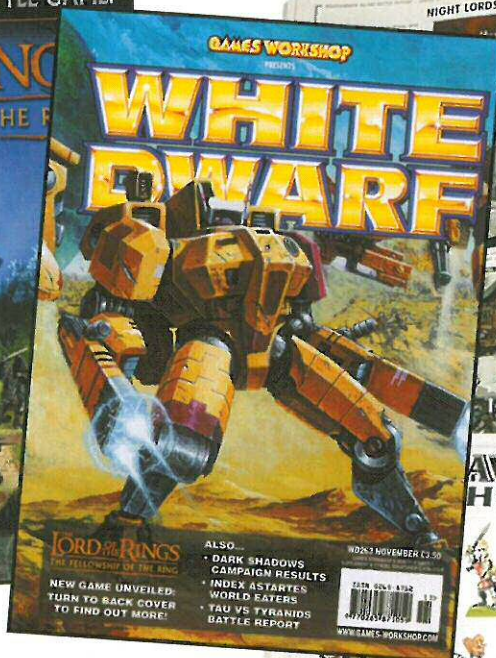
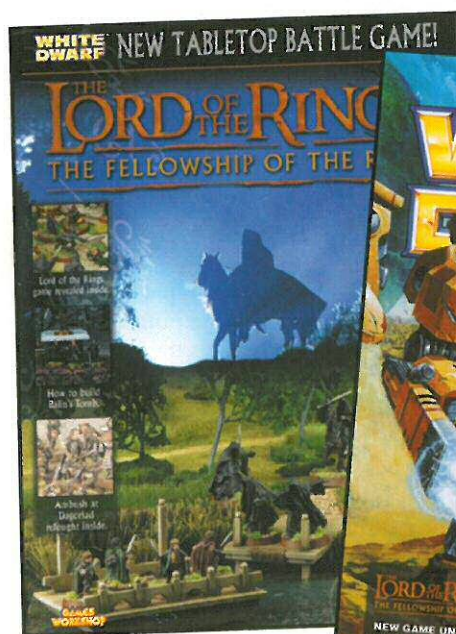
Ogham Magic: Any Wizard who is inside the stone circle at the beginning of the Magic phase will generate double the normal amount of both Power dice and Dispel dice. Add the dice to that Wizard's side's pool. Note that other models that normally generate Power or Dispel dice, such as Dwarf Runesmiths and Empire Warrior Priests, will generate double the normal number of dice as well. Magic items that generate Power/Dispel dice, and the Magic Resistance special rule, are unaffected.

Due to the sacred nature of the stone circle, no new Undead models can be raised inside the circle.



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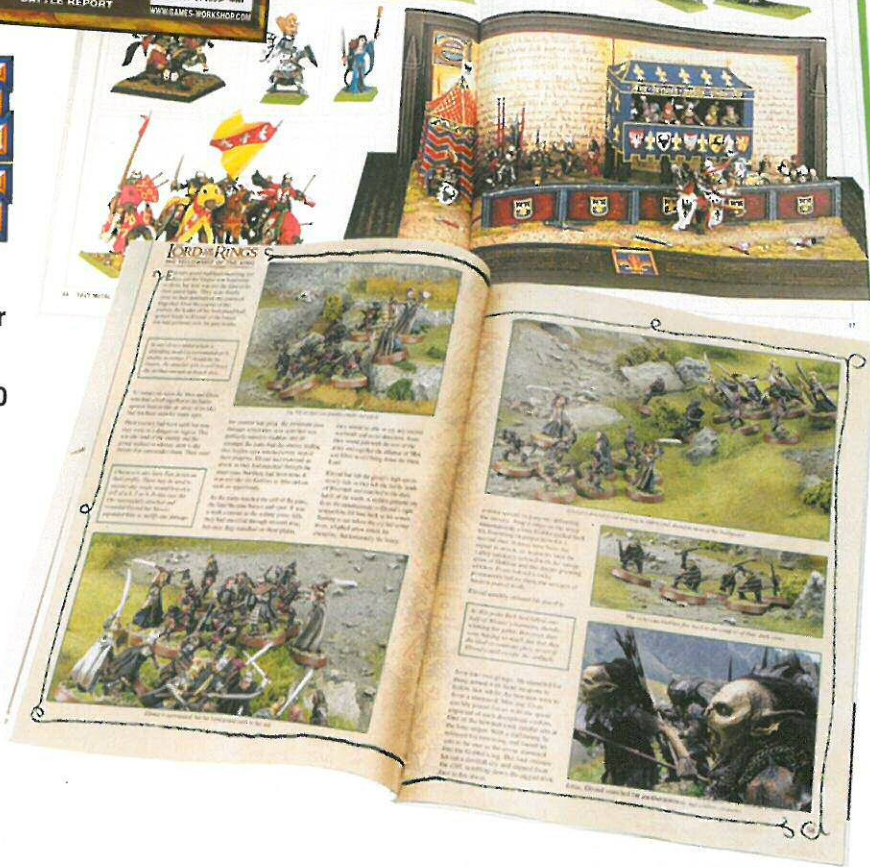
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THE PARaelix CONFIGURATION

An Inquisitor battle report by Graham McNeill,
Gav Thorpe and Phil Kelly.

Welcome to this month's battle report, the continuing exploits of Inquisitor Lichtenstein and his obsessive hunt for the Librarium Hereticus. Following on from The Dweller Beneath (White Dwarf 257), Lichtenstein was able to question the Daemon Prince Pharaa'gueotla for information regarding the whereabouts of this collection of blasphemous knowledge, declared Index Expurgatorious by the Adeptus Mechanicus. Using his bound

daemonhost to sift the lies from the Daemon Prince's words, Lichtenstein set out to fulfil his quest, a search that has consumed him for more than twenty years, made him many enemies and cost him much of his sanity.

Inquisitor Kessel's band of heroes, commanded by none other than Inquisitor's creator, Gav Thorpe, would oppose Lichtenstein. If anyone could give Phil a run for his money it would be Gav. Kessel, like Lichtenstein, is also a radical, though he knows full well the

dangers of trusting the words of a beast from the depths of hell. He has foreseen the danger in what Lichtenstein is attempting and will stop at nothing to prevent him from achieving his goals. For games of Inquisitor, we've taken the narrative approach, telling the game as a story rather than the usual turn-by-turn sequence of Warhammer 40,000 battle reports. So buckle up, and get ready to descend into the madness of a Chaos infested temple buried deep beneath the surface of Karis Cephalon.

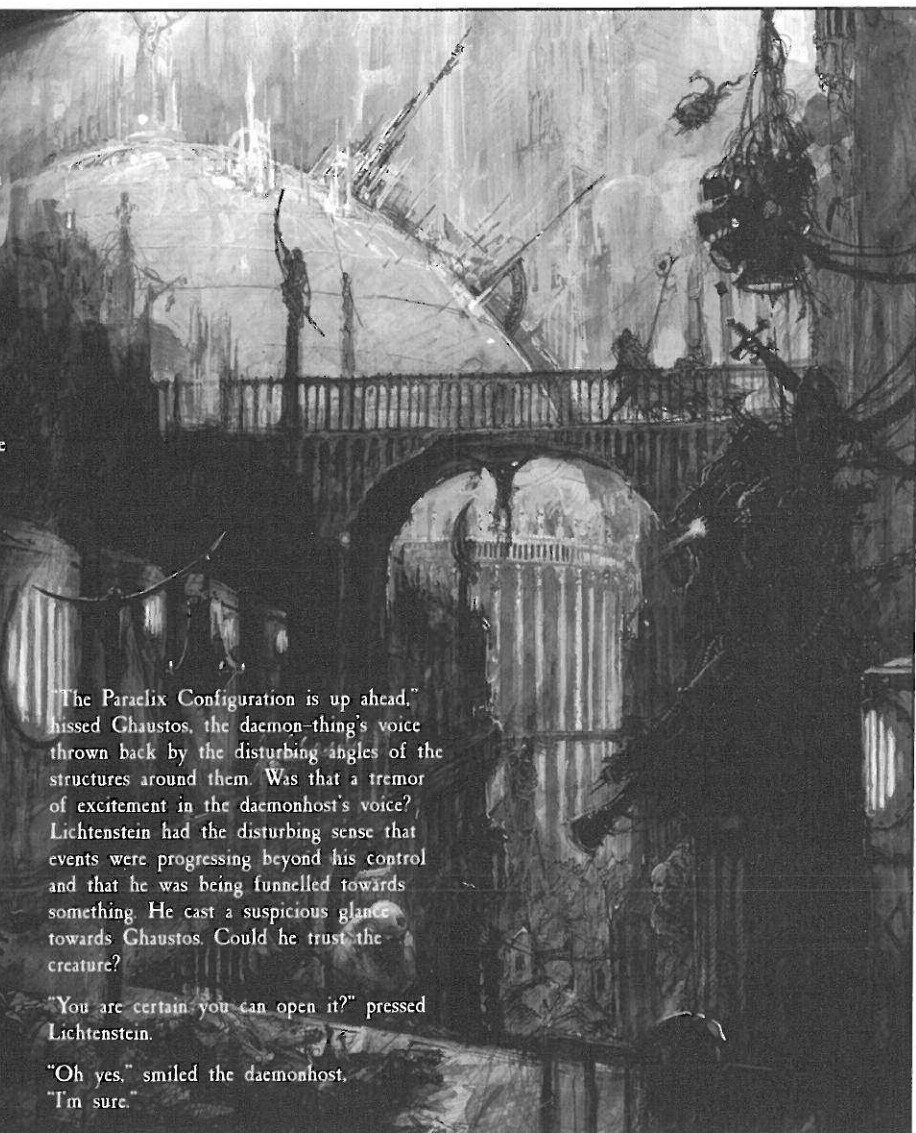
The passageway echoed with weirdly distorted sounds and, even through his fevered anticipation, Inquisitor Lichtenstein felt uneasy. This was the place, there could be no doubt about it: the reck of power was unmistakable. He could feel the miasma of Chaos radiating from the Paraelix Configuration even from here. They were close now, the gateway to the Librarium Hereticus was near and it took an effort of will not to break into a run towards the temple at the heart of this darkened place. He must be vigilant; others must surely have been drawn here as well. Over a thousand feet below ground, Lichtenstein's warrior band advanced cautiously through the dimly lit passageways of the Paraelix complex. Who had constructed this place, and why here? These were questions he felt sure he would know the answers to soon enough. Gryx shambled along behind him, while Dimitri took a different route, ready to cover their advance with bolt pistol fire. Lichtenstein was concerned that the Magos would not be up to the task, having only recently recovered from the injuries he'd suffered in the confrontation with Tyrus's warband. The Magos had also replaced a portion of his damaged skull with a cybernetic implant, speeding his journey to almost complete mechanisation. Chaustos stood next to the Inquisitor, the icy chill of his proximity penetrating Lichtenstein's heavy robes.

The Daemon Prince Pharaa'gueotla had spoken of this place as a portal through the warp, though it had only volunteered this information after Lichtenstein had won the battle of wills with the aid of his daemonhost.

"The Paraelix Configuration is up ahead," hissed Chaustos, the daemon-thing's voice thrown back by the disturbing angles of the structures around them. Was that a tremor of excitement in the daemonhost's voice? Lichtenstein had the disturbing sense that events were progressing beyond his control and that he was being funnelled towards something. He cast a suspicious glance towards Chaustos. Could he trust the creature?

"You are certain you can open it?" pressed Lichtenstein.

"Oh yes," smiled the daemonhost. "I'm sure."



LIGHT FROM A DARK FLAME



Gav Thorpe

Gav: So, once more Inquisitor Kessel has to save the world as we know it from complete annihilation at the hands of a misguided fool. While Lichtenstein may have some worthwhile ideas about the use of the

powers of Chaos, he certainly doesn't know when he's gone too far.

Kessel and Lichtenstein and their warrior bands are superficially similar, but actually there are a couple of profound differences. For a start, Lichtenstein is

monomaniacal in his quest for the Librarium Hereticus, whereas Kessel is older and wiser and dedicates himself to many duties. Secondly, Lichtenstein has not really suffered the consequences of misjudging the power of Chaos firsthand, whereas Kessel's experiences and his own physical transformation leave him in no doubt as to the corrupting influence he daily fights against.

For me, these subtle distinctions are what Inquisitor is all about. It's obvious to see why a loud monodominant like Tyrus would have a fight with Lichtenstein or Kessel, but to come up with a scenario which pits them against each other

requires more thought. Speaking of which, Graham's done a great job for this scenario, which I think will give us a well-paced, action-filled game.

My plan is simple: Wait for Lichtenstein to prove his folly by opening the portal, then chase him off and close it. While Loa Gorg and Kessel lie in wait for this to happen, Mechsimum and Logan will attempt to hold off the rest of Lichtenstein's band and give my Inquisitor and Daemonhost the time they need to finish the mission.

Again, the much maligned and suspected Kessel will save a soul from damnation.

Kessel comes from the branch of the Inquisition known as Radicals. Having been the victim of a daemonic possession which left him physically altered, he is now a dedicated member of the Chaoticians, precursors to the Xanthite movement, whose studies into daemonology and the warp have earned him many enemies, but much rare knowledge. He is one of a number of Inquisitors drawn to the world of Karis Cephalon following widespread rumours of a device called the Angel.

It was the daemon Loa Gorg who temporarily possessed Kessel, as the Inquisitor was attempting to create the daemonhost. Though the ritual was completed, a part of Loa Gorg's essence remained within Kessel. This symbiotic relationship forced Loa Gorg to cooperate with Kessel, as the Inquisitor's death would result in the release of this soul-fragment and the destruction of the daemon. This state of affairs lasted for

three decades, the daemonic presence corrupting Kessel more and more, and would eventually have led to his death. Kessel searched long and hard for a remedy and finally managed to transfer the presence to a daemonsword, which he now wields.

Kessel has purged the unclean and continued his research into Chaos for nearly two centuries, the daemon-taint that once threatened his life now extending it as long as he continues to possess the sword. Currently his most useful servants are the chrono-gladiator Mechsimum Oilrelius and the ex-Skitarii Logan Storm.

Oilrelius was dying, his body-clock almost expired, when he met Kessel. He saved the Inquisitor from the blades of a Siddith Assassin, and in return Kessel had his in-built chronometer halted in its countdown. Oilrelius is fanatically loyal to Kessel, knowing that should he cross the Inquisitor, he would not hesitate in

restarting the death-timer, giving the chrono-gladiator only days to live.

Logan Storm once fought for the Adeptus Mechanicus in the Skitarii. From the Forge World of Transix Seven, Storm was part of a force seconded by Kessel in his battles against members of the Xenarite sect, who were attempting to secretly rebuild the remains of a recovered Eldar Wraithlord. Storm himself turned on his heretical Techpriest masters and was pivotal in Kessel locating their hidden laboratory. During this fighting, Storm lost his hand, and Kessel ordered the Adeptus Mechanicus to replace it with a bionic, an operation usually only performed for officers, Storm Troopers or Space Marines. Magos Phixian followed the letter of the deal but, rather than replacing the limb with an expensive artificial hand, simply implanted Storm's multi-barrelled autogun. Since then, both he and Kessel have shared a degree of enmity for worshippers of the Machine God.



Inquisitor Kessel

Daemonhost Loa Gorg

Mechsimum Oilrelius

Logan Storm



Daemonhost
Ghaustos

Inquisitor
Lichtenstein

Magos
Dimitri

Servitor-Warrior
Gryx

INTO THE DARKNESS



Phil Kelly

Phil: Well, misguided as it may be, Inquisitor Lichtenstein's near-fanatical quest to find the entrance to the Librarium Hereticus seems to be nearing its conclusion. His bizarre collection of weirdoes and

warriors have fought tooth and nail to get this far in their quest for knowledge, but the sheer drive and arrogance of Lichtenstein looks like it could plunge them and anyone insane enough to try and stop them into the depths of hell. With that kind of plot line and the fantastic scenery put together over the last few months by White Dwarf's Paul Rudge, we could hardly fail to have a real roller-coaster of a game.

Gav's warband was similar to my own, and although Kessel shares the kernel of Lichtenstein's philosophy (to turn Chaos against itself) he seems to lack the conviction to follow it through. What Kessel theorises about, Lichtenstein does. Unfortunately, he seems to be pursuing his goal with all the delicacy of a bull in a china shop, and Kessel has decided to stop him before he goes too far. Fair enough; a rogue Inquisitor hell-bent on grasping the dark heart of Chaos itself and giving it a good hard squeeze is a dangerous liability to the Imperium.

Gav plays like he wrote the book on Inquisitor (oh hang on, he did) and, although we've not clashed swords before, I knew I was in for a memorable game. We were both more interested in

getting a cinematic and dramatic game than 'winning', and with Graham as the Gamesmaster, the resultant story was sure to be dark, brooding and gothic with the occasional moment of light relief. Just how we like it, in fact.

Since Rowland and I duked it out in *The Dweller Beneath*, my warband has undergone a few changes. Magos Dimitri, the Adeptus Mechanicus, has reworked himself with yet more bionics since the beating he took last battle, and seeks to eventually remove all traces of his withered body barring his brain. Ghaustos the Daemonhost has weakened a little, the bonds between the physical shell and the daemon inhabiting it eroding with every passing day. Lichtenstein has learnt much from his experiences, including the ability to banish a daemon back into the warp, and is now accompanied by a medical servo-skull that cauterises and seals wounds even as Lichtenstein fights.

My plan of action was fairly simple; get Lichtenstein and Ghaustos into the centre of the temple by any means necessary, use Dimitri to give them covering fire and Gryx to tear into anyone who comes too close. Once my Inquisitor and his daemon charge are inside the temple and manage to tear open the obelisk at its heart, well, I'd just have to play it by ear,

but if I know Graham I could be in for a nasty surprise. Nevertheless, if Gryx and Dimitri manage to distract or take down enough of Kessel's warband, Lichtenstein should have a good shot at achieving his objective. Casualties along the way are inevitable, though it's actually quite difficult to kill an Inquisitor character outright (aside from grievous head wounds, you have to inflict over their Toughness value in damage before they permanently bite the dust), and I always relish the modelling opportunities that truly agonising damage results force you to incorporate.

So bring it on, I thought. If Tyrus and his henchmen couldn't stop my Inquisitor in his search for the vulnerable underside of Chaos itself, I was more than willing to pit him against Kessel's heroes face-to-face. There was much to be learnt from the object of Lichtenstein's mission; a chaos-saturated obelisk at the centre of an ancient temple.

Besides, I thought, what's the worst that could happen...?



SCENARIO: THE PARAELEX CONFIGURATION



Graham McNeill

Graham(GM): So, once again I can rake the depths of my foetid imagination to plunge two players into the heat of battle? Excellent! After checking out Gav's warband, it was clear that both

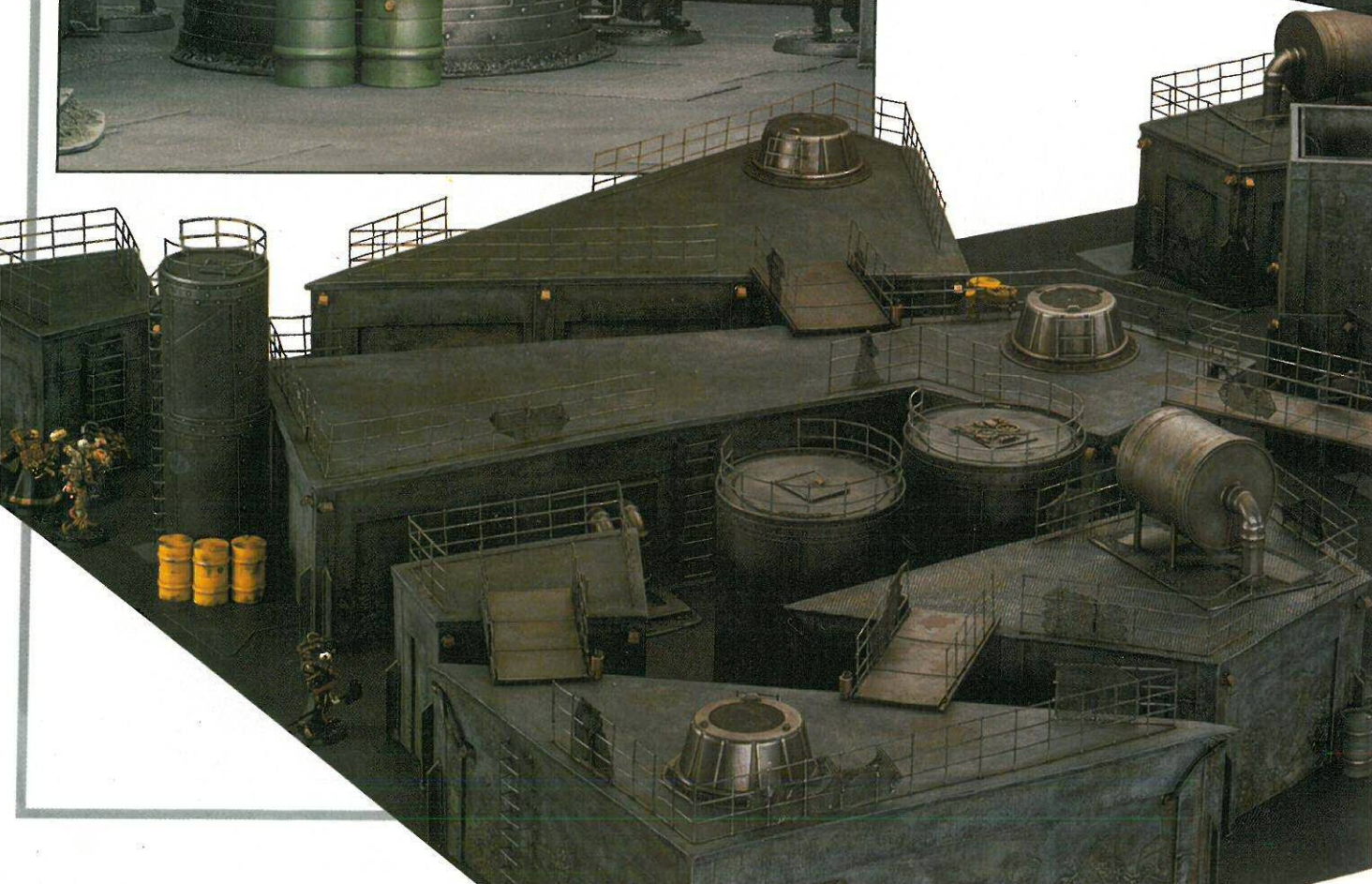
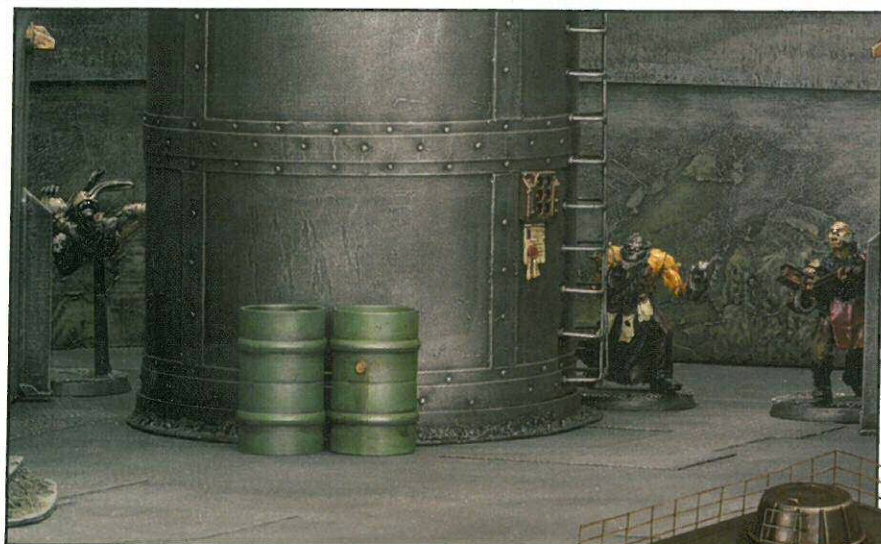
his and Phil's had similar ideals to one another, but where Inquisitor Kessel is content to merely turn the power of Chaos against itself, Inquisitor Lichtenstein takes matters a step further, believing he can master the power of the warp. To this end he has dedicated his life to unearthing the location of the Librarium Hereticus. Though both Inquisitors walk the same path, Kessel knows that Lichtenstein

has gone too far and must be brought back into line.

As Paul Rudge's scenery for this battle report began taking shape, it became clear that this was not going to be your average battlefield. Dank, narrowing passageways, gradually converging on a twelve-sided structure with a twisted monolith at its centre reeking of Chaos magic and forbidden powers. Just the sort of thing Inquisitor is all about. After all, it's not very dramatic to have characters slug it out in the supermarket is it? Following on from the last game, I decided that the daemon-prince in the mine had led Lichtenstein to believe that a newly revealed underground complex held the key to unlocking the path to the Librarium Hereticus.

Keeping the narrative going between battles is a great way to give each game a sense of place and context. Warbands will develop as the games progress, acquiring their own personalities and quirks, and players should reflect this in their style of play. The GM should also develop the narrative between games, allowing events in previous games to influence future scenarios and suggest ideas for extra plot twists. It's a good idea to keep some tricks up your sleeve, with events that neither player knows about, that you can spring on them during your games. You shouldn't try to come up with too many of these nefarious ploys, as your players will become so wary of doing anything for fear of stuff blowing up or gribbly nasties jumping out at them. Don't be afraid to surprise them, however, and the odd unexpected shock will help to keep them on their toes.

As you'll see, I had one of these planned for the endgame of this scenario...



KARIS CEPHALON

Following the titanic release of energies in the mountainous region surrounding the Taberna Ostium mine workings, a mighty earthquake ripped the skin of the planet apart and utterly destroyed the abandoned forge mine. The loss of the mine was bad enough, but there was worse yet to come.

Buried far beneath the surface of the world, locked away from the eyes of man for nine millennia, a crumbling guardian portal has been revealed to the light of day. Ten thousand years ago, a tear in the fabric of reality was plugged by one of the Emperor's Inquisitors with the Paraelix Configuration, an obelisk inscribed with powerful runes and incantations to ward against Chaos. It was enclosed within a temple of precise geomantic architecture designed to dissipate the Chaos energy it contained. As the millennia passed, however, the warding sigils slowly faded in power and dark energies from the warp began leeching through from the immaterium, saturating the obelisk with the essence of Chaos. This taint has stretched upwards through the soil and rocks, spreading its evil on the wind and exuding a diabolical attraction to those similarly tainted.

Inquisitor Lichtenstein has come to Karis Cephalon, partly in response to the mystical convergences gathering around the planet, but more specifically in search of the Librarium Hereticus. Drawn by dreams and portents and the words of a heretic abbot from Selethoth, Lichtenstein discovered the resting place of a sleeping daemon that had been bound to the bedrock of the planet. The daemon, Pharaa'gueotla, told Lichtenstein that the power contained within the Paraelix Configuration would unlock the warp gateway that led to the Librarium he so desperately sought.

Lichtenstein was then drawn towards a pulsing locus of power once hidden deep below the planet's surface. The earthquake near the Taberna Ostium forge mine had exposed an ancient temple containing the obelisk Pharaa'gueotla named the Paraelix Configuration and Lichtenstein sensed that it was indeed saturated with power. He believes Ghaustos can break the energies contained in the temple's unholy icon to effect his entry into the Librarium Hereticus before his enemies destroy the temple.

Inquisitor Kessel has also come to Karis Cephalon, but he is in search of the Angel, an ancient weapon of unimaginable power that he believes is hidden somewhere on the planet. In the course of his search, he discovered the temple below the

mountains and the terrible danger it represents. He knows that dark power has impregnated the very walls of the temple with vast amounts of Chaos energy and believes that the temple has, in effect, become a huge, charged battery of daemonic energy. If such power were to be unleashed, it could tear apart the already fragile fabric of realspace. Kessel knows that he must safely discharge the built-up energy back into the Immaterium. To allow such a powerful reservoir of Chaos energy to remain intact is unthinkable.

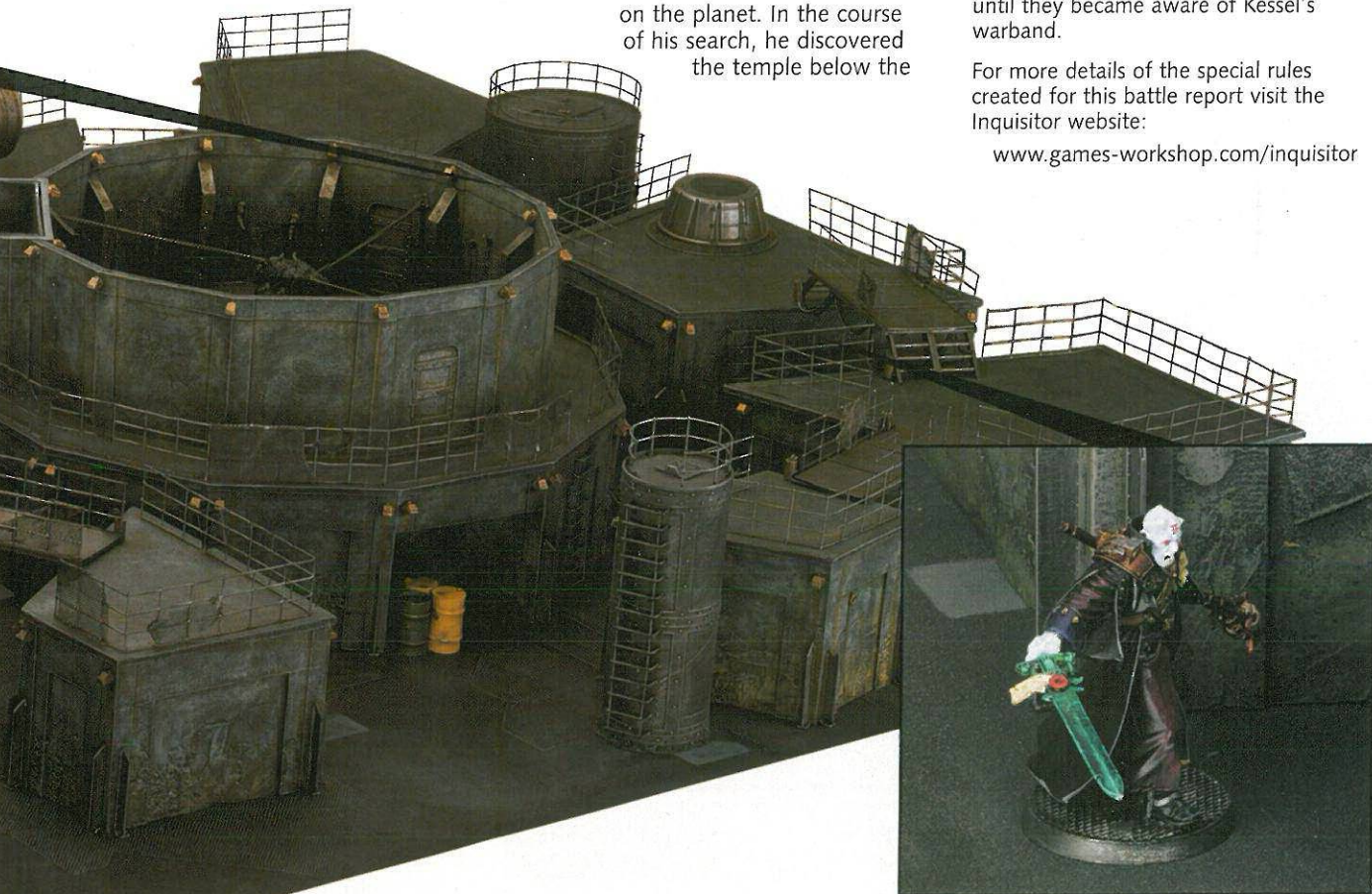
To effect this latter plan, he believes that his daemonhost Loa Gorg and his daemon sword (containing a soul-fragment of the creature) can be used to seal the rift in realspace. By allowing Lichtenstein to first open the portal, Kessel believes he can then seal it by plunging his sword into the ruptured chaos obelisk at the temple's heart, using Loa Gorg's connection to the warp to re-knit the fabric of reality and seal the tear forever.

SPECIAL RULES

Due to the stygian darkness and silence of the twisting underground tunnels in the complex, all Awareness tests based on hearing are at +20%, while those involving vision are at -20%. Also, since Lichtenstein's warband were advancing into an unknown arena, I decided that they could not move faster than a walk until they became aware of Kessel's warband.

For more details of the special rules created for this battle report visit the Inquisitor website:

www.games-workshop.com/inquisitor



Inquisitor Lichtenstein stepped cautiously along the darkened passageway, straining to hear any sound that might indicate that their entry to this forbidden place had been discovered. The rippling flow of powerful magicks was almost tangible and he felt its seductive tendrils pulling him forwards. He could hear the metallic tread of Dimitri's footfalls as the Magos moved forward to find a higher vantage point from which to cover their advance. Gryx padded along behind him, his enormous power claw lolling at his side, the pacifier helm keeping him docile for now. He stole a glance at Ghaustos, not liking the anticipatory gleam in the daemonhost's dead eyes. But, for better or worse, the die was cast. He could no more abandon his search for the Librarium than he could stop breathing. He drew his stubber, setting the voice-activated shot selector to man-stopper shells and continued into the darkness, the pistol extended before him.



Inquisitor Lichtenstein, Gryx and Ghaustos advance towards the Paraelix temple.

In the shadow of the temple, Kessel waited. He knew that Lichtenstein would be here soon. Logan Storm had brought word from the upper reaches of the complex that the misguided Inquisitor had breached the wards protecting this place. He would need to be careful in his handling of this; to act in haste would mean losing the chance at sealing this breach forever, but to wait too long would result in a diabolical cataclysm. The attraction of

the Paraelix Configuration pulled at him, but he had meditated and strengthened the psychic bulwarks in his mind to resist the whispered temptations that seeped through the obelisk from the madness of the Immaterium that lay beyond. Only Loa Gorg felt a similar pull, but it seemed to bask in the energies flowing from the obelisk. Kessel waved the others forward, watching as the heavily scarred Skitarii veteran lumbered

forwards, dragging back the arming lever of his implant autogun. The low buzz of the gun's firing motor seemed hideously loud in the heavy silence, but there was little that could be done about it. The chrono-gladiator, Mechsimum, and the daemonhost, Loa Gorg, moved out of sight, heading towards the temple building. Kessel drew his sword, climbing the steps to higher ground and making his own way towards the pulsing well of energy.



Inquisitor Kessel orders his warband to move into position.

Logan Storm ghosted up the steps leading to the building's roof. Who had built these structures around the temple, he neither knew nor cared. All that mattered to him was that there were enemies of his master to fight. He reached the roof, and ran quickly towards a gantry that led to a good firing position. Across from him he could make out the shape of a furtively moving figure and he smiled grimly as he recognised the robes of an Adeptus Mechanicus Magos. He felt again the pain of losing his hand, and the anger at its replacement with this unwieldy gun. He had killed the man responsible, but any chance to strike back at the adepts of the Machine God could not be passed up. He ducked down behind the cover of the gantry and drew a bead on the figure.

Lichtenstein hugged the wall, panning his pistol back and forth, his keen eyes piercing the gloom. A flash of movement above him caught his eye and he saw the darting form of a man



Showdown. Logan squares off against Dimitri.

with what looked like an autogun implanted where his arm should have been. Behind and above him he could hear Dimitri's heavy steps and made to shout a warning but, as a two metre tongue of fire blasted from the muzzle of the man's gun, he knew it was wasted breath.

Dimitri caught sight of Logan Storm a fraction of a second too late. The enormous weapon sprayed a hail of projectiles towards him, but his vector trajectory assessors computed that a full 90% would miss and the probability of lethal wounding was less than 2.3%. Three shots impacted on his refractor field, the energy shield robbing them of their kinetic energy. Those that penetrated the shield ricocheted from his metallic components and his shoulder-mounted bolt pistol followed the targeting information relayed via the MIU, zeroing in on his attacker. Dimitri adjusted his aim a fraction to compensate for the range and fired a shot with a pulse of thought. The explosive bolt took Logan in the belly and knocked him to the ground. Dimitri marched implacably forward, the bolt pistol mimicking every movement of his head.

The roaring of Mechsimum's chainswords powering up echoed through the complex and, hearing the weapons' activation, Lichtenstein turned to Gryx and shouted, "Angellus!", triggering the injection of a multitude of combat stimms and withdrawing the enforced docility of the pacifier helm. Gryx shuddered as

the drugs pumped through his system, flooding his limbs with unnatural speed and strength. The muscles on his thighs swelled and the servitor warrior sprinted into the darkness, his every thought enslaved to the imperative to kill. Lichtenstein and Ghaustos followed the demented warrior, advancing more cautiously in the wake of Gryx's berserk charge. The Inquisitor could see a portion of the temple wall, and a door that must surely lead within. Dimitri appeared to have the autogun-armed man pinned down and, deciding that he could wait no longer, Lichtenstein burst from cover, sprinting towards the temple.

Kessel watched Mechsimum power up his weapons and knew that there must be enemies near. From this vantage point he could see the chrono-gladiator sprinting around the temple's circumference. Lichtenstein must be close and he could not wait any longer. He didn't have time to go back down so Kessel sprinted towards the edge of the structure he stood upon and launched himself through the air, landing deftly on the upper walkway around the temple. There was an entrance to his left and, this close to the Paraelix Configuration, his warp sight allowed him to see wisps of ghostly energy leaking through the arcane metal of the door.



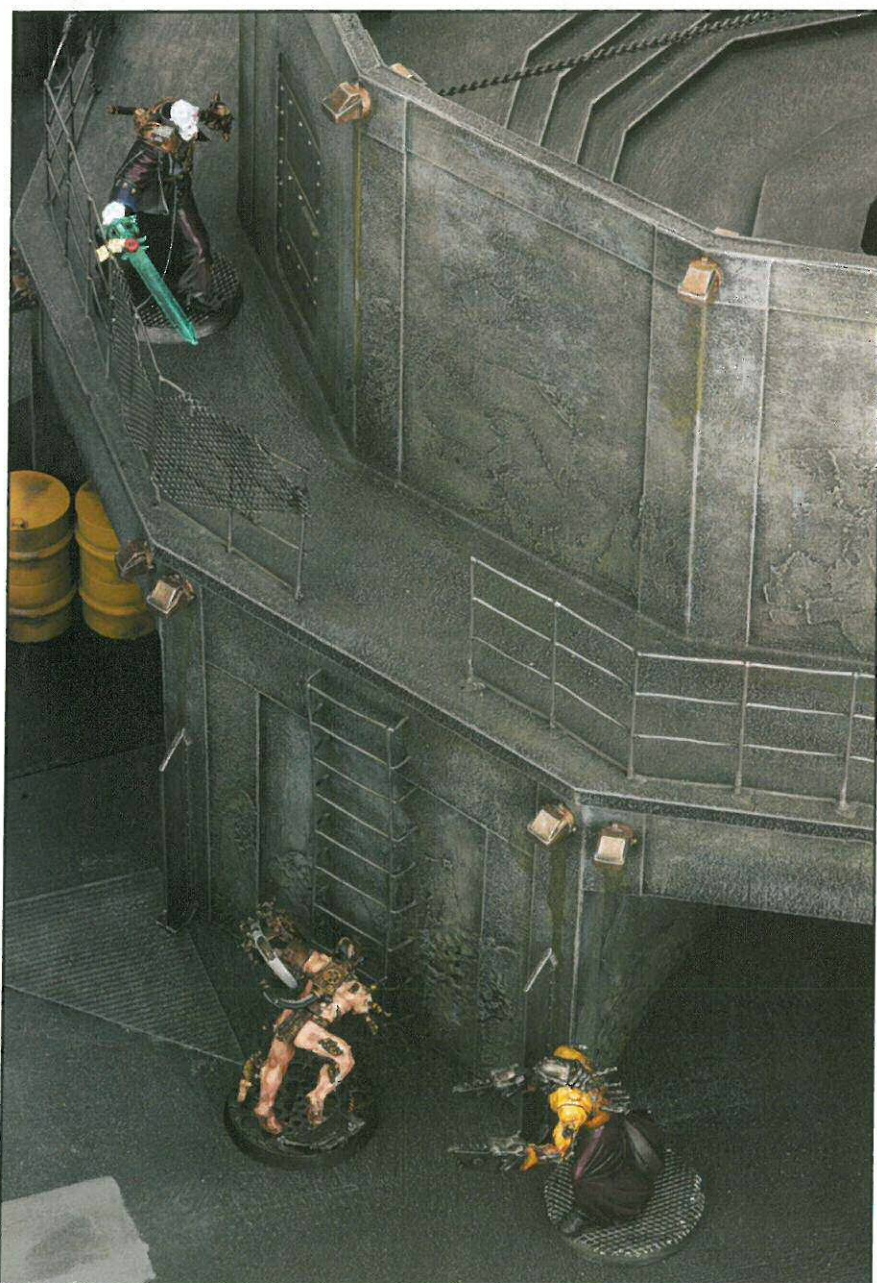
Gryx splits off from the group as his combat drugs kick in.

Logan pushed himself to his knees as another bolter round tore a gouge in the concrete beside him. The daemonhost of the enemy Inquisitor was moving below him towards the temple, and the damned Magos who'd blasted him calmly advanced, lining up another shot. Gritting his teeth against the pain, Logan rolled behind the cover offered by a nearby roof tank. He ripped the sleeve from his tunic and hastily plugged the bloody hole in his belly. It wasn't pretty, but it would do for now.

Seeing the rooftop gunman roll out of sight, Lichtenstein paused by the lever control for the lift. The controls looked as though they had been designed for



Logan suddenly realises the folly of sheltering behind a promethium tank.



Ambush. Mechsimum charges from hiding to attack Gryx.

beings larger than humans and it took all his strength to drag the lever down. The clatter of millennia-old chains and grinding gears sounded deafeningly loud as the lift carriage rose from the darkest depths of the world. Soon he would be inside the temple and close to completing his life's work. Briefly he wondered what he could achieve with the knowledge contained within its hidden walls and chided himself for thinking too far ahead. All good things to those who wait. Gryx sprinted past him, snapping his power claw madly. The combat stimms had heightened his senses to an amazing degree and Lichtenstein could only guess at what the servitor warrior had detected.

The sound of an iron bolt drawing back echoed in Gryx's head and he tore around the corner of the temple, finally setting his eyes on the prey. A man, similar in dress to his master stood by a door on a higher level but, more importantly, there was a ladder leading towards him. Gryx leapt through the air, his power claw snapping through the metal of the rung and hammering straight through the building's fabric. Gryx braced his feet on the ladder, ready to launch himself up to his target. So focused was Gryx on Kessel, that he didn't notice Mechsimum Oilrelius step from the shadows of a hidden alcove. The first warning was as the chrono-gladiator's screaming chainswords slashed towards him. Gryx hurled himself back, narrowly avoiding a disembowelling blow. He fell to the ground as the frenzied warrior came at him again.

In a lull between shots, Logan ducked out from his cover and opened fire on the advancing Magos, filling the area



Gryx falls beneath the blades of Mechsimum.

before him with hot lead. The autogun bucked madly on his arm, spraying shots in all directions. Unfortunately, very few of those directions were towards Dimitri. The one shot that was on target impacted on the Mago's breacher arm and was unable to halt his advance. Analysing the pollutant content of the air through his olfactory assayers, Dimitri calculated a 78.4% probability that the tank the inaccurate gunner was using as cover contained promethium, a volatile chemical used in the fuel cells of flamer weapons. A thought pulse fired a shell through the tank's side, and a thick, viscous liquid began pouring out. The stink of it caused his probability cogitators to revise their estimate of the likelihood of promethium to 99.8%. As much as his atrophied emotions allowed him to, Dimitri relished the look of panic on Logan Storm's face, as his pistol ejected the spent casing and loaded another.

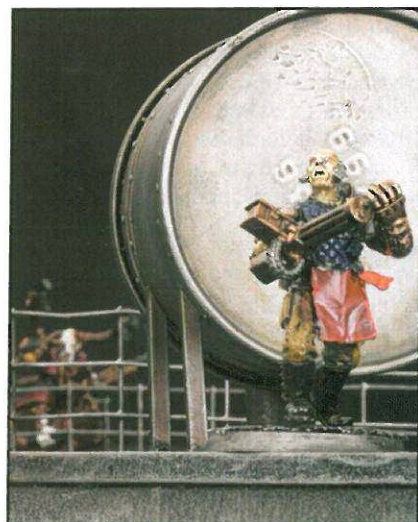
Gryx rolled clear of another attack of the chrono-gladiator's slashing chainswords, fat orange sparks flaring from the blades' impact with the floor. He pushed himself to his knees, deflecting another blow with his metal claw, but was unable to parry the reverse stroke. The chainsword slashed open his face, the whirring teeth ripping open his skull, finally tearing clear as it struck the steel of his neck brace. Blood poured from the gaping wound in Gryx's head, but the servitor warrior still struggled to rise, swaying aside as another blow chopped past his chest. But Gryx was blinded by blood and couldn't avoid the final blow that hacked into his leg. The roaring chainblade sawed through the meat and bone of Gryx's leg, severing it

completely, and the servitor warrior collapsed in a bloody pile, the shock and pain overloading even Gryx's formidable powers of endurance. Mechsimum howled in triumph over the defeated body of his foe, blood from the whirring blades spraying the walls of the temple.

The grime and rust covered doors to the elevator groaned open, the screech of buckled metal painful to the ears. Lichtenstein and Ghaustos ducked inside, the Inquisitor holstering his stubber and unsheathing the combat shotgun from its shoulder scabbard. He checked the load and racked the slide, ready for whatever might await them at the top. The elevator shuddered upwards, ancient mechanisms hauling the lift carriage towards the culmination of his quest. Lichtenstein could feel the daemonhost beside him drawing psychic energy into his body and again, a tiny flare of suspicion went off in Lichtenstein's head. He could hear the crack of bolter fire from outside and presumed that Dimitri was still duelling with the rooftop gunman. He slowed his breathing, raising the shotgun to his shoulder as the lift doors began to judder open.

Across from the temple, Logan watched with terrified relief as the Mago's bolt round passed through the promethium tank, but miraculously failed to ignite the chemicals. He wasn't taking any chances however, and rolled towards the edge of the platform as the spreading pool of fuel engulfed him, soaking him in its choking pungency. He glanced back towards the Mago, whose merciless advance had carried him to within almost point blank range.

The muzzle flared as it fired. Logan hurled himself from the roof, arms flailing, and hit the ground hard, breaking his shoulder and cracking his skull against the concrete. Lights flashed before his eyes and he rolled onto his back in time to see the promethium ignite. A huge orange fireball mushroomed from the tank, liquid tendrils of burning fuel pouring over the edge of the roof. They licked down the side of the building in a flaming torrent towards him. He tried to push himself to his feet, but his head pounded and his vision swum crazily. The flames leapt and his promethium saturated body caught light. Within seconds he was ablaze from head to toe. He tried to scream, but drew superheated air into his lungs, searing them with toxic fumes. He stumbled from the lake of burning fuel and collapsed, slipping into unconsciousness as the flames consumed him.



Logan jumps as Dimitri's shell hits the tank.



Logan's desperate attempt to escape fails as the promethium ignites.

A pallid glow that seemed to emanate from the pulsing obelisk at the temple's heart cast a ghostly illumination around the chamber as Lichtenstein edged his way inside. The structure rippled with barely perceived motion, as though the very walls were breathing. Ghaustos followed him eagerly, as he swung his shotgun left and right, covering a pair of doors that led outside. There was danger here, but his eyes were constantly drawn to the object hung from verdigris-encrusted chains. A rectangular cuboid of veined black stone, the Paraelix Configuration hung suspended over a swirling pit of utter darkness. Its surface bulged and writhed with leering faces, twisting alignments of geomantic significance and chaotic nonsense. Hands and skulls pushed clear of its glistening surface chittering and whispering obscene offers and promises of servitude. Lichtenstein could feel them clawing at the barriers within his mind and pushed them clear with an effort of will, repeating a whispered mantra of psychic defence. He must not be distracted now. With a curt nod to Ghaustos, he ordered the daemonhost forward, keeping his shotgun trained on the iron door opposite him.

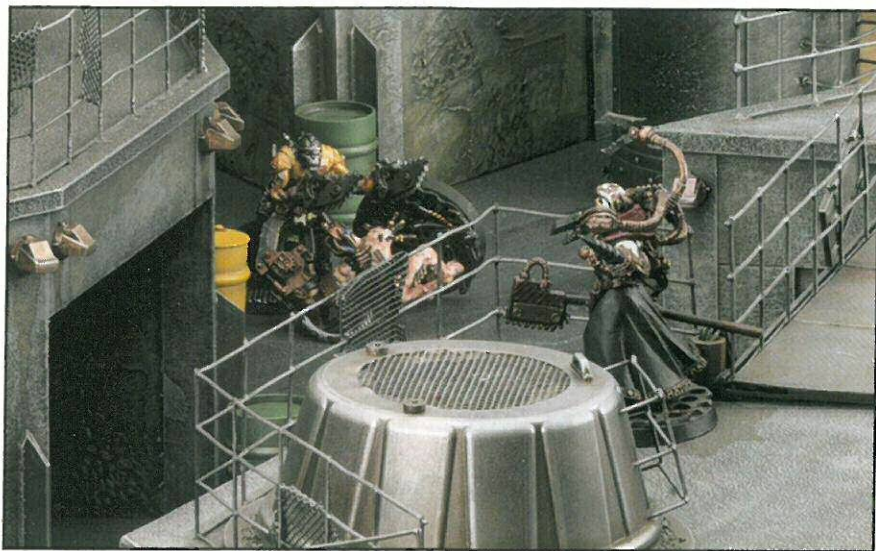
Outside, Dimitri watched the raging inferno he had created spread across the floor, a collection of barrels exploding in the intense heat. His dermal temperature augers registered heat in excess of 400°C and he could feel those few fleshy components left of his body begin to blister. He turned and walked away, calculating the probability of his foe's

survival to be less than 7%. Below, he saw the roaring form of a cyber-warrior standing over the bloody form of Gryx. Such a target of opportunity was not to be wasted and he lined up another shot, hurling the warrior back with a chunk of flesh blasted from his chest. Amazingly, the warrior climbed to his feet and ducked into the cover offered by one of the temple's projecting buttresses. If he moved across the gantry he would be able to get the angle for another shot and began moving into position.

Ghaustos reached out, running his fingertips along the undulating surface of the obelisk, feeling as though they were sliding beneath its visible surface. He smiled as he concentrated his powers and reached deep within the warp-spawned matter of the Paraelix

Configuration, gripping the psychic anchors within. Instantly, liquid bolts of dark matter spewed from the tear and Ghaustos roared in pain as the undiluted power of the Immaterialium washed through his fleshy prison. His knees sagged, but he held on, pulling and tearing at the obelisk's fragile solidity.

Inquisitor Kessel felt the sudden shift in the currents of power coursing through the complex and knew that the time to act had arrived. The powerful surge of chaotic energies threatened to overwhelm his mental wards, but grimly he pushed back the tide of filth that gurgled from the Paraelix Configuration. He sensed a concentration of power from Loa Gorg and heard the crash of a door as the daemonhost hammered it from the



Dimitri attempts to avenge Gryx with a shot from his shoulder-mounted bolt pistol.



Lichtenstein covers Ghaustos as the daemonhost prepares to open the portal.



With a firm boot, Kessel smashes open the door.



Kessel and Loa Gorg spring their trap on Lichtenstein and Ghaustos.

frame with its warp-borne strength. He thundered his boot against the door and stepped through into the chamber. Lichtenstein's daemon creature was pulling the obelisk open, streaming whips of black lightning arcing from its dissolving matter. Across the chamber he could see the screaming skull-face of Loa Gorg, and behind the obelisk was Lichtenstein. Before Kessel could shout a warning, Lichtenstein lashed out with his indomitable will and slammed Loa Gorg back through the door. Unable to get a clear shot at Lichtenstein, Kessel looked up and swung his sword in a flaming arc, severing one of the obelisk's supporting chains.

The obelisk swung in a low arc, but Lichtenstein dived forwards, rolling to his feet as his med skull was smacked into the wall behind by the Chaos monolith. Its servos sparked and whirled, but the skull shrugged off the impact and returned to its master's side. Kessel advanced and his fiery lashing blade whipped out, scoring a deep gash in Ghaustos's arm, but not driving him from the obelisk.

Lichtenstein moved around the madly swinging obelisk and drew his own sword, its blade similarly wreathed in unnatural flames. He recognised the

familiar sign of the Inquisition beneath the warrior's skin. Invisible to normal sight, Lichtenstein's psychic senses and the immense energies bloating the chamber caused it to blaze with crimson fire. Lichtenstein realised they were men of common purpose, but he would not be denied this final victory. He thrust his blade at his opponent's belly, the flaming swords clashing in a blazing discharge of light as the blow was parried, a lightning quick riposte stabbing at his groin. Lichtenstein

dodged and circled his foe, a wary respect in his eyes.

"I am Inquisitor Kessel," shouted the newcomer over the rising whine emanating from the disintegrating obelisk. "You must stop this. To open this portal will bring dire consequences!"

"Is that a threat?" hissed Lichtenstein.

"Not to you," clarified Kessel, "to this world."



Kessel and Lichtenstein duel as Ghaustos rips open the paraelix configuration.



With Kessel down, Lichtenstein turns his attention to Loa Gorg.

Kessel lunged, and the two Inquisitors traded blow after blow, parrying, riposting and dodging in a display of skill that would have left lesser men

speechless with envy. Their flaming swords traced intricate webs of shimmering light as they battled in the shadow of the Paraelix Configuration

and Ghaustos's attempts to unmake it. From the corner of his eye, Lichtenstein saw his enemy's daemonhost reappear at the door he had previously hurled it from, and knew this had to end quickly. As the two Inquisitors traded flaming blows, Ghaustos ripped the last of the obelisk apart, his outstretched arms wreathed in dark matter and his eyes blazing with unholy energy.

Coruscating flares of warp energy erupted from the newly opened portal and Lichtenstein immediately knew that he had been catastrophically misled. This was no entrance to the Librarium Hereticus, but a pulsing gateway into the stuff of the warp itself. Only the geomantic architecture of the temple was preventing it from explosively tearing open, but he knew that it was only a matter of time until the energies of the warp overcame the ancient warding sigils engraved into the temple's structure. He had no choice but to attempt to escape. He parried another blow from this meddlesome Inquisitor Kessel, fainting to the belly, then angling a lighting cut towards his head. The blow smashed Kessel from his feet and Lichtenstein ducked as Kessel's daemonhost swung at him.

Ghaustos was bloated with power and greedy for more. The glistening tentacles wrapping his body whipped out, seeking entry to Kessel's flesh, sliding into his mouth and feasting on

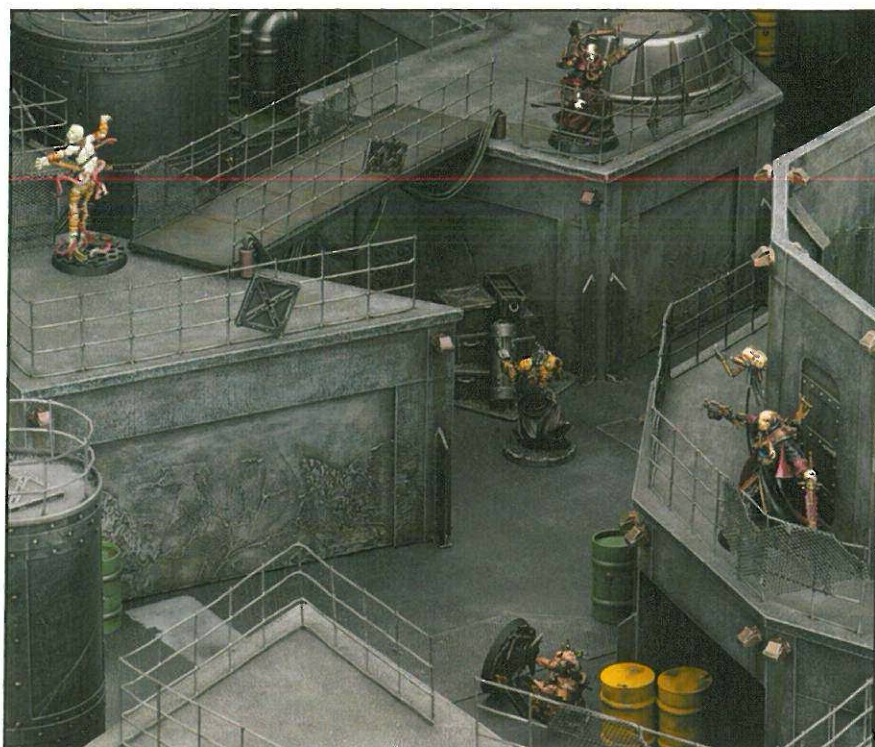


As the portal begins ripping apart reality, Ghaustos and Lichtenstein make their escape.

his strength. Kessel bit down hard. Foul pus filled his mouth as Ghaustos screeched, withdrawing the questing tentacles and retreating. Kessel retched, spitting out the slug-like piece of severed tentacle, and rolling aside as the black miasma spread from the ruptured obelisk and threatened to engulf him. He watched as Lichtenstein smashed the flat of his sword into Loa Gorg's head then sprinted from the rapidly degenerating temple, his daemonhost already ahead of him. Kessel rose to his knees, feeling the fabric of reality twisting, the angles of the temple sliding in and out of true. A disgusting grainy texture filled the air, reeking of corruption, and his every action felt as though he were moving through thick glue. The darkness at the heart of the temple was expanding exponentially and he knew he didn't have much time.

Lichtenstein emerged from the temple, his movements sluggish from the concentrated psychic energy filling the complex. Blood leaked from his nose and he could feel an enormous pressure building within his head. How could he have been so blind? As he watched Ghaustos leap effortlessly across to a nearby structure, Lichtenstein instinctively understood that there was no way the Daemon Prince Pharaa'gueotla could have lied; the bindings and oaths he had placed upon it had been too great. The only way he could have been so badly misled would be if his daemonhost had allowed him to be. He flinched, hearing the blast of a bolt pistol, but saw that the shot came from Dimitri towards a bloodstained, chainsaw-wielding berserker. Behind the roaring warrior, Lichtenstein saw the prone form of Gryx, his leg hanging by gory threads of muscle tissue, lying in a pool of dark blood. Dimitri's shot had blown a crater in the berserker's chest, but he seemed impervious to pain and charged towards a pile of crates that led up to his attacker, the chainswords hacking at the gantry Dimitri stood upon.

Within the roiling chaos of the temple, Kessel raised his daemonsword, fighting against the soporific effects of warp energy pouring into the chamber. The sundered remains of the obelisk were a ball of utter midnight at the centre of the dark conflagration. He felt tendons tearing in his muscles as he struggled to aim his blow. A cry of pain burst from his lips as he rammed his sword into the heart of the darkness, the energies



With one opponent dispatched, Mechsimum turns his attention to Dimitri.

of aeons past flowing through his sword arm and into the soul-fragment of Loa Gorg bound within the weapon. Ethereal winds snatched at him, howling around his body and lifting him from the ground. Phantoms born of the warp passed through him, seeking to prise his grip loose from the sword. But Kessel would not let go, hearing the screech of Loa Gorg behind him as a huge reservoir of Chaos

energy earthed through his body. The daemonhost's skin split, cracks of light appearing from within, but together he and Kessel were able to hold the rent together, until finally the fabric of reality reasserted itself with a tortured scream. Kessel dropped to the floor of the temple. He still gripped his sword and stared at the roiling pit in the floor above which the Praelix Configuration had stood. In its place was a smooth,



Amid the chaos of the temple, Kessel and Loa Gorg attempt to seal the rift.

unblemished slab of black marble, its surface veined with jade lines. They had done it. The temple was deathly silent. All he could hear was the crackle of flames and the crack of pistol fire from outside. Utterly exhausted by his ordeal, Kessel waved his sword at Loa Gorg and shouted, "Go. Stop them, but do not kill them!"

Lichtenstein vaulted the railing, landing lightly beside Gryx as Kessel's berserker warrior dodged a blow from Dimitri's whirring chain axe. He hauled his servitor warrior's body onto his shoulder and set off towards the planet's surface. Seeing what he had unwittingly released in the centre of the temple, Lichtenstein now realised the folly of his actions and knew that it was time to make good his escape. He struggled under the heavy burden of Gryx, as he saw Kessel emerge from the temple, following his daemon creature, which floated through the air towards Dimitri. Caught between two enemies, his Magos fired a shot at the charging berserker, blasting yet another



Mechsismus and Dimitri clash on the gantry overlooking the temple.

chunk from the warrior. Then, with a relentless fortitude that horrified Lichtenstein, the warrior scrambled up the side of the building and onto the gantry. Dimitri blocked the first blow

with the adamantium haft of his chain axe, but another underarm stroke of the chainsword hacked upwards into his groin, spraying blood and driving the Magos to his knees. The berserker moved in for the killer blow as Lichtenstein sensed the build-up of psychic power from Loa Gorg and the mental backwash from its discharge as the daemonhost attacked the magos.

Dimitri felt incredible agony, even though the haze of suppressants were blocking the majority of the pain. He knew he would need several weeks to repair this damage. He pushed himself backwards as he suddenly felt a strange rise in temperature within his body. Once more he cursed his continued reliance on organic components as he felt his blood begin to boil in his veins. Agonising pain clamped down on his chest and head. He had but a moment of surprised incredulity as he detected a 90°C rise in the blood temperature of his arterial system before his heart exploded and his brain boiled in his cranium. Dimitri went offline.

Lichtenstein screamed a shout of denial as the powerful psychic power overloaded Dimitri's fragile organic matter and he felt the Magos's life energy fade. Dropping Gryx from his shoulder, he shouldered his shotgun and fired a succession of shots at the berserk warrior on the gantry, blasting a trio of holes in him and dropping him to the floor. He could not see the daemon creature: the gantry prevented him from taking a shot. Grabbing Gryx by the metal of his arm, he vanished into the darkness after his daemonhost.

There would be another time.



Lichtenstein exacts a measure of revenge against Mechsismus for Dimitri's death.

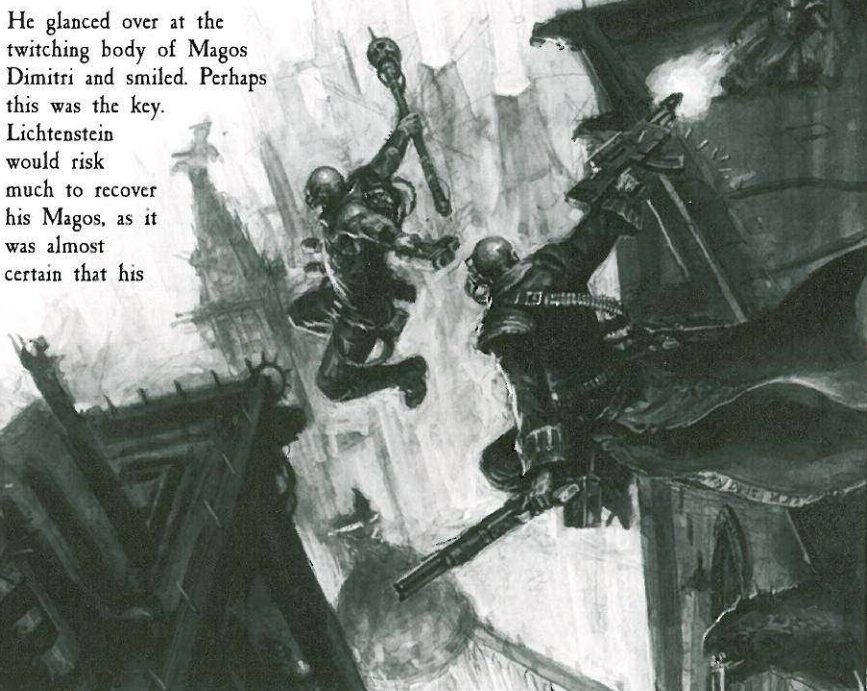
Smoke billowed in roiling black banks from the pools of burning promethium that leaked from the ruptured tank the Magos had detonated. From the screams of pain Kessel had heard as he waited to spring his trap on Lichtenstein, he guessed that Logan Storm had fallen foul of the despicable tactics of the Magos. Kessel sheathed his warblade, containing the soul-fragment of Loa Gorg, and gripped the railing of the Paraelix temple. He could see Mechsimum pick himself up from the gantry across from him. The cyber-gladiator bled profusely from a score of wounds and Kessel was amazed that the warrior had managed to stay upright.

Loa Gorg floated in the air over the body of the magos and Kessel could feel the daemon creature's desire to inflict further harm on the Mechanicus Adept. Blood coated the man's features where it had gushed from the ruptured sutures around his cybernetic implants, and Kessel struggled to control his anger at Loa Gorg. He had wanted to question Lichtenstein's accomplices, not kill them. Too many of the Inquisition would destroy that which they did not understand, but Kessel knew that much could be learned from the study of matters deemed forbidden. It was ironic that he and Lichtenstein were very much alike. Both had

plumbed the mysteries of Chaos, but where he had studied and learned the nature of the Ruinous Powers, Lichtenstein was attempting to bend those same forces to his will. Kessel could understand such desires, but knew that mastery of Chaos was an impossibility. If the Primarch Horus had tried and failed, what chance did a mere mortal have? He did not believe that Lichtenstein was evil, merely misguided, and Kessel knew that he must bring him back to the path of righteousness.

He glanced over at the twitching body of Magos Dimitri and smiled. Perhaps this was the key. Lichtenstein would risk much to recover his Magos, as it was almost certain that his

brain would have some form of memory recovery cogitator built in. But would Lichtenstein risk a meeting with Kessel? He hoped so; there would be much they could learn from one another.



FAREWELL TO THE HELLMOUTH



Graham McNeill

Graham: Well, we pretty much managed to destroy just about every piece of scenery in that game! We blew up promethium tanks, smashed doors from their hinges, hacked

through obelisk supporting chains and attempted to saw through wobbling gantries. Only the thought of an angry Paul Rudge prevented us from taking clippers, a chisel and a blowtorch to the scenery to represent the damage we inflicted.

I don't think there was a single action movie scene we didn't manage to cram into that game. For my part, everything ran pretty smoothly, both players knew the rules and both consistently looked for ways to do things that were

dramatic rather than utterly game-winning. This is the kind of play GMs should definitely encourage and reward. There were a couple of instances during this game where I had to make calls that weren't strictly by the rules, but allowed play to proceed in an exciting manner.

You shouldn't be afraid to improvise like this as there are bound to be situations cropping up during a game that you can't have predicted. Remember that, as GM, you have the final say in such matters, so let your players know that what you say goes. Try to keep instances of this to a minimum, though, because if you're constantly having to bend the rules in order to make things work, then there's something wrong.

After the game was over, we discussed what had happened and possible ways that the narrative could be continued. Dimitri's demise and Ghaustos fleeing

the battlefield after the warp gate had opened allowed us to plant a seed of doubt in Lichtenstein's mind concerning the strength of the bindings he has placed on the daemonhost. It also opens up the possibility of a fresh scenario. What lengths will Lichtenstein go to in order to rescue his Magos? Gryx will almost certainly expire without Dimitri's knowledge of his bionics and surgical implants, assuming that the magos' brain survived in electrical format. And what of Tyrus? Sufficient time has passed for him to rally his followers, recruit new members and vengeance on Lichtenstein is never far from his mind...

Yes, there is much more carnage to be unleashed on the world of Karis Cephalon and when warbands with such bloody histories collide, the results are sure to be catastrophic.

I, for one, can't wait.

TOO CLOSE FOR COMFORT



Gav Thorpe

Gav: Fantastic! I must admit that my duties for Warhammer have somewhat flattened my Inquisitor gaming over the last couple of months, so what a way to get back into it. First

up, a big thanks to Graham for such a great scenario and running the game effortlessly. Also, much appreciation to Phil, whose grasp of the Inquisitor spirit is total. Between the three of us, I think that was one of the best Inquisitor games we've ever had.

All in all, the plan worked pretty well. There were some nice showdowns – Logan Storm against Dimitri, Mechsimus versus Gryx, and of course that wonderful clash between the two Inquisitors and their daemonhost allies.



Phil Kelly

Phil: As far as the end results go, I'm not quite sure what to make of that one, but my expectations were far exceeded by the events of the game. So many dramatic scenes and cool set pieces

cropped up that I doubt it would have been as good if the story was contrived from the start. Lichtenstein achieved his goal, only to find that he had been misled by Pharaa'gueotla (or Ghaustos, perhaps). Kessel came through admirably to seal the resultant warp portal shut once more, saving us from being dragged screaming into the warp. We had a duel with flaming swords, a spreading pool of burning oil, heroic leaps aplenty, cyber-gladiators ripping into one another, psychic duels, screaming daemons, exploding barrels...what more could two Inquisitor players ask for?

The best aspect of this game, in my opinion, was that at all times Gav and I were thinking of cool and innovative things to do with our characters rather than just shooting at each other. As a result, we had Dimitri firing at the tank Logan Storm was sheltering behind and then igniting the contents (What did it contain? Promethium of course! – Graham), we had Kessel chopping through the chains holding the obelisk so that it careened toward Lichtenstein,

For me, the pacing of the game was perfect. The fighting gathered impetus, with the Inquisitors' companions getting stuck in while the leaders themselves concentrated on their tasks. This died down, leaving the duel in the main chamber at centre stage that, once resolved, led to a tension-building but quickly resolved endgame.

Although Inquisitor isn't about winning and losing, I think I came out slightly on top of that one. True, we both achieved our objectives, but since it was impossible for me to complete mine without Lichtenstein starting his own nefarious deed, I think that was acceptable. The only real problem is poor old Logan Storm. He finished the game unconscious and his legs hideously burnt. Considering his previous career as a member of the Adeptus Mechanicus Skitarii, I think it only fitting that Kessel employ the

services of the Tech priests to fix up the brave warrior. I'm thinking of upgrading him to full Praetorian battle-servitor status. This will mean converting him up a bit (or more likely starting afresh) and giving him either bionic legs (possibly three or four) or tracks. I'll be looking through my bits box then.

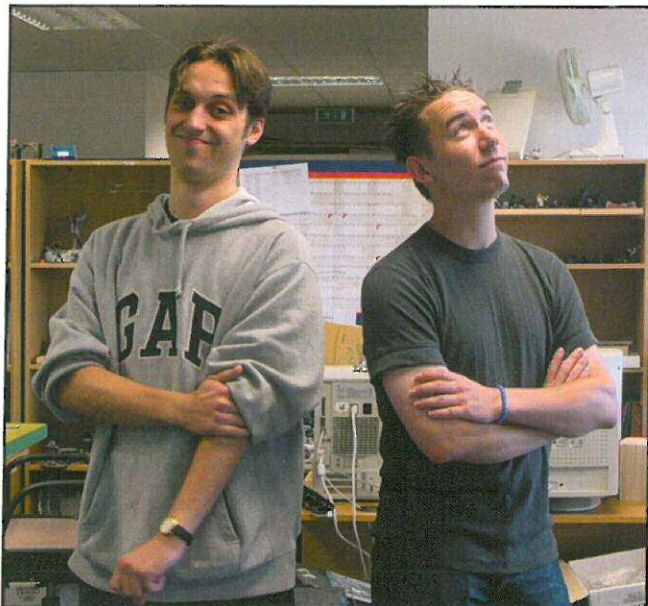
As for the campaign, Lichtenstein slipped away. I think after the scare he's had meddling with forces he doesn't fully understand, he may be a bit more reticent in the future to go opening random warp portals. Considering the similarities between Kessel and Lichtenstein, my Inquisitor may try and track him down to offer him a deal. Be a friend and calm down a bit, or become an enemy. If Lichtenstein knows what's good for him he'll go for the former!

TOTAL CHAOS

we had Mechsimus attempting to saw through the bridge that Dimitri was standing on, and so on. Firing at ammo crates next to your target can be a lot more fun than shooting the target itself, and potentially do more damage. Besides, as every action movie fan knows, explosions are great fun, so go on, blow stuff up! Improvisation for your character's actions really is the key to a truly memorable game, and if it's a cool idea, the GM is that much more likely to allow you to do it. Poor old Rudgey will have a fit when he hears the scale of the property damage the characters have wreaked on his scenery!

All that remains for my warband is to count the cost, and unfortunately the cost seems to be high indeed. Gryx lost a leg, but that isn't a big deal, I'll just fish through the old bits box and find a cybernetic replacement. Sure, he'll only have one of his original limbs, but Gryx is a servitor-warrior and wasn't likely to win any beauty contests anyway.

More importantly, Dimitri's brains were so thoroughly cooked by Loa Gorg's Blood Boil power that he was effectively dead, all this after catching a chainsword in the crotch. Not so good. However, Graham is considering the chance that Dimitri, being comprised of around 90% metal and 10% flesh, downloaded his memory engrams into his internal hard drive many years ago. He's already come through suffering an inferno bolt to the head, and is by far the most durable member of the warband. I'm just hoping his autosave is up to the task...



Gav would like to thank a higher power for his warrior band's success.

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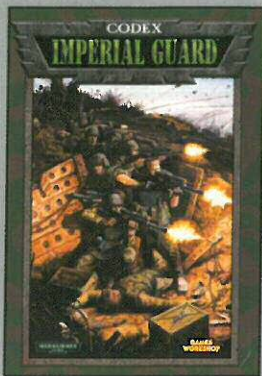
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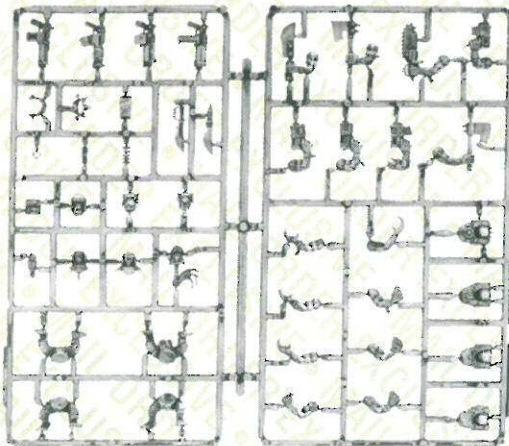
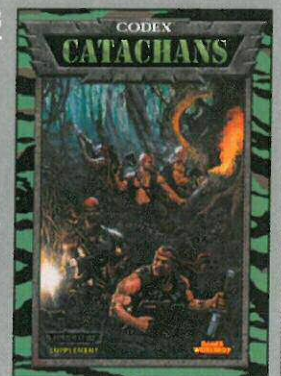
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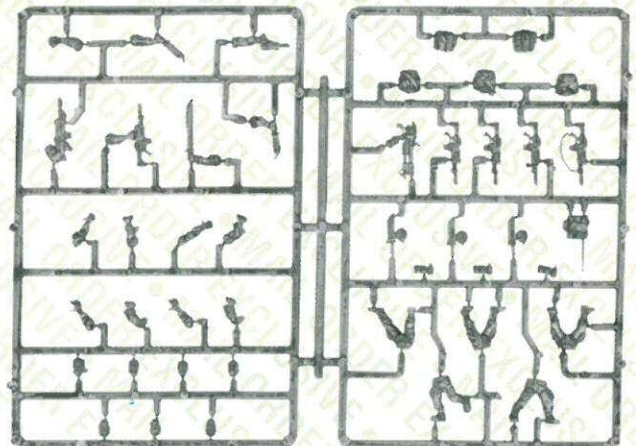
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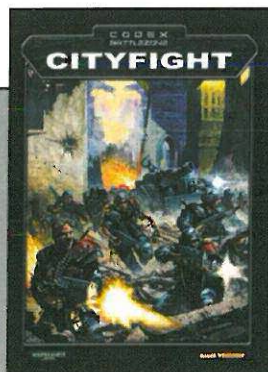
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Models shown at 60% actual size.

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On Sunday, November 25,
The Sunday Times Magazine will be an
exclusive Lord of the Rings collectors' edition.

Humphrey Carpenter: **the day I met Tolkien**
Brian Sibley: **the making of the movie**
Dominic Monaghan: **making Merry**
and much more

Join the Fellowship

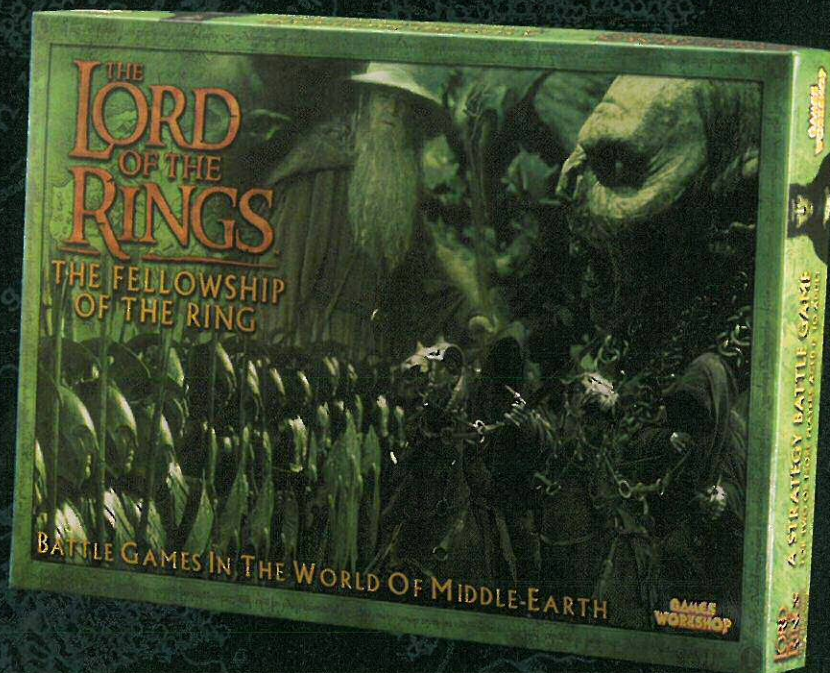
THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

BATTLE GAMES IN THE WORLD OF MIDDLE-EARTH

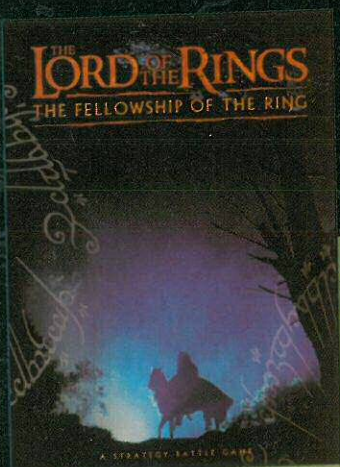
The Strategy Battle Game £40

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The Fellowship of the Ring boxed set contains Gandalf, Aragorn, Frodo, Sam, Merry, Pippin, Boromir, Legolas & Gimli.

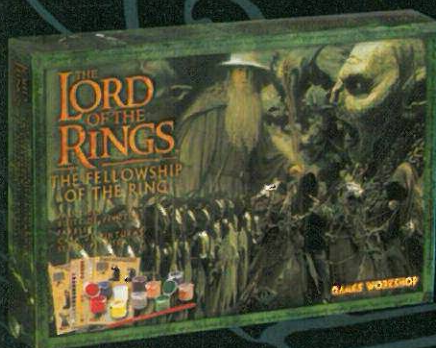


Attack at Weathertop £20

The Attack at Weathertop boxed set contains Aragorn, Frodo, Sam, Merry, Pippin, the Witch King & 4 Ring Wraiths.

Paint Set £8

Contains 10 paint pots (4ml each), starter brush & painting guide.



THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

Editorial

It's almost upon us. The film we've all been waiting for opens on the 19th of December in cinemas across the UK. It's been a long time coming but from the stills and clips we've seen whilst producing our Lord of the Rings game it will have been well worth the wait.

The Lord of the Rings trilogy is a personal favourite and I tend to read it every couple of years. The multi-million pound movie is a dream come true with some of my favourite actors starring in it (Sean Bean as Boromir and John Rhys-Davies as Gimli). It doesn't end with the trilogy though – *The Hobbit*, *The Silmarillion* and *Unfinished Tales* all add further depth to the story, amazingly first published in 1954. If you haven't read these yet, go and pick them up – you won't be disappointed!

The chance to see these legendary characters in a cataclysmic struggle against the forces of evil given the full treatment on the silver screen is incredible – as the *Sunday Times* quoted: "The world is divided into those who have read *The Hobbit* and *The Lord of the Rings* and those who are going to read them." I'm sure the same will be true of the films.

Today's technology and expertise makes this film finally possible and we were lucky enough to be paid a visit by Richard Taylor and Tania Rodger, both directors of WETA (the special effects team behind the Lord of the Rings films) when they were in England recently. We took the opportunity to interview a jet-lagged Richard Taylor and this exclusive can be found later in this issue!

We've managed to talk to some of the stars of the films too – we have already interviewed Sean Astin (Sam Gamgee) and Viggo Mortensen (Aragorn) and we are trying our level best to talk to more of the faces you'll be seeing so much more of very soon.

Watch this space for more details, but if you want even more hot news check out our website at www.games-workshop.com/lotr.

See you again next month!



Paul Sawyer, Editor

Paul

Contents

2. New Releases

All of this month's Lord of the Rings new releases.

4. Painting Masterclass

How our 'Eavy Metal team painted the Cave Troll and Lurtz.

7. Interview

An interview with Richard Taylor, a director of Weta Workshop Ltd. Weta was responsible for all the on-set special effects, armour and weapons in the movie.

14. Building a Wargames Table

A beginner's guide to building a wargames board.

18. Painting Masterclass

How our 'Eavy Metal team painted Saruman, Gandalf and Gwaihir from the Escape from Orthanc boxed set.



The Lord of the Rings, The Fellowship of the Ring and the characters and the places therein.

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WHITE DWARF

264 DECEMBER

THIS MONTH'S RELEASES FOR LORD OF THE RINGS

Cave Troll £10.00

Sculpted by
Alan Perry.



Lurtz £4.00

Sculpted by
Michael Perry.



Orc Warriors Blister pack 1 – £5.00

Sculpted by Michael Perry and Alan Perry.

This blister pack contains a random selection of one Orc Warrior armed with a two-handed weapon, plus two Orc Warriors armed with hand weapons and shields.



Orc Warriors armed with two-handed weapons.



Orc Warriors armed with hand weapons and shields.

Orc Warriors Blister pack 2 – £5.00

Sculpted by Michael Perry
and Alan Perry.

This blister pack contains a
random selection of one Orc
Warrior armed with a spear, plus
two Orc Warriors armed with hand
weapons and shields.



Orc Warriors armed with hand weapons and shields.



Orc Warriors armed with spears.

Available from Games Workshop stores, Mail Order and independent stockists



◀ Orc Bowmen £5.00

Sculpted by Michael Perry and Alan Perry.

This blister pack contains three Orc Bowmen.

Mounted ▶ Ringwraiths £5.00

Sculpted by Michael Perry.

This blister pack contains one Mounted Ringwraith.



◀ High Elf Warriors with spears £5.00

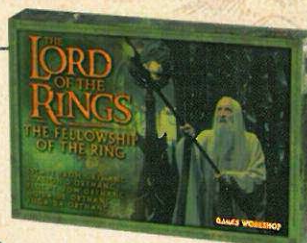
Sculpted by Gary Morley.

This blister pack contains three High Elf Warriors with spears.

Escape from Orthanc £20.00

Sculpted by Gary Morley, Brian Nelson and Trish Morrison.

The Escape from Orthanc boxed set contains Gandalf the Grey, Gwaihir the Giant Eagle, Saruman the White and Saruman's plinth.



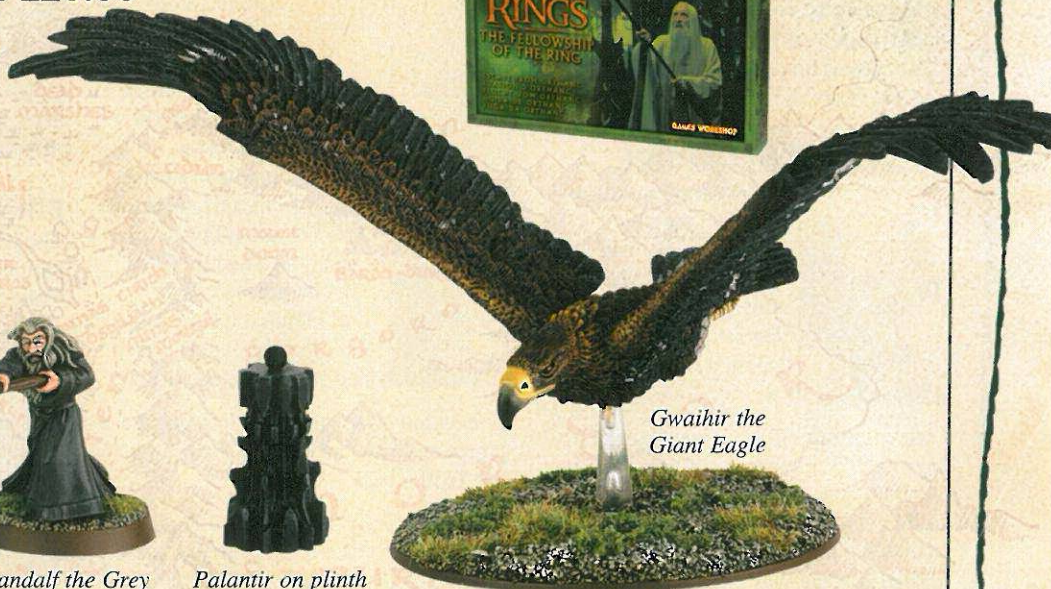
Saruman the White



Gandalf the Grey



Palantir on plinth



Gwaihir the Giant Eagle

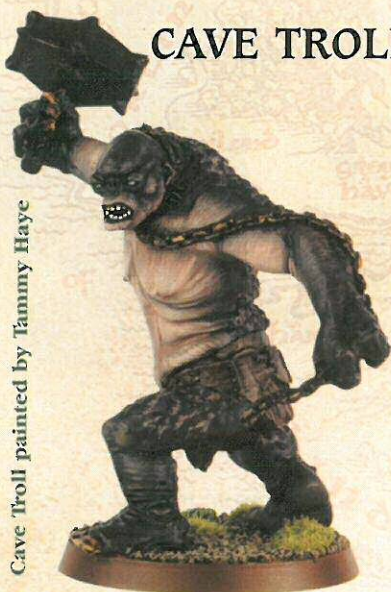
or visit our online store at www.games-workshop.com

PAINTING MASTERCLASS

The Cave Troll and Lurtz, Uruk-Hai Captain

With so many evil models released in this issue, Space McQuirk asked our 'Eavy Metal team how they painted the massive Cave Troll and the Uruk-Hai Captain, Lurtz.

CAVE TROLL



Cave Troll painted by Tammy Hays

ASSEMBLING THE MODEL

The first stage was to pin the model's body to its legs and the head to the body. The arms were double pinned for extra support. Green stuff was then applied to any gaps where the components met. Chaos Black undercoat was sprayed over the entire model, followed by watered down Chaos Black being painted into any area the spray didn't cover.

PAINTING THE MODEL



A base tone mixture of equal parts Shadow Grey and Chaos Black, plus a small amount of Dwarf Flesh, was painted over the whole model.

Concentrating on the largest part of the model, which on the Cave Troll is the skin, it was highlighted by simply adding a small amount of Dwarf Flesh to the original base tone. This highlight stage was painted by following the skin lines on the model, continuing to add more Dwarf Flesh

to the mix and painting on successive highlights four or five times.

By the final highlight, the mix had turned from a dark bluish grey to a light grey simply by adding Dwarf Flesh.



The basecoat colour for the chest and inside skin sections of the Cave Troll's arms was painted with a mixture of equal parts Dwarf



Flesh and Shadow Grey. This base tone colour was blended where it met with the skin areas which had been painted earlier.

This colour was also used to paint the larger recesses between the scales on the Troll's back.

A small quantity of Bleached Bone was added for the next highlight stage and this was painted on by following the folds of flab. More Bleached Bone was added to the mix for each successive highlight.



Black Ink was used to glaze the hands, feet and head of the model, blending the ink in where it met with the skin. This was done by simply watering the ink down to approximately five parts water to one part ink before applying it to the area to be blended.



FINE DETAIL

The cracked leather skin was initially painted with an equal quantity mix of Codex Grey and Chaos Black. This was carefully drybrushed over the cracked skin, without going into the cracks. A small quantity of Bleached



Bone was added to the mix which was then painted onto the edges of the skin. Finally the very edges of the skin were highlighted with Skull White.



The loincloth was painted with a basecoat mix of Bestial Brown and Chaos Black. Small quantities of Fortress Grey were added for each successive highlight. A wash of equal parts Brown Ink, Black Ink and water was

applied to the cloth. The clasps were painted with Tin Bitz and given a highlight of Boltgun Metal.

The hammer and chain was given a drybrush of Tin Bitz followed by a second, light drybrush of Boltgun Metal. It then received a wash of



watered down Chestnut Ink and Black Ink mix. Some of the links on the chain were given a highlight of Burnished Gold.

FINISHING TOUCHES

The eyes were painted with Chaos Black first. This was then painted over with Bleached Bone, leaving a thin



outline of black around the edges of the eye.

Next, a thin line of Chaos Black was painted down the centre and a second line was painted inside this with a mix of Regal Blue and Bleached Bone.



The nails were painted with a Bestial Brown basecoat. These were highlighted with an equal mix of Bestial Brown and Bleached Bone before being given a final highlight of Bleached Bone. These were then given a Brown Ink wash and, while the ink was still wet, a highlight of Bleached Bone was painted on to create a blended effect. The Troll's teeth were painted with Bleached Bone on its own.

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

LURTZ

Lurtz painted by Dave Thomas



PAINTING THE MODEL

After attaching the shield, the model was sprayed with an undercoat of Chaos Black, and watered down Chaos Black was painted over any areas missed by the spray.

A mix of equal parts Scab Red, Scorched Brown, Chaos Black and



Dark Flesh was painted onto the model's skin as a basecoat. Highlights to the skin were added using equal parts of Scab Red and Dark Flesh for the first stages, then small amounts of Bleached Bone were added to this mix for the final highlights. The skin areas were given a wash with a watered down mix of equal parts Brown Ink and Chestnut Ink.



All the metal parts of the model were painted with a base coat of Tin Bitz. When painting the Tin Bitz, on some areas the Chaos Black undercoat was left showing through.

The armour sections were painted by picking out the edges very imprecisely with Boltgun Metal.



The shield and sword were the next parts to be painted. These were also painted with Boltgun Metal, leaving areas where the

undercoat and basecoat showed through using the same technique used to paint the metal sections earlier. Chainmail was painted on as a final highlight stage, before giving the shield a glaze with a watered down mix of equal parts Black Ink, Brown Ink and Dark Green Ink.



The leather armour on the model was painted with a mix of Scorched Brown and Chaos Black, highlighting these with Scorched Brown

on its own and then adding a small amount of Bleached Bone to Scorched Brown for the final highlight. The leather sections were given a glaze with a watered down mix of equal parts Black Ink and Brown Ink.

FINE DETAIL

The gloves, sandals, straps and quiver were painted with an equal parts mix

of Scorched Brown and Chaos Black, adding small quantities of Bleached Bone to the mix for the highlights.



The bow was painted with a base coat of Codex Grey and Chaos Black. The tip of the bow was painted with Codex Grey, blending it in to the base coat along the curve of the bow.



The arrows were painted with Bleached Bone, then given a watered down wash with an equal parts mix of Flesh Wash and Black Ink. The feather fletchings were given a second coat of Bleached Bone.

Lurtz's hair was painted with an equal parts mix of Codex Grey and Chaos Black, using Codex Grey on its own to paint any highlights.

FINISHING TOUCHES

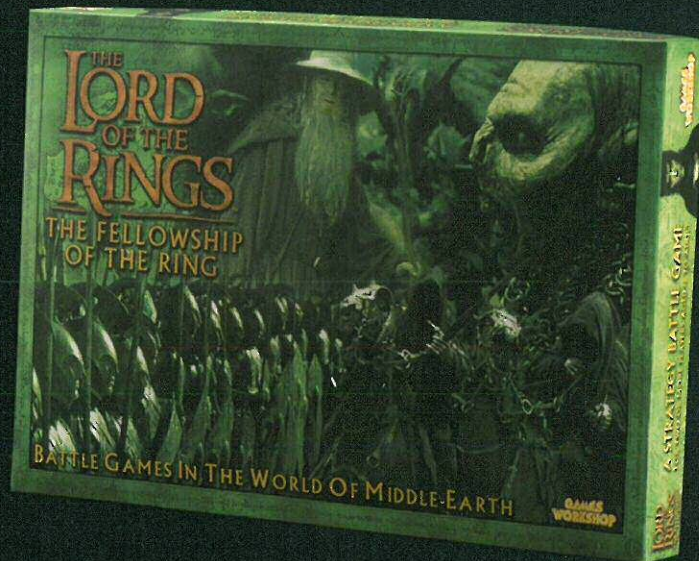


Finally the mark of Saruman, the white hand on his face, was painted with Skull White. Five thin lines were painted in a hand shape and then the

detail was filled in to make it look more like a realistic hand print. Lurtz's teeth were painted with a basecoat of Bubonic Brown, which I highlighted with Bleached Bone. The eyes were painted with Bubonic Brown.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING



BATTLE GAMES IN THE WORLD OF MIDDLE-EARTH



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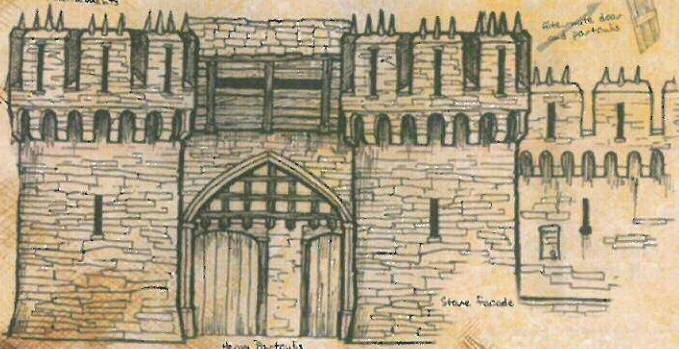
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SPECIAL EFFECTS WIZARDS

An interview with Richard Taylor of Weta Workshop

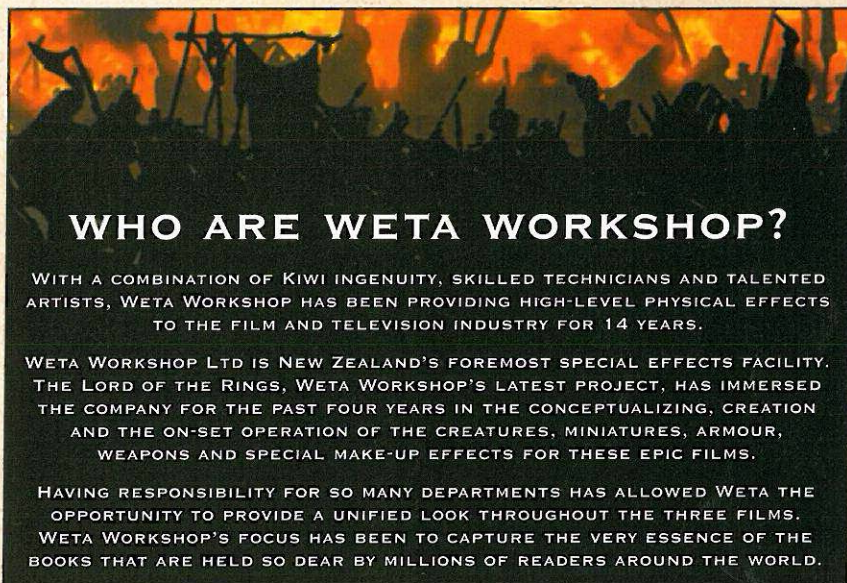
White Dwarf editor Paul Sawyer and Games Workshop Studio design manager Gordon Davidson catch up with Richard Taylor of Weta Workshop (the company responsible for all the on-set special effects, armour, weapons, etc, used in the making of the Lord of the Rings films).

Paul: Hello Richard. Let's start by setting the scene a little – what is WETA, and how long have you been going?

Richard: Fourteen years ago my partner Tania Rodger and I set up a little 'effects shop' making puppets, models, bits and special effects props for the New Zealand film industry. We were working out of the back room of a flat, about a 10ft square box. Over the last 14 years we have slowly moved workshop after workshop, nine times before we finally purchased Camperdown Studios.

We had been working with Peter Jackson (director of the Lord of the Rings films) for quite a while, having done all of his films except for *Bad Taste*. We started with him on *Meet The Feebles*, the puppet slicer movie which probably had Jim Henson spinning in his grave. It was on *Heavenly Creatures* that one computer was leased by the production office to do the small amount of digital effects in that film. When it came to an end we knew that we didn't want to see that technology leave New Zealand so Tania and myself joined forces with Peter Jackson and Jamie Selkirk (the editor of the film) and formed WETA. In the process we were able to gather our collateral and buy this one computer.

That has grown until now we have two companies: WETA Workshop and



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WETA Digital. The name 'WETA' is actually the name of a native New Zealand insect, which has been around since before the dinosaurs. It is a very unique insect only found in New Zealand. It's the heaviest insect in the world when it grows to its full size – about as long as a large human hand. It's the most incredible looking little monster in the world, so we definitely thought we would name our company after that.

Paul: You mentioned you worked with Peter Jackson first on *Meet the Feebles*. What other projects have you been working on solely with Peter Jackson?

Richard: Okay, solely with Peter, we started off on a film called *Brain Dead*. We were doing the show called *Public Eye*, which is a New Zealand version of the UK's *Spitting Image*. We met Peter and he hired us when he came off the end of *Bad Taste* to do *Brain Dead*. We were hired as modelmakers but unfortunately, six weeks into it, it fell over; the finance fell through. It was the saddest day of our lives at the time and Peter rung us up the next morning and said "I've lost *Brain Dead*, but how would you feel about coming and doing this puppet movie with us called *Meet The Feebles*?" That started the most incredible period of our lives, we worked out of a railway shed for a year, turning foam rubber into these psychotic puppets...

Again Peter kindly gave us the whole of the effects facility to look after. We did *Heavenly Creatures* for him, then we did *Jack Brown Genius*, which he co-produced and co-directed, we did *Forgotten Silver* which was a huge hoax about a New Zealand film maker, we



Richard describes how WETA became involved with the Lord of the Rings project.

then did the Frighteners for him and then started on King Kong as Peter wanted to do a remake of it. We did about five months on it, producing over 100 sculptures and WETA Digital did a huge amount of digital work before it fell over. We were very concerned; we took on Contact with Jodie Foster to see us through while we attempted to get back on our feet. In amongst all of that Peter came to me and said, "Hey guess what. We may be doing Lord of the Rings." At which I fell over in shock, picked myself back up again and we began designing in earnest. We have now been on the film for four and a half years.

Paul: Working on three films in quick succession must have been hard – is Lord of the Rings the biggest project you have done so far?

Richard: Not only is Lord of the Rings the biggest project we have done so far, I think it will stand as the biggest technical undertaking in the history of film making. The Production team shot for 15 months and filmed the three films all at the same time. It had 2,000 crew

members shooting over five main units and two miniatures units. Our workshop alone has undertaken the design manufacturing of on-set operations of several departments which include the special make-up effects, armour, weapons, creatures, miniatures, all of the gore and injury rigs, and the prop effects. In total we produced 48,000 separate things for Lord of the Rings under WETA's roof, this is excluding digital involvement.

Gordon: Can I ask what a gore and injury rig is? It sounds cool!

Richard: Well, it's something we pride ourselves on. Every time a character gets stabbed, shot, killed, decapitated, mutilated, brutalized you have some form of rig. Now because it is a PG 13 we obviously were not able to have the sort of fun we had on Brain Dead, but needless to say you want to utilise a great deal of really gory effects rigs.

Paul: On to more specifics about the trilogy itself. It's filmed in New Zealand, how difficult was it for you to work in remote locations rather

than being studio based?

Richard: The producer Barry Osborne made a commitment to Peter Jackson that no budgetary restraint would stop them trying to go to the best and most magical places in the world. You have to appreciate that New Zealand is like Europe was 100 years ago. It is almost unscarred by Mankind and there are still places in the country, and places we filmed, where people have barely ever been. So just logistically to move the huge number of people around the country and get them into these locations was equivalent to a military exercise. At times, we had up to 500 actors in full body prosthetics, armour and weapons that were moved around the country in 28 massive shipping containers. And this is just WETA's involvement, just the props alone. The horses – 300 massive chargers – had to be moved across some of the most remote parts of South Island. So yes, it is possibly logistically the most difficult project ever undertaken.

Paul: Excellent! Now into something which is more your kind of field, the



Gandalf leads the group towards their destiny – the New Zealand landscape was a perfect setting the trilogy.

prosthetics for costumes like the Orcs, which were fairly tricky, because of the sheer number of people as you just mentioned. Were they individual or was there a general feel with only leaders standing out from the crowd?

Richard: When we were designing Lord of the Rings, the primary brief from Peter and my own instructions to our design team, and therefore our technicians, was that this is not a fantasy film, this isn't like Warhammer or the worlds you have created.

Tolkien wrote about our Earth 7,000 years in the past as if it was a mythological world. All the technologies that were apparent in our cultures in the Middle Ages are the technologies that we drew upon to the point that to make a sword we made them exactly as they were made 500 years ago. To make a suit of armour we built a foundry and hired blacksmiths and metalsmiths that actually hand beat the sheet steel into the shapes of the suits of armour. We did this so that at no time would the film look like it had been created by a 21st century art department.

Now as far as the creatures went, we brought the same mentality to them. We wanted to replicate the world that we know in their physiology. The Cave Troll is just like a huge sumo wrestler gone mad. The Balrog is like a huge bull with wings. The Fell Beast has wings on a colossal scale just so it could lift its body off the ground. The problem with that, of course, is that to a certain degree it cancels out creative license, and unlike the Goblins, Moria Orcs, Uruk-hai and the Ringwraiths, we allowed ourselves artistic license with the Orcs. Like Games Workshop's Orcs we pursued a race of people or a race of characters that are as diverse as the people on our Earth. So we set about trying to create a race of incredibly diverse characters – think of them as guys that had bad acne scars from their



From left: Michael Perry, Gary Morley, Richard Taylor, Tania Rodger, Alan Perry and Brian Nelson

childhood. They had been teased around the back of the bike shed, they were very frustrated basically! They had no ability to attack as individuals because they lack the courage but will attack en masse and bully a victim to death. Now as far as the technology we used goes, obviously like any film we've tackled the film leads with the highest in prosthetics. We did a great deal of silicone prosthetics, but the background characters were mostly foam latex slip-on masks.

Gordon: How do the actors cope with some of the more unusual costumes? Did you have any problems to overcome with that?

Richard: We were blessed with many things on the Lord of the Rings project but two really stand out from the others – a long pre-production period and an incredible cast. There were 28 main leads within the Lord of the Rings that

we dealt with on a day-to-day basis.

There were obviously nine people in the Fellowship and all of them deserving of the same level of attention to their swords, armoury and weapons. We went to great lengths to both capture an aesthetically pleasing look for their props and equipment but countered that by creating armour and weaponry that they would feel comfortable to wear for 15 months of their life. It's a very tricky problem because Gimli, for instance, is a Dwarf. Now a Dwarf proportionally is about 5:1 head to body ratio, as opposed to a human which is about a 9:1 head to body ratio. You can only achieve this by increasing the size of John Rhys-Davies' head and truncating his body. That is done through extensive and very large prosthetic applications and huge amounts of body padding, and understandably anyone is going to suffer in that sort of equipment. John wore Gimli's outfit and persona on a daily basis tirelessly, without showing any



A selection of 1:4 scale cast metal helmets produced by WETA Sideshow.



John Rhys-Davies wore prosthetics and loads of padding to play Gimli the Dwarf.

form of frustration towards the make-up artists and WETA armour/weapons dressers that put him into his apparel every day – he carried five huge axes on him at all times for example. Boromir carried a huge shield as well as his weaponry. Aragorn was strapped into his costume each day and laden down with his scabbard and sword – but the actor playing Aragorn, Viggo Mortensen, was so involved with the character that he came to appreciate that a ranger in that era would live and die by his artistry and his ability to wield the sword. So Viggo got to the point where he would never release the sword, he actually lived with the sword, so that he became one with the sword. The level of commitment was unbelievable, where actors took upon themselves the roles of these characters. So, it was hard, it was difficult for the actors but made possible because the pursuit of the final product was fundamental and foremost in their minds and overrode any discomfort that

befell them through the use of the equipment.

Paul: Fantastic little anecdotes like that are always good to hear. At what point did the costume design move into computer-generated graphics (CGI)?

Richard: Miniatures or digital environments are utilised when it is either too expensive to build a place for real or it just purely does not exist and you have to create it. The size issue relies on the fact that you then have to 'blue-screen' actors into environments, which is all well and good if you have a blue screen environment big enough to shoot them on. Often you will find even that isn't possible so therefore the creation of digital doubles becomes paramount. This is an exact digital copy of the actors and WETA Digital did an extensive amount of work developing the dynamics of cloth, hair, robes, and so on. We have the ability to have an actor get progressively muddier as they

walk along, just like a normal person would if they were walking over a muddy field. They get progressively bloodier as they fight in a battle and on top of this we have spent the last five years at WETA Digital developing a program which we have called 'MASSIVE'.

MASSIVE has the ability to seed an army. You lay down either a Rohan, Uruk-hai or Goblin army for example and every soldier within that army, which can number up to 100,000, will have their own artificial intelligence with their own vision and a library of military moves from which to draw upon.

Unlike standard animation where you would either create a 'flock of birds' program where they all move together or you have to individually animate each character, MASSIVE allows each soldier to think for themselves and choose how to go to battle. With this program we can now stage battles between hundreds of thousands of soldiers that look completely and utterly realistic. The problem we fought against for a long time, however, was the soldiers were more intelligent than the humans because they would run from the field of battle rather than fight...

Paul: I've been looking forward to the films ever since they were announced but the more I hear, the more I'm looking forward to them! Tolkien's works are by far and away my favourite books and to hear how the films have been produced fills me with confidence that his vision of Middle-earth has been adhered to.

What are you most proud of in this whole project?

Richard: In relationship to the work on Lord of the Rings the thing that I am more proud of than anything else is the fact that I was able to gather together a group of like-minded, enthusiastic people, exactly like those who form the backbone of Games Workshop; a group of people, except for a limited few, that have never worked on feature films or worked on anything as big as this and engendered in them the same level of passion and enthusiasm that I have in myself and was able to carry them on this journey for four and a half years under the most unbelievably difficult times – the stress, the pressure, the lack of sleep, the gruelling hours, the mud, the snow, the rain – and deliver them to the end of this incredible project with as much sparkle in their eyes and thrill in their heart as they started the project with. At all times all we had to do when we were feeling down or tired was to stop and remind ourselves "Hey guys,

this is the Lord of the Rings!" and we were able to immediately pick up our play. We found that under the leadership of Peter Jackson as the director, that the whole of the Lord of the Rings technical machine, all of the 2,000 technicians, we formed our own Fellowship; we went on our own quest and it was only through associating ourselves with the Fellowship within the story of Middle-earth that we were able to reach the end – the pursuit of the Ring, the pursuit of the final film. It was a camaraderie that brought us to the end, as corny as that may sound. I am sure this company knows exactly what I am talking about.

Gordon: Very much so. What was your favourite creation during this project?

Richard: There have been some great baddies in the film-making world. We've got Boba Fett and Darth Vader – I wanted to be involved in creating a really good baddy! Lurtz, the leader of the Uruk-hai is possibly the character I am most fond of because not only is he a baddy, a prosthetic character, he also has a sheer maliciousness. You can see it within him; he enjoys the thrill of the chase and the drama of the kill. Lurtz is definitely my favourite character that we brought from Middle-earth to life on the screen.

Paul: We're very much looking forward to seeing him on silver screen. This is your first trip to Games Workshop, what have you seen so far, is it what you expected?

Richard: After working on a film like Lord of the Rings for four years you grow to the point that you take ownership of it. You really grow to the point that you can barely comprehend having to let it go – the thought that someone else would begin work on it. When we heard that Games Workshop had acquired the rights to manufacture the gaming figures for Middle-earth, myself, Peter Jackson and our team of designers and technicians at the Workshop were absolutely thrilled. We could not have been more excited by the fact that it was going to be handled by possibly the most intensely passionate, fanatical team of artists in the creative merchandising business anywhere in the world.

So when Tania and I were offered the opportunity to come and visit the facility where it is all made, we thought we were prepared for what we were going to see and we knew it was going to be cool. We knew we were going to meet some good people who were carrying the flame further into this amazing world of Middle-earth but

nothing could have prepared us for what we've witnessed...

After visiting England numerous times, we have said our favourite place out of everything we have seen in your country was Madame Tussauds. The artistry, the craftsmanship, the history, the eye for detail. It has always been our favourite place.

All that has now been washed aside because Games Workshop is possibly the most dramatic artistic undertaking I have ever encountered. I was stunned basically. It's funny because the artistic fraternity of the world sees the artistry that would carry on at Games Workshop as purely being a fickle play in the world of toys. But these are the great masters of the 20th and 21st century. This is artistry at a level that is very rarely seen in modern life today. They may be sculpting 28mm figures, they may be of fantastical worlds and barbarian commanders, but there is still no doubt that the art history, the passion, the intrigue, the attitude within the pieces is worthy of the greatest art gallery!

Gordon: A group from Games Workshop was present at the Cannes Film Festival and subsequently the big Lord of the Rings party. When we were there we saw the 40-minute footage of the film and the audience reaction was just astounding. A guy got up at the start just to fill in those

who didn't know anything about the Lord of the Rings, and we were four rows from the front, dead centre, we were all just sat there thinking "GET OUT!", "What the hell are you doing in here if you haven't even read the book, let alone if you're not a Tolkien fan? You have no right to a preview screening unless you know what this movie is about, unless you have read the book."

What was amazing was the completely genuine reaction at the end of the showing where the entire

WETA's model of Lurtz. They have dozens of similarly well sculpted models available.



Richard Taylor and Tania Rodger inspect our versions of their creations.

audience burst into applause. There was a short preview section, a couple of minutes at the start, and the Mines of Moria. Even though it was unfinished, it was just an astounding set of images. How proud are you of the finished look?

Richard: Setting off four and a half years ago on this incredible journey, anyone would have been daunted. You can have as much passion as you like and as much creativity and imagery as you like. But you are trying to create images of a world when there is already a preconception of what this world should look like. How do you fulfil that? At the end of the day you never can. The only thing you can fulfil is your own vision of Middle-earth and hope that the people that watch the film with you will enjoy what you saw it to be. I sit now and watch the finished product and I am so pleased with the result of our labours – the result of our collective labours. It is never going to be perfect. Of course you pick holes in it. Of course you wish you had done some things differently, but film making is always about compromise. You are always going to run out of time. You are always not going to have enough funds to do as well as you want. You are always not going to have quite the right number of people but if you can consider all the compromises, all of the difficulties that the film was made

under, the final result is one that will live and stand up for a long time to come. We are extremely proud of what we have done and I feel extremely proud to show that work to the world that has grown to love Middle-earth.

Gordon: What was interesting for me was that the minute we got wind of Lord of the Rings and saw some of the early work we knew we had to go and get this project. As a company we do not take licenses, we normally grant licenses to others. But for Lord of the Rings we had to make that exception. We had to be involved with this product, for a multitude of reasons, a) because it was too good an opportunity to miss and b) not to seem arrogant but we did not want to see anyone else to do it as they would not do it as well as we could.

Richard: No, they wouldn't have.

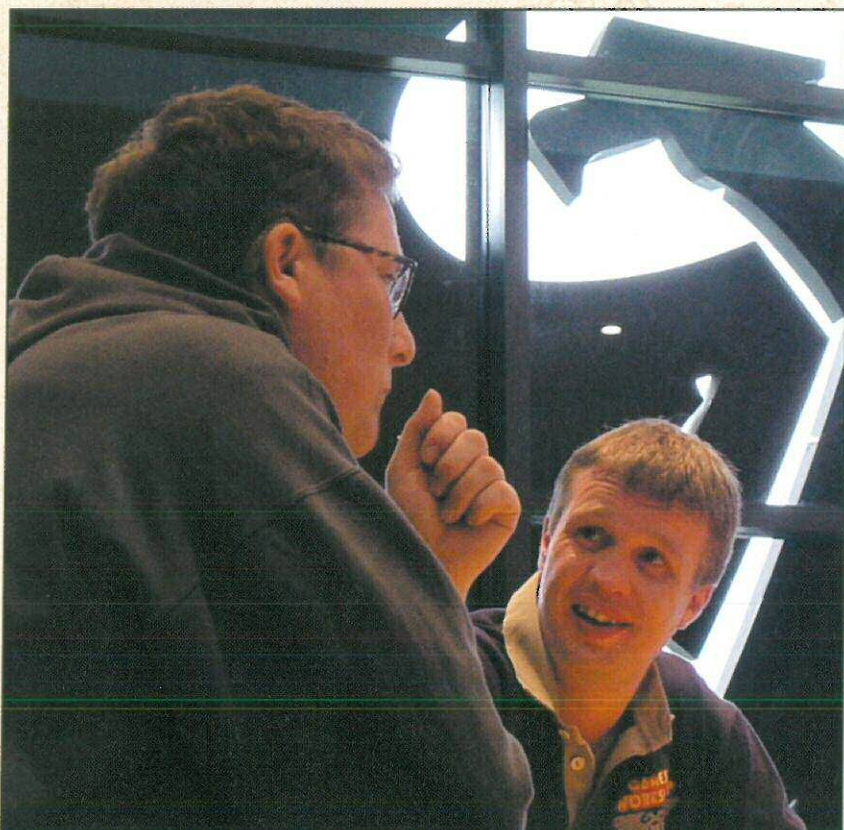
Gordon: What I enjoyed about the whole Cannes experience was watching the rest of the world catch up. How did that feel at the end of the weekend, when all of a sudden you are page 3 of the London Times, you have features on TV, John Rhys-Davies is quoted in Empire magazine, as saying "I know I sound insufferable, but this is going to be bigger than Star Wars." Do you have the same hopes?

Richard: Yes I do have the same hopes. The greatest thing about Cannes was the fact that we were screening to a harsh audience. The reporters at Cannes are meant to be harsh, that's their job. They are there to give a realistic, non-fan based perspective on the world's cinema-making fraternity. I had 71 interviews with reporters while I was there and not one interviewer asked any form of cynicism-based question. Not one interviewer hadn't been touched by the magic of Middle-earth, they were children playing in this world alongside us, completely and utterly touched by the magic of Middle-earth, by the compassion, the sincerity, the realism that we have endeavoured to bring to this incredible story. That was the most beautiful thing for me to see – what would normally be a fairly harsh audience touched by even just a tiny snippet of the film. They saw 24 minutes of seven hours worth of cinema and they were touched.

Gordon: The other awesome thing you must have been proud of, again at Cannes, was the Lord of the Rings party. Which was apparently the 'party of parties' at the event. You brought all the amazing effects, the real Bag End was there and the giant Cave Troll. What kind of a feeling was it for you watching people walking around this party thinking "Good God!"?

Richard: Cannes at the end of the day is a huge film sales market. Taking Middle-earth to Cannes as such was possibly a little bit dangerous because there is an artificial world in Cannes – the TV interviews of flashy actors in amongst the hustle and bustle of Cannes. So, someone at New Line had the inspiration to pull the world's press out of the hurly burly and take them up into the hills in amongst this incredible pastoral, forested slice of European life, deposit them in amongst the grounds of a beautiful castle and present to them various elements: Bag End, the Stone Troll from the Hobbit, the Gates to Moria, the Elves and the Elven boat, the Prancing Pony. This was presented to them as a gift to those people and a gift to us because it transported them to a world of complete mythology, to a world of beautiful fantasy and allowed them to enjoy themselves in the world where we have enjoyed ourselves for the last four years. It was a very fitting tribute I have to say.

Paul: Well, it's been very good to meet you and thanks for the interview – most enlightening! Hopefully we'll catch up with each other again before too long.



Richard and Gordon discuss Cannes Film Festival's reaction to the film trailers.

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BUILDING A GAMING BOARD

Creating a small piece of Middle-earth

Playing on a well designed and themed terrain board can really increase the enjoyment of a game. This month we take a look at how Dave Cross and Wayne Elliot went about constructing such a board.

Games Workshop stores throughout the UK will have been running introductory games for anyone interested in playing the new Fellowship of the Rings game. In a coordinated nationwide event, shop staff will have used project sheets to construct the Weathertop themed boards for visitors to the stores to play on. We asked the team who designed the project sheets to tell us how they went about building their's.

The boards in our stores are designed to withstand the punishment meted out by hundreds of enthusiastic gamers as they get to grips with the new game system. With this in mind, we have used some very durable materials which can prove to be expensive. For a board that is going to be used at home or in a gaming club, you can substitute some of the materials for much less expensive options without affecting the finished appearance.

MATERIALS USED

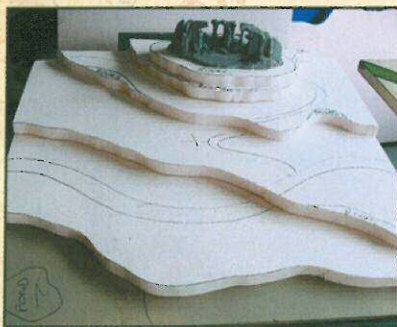
- 4' x 4' sheet of chipboard
- 8' x 4' sheet of polystyrene (we used pink dense insulation polystyrene)
- Battlemat (or static grass matting)
- 2 bags of Citadel sand
- 2 bags of Citadel gravel
- 2 bags of Citadel trees
- Pack of Citadel hedges
- PVA Glue
- Gloss varnish
- Forge World Weathertop scenery piece
- Rocks
- All the green, brown and gray Citadel paints we could get our hands on!

STAGE 1

We started out by drawing a rough plan of the terrain on a 4' by 4' board, using the Forge World Weathertop terrain piece as a template. We then marked this out on the polystyrene. Using a jigsaw we cut out the shapes required (with normal polystyrene however you will

only need a Citadel hot wire cutter). When doing this, we advise cutting off small sections at a time to avoid making costly mistakes!

Placing the cut out shapes into position, we then drew on detail with a marker pen to show where we wanted other features such as roads, paths and rocky areas to appear.



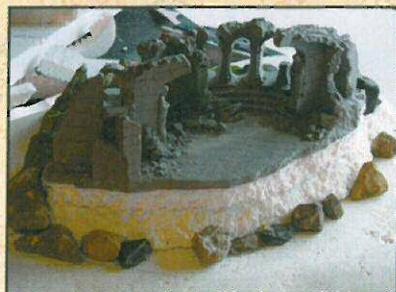
Next we started to cut down the edges of the polystyrene to create a gradient for the hill. We knew that the gradient had to be shallow enough for the figures to stand up on and so took this into account when sanding down the polystyrene. We started cutting the gradients using a hot wire cutter, then smoothed them down with sanding paper wrapped around a block of wood. We also varied the gradient of the slope in different areas to create the effect of a more realistic contoured hill.

After each level had been sanded down, we glued it into place with a hot glue gun.

The sharp rocky protrusions were made by using some small jagged rocks from a local building site. After washing them, we placed them around the sections of the board which we had picked out for the rocky areas, arranging them to look as natural as possible.

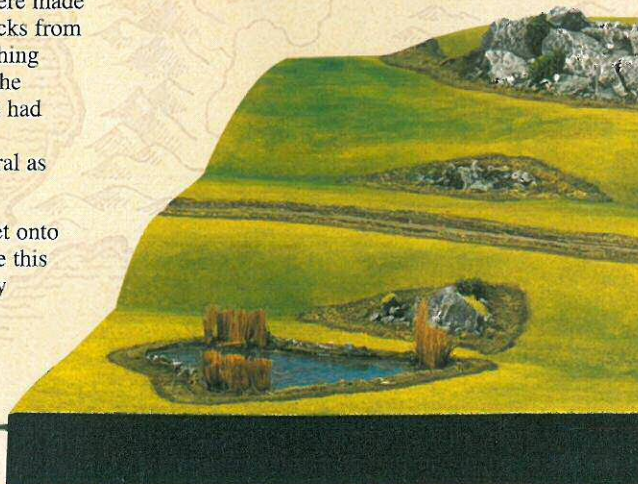
We wanted Weathertop to be set onto a cliff face so that it looked like this section had subsided over many years. To create the cliff effect from the polystyrene, we took small chunks off the side of

the sheet with a pair of clippers. We then glued small stones into place at the foot of the cliff.



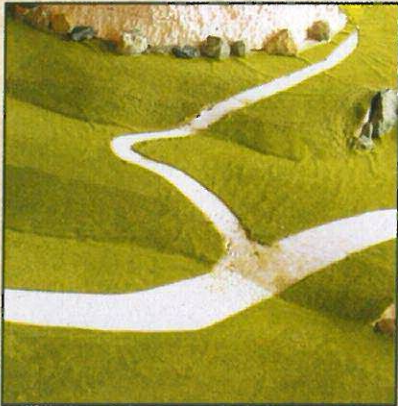
STAGE 2

Gluing on the static grass mat was the next stage in the process. This was done in a series of thin strips so that the finished appearance would be neater. We cut the strips to sit into the grooves at the base of the hill contours as this would help to hide the obvious join lines. Each strip was carefully glued to the polystyrene board with PVA glue, starting at the lowest edge of the board and working our way up.



Once all the sections had been glued down, we went over the places where the seams of the strips joined with PVA glue and then covered them with a dusting of static grass.

We then cut out the paths and pond section with a sharp knife and removed the static grass. We mixed together PVA glue and sand and painted this onto the road sections to give an earthy texture.



Before the mixture had time to dry out we added cart tracks and footprints on the road and pathway with the end of a paint brush.

The same sand mixture was also used to paint a textured rock effect on the cliff face beneath where the ruined tower would stand. Next we painted PVA glue into the gaps and edges of all the rocky areas and sprinkled it with a layer of gravel and sand.



Leaving the board to dry overnight, we came back to it in the morning and were ready to start painting. We used Chaos Black, watered down with Brown Ink, to paint a basecoat on the rocks. Once dry, we painted the individual rocks with an equal quantity mix of Fortress Grey and Chaos Black. The final stage for painting the rocks was to drybrush them with Codex Grey followed by a drybrush highlight of Fortress Grey.

STAGE 3

We drybrushed the smaller rocks and sand areas around the rocks with Scorched Brown followed by a highlight of Bestial Brown.

The pond was given an undercoat of Chaos Black. We then painted an equal parts mix of Scaly Green, Hawk Turquoise and Chaos Black in a thin line around the edge of the pond. After adding a large quantity of Hawk Turquoise to the mix, we then poured a light tone next to the dark edge straight from the pot. As this thick coat of paint was poured on rather than painted on, when the pond dries it creates a subtle ripple effect. We then added more Scaly Green and Chaos Black to this mix and continued to pour the mixture towards the centre of the pond, blending the different tones together with a brush. This colour scheme would give the pond the impression of

varying depth. Once this had dried we gave the pond a thick coat of gloss varnish.



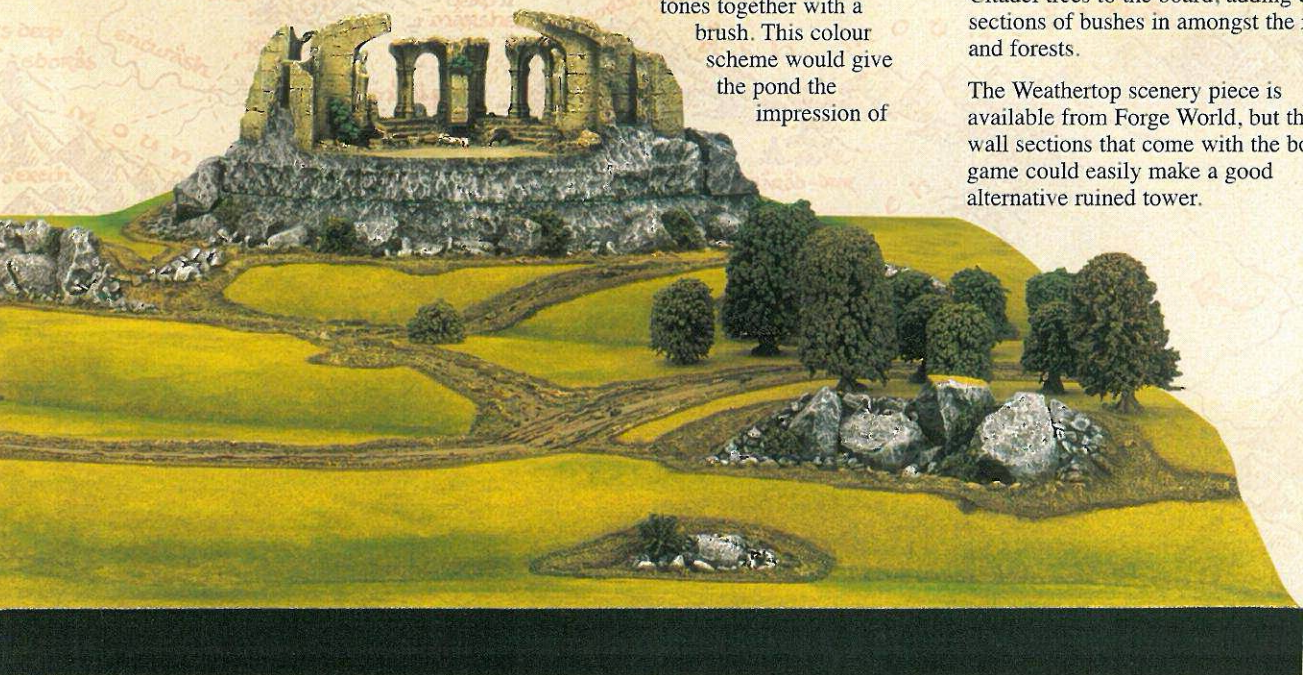
The roads were given a basecoat of Scorched Brown and Chaos Black and then highlighted with Scorched Brown and finally with Bestial Brown.



Weathertop itself was given a basecoat of Chaos Black and drybrushed with Scorched Brown, Bestial Brown, Bubonic Brown, Vermin Brown and finally Vomit Brown. The broken rock face was painted in the same way as the other grey rocks on the board.

We then drybrushed the contours of the hills where the forest sections would go with Dark Angels Green, before gluing Citadel trees to the board, adding cut up sections of bushes in amongst the rocks and forests.

The Weathertop scenery piece is available from Forge World, but the wall sections that come with the boxed game could easily make a good alternative ruined tower.



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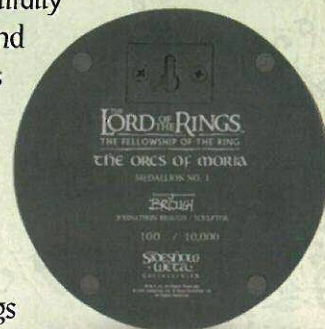
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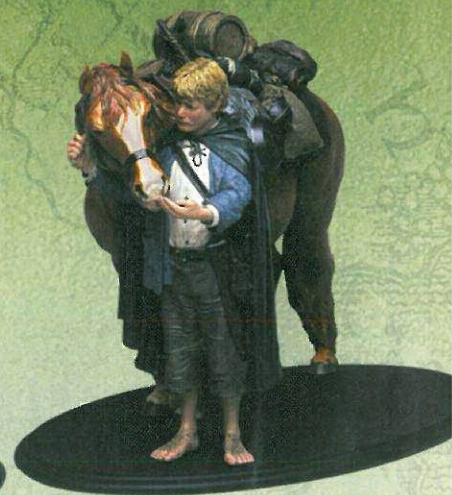
Orc Brute
Item # 9315 11.5"H



Merry Brandybuck
Item # 9310 9"H



Saruman the White
Item # 9311 12.75"H



Sam & Bill the Pony
Item # 9305 9.5"H

Busts



Bilbo Baggins
Item # 9418 6.25"H



Merry Brandybuck
Item # 9414 6.25"H



High Elven Infantryman
Item # 9416 9.75"H



Cleaved Orc
Item # 9422 6.5"H



Orc Soldier
Item # 9413 7.25"H



Nazgûl Steed
Item # 9417 12"H

Helms



Moria Orc Helm
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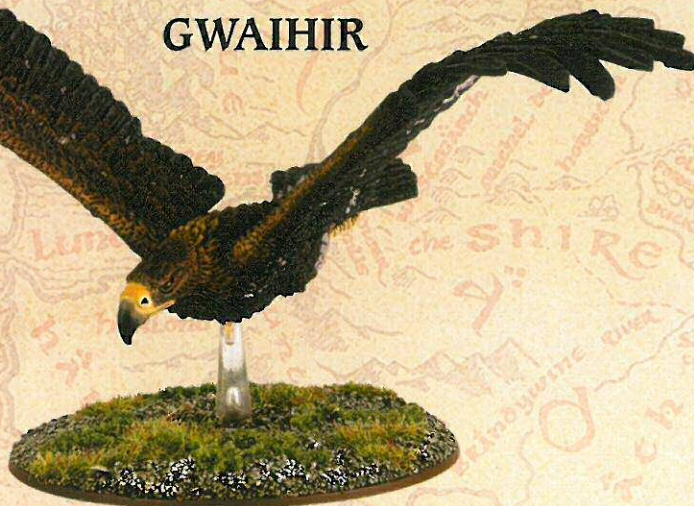
PAINTING MASTERCLASS

The Escape from Orthanc boxed set

This month sees the release of our Escape From Orthanc boxed set containing Gandalf, Saruman and the mighty eagle Gwaihir. This article explains how the 'Eavy Metal team painted the models.

GWAIHIR

Gwaihir painted by Dave Thomas



GETTING STARTED

Before starting to assemble the model, the tips of the wings were bent so they appeared less flat and outstretched. Both wings were bent so that they were symmetrical in appearance. Then the wings were pinned to the body, filling in any gaps with Green Stuff. All the models were given an undercoat spray of Chaos Black, using watered down Chaos Black paint to cover any areas that the spray had missed.

PAINTING THE MODEL

The entire model was given a basecoat of Scorched Brown mixed together with Chaos Black in equal amounts.



Starting at the back of the wingtips working forward, the highlights were applied to the feathers. Different layers of feathers were highlighted with successively lighter tones. The first layer on the back of the wings was left with

just the basecoat. For the next layer, approximately 40% Vermin Brown was added to the basecoat mix and painted on. The individual fronds of the feathers were also painted and, whilst this may seem like a long, laborious process, it's actually quite quick (you could drybrush the feathers without lessening the effect a great deal if you prefer though). For the next layer a small quantity of Vermin Brown was added to this mix, so that it now contained approximately 60% Vermin Brown, using this tone to paint the rest of the layers. Once the paint on the model had dried, an equal quantity of Vomit Brown was added to the mix and painted onto the front edge of the wing.



The same method that had been used on his wings was applied to Gwaihir's body, leaving the basecoat showing on his tail feathers.

To highlight the basecoat on the tips of the dark feathers at the back of his wing and his tail feathers, Codex Grey was added to the original basecoat of Scorched Brown and Chaos Black.

The underside of the model's wings and body were left with the original basecoat showing. Patterning was added to the



feathers by painting on a mix of equal quantities of Codex Grey and Bestial Brown, adding increasing amounts of Skull White to this mix to paint on successive highlights. On the underside and tail section of the

model, this is applied in a symmetrical pattern. Patterning to random feathers on the top side of the wings and body was also added.



When highlighting the crest on the figure's neck, 100% Vomit Brown was used followed by painting the head area with Dark

Flesh. This was highlighted with an equal quantity of Vermin Brown added to the basecoat, and then further highlights were made by adding a small quantity of Bleached Bone to the mix.



The beak was painted with Chaos Black first, adding increasing amounts of Bubonic Brown to this, each time smoothly blending the

paint towards the back of the beak. Finally the nostrils on the beak were highlighted by mixing equal quantities of Bleached Bone and Bubonic Brown.



The eyes were painted with a mixture of equal quantities of Vermin Brown and Skull White followed by a wash of Chestnut Ink once this had dried.

The legs were painted a basecoat of Bestial Brown, adding an equal quantity of Bubonic Brown to Bestial Brown for the highlights, and finishing off with a



highlight of Bleached Bone. The claws were left with the original basecoat but given a final highlight of Codex Grey.

GANDALF



Bestial Brown and Chaos Black were mixed in equal quantities and used as a basecoat for the model's robes. For each successive highlight, a small quantity of Codex

Grey was added to the basecoat mix. This process was repeated three or four times, giving the model a final highlight of Codex Grey on its own.



To paint Gandalf's flesh, a basecoat of Bestial Brown was applied. This was then painted over with a mix of Dwarf Flesh and a small amount of

Bestial Brown. Adding a small amount of Bleached Bone to the mix highlighted the more prominent features such as the nose and cheekbones.

FINE DETAIL

The staff was painted by using a basecoat of Scorched Brown,



highlighting with Bestial Brown, followed by Bestial Brown with a small amount of Fortress Grey for the final highlight stage.



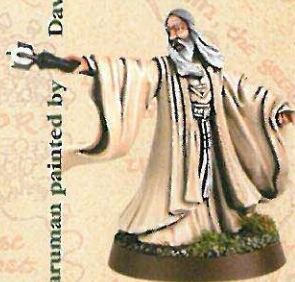
The belt was given a basecoat of Dark Flesh. Vermin Brown was used to paint on the highlights, adding an equal quantity of Bleached Bone for the final highlight.



Gandalf's hair was painted with a basecoat mix of Codex Grey and Bestial Brown using slightly more Codex Grey

in the mix. Small amounts of Skull White were added to this for each successive highlight. The model was then ready to be based.

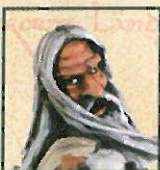
SARUMAN



Small amounts of Bleached Bone and Chaos Black were added to a mix of equal quantity Fortress Grey and Elf Flesh and then applied as a basecoat to the model. Each successive highlight was applied by adding small amounts of an equal quantity mix of Elf Flesh and Bleached Bone to the basecoat mixture.



The tassels at the centre of his robe were given a final highlight with Skull White, leaving the original basecoat colour showing through underneath as a shade tone.



Saruman's flesh started with a basecoat mix of equal quantities Dwarf Flesh and Bestial Brown. Once this had dried, the face was highlighted with

100% Dwarf Flesh, highlighting up with an equal quantity mix of Elf Flesh and Dwarf Flesh before finishing off with a final highlight of Elf Flesh on its own.

FINE DETAIL

Saruman's staff was painted Chaos Black then highlighted with a mix of equal parts Chaos Black and Codex Grey. The small ball mounted on the staff was painted with pure Skull White.



The hair was painted using a basecoat of Codex Grey and Skull White in an equal parts mix, with a small amount of Bestial Brown added. At the ends of the hair, increasing amounts of



Skull White were added.

The plinth and the Palantir that rests on it were painted with a basecoat of Chaos Black, highlighting with Codex Grey, and a coat of gloss varnish to finish the piece.



THE
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COMES
TO LIFE

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

NEW LINE CINEMA PRESENTS A WINGNUT FILMS PRODUCTION "THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING"
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ORLANDO BLOOM CHRISTOPHER LEE HUGO WEAVING FEATURING SEAN BEAN AND IAN HOLM WITH ANDY SERKIS AS GOLLUM MUSIC BY JOHN HUBBARD AND AMY MACLEAN
EDITED BY NGILA DICKSON PRODUCTION DESIGNER ANDREW DUNN DIRECTOR OF PHOTOGRAPHY JIM KUGIEL EXECUTIVE PRODUCERS HOWARD SHORE PRODUCED BY JAMIE SELKIRK PRODUCED BY JOHN GILBERT PRODUCED BY GRANT MAJOR PRODUCED BY ANDREW LESNIE, A.C.S.
SCREENPLAY BY FRAN WALSH BASED UPON THE BOOKS BY J.R.R. TOLKIEN DIRECTED BY PETER JACKSON
EXECUTIVE PRODUCERS MARK ORDESKY BOB WEINSTEIN HARVEY WEINSTEIN PRODUCED BY ROBERT SHAYE PRODUCED BY MICHAEL LYNNE PRODUCED BY BARRIE M. OSBORNE PRODUCED BY TIM SANDERS PRODUCED BY PETER JACKSON
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WORKSHOP**

WHITE DWARF



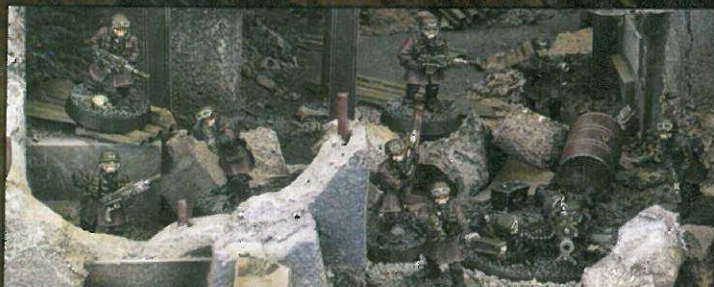
**NEW! DARK ELF CITY
GARRISON ARMY LIST**



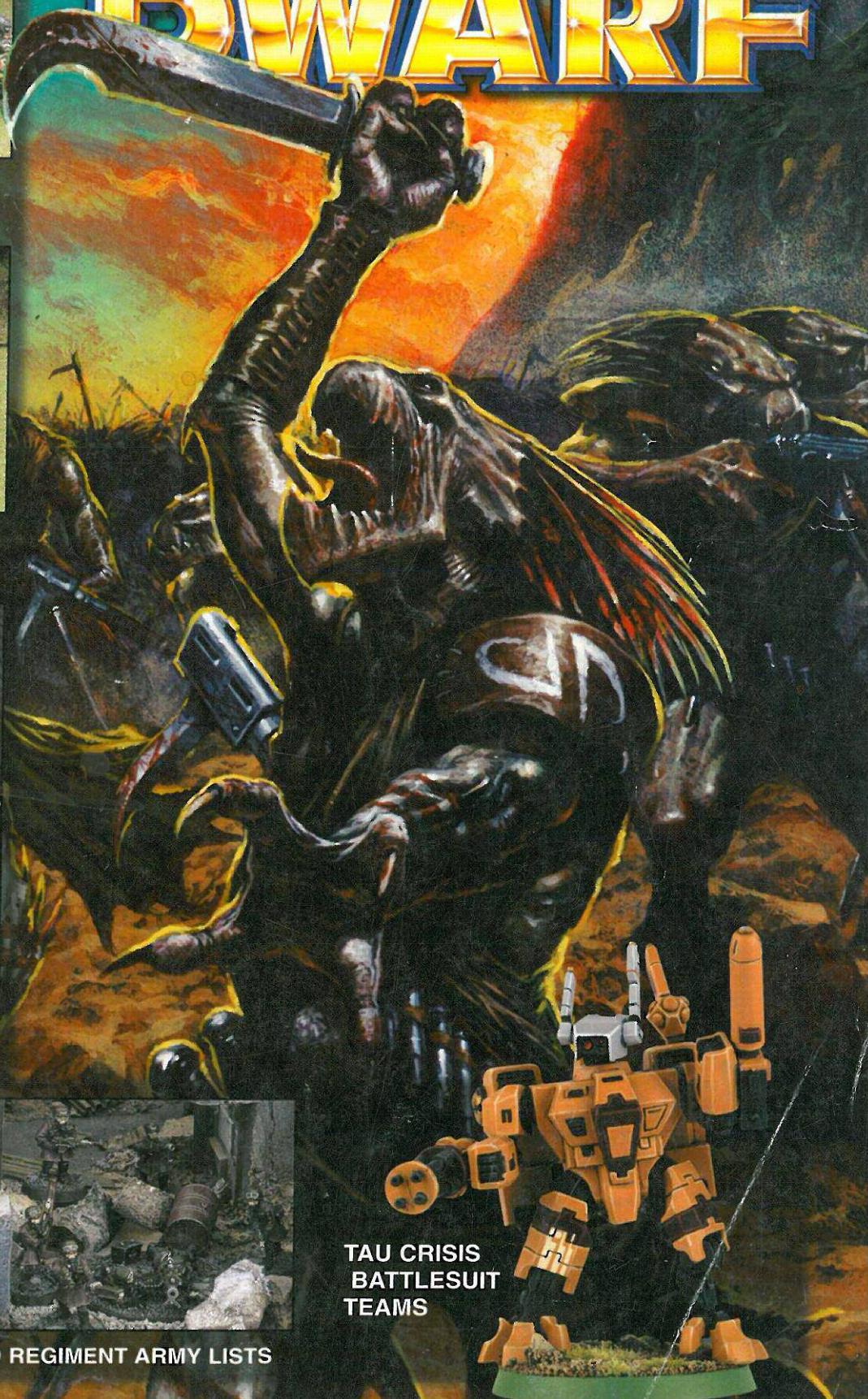
**WARHAMMER GRAND
TOURNAMENT REVIEW**



**INQUISITOR
BATTLE REPORT**



NEW! IMPERIAL GUARD REGIMENT ARMY LISTS



**TAU CRISIS
BATTLESUIT
TEAMS**