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WD271 JULY £3.50

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



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WHITE DWARF

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Chaos Champion of Khorne, by Gary Morley.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

This month's The Lord of The Rings coverage starts on page 109.

We have the fantastic new Sauron miniature, rules and a new scenario in which to use him... Also in this month's issue is an Escape from Orthanc scenario and a Wizards' Duel mini-game.



BATTLE REPORT

90 In this month's battle report the Grand Theogonist, Volkmar, leads a ragtag band of followers into the Chaos Wastes. His mission: to seek out and challenge Archaon, Lord of the End Times!



EDITORIAL

When I'm at tournaments, in Games Workshop stores or whenever I surface on an internet message board, I'm often assailed by opinion on what should be in White Dwarf. Now, that's not a bad thing – far from it – but it does present me with the specific problem of generating that material.

To include all this material we need to find new faces to produce these articles and that's where you lot come in! I'm looking for more gamers, writers, painters and modellers to get involved with filling the pages of this hallowed tome. Before I go into details of what we're after, I'd like to point out what we don't want: army lists, fiction or more special characters.

HOW DO YOU GET STARTED?

First, we will need a one-page synopsis (roughly 750 words), to make sure that we know how the article is going to pan out. With this, enclose a few sample paragraphs of text (to demonstrate your writing style) together with any suitable examples of work you have had published elsewhere, if appropriate.

We need to know who you are. In order to get your article in print, we need to know all about you, the hobbyist – which games you play, which armies you have painted, etc.

You can supply your initial synopsis to:

Games Workshop Ltd, Willow Road,
Lenton, Nottingham, NG7 2WS, UK

whitedwarf@games-workshop.co.uk.

WHAT DO YOU WANT TO WRITE?

A scenario/mini-campaign for one of our game systems. This should be a scenario that you have play-tested a number of times. We'd need any relevant maps, conversions, etc.

Ideas for modelling, converting or painting Citadel miniatures.

Naturally, an article of this nature

should be accompanied by photographs of your models. Remember, the painting doesn't have to be 'Eavy Metal standard (in many ways it's better if it's not as it shows a 'real' gamers army!).

Tips and tactics. This should be an article based on an army, and a games system, that you are very familiar with. It's no good writing down theoretical tactics; they must be tried and tested strategies, accompanied by battle reviews and photos.

Painting/terrain making articles. All of these areas should be from your point of view. If we need better quality photos than those supplied we'll ask you to come to the Studio for a reshoot.

THINGS TO KEEP IN MIND

Is it Games Workshop? The Warhammer world and the universe of the 41st Millennium have been thought out in great detail and our armies books and games give you all the history and background you'll ever need to give your ideas life.

Spelling and grammar. You don't need to be a language professor, but a well structured, spell-checked article is guaranteed to earn you a place in our good books and will certainly improve your chances of getting published.

Technical stuff. We want don't want to constrain the size of your articles but we don't have unlimited space! If you think in terms of 700 words per page you will have some idea of size.

So, what are you waiting for? Get your thinking caps on!

Paul Sawyer

Editor



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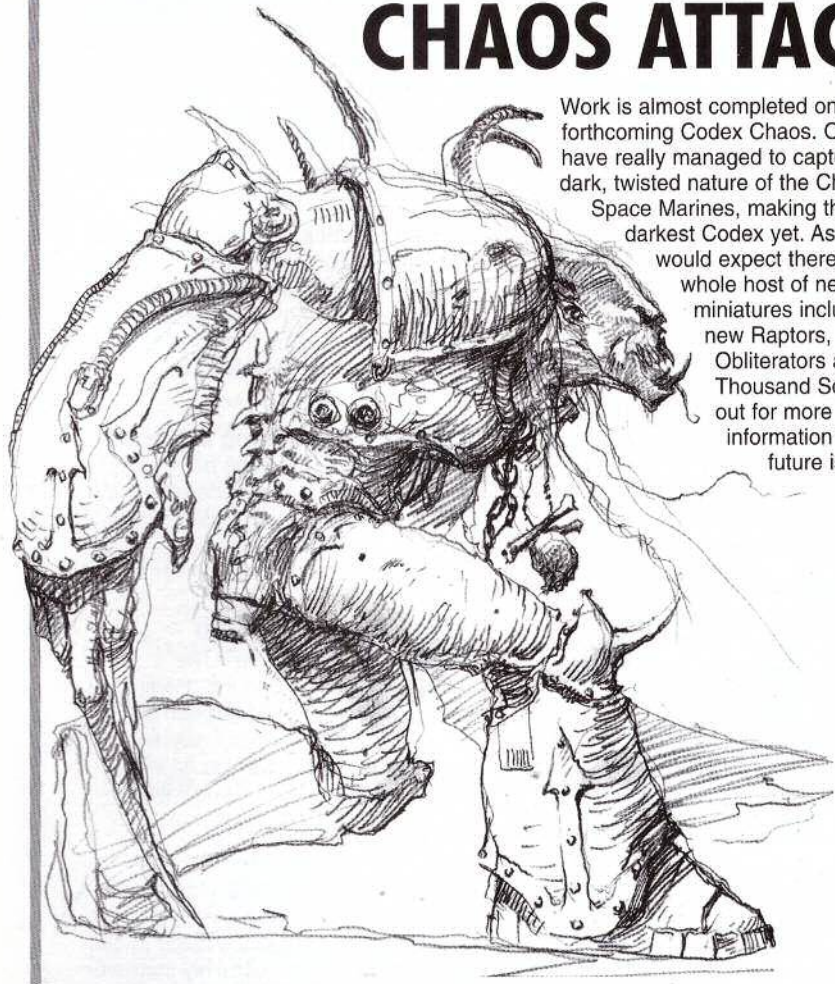
<http://www.games-workshop.com>



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CHAOS ATTACK!



Work is almost completed on the forthcoming Codex Chaos. Our artists have really managed to capture the dark, twisted nature of the Chaos Space Marines, making this the darkest Codex yet. As you would expect there will be whole host of new miniatures including new Raptors, Obliterators and Thousand Sons. Look out for more information in a future issue.

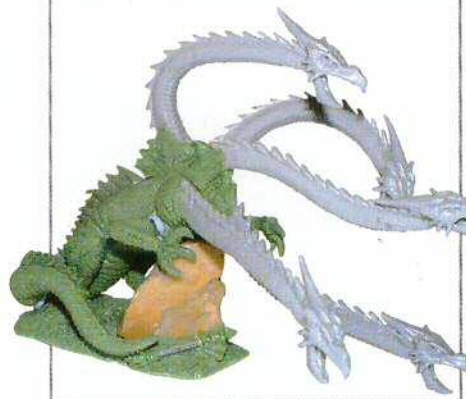
PAGES FROM THE PORTAL

The web team recently invited Craig Howe and John Snape from the Gaming Club Network to take part in a web battle report. Craig took the Necrons, whilst John fielded the deadly Dark Eldar. It was an exciting battle and the web team have assured us that the full report will be up on the web some time this month.

In addition, to continue the support for Warhammer Chaos, this month the team will be focusing their attention on the Blood God Khorne.

FANATIC

As an addition to the recently released Warhammer Dark Elf host, Bob Naismith has sculpted a War Hydra. This fantastic model will be available next month.



Games Workshop will be re-launching the Journal in the coming months and to this end we have an exciting vacancy situated in the heart of the Design Studio.

MAGAZINE PRODUCTION EDITOR

We are currently looking for a production editor to organise the content of the publication and to liaise closely with its contributors. Duties will involve photography, design and layout of articles.

Ideally candidates will have experience in desktop publishing/graphic design, Apple Mac computers and desktop publishing software, in particular QuarkXpress and Adobe Photoshop, as well as a good standard of written English. Experience or an interest in photography would be a benefit. A good familiarity or an active participation in the Games Workshop hobby is another desirable trait. The successful candidate will also have the ability to work to tight deadlines, an eye for dynamic page layout as well as excellent communication and team working skills.

The salary for this position will range from £10,000 to £15,000 according to qualifications and experience. We also offer a comprehensive benefits package which includes: generous holiday allowance, company pension, company share save scheme, a lively sports and social club, product discount, a fully licensed bar, use of a subsidised restaurant, a fully equipped gym and free parking.

If you are interested in this vacancy and would like to be part of a lively and enthusiastic company, please send your CV with a covering letter and current salary to: Sue Brittain, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS or by email to: sueb@games-workshop.co.uk

Closing date for applications is 18th July

INSIGNIUM ASTARTES

Exciting news about Insignium Astartes, the indispensable guide to the uniforms and insignia of the Space Marines. Extra details about previously unknown Chapters are being added as well as more fantastic artwork. In order to do justice to these extras, the book will now be available in stores from August 2002.

FORGE WORLD

Work is well under way on another ambitious project from Forge World. Not content to produce epic scale miniatures, Simon Egan and Will Hayes are working together to produce a Warhammer 40,000

scale Warhound Titan. Pictured here is the Princeps but to see more go to www.forgeworld.co.uk where there are pictures of the Titan itself.



CAPTION COMPETITION WINNERS

After much consideration, our team of comedy experts have chosen the two lucky winners of a signed Inquisitor rulebook. The first goes to Nicholas Hebden from Crowle who's caption read, "The players do not respond well to Graham's mid game revelation that he is an avid Westlife fan." We're not sure which Graham this is aimed at but both are adamant it's the other.

The other winning entry was sent in by Ross Clark from Bolton. His caption read, "Pop Idol, the wilderness years." Ross also got the adult vote for his first caption. Unfortunately our high sense of decorum prevents us from printing this.



A big thank you to all who entered and congratulations to Nicholas and Ross. Your prizes should be winging their way to you as we speak.

BULLET POINTS

- Juan Diaz has been busy at work designing a mighty Daemon Prince for the Warhammer 40,000 Chaos range. The miniature is massive and although still in the sculpting stages, already looks imposing.
- Sculpting continues apace for the forthcoming Khemri Armies book. Alex Hedström is busy working on the Ushabti. These new Bone Construct Warriors look awesome and word has it from the Games Development team they are just as fearsome on the battlefield.
- The Studio's Warhammer campaign has continued this month with Phil Kelly's Skaven desperately trying to fight off a massive mutated creature from the depths before it destroys one of his towns. All manner of intrigue and back-stabbing has also occurred and it seems that the Dark Elves have had another civil war with the fleet of Korhedron sailing off to the south.

OUT THIS MONTH:

SPACE MARINE PREDATOR

The Predator has good armour and can add a great deal of firepower to a Space Marine force. It can be configured in a number of different ways. The Annihilator weapon option optimises the Predator for tank-hunting with multiple lascannons. The Destructor option makes the Predator perfectly suited for destroying swathes of enemy light vehicles and infantry with its autocannon and heavy bolters.

This boxed set designed by Jes Goodwin and Tim Adcock contains parts to make one plastic Space Marine Predator. The boxed set contains enough parts to create either a Predator Destructor or a Predator Annihilator.

This model requires assembly.

SPACE MARINE PREDATOR£20.00

Denmark kr 250.00
Sweden kr 300.00
Euro 35.00



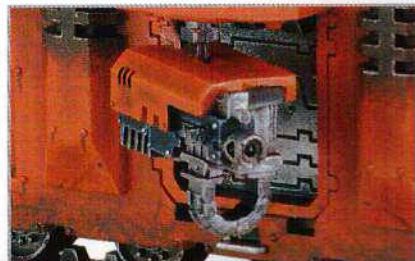
Predator Annihilator



Predator Destructor



Autocannon turret



Heavy Bolter side sponson

NECRONS



Far ahead of the main Necron battleline, the Flayed Ones waste no time in assaulting the enemy's flank.

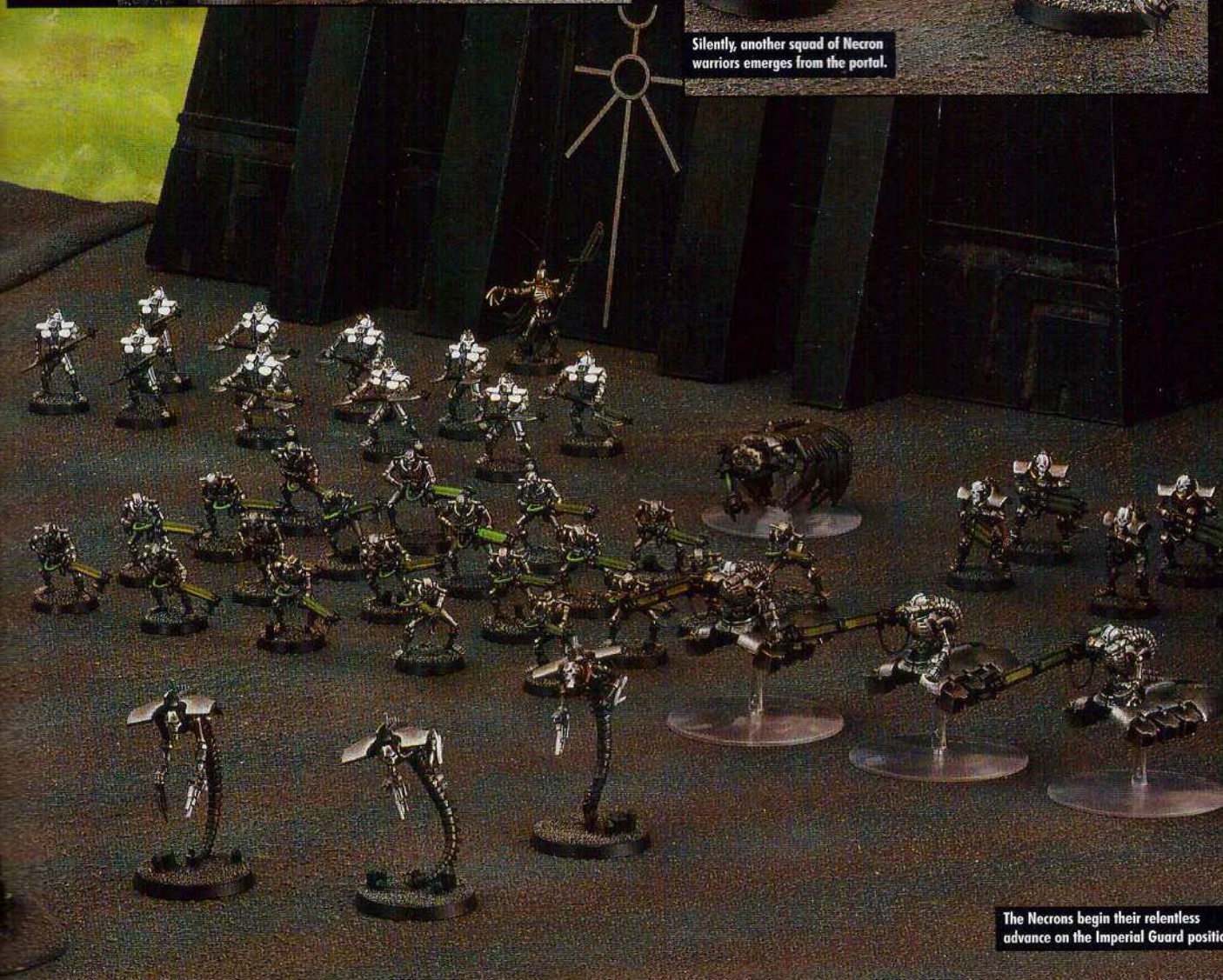




A pall of smoke signals the destruction of the Demolisher by the Necron Heavy Destroyers.



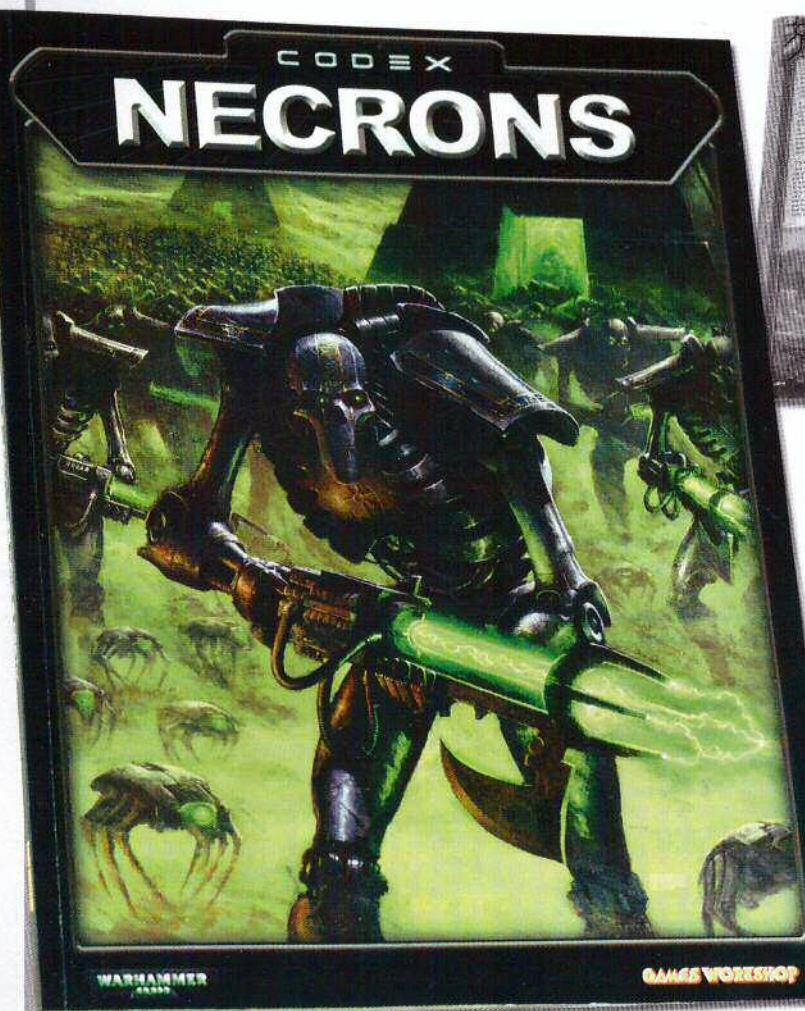
Silently, another squad of Necron warriors emerges from the portal.



The Necrons begin their relentless advance on the Imperial Guard position.

NECRON AWAKENING

AN ANCIENT EVIL IS UNLEASHED UPON THE UNIVERSE THIS ISSUE!



CODEX NECRONS

This 64 page book (written by Andy Chambers, Pete Haines, Graham McNeill, Phil Kelly and Andy Hoare) contains background, painting and modelling guides, plus full rules for fielding a force of these ancient warriors and their gods – the C'tan.

The Necrons are a unique and incredibly potent force on the battlefields of the 41st Millennium. A defining feature of the Necrons is their 'We'll be back' roll allowing even the most grievously damaged Necron to rise to its feet once more. If you're looking to field an elite army that can deal out a horrendous amount of punishment whilst shrugging off all but the most potent incoming fire, then Necrons are ideal. Also, because Necrons are essentially very simple to paint, even the most basic techniques will soon reward you with an impressive and imposing army.

NECRON LORD

The most sophisticated of the C'tan's servants, the Necron Lords act as leaders and energy loci for the Necron warriors. This Necron Lord has access to deadly Necron wargear including the Warscythe, a weapon which ignores saving throws of all kinds.

Designed by Juan Diaz, a Necron Lord is available in a blister pack.

This model requires assembly.



NECRON DESTROYER LORD

This Necron Lord has the Destroyer body upgrade enabling him to move as if mounted on a jetbike and giving +1 Toughness.

Designed by Juan Diaz and Jes Goodwin, this boxed set contains one Necron Destroyer Lord, including parts to equip him with a Resurrection Orb, plus a Staff of Light or Warscythe.

This model requires assembly.



NECRON WARRIORS

Necron Warriors form the core of a Necron army. Their armament of a gauss flyer combined with natural toughness and 3+ armour save, make them the equal of any Space Marine. It pays to have a solid base of Necron Warriors, because if the number of Necrons left on the battlefield falls to a critical level, the remnants of the army will phase-out, disappearing without trace.

Also included in the boxed set are three swarms of Scarabs. These swarms move and fight like Jetbikes, enabling them to range ahead of the rest of the army. Scarab swarms are also fearless making them ideal for tying up dangerous opponents in close combat.

Designed by Colin Grayson and Jes Goodwin, this boxed set contains 12 plastic Necron Warriors and 3 Necron Scarab Swarms.

These models require assembly.



BOLTGUN METAL SPRAY – 250ml

To help you get your soulless warriors ready for battle, we have re-released the Boltgun Metal spray – a must for all Necron Lords!



NECRON TOMB SPYDER

The Necron Tomb Spyder further enhances the Necron armies ability to self repair. It also counts as a monstrous creature so can be used to destroy enemy vehicles in close combat.

Designed by Tim Adcock, this blister pack contains one Tomb Spyder.

This model requires assembly.



NECRON TOMB SPYDER WITH PARTICLE PROJECTOR

This Necron Tomb Spyder is equipped with a particle projector, giving it a powerful ranged attack.

Designed by Tim Adcock, this blister pack contains one Tomb Spyder with particle projector.

This model requires assembly.

PRICE LIST

CODEX NECRONS.....£10.00

Denmark	kr 125.00	Sweden	kr 150.00
Euro	17.50		

NECRON LORD.....£7.00

Denmark	kr 80.00	Sweden	kr 90.00
Euro	11.00		

NECRON DESTROYER LORD.....£10.00

Denmark	kr 125.00	Sweden	kr 150.00
Euro	17.50		

NECRON WARRIORS.....£15.00

Denmark	kr 185.00	Sweden	kr 225.00
Euro	25.00		

NECRON C'TAN – NIGHTBRINGER.....£12.00

Denmark	kr 150.00	Sweden	kr 180.00
Euro	20.00		

NECRON IMMORTALS.....£5.00

Denmark	kr 55.00	Sweden	kr 65.00
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NECRON DESTROYER.....£8.00

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NECRON TOMB SPYDER.....£10.00

Denmark	kr 125.00	Sweden	kr 150.00
Euro	17.50		

NECRON TOMB SPYDER WITH PARTICLE PROJECTOR.....£10.00

Denmark	kr 125.00	Sweden	kr 150.00
Euro	17.50		

CITADEL COLOUR SPRAY CANS

250ML BOLTGUN METAL.....£4.00

Denmark	kr 50.00	Sweden	kr 60.00
Euro	6.50		

C'TAN – NIGHTBRINGER

The C'tan are monstrously powerful star gods. Nightbringer though, is particularly formidable. His Strength of 10 and 5 Attacks make him one of the most deadly characters in close combat in Warhammer 40,000. Against lesser foes he can unleash the Gaze of Death, causing a Strength 4 hit on all models within 2" with no saving throw permitted.



Designed by Alex Hedström, this boxed set contains one C'tan Nightbringer model.

This model requires assembly.



NECRON DESTROYER

The Necron Destroyer's ability to move like a jetbike means that it can bring its gauss cannon's devastating firepower to bear anywhere on the battlefield.

Designed by Jes Goodwin, this boxed set contains one plastic Necron Destroyer.

This model requires assembly.



NECRON IMMORTALS

Immortals are powerful units, able to lay down a storm of firepower from their Strength 5 gauss blaster as they advance across the battlefield. Their Toughness of 5 and 3+ saving throw makes them perfect for fire fights, able to see off all but the most powerful units.

This blister pack contains one Necron Immortal model, designed by Juan Diaz.

These models require assembly.



NECRON AWAKENING

WARHAMMER 40,000 SUMMER CAMPAIGN

The Necrons are awakening! Across the known galaxy the undying legions of the Necrons are rising from their millennia long slumber. On ancient and dead Tomb Worlds, from forgotten and inscrutable pyramids, the metallic legions advance again. They fight to put an end to all life in the galaxy. They must be stopped...

This summer's Warhammer 40,000 campaign focuses on the escalating conflict with the Necrons. Each store in the country will be playing games of Warhammer 40,000 to chart the course of this galactic conflict, and will focus on the pivotal conflict in the Vilnus system, as the forces of the Imperium converge to destroy one of the Necrons' C'tan leaders.

To begin with, the Necrons will be trying to gain a foothold and establish areas of influence as they emerge from their millennia long sleep. As isolated attacks occur across the galaxy, and key installations fall silent, the Imperium will become increasingly aware of the threat that the Necrons represent and will bring its powerful armies to bear on the foe.

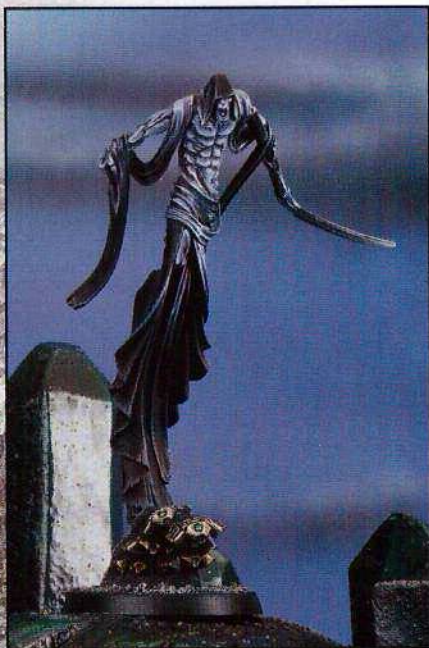
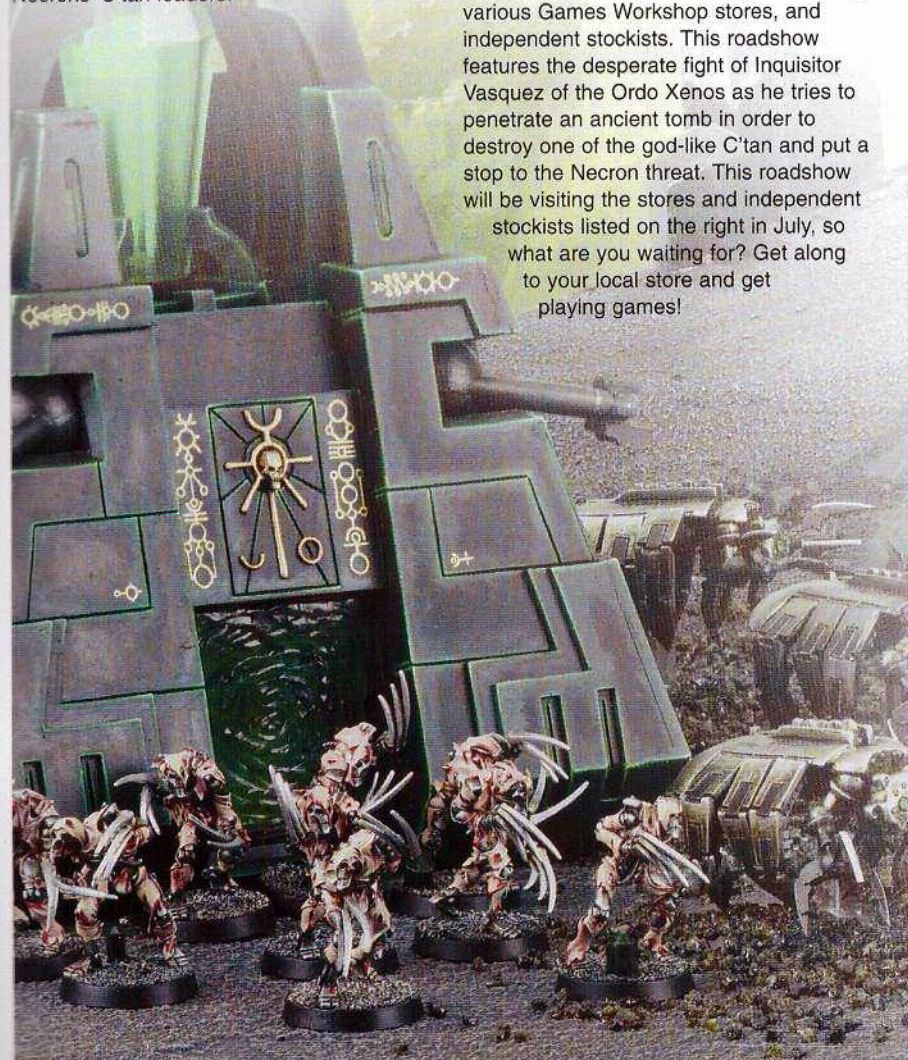
Every game of Warhammer 40,000 played in the stores over the summer will contribute to the outcome of this campaign. As the Imperium struggles against the Necron assault, it is also beset on all sides by their old foes the Orks, the Tyranids, and the ever present forces of Chaos. However, the Necrons know no allies, and see any life as an enemy, and so these warring factions may well be drawn into an uneasy alliance against a common enemy.

There will also be the Steel Conspiracy Roadshow, touring the country and visiting various Games Workshop stores, and independent stockists. This roadshow features the desperate fight of Inquisitor Vasquez of the Ordo Xenos as he tries to penetrate an ancient tomb in order to destroy one of the god-like C'tan and put a stop to the Necron threat. This roadshow will be visiting the stores and independent stockists listed on the right in July, so what are you waiting for? Get along to your local store and get playing games!

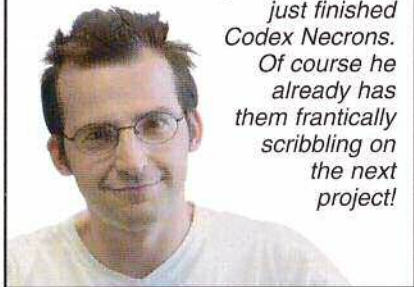
STEEL CONSPIRACY ROADSHOW

JULY

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34a Friar Lane. Tel: 0115 948 0651
- 20th GW IPSWICH:**
2nd Floor, Debenhams,
Waterloo House. Tel: 01473 210031
- 20th GW GLASGOW:**
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- 22nd MAGAZINE WORLD:**
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Tel: 01422 330547
- 23rd MERCER & SONS:** 21-27 Northgate,
Blackburn. Tel: 01254 58700
- 24th HAMMICKS BOOKSHOP:**
46/47 The Spindles Centre,
Oldham. Tel: 0161 6205543
- 25th ACCESS MODELS:** 16 Market Place,
Grantham. Tel: 01476 592001
- 27th GW BIRMINGHAM:**
116 Corporation Street.
Tel: 0121 236 7880
- 27th GW NORWICH:**
12-14 Exchange Street.
Tel: 01603 767 656
- 27th GW EDINBURGH:** 136 High Street.
Tel: 0131 220 6540
- 29th CYBERDYNE:** 15 The Shires Centre,
Trowbridge. Tel: 01225 775980
- 30th CYBERDYNE:**
63a Northbrook Street,
Newbury. Tel: 01635 521211
- 31st CYBERDYNE:** 15 Union Street,
Cornhill, Stroud. Tel: 01453 767722



Andy's looking pretty proud this month and so he should. His Warhammer 40,000 Games Development team has just finished Codex Necrons. Of course he already has them frantically scribbling on the next project!



CHAPTER APPROVED

BY ANDY CHAMBERS, PETE HAINES, PHIL KELLY, GRAHAM McNEILL & ANDY HOARE

Greetings citizens on this grave day, and welcome to Chapter Approved. It seems the threat of the Necrons, once thought to be the scattered remnants of a long-dead civilisation, have arisen in force. Scriveners Chambers, Haines, McNeill, Kelly and Hoare have laboured night and day to provide us with information concerning this new alien menace. Read on...

NECRON DESIGNERS' NOTES

ORIGINS OF THE NECRONS

Andy C: It's hard to go back far enough to put a finger on really where the Necrons originated from. They first appeared in WD217 as a set of miniatures.

This initial outing was in an effort to introduce a new force of alien raiders with a very limited selection of miniatures – just Necron warriors and Scarabs by master fabricator Dave Andrews.

The background story for these early Necron raiders revealed them to be the remnants of an unbelievably ancient race known as the Necrontyr. The ruins of their tomb-temples had been discovered on many worlds as the last apparent remains of a highly advanced race which had become extinct tens of millions of years before. Such scattered clues as could be found about the Necrontyr revealed little about them, and the explorations of their dead worlds had been filed away in the

immense data stores and repositories of the Adepts of Terra and Mars and forgotten. Only when the depredations of skeletal raiders at the fringes of Imperial space came to light was the connection made to an alien race which should be, by all rights, long dead.

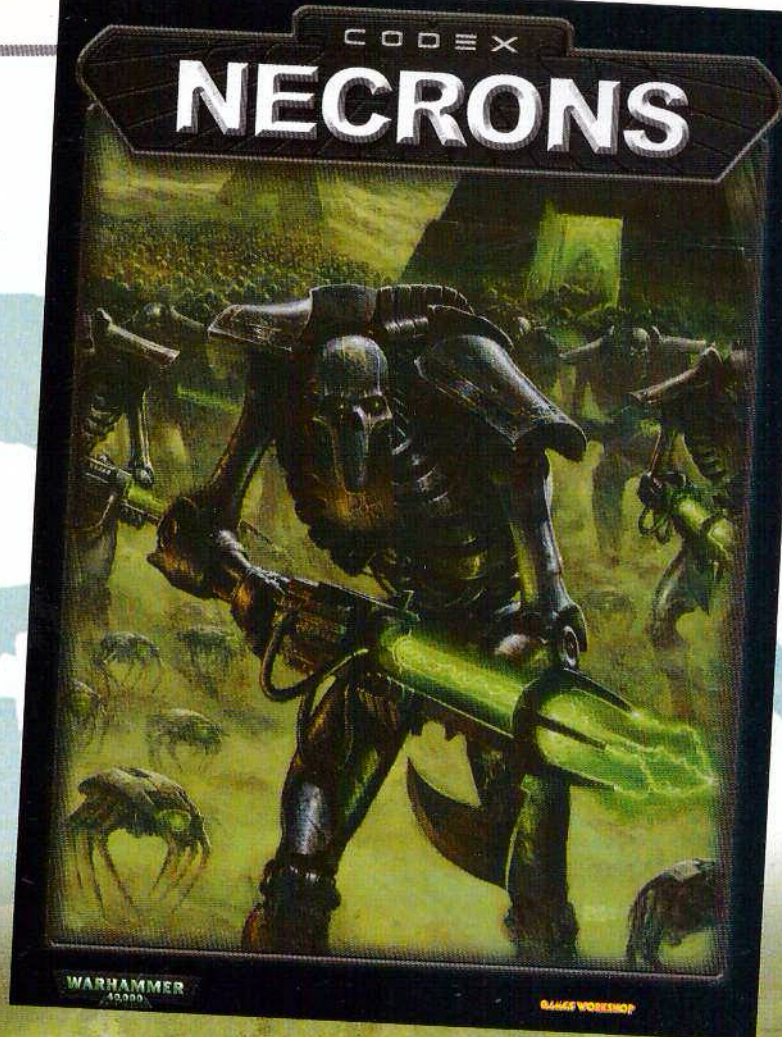
All went well and the Necrons proved rather popular, leading to the addition of the heavily armoured Immortals, fast moving Destroyers and a commander in



the shape of a Necron Lord. Then came Warhammer 40,000 3rd edition and a long, fallow period for the Necrons while the other races had their Codexes updated and lots of new miniatures. Through all this the Necron players have persisted with rather appropriate implacability, doubtless knowing that they were onto something good. Chapter Approved got a steady trickle of reports on fighting with Necrons and suggestions for the army, leading to several Chapter Approved updates in White Dwarf. All the while, the Necron Codex and plastic Necron Warriors lurked on the edge of the virtual event horizon that is our long-range plan. Fortunately, even before the Tau were fully underway, plans were being drawn for the return of the ancient Necrontyr.

OUT OF THE TOMB IT CREEPT

The contrast between the Necrons and the Tau couldn't have been greater. The Tau, a young dynamic race with a kind of optimism, which is frankly out of place in the Warhammer 40,000 universe. The Necrons; ancient beyond belief, the unquiet vestige of a long-forgotten race which ruled the galaxy when mankind still thought bashing rocks together was a really smart idea. For the Tau we had emphasised the near-future feel of their technology and



outlook to give them a distinct feel. With the Necrons we considered the same things. They were evidently unthinkable old, inhumanly patient and their technology could achieve miracles unapproachable even by the Eldar. Their background as raiders had included various dark hints about their motivations and origins but nothing concrete was known.

I tried writing a short story, *Deus Ex Mechanicus*, centring around an Adeptus Mechanicus explorator team investigating Necron tombs. As part of this I hit on an idea of why the Necrons looked the way they did – the death mask face and skeletal bodies would give a clear message to any race:

The foe was terrible to see, their shining metal skulls and skeletons too symbolic to be missed. HERE IS DEATH, they had been built to communicate, in any language, across any gulf of time and to any race.

That was not the worst of them. These harbingers seemed to live in a horrible sense. Each was a mechanism to be sure, but one with a fierce anime, like the idol of some ferocious, primitive god. Not only were they death, but they manifest a horrible sense of passion, even joy in their work.

As is often the way, this helped trigger something in Jes Goodwin's brain and he started work on concept sketches for a new look, sleeker Necron warrior which looked like it was forged by aliens to scare

the life out of people. He also came up with the idea of using tinted crystal plastic rods as power sources in their weapons, something which has become a great little feature of the new miniatures and their larger construct, the Monolith. But this all still left the most fundamental questions about the Necrons unanswered; who made them, what did they want, and where were they now?

THE C'TAN

The original Emperor of the Warhammer 40,000 universe, Rick Priestley, taught me an invaluable lesson early in my career. When you have a big, ever-expanding back story, it never pays to be too tidy with it. If you leave some plot threads unfinished and some enigmatic mentions unexplained you always have new elements to bring forward at a later date and players have plenty of material to bring into their own games if they like. A good example of this is the C'tan. Back in the second edition Rick included a mention of the 'quiescent perils of the C'tan' nothing more than that, except that 'they lay beyond the gates of Varl.'

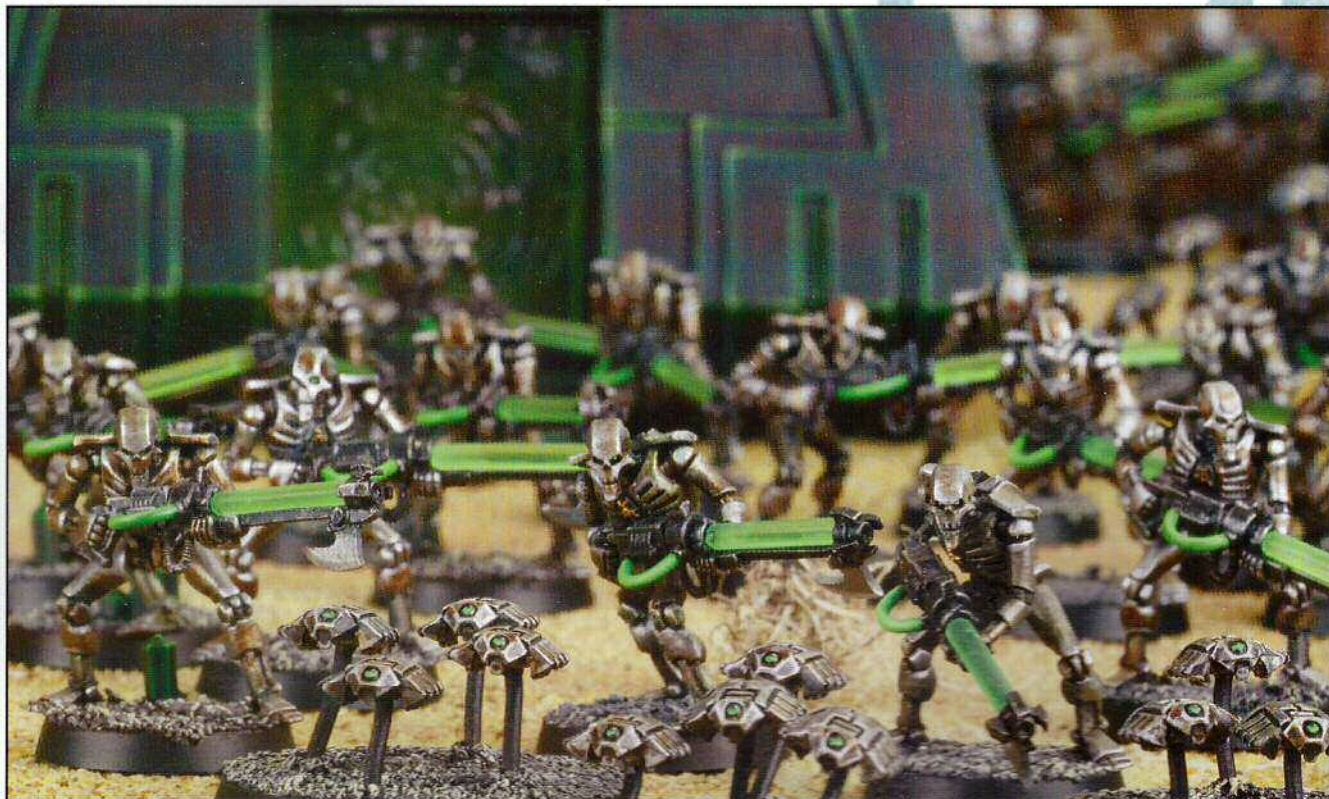
There was something which I always liked about that little phrase so I gleefully dropped other little mentions of the C'tan here and there with the vague notion of doing more about them one day, most notably the C'tan phase sword of the Callidus assassin and its mythic power to defeat any kind of armour or force field protection. To be honest I do this a lot and its one of the real pleasures of the ever-expanding Warhammer 40,000 universe

when one of these seeds bears fruit.

Anyway, I'm getting ahead of myself. In writing *Deus Ex Mechanicus* (published in *Inferno!* #20) I had put in a villain of unsurpassed power to really bring home the capabilities of the ancient Necrons, and to show a little of their potential contempt for the races which had inherited the galaxy. In the course of writing, this entity grew to be more than just another Necron, rather it was the master and they were its slaves. When we were making proposals for a new Warhammer 40,000 race (Tau and Kroot winning out in the end), I had included one for the C'tan, masters of the Necrons.

Inevitably, the two ideas merged and the C'tan popped into full existence as the Necrons' 'gods', the powerful beings that had transformed the ancient Necrontyr into the Necrons. This gave the Necrons what they needed, a motivating force and a sense of personality – the kind lent by a potent Necromancer or Vampire Count to a fantasy undead army. The last few blocks were falling into place and the Necrons were becoming more and more of a fully rounded race.

To cement the C'tan and Necrons into the Warhammer 40,000 background we worked up a suitably cosmic struggle for supremacy at the dawn of time. The C'tan and their Necron slaves had battled against the Old Ones for the fate of the galaxy millions of years ago, a war in heaven that shattered star systems and wiped out entire species. The C'tan were victorious but forces unleashed in the



A horde of implacable Necrons pour forth from a Monolith and advance towards their foes.

conflict threatened to rob them of their prize. To avoid the ensuing cataclysm, the Necrons and their gods withdrew into their stasis tombs to wait in the shadows until their time came to rise again.

FORGING THE LIVING METAL



Pete: The start point for Codex Necrons was the Necron Raiders list that had been released in the Chapter Approved compendium, but which wasn't too dissimilar to the Necron army dating back to second edition. Our job

was to change a raiding force into a fully-fledged codex army.

Right from the start, the central image of the army was going to be the serried ranks of advancing Necron warriors. To prevent the warriors being marginalized, the unit size was increased and no other Troops choices were allowed. This immediately worked well and remained one of the constants throughout playtesting.

Looking at the other elements of the raider list, Necron Lords were fine but needed a wider range of interesting wargear to reflect their technology-as-magic background. The Immortals needed no fiddling with at all as they fulfilled the elite guard role perfectly. Similarly the Destroyers, now (very impressively) remodelled, worked well, although splitting Destroyers and Heavy Destroyers made sense now the Necrons had a Heavy Support section. Scarabs were more of a problem. Part of the solution was to allow



Scarabs to have disruption fields thereby giving them a weapon against the heaviest tank. Influenced in no small part by the scarab beetle swarms in the movie 'The Mummy' and by the success of including Ripper Swarms on the Tyranid frames, Scarabs were switched to being swarms rather than individual creatures. The result was much improved and Scarab Swarms became a key part of the Necron army.

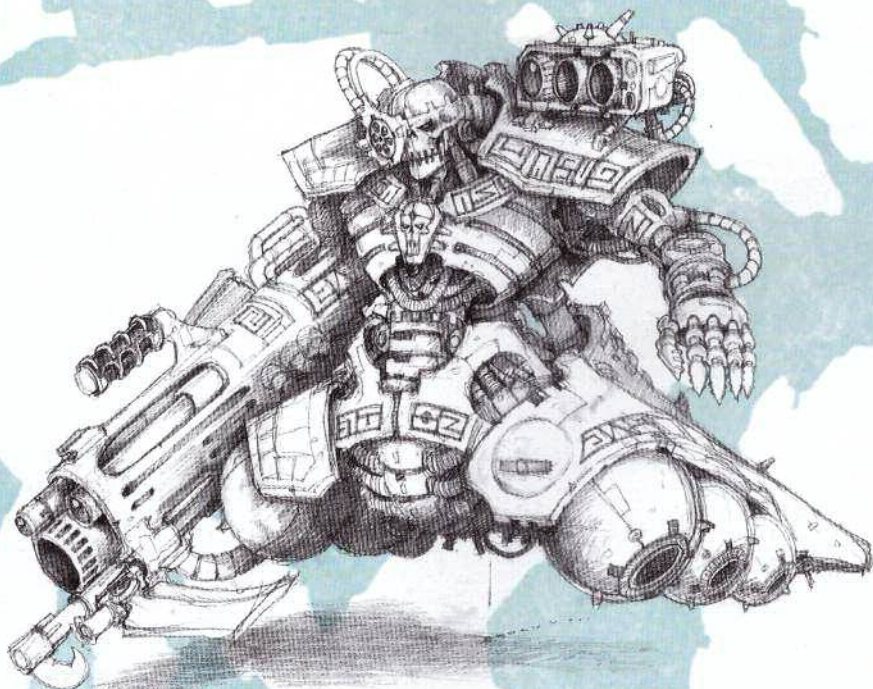
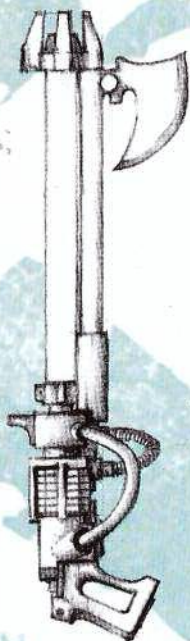
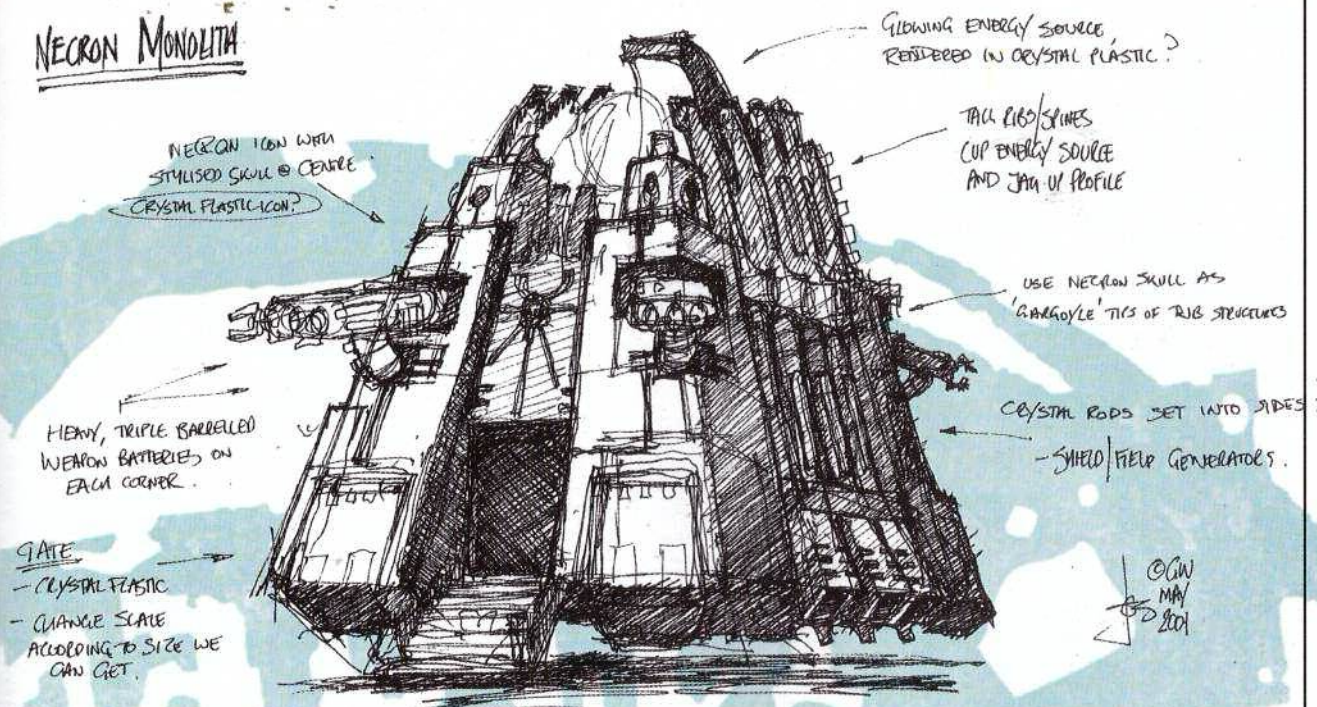
Having updated the old boys it was time to come up with something new. Inevitably the C'tan were the first ones to come to mind. Given that the C'tan were star-gods it was clear that it wouldn't do to design something that reeled from a volley of Grot blasters. What emerged was an intimidating commander who, whilst able to dominate one area of the battlefield, moved in a stately fashion thereby giving the enemy a chance to get the zog out of his way.



Even with the C'tan leading the army, an obvious shortcoming of the raider list was that Necrons didn't assault well. Clearly there was a rich seam of scalpel imagery waiting to be explored. The two troop types to mine the seam were the Flayed Ones and the Wraiths.

Both of these types were designed to add to the sheer horror of the Necrons. Flayed Ones emphasised infiltration, ranging ahead of Necron armies spreading fear and confusion. The Wraith was more of a hunter-killer, shifting in and out of phase, solidifying to slash at its victims before phasing out again. The main design trick used on Wraiths was to keep the unit size small. This made it advantageous to be stealthy with them until they made their attack run because even though they had a great invulnerable save, any hits that did get through would really hurt the unit.

NECRON MONOLITH



distinctive look and, once again, Jes's trusty sketchbook came to the rescue and the image formed of a fortress able to float across a prey world, harvesting the energies of the living and teleporting in reinforcements when needed. Of all the items in the Necron list the Monolith saw most change during playtesting as its abilities were tuned. The effort was worth it though because not only does it give the army a unique look, but it provides a vital cog in the Necron machine. Its Deep Strike

capability, combined with the ability to gate in more troops, gave the Necrons options in missions like Blitz where their lack of speed would otherwise be crippling.

When all the elements were put together they fitted well, and pleasingly, a very distinctive army began to emerge. This involved a core of warriors centred on the Necron Lord and fronted by one or more Tomb Spyders. Behind this block would come the Monolith, Immortals or Pariahs. Ranging ahead of the main force were the

Scarabs and any infiltrating Flayed Ones. Meanwhile to the flanks were the Destroyers and Wraiths. This looked great when set up and had the additional benefit that each troop type could cover the weak spots of each of the others. Within the structure there was lots of room for variation in emphasis whilst staying within the core style. The more this style developed the broader the grin became in Games Development. The raiders had become an army.

HORROR ON A NEW SCALE...



Graham: Working on the Necron codex was a breath of stagnant, dust-filled tomb air after working on Codex: Tau. The Tau were a new and fun race to write for, full of hope and optimism that the galaxy was a wonderful

place. But to the Necrons, the galaxy was a loathsome place where they must begin stripping away the debris of hated life that had accumulated since their entombment. I loved the sheer scale of Codex Necrons, spanning a period of time that stretched from the beginning of the universe to the 41st Millennium. It also allowed us to write a grander scale of evil, with intergalactic plots that had grave ramifications for the entire galaxy.

I tried to convey this in a number of the pieces I wrote for the codex, bringing in a character I'd used in the Inquisitor battle reports, a crazed tech-adept named Corteswain who had seen into the realm of the C'tan. Corteswain also made an appearance in a novel I was writing at the

same time, which introduced another character that appeared in the codex; the C'tan.

I'd been wrestling with the plot for my first novel for some time, searching for a real nasty piece of work to put in the finale, but coming up with James Bond villains, or things that had been done so many times before. As the members of the Warhammer 40,000 team sat brainstorming one day for ideas to put in the Necron codex, the C'tan sounded more and more like what I was looking for. The more I worked up the idea, the better it sounded and I wove the events of the novel into the codex. As I developed what the C'tan was like, its name and the book's title became one and the same: Nightbringer.

Working on the codex in parallel with Nightbringer, I was able to plant hooks in both books that would help clever readers grasp the significance of some things that might otherwise have slipped under their radar. We were being very careful not to give too much away, hiding facts within riddles, wrapped in enigmas, even to the

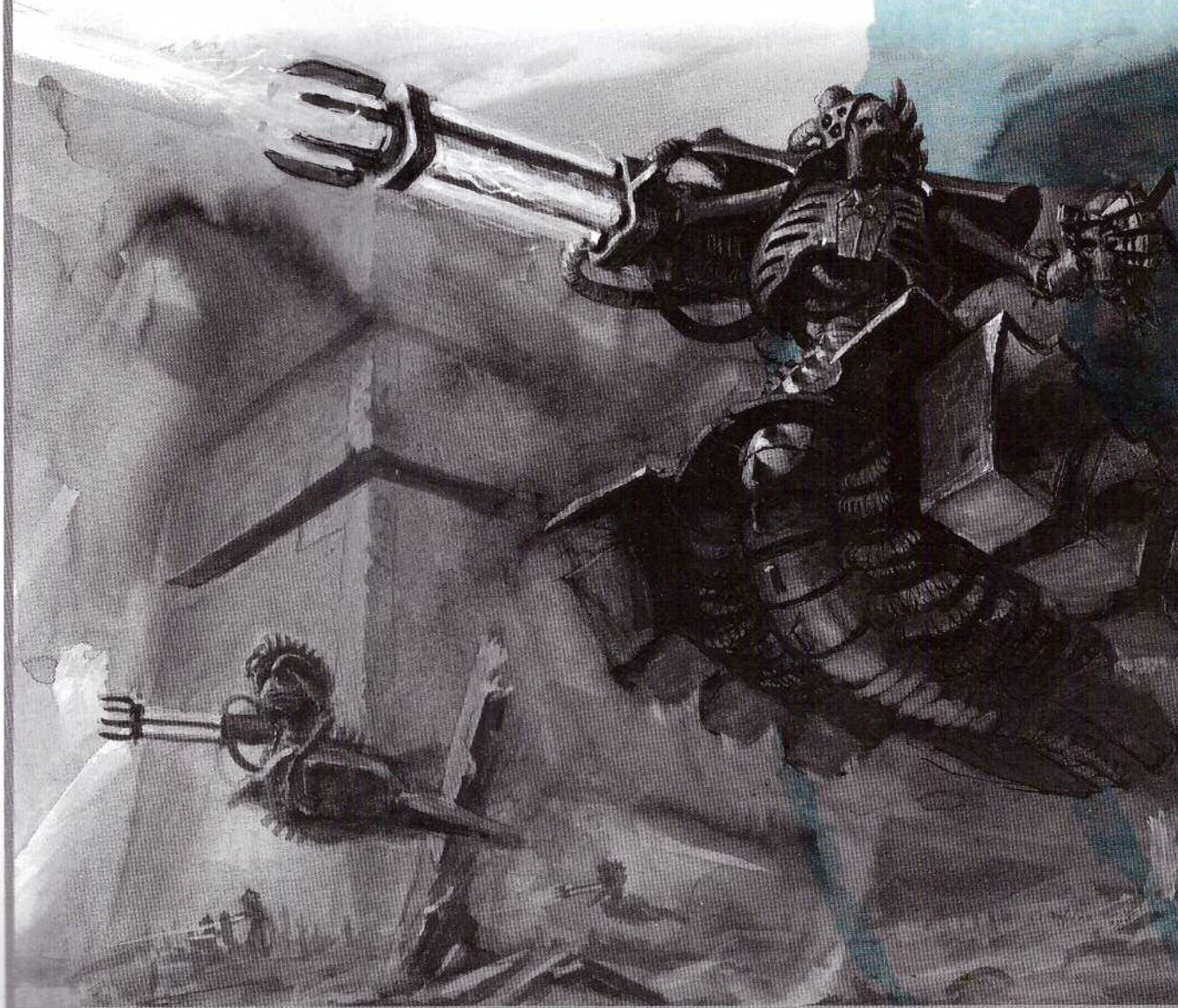
point where we were worried that we were being too secretive and the codex would be incomprehensible. But as it all came together, and we read the completed manuscript, it was gratifying to see that the clues were all in there, hidden and subtle to be sure, but there to find if you know where to look...

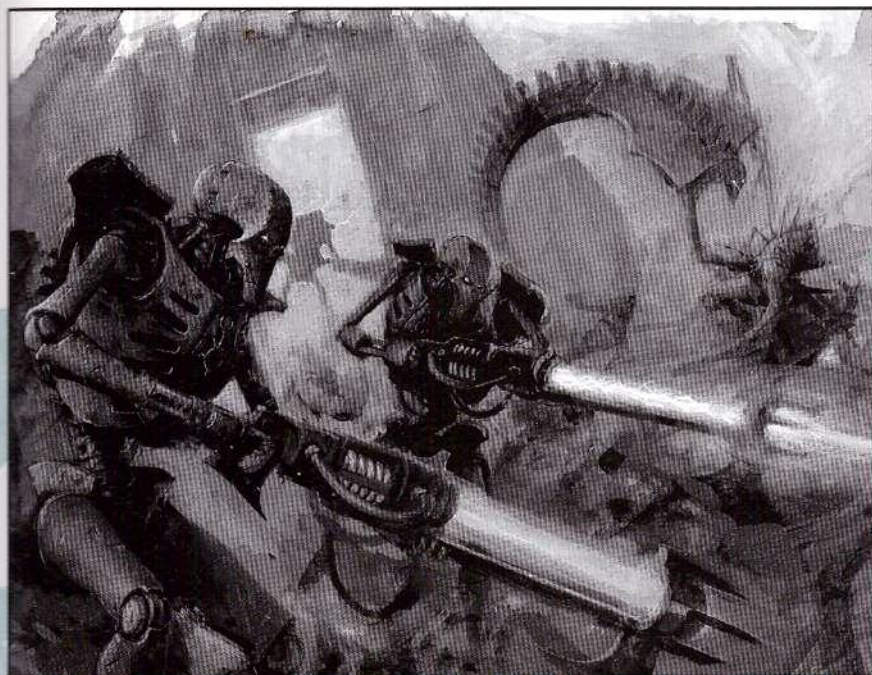
THERE'S NO STOPPING THEM...



Andy H: Finally, after having first read about them in second edition Warhammer Fantasy Battle at the age of 13, I have some insight into the secrets of the Old Ones! For me, this was the best

part of the project, pulling all the threads together and seeing the 'big picture' of what's really going on in the Warhammer 40,000 universe. Of course, as soon as the details had been worked out they were hidden again, but most are there in the codex, and plenty more are still tucked away for the future. Conspiracy theorists will have a field day!





GRIM DARKNESS ANYONE?



Phil: I really wanted to put across that feeling of cold, inhuman malice in the pieces I worked on, and it was great fun to write some good old science fiction horror. The Necron army actually portrays this, with lots of 'fear effect'

game mechanics that reflect their horrifying nature (I look back fondly on Andy C's indomitable Orks falling back under the sinister influence of the Deceiver and his Pariahs). Besides, for me it's always more fun writing about the really weird, creepy side of the Warhammer 40,000 universe than its shining champions and heroes.

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

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



Necron Immortals and Destroyers move into position on a hillside.

With the Necrons being released this month Paul Rudge shows how to quickly and effectively paint a Necron warrior. Although this focuses on the warrior models, the same techniques apply to most of the Necron miniatures.

PAINTING WORKSHOP

PAINTING A NECRON WARRIOR

VERY IMPORTANT BIT!

A point that can't be stressed enough, is that you shouldn't glue the transparent green rod in place until AFTER the model has been painted and varnished. To fit it in place, apply PVA glue (to ensure that even if some glue gets on the rod, it won't blemish it) to the gun, then attach the rod.

1 After assembling our plastic Necron Warrior, we used Chaos Black spray to undercoat the model. We then painted watered down Chaos Black paint into any areas the spray didn't cover.



DRYBRUSHING

Here we used a technique known as drybrushing. To drybrush a model, dip the brush in the colour you're going to highlight with and use a cloth to wipe away most of the paint on the bristles. Then lightly draw the brush across the raised areas and edges of the model.

2 We then drybrushed the entire Necron Warrior with Boltgun Metal.



3 Next we drybrushed the model again, this time using Mithril Silver.



4 Using a detail brush, we painted the gauss flayer Chaos Black. However, we were careful not to paint both the vents on the gun and the ribbed tubing, so that they remained metallic.



5 The power cable on the gauss flayer we simply painted Scorpion Green.



6 When we'd finished painting our model, we applied PVA glue to the base and sprinkled it with some sand.



7 Once the glue had dried, we painted its base Chaos Black, then drybrushed the sand with Codex Grey. Basing all of your models the same way helps tie your army together into a uniform force.



8 Finally, after painting the end of the gun barrel Chaos Black, we attached it and the transparent green rod to the gauss flayer.



COLOUR SCHEMES

Obviously Necrons don't wear uniforms like other armies but, by using a limited palette of colours, you can still unify the look of your army. Here you can see a selection of varied colour schemes that Darren Latham of the 'Eavy Metal team experimented with. You can paint your Warriors in many different ways, using metallic colours, bright and dark colours or contrasting colours.



- Fortress Grey
- Chainmail



- Skull White
- Flesh Wash



- Mithril Silver
- Red Gore



- Rotting Flesh
- Brown Ink



- Space Wolves Grey
- Skull White



- Shining Gold
- Burnished Gold
- Chestnut Ink



- Shining Gold
- Chaos Black



- Boltgun Metal
- Chainmail
- Sky Blue Ink



- Chainmail
- Mithril Silver
- Blue Ink



- Scorched Brown
- Brazen Brass



- Dark Angels Green
- Camo Green
- Boltgun Metal



- Tin Bitz
- Brazen Brass
- Chainmail

Index Xenos



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

RESURGENT EVIL

The awakening
of the Necrontyr

by Phil Kelly

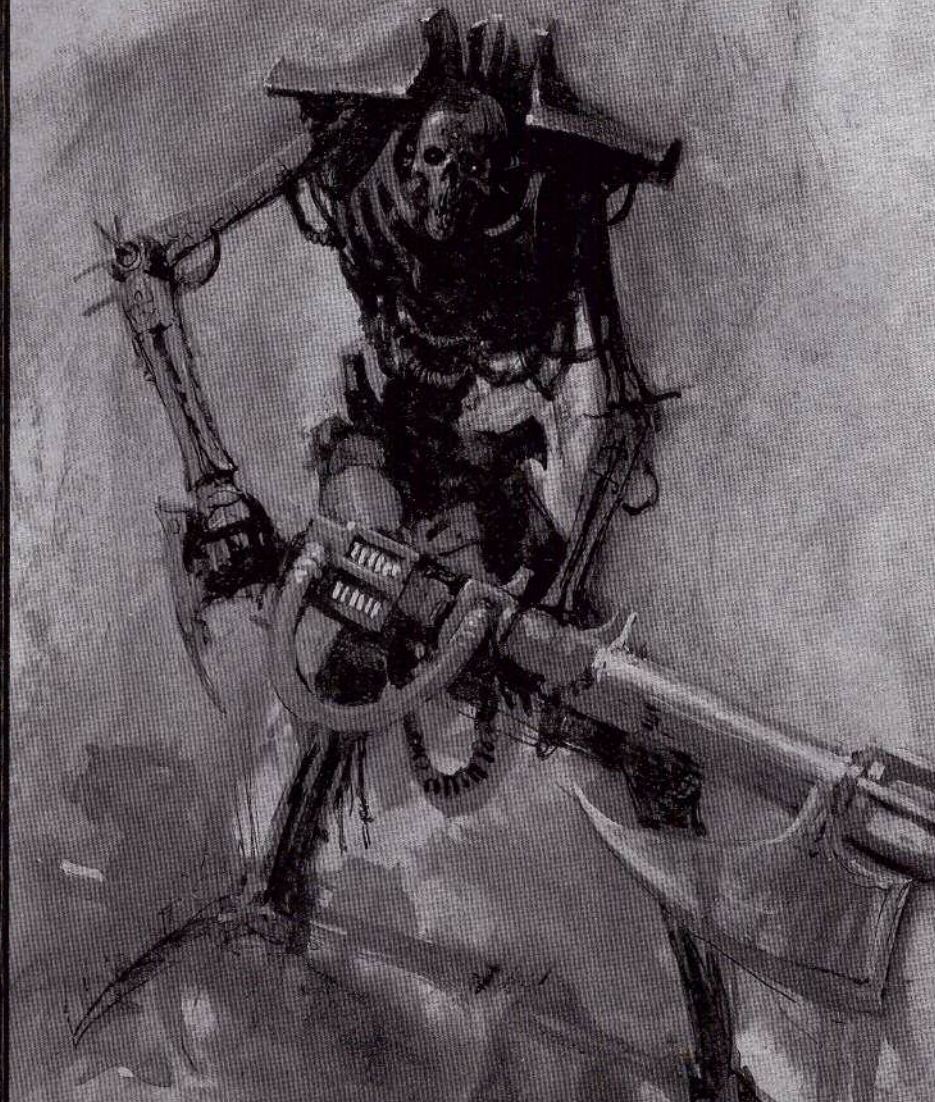
The Necrons are as difficult to understand as they are to destroy. Despite numerous engagements with the forces of the Imperium, the amount of reliable information gleaned from these conflicts is pitifully small. Nevertheless, one fact remains disquietingly certain: Necron raids are becoming far more frequent, and should the insidious threat they pose continue to escalate, the Imperium's defenders would be woefully ill-prepared to combat it.

Physical Characteristics

Since the first documented occurrence of Necron activity, it has proved impossible to retain a specimen for thorough examination in the laboratories of the Adeptus Mechanicus. Nevertheless, extensive investigation by the Ordo Xenos, facilitated by kill-teams of the Deathwatch Chapter of the Adeptus Astartes, has allowed us to draw several conclusions. The inability to recover even the most heavily damaged of Necrons is due to their inbuilt reaction to being disabled: the engaging of a

powerful teleport system that invariably delivers them to the tomb or catacomb of their origin (ref.GNP.Czvk.Oddyseum.Deathwatch.qv). The only concrete evidence of their physical characteristics and behaviour is stored on vid-log or its equivalent.

By their very nature, the majority of Necrons in a particular class are identical in physiognomy, although superficial details such as markings and oxide discolouration may vary depending on their world of origin. Necron warriors, by far the most common of the Necron war-constructs, are basically humanoid. They are bipedal, walk upright and have arms



ending in articulated digits capable of manipulating their bizarre weaponry (cf. Xenotech.Gauss). Indeed, they have many similarities with our own physical bodies: ball-and-socket joints at the shoulders and hips, opposable thumbs, and a flexible spine. The fact that their appearance bears close resemblance to a larger version of the human skeleton has not gone unquestioned; they bear a form synonymous with death, possibly a deliberate factor intended to sow fear and panic through the ranks of their prey. In a way, this very form suggests that the Necrons exist purely to wage a war of terror and death against Humanity itself.

The Necron stance is stooped; hunched over so that the carapace-like scapula are almost level with the head. Their legs are usually bent at the knee and they move with a splayed gait, their tread almost invariably silent. Some Necrons have been observed to move with slow, fluid precision, whilst others move in a stiff, uncoordinated fashion. It has been proposed that this is directly linked to the length of time that the Necron in question has been active.

In all cases, Necrons are predominantly metallic. A defining feature of the race, precisely which metal they consist of can only be speculated upon. Although lacking the durability of the Imperium's toughest metals, the Necron forms are highly resilient and able to endure repeated impacts from up to and including heavy bolter fire. This unnatural fortitude covers far more factors than mechanical distress, however. Necrons are unaffected by all conventional toxins, are resistant to extremes of temperature, can operate in total vacuum, and seem to have no nervous system. Given their nature, it is likely they will suffer adverse effects from concentrated acids or intense electromagnetic discharge. This hypothesis is as yet unproven, although the Ordo Xenos are conducting field experimentation at every available juncture.

It is highly unlikely that the Necrons have evolved in the manner of biologically occurring species, and the prevalent body of thought is that they were created by an advanced race of beings. It is believed that they have a gestalt consciousness, a shared intellect akin to the Genestealers' brood-mind that does not rely on physical interaction. Their single-minded determination and focus of purpose, combined with the fact that they seem to possess no organic component whatsoever, suggests that they were constructed rather than grown. This in turn suggests that Necrons have no capacity for human traits such as pain or fear. A comparison can be drawn between a monotask servitor and a Necron warrior, but whereas the monotask may exist purely to store

THREAT INDEX AND IMPERIAL POLICY

(Excerpted from the Atraxias Petition of Inquisitor Lord Luthus Griadne of the Ordo Xenos, 998.M41)

+++ Fellow Inquisitors, if you'll allow me to continue... be still, brethren... thank you. A decade ago, the ancient Necrontyr were numbered amongst hundreds of thousands of extinct civilisations that the Imperium had encountered in its holy crusades. The information concerning the dead worlds on which their megalithic structures were uncovered was filed in the annals of the Adeptus Mechanicus amongst innumerable similar entries. Six years ago, it was ascertained that the remnants of this ancient empire were attacking unprotected outposts of the Imperium. Ordo Xenos kill-teams were sent to investigate, and a number of Inquisitors diverted their attention to the new threat, incidental as it may have seemed at the time. However, the Imperium was far more concerned with the encroaching invasion of Hive Fleet Leviathan and the Ork Waaagh mustering in the Armageddon sector. The Necrons were designated Threat Index Omega.

Since that time, the Necrons have risen in force. They have been in stasis for untold millions of years, under the guard of the comparatively primitive constructs which the Imperium first encountered at Sanctuary 101.

But what we thought were random and unconnected acts of violence on the outskirts of Imperial civilisation proved to herald the awakening of an entire civilisation of aliens that had lain dormant beneath our own. We have sorely underestimated the threat they pose to the Imperium.

The Necrons exist for one purpose only: to exterminate or enslave the entire Human race. For those of you scoffing at this notion allow me to point out a few pertinent facts. The Necron form, a macabre mockery of the human skeleton, is intended to strike fear into our hearts. They attack without warning and disappear without trace. In every engagement, be it a small-scale raid or a full naval engagement, we have recovered nothing. Their technology is so advanced that even our most respected Techpriests are at a loss as to how to neutralise the threat it poses. They have spent aeons in stasis, only choosing to emerge now. This suggests that whatever criteria the Necrons' masters have specified for their awakening have now been fulfilled, suggesting in turn that they believe they have the military capacity to achieve their nefarious ends. But the Imperium is mighty indeed and we have conquered this manner of menace before.

The fact that causes me the most consternation is how little we know about the Necrons and their motives. We have speculated at length, but recovered nothing. The Adeptus Mechanicus, at the time when we need their guidance most, seem divided and confused. Requests for Exterminatus on the Necron tomb worlds have been vetoed time and time again. And most disturbing of all is the fact that not one of us can claim to understand the motives behind their seemingly random but clinical and efficient raids. They move against us in ways we cannot comprehend or hope to counter, and to underestimate them is folly of the worst kind. I advocate that they are designated Threat Index Beta, effective immediately. +++

pertinent information or lift heavy objects, the Necron exists only to extinguish all life.

Home World

It is thought that the Necrons do not have a home world in the conventional sense. Due to the likelihood that they were constructed rather than evolved, there may be many manufactorums (or their xenos equivalent) where Necrons are brought into being.

The centres of recent Necron activity, the 'dead' worlds that the Adeptus Mechanicus are keen to investigate, are numerous indeed. Among their number are Naageddon, Berien, Exculpia, Hidrin, KVX-193, Angelis (see the works of Luteus Vox, 345.M35), Holda, Dunen II, Truan IX, Zhoros, Doton and Evangel. At least three of these worlds have been proven to harbour tomb complexes, thought to be the control centres of Necron forces. The massacre on the

desert planet of Triasta (998.M41) and the follow-up investigation by the Deathwatch proved that when the Necrons teleport from the battlefield they rematerialise within these complexes. In the opinion of the Inquisition, capitalising upon this knowledge merits the expenditure of considerable military resource.

Necron dead worlds are typified by an arid atmosphere, an inhospitable climate and the total lack of all lifeforms. However, unlike other delta-class worlds such as Istvaan III, Prandium and the like, the state of the Necron worlds was not brought about by unnatural catastrophe. In fact, it is quite likely that the worlds have never harboured life at all. Why the Necrons' masters chose to build their megalithic structures and eldritch architecture upon these worlds is a mystery. It seems reasonable to conclude that the unliving Necrons abhor all life, no matter what form it takes.

First Contact

The first recorded instance of a Necron attack was on a barren outpost planet on the outskirts of the galaxy known as Sanctuary 101. In 3349092.M41, the Sisterhood of the Emperor Deified built a small community upon the planet, its sole purpose to monitor the Light of the Astronomican. Since that time the planet had become an outpost for the Order of our Martyred Lady, who seek to redeem Mankind through a lifestyle of rigorous prayer and ritual mortification of the flesh.

A place of great holiness, the sanctuary was desecrated and destroyed utterly by the Necron attack. The motive, as with all Necron raids, is still shrouded in mystery.

Before the destruction of the forces stationed there, a psygnostic trace was received that indicated that the Light of the Astronomican had been extinguished in the Sanctuary. No subsequent reports were made. In response, Inquisitor Hoth began a thorough investigation of the scene. His findings included the flayed and mutilated bodies of the Sisterhood defenders, a number of Adeptus Sororitas tanks that had suffered catastrophic damage, and no trace whatsoever of the invaders. His requisitioning of all available evidence from the scene is still a bone of contention between the Inquisition and the Order of Our Martyred Lady, who wish to bury their dead with honour rather than subject them to the exhaustive post-mortem examinations

for which Inquisitor Hoth is renowned. The site has since been reconsecrated and memorials erected to the fallen.

Social Structure

It seems foolish to imagine that the Necrons have any concept of social distinction, tribal affiliation or caste. Despite this, there does seem to be a military hierarchy in place; Necrons of varying size and classification have been reported on numerous occasions. The standard unit of the Necron force is the warrior, able to act as a semi-autonomous unit should it need to, but more frequently acting in perfect concert with its detachment. Reports of a bulkier, reinforced form of the Necron warrior, armed with a double-barrelled form of the Necron's gauss weapon, are quite common. These can be surmised to be the elite of the Necron army. The force commander is generally as large as the elite sub-class and often more ostentatious in appearance. Typified by their crackling staves and the crumbling shrouds they often affect, the commanders of the Necron martial structure are immensely potent and thankfully extremely rare.

Combat Capabilities

The combat capabilities of the Necrons include a number of unique and inexplicable technologies. In fact, understanding how their basic weaponry functions still proves beyond the reach of the Adeptus Mechanicus due to the

simple fact that damaged Necrons either self-repair and rejoin the fight or teleport themselves from the battlefield. It is this very ability that makes the Necron army such a potent threat in the theatre of war. A Necron warrior, disabled by either ranged fire or wounds inflicted in close combat, will automatically engage an advanced repair mechanism that nullifies the debilitating effects of their injuries in an incredibly short space of time. The automaton is then free to rejoin the fight. Any injury judged by the repair system to be too grievous for an on-the-spot repair will instead engage a sophisticated teleport array, taking the Necron back to its tomb world. The range of this ability is uncertain, although it is known that the Necron can travel across whole systems almost instantaneously. There are no exceptions to this; no matter which part of the Necron is damaged it can still engage this teleport ability. It has been theorised that the Necron tomb complex constantly attempts to recall its warriors, and when a disabled Necron can no longer transmit the counter-signal due to combat damage, it is recalled. If these signals exist and could be blocked or modulated, it may be possible to force a Necron raiding party to return to its tomb complex, or better still allow us to capture a specimen for experimentation.

Necrons primarily use gauss weaponry: rifle-like guns that employ an asynchronous linear induction motor (see Technology). These strip their targets atom by atom at incredible speed, and even the most basic forms of these weapons are capable of burrowing through the armour plating of a Land Raider. Some larger forms of Necron, often mounted on light skimmers, seem to be adapted specifically for this role, and hunt tanks with unerring accuracy.

Each Necron is also a formidable opponent at close quarters. Judging by the brutal efficiency with which the Necrons dispatch their foes, their strength is the equal of a Space Marine, and they can withstand a similar amount of punishment before they are neutralised. When charging, the Necrons wield their rifles like clubs, and have been known to punch the weapon's close combat attachment clear through carapace armour.

Necrons generally eschew assault, and will use their arcane gauss weaponry in preference. There are exceptions to this rule; in fact it seems that some of the larger Necron constructs have been created specifically for a close assault role. As yet, there are no vid-log reports of these creatures.

The Necrons appear to prefer shock tactics, ambushing an enemy via teleportation, rising out of the ground or emerging en masse from their pyramidal transports (ref.NP.CzvK.Monolith). The confusion and panic this causes seems



to be augmented by psychodynamic projections that cause extreme fear reactions in the Necrons' prey, often causing them to crumble in the face of the Necrons' onslaught. The source of this effect is currently unclear.

Technology

Necron technology is so radically different from its Imperial equivalent that it is practically useless to draw comparisons. There is evidence supporting the use of matter distortion, atomic destabilisation, and even nanotechnology in the Necron arsenal. That the Necron technological ability far supersedes our own is without doubt. In fact, it is entirely possible that these skills belong to another race entirely, and the Necrons are the products rather than the originators.

Gauss flayers, the primary Necron weapon, will strip a target into its constituent atoms in a matter of seconds, tearing it apart with horrifying speed. Magos Barrous and Magos Trantor of the Adeptus Mechanicus have investigated the theory behind the gauss weapons in minute detail, finding the harnessing of such incredible power to be mathematically impossible (see File Ref: G945/902).

Necron close combat weapons, such as they are, are normally comprised of bladed attachments to a ranged weapon. However, this belies their potency; many Necron blades have been seen to cleave through Terminator armour in the manner of a power sword. Again, the comparison falls short; experimental evidence (ref:XXT932.12.Heidrax) shows us that even the Rosarius and other personal force fields are no defence against these weapons. The concept that Necron technology can bypass not only the finest adamantium but also the armour of faith itself is truly disturbing.

Necron forces have exhibited widespread use of anti-grav technology that is at least the equal of that employed by the Eldar. This ranges from propelling the insectoid drone constructs that accompany the Necron hordes to guiding the vast and near impenetrable Monolith transports that accompany their advance. Reports have been submitted of the Necrons' ability to produce darkness at will, to slow or accelerate time, to produce coronas of crackling lightning around their forms, to 'phase' in and out of the material dimension to avoid incoming fire, and to reform after being reduced to a pile of molten metal. That their technology exceeds our own to such an extent that we cannot hope to match it is without doubt. That they lack any vestige of true spirit or faith is equally irrefutable.

THE N'KELE MASSACRES

In 785M41, the first of a series of truly inexplicable raids began in the Roian Strait of the Segmentum Obscurus. Although the system was far-flung, more than 3,000 light years away from Terra, such is the breadth of the Imperium that several planets still prospered on the galactic hub. N'kele, a tithe grade agri-world, had a low population spread across its sprawling, verdant continents. The events that occurred there remain among the most recognised examples of the inexplicable nature of Necron raids, as it refuted the prevalent belief that the sole purpose of their appearances is to exterminate Human life.

Jhasu Obele, the village elder of the Mbele settlement, made a detailed testimony as to the Necrons' activities on N'kele. A team of decryption servitors soon deciphered the peculiar language of the Mbele. His statement is as follows.

"A great comet had appeared in the night sky. Something was wrong because the birds were silent. Earlier, I had read the signs that devils came. But our defences were poor, they found the women and children in the barn. They were steel daemons; they had skulls in place of their faces. They made no sound. Soli, my son, thought they were dream-devils. He threw his spear. It hit one of the daemons in the chest. It pointed its arm at Soli and suddenly he was wreathed in green fire. The fire ate him; he screamed so much that we ran. They began killing us; our spears and slings could not harm them. When they found the women and children their leader stepped forward. He was great and terrible, and had sewn the seeds of terror amongst us so that we could not speak. He singled out Chara, the unlucky child. She was crying; the other children crawled away from her. The leader of the steel devils picked her up. He did not kill her but held her tight, covering her with his shroud. He walked away, and his people began to kill again. I hid in the cellars with my wife. When we came out the next day there was no-one left. The steel daemons had gone."

Many conclusions have since been drawn from this event, and similar occurrences have been documented. It is widely believed that the child was a psyker, but a Black Ship had passed through that very system mere months before, and detected no psychic activity whatsoever inherent in the Mbele. No solid conclusion has been drawn from this event, or other comparable instances.

Necron Warriors

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Necron	18	4	4	4	4	1	2	1	10	3+

Squad size: The squad consists of between 10 and 20 Warriors.

Weapons: Gauss flayer.

Options: The entire squad may have disruption fields at +2 pts per model.

SPECIAL RULES

Gauss Flayer: Any vehicle that suffers a hit from a gauss weapon will suffer a glancing hit on a D6 roll of a 6 on the Armour Penetration roll, even if the target's Armour value is greater than could normally be penetrated.

We'll Be Back!: At the start of every Necron turn, damaged Necrons may self-repair. Roll a D6 for every Necron capable of self-repair. On a roll of a 1-3, remove the model as normal. On a roll of a 4-6, the Necron is repaired and stands back up with 1 Wound remaining.



BLOOD FOR THE BLOOD GOD

CHAOS NEW RELEASES

ARCHAON, LORD OF THE END TIMES



Archaon, chosen of the gods, is the most powerful special character in Warhammer. Riding atop the daemonic beast Dorghar, while wielding the Slayer of Kings, Archaon is fully capable of taking on whole regiments on his own.

Designed by Brian Nelson, this boxed set contains one Archaon model.



This model requires assembly.

CHAOS CHAMPION OF KHORNE

Chaos Champions of Khorne are fearsome opponents in hand-to-hand combat, as the Mark of Khorne makes them subject to frenzy.

This blister pack contains one Chaos Champion of Khorne designed by Gary Morley.



This model requires assembly.

PRICE LIST

ARCHAON, LORD OF THE END TIMES £18.00	
Denmark kr 225.00	Sweden kr 270.00
Euro 30.00	

CHAOS CHAMPION OF KHORNE £7.00	
Denmark kr 80.00	Sweden kr 90.00
Euro 11.00	

FLESH HOUNDS OF KHORNE £7.00	
Denmark kr 80.00	Sweden kr 90.00
Euro 11.00	

GREATER DAEMON OF KHORNE £25.00	
Denmark kr 300.00	Sweden kr 350.00
Euro 40.00	

BLOODLETTERS £6.00	
Denmark kr 70.00	Sweden kr 80.00
Euro 10.00	

BLOODLETTER MUSICIAN & STANDARD BEARER £6.00	
Denmark kr 70.00	Sweden kr 80.00
Euro 10.00	

BLOODLETTER CHAMPION £5.00	
Denmark kr 55.00	Sweden kr 65.00
Euro 8.00	

LORD OF KHORNE ON DAEMONIC STEED £12.00	
Denmark kr 150.00	Sweden kr 180.00
Euro 20.00	

FLESH HOUNDS OF KHORNE

Flesh Hounds of Khorne are fast cavalry, ideal for supporting other fast Chaos units. They are particularly deadly when supporting Warhounds of Chaos. The Flesh Hounds' Strength 4 and 2 Attacks combined with the Warhounds of Chaos rank bonus, makes them able to beat any enemy infantry regiment.

In Warhammer 40,000, Flesh Hounds are a Fast Attack choice with 5-10 models in a unit.

Designed by Gary Morley, a blister pack contains two Flesh Hounds of Khorne.



These models require assembly.

CHAOS WASTES

10 AM SUNDAY 14TH JULY 2002
WARHAMMER WORLD

A day of Chaos tainted activities! Play Chaos themed Warhammer, Warhammer 40,000 and specialist participation games. Develop your modelling and painting skills in one of our Chaos Masterclasses. Learn about the Chaos threat in our question and answer seminars. Plus Mail Order, Forge World, Black Library, Fanatic and special guests! The time of Chaos is upon us!

Tickets available from Instore Mail Order, direct from Mail Order on 0115 91 40000, or on the internet at www.games-workshop.com/storefront. For more information on this and other events visit www.games-workshop.com/events



GREATER DAEMON OF KHORNE



A Bloodthirster, Greater Daemon of Khorne, is only rivalled in power by the mightiest of heroes and Dragons. Because it is so dangerous it takes up one Lord, one Hero and one Rare choice.

In Warhammer 40,000, Greater Daemons of Khorne are an HQ choice.

Designed by Trish Morrison, this boxed set contains one Greater Daemon of Khorne model.

This model requires assembly.

BLOODLETTERS OF KHORNE

Bloodletter regiments form the core of any Khornate Daemon army. Their high Strength 5 and 2 Attacks makes them one of the most hard-hitting regiments in Warhammer.

In Warhammer 40,000, Bloodletters are a Troops choice with 5-15 models in a unit.

Designed by Mark Harrison, these Bloodletters come two to a blister pack, with the musician and Standard Bearer available together. The Champion is available separately.



Standard bearer



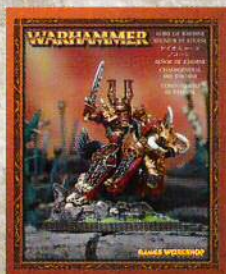
Musician



Champion



LORD OF KHORNE ON A DAEMONIC STEED



A Chaos Lord of Khorne mounted upon a daemonic steed is a fearsome opponent, especially when leading a unit of Chosen Knights of Chaos.

This blister pack contains one Chaos Lord of Khorne mounted on a daemonic steed, designed by Gary Morley.

This model requires assembly.



SWORDS OF CHAOS

WARHAMMER SUMMER CAMPAIGN

A time of darkness is upon us. The End Times approach! To the far north, in the depths of the Chaos Wastes, a warrior has arisen. He has found all of the icons of power. He has defeated all those who have stood against him. He is the favoured of the gods. He is Archaon, and he has turned his gaze to the civilised lands...

This summer, Chaos comes to Games Workshop as a national campaign that follows the beginning of Archaon's incursion into the civilised lands. The carnage will sweep throughout all the Games Workshop stores across the country. There will also be the Swords of Chaos Roadshow that will be visiting selected stores in the UK, charting the course of Archaon's Chaos Incursion as he tries to bring the Old World to its knees.

The Empire must defend itself as well as it can, and its heroes will be called upon to face the might of Chaos as the conflict continues. The Elves and Dwarfs have lent their support in this time of need, for they understand the threat that Archaon presents should his incursion succeed. The Lizardmen have also arrived

to assist in the struggle against Chaos, for more than any other race the Slann know the true horrors of Chaos. All the major races in the Warhammer world will be drawn into this conflict whether they wish it or not, for such is Archaon's influence.

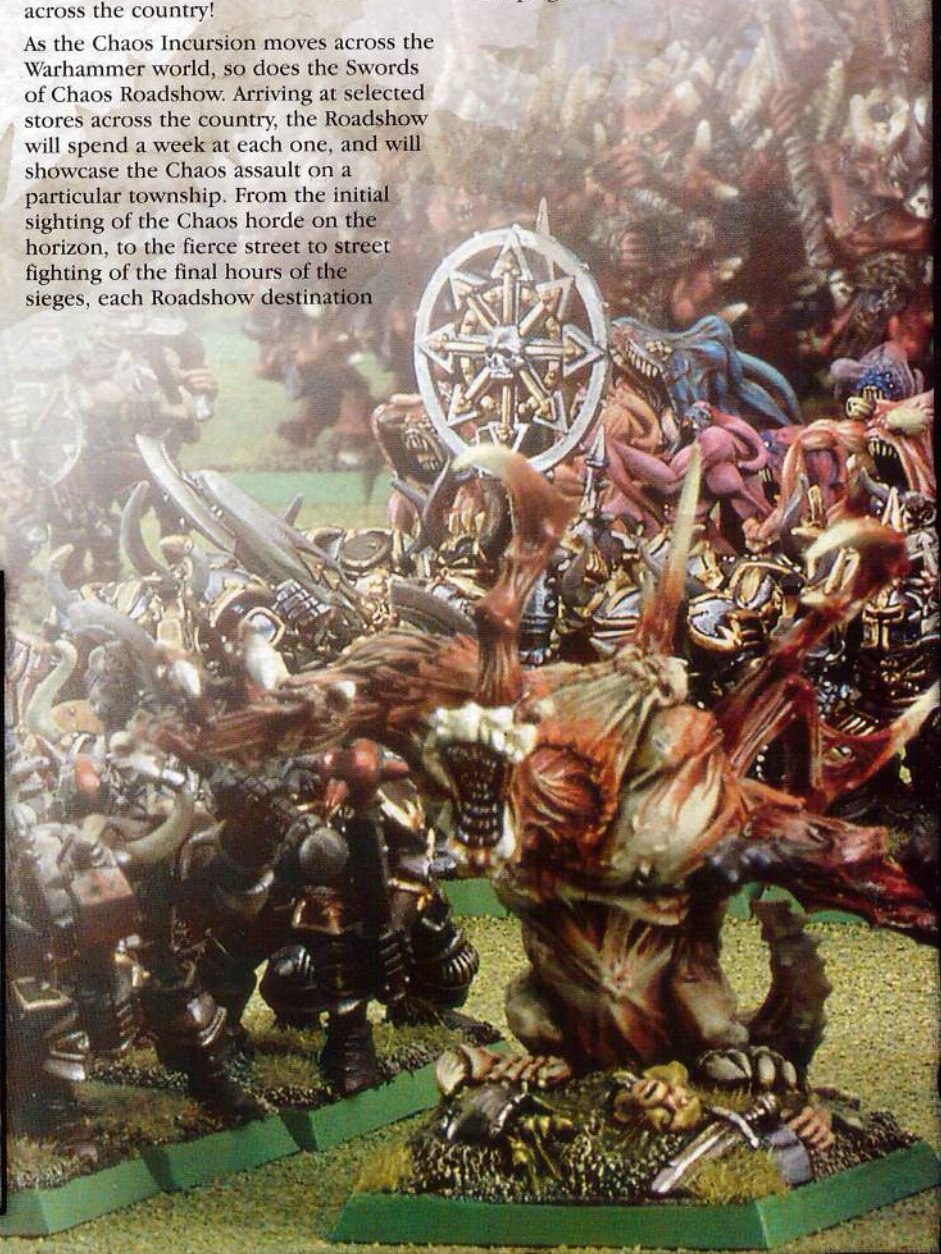
You can affect the outcome of this mighty struggle! Come to your local store this summer and join the fight. The stores will be running special themed games of Warhammer throughout the summer, with every game influencing the outcome of the campaign. The battles that you fight in your local store this summer will affect the outcome of the struggles all across the country!

As the Chaos Incursion moves across the Warhammer world, so does the Swords of Chaos Roadshow. Arriving at selected stores across the country, the Roadshow will spend a week at each one, and will showcase the Chaos assault on a particular township. From the initial sighting of the Chaos horde on the horizon, to the fierce street to street fighting of the final hours of the sieges, each Roadshow destination

will see the destruction or defence of a critical Empire township.

Throughout the summer, as the Roadshow travels around the country, every Games Workshop store will be running special campaign games to help influence the outcome of these battles. Each week there will be different special events affecting the battles that take place, representing the progress and influence of the Chaos horde.

So, join the fight for the Warhammer world this summer! Come down to your local store and get involved in the Swords of Chaos Warhammer summer campaign!





THE LORD OF SKULLS


KHORNE THE BLOOD GOD

KJARL DEATHAXE'S BLOOD-DRINKERS

The axe cleaved through the swordsman's neck, separating his head from his body. Its powerful arc continued on, smashing into the ribs of the next soldier. The daemon let out a savage and deafening howl, baring rows of razor sharp teeth in a snarl of bitter hatred towards the weak mortals before it. Other horned daemons of its kind leapt into the swirling combat, their axes reaping a bloody harvest with each and every strike. Huge muscular beasts, these daemons towered over the humans who bravely fought in vain for their lives. But the men stood little chance against the Bloodletters of Khorne. There were few mortals, if any, who could withstand their ferocity. In the name of Khorne they spilled the blood of their opponents. In the name of Khorne they massacred all they faced.

At the front of the Chaos horde, leading his barbaric marauders to battle, rode a massive Champion of Khorne. Unholy fire burned within the eyes of his steed and flames flared from the creature's nostrils. Skulls adorned the champion's armour and in his hand he wielded a great axe that cut a bloody swathe through his enemies. None could stand against him and as each loyal man of Sigmar fell, in a deep, resonant voice the mighty warrior repeated the same dark chant.

"Blood for the Blood God, skulls for the skull throne."



Khorne is the Blood God, the Lord of Skulls, also known among many of the northern tribes as Arkhar or

Kharnath, as well as a myriad other names. He is perceived as an angry, raging god of bestial strength and merciless battle prowess who rewards bravery, might at arms and conquest.

In the few depictions of Khorne that exist, he is represented as an overly-muscled, beast-headed being, sitting on a massive brass throne atop a mountain of skulls, said to be the skulls of those slain by his Champions, as well as the heads of his followers who have fallen in battle. Chained to his throne are Flesh Hounds, and it is written in dark texts

that a follower can call upon Khorne to let loose these merciless hunters upon a foe, in particular those craven enemies who refuse to fight in open battle.

There are no temples to Khorne and few true ceremonies in his name, for he is the God of War and is worshipped on the battlefield. The only known dedication is the bloodthirsty battle-cry roared by all his followers – "Blood for the Blood God!"

In the wider world beyond the Chaos Wastes, some worship the god Khaine, Lord of Murder, though whether the Elven god Khaine is Khorne by another name or a lesser power in his own right is much debated by scholars inclined to such heretical and dangerous subjects.

Khorne despises spellcasting and magic in general, although magical weapons and armour that aid the slaughter in his name are a different matter. There are

no wizards dedicated to Khorne, for a Champion of Khorne is the embodiment of the warrior who battles his enemy face-to-face rather than blasting his foes from afar with magical bolts. Axes are favoured weapons of Khorne, and another common mark worn by his followers is the Collar of Khorne: a massive studded ring clasped around the neck in imitation of the collars worn by the Flesh Hounds.

Champions of Khorne are unpredictable fighters, for they believe that a day gone by without a death in Khorne's name is a day wasted. For this reason, they are as likely to attack friends as foes, particularly when true enemies are hard to come by. Khorne's Champions are highly competitive, and unless they believe that their god has brought them together for a grander battle to come, when two Champions meet it almost inevitably ends in bloodshed and the death of one or both of them.



PAINTING MASTERCLASS

Released this month are the two new Lords of Khorne, both designed by Gary Morley. We thought we'd ask the Studio 'Eavy Metal team how they went about giving them such wonderful paint jobs.

Painted by Neil Green



ASSEMBLING THE MODEL

The miniature was first assembled and any gaps were then filled with green stuff. The model was then sprayed with a Chaos Black undercoat before thinned Chaos Black paint was painted onto any areas where the spray had failed to catch.

PAINTING THE MODEL

The armour was painted with a basecoat of Red Gore. This was then mixed in



equal parts with Blood Red for the first highlight stage. Equal parts Bronzed Flesh was then added to the mix for the last highlight stage before the armour was given several washes with thinned Magenta Ink.



with a thinned-down mix of equal parts Chestnut Ink and Magenta Ink.



Dwarf Flesh, to which a small amount of Red Gore had been added, was used for the basecoat of the flesh. A small amount of Elf Flesh was then added to this for each successive highlight stage. The skin was then given a wash

The brass sections of the model were painted with a basecoat of Tin Bitz and this

was then highlighted with Brazen Brass. Two parts Brazen Brass to one part Mithril Silver was used for the final highlight stage.

These sections were then given a wash with an equal parts mix of Brown Ink and Black Ink.



The silver metallic sections were painted with a basecoat of Boltgun Metal, followed by Chainmail and then Mithril Silver. These were then given a wash with a thinned down mix of Brown Ink and Black Ink.



The leather strapping and tabard were painted with a basecoat of Chaos Black to which a small amount of Bleached Bone was added for each successive highlight stage.

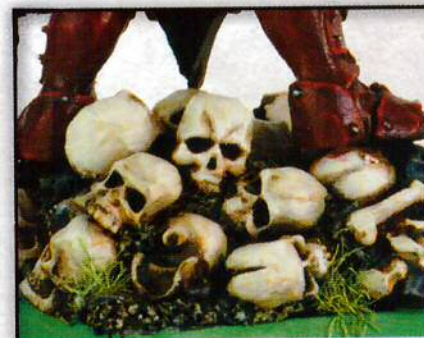


The wrappings around the weapon shaft were painted the same as the leather strapping, but with more highlight stages added.

The axe handle was painted with a basecoat of Scorched Brown, which was highlighted with Bestial Brown. This was further highlighted by adding Bleached



Bone to the Bestial Brown. Where the handle reaches the axe head, a small amount of Brown Ink was applied to add shading.



Bronzed Flesh was used as the basecoat for the skulls and horns. This was then highlighted with Bleached Bone and given a final highlight with Skull White. The eyes and teeth were then given a number of washes with the Brown and Black Ink mix used earlier.



The hair on the skull attached to the Champion was painted with a basecoat of Scorched Brown and then highlighted by adding small amounts of Bleached Bone to this for each successive stage.



ASSEMBLING THE MODEL

The model was assembled in separate stages. The horse's body was assembled first and any gaps were filled with green stuff. The horse's body was painted separately, and the Chaos Champion was attached to a flying stand to allow easy access when painting. The horse's head and the Champion's shield were left until the whole model had been painted, allowing the reins to be positioned correctly.

PAINTING THE MODEL

The horse's flesh was painted with a basecoat of Chaos Black which was then highlighted by adding small amounts of Codex Grey to Chaos Black for each successive highlight stage.



Codex Grey was then used on its own for a highlight stage, followed by a final highlight with Fortress Grey.



Chaos Black and Bubonic Brown were mixed together in equal quantities for the basecoat of the horse's hooves. More Bubonic Brown was then added to the mix for each successive highlight stage.

The barding and the Champion's armour were painted with a basecoat mix of equal parts Chaos Black and Red Gore. This was highlighted with Red Gore, then further highlights were made by adding Blood Red to Red Gore.

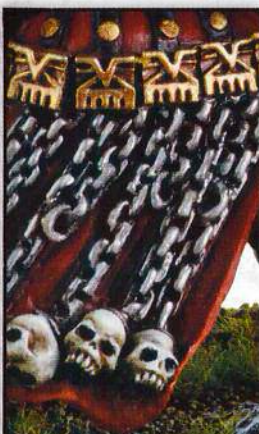


Blazing Orange was used as the final highlight colour before these sections were given several washes with thinned Red Ink.



The gold trim and armour were painted with a basecoat of Dwarf Bronze. Chestnut Ink was then washed over these areas before a second

coat of Dwarf Bronze was applied. Shining Gold was used as the next highlight stage, followed by adding Mithril Silver to the Shining Gold.



A basecoat of Boltgun Metal was used to paint the chains and saddle pommel. This was then given a wash with thinned Black Ink before Chainmail was painted on as a highlight stage.



The sword was painted using the same scheme, but before Chainmail was applied, a wash of equal parts of thinned Green, Magenta and Chestnut Inks was brushed over it.



The skulls were painted with Scorched Brown, then highlighted with Bestial

Brown, Bubonic Brown, Bleached Bone and finally Skull White.



The horns on the horse's head were painted with an equal parts mix of Chaos Black and Bubonic Brown. Bleached Bone was added to this mix

for each successive highlight stage, with a final highlight of Skull White.



Scorched Brown was used as the basecoat for the Champion's cloak. This was highlighted with Bestial Brown, followed by Bubonic Brown and a final highlight of Bleached Bone.



The inside of the cloak had a basecoat mix of equal parts Dwarf Flesh and Chaos Black. Dwarf Flesh was then added to this mix for each highlight stage.



To finish the model, sand was glued to the base and then painted with Chaos Black. This was then drybrushed with Bubonic Brown and highlighted with Bleached Bone. The rocks on the base were given a basecoat of Chaos Black and then drybrushed with Codex Grey, and highlighted with the addition of Skull White.

SLAUGHTERERS OF HAARGROTH

THE STUDIO KHORNE ARMY

Following on from last month's article focusing on Archaon's army, The Swords of Chaos, Space McQuirk takes a close look at our Studio Khorne force: The Slaughterers of Haargroth the Bloodied One, Champion of the Blood God.

FOOT TROOPS

The colour scheme for the Studio's Khorne army was very simple. It would be red and brass, the colours of the Blood God.

The warriors were modelled with halberds and shields, positioning the halberds so that for the most part they rested on each model's base, as halberds are too heavy to wave about like knives.

A basecoat of Red Gore was applied to the armour. This was then highlighted using Blood Red, with washes of Magenta Ink applied. The trim on the armour and weapons was painted with a basecoat of Tin Bitz with Shining Gold used as the highlight colour and the icon of Khorne, taken from the model of Arbaal the Undefeated, was used as the standard.

This colour scheme was then followed through to the Marauders, which have been modelled with axes, the favoured weapon of Khorne's warriors. The red

Chaos Warriors of Khorne



armour scheme was applied to their helmets, shields and shoulder pads, continuing with the same gold trim used on the Warriors. To tie the units together even more, the same icon was also used on their standard.

CAVALRY

The Knights were painted next, in exactly the same manner. Each of the horses was painted black as this helps the red scheme stand out more, and again the banner icon was used on the top of the unit's standard.

Bloodletters of Khorne.



The Chariot was painted in the same manner as the Knights, painting the horses black and barding red. The wooden Chariot was painted slightly darker but still using the Red Gore basecoat. The hero on the chariot was a simple conversion using the basic charioteer model, as this already fitted easily into the chariot itself. The whip was removed and replaced with an axe, made from two plastic Marauder axes. The head of the charioteer was replaced with the plastic Champion head from the Marauder regiment set.

DAEMONS

With the Bloodletters and the Flesh Hounds, the red areas are inhuman skin rather than armour, and since it was decided to paint these in a slightly different tone to the armour of the Warriors and Marauders, a different technique had to be used. A darker and fleshier tone was applied by using fewer highlights and fewer wash stages. Using the same colour scheme to paint the horns helped tie these Daemonic units together, as did painting both units with the same black fur, highlighted using Codex Grey.

ADDING CHARACTER

Once the Khorne regiments were done, the 'Eavy Metal team set about painting the characters.



Haargroth

Haargroth himself was converted using several different models to make a unique figure. The main body was taken from an old Bloodletter Champion model, and the arms were taken from an Orc, with an axe in place of the Orc's weapon. The head was taken from the old Archaon



Standard Bearer

model. Haargroth was painted in the same colour scheme that was used on the rest of his warband but, to make him stand out from the other troops, his helmet was first painted with Codex Grey, then highlighted with Skull White. Haargroth's skin was painted with a base coat of Dwarf Flesh, with a little Scab Red mixed in to give it an appropriate red tint.

For the Standard Bearer, the 'Eavy Metal team used the metal Khorne Champion model as a starting point, replacing the chains on the left arm with a plastic axe. This axe was constructed from two axes from the Warriors of Chaos regiment set. A banner pole was made to replace the axe in the model's right hand. The head of the model was taken from the Warhammer 40,000 Khorne Berzerkers boxed set, and some hair was sculpted onto it using green stuff. Extra time was spent painting the design on the banner, which was first drawn onto the paper with a sharp pencil.

The Slaughterers of Haargroth



In the shadowlands of the Realm of Chaos, to the north of the Old World, lies the land of Norsca. Here it is the law of nature that rules, where only the strong survive. So it was when Haargroth's parents were killed in a savage raid by a rival tribe, he was expected to perish. With no one to teach him the skills needed to survive as a warrior and hunt with the tribe, he found he was forced to scrape a living eating scraps left by the dogs.

Each summer the warriors of the tribe would take to their massive longships and set off on raids to the rich southern lands. There they plundered and pillaged, returning with provisions enough to see the tribe through the bitter winter. Those too young to join these voyages would remain, hunting meat for the tribe and honing their combat skills. During these months, the beatings Haargroth usually received from the other youngbloods abated in favour of these worthwhile activities. The tribe saw fit to let him tend to the goats and Haargroth would sit in the fields, hunger gnawing at his stomach. When one of his herd disappeared into a nearby forest, Haargroth could not foresee the events that would soon change his life forever.

Haargroth raced after the beast but, upon entering the forest, he found the bloodied remains of the goat and a trail of blood. Anger welled inside him and he set off to track down the culprit and soon found himself in the darkest glades. Before him a beastman rested on the forest floor, its mouth stained red with the blood of the dead goat. Haargroth noticed the creature had left its crude axe by its side as it slept and a voice stirred in the mind of the boy, telling him to slay the creature. Picking up the axe, he could hear the whispering grow louder as though the axe itself spoke to him. Suddenly the creature awoke and with a guttural bray forming on its lips, launched itself at Haargroth. Instinctively the youth brought down the axe cleaving the beast apart from shoulder to chest. As the blood sprayed onto his clothing Haargroth unleashed his anger upon the fallen beast, the humiliation of every beating he had sustained came out in a frenzy of hatred. Repeatedly, he hacked at the body until only a bloody carpet of broken bone and flesh remained on the forest floor. In those moments, something had stirred within the oppressed soul of the simple goatherd. He had experienced a sensation that he had never dreamt of, and so began his path to damnation and glory.

Haargroth stood motionless, the bloodied weapon held tight in his hand. He watched with fascination as the blood on the axe vanished, absorbed by the blade. To his astonishment, the crude wooden handle began to smooth, developing a silvery sheen, whilst a strange rune on the blade glowed bright for just a brief moment. Emerging from the forest, Haargroth made his way back to the village. As he reached the gates, the guards rushed out to question the blood-stained youth but, as they approached, Haargroth swung out with his axe killing both guards with one blow.

Gone was the cowering, skulking weakling. Now Haargroth walked proudly into the village, adorned in the bloody pelt of the beastman. The young hunters of the village fled before him and he strode into the great hall. Having killed the guards, no one dared challenge Haargroth and so he took his place at the head of the great table, helping himself to the food and drink. All summer he took whatever he desired from the villagers and no one found the courage to prevent his reign of terror.

As the first leaves fell from the forest trees, the return of the longboats was a welcome sight to the tribe. The warriors were greeted with loud cheers and the womenfolk rushed to the shores to meet

The Slaughterers of Haargroth attack a rival Chaos warband.







them. The raids had proved successful, their ships were laden with treasures, slaves and all manner of exotic provisions. The Norscan warriors sang of their glorious victories as they marched to the great hall to begin their celebrations. Upon entering, the songs stopped abruptly and a deathly silence ensued. As was traditional, the chieftain was the last to enter the hall, and with no rousing cheer to greet his arrival, he knew something was amiss. The crowd parted and he was shocked to see a stranger sat in his throne. Anger began to well inside him as it slowly dawned that the impostor to his throne was none other than the orphaned goatherd.

The youth had grown at an astonishing rate since the chief had last set eyes upon him. With a raging bellow he drew his axe, leapt towards the outcast, and brought down his great axe in a mighty arc, fully intent on killing the youth for his impudence. The whole hall gasped in amazement as Haargroth simply raised his own weapon, casually deflecting the blow onto the table. Whilst the chief tried

desperately to free his axe from the solid timbers, Haargroth mercilessly felled the Norscan leader. He stared deeply into the eyes of every one of the warriors who had returned, daring any to challenge him, but all bowed their heads. Haargroth commanded that the warriors feast, but what should have been an occasion of great celebration was undertaken in silence.

The following months were a difficult time for the tribe, the unity and brotherhood that the chieftain had once provided was gone. Whilst all acknowledged Haargroth as their new leader, none rallied to his side.

For those tribes whose summer raids fared poorly, winter was a desperate time. As the provisions ran low these tribes were forced to go to war against neighbouring tribes in order to survive. With the first onset of snow came one such invasion. The peaceful silence of the morning was broken by the battle cries of a rival tribe.

The warriors gathered their weapons and prepared to defend the village. Haargroth marched out to the open ground outside

the village, and for the first time ever the warriors united under their new chieftain. As the enemy warriors charged, Haargroth stood at the front of his tribe. His axe rose and fell with such speed and strength that soon a pile of bloody corpses surrounded him. His warriors were inspired by his ferocity and they met the enemy with deadly savagery. Soon every single invader lay dead for no loss to the tribe. Only now did the warriors welcome Haargroth as their leader, and returned to the village holding him aloft.

Saturated with the blood of slain foes, the once crude axe had now transformed into a mighty and ornate weapon, but that was not the only change. The God of War, Khorne, pleased with the slaughter that this mortal wrought, blessed Haargroth. In just a matter of days his body transformed, muscles bulged out from beneath his armour and his form now resembled that of a mighty beast. That winter, Haargroth led his warriors on many raids against neighbouring tribes and with each battle, the tribe conquered their foes, spilling

rivers of blood in the snow-covered valleys. Soon the enemy tribes gladly surrendered at the sight of Haargroth's warriors, but he would give them no respite, killing in a frenzy of bloodshed until only the strongest amongst his foes survived. These warriors would be offered the choice to either join his band or die. This merciless reputation quickly led to the warband's name, the Slaughterers, and all feared their coming.

Over the next few years, Haargroth led his warriors on daring raids across the world, sailing his fleet of longships as far as Naggaroth and even into the thick jungles of Lustria. With each victory, he would grant the spoils of war to his worthiest warriors. Those who had proven themselves were given fine suits of armour blessed by the gods, enchanted weapons and huge dark steeds to ride into battle upon. During these raids Haargroth marched at the front of his force, fighting in the thickest combats, cutting a bloody swathe through the enemy ranks.

In the winters, he would return with his warriors and continue to wage war against the tribes of Norsca. His pursuit of slaughter was ceaseless, leading his band to the far north of Norsca towards the Chaos Wastes. Still the tribes fell before him, but Haargroth relished this combat closer to the Chaos Wastes. The tribes here were stronger and more brutal, something in the atmosphere also invigorated him with a fierce savagery. Finally, when even Haargroth himself thought that nobody could withstand the might of his warband, he called to his god Khorne to bring him an opponent worthy of his skill.

Instantly a great storm broke in the skies and the mists of the Chaos Wastes enveloped his warriors. Mighty Daemons wielding great axes charged from the thick blanket of fog, cutting down many of his finest warriors. In the confusion Haargroth found himself separated from his own force, lost in the unearthly mist. Then, from the shadows, he heard the sound of heavy hooves and the deep snorting of some terrible beast. As though appearing from thin air, a great steed reared before him. Its eyes burned with unholy fire and on its back was mounted a huge knight clad in dark armour that mirrored the night sky. Amongst numerous strange runes embossed upon the behemoth's armour, he recognised the mark of Khorne. In the warrior's hand a fiery blade was held aloft, and to his side he bore a mighty shield.

The gods had answered his challenge! Haargroth let out a tremendous battlecry, charging headlong at the mounted warrior. With all his might he brought down his axe only to find it blocked by the massive

shield. Such was the force of the attack that Haargroth felt the bones in his arm jar at the impact. To his dismay not even a dent marked the shield and now the knight brought round his sword in a wide arc, the flaming edges of the blade ripping into the chest of the Champion of Khorne. He flew backwards with the force of the blow, landing roughly in a crumpled heap and pain coursed through his chest as visions of terror filled his mind.

For the first time since his downtrodden youth, he felt the humiliation of defeat. The steed walked over to where he lay and the mighty warrior dismounted. He reached down, grasping Haargroth by his throat and picked him up so that his feet dangled above the ground. The knight pronounced

himself to be Archaon, the Lord of the End Times. He commanded that Haargroth and his warriors bow down before him and join his force. Archaon bade that Haargroth's men would fight together with his own warriors, leading the army into the thick of battle where the fighting would be the bloodiest. Having finally met a warrior who could best him, Haargroth accepted and now his warbands march at the front of Archaon's army, joined by hordes of fearsome Bloodletters and fierce Daemonic hounds. However Haargroth still longs to build up his strength, sacrificing the skulls of his enemies slain in battle to the throne of his god. Then he will once again challenge the Everchosen, for such is the way of Khorne.



PAINTING WORKSHOP


MATT HOLTSON'S KHORNE DAEMONS

This month Matt has had sufficient willpower to drag himself away from the new Warhammer 40,000 CCG long enough to paint some Khorne Daemons for his Warhammer and Warhammer 40,000 armies. Here's how he painted them.



Matt has painted his Bloodletters to go with his Warhammer 40,000 Chaos Space Marine force.

COLOUR PALETTE

-  Red
-  Gore
-  Blood Red
-  Bolting Metal
-  Mithril Silver
-  Chaos Black
-  Codex Grey
-  Scorched Brown
-  Vomit Brown
-  Bleached Bone
-  Skull White
-  Tin Bitz
-  Red Ink
-  Flesh Wash
-  Black Ink

GETTING STARTED

The models were stuck to their bases using superglue. At this stage, the axes were left separate to allow easy access to the chest area. The models were then undercoated with Chaos Black undercoat spray. They were all painted at the same time, finishing the basecoat on each model before moving onto the highlights, etc.

PAINTING THE MODELS

The models were painted starting with the deepest layer. This allows you to get to difficult areas with the paintbrush, without worrying about getting paint onto areas that have already been done.



First to be painted was the Bloodletters' skin which was given a basecoat of Red Gore. All the flesh areas were then given a watered down wash of Black Ink. Once this dried, the skin was then highlighted with Red Gore, followed by Blood Red. A final highlight of Vomit Brown was painted on before the skin was glazed with Red Ink to pull together the highlights and enrich the red. This also had the added advantage of giving the skin a slightly wet appearance.

The fur on the Bloodletters' backs and legs were drybrushed with a mix of two parts Vomit Brown and one part Chaos Black. These areas were then given a second drybrush of four parts Vomit Brown to one part Chaos Black.



The horns and hooves were given a basecoat of Scorched Brown, with Vomit Brown being used to pick out the spirals on the horns. To finish the horns, they were given a glaze of Brown Ink.



To paint the teeth and spikes protruding from the skin, a basecoat of Scorched Brown was applied. To emphasise the grain on the spikes, a series of lines were added in Vomit Brown and then highlighted with Bleached Bone, and finally with Skull White.



The eyes were painted Vomit Brown with a fine detail brush.

The skull trophy was given a basecoat of Vomit Brown and a generous wash of Flesh Wash was then applied. Once this had dried, the skull was then highlighted with Vomit Brown again, before a final highlight of Bleached Bone was added.



All the metallic areas were given a basecoat of Tin Bitz and then highlighted with Boltgun Metal.



The loin cloth was highlighted by painting Vomit Brown onto the edges. It was then given a Red Ink glaze to give a blood-soaked appearance.



The Flesh Hounds were painted using the same colours and techniques as the Bloodletters.

PAINTING FLESH HOUNDS

HORNS & TEETH
Vomit Brown, Bleached Bone & Skull White

FUR
Vomit Brown & Chaos Black

SKIN
Red Gore, Blood Red & Vomit Brown

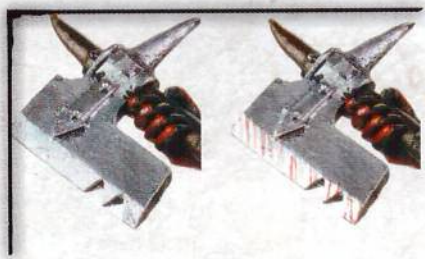
COLLAR
Tin Bitz & Boltgun Metal



At this stage the axe was attached using superglue. The haft was painted like the metallic areas on the model and

the grip was painted the same way as the loin cloth.

The axe head was first drybrushed with Boltgun Metal. Then to make the blade look sharp and blood stained, it was painted with a series of lines using Mithril Silver and Red Ink wash.



THE BASE

The top of the base was given a generous coat of Chaos Black. Whilst the paint was still wet, it was dipped into fine sand, then immediately flooded with a wash of Black Ink. Once dry, the sand was drybrushed with Codex Grey, followed by Bleached Bone. The side of the base was painted with an equal parts mix of Codex Grey and Chaos Black, and to finish the base off, small clumps of static grass were stuck on using superglue.

To protect the model, a coat of Purity Seal (matt varnish) was applied.



Flesh Hounds of Khorne.

WARHAMMER CHAOS



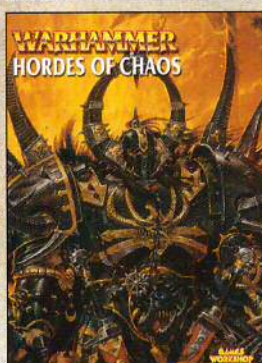
Warhammer Starter Set Warhammer Rulebook

£50
£25

The game of fantasy battles, Warhammer is set in a fantasy world where you control a mighty army to crush your foes. Knights in shining armour crash into regiments of bloodthirsty warriors, while archers darken the sky with arrows. Powerful war machines belch forth death with earsplitting fury, while heroes on fantastic monsters sweep into combat, turning the tide of battle.

This boxed set contains:

- A 288-page rulebook
- 38 Empire Soldiers
- 1 Empire Cannon
- 1 Empire General
- 1 Orc Warboss
- 35 Orc Warriors
- 1 Orc Boar Chariot
- 1 ruined building
- 3 weapon templates
- 8 assorted dice
- 2 range rulers



Hordes of Chaos Armies Book

£12

A time of darkness is upon us. From the north, the hordes of evil gather. Marauders sweep from the Chaos wastes, followed by Chaos Warriors and Daemons from other realms! This is the time of Chaos. This 112 page book, contains complete rules and background, plus a full colour painting and modelling guide, for the servants of the Chaos gods.

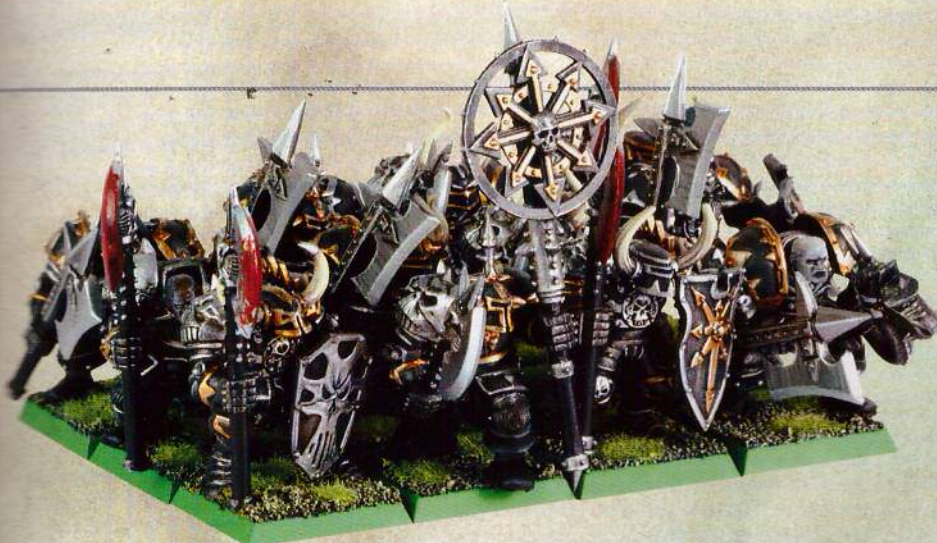


Chaos Marauder Horseman Regiment

£20 boxed set

To many Marauders, a horse is a sign of status, and only the best warriors may ride them. These mounted raiders are a constant threat along the borders of more civilised lands. This boxed set contains enough parts to make five Marauder Horsemen, including a Champion, Musician and Standard Bearer.

AVAILABLE FROM YOUR LOCAL GAMES WORKSHOP STORE, INDEPENDENT STOCKIST,
www.games-workshop.com OR BY PHONE ON 0115 91 40000
 (models not shown at actual size)



Warriors of Chaos Regiment

£15 boxed set

The most favoured fighters of the dark gods don their heavy armour and become Warriors of Chaos, spreading pain and death for the favour of their lords. This boxed set contains 12 plastic Warriors of Chaos models and one Chaos mutations frame. The Warriors can be armed with hand weapons or halberds.



Champion of Chaos

£7 blister pack

Every Chaos Warrior aspires to be a Champion of Chaos, leading a host of their own in the eternal war! This blister pack contains one miniature.



Marauders of Chaos Regiment

£15 boxed set

Chaos Marauders are natural fighters, born in hardship and forged by a life of battle. This boxed set contains 16 plastic Marauders of Chaos. The Marauders can be armed with hand weapons or flails.



Sorcerer of Chaos

£5 blister pack

Masters of the twisting winds of magic, Sorcerers blast the enemy with their power. This blister pack contains one Sorcerer and a familiar.



Knights of Chaos Regiment

£25 boxed set

Encased in Chaos armour, riding the steeds of Chaos, these warriors are the most powerful heavy cavalry in the Warhammer world. In the name of their dark gods they crush all before them. The boxed set contains enough parts to make 5 Knights of Chaos models, including a Champion, Standard Bearer and Musician.

CORONATION OF ARCHAON

THE LORD OF THE END TIME ARISES

Little over a hundred years after the Great War against Chaos, Archaon and his warband, the Swords of Chaos began to be a feared and respected force in the northern Chaos Wastes. For over a century Archaon journeyed across the lands, seeking out the artefacts of power belonging to the

greatest Champions of Chaos that had ever roamed the lands. However, the last of these powerful talismans, the fabled Crown of Domination always eluded his search. It was this item that Archaon needed to prove he had gained the full favour of all the Chaos gods. At last, after years of searching, he learnt of its place of rest from the cursed spirit Be'lakor. This hate filled being had tried to claim the Crown for itself, but could not avoid its preordained fate and was forced to lead Archaon to the First Shrine of Chaos. The First Shrine is located high in the World's Edge Mountains, and Archaon led an army of colossal size to the base of the towering peaks. His massive war horde had grown immeasurably in the years leading up to his attempt to claim the Crown, as the legends surrounding his deeds spread. Leaving his ever-growing army at the base of the mountain range, Archaon, riding on

the back of his daemonic mount, ascended the mountains as night was falling. With unnatural speed, his infernal steed carried him tirelessly through the twilight towards the shrine, following the shadowy creature Be'lakor high into the peaks.

Arriving at the hidden shrine, built into a cliff face and concealed with powerful magics, Archaon dismissed his daemonic steed back to its infernal place of origin. With a screech, the beast returned to the Realm of Chaos, leaving only a trail of burning imprints where its hooves had touched the mortal world.

As the illusions concealing the First Shrine of Chaos disappeared, Archaon viewed the mighty portal to the holy place. It was maddening to look upon, the great double-doors carved with numberless scenes of devastation and bloodshed. Even as he watched, the scenes shifted, the carved figures hacking at each other in bloodlust. Daemons swung cruel blades around them, slaughtering their foes and each other in glorious mayhem. Undaunted by the tiny figures that turned to look at him, Archaon strode to the doors that opened unaided before him.

The spirit Be'lakor led Archaon inside, entering an immense, roughly hewn chamber. On the floor in the centre of the room a huge symbol was

carved, a great, black, eight-pointed star, the star of Chaos. No living creature had walked these halls for centuries, and Archaon was filled with awe as he felt the eyes of the gods upon him.

Drawing his ancient and powerful blade, the Slayer of Kings, Archaon forced Be'lakor to lead him truly, for he knew that the jealous being would try to lead him to his death if it could. The incorporeal spirit-being recoiled, its immense shadowy wings shrinking away from the feared glowing blade, though any normal mortal weapon would have had no effect upon it. Whispering like an icy wind, Be'lakor spoke, its hate-filled voice seeping directly into the mind of the mighty Warrior of Chaos. From out of the darkness a long arm of shadow was formed. Delicate talons of darkness unfurled, and the creature beckoned Archaon to follow. The trials awaited...

The Gods of Chaos assailed him with their tests one after another, bombarding him with challenges to overcome and thus prove his worth this last time. If he failed in these final tests he would be tortured for eternity, but time is nothing to the dark gods, and they would rather wait for another to rise than to have one not worthy wearing the Crown of Domination. Always, the spirit of the cursed Daemon Prince Be'lakor was there, leading him ever onwards. The spirit of darkness coiled around him, whispering its words of deceit and hatred in his ear, attempting to distract Archaon from his challenges.

A blinding light assailed Archaon's eyes, and he raised a hand to cover them. When the painful light faded, Archaon found himself standing in the middle of an island of stone, barely twenty feet in diameter, hanging in darkness. All around the floating stone island was black as pitch, and Archaon circled warily, his glowing blade held in hand. In the gloom, windows of light began to appear, torn open for brief moments before snapping shut again. Flames could be seen in these rifts as they opened, and silhouetted against the inferno could be seen the dark shapes of daemons. From these rents in the darkness came all manner of daemon, born aloft by wings leathered, feathery and skeletal. They descended on Archaon, blackened talons clutching at him, trying to pull him off the stone island into darkness. He hacked around him with the Sword of Kings, smashing the creatures from the air, weaving a delicate and powerful dance with his blade. Where the ancient weapon touched the magical beings, they exploded into light, shattering into a shower of colours. For what seemed an eternity, Archaon battled the daemons, until he was standing defiant, chest

heaving. His armour was scratched and ripped, in places holes were punched through the ornate chestplate and blood seeped from his wounds. Again, a blinding light filled his head, and in the next instant his surrounding once again changed.

Father Nurgle filled Archaon's mind with illusions and feverish hallucinations, and the great warrior watched as his armour bloated and burst in explosions of sickly disease. Before his eyes he saw the metal of his gauntlet decay and corrode, falling from a hand that swarmed with maggots and burrowing insects. He felt the foul, wriggling creatures moving beneath his skin, burrowing into his organs and brain as agony wracked his system. He lost his vision as his eyes became clouded and stigmatised, veins becoming clotted and bursting. Exerting his unnatural strength of will, Archaon threw off these illusions, hacking down the bloated daemons of the Plague Lord that capered around him.

The Grand Manipulator, Tzeentch, had his twisted daemonic minions assail Archaon with sorcerous power. Multi-coloured flames assailed his body, burning him with unholy intensity. Their power burned through his bones, and every part of his physical makeup strained to resist the contorting magic that struggled to mutate him out of shape. While his body was assailed by torturous magic, his mind became filled with visions of the future, implanted in his head by the Changer of the Ways. He witnessed himself triumphant before the armies of Chaos, the coveted Crown of Damnation being placed over his head. In his visions, as soon as the Crown was in place, the Gods began to laugh, the heavens filling with their sound of their derision and scorn, for they could see that he was not worthy of the honour. He fell to the ground, clutching his head in his hands as a chasm of eternal darkness opened beneath him and he fell, plunging into madness and despair, the punishment for thinking himself worthy. Falling for what felt like an age, doubts assailed him, trying to make him uncertain of his own ability and worth. He rose his voice into a powerful roar of defiance, banishing the visions from his mind, for he knew that the moment he succumbed to the doubts, he would be lost forever in the darkness, the plaything of Tzeentch. In the next instant he was once again standing in an empty cavernous room, and the hateful vision of Be'lakor was beckoning him onwards.

Archaon entered a room of such a scale that it defied rational thought, stretching in all directions further than the eye could see. He approached a towering throne that appeared seemingly out of nowhere, drawn to it with complete lack of volition. As he drew nearer his heart

skipped a beat and his breath became heavy and ragged, sweat making his skin feel clammy. The being sat on the throne could only be the Dark Prince itself, Slaanesh, radiating power, glory and absolute perfection of form. Archaon's mind was clouded by the brilliance of this divine manifestation, and he fell to his knees in abject adoration. The Lord of Pleasure reached out with a pale, delicate hand and gently laid it on Archaon's armoured shoulder. The mortal warrior felt a thrill pass through his soul like he had never before felt, a moment of true contentment. The sweet voice of the god made him want to weep, for every word was spoken with such familiarity, self-assurance and beauty, and he almost begged the Dark Prince to allow him to stay as the deity's eternal slave, if only he could remain in this blissful presence. With a force of will that no other living mortal could hope to match, Archaon resisted this temptation, although he knew that Slaanesh could give him all he could ever desire; glory, power, unmatched adoration. He also knew that this was a part of his test, and so he painfully tore his eyes away from the Dark Prince and raised himself to his feet. The dark gods wanted a champion who would bring glory to them, not a warrior who merely fought for personal glory. In an instant, the visions changed again, and Archaon found himself standing in a crudely carved tunnel, opening into an immense cave.

Battered, weary and drained, Archaon stalked into the huge cavern. The floor of the cave was lined with thousands upon thousands of skulls, piling up around the edges of the tall brass pillars that reached into the darkness above. Blood flowed down these pillars in a never ending torrent, spreading around the bones on the floor, running around the skulls in a gory river flow. Oily smoke drifted up from this sea of gore, seeping through empty eye sockets and gaping jaws, filling the air with the metallic stench of blood. Far on the other side of the chamber, Archaon could see a ghostly white light shining down onto a pedestal. Floating in the air within this light was a mighty horned helmet – the Crown of Domination. A path raised a few feet from the ground cut through the skulls and led towards the mighty helm.

Stepping confidently onto the pathway, Archaon began to stride towards the Crown. His head turned from left to right as he walked and his raging sword was held ready. Just as he passed the midpoint of the path he halted, his eyes being drawn up to the darkness above the bridge. Burning brightly, a pair of large eyes appeared in the darkness far above. Just below these burning eyes, what could only be a cruel mouth opened, sharp teeth silhouetted against

the fires burning within the body of this creature. Recognising what it must be, Archaon took a step backwards warily, holding his sword before him with both hands.

On great leathery wings, the Bloodthirster dropped from the darkness above. With a tremendous crash, it landed on the path, wings spread wide to balance its huge weight. The daemon's cloven hooves made cracks appear in the ancient stone, and it glared at Archaon with flaming eyes, the smell of burning sulphur filling the air with each of the towering creature's exhalations. In one titanic hand it gripped the mighty Axe of Khorne – bearing the burning symbol of the God of Slaughter, the twin-bladed axe was as large as Archaon. In its other hand it wielded a snaking whip that seemed to lash around the beast with a life of its own.

It took a step towards Archaon, its mighty chest rising and falling as its rage began to overtake it. With a scream of pure fury roaring from its brazen throat, the Bloodthirster thundered towards Archaon, lashing out with its barbed whip. The cord wrapped around Archaon's lower leg, biting sharply into the metal of his armour and pulling him off balance as the creature yanked on it. Drawing its massive axe back over its head, it leapt forwards with unnatural speed for such a large creature, driving the axe through the air to descend on the mortal that was dwarfed before it.

Straining not to be ripped off his feet by the whip wrapped around his leg, Archaon raised his daemon-blade that was swirling with entrapped rage and agitation at the presence of the Bloodthirster. The mighty swing of the axe was deflected from its course, sliding down Archaon's sword. The strength of the blow forced Archaon's weapon down, and the axe glanced off his shoulder, ripping through metal and bone and forcing him to his knees.

Archaon held his sword before him, pointing it towards the being that towered over him. In the swirling inferno that was contained within the blade, a daemoniac face could be seen, screaming silently, its cruel eyes locked to those of the towering Bloodthirster, straining against the binding that held it within its prison. Speaking the name of the unearthly being within the blade, U'zuhl, Archaon felt the strength of the bound daemon join with his own already prodigious power. Their minds merged, though Archaon remained at all times in control. His eyes blazed with daemoniac light, shining from the slits in his helm, and power coursed through his veins. Shrugging off the terrible injury to his shoulder, Archaon surged to his feet, chopping his now blazing sword through the whip binding his leg.

The mighty figure of Archaon seemed to grow, though he still looked minute before the huge bulk of the Bloodthirster. The memories of the daemon U'zuhl filled Archaon, and he addressed the Bloodthirster by its true name.

The battle between these two mighty beings of power was brutal and swift. On the thin path they hacked at each other with horrendously powerful, lightning fast attacks, Archaon easily matching the ferocity of the frenzied Bloodthirster. Hundreds of attacks were traded between the pair in the first minute of combat alone. Archaon, fuelled by the power of the daemon U'zuhl, attacked in a blur of movement. At one point, the Bloodthirster stumbled off the path after a vicious blow nearly severed its leg at the knee joint. With a mighty crash it fell amidst the skulls, splintering them into thousands of pieces and creating an explosion of blood and gore. Enraged, it stood quickly, blood dripping from its heavily muscled form and shards of bone crunching beneath its cloven hooves. With a powerful leap it launched itself into the air, beating its immense wings. It swooped towards Archaon in an effort to smash him beneath its bulk. Unable to avoid the attack, Archaon lunged towards the descending Bloodthirster, driving his blade up into the greater daemon's belly, its own momentum impaling the creature. The blade drove up through the daemon to the hilt, opening the greater daemon from stomach to neck even as it bowled into Archaon. Knocked off his feet, Archaon was driven over the edge of the path. He fell amid the skulls, only to find himself sinking beneath the leering heads that seemed to suddenly come to life around him. Blood began to cloud his vision, seeping through his visor slit, and he felt the burning liquid seep down into his throat. The Bloodthirster ploughed into the path, and great rents appeared in the stone surface. With impressive strength, Archaon held to the edge of the path with one hand, stopping himself from drowning, and managing to keep in check the rage that was struggling to overtake his mind. Turning, he saw the Bloodthirster begin to shimmer out of existence, the magic holding it together unravelling. Seeing his sword slipping beneath the skulls, he reached out a hand, extending his will. The blade began to shake, before flying back into his hand.

With the final test of the Greater Gods passed, Archaon, drenched in blood, approached the glowing Crown that was spinning in the light shining down upon the pedestal. The cursed spirit Be'lakor made a final attempt to claim the mighty artefact for itself, but its black taloned hands passed through the Crown. With a curse it retreated to the darkness once

more. Archaon's gauntleted hands closed on the Crown, and the mighty helm became solid.

Returning to his army at the base of the mountains, the horde fell silent. Warriors of Chaos, countless tribes of Marauders and capering daemons all fell to their knees as one, the numberless horde stretching out in all directions like a living carpet.

Lifting his own helmet from his head, the immense horde of Chaos lowered their eyes respectfully from Archaon's visage. Compelled by powers greater than its own, the spirit of Be'lakor placed the Crown of Domination over Archaon's head, cursing all the while before slipping out of existence, returning to its own dark realm in fury.

As the helm was placed, all present could feel the approval of the gods of Chaos. Archaon removed the amulet of the Eye of Sheerian, a shining yellow stone worn around his neck and placed it in its proper place, slotting it into its setting on the Crown. As it was put in place, the yellow eye blinked slowly, and filled with glowing light. The heavens boomed with lightning and thunder, the earth shuddered and the triumphant laughter of the Gods filled the air.

With Archaon crowned with the fabled Crown of Domination, the Gods of Chaos had let their favour be known. Given the honorific title Lord of the End Times, it is Archaon who will lead the next great Chaos incursion that will send the world once again spiralling down into turmoil and strife and bring about great change in the world as it is now known. For the worshippers of Chaos, this is a great time, a time for glory and conquest, for mighty deeds and heroes to be born.

Archaon raised his voice, addressing the armies arrayed before him to witness his coronation. His voice boomed out over the heads of the assembled warriors, reaching the ears of even those standing more than a mile from him.

"We gather our strength. Then, we move south..." came his dire proclamation, and the heavens trembled as the entire warhost broke into a bloodthirsty roar, thousands upon thousands of voices raised to one desire – overrunning all the lands of the puny mortals who lived in the south.

A bright flash of light suddenly lit the early morning darkness, and Archaon raised his gaze to the sky. Burning brightly, a twin-tailed comet sped across the heavens. Concealed in the shadows, Be'lakor's eyes narrowed as it too saw the mighty comet. A handful of times in its existence the shadow-being had witnessed this portent. In silence, the creature blended into the darkness, and then was gone.



"Fear me mortals, for I am the Anointed, the Favoured Son of Chaos, the Scourge of the World. The armies of the gods rally behind me, and it is by my will and by my sword that your weakling nations shall fall."

Archagon, Lord of the End Times

PAINTING MASTERCLASS

ARCHAON, LORD OF THE END TIMES

We continue our Painting Masterclasses by asking the 'Eavy Metal team how they approached the task of painting the incredible new Archaon miniature designed by Brian Nelson.



Painted by Keith Robertson

ASSEMBLING THE MODEL

The four pieces of Archaon's Daemonic Steed were assembled first. Next the body, helmet and sword arm were fixed together but left unattached from the horse's body. The shield was painted separately, as were the reins. Each of these parts were then given an undercoat with a spray of Chaos Black, followed by a touch of thinned Chaos Black paint to any areas of the model where the paint had failed to catch.

The Daemonic Steed was painted first. The Chaos Black undercoat on the



flesh was first highlighted with a mix of equal parts Chaos Black and Codex Grey. More Codex Grey was then added to this at each successive stage to bring the highlights up to Codex Grey on its own.



The mane and tail of the steed were then painted with the same highlights as the flesh except that

Fortress Grey was then used to continue the highlight stages.



The chainmail around the saddle section was painted with Boltgun Metal. This was then drybrushed with Chainmail followed by

Mithril Silver. Blazing Orange with a small amount of Bestial Brown mixed in was then thinned down with water and applied to the chainmail to create rusty patches.



To paint the steed's hooves an equal parts mix of Chaos Black and Bestial Brown was painted

over the Chaos Black undercoat. This was then highlighted by adding Bubonic Brown to the mix, followed by Bleached Bone.



The strap on the underside of the horse was painted with a basecoat of Scorched Brown.

Bleached Bone was added to this for highlights and, to finish off, it was given a wash with Brown Ink.



The rune on the rear of the steed was painted with a basecoat of Red Gore, which was highlighted by adding Bleached Bone, followed by a

wash with Red Ink. The same colours were also applied to sections where the horns emerge from the steed's flesh.



The first part of Archaon to be painted was the fur, as this would be drybrushed. A basecoat mix of Scorched Brown and Snakebite Leather was applied first. Increasing amounts of Bleached Bone were then added to the mix for each successive drybrush. The claws were given further highlights with Bleached Bone. To finish the fur, it was given a wash with thinned Brown Ink.



Archaon's armour and shield were painted with Chaos Black. The edges of the armour were then picked out with a basecoat of Blood Red.

This was highlighted by adding small amounts of Fiery Orange to the basecoat. The spike on the shield was given extra highlights with Fiery Orange.



A basecoat of Scab Red was used to paint the cloak and the reins. Small amounts of Bleached Bone were added to this for the highlight stages.



The helmet and the Chaos symbol on the shield were painted with a basecoat of Dwarf Bronze. This was then given a wash with Brown Ink. Shining Gold was then painted over this, followed by a



final highlight of an equal parts mix of Shining Gold and Mithril Silver.



The skulls were painted with a basecoat of Bestial Brown. Bubonic Brown was used for the first highlight stage, followed by Bleached Bone. Black Ink was then applied to the runes engraved in the bone.



The stirrups and buckle were painted with a basecoat of Boltgun Metal, which was

highlighted with Chainmail, followed by Mithril Silver.



The horns on the horse and Archagon were painted with a basecoat mix of Chaos Black and Bestial Brown. Small amounts of



Bleached Bone were added for each successive highlight stage, bringing the highlights up to Bleached Bone on its own.



Archagon's sword was painted with a basecoat of Boltgun Metal. This was then highlighted with Chainmail, followed by Mithril Silver. The section of the sword near the handle was given a glaze with thinned Black Ink. Moving up the blade a glaze of Red Ink was applied, blending it in with the black. This then changed to Yellow Ink further up the blade, again blending the inks together. The very tip of the blade was then repainted with Mithril Silver which had a little Yellow Ink mixed in.



The inside of the blade was painted with Blood Red, highlighted by adding Fiery Orange, followed by Sunburst Yellow.

The base was given a drybrush with an equal parts mix of Chaos Black and Codex Grey. This was highlighted with Codex Grey on its own, followed by a final highlight of Fortress Grey. The rock was then given a subtle wash with a mix of Green Ink and Blue Ink to add a small amount of colour.



The spikes were painted with a basecoat of Scaly Green. Bleached Bone was then added to this for successive highlight stages.



LURE OF THE GODS

ONE MAN'S PATH TO ETERNAL DAMNATION



WHAT'S THIS ALL ABOUT?

Gav: Conversations can spark good ideas and, as I've found often enough, good ideas spark more work.

Luckily this conversation sparked more work for Mr Sawyer than it did for me!

The conversation in question occurred as the new miniatures for Hordes of Chaos began to appear. Paul, impressed by what he saw, told me he'd really like to collect a Chaos army. Unfortunately, being a family man with obvious time

commitments, he can only paint during his lunch hour and it would take him quite a bit of time to get a battle-worthy force together.

As we discussed this, we realised we had fallen in to a well-hidden but all too frequent trap – the idea that Warhammer can only be played with full-on 2,000 point (or more) armies. Thinking further, we realised this is not at all true. As experienced players, we've become accustomed to this style of playing, but it is by no means the only type of Warhammer game you can play. Wouldn't it be good, suggested Paul, if we could show people that they can play with their armies while they're still collecting and painting them. Yes,

replied I, that would be great, glad you've volunteered...

And so Paul has started planning his burgeoning Chaos horde and, over the coming issues will be reporting on how he's getting on; how's he's fared painting them, playing some games with his growing collection, and telling us how his initial plans have evolved over time (or not changed at all, if it's a really good plan!). He'll demonstrate that you don't have to have a shelf-load of soldiers to have fun, whether you're just starting out, or an old timer (like him) looking for a change. And, as if that wasn't enough, maybe you'll pick up some hints and ideas for collecting a Chaos army to boot!



WHAT? NO GUNS?

Paul: Damn! Too clever for my own good it seems and that Lord of Change in human guise, Gav Thorpe, has snared me for his own fell ends...

Luckily, I'd finally be getting around to starting a new army. With so many great new books and miniatures being released recently I've spent all my time changing my mind. In recent months I've been about to collect Tau or Necrons for Warhammer 40,000 and Elves for The Lord of the Rings. All of this whilst trying in vain to add to my Dwarfs for Warhammer. I'd start to put a few models together only to be utterly distracted by the next 'shiny thing' to come along. Chaos is a different matter entirely however...

I've always fancied putting together a Chaos army in both Warhammer and Warhammer 40,000 but for one reason or another did something else instead. With the new Hordes of Chaos armies book out, and with some of the best Citadel miniatures ever made now hitting the shelves, it's time to build my own Horde of Chaos.

As Gav has already said, I have a young family and that means leaving paints, modelling tools, etc, around the house is a no-go (my 2 year old daughter Holly can smell potential trouble at 50 paces...) so I'd have to be satisfied with painting in my lunch hour at work. In terms of this series that's not necessarily a bad thing – I'm sure not everyone has time to paint an army in a night like Matt Hutson (can you say 'no life'?). Many gamers have other commitments that eat into our valuable painting and gaming time and hopefully this series of

articles will go a long way to dispelling the myth that you need to paint 24/7 and do so until you have a full 2,000 point army before being able to play a game of Warhammer.

DECISIONS DECISIONS...

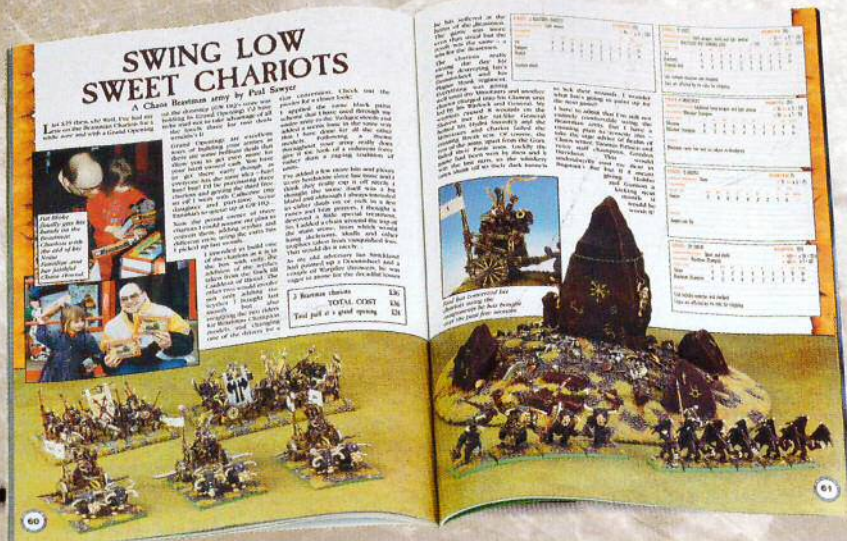
Apart from buying the new Hordes of Chaos armies book (by far the best looking to date in my opinion) I'll be picking up the first models in my fledgling force.

My first decision would be whether it would be a 'mainstream' army or themed. I'd considered an all-mounted army – Marauder horsemen, Knights of Chaos and Chariots but, unfortunately, I'm too greedy to be satisfied with that and wanted to field Daemons, Spawn, etc. No, I'd have to go for a more conventional mainstream force.

So, next up was the question of which Chaos power I would theme my army around. The two powers that stood out for me were Slaanesh and Tzeentch.

Slaanesh because Juan Diaz's unnervingly seductive Daemonettes are remarkable models, along with the hedonistic pleasure Slaaneshi followers get from excess of all kinds. Tzeentch

◀ *Most of my gaming time has been spent with my beloved White Scars and any Warhammer time has been with my Dwarfs. Playing Warhammer without handguns, cannons, etc. is going to be very weird and take me back a few years to my Beastman army collected as part of the 'Tale of Four Gamers' series way back in White Dwarfs 218-223.*



Of all our armies, Chaos is a converter's dream and this is one of the main reasons I've yearned to do a Chaos force for so long.

The plastic regiment sets are not only great value for money, but are replete with a variety of options and extras. The more stuff you can add to your bits box the better. Check out the pile of bits to the right for just how many unused extras I got from the two regiment boxes I bought this month. They will come in very handy over the coming months for sure.

Note: for those who have never heard the expression before, a 'Bits Box' is where you put all your unwanted and unused components. This becomes a great receptacle for conversions later on – never throw anything away!



because of the alarmingly bizarre new Horrors sculpted by Alex Hedström, along with Tzeentch's manipulative nature and mastery of sorcery. I really couldn't make my mind up which to go for as I'd end up not being able to field the other. Luckily salvation was at hand for my greed and indecision...

CHAOS UNDIVIDED

Not only does a Chaos Undivided force allow me access to pretty much everything in the army lists but it is also the army which Archaon himself leads. Anyone who has been lucky enough to catch a glimpse of the new Archaon model (released this issue!) will know why this is such an exciting prospect.

I decided on starting the army off as a mortal army mainly for the Archaon reason, but also because the new Daemon models weren't released just yet. When I build an army I don't tend to write an army list and buy to that. Instead I look to keep the character of the army intact and choose models that appeal to me in terms of looks and battlefield prowess.

The first choices were all but made for me, due to model availability but also because I like to build my Core regiments first to try to keep my army as legal as possible in terms of force organisations (not much use starting with two Rare choices...). Luckily the Core regiments were exactly what were released first!

First up had to be a Warriors of Chaos boxed set – you can't argue with WS5, S4, T4 and a save of 5+ before any upgrades! I decided to make this twelve strong regiment set armed with Halberd and shield (the +1 Strength and +1 save vs missile fire would be very handy!). These armour-clad brutes would form the core of my army.

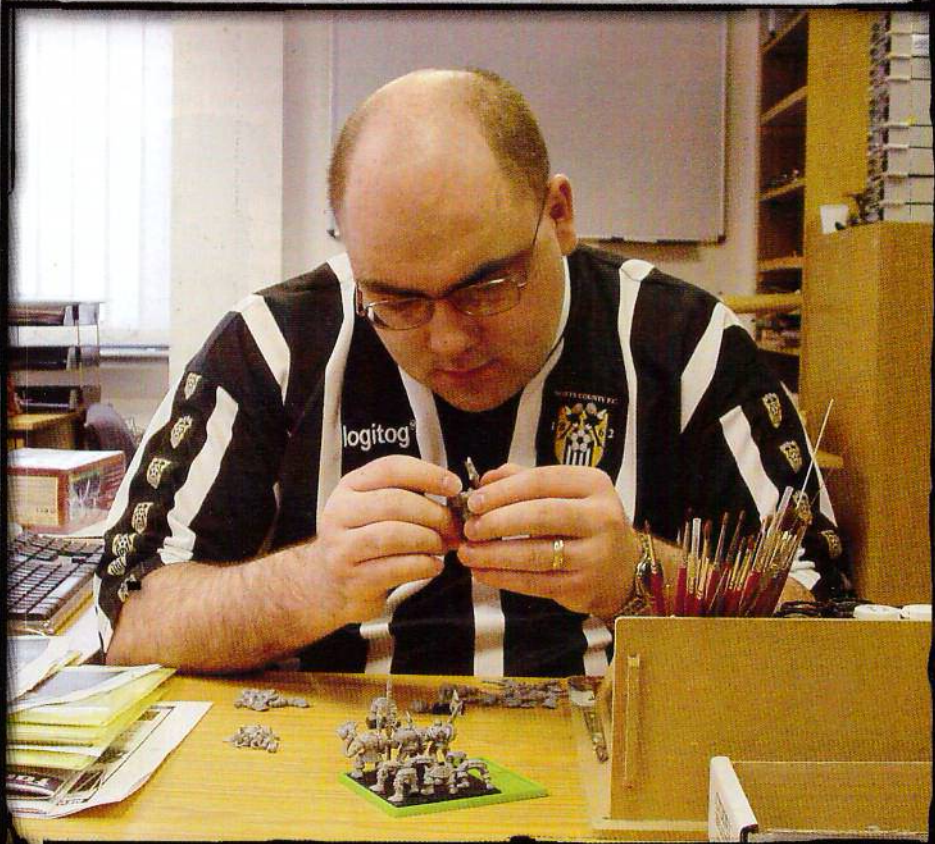
I also decided on a Chaos Marauders regiment box as it would allow me another good sized regiment for not many points (something of a luxury in a Chaos army). I'd be giving them flails to help offset their Strength of 3. Flails are an 'all or nothing' weapon as they only give +2 to strength in the first turn of combat. Given a Chaos army's all-out attack nature, I'm happy to load up with flails and try my best to get the charge in and hit first.

I didn't want to buy much more than I could paint in a month, so grudgingly

decided on just adding Jes Goodwin's splendid new Champion of Chaos model to my fledgling force.

The great thing about the Chaos army list is this model would allow me a great deal of flexibility as I could use it as a Lord of Chaos, Exalted Champion of Chaos or Aspiring Champion of Chaos as the situation dictated.

With the first models in my possession (pun intended...) I retired to the comfort of my paint station to start building my all-conquering horde. I'll let you know how I got on next issue...



In the continuing series on Gaming Clubs around the country, Space McQuirk visits Hathersgate and Reading's Cricket Club to visit the Cheltenham Warchiefs. Run by a 15 year veteran of gaming, Mike Pert, the Cheltenham Warchiefs club is an active member of the Gaming Club Network.



CHEL TENHAM WARCHIEFS

The Cheltenham Warchiefs formed in 1995. They began life as a home-grown club in Portsmouth when Mike Pert, current Club Secretary, gathered together a few friends who were interested in Warhammer. Having been a stalwart fan of the hobby for over fifteen years, he soon taught his friends how to play, and before long the Warchiefs Club was up and running.

When Mike moved to Cheltenham he found that he wanted to continue running a club as a way of finding new gamers around the area with which to share his passion for the hobby. The members constructed a few rough gaming tables and produced enough scenery for he and his friends to fight decent battles on. The club began to pick up interest from other Warhammer fans in search of new opponents to battle and had soon outgrown the confines of his home. The Warchiefs moved into their current location at the Hathersgate and Reading's Cricket Club.

When the club heard about the Gaming Club Network they were eager to help out and sent a representative to the meetings at Nottingham HQ. At the time, Games Workshop was looking for volunteers to help out with displays for Games Day 2001. Both Mike and his partner Rachael had experience with Games Day tables from previous events and were more than willing to help out.

The club had been asked to come up with an Inquisitor display table. Mike asked the experienced modellers in the club for their help and soon had a small team eager to start work on the project. The first idea they came up with was to make a Gothic style cathedral, but before long this had developed into a cathedral in an industrial hive city. Rachael and Mike started by mapping the layout of the board onto their dining room floor. This gave them a clearer idea of the size of the piece and how much scenery they would need to generate to finish the display.

Once the initial concept plans had been worked out they invited the rest of the team to come and help them realise the project. Seven of the club's members met up around Mike's house on weekends to help out with the construction.

...they found themselves in the strange position of having a display piece for Games Day, but no models to go with the table.

The team knew that the board was going to be transported to Games Day and so decided to make it in several sections. The main base for the piece is constructed from wood. Polystyrene was then cut to shape and sanded down to create most of the walls and hills. Balsa wood was then cut to shape to make the floorboards and doors for the towers and walls. The pillars were



The scenery shown below was built using a combination of balsa wood, polystyrene and a combination of old and broken bits and pieces. It's a testament to the fact that anything and everything can be used to make great scenery if you spend some time and use your imagination.



The forces of the Imperium are ambushed by the pestilent Nurgle Chaos Space Marine!

made from plaster cake decoration stands, which were broken up to create a ruined effect.

The industrial section of the city was constructed from sections of old pipe and a broken electric radiator, which they dismantled and painted to look like an old factory complex. The production of the scenery took much longer than the guys had expected and they found themselves in the strange position of having a display piece for Games Day but no models to go with the table. Toby Bryant came to their aid and quickly assembled and painted models of the Devout twins and some Grey Knight conversions. All that was then needed was an

enemy for the Grey Knights to fight against. In stepped John Harrison with a Nurgle Chaos Space Marine.

Mike feels that the whole project brought the members of the club closer together. Whilst normally the club like nothing better than fighting out games of Warhammer against each other, the Games Day display board helped unite the club and he recommends other clubs should attempt similar projects.

The Cheltenham Warchiefs have yet to use the board for a big Inquisitor campaign, but Mike hopes to do so in the near future. The separate terrain pieces on the display board can all be removed from the main table and are perfectly suited for use in games of Warhammer 40,000, too.

It is true that for most clubs, weekly meetings involve getting together purely for the enjoyment of a game against a friend. The experience of the Warchiefs suggests that trying something different could make an exciting change for any club. By spending a few weeks producing scenery, not only will your club benefit from the bonds of friendship that working together on such a project can produce, but the club will also be better off in terms of useable scenery for future games.

Want to go along?

If you fancy popping along, the Warchiefs meet at the Hathersgate and Reading's Cricket Club each Monday at 7pm.

Contact:

Give Games Workshop Gloucester a call on 01452 505 033 for more information.



The Cheltenham Warchiefs gaming club with their Inquisitor gaming board.



The board was built in separate sections for ease of transport to and from Games Day.

Join the Club Network

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

- Either log on to the Gaming Club website and fill in the online form at www.gamingclub.org.uk
- Or drop into your local Games Workshop store and ask for a registration form.

Contact details

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

e-mail us at:

clubguy@games-workshop.co.uk

or write to:

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



SPACE MARINE PREDATOR





Index Astartes



A regular series
focusing on the
Imperium's finest
warriors, the
Space Marines of the
Adeptus Astartes.

ARMoured HUNTER

The Space Marine
Predator

by Andy Hoare

The Predator is a variant of the Rhino armoured personnel carrier that sacrifices passenger capacity for superior armour and firepower. These vehicles have served the Adeptus Astartes since the dark days of the Horus Heresy, but were created long before the Emperor united Humanity and led the Great Crusade to reclaim the galaxy. Andy Hoare reveals the origins of this mainstay Space Marine tank.

Every Chapter of the Adeptus Astartes has at its disposal a large pool of armoured vehicles, ranging from the ubiquitous Rhino to the mighty Land Raider. These vehicles each fulfil a specific battlefield role set down by the Ultramarines Primarch Roboute Guilliman in his epic tome – the Codex Astartes. The Predator is a light tank, and its primary battlefield role is that of squad support. Wherever a squad of Space Marines is in need of mobile fire support, be it against enemy infantry or armour, the Predator is there to provide it.

Standard Template Constructs

The technology of the 41st Millennium is steeped in superstition and ritual. Most of the technological achievements utilised by Mankind are creations based not in the era of the Imperium, but in the dimly remembered Dark Age of Technology. During this period Man travelled to every corner of the galaxy, surviving on the remotest of worlds thanks to the Standard Template Construct: a system that evaluated local resources and produced the designs for any tool the colonists might require, from a ploughshare to a warp drive. One design that served the settlers well upon a myriad of worlds was the Rhino armoured personnel carrier, and the Predator is an STC variant of this highly versatile blueprint.

The Rhino is an extremely adaptable and open-ended design that features in-built compatibility with many standard weapon and drive systems. This means that it forms the basis for a number of other vehicles besides the Predator, including the Razorback, Immolator, Whirlwind and many specialised variants such as field medic units, command vehicles and armoured recovery vehicles. The ease with which the basic Rhino pattern can be upgraded to the Predator, and the interchangeability of components, makes the Predator almost as ubiquitous a tank as the Rhino is an armoured carrier.

The Earliest Predators

The Predator was first fielded during the Dark Age of Technology: the period of expansion that saw human settlers colonising vast swathes of the galaxy. During this age the Predator was instrumental in establishing Mankind's dominance upon an untold number of worlds. What little evidence that survives from this period is jealously guarded by

the Tech-Priests of the Adeptus Mechanicus, but it is theorised by those with access to the sealed archives that the Predator template was developed in response to Mankind's earliest contacts with the Ork race. Where the Rhino had served Mankind well in previous conflicts with lesser races, the brutal, close quarters method of warfare favoured by the newly discovered Orks required a different tactic altogether. The Predator was an ideal weapon against the Orks, who had few weapons that could penetrate its upgraded armour, and whose own armour offered no protection whatsoever against the tank's autocannon and heavy bolter armament.

The original Predators employed by the Emperor's forces were only slightly different to those employed today, and it is a testimony to the original design that it has changed so little over the course of 10,000 years. The first Predators were equipped with a small passenger-carrying capacity, but during the prolonged campaigns of the Great Crusade it became obvious that this meagre facility was of less importance than the ability to carry greater amounts of ammunition, especially if the vehicle in question was to be fitted with side sponsons. By the time of the Great Crusade, a great number of Standard Template Constructs had been lost, and it was another five millennia before the Razorback, a vehicle dedicated to the role of infantry fighting vehicle, was discovered. In the mean time, Imperial tactics sacrificed transport capacity for firepower, fielding Predators as light support vehicles alongside the Rhino armoured personnel carriers.

The Annihilator Variant

Today, those senior Tech-Adepts with access to such ancient texts as Wilhelm of Mantrioc's Liber Armourum believe that all of the Predators in service during the Dark Age of Technology were outfitted according to the pattern known today as the 'Destructor'. Armed with a turret-mounted autocannon, this was the pattern in use by the armies of the Emperor at the very dawn of the Imperium.

The 'Annihilator' variant, featuring a twin-linked, turret-mounted lascannon did not come into service until many millennia later, during the Skarath Crusade. That an established STC vehicle should be adapted is highly unusual in the

superstitious Imperium, where the Adeptus Mechanicus view anyone 'tinkering' with their technology as guilty of techno-heresy of the very worst kind.

At the height of this great push into Chaos infested worlds bordering the Eye of Terror, a Great Company of the Space Wolves Chapter found itself besieged by the combined armoured might of several Traitor Legions

The Space Wolves' commander had requested the aid of a contingent of his Chapter's Land Raiders, whose high-powered 'Godhammer' pattern lascannons would break the Traitors' ring of fortifications and armoured vehicles once and for all. However, a great tragedy befell the Chapter, as the mass conveyance vessel transporting the Land Raiders was inexplicably lost in the warp, leaving the force on the ground with little more than their man-portable lascannons with which to face the enemy armour.

The Space Wolves are renowned for their ingenuity and refusal to stand down from a seemingly impossible situation. The Iron Priests struck upon the idea of modifying their Predators to carry the lascannons employed by the Long Fang heavy weapon squads. The Iron Priests and Rune Priests consulted every portent and cast every augury they could conceive, until they were convinced that all the signs were favourable and the modifications should be made.

Strive to emulate the Predator. Let your soul be armoured with Faith, driven on the tracks of obedience, which overcome all obstacles, and armed with the three great guns of Zeal, Duty and Purity.

-The Commander of Armour's First Book of Indoctrinations-

The Space Wolves' breakout at the height of the Skarath Rebellion was the first battle in which the newly dubbed 'Annihilator' pattern Predator saw action, and it was an overwhelming success. The armoured column cut a swathe through the Traitors' Land Raiders and Dreadnoughts, who had been prepared for no more heavy weaponry than heavy bolters and autocannons to be employed against them.

In the wake of the battle, the Adeptus Mechanicus were outraged at the Iron Priests' methods, and branded them desecrators and blasphemers against the Machine God. However, when confronted with its undeniable success, the Tech-Adepts decided to instigate an inquiry to ascertain whether the new pattern should be accepted and enter production as a standard variant. The inquiry lasted for two centuries, during which time the Annihilator was subjected to an exhaustive series of trials and examinations. The Tech-Priests prayed to the Machine God and made their supplications to the spirits of all those Predators they modified. At the end of this

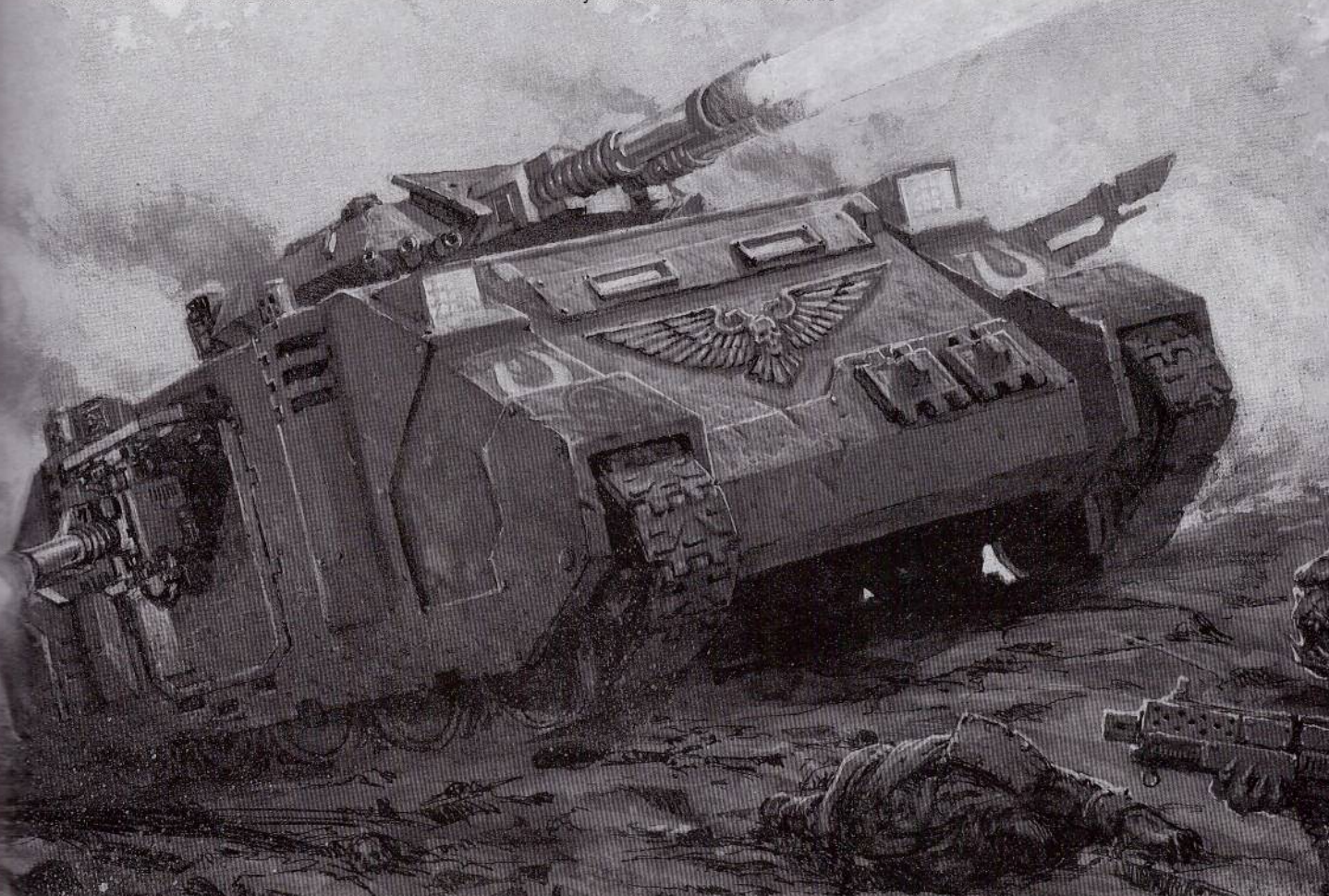
long and meticulous process they declared that the Omnissiah was in favour of the variant, and indeed that the facility to retrofit the vehicles with lascannons was an intentional feature of the original template.

After two centuries of investigation, the Adeptus Mechanicus pronounced that the Adeptus Astartes had the blessing of the Machine Cult to build the Predator Annihilator. The Space Marines had by this time already been using the new variant for one hundred and ninety years.

Construction

Most Space Marine Chapters have the facilities to construct their own armoured vehicles. These Chapters maintain a large forge in which its serfs, overseen by its Techmarines, produce all the ammunition, equipment and supplies required by the Chapter to fulfil its obligations and objectives.

The forge will produce large numbers of Rhino chassis, a small number of which will be earmarked to provide the basis for



Predators, Whirlwinds and other variant patterns. Only the finest chassis are used in the production of a Predator, and one is only selected once the Tech-Adepts of the Chapter have made the relevant supplications and are sure the omens for the vehicle's future are favourable. The entire process is carried out with the utmost reverence to the vehicle's machine spirit, and every precaution is taken to protect against ill fortune. Every 13th vehicle to be outfitted as a Predator is blessed and purified to an even greater degree, and every 666th is melted down, its constituent materials returning to the forge in a solemn ceremony resembling a state funeral as much as a sacrificial offering to the Machine God.

The Adepts name the Rhinos as they emerge from the forge, and those designated to become Predators receive a name that reflects its role as a protector of the Brethren, and a mighty opponent to the Chapter's enemies. The name is only chosen after the Emperor's Tarot has been consulted, and it is widely held that the machine's personality will adhere to its title. In battle, some vehicles are held to be utterly fearless in the attack, others stubborn in the defence. Vehicle crews hold that each vehicle is as individual as its name.

One advantage of the Rhino chassis is that, if absolutely necessary, it can be retrofitted to another variant with relative ease. During the Vern IV offensive in 140M.40 for example, the Death Spectres Chapter lost almost its entire pool of Predator Destructors when the Eldar of the Kabal of the Envenomed Thorn ambushed them. They were later forced to retrofit twelve Rhinos to Predators in response to the unexpected intervention in the conflict by the Eldar of the Void Dragons pirate fleet.

Chapter Organisation

All of the Predators owned by a Chapter are the responsibility of the Chapter's Master of the Forge. This officer, who is the most senior Techmarine within the

Chapter, commands the armoury, which includes all of the armoured vehicles that are not permanently attached to a Company.

A Chapter will on average own between 20 and 30 Predators. Most prefer an equal proportion of Annihilator and Destructor variants but some, such as the idiosyncratic Subjugators Chapter, exclusively maintain one model, in the case of the Subjugators, the Destructor.

The Master of the Forge is responsible for maintaining the vehicles in sufficient number and condition to meet the Chapter's commitments. When a task force is dispatched on a mission its commander will request a detachment of armoured vehicles from the armoury, and the Master of the Forge will issue him with those vehicles he considers suitable for the task in question. The Master and his staff consider the Predators their own charges, and consider any mistreatment at the hands of a force commander an unforgivable insult. Woe betide the commander who returns a Predator to the forge in any less state of repair than it was issued to him at the outset of a campaign.

The crews of Predators are Space Marines who specialise in the operation of armoured vehicles and, while not actually Techmarines, they are fully trained in the operation and maintenance of their vehicles. It is considered a great honour to crew a Predator, the only one greater being promotion to the custodian of a Land Raider.

Battlefield Roles

Upon the field of battle, the primary role of the Predator is as a mobile firebase acting in support of the Space Marines themselves as they undertake their mission. The Predator variant utilised for the mission will depend upon the foe they will be facing and the objective the force is attempting to achieve. The Destructor is considered the ideal tank to tackle light vehicles and large numbers of lightly armoured infantry, for instance, Orks or ill-

equipped human rebels. Against enemy tanks and armoured infantry, the Annihilator's lascannons will make a mockery of the thickest armour.

Many forces will field Predators specifically outfitted for a given mission as the side sponsons may be fitted with either heavy bolters or lascannons, irrespective of what pattern the turret mount adheres to. If the force commander was expecting to face a mix of lightly armoured infantry and heavily armoured vehicles, as is the case with Imperial Guard armies, an Annihilator fitted with heavy bolter side sponsons would provide an efficient mix of anti-infantry and anti-armour firepower.

The Battle For Tallarn

Ten thousand years ago the Imperium was gripped by the most destructive conflict in its long history. Warmaster Horus revealed his true allegiance to Chaos and the Traitor Legions were let loose in an orgy of destruction that engulfed the greater part of the Imperium and cost the lives of millions.

The Iron Warriors Traitor Legion was responsible for just such an act of destruction upon the world of Tallarn, a planet of unparalleled beauty. Lush tropical forests and warm blue seas covered the planet's surface and its people considered their world a paradise.

The Iron Warriors, for reasons known only to themselves, subjected the world to an utterly inhuman virus bombardment. The warheads of their missiles unleashed a strain of biological agent that killed every single living cell upon the surface of the world in a matter of weeks. So efficient was the virus that it even destroyed the bacteria that would ordinarily break down dead organic matter. The result was a world of lifeless slime; the remains of all plant and animal life reduced to an acrid, shapeless residue.

But some inhabitants had survived. Deep beneath the surface of Tallarn were sealed shelters, and as the survivors emerged to bear witness to the destruction wrought upon their world, the Iron Warriors struck. So inimical to life was the surface that the Tallarns were forced to fight within heavy protective suits, and at times even these offered no protection against the deadly viral strains running wild across the world. Infantry could play little part in the conflict and the war soon escalated into the largest tank battle of the Horus Heresy.

Imperial forces rushed to the world in response to the Iron Warriors' attack, and the Predators of the Imperial Fists and Iron Hands Legions were instrumental against those of the Traitors. Across

THE BAAL PREDATOR

The Blood Angels Chapter specialises in close quarter fighting, and although they are equipped to deal with as many tactical situations as any other Chapter, they maintain a Predator variant unique to themselves and their Successor Chapters. The Baal pattern Predator has been in service since the earliest days of the Great Crusade, where the template was discovered amidst the ruins of the fortress of the techno-heretic Lord de Ladit on the world of Atium III. It features a turret-mounted, twin-linked assault cannon, and the option of fitting sponson-mounted heavy flamers. This vehicle provides fire support at extremely close ranges, and is ideal for fighting large numbers of lightly armoured enemy in cover or in the built-up environs of a city. The Baal Predator complements the Blood Angels' combat doctrine perfectly, as it keeps pace with the assault of the bloodthirsty Sons of Sanguinius.

plains of slime and stinking mist the tanks clashed, fighting in formations hundreds or, at times, thousands strong. The armoured might of the Imperial Guard joined that of the loyalist Space Marines; an act of indescribable heroism as they lacked the sealed power armour that allowed Space Marine crew to survive should their vehicles be crippled. Many thousands of Imperial tanks were lost in the conflict as more forces joined the war for what was essentially a lifeless, worthless and dead world.

At length the Iron Warriors were repelled. No one can say why they attacked Tallarn, or why they put up such a fight in response to the Imperial counter-attack. What is known is that without the tank-busting armament, heavy armour and advanced life support systems of the Predator, the world would have remained in the hands of the Traitors, who would have been able to pursue whatever foul mission they had come to Tallarn to achieve.

THE TILVIUS-LAND ENIGMA

At the end of the 36th Millennium, Chief Artisan Tilvius of the Adeptus Mechanicus set out upon his great expedition across the southern rim in search a functioning Standard Template Construct system. Although he was unsuccessful in locating the source of the rumours surrounding this priceless artefact, he did return to Mars with the hard-copy data that led to the development of the Space Marine Razorback.

But Tilvius is said to have been searching for something more; and it is even said by some that he found it. For many millennia, the disciples of the Technoarchaeologist Archon Land, of which Tilvius was a senior member, have researched the many potential STC variants of their master's greatest discovery: the Land Raider. Their research has led to such innovations as the Prometheus and Helios pattern Land Raider variants. The inner circle of Land's descendants are said to have found evidence of a previously unknown armoured vehicle, one that bridges the gap between the comparatively light Predator, and the heavy assault vehicle that is the Land Raider. This evidence is said to lie within the very blueprint of the vehicles themselves; Tilvius and his brethren had discovered compatibilities and in-built system redundancies on a microscopic scale that could only be explained by the existence of a 'missing link'. The disciples of Land had essentially decoded the electronic 'genome' of the STC template: now all they have to do is prove such a vehicle exists. Their search has become their holy grail, but these obsessive Tech Priests are viewed by their fellows as little more than madmen.

PREDATOR

Models..... Patterns 3D to 7b. Primary patterns: Annihilator; Destructor; Baal.
Forge world of origin..... Produced alongside Rhinos by Chapters with independent production capacity.

ARMAMENT

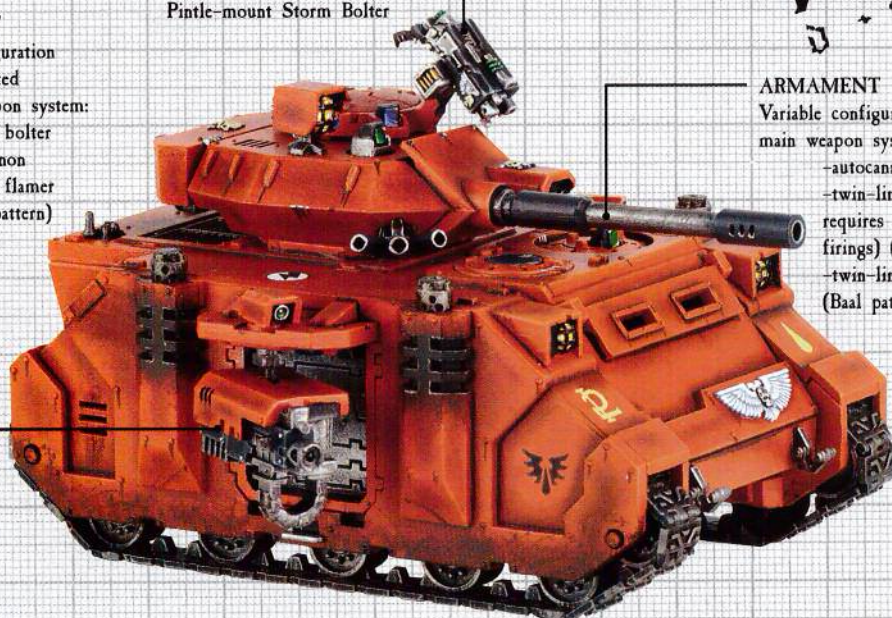
Variable configuration
sponson-mounted
secondary weapon system:
-heavy bolter
-lascannon
-heavy flamer
(Baal pattern)

ARMAMENT

Pintle-mount Storm Bolter

ARMAMENT

Variable configuration turret-mounted
main weapon system:
-autocannon (Destructor pattern)
-twin-linked lascannon (barrel
requires replacement after 1000
firings) (Annihilator pattern)
-twin-linked assault cannon
(Baal pattern)



Armour..... 30-65mm
(Frontal glacis plate reinforced with
10mm secondary thermoplas layer)
Maximum speed..... 60 kph on-road, 50 kph off-road
Crew..... 2: Commander & Driver
Passengers..... None (patterns 2D+)

Fording depth..... 120m
Weight..... 39-44 tonnes dependent upon pattern
Length..... 6.6m
Height..... 4.4m including turret
Hull width..... 5.9m
Ground clearance..... 0.44m

WARHAMMER 40,000 TANK HUNTERS

With the release of the new Predator for the Space Marines, we've decided to even up the balance and make you all aware of some of the best tank busting units in the Warhammer 40,000 universe. All of the models on these pages are available in your local Games Workshop store, or can be ordered through the in-store order point, on the internet at www.games-workshop.com/storefront, or from direct sales on 0115 91 40000.



Imperial Guard Heavy Weapon Teams

£7 blister pack

Heavy weaponry is the most effective way to destroy a tank. The Imperial Guard are capable of fielding massed heavy weapon batteries. Gunner and loader position and fire their weapon, placing enemy vehicles under a deadly barrage of fire. Each blister pack contains one heavy weapon and two crewmen. Scenic bases not included.



Fire Dragon Exarch

£4 blister pack

These elite warriors lead squads of Fire Dragons on the field of battle. Each blister pack contains one Fire Dragon Exarch.



Eldar Fire Dragons

£5 blister pack

Fire Dragons are armed with high powered fusion guns, capable of burning through the toughest armour at close range. Each blister pack contains two Eldar Fire Dragons.



Eldar Wraithguard

£7 blister pack

These wraithbone constructs house the immortal spirit of a dead Eldar warrior. Armed with potent wraithcannons, these spirit warriors can turn the tide of battle. Each blister pack contains one Wraithguard model.



Dark Eldar Scourge Sybarite

£5 blister pack

Sybarites lead the Scourge squads to inflict more pain and suffering. Each Blister pack contains one Dark Eldar Scourge Sybarite.



Dark Eldar Scourges with Heavy Weapons

£7 blister pack

Capable of hitting a tank from its weaker side or rear armour, Scourges make excellent tank hunters. Each blister pack contains two Dark Eldar Scourges.



Dark Eldar Ravager

£18 boxed set

These Raider variants have been the bane of tanks and other vehicles across the galaxy. Combining amazing speed with awesome weaponry, they can easily outmanoeuvre and blow apart the lumbering vehicles of other races.



Pathfinder Shas'ui and Shield Drone

£6 blister pack

Shas'ui lead the Tau squads. Each blister pack contains a Pathfinder Shas'ui and a Shield Drone.



Tau Pathfinders

£6 blister pack

Tau Pathfinders range ahead of the Tau army, identifying enemy heavy tanks and targeting them for destruction with their marker lights. Each blister pack contains two Pathfinders.

XV-88 Broadside Battlesuit

£15 boxed set

Broadside Battlesuits are the most heavily armed of all Tau ground troops. They are designed to engage and destroy heavily armed targets, and are equipped with the most devastating weapons in the Tau arsenal.



Space Marine Devastator Squad

£18 boxed set

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, making them the bane of enemy tanks, vehicles and fortified positions. This boxed set contains five plastic Space Marines, a lascannon, missile launcher, heavy bolter, plasma cannon and a Sergeant. Banner not included.



Chaos Space Marine Obliterators

£6 blister pack

Obliterators can change the very form of their bodies to create any type of weaponry they choose. This versatility makes them powerful against enemy tanks. Each blister pack contains one Obliterator.



Tyranid Zoanthrope

£7 blister pack

While physically weak, Zoanthropes can project a warp blast capable of smashing enemy tanks apart. Each blister pack contains one Zoanthrope.



Tyranid Carnifex

£18 boxed set

The Carnifex is a living engine of destruction evolved for use in shock assaults and massed battles, where it can smash through enemy tanks and positions.

Ork Tankbustas

£6 blister pack

Tankbusta Boyz are specially trained and armed to deal with enemy tanks. Each blister pack contains two Tankbusta Boyz.



Ork Zzap Gun

£7 blister pack

Although unreliable, this crude piece of Ork artillery has the power to punch through even the toughest tank. Each blister pack contains one Zzap gun and two Grot slaves.

Ork Burna Boyz

£6 blister pack

Carrying crude welding torches Burner Boyz can cut through the thickest of armour. Each blister pack contains two Burna Boyz.



With the new Predator released, White Dwarf's Paul Rudge shows us how he painted his own Predator Destructor to add to his Space Wolves army.

PAINTING WORKSHOP

Paul Rudge's Space Wolves Space Marine Predator



COLOUR PALETTE

-  Space Wolves Grey
-  Boltgun Metal
-  Chaos Black
-  Shadow Grey
-  Skull White
-  Flesh Wash
-  Scab Red
-  Scorched Brown
-  Bleached Bone
-  Bestial Brown
-  Bubonic Brown
-  Ultramarines Blue
-  Dwarf Flesh
-  Codex Grey

CONSTRUCTION

Following the instructions, the hull of the Predator was assembled using Citadel plastic glue. To ensure that the turret could rotate completely, none of the extra pieces, such as the smoke launchers and storm bolter, were attached to the hull. Instead these would be attached to the turret. The turret, heavy bolters, command cupola and storm bolter were assembled separately.

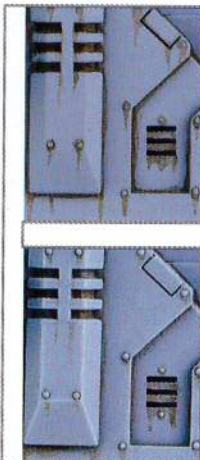
The other parts left separate from the hull were the driver's visor and the tracks. Following the instructions, the heavy bolters were carefully glued together, taking care not to glue the support column in place to allow the weapon to move up and down. Similar care was taken when assembling the turret's autocannon, so that it too could move up and down.

After the storm bolter was glued together, the gun

barrels were drilled out using a pin vice. The tracks were left on the sprue to make drybrushing easier.



To allow the sponson weapons to turn freely, the ends of the weapons' support columns and the inside of the connecting bracket would not be painted. To prevent stray paint getting onto these pieces, they were covered with Blu Tac before painting began.



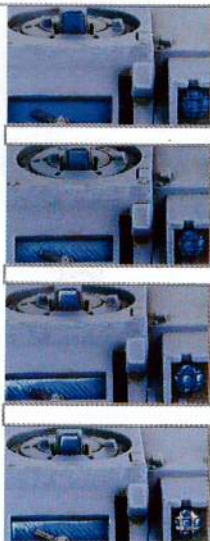
The tank hull and all other components were then undercoated with Shadow Grey spray paint. Flesh Wash, mixed with a little water, was then painted into all recesses, details and onto all rivets to represent rust and dirt. Using a Tank brush, the tank's hull and all other components were then drybrushed with Space Wolves Grey.

To paint the glass on the driver's window, command cupola and



headlights, a basecoat of Ultramarines Blue mixed equally with Chaos Black was applied. To create

the glass effect, a series of layered diagonal lines were then painted on.



Thick lines of Ultramarines Blue made up the first layer, while the second was made up of much finer lines using Ultramarines Blue mixed equally with Skull White. Skull White alone was used for the final layer, which was painted using a Fine Detail brush, onto the upper left corner only. A layer of gloss varnish created the final effect, after which, the window wipers

and the protective frame of the headlight were highlighted with Boltgun Metal.

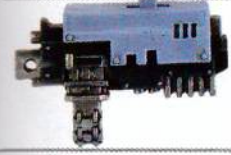


The red targeting lens on the autocannon was first painted with a basecoat of Scab Red and the bottom half of the lens was highlighted using Dwarf Flesh. A small dot of Skull White was used to highlight the lens, after which this too was painted with a layer of gloss varnish.

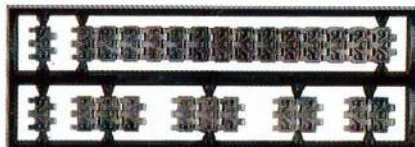


GUNS

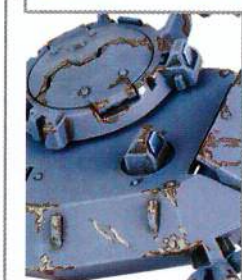
The metallic areas of the heavy bolter were first painted Chaos Black. They were then drybrushed using Codex Grey; following this, metallic details were picked out and painted using Boltgun Metal (this method was used to paint all the guns on the Predator).



After removing the Blu Tac, the sponsons were then attached to the hull of the tank.



The wheels, exhausts and tracks (still on the frame) were painted Chaos Black, after which they were drybrushed with Boltgun Metal. The tracks were now stuck on and any areas where the drybrush hadn't got to were now touched up with Boltgun Metal.



BATTLE DAMAGE AND DIRT

To give the tank its rugged and battle-damaged look, Bestial Brown was first painted onto the edges of the tank, and this was then carefully over painted with Boltgun Metal. Small amounts of Bestial Brown were left showing around the edges to give the effect of battle damage on the paintwork.



Finally, the lower part of the tank was drybrushed with an equal mix of Bestial Brown and Bubonic Brown to make the Predator look muddled and well used.

PARCHMENT

The parchment was first given a basecoat of Bleached Bone. Flesh Wash mixed with a little water was then painted onto the parchment, and once dry, it was then highlighted using Bleached Bone again. After looking through Codex Space Wolves for a suitable style of text, the words "For Russ" were first written on a piece of paper and then copied onto the parchment using Scorched Brown.



TRANSFERS

Extra details were added to the hull of the tank using the Space Wolves transfer sheet.



Two Space Wolves Predators assault a rebel compound.



Codex Space Marines £8

Created by the Emperor himself in the dark and distant past, Space Marines are Humanity's finest warriors. Deployed in the most hostile battlefields of the galaxy, these elite troops are armed with powerful weaponry, and wear specially designed power armour. They can fulfil any mission and destroy any enemy.

This 48 page book contains army lists, advice on collecting and painting Space Marines, and special characters.



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 Tactical Squad

£15 boxed set

Tactical squads 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. This boxed set contains ten plastic Space Marines, including a missile launcher, flamer, and a Sergeant. Banner not included.



Space Marine Rhino

£15 boxed set

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.



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. This boxed set contains five plastic Space Marine Terminators. Banner not included.



Space Marine Assault Squad £12 boxed set

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.

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BLOOD BOWL

On Sunday 17th March, over eighty Blood Bowl coaches met to decide who would be the 2002 Blood Bowl champion. In this article Blood Bowl game designer Jervis Johnson lets you know what happened on that fateful day.

Blood Bowl is one of the most enduringly popular games in the specialist games range, and has maintained a dedicated following over its 15 year history, even though it has



Each coach that finished all four games received one of these unique limited edition Gutter Runners.

BLOOD BOWL RESURRECTION

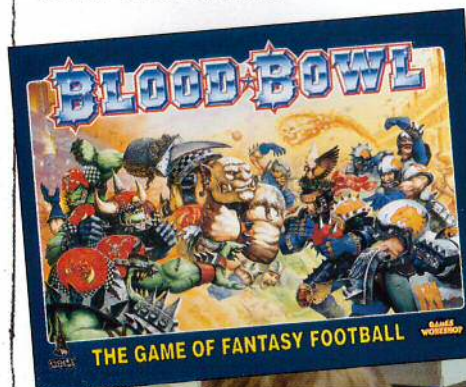
A tournament report by Jervis Johnson

been periodically out of print. Because of this, we decided that the best possible way to celebrate the return of Blood Bowl as a permanent part of the Games Workshop range was to run a Blood Bowl tournament at our head office site in Nottingham. Considering that the game was about to rise Lazarus-like from the grave, there was only one name we could give the event... and thus Blood Bowl Resurrection was born!

With a date and name selected for the event all we needed to do was find as many Blood Bowl coaches as possible to take part. Considering the short notice given, and the fact that the game has been out of print for several years now, I think we did incredibly well to get over eighty coaches signed up for the event.

Blood Bowl Resurrection actually started the day before the tournament itself, on Saturday 16th March. Once

the tickets went on sale we started to hear from quite a few coaches who said they would be arriving in Nottingham the day before the event, and wanted to know if we had anything planned for the night before. Truth be told, at the time we didn't, but a pre-tournament get-together sounded like a pretty good idea to us too. We had a quick chat with the Warhammer World staff and they very graciously agreed to open up Bugman's Bar so that coaches could have a chat and a drink, and get in some practice matches if they wanted. We had also arranged to hook up with some of the members of the Blood Bowl Rules Committee, and so were able to arrange a Q&A session where coaches could ask any rules questions they might have, and also find out about Games Workshop's future plans for the game. The Saturday evening get-together proved to be a big success (over half the coaches taking



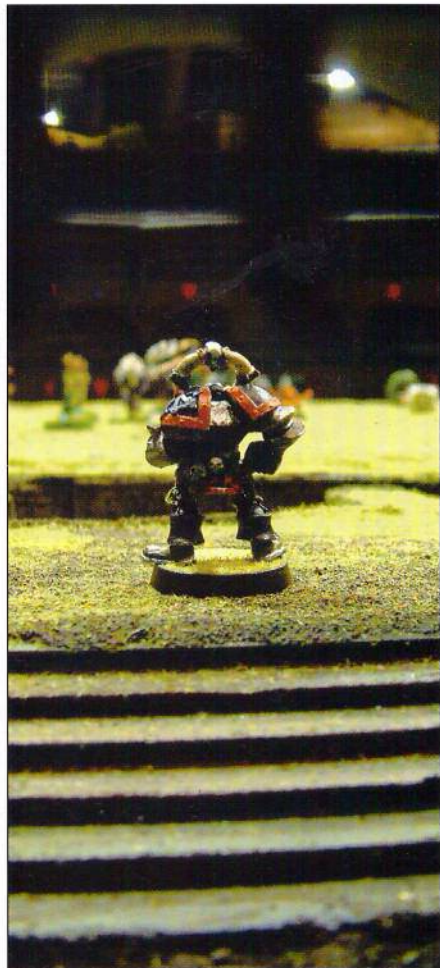
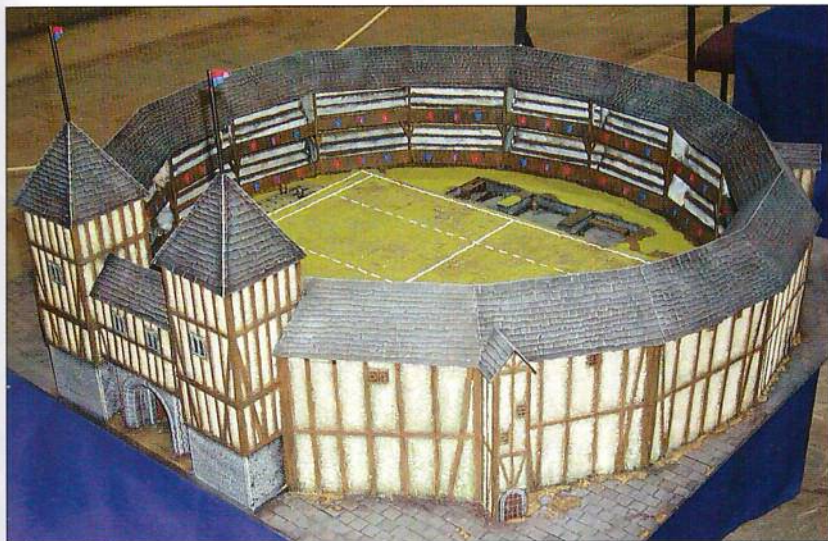
WHAT IS BLOOD BOWL?

Across the length and breadth of the Old World, teams of armoured warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Skaven in their sewers, Goblins in their dank caves. All these and more field Blood Bowl teams that play for the glory and honour of their race.

Blood Bowl allows you to coach your own Blood Bowl team to fame and fortune. It includes all of the rules and playing pieces needed to play the game, tells you how to run leagues and everything else you need to know about the gory history of the sport of Blood Bowl.

THE STADIUM

The Warhammer World team made this awesome stadium for the top table.



Above: The view through the stadium doors.

Left: Inside view of the stadium.

part in the tournament turned up) with Andy Hall's magnificently staged "Who Wants To Be a Blood Bowl Millionaire" pub quiz proving the hit of the night. Great fun was had by all, and so we've decided to make it a regular feature of future Blood Bowl tournaments.

Considering the revelries of the night before, none of the coaches appeared any the worse for wear when they turned up for registration on Sunday morning.

Apart from a few late arrivals, all of the coaches were very quickly playing their first match, which allowed Blood Bowl magazine editor Andy Hall, miniature designer Mark Bedford and myself to award the marks for painting. We also picked out our three favourite looking teams, which were put on show during the lunch break



Above: Gaming in progress.

THE WINNERS (Full results can be found on the Blood Bowl website at www.bloodbowl.com)

Below: The top three coaches were (left to right:) 2nd Del Hiscocks, 1st Simon Merton, 3rd Geoff Porritt.



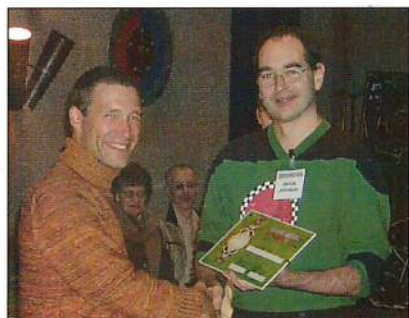
Left: Overall winner Simon Merton, Venomous Breath, Lizardmen.

Below left: Andy Vulling, winner of the most travelled coach award, came all the way from Australia to play at Resurrection.

Below middle: Most sporting coach Geoff Porritt.

Below: The best painted team winner, by Canadian coach Anthony Watts.

Bottom: Winning painted team, Norse Svenska Storm Hammers



so the coaches could award their votes for the 'Best Painted Team' award.

This job out of the way, the rest of the day was spent answering occasional rules questions and catching up on what had been happening during matches. I was also interested in finding out what the coaches thought of the Blood Bowl Resurrection

tournament system, as this was the first time we had used the format for a public event.

What set Resurrection apart from previous Blood Bowl tournaments that we've run was that, while none of the league rules from Death Zone were used (teams simply 'reset' at the end of each match to their starting roster), coaches were allowed to give

one player in their team a skill at the end of each match which the player could use in all future games. This simple rule allowed coaches to show how good they were at 'team building', which is an important factor in a Blood Bowl league. Although some coaches had quibbles about aspects of the marking system (they felt that too many points were given for sportsmanship and painting



The Warhammer World store Blood Bowl display.

compared to game play) the new skill rule proved very popular and will be used in future tournaments.

What with watching matches taking place and chatting about Blood Bowl with the coaches, the day fairly whizzed by, and before we knew it, it was time for the awards ceremony. We had arranged for a special 'limited edition' Skaven Gutter Runner model to be cast for the event, and all of the coaches who completed all four of their games received one of these models as a prize simply for taking part in the event. This went down very well with all of the assembled coaches. So we've decided to keep this as another tradition which we'll use in all future Blood Bowl tournaments that we run.

The awards themselves are shown on the right, and with one exception require nothing other than a hearty "Well Done & Richly Deserved!" from me. The exception is Geoff Porritt's placing in the overall results section. We found out after Geoff had left that he had ticked the wrong box on the results form for his final match. If he had ticked the right box he'd have scored one more point and won the tournament! When contacted the next day, Geoff cheerfully, and very graciously, accepted that the results should stand as shown here – underlining

exactly why he received the 'Most Sporting Opponent' award at the tournament. Geoff also inspired me to write the 'Did You Know' about his team that accompanies this article.

And with that, all that remains is for me to thank the UK Events team, the staff of Bugman's Bar, and the staff of the Warhammer World store for helping making Blood Bowl Resurrection such an enjoyable and memorable show. Plans are already in place for next year's Blood Bowl Tournament. I look forward to seeing you there!

Simon Merton

THE RESULTS



OVERALL WINNER

1ST PLACE

Simon Merton
Venomous Breath
Lizardmen

2ND PLACE

Del Hiscocks
Long Fang's Iron Skulls
Dwarf

3RD PLACE

Geoff Porritt
Blight Crusaders
Skaven

MOST TOUCHDOWNS

Andy Vulling
Oakland Warriors
Wood Elves

MOST TRAVELLED COACH

(from Oz!) Andy Vulling
Oakland Warriors
Wood Elves

BEST PAINTED TEAM

Anthony Watts
Svenska Storm Hammers
Norse

MOST SPORTING PLAYER

Geoff Porritt
Blight Crusaders
Skaven

★ ★ ★ Did you know...

Following the awards ceremony for the 2502 Blood Bowl Championship it was discovered that Skaven team, the Blight Crusaders, could have won the championship. Unfortunately their head coach, Nthn Skum, had filled in his post-match 'How We Wuz Robbed' card incorrectly. If he'd done it right then the winners, Lizardman team the Venomous Breath, could have been deprived of their win on a technicality, as the pom-poms used by their hulking Saurus cheerleaders were almost double regulation size! Nthn was informed of his mistake at the press conference after the awards, where he had just enough time to say "Whoops" before being ripped apart by angry Blight Crusaders fans...



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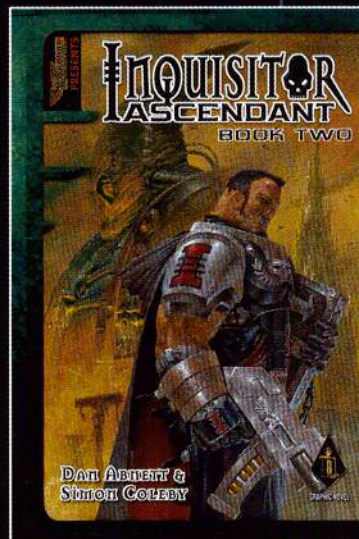
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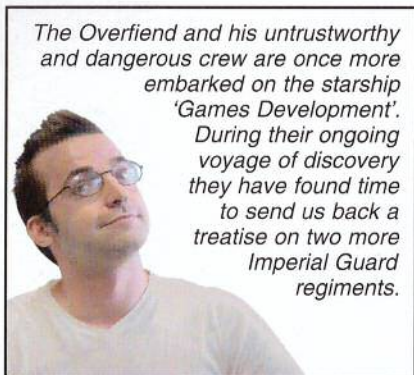
INQUISITOR ASCENDANT II

BY DAN ABNETT,
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& JIM BRADY

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The Overfiend and his untrustworthy and dangerous crew are once more embarked on the starship 'Games Development'. During their ongoing voyage of discovery they have found time to send us back a treatise on two more Imperial Guard regiments.

CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings, Citizens, and welcome to Chapter Approved. We are pleased to announce that our scribes have finished their diligent research into the most renowned Imperial Guard regiments to have fought in the Third Armageddon War. Within the next few pages we examine the combat doctrine of the infamous Savlar Chem-Dogs and the elite Elysian Drop Troops, plus we have a set of corrections for Codex Armageddon itself.

THE REGIMENTS OF ARMAGEDDON: PART TWO by Phil Kelly

Some of you Imperial Guard players out there might remember the first part of this article, published back in WD264, which presented the rules for Armageddon Ork Hunters, the Death Korps of Kreig, and Cityfighting Imperial Guard. We were at pains to promise that the other Imperial Guard regiments featured in the original article on the subject, Historical Actions of the Imperial Guard (in WD249), would be featured at a later date. And here they are; rules for the hard-bitten criminals of the Savlar Chem-Dogs and those masters of rapid deployment, the Elysian Drop Troops.

As with the other Armageddon Imperial Guard regiments, the Savlar Chem-Dog and Elysian Drop Troops rules are currently recommended optional. This means 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?

SAVLAR CHEM-DOGS

The Savlar Chem-Dogs, far from being amongst the elite of the Imperial Guard, are infamous scavengers and criminals assembled from the dregs of Imperial society. How they came into being as an Imperial Guard regiment in their own right is indicative of the depths the Imperium had to plumb in order to stem the tide of Orks that invaded the Armageddon sector during the Third Armageddon War.

The Chem-Dogs were initially formed into a fighting force by Judge Callistar in response to an armed uprising on Savlar itself. Savlar, once an inhospitable mining world useful only for its rich chemical deposits, was converted into a

penal settlement when it failed to meet Imperial tithes. Since then, it has become a hellhole populated only by traitors, criminals and the Adeptus Arbites troops assigned to watch over them. However, during the Armageddon War, Judge Callistar quickly found that such a force of immoral, desperate cutthroats could be forged into an effective fighting force with the addition of but a few simple directives. Conscripted into the Imperial Guard en masse, the Chem-Dogs were given two motivational imperatives; they could keep whatever they took from the enemy, and that if they broke the law they would be sent straight back to their toxic nightmare of a home world.

Their part in the Third War of Armageddon was typically inglorious but valuable nonetheless. Stationed in the rotting underhives of Armageddon's hive cities, the Savlar Chem-Dogs quickly adapted to the cramped, noxious environment. Any Ork forces attempting to infiltrate into a hive from below not only had to fight the crazed mutants and monstrous denizens of the Underhive, but some of the most hardened criminals and desperadoes in the Imperium. Needless to say, the Chem-Dogs took every opportunity they could to steal anything from mung vases to archeotech...

SAVLAR CHEM-DOGS TROOPER

Illustrated is a trooper of XIVth Chem-Dogs regiment serving in Warzone Infernus on Armageddon. This man retains the traditional four tube Savlar pattern rebreather canister and filter mask, a bulky and awkward piece of equipment in comparison to that used by the Armageddon Steel Legion. However the Chem-Dogs are infamous thieves and scavengers and large numbers of Armageddon pattern filter masks have been reported lost or stolen in every warzone frequented by the Chem-Dogs. This trooper also carries a number of non-standard pieces of gear, such as improvised body armour and a civilian-made vox caster and dust goggles.





Dave Taylor's Savlar Chem-Dogs prepare to demonstrate the correct use of a flamer!

USING A SAVLAR CHEM-DOGS 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	1 Hardened Criminals (as Hardened Veterans), 0-1 Ogryns.
Troops	Infantry Platoon, 0-1 Armoured Fist Squad.
Fast Attack	Hellhound, Chem-Rider Squad (see below), Armageddon Sentinel Squadron.
Heavy Support	Leman Russ Battle Tank, 0-1 Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Demolisher, Basilisk, Griffon.

SPECIAL RULES

Unrepentant: The Savlar Chem-Dogs are far from being champions of humanity; in fact they are anything but. Their platoons are filled with murderers, thieves, traitors, anarchists and worse. As a result, no Heroes of the Imperium will ever join a Savlar Chem-Dogs force.

'Acquisitions': The Sergeant of any Savlar Chem-Dog squad may purchase equipment from the Imperial Guard Armoury; he does not have to be upgraded to a Veteran Sergeant to have this option.

Scavengers: Having killed their foes, the Savlar Chem-Dogs will always stop what they are doing and loot the bodies of both their enemies and their former squad mates, stealing everything from ammunition to bootlaces. Savlar Chem-Dogs may never make a sweeping advance after a combat, they must always consolidate.

Nitro-chem inhaler: A routine equipment check recently uncovered a peculiar modification that the majority of Savlar Chem-Dogs have implemented in their (often stolen) rebreathers and filter masks. It seems that many Chem-Dogs have adapted their filter packs to adjust the gases that they inhale. In the hectic arena of battle, hyperventilation of this altered gas can lead to the Chem-Dogs caring little whether they are wounded or if their fellow criminals are killed, in the fervour to slay their enemies and loot their bodies.

All Savlar Chem-Dogs ignore negative modifiers to their Morale checks, and will test on the unmodified Leadership of the unit or character that is leading it at all times.

In addition, if they do fail a Morale check, they will become pinned instead of falling back. However, they fall back in close combat as normal.

Chem-Riders: Savlar Chem-Riders replace Rough Riders in an Imperial Guard force, riding into battle upon hideous, graceless beasts native to Savlar. They are impervious to chemicals and lack the capacity to feel pain. All Savlar

Chem-Riders benefit from an Invulnerable 5+ save. However, just using the normal Imperial Guard Rough Riders is not appropriate; you must use different steeds to represent your Chem-Riders.

Armageddon Sentinel: Sentinels in any Savlar Chem-Dogs force can be armed with either a heavy flamer at +5pts, a multi-laser at +10pts, or a lascannon at +20pts per Sentinel, but are in all other respects identical to the Sentinel Squadron entry in *Codex Imperial Guard*.

WARGEAR

Archeotech (one per army).....10 pts

Archeotech: Due to being posted in the Underhive, the occasional Savlar Chem-Dog may have acquired a piece of the rare and arcane technology known as Archeotech. Dating back to the first colonisations, many of these ancient artefacts are so advanced that their owners rarely know exactly what they are for. Archeotech might take the form of a featureless chrome sphere, a runic blade or a fluted obsidian tube – and effects range from purely aesthetic to extremely destructive. Before the game, the Savlar Chem-Dog with the Archeotech rolls a D6 to see exactly what it can do.

D6 Result

- 1 The Archeotech can produce beautiful sounds but is of no use in battle.
- 2 The device can be used to focus an amber cutting beam of great intensity upon a stationary object. Against immobilised vehicles and bunkers, the model may attack as if armed with a chainfist.
- 3 The Archeotech can be stimulated to produce a deafening wave of white noise that can stun an unprepared soldier into shocked inactivity. The owner and any squad he is with counts as being armed with frag grenades.
- 4 The peculiar artefact casts holograms of its user in all directions. The owner gains a 5+ Invulnerable save. However, this save is not effective against template or blast weapons. The owner also counts as four models when ascertaining which side outnumber the other in close combat.
- 5 When activated, the device projects a thin beam of crackling crimson light. It counts as a power sword.
- 6 The Archeotech is a potent weapon of destruction and counts as a master-crafted plasma pistol.

Rubble crunched underfoot as Sergeant Rojo of the Savlar Chem-Dogs ghosted through the smoke, breathing heavily through his respirator with its characteristic hiss. He belled forward toward the ridge; they were near the bunker and only three of his squad had fallen to enemy snipers. Easy job. His scarred, weather-beaten face twisted into a vicious smile as he motioned his men to join him across the bubbling rivers of waste; the rebel filth in the bunker were still oblivious to their presence. He heard his squad's heavy black boots splashing toward him through the mire as he pulled a pair of krak grenades from his bulky pack. Suddenly, a barrage of artillery shells whistled overhead. The blast pitched the hulking form of Estrone to the floor, his back ripped to shreds by shrapnel. Good, thought Rojo; I never liked that fat waste of space anyway. The weaselly form of Slavro pounced on Estrone's corpse, pliers in hand, and yanked out the gold incisors the bruiser was so proud of in a small spray of blood. Rojo's face contorted in disgust. He'd had his eye on those.

Ahead, he saw the silhouettes of several Savlar Chem-Riders in the smoke. Their

ungainly steeds loped through hissing rivers of toxic sludge as they took up position. "Janssen! Get up here with that flamer!" he spat, and his troopers closed around him in a tight knot as the shabby figure of Janssen pulled down his goggles, his manic gaze meeting Rojo's in silent acknowledgement. The role of flame trooper was an arsonist's dream.

Rojo's krak grenades arced overhead, blowing a hole in the side of the bunker even as Janssen led the charge, his bulky flame cylinder clanking against his pack. Rojo screamed in defiance as las-rounds whipped around him, his heartbeat slamming in his chest. Janssen reached the wall, pushed the nozzle of the flamer into the smoking hole and released a massive spear of burning promethium, the flamer's roar drowning out the desperate screams of the bunker's inhabitants. Flame licked from the bunker's firing slits, and Rojo had to pull Janssen free before he expended all his fuel in a destructive frenzy.

Las pistol in hand, Rojo led his squad into the bunker, putting a shot through the forehead of a writhing, burning body on the left of the

entrance and another into the torso of a soldier curled in a foetal ball, clawing with blackened hands at his wrecked face. Rojo's practiced gaze swept the bunker; just a bunch of stiffies, nothing of any real value, more's the pity. Checking the dog tags of the corpse at his feet, Rojo scooped up its helmet and put it on as his men filed in, folding down the comm-bead and opening a channel with a filth-encrusted finger. Bingo, the right size, he thought, and still nice and warm.

"Ah...yeah, this is...cr... Avoir. All clear, threat neutralised, they charged the bunker but we got 'em. Avoir out." He leant against a wall and rolled a cigarette with the black, stringy tobacco he had borrowed from Commissar Yendl's pocket. Taldac was sitting in the dirt, busily strapping on a new pair of boots taken from the barefooted carcass next to him. Slavro was industriously scalping the dead with a filthy knife; he knew a skintrader back in Rubble City. Disciplinary offence, thought Rojo, as he lit his roll-up on the flickering flames of a still-burning corpse. That knife was in my knapsack two minutes ago.

SAVLAR CHEM-RIDER

Phil: Dave's Chem-Dogs were so cool I thought I ought to put in a bit of effort on the modelling side myself. The Savlar Chem-Riders, mentioned in Codex Armageddon but not actually described, seemed like a good place to start. Looking through the back catalogue for appropriate models, I found that the Gorkamorka Mutie steeds would make superb Chem-beasts. They look outlandish and alien, whilst still retaining a basic equine silhouette so they make credible Chem-Riders.

After assembling the steed (it took a little green stuff to properly join the gap between the two halves) I started work on the Chem-Dog himself. For a while, I worried that the Attilan's legs I had used were inappropriate, as none of



Dave's conversions were wearing fur-lined boots. But the great thing about the Chem-Dogs is that they are unscrupulous thieves; this guy probably pulled the boots from a dying Attilan because they were of better quality than his own! You really can get away with using practically any bits and pieces from the Imperial Guard range to construct these chaps. A Tallarn body and lance, topped off with the Chaos Terminator head, completed the picture, and with the addition of a Necromunda backpack and a smidgen of green stuff the Savlar Chem-Rider was complete.

SAVLAR CHEM-DOGS INFANTRY

Armageddon fans may recognise some of the models shown here from our retrospective on the Armageddon Campaign back in WD251 (Ceasefire! page 81). Well, White Dwarf Australia editor Dave Taylor has been slaving away produce a squad of these excellent Savlar Chem-Dogs, and we thought you might appreciate a few tips on how to put some together yourselves.

Firstly, the parts Dave used were taken from a variety of sources; the head was from a Chaos Terminator, many of the bodies were from the tank crew models, and a few were from Orlock Necromunda figures. Necromunda Heavy Weapon backpacks are ideal for Chem-Dogs as it looks like they are bulging with stolen loot.

Once Dave had his component parts, he clipped off the heads of his tank crew and Orlock gangsters and fixed the Chaos Terminator heads in place. You can make identical models look very different simply by turning their heads in a different direction.

Next, Dave took some green stuff and moulded it into a ragged cloak around the shoulders of each Chem-Dog. The Chaos Terminator heads needed to be rounded off at the back with a little green stuff. Fuse wire, used to feed from the rebreather masks into the backpacks, was simply coiled into place before any glue was applied.



ELYSIAN DROP TROOPS

Elyisian Drop Troops are amongst the best rapid-response troops that the Imperial Guard has to offer. Not only do they have some of the best and most well cared for equipment and a high proportion of Storm Troopers within their ranks, but they have perfected the tactic of attacking by grav chute. It is common for the elite soldiers of Elysia to appear from the skies en masse above their objective, raining onto the battlefield and

sowing devastation and confusion throughout the enemy lines before they have even landed.

However, the Elyisian Drop Troops' combat doctrine does not afford them such luxuries as Leman Russ Battle Tanks or even the ubiquitous Chimera troop transports. Nothing bulkier than the lightweight Sentinel can be deployed by grav-chute. As a result, Elyisian Drop

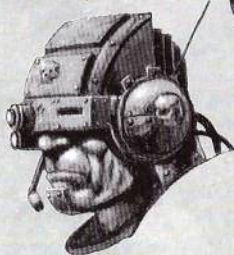
Troops specialise in ambushes and attaining and holding objectives, and cannot hold their ground in a protracted firefight for long. In large-scale conflicts, this dictates a hit-and-run style of warfare whereby the Elysians achieve their goal and then quickly disappear. In smaller engagements the Elysians are experienced and well-equipped enough to operate for long periods of time without fresh supplies.



Dave Taylor's Elyisian Drop Troopers move in to close their trap.

ELYSIAN DROP TROOPER

This illustration depicts an Elyisian Drop Trooper Veteran Sergeant from the 22nd Elyisian regiment wearing the uniform and equipment used during the Skopios Incident of 873.M38. Skopios has a thin but breathable atmosphere, so the sergeant has dispensed with the bulky and uncomfortable Type 5 pressure helmet that the Elysians usually wear. When worn, the pressure helm draws air from dispensers in the trooper's backpack, which also carries other vital supplies and communications gear. The sergeant has chosen to replace his standard issue lasgun with an M36 Mars pattern assault shotgun, a popular choice with elite troops like the Elysians. He carries plenty of spare ammunition and fragmentation grenades, as is common practice amongst troops that may have to operate on their own without fresh supplies for an extended period of time, as drop troopers are often called upon to do. The dagger emblem on the sergeant's right gauntlet is the regimental symbol of the 22nd regiment, and the supplemental skull icon on the glove and the chest mark him out as one of the few survivors of the ill-fated Jmigan landings.



USING AN ELYSIAN DROP TROOP ARMY IN WARHAMMER 40,000

HQ	1 Elysian Veteran Command HQ (use the entry for Deathworld Veteran Command HQ, adjusted as below). The Elysian Veteran Command HQ may be equipped with Carapace armour for +2 pts per model. Officers pay the normal points cost for this upgrade. 0-5 Commissars (See Codex Imperial Guard. Note: The "Oops, Sorry Sir" rule does not apply for Elysian Drop Troop armies).
Elites	0-1 Elysian Drop Troop Veterans (use the entry for Hardened Veterans in Codex Imperial Guard. Drop Troop Veterans benefit from the On Time, On Target special rule below). Elysian Veteran Assault Team (use the entry for Deathworld Veteran Assault Teams, adjusted as below). Storm Troopers (Storm Troopers are not allowed to take a Chimera and must Deep Strike).
Troops	Elysian Drop Troop Platoon (use the entry for Infantry Platoon from Codex Imperial Guard, may Deep Strike). Storm Troopers (Storm Troopers are not allowed to take a Chimera and must Deep Strike).
Fast Attack	Elysian Recon Squad (use the entry for Deathworld Veterans Patrol, adjusted as below). Storm Troopers (Storm Troopers are not allowed to take a Chimera and must Deep Strike). Armageddon Sentinels (must Deep Strike).
Heavy Support	Elysian Special Weapons Team (see below). 0-1 Air Strike (see below).

Many of the Elysian Drop Troop 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 ability to Deep Strike (see below). In all other respects these army list entries are identical to those in Codex Catachans.

The Elysian Drop Troops rely on squads of highly trained, well-equipped Storm Troopers to achieve their goals, compensating for their lack of heavy weapons and armoured support. See Codex Imperial Guard for the Storm Troopers army list entry.

Storm Troopers in an Elysian Drop Troop army cost 9 points each (before upgrades). The rest of the army list entry remains unchanged.

SPECIAL RULES

Deep Strike: All Elysian Drop Troops must deep strike. The Deep Strike rule used by Elysian Drop Troops differs from that used by other troops that may Deep Strike. Before the game starts, the Elysian player divides the units in his army into two equal halves (Platoons count as one unit). If there is an odd number of units, the Elysian player must have the larger number of units in the first half. For instance, if he has eight units, four must be in each half. If he has nine, five must be in the first half and four in the second. The Elysian Drop Troops player must deploy all of the units in the first half of his army on his first turn, using the Deep Strike rule.

Elysian Drop Troopers then start rolling for reserves as normal, but add +1 to any result rolled. Elysian Drop Troops may always Deep Strike regardless of whether it is in the mission special rules or not.

On Time, On Target: Where it is noted in Codex Catachans that a unit may ambush, this ability is replaced with On Time, On Target. Units with this ability may re-roll all reserves rolls (even ones they have passed) once per turn. They may also re-roll the Scatter dice and the dice rolled for scatter distance when deep striking. Commissars attached to such squads benefit from this rule as well.

Move Out: Just as the Elysians are adept at striking like lightning, they are also skilled at leaving the battlefield quickly once their objectives have been fulfilled.

To represent this, any game in which the Imperial Guard player is using an all Elysian Drop Troop army may be modified by the following rules:

1. In a mission that lasts six turns, the Elysian player can choose to end the game before it would normally finish. At the end of the fifth turn, the Elysian player can choose to carry on playing as normal or to end the game as his troops perform a perfectly executed withdrawal.

2. If the mission uses the Random Game Length special rule, the Elysian player can choose to subtract one from the dice rolled to see if the game ends. For example, at the end of the fourth turn the game would normally end on a roll of a one. The dice rolled is a two, but the Elysian player opts to subtract one from the roll, ending the game.

Note: This rule cancels out the Salamander Space Marines' special rule allowing them to play an extra turn; in this case game length is decided as stated in the scenario.

Armageddon Sentinels: Occasionally, the Elysians are supported by Sentinels, as these walkers are sufficiently light weight to be delivered straight into battle alongside the Drop Troops themselves. They follow the same rules as normal Armageddon Sentinels, but must Deep Strike as noted in the Elysian Drop Troops special rules.

Special Scenarios: Due to the specialist nature of the elite Elysian Drop Troopers, they excel at certain battlefield scenarios whilst they may suffer under other battlefield conditions. They are deployed only in circumstances where their rapid response tactics allow them to achieve their objectives quickly and efficiently.

The same holds true for the Elysian Drop Troopers on the tabletop; they simply do not have the armoured might of their fellow Imperial Guard regiments and would suffer badly in a protracted battle. Using them in a standard Cleanse or Recon mission would soon see the Elysians bogged down in a firefight they could not hope to win. As a result, use the table below to determine which mission they play from the Warhammer 40,000 rulebook.

In the Bunker Assault, Sabotage, Strongpoint Attack and Take and Hold mission, the Elysian Drop Troopers are the

D6 Result

- | | |
|-------------------|-----------------------|
| 1. Rearguard | 4. Strongpoint Attack |
| 2. Bunker Assault | 5. Take and Hold |
| 3. Sabotage | 6. Rescue |

attackers. In the Rearguard mission the Elysian Drop Troops have been caught off guard by enemy reinforcements and must fight as the defenders. No Elysian Drop Troopers may Deep Strike in this mission; they are all deployed as usual.

If the Elysian Drop Troops are playing as the attackers, they may choose to attack at night. In this case, the Night Fighting special rule is used.

HEAVY SUPPORT

ELYSIAN SPECIAL WEAPONS TEAM

Elysian Drop Troops use very few heavy weapons in their forces, preferring to rely on the powerful medium-range weaponry favoured by their signature units of Storm Troopers. Some units specialise in the use of these weapons to such a degree that they can more than adequately fill the niche of heavy weapons troopers in other armies.

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Trooper	9	3	4	3	3	1	3	1	8	4+
Vet. Sergeant	22	3	4	3	3	2	4	2	8	4+

Squad: The squad consists of one Veteran Sergeant and between 5 and 9 Elysian Special Weapons troopers.

Weapons: Hellguns. Any member of the squad may exchange his weapon for a shotgun at +1 point. The Sergeant may exchange his hellgun for a laspistol and close combat weapon at no extra cost.

Options: Up to three models may be armed with the following: flamer +5 points, plasma gun at +10 points, meltagun at +10 points, grenade launcher at +10 points.

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.

Deep Strike: Elysian Special Weapons troopers may always deploy using the Deep Strike rules regardless of mission.

HEAVY SUPPORT

AIR STRIKE (30 PTS)

Due to the fact that the Elysian Drop Troops deploy from grav-chutes, they can shell the enemy without fear of hitting their own troops. This promotes an atmosphere of fear and confusion amongst the enemy, causing them to run for shelter whilst the Elysians target the warzone and begin their aerial deployment.

Air Strikes are resolved as a preliminary bombardment against the enemy as detailed in the scenario special rules on p135 of the Warhammer 40,000 rulebook. The barrage is resolved after both sides have deployed but before the first Movement phase, and can affect the entire opposing army, including reserves. If the enemy move on at the beginning of the battle instead of deploying beforehand, resolve the Air Strike at the end of the enemy's first Movement phase. If the scenario you are playing uses a preliminary barrage anyway, make two rolls to affect each vulnerable unit. Resolve each hit separately so, for example, a unit hit twice would suffer 2D6 wounds and need to take two Pinning tests.



MODELLING THE ELYSIAN DROP TROOPS

Dave: Because I wanted these guys to look as if they were wearing carapace armour, but be distinctly different to the Storm Trooper models, my starting point was to get hold of a bunch of Space Marine Scouts. Inspired by John Wigley's original portraits of the Elysians, the majority of the Drop Troopers have heads taken from the Imperial Guard Tank Crew released way back in WD240. I added a little green stuff to these to form the visor of their Type 5 pressure helmets, no doubt incorporating all kinds of thermoscopic and photochromatic

gadgets. I also used a little more to smooth down the top and back of each Elysian's helmet, to give the appearance of a tough metal finish.

Whilst I had some green stuff on the go I also bulked out the Elysians' sleeves, letting it dry for a while before taking a sharp scalpel and scoring it to give it that quilted effect from the illustrations.

The weapons of the Elysians that didn't already have shotguns were taken from the Scout Biker shotgun arms. In the original text for the Drop Troops it mentions that M36 Mars pattern assault shotguns were popular in Elysian weapon teams, and I reckoned

a team comprehensively equipped with these weapons would look very cool. The fact that they could fire a healthy 20 BS4 shots on the turn they landed never crossed my mind...

The paint job was a Regal Blue drybrush over Chaos Black undercoat, with the Codex Grey boots and sleeves highlighted by adding Skull White. The camo scheme was added to break up the Regal Blue, and for this I used Shadow Grey triangles highlighted with Space Wolves Grey. A few finishing touches to pick out the tubing and grenade packs, and my Elysians were ready to rain death from above upon their foes. Have fun!



Green stuff was added to a Marine Scout.



The finished conversion.



Conversion using a Space Marine Scout biker shotgun.

CODEx ARMAGEDDON CORRECTIONS

As you may have noticed, White Dwarf 270 included several corrections for Codex Space Marines, aimed at incorporating all those niggly details and clarifications that surface in Question and Answer pages into the Codex itself. A full explanation was given by the Overfiend himself in last month's Chapter Approved.

This month we've applied the same process to Codex Armageddon.

Rather than expecting those of you who already own a copy of this publication to rush out and buy the amended version, we've produced the corrections for Codex Armageddon presented in a format suitable

for cutting out and sticking over the offending section of the old Codex.

Please remember this process is aimed at the ultimate objective of making the Warhammer 40,000 game better for everyone.

Black Templars use the following units from Codex Space Marines and from the new entries below. Note that, with the exception of the Command Squad, Black Templars units don't have Veteran Sergeants.

HEADQUARTERS

1 Emperor's Champion (Doesn't use up any choices on the Force Organisation chart);
Black Templars Marshal; Chaplain; Command Squad*

ELITES

Terminator Squad; Terminator Assault Squad;
Dreadnought; Space Marines Veteran Squad

TROOPS

Black Templars Squad

FAST ATTACK

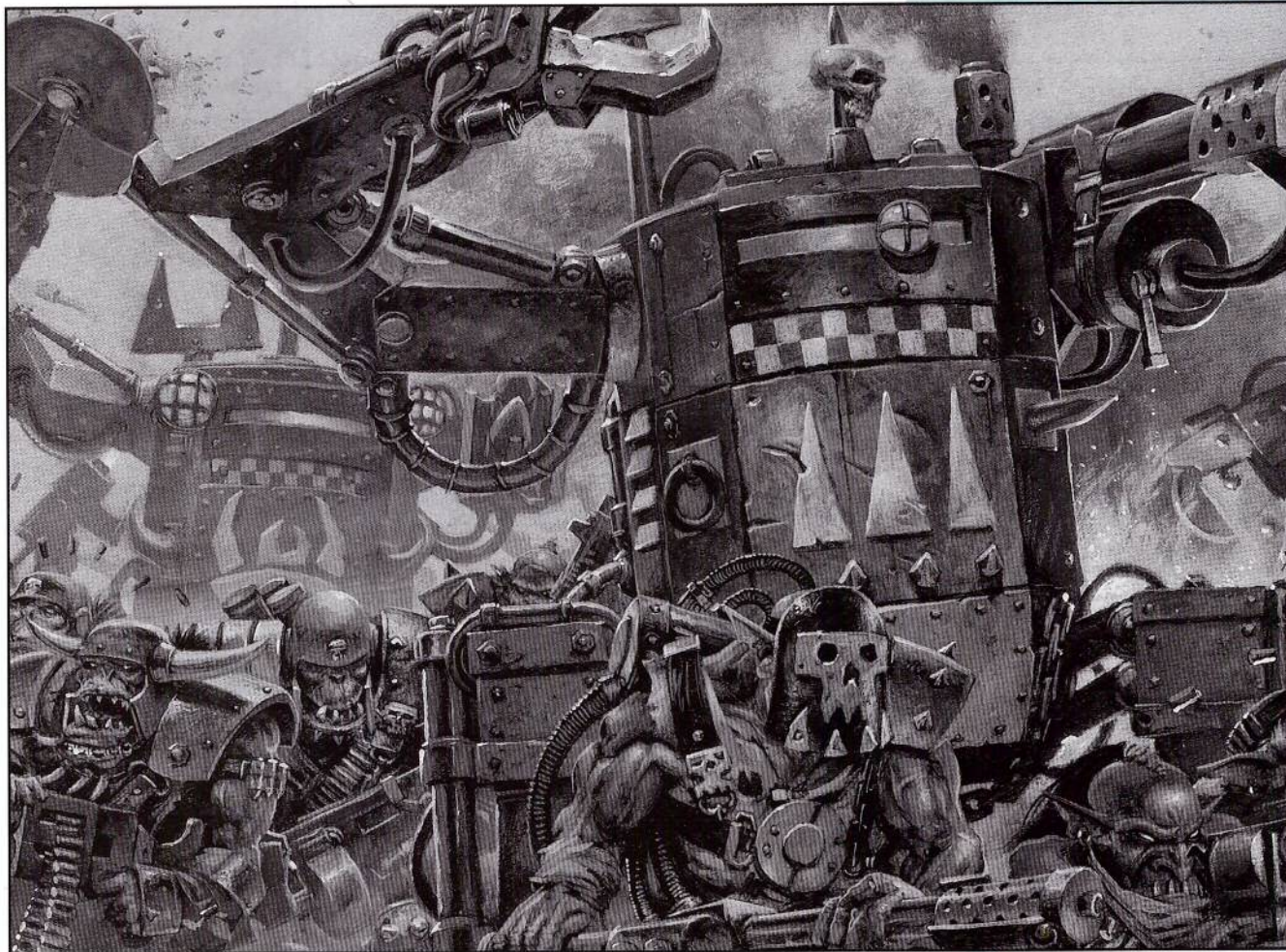
Black Templars Assault Squad;
Black Templars Bike Squadron; Attack Bike Squadron;
Land Speeder Squadron; Land Speeder Tornado; Land Speeder Typhoon

HEAVY SUPPORT

Predator Annihilator; Predator Destructor;
Vindicator; Land Raider; Land Raider Crusader; Whirlwind

** May exchange bolters for bolt pistol & close combat weapon.*

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O-1 SALAMANDERS BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander Biker	35	4	4	4	4(5)	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	3	2	9	3+
Attack Bike	50	4	4	4	4(5)	1	3	2	8	2+

Squad: The squadron consists of 1 Salamanders Sergeant and between 2 to 4 Salamanders Space Marines riding Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each Space Marine rider has a bolt pistol.

Options: Up to 2 Space Marines in the bike squadron may be armed with the following weapons: flamer at +3 pts, meltagun at +10 pts, plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon at no additional cost, and he may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Attack Bike: The squadron may include one attack bike armed with a multi-melta at +50pts.

add to page 27

Speed Freek Vehicle Upgrades

Speed Freeks may use any of the upgrades from Codex: Orks in addition to those given below.

Grot Riggers+2 pts

All vehicles in the Kult of Speed must carry Grot Riggers. See page 37 of Codex: Orks for full rules.

Krusher (Battlewagons only)+10 pts

Many Speed Freek Battlewagons have spiked rollers, crushing claws, etc. If the Battlewagon makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are caught by the krusher and suffer a wound. Armour saves are taken as normal.

Armoured Top+8 pts

Some Ork vehicles have an armoured roof, enclosed weapon turrets, etc. A vehicle with this upgrade no longer counts as being open-topped.

Force Field+5 pts

Mekboyz are adept at constructing force field generators to protect open-topped vehicles. The vehicle still counts as being open-topped but no longer suffers the +1 modifier to its Damage rolls. If the vehicle was a Fast type before, it loses this ability due to the power drained by the generators.

add to page 10

MIXED ARMOUR: Black Templars squads often have models with different armour saves. The normal casualty removal rules for shooting are slightly altered to take this into account.

add to page 21

Armageddon Sentinels Sentinels in any Imperial Guard force can be armed with either a heavy flamer +5 pts; multi-laser +10 pts; lascannon +20 pts.

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Options: One model in the squad may exchange his bolter with one of the following weapons: flamer at +6 pts; heavy bolter at +5 pts; missile launcher at +10 pts; multi-melta at +15 pts.

add to page 27

HEAVY SUPPORT: O-1 BATTLEWAGON, O-1 LOOTED VEHICLE, CUNTRUKK

add to page 11

Transport: Note that a Land Raider Crusader may only be taken as a Heavy Support choice, never a transport option. Due to the extra space created by removing the large generators required for the lascannons, a Crusader has an increased carrying capacity. A Crusader may carry up to 15 Space Marines or 8 Space Marine Terminators. Note that it may still only carry one squad and independent characters (ie, you can't put a ten-man squad and a five-man squad inside at the same time).

add to page 24

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Imperial Guard Storm Troopers prepare to repel the speeding Ork assault.

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MORE THAN JUST A STORE

Games Workshop stores are much more than just places to buy the

WHAT'S IN STORE FOR YOU?

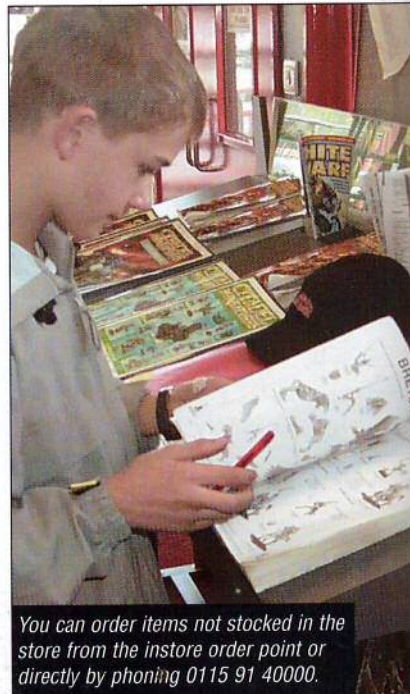
Games Workshop stores are more than just a shop...

latest Games Workshop games and miniatures. Our staff are all veterans in the hobby and can offer sound advice on any aspect you want to know about. They can give you advice on collecting and building your armies, provide excellent painting and modelling advice, offer tips and tactics for getting the most out of your army on the battlefield, and also offer general advice on starting and maintaining your involvement in the Games Workshop hobby.

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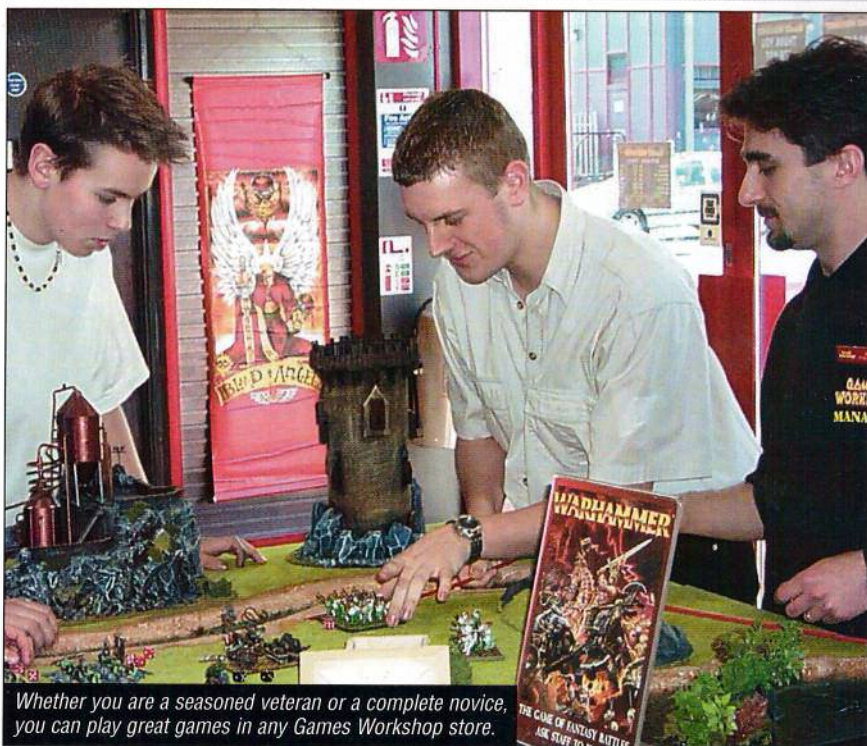
Each store also runs activities and events from week to week, so there's always plenty going on in the store. During the holidays, Games Workshop stores become hives of gaming activity, as campaigns go into overdrive, and epic conflicts take place to decide the fate of entire worlds. All of this goes towards making the Games Workshop stores centres for local hobby activity and an essential resource for the expansion and enjoyment of your hobby.

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Sundays are especially devoted to helping those new to the hobby. Whether you want to learn how to charge your Knights into your opponent's battleline or lead a squad of Space Marines into battle, all you need to do is come along!

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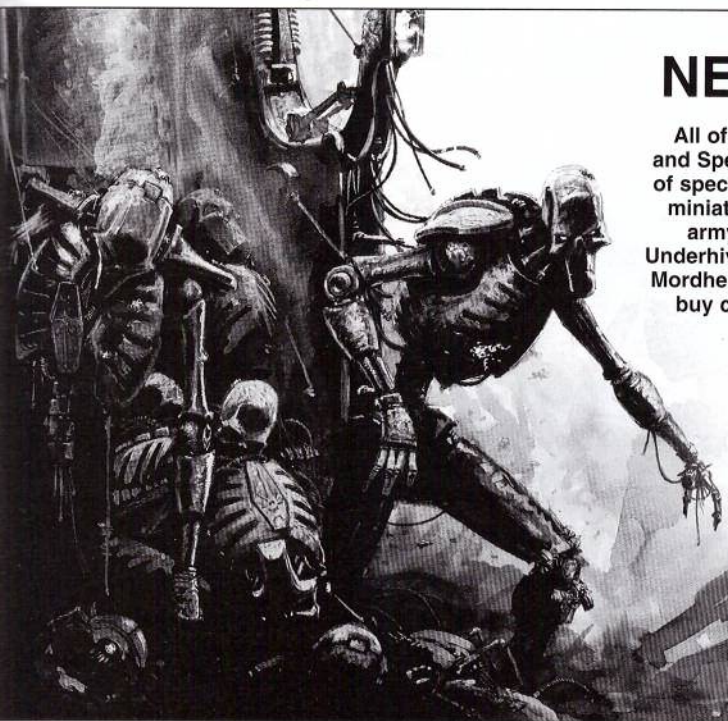
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Tel: 0191 461 0950





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A development of Veterans' evenings run by some stores (marked with a red dot on the store list opposite), are special Store Clubs.

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BLACKPOOL: 8 Birley Street.
Tel: 01253 752 056

BLUEWATER: Unit 052B,
Upper Thames Walk, Bluewater,
Greenhithe, Kent. Tel: 01322 427 880

BOLTON: Unit 13, The Gate Centre.
Tel: 01204 362 131

BOURNEMOUTH: 24 Post Office Road.
Tel: 01202 319 292

BRADFORD: 4 Piccadilly, Bradford,
BD1 3LW. Tel: 01274 739 430

BRENT CROSS: Unit F9, Lower Mall
(near Fenwicks), Brent Cross Shopping
Centre. Tel: 0208 202 4979

BRIGHTON: 7 Nile Street.
Tel: 01273 203 333

BRISTOL (CENTRAL): 13 Broad Weir.
Tel: 0117 925 1533

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

BROMLEY: Unit 8, The Mall, Bromley.
Tel: 0208 466 0678

CAMBRIDGE: 8 Bridge Street.
Tel: 01223 313 350

CANTERBURY: Unit 5, Iron Bar Lane.
Tel: 01227 452 880

CARLISLE: Unit 2, Earls Lane.
Tel: 01228 598 216

CHELMSFORD: Unit 4C, Phase 2,
The Meadows Centre. Tel: 01245 490 048

CHELTHAM: 16 Pittville Street.
Tel: 01242 228 419

CHESTER: 112 Foregate Street.
Tel: 01244 311 967

COLCHESTER: 2 Short Wyre Street.
Tel: 01206 767 279

COVENTRY: Unit 39, Upper Level,
Cathedral Lanes Shopping Centre.
Tel: 02476 227 311

CROYDON: Unit 35, Drummond Centre
(outside the back of the centre),
Keeley Road. Tel: 0208 680 4600

CRAWLEY: 11 Broadway.
Tel: 01293 552 072

DARLINGTON: 78 Skinnergate.
Tel: 01325 382 463

DERBY: 42 Sadler Gate.
Tel: 01332 371 657

DONCASTER: Unit 10, The Colonnades.
Tel: 01302 320 535

DUDLEY: Unit 36, Merry Hill Centre,
Brierley Hill. Tel: 01384 481 818

EALING: 52D St Saviours Mall,
Ealing Broadway Centre.
Tel: 0208 840 0171

EASTBOURNE: 13 Terminus Road.
Tel: 01323 641 423

ENFIELD: 3/5 Genotin Road.
Tel: 0208 363 3238

EXETER: 12 Paris Street.
Tel: 01392 490 305

GLOUCESTER: 35 Clarence Street.
Tel: 01452 505 033

GRIMSBY: 9 West St Mary's Gate.
Tel: 01472 347 757

GUILDFORD: Unit 1, 9/12 Tunsgate.
Tel: 01483 451 793

HAMMERSMITH: 161 King Street.
Tel: 0208 846 9744

HARROGATE: 29 Beulah Street.
Tel: 01423 564 310

HARROW: 296 Station Street.
Tel: 0208 861 2350

HEMEL HEMPSTEAD: 16 Bridge Street.
Tel: 01442 249 752

HIGH WYCOMBE: Unit 29,
The Octagon Centre. Tel: 01494 531 494

HULL: 30 Paragon Street.
Tel: 01482 589 576

IPSWICH: 2nd Floor, Debenhams,
Waterloo House. Tel: 01473 210 031

KENSINGTON: Shop 7, Lancer Square,
Kensington Church Street.
Tel: 0207 937 7011

KINGSTON ON THAMES: 33 Fife Road.
Tel: 0208 549 5224

LEAMINGTON SPA: 22 Park Street.
Tel: 01926 435 771

LEEDS (CENTRAL): 12-16 Central Road.
Tel: 0113 242 0834

LEEDS (WHITE ROSE): Unit 28D,
White Rose Centre. Tel: 0113 272 3470

LEICESTER: Unit 2, 16/20 Silver Street.
Tel: 0116 253 0510

LINCOLN: Unit SUA, Saltergate
(on outside of Waterside Centre).
Tel: 01522 548 027

LIVERPOOL: 47 Lord Street.
Tel: 0151 258 1404

LONDON (OXFORD ST): Unit F10,
The Plaza Shopping Centre, 1st floor,
116-128 Oxford Street. Tel: 0207 436 0839

LOUGHBOROUGH: 22 Biggin Street.
Tel: 01509 238 107

LUTON: 12 Park Street. Tel: 01582 417 474

MAIDENHEAD: 2 Blandy House,
3/5 King Street. Tel: 01628 621 854

MAIDSTONE: Unit 6, 1/9 Pudding Lane.
Tel: 01622 677 435

MANCHESTER (CENTRAL): Unit R35,
Marsden Way South, Arndale Centre.
Tel: 0161 834 6871

MANCHESTER (TRAFFORD CENTRE):
Unit H2, Festival Village, The Trafford Centre,
Trafford Park. Tel: 0161 747 2121

MIDDLESBROUGH: Unit 33,
39 Dundas Street. Tel: 01642 254 091

MILTON KEYNES: Unit 2, West End
Extension, 504 Silbury Boulevard,
Milton Keynes Shopping Centre.
Tel: 01908 690 477

NEWCASTLE (CENTRAL):
63 Clayton Street. Tel: 0191 232 2418

NEWCASTLE (METRO CENTRE):
Unit B14, First Floor (near the Mediterranean
Village). Tel: 0191 461 0950

NORTHAMPTON: 38 Princess Walk,
Grosvenor Centre. Tel: 01604 636 687

NORWICH: 12-14 Exchange Street.
Tel: 01603 767 666

NOTTINGHAM (CENTRAL):
34a Friar Lane. Tel: 0115 948 0651

OXFORD: 1A Bush House, New Inn,
Hall Street. Tel: 01865 242 182

PETERBOROUGH: 3 Wentworth Street.
Tel: 01733 890 052

PLYMOUTH: 84 Cornwall Street.
Tel: 01752 254 121

POOLE: Unit 12 Towngate Centre,
High Street. Tel: 01202 685 634

PORTSMOUTH: 34 Arundel Street.
Tel: 02392 876 266

PRESTON: 15 Miller Arcade.
Tel: 01772 821 855

READING: 111 Broad Street Mall.
Tel: 0118 959 8693

RICHMOND: Unit 8, Westminster House,
Kew Road. Tel: 0208 948 6122

ROMFORD: 12 Quadrant Arcade.
Tel: 01708 742 140

ST ALBANS: 18 Heritage Close,
off High Street. Tel: 01727 861 193

SALISBURY: 18 Winchester Street.
Tel: 01722 330 955

SHEFFIELD (CENTRAL):
16 Fitzwilliam Gate. Tel: 0114 275 0114

SHEFFIELD (MEADOWHALL CENTRE):
Unit 91B, High Street, Upper Mall
(next to entrance near Boots).
Tel: 0114 256 9836

SHREWSBURY: Unit 1, 2 Bridge Street.
Tel: 01743 362 007

SLOUGH: 101 High Street.
Tel: 01753 575 675

SOLIHULL: 690 Warwick Road.
Tel: 0121 705 7997

SOUTHAMPTON: 23 East Street.
Tel: 02380 331 962

SOUTHEND: 12 Southchurch Road.
Tel: 01702 461 251

SOUTHPORT: Unit K2, Marble Place
Shopping Centre. Tel: 01704 501 255

STAINES: 52D Elmsleigh Centre
(at back of M&S). Tel: 01784 460 675

STOCKPORT: 32 Mersey Square.
Tel: 0161 474 1427

STOKE: 27 Stafford Street.
Tel: 01782 205 287

SUTTON: Unit 24, Times Square
Shopping Centre. Tel: 0208 770 9454

SWINDON: 50 Fleet Street.
Tel: 01793 436 036

THURROCK: Unit 415B, Level 3,
Lakeside Shopping Centre.
Tel: 01708 867 133

TORQUAY: 12 Market Street.
Tel: 01803 201 036

TRURO: Unit 1, Bridge House,
New Bridge Street. Tel: 01872 320 047

TUNBRIDGE WELLS: 4A Camden Road.
Tel: 01892 525 783

WALSALL: Unit 27, Old Square
Shopping Centre. Tel: 01922 725 207

WARHAMMER WORLD: Willow Road,
Lenton. Tel: 0115 916 8410

WARRINGTON: Unit 20, Time Square
(near Currys). Tel: 01925 651 984

WATFORD: Unit Q, 1A Queen Street,
Harlequin Centre. Tel: 01923 245 388

WINCHESTER: 6 St Georges Street.
Tel: 01962 860 199

WOKING: Unit 3 Cleary Court.
Tel: 01483 771 675

WOLVERHAMPTON: Unit 98,
Mander Centre. Tel: 01902 310 466

WORCESTER: 4 Charles Street.
Tel: 01905 616 707

YORK: 13A Lendal. Tel: 01904 628 014

WALES

CARDIFF: 31 High Street.
Tel: 02920 644 917

NEWPORT: 25 Skinner Street.
Tel: 01633 256 295

SWANSEA: 45 Princess Way.
Tel: 01792 463 969

SCOTLAND

ABERDEEN: Unit 1, 30/40 Upper Kirkgate.
Tel: 01224 621 261

AYR: 10 Arran Mall,
(behind Hourstons dept. store).
Tel: 01292 610 673

BRAEHEAD: 115 Braehead Shopping
Centre, King Inch Road.
Tel: 0141 885 9440

DUNDEE: 110 Commercial Street.
Tel: 01382 202 382

EDINBURGH: 136 High Street.
Tel: 0131 220 6540

EAST KILBRIDE: 4 Rieghad Gate
(at the back of M&S). Tel: 01355 224 680

FALKIRK: 12 Cow Wynd.
Tel: 01324 624 553

GLASGOW: 198/200 Hope Street.
Tel: 0141 332 5588

STIRLING: 14 Barnton Street.
Tel: 01786 448 263

NORTHERN IRELAND

BELFAST: 70A Castle Court
(towards back of the Centre).
Tel: 02890 23 36 84

EIRE

BLANCHARDSTOWN: Unit 249a,
Blanchardstown Shopping Centre,
Dublin. Tel: 01822 3868

DUBLIN: Unit 3, Lower Liffey Street.
Tel: 01872 5791

the first outing of the C'tan) and Craig 'bodycount' Bodycote took his Blood Angels. What force each pin represented wouldn't be revealed until a player attacked it, and it could change from game to game so other players couldn't make use of someone else's bravery.

We allocated each player a location on the map as their home base and, once a week, they would place a coloured pin in a location adjacent to one they had control of. In this way each player's territory would expand and offer them more potential routes towards the centre of the city and the Palace of Peace. If players opted to place a pin in an occupied location then those two players would fight a battle using one of the scenarios within the Cityfight book, and whoever won would control the location and win the Victory Points. If a player ever found himself in the unfortunate position of having no territories left then he was defeated and unceremoniously removed from the campaign. But because we didn't want to deny anyone the chance of a game, we allowed them to play as one of the armies represented by the gold pins. Thus as the campaign progressed and more people got knocked out, there would be a greater

pool of armies and players for us to draw upon to play these games.

With the rules pretty much sorted out, all we needed now was some players. We produced a sign-up sheet for the campaign and within a day or two we had over twenty players clamouring for a game. Of course, with such a large number of people playing, it would be inevitable that due to their busy schedules, some players might not be able to make a move every week. To allow for this, we allowed players the option to fortify one of their locations instead of moving a pin. Each time a player fortified, it allowed them to put a 'dot' of fortifications on a particular location, with each dot representing a hundred points that could be spent on defender's fortifications should another player attack them there. If you fancy having a go at running your own Cityfight campaign using these rules, you can find the rules pack, including the descriptions and special rules for each location in the city, by visiting:

www.gamesworkshop.com/wdmagazine/cityfight/

After distributing a copy of the rules and background to each of the players, we

revealed where each player's starting location was and stepped back to watch the intrigue and plotting begin. The first few moves were tentative, with most players electing to consolidate their positions with expansions into small value locations so as to avoid getting knocked out embarrassingly early in the campaign. That wasn't bold enough for a couple of players who kicked off their offensive by launching an all-out attack, though in some cases this was to have mixed results...

THE VOGEN CAMPAIGN: CORE RULES

"We thought it was over. We couldn't have been more wrong. Turns out the Night Lords left us a little present during the first war. The presence of so much death, confusion and panic lit up like a firecracker in the warp. Chaos was irresistibly drawn back to Vogen, hoping to feast on our pain. As it turns out, so was everybody else - right now just about every other heretic, alien and scumbag in the sector is fighting for a piece, either for or against Chaos. They want our city bad.

But they ain't getting it."

Veteran Sergeant Hessel, 122nd Cadian Regiment



Placing the battle map next to the Studio kettle turned out to be a master stroke of military planning.



Every lunchtime, hard-fought battles raged across the Studio.



VOGEN VERIDICAL

VOGEN ERUPTS IN A STORM OF BLOODY CARNAGE

Fresh from the front, Mort Tyntle brings us this report from the war-torn streets of Vogen, where life is cheap and the threat of an early grave yawns before every warrior like a great big yawning thing.

I'm here in the clock tower of the Rainbird depot, under the protection of the Imperial Guard, looking out over the ravaged expanse of Vogen. It's hell out here, I can tell you that for nothing: the streets are littered with bodies and death stalks our wrists like a hungry predator. The invaders are converging on the Palace of Peace, seat of the Imperial Commander of Khai-Zhan, though sightings of monstrous beasts and slime covered hallways deep within the palace suggest that something more than royalty has made its home there. The White Scars have been pushed back from the palace walls once already, though this hasn't deterred them from making a fresh attack. I think it's safe to say that we wish them the Emperor's luck and offer our prayers that there isn't something even worse lying in wait for the brave boys of the Astartes.

Around me, what's become known as Team Guard occupy a strong position in the south-eastern quarter of the city, steadily pushing their way north towards the

palace. Realising the invaluable tactical significance of Angel Square to our people, Guard forces under the command of Colonel Roach have repeatedly tried to recapture this part of our beloved city from the invaders.

Unfortunately they have been hurled back in disarray every time and it is only a matter of time until the Commissariat move to execute this commander as an example to other officers. Losses are acceptable, failure is not.

Further north, the cursed forces of the Iron Warriors thought defeated long ago, turn out to have been consolidating their position within the spaceport, effectively cutting Vogen off from the Imperium. The port facilities now bristle with razorwire, bunkers and tank traps and the task of recapturing the spaceport is sure to be a bloody affair as it is rumoured that the forces of the Iron Warriors are commanded by none other than Warsmith Haines, also known as



Bloody Pete.

Around the palace, more of the hated followers of the Ruinous Powers push deeper into our city. Black armoured warriors of the Black Legion smashed aside gleaming skeletal warriors, barely pausing to crush them underfoot before angling their advance

towards the palace. Campaign tales that these mysterious, deathly warriors are unbeatable should now hopefully be put to rest. Throughout the rest of the city, aliens, traitors and loyalist forces clash in furious combat, begging the question - what, if anything, will be left of our once proud city once the dust has settled? Only time will tell.

For more pictures of carnage, see pages 3-11

RESULTS FROM THE FRONT:

Paul Sawyer	9 Victory Points
Graham Davey	7 Victory Points
Rowland Cox	5 Victory Points
Paul Rudge	5 Victory Points
Andy Chambers	4 Victory Points
Mark Owen	4 Victory Points
Nelson	4 Victory Points
Pete Haines	3 Victory Points
Gareth Roach	3 Victory Points
Tom Hibberd	2 Victory Points
Alex Boyd	2 Victory Points
Matt Hutson	2 Victory Points
Ian Vincent	2 Victory Points
Simon Smith	2 Victory Points
Alessio Cavatore	1 Victory Point
Adrian Wood	1 Victory Point
Gay Thorpe	0 Victory Points
Nigel Collinson	0 Victory Points



The first campaign newsletter.

The Vogen Campaign was based on the Imperial city of Vogen on the planet of Khai-Zhan, predominantly because a lot of detail had already been sorted out for

depending on which army the user plays, green for Orks, blue for Eldar, gold drawing pins for NPCs, etc.

II. Each player starts with one pin at a random location on the map's edge, the

the beleaguered capital during the production of the Cityfight book. The campaign is map-based; some of the locations within

Vogen are of varying strategic importance and hence have a Victory Point total allocated to them according to their status. For instance, a hab-block may be worth one VP, the Palace Grounds four VPs, etc. Some locations, however, will earn you no VPs at all.

BASIC RULES

The way the campaign is played is as follows:

I. Each player has a number of coloured indicator pins (available from any stationery store) which should bear their initials. The pins can be colour coded

place where your forces have breached the walls, their HQ, etc. This will be determined by the campaign organisers in the first week of the campaign. A square with one of your pins in is occupied by your forces.

III. At regular intervals during the campaign (every week or so), each player may place another pin in a square next to one of their existing pins, even if the border between them is very small.

IV. If two pins of different colours are in the same map square, play a game of Warhammer 40,000 with the owner of the other pin. The loser removes his pin altogether, and the winner claims that square by leaving his in place. If there are already two pins of different colours in a square, you may not move into it (no three- or four-player games unless the campaign organisers specifically say so...).

V. If you lose all your pins, you're out of the campaign!

VI. Games are of any agreed points value, and use a randomly determined Cityfight mission, unless specified otherwise in the location information (See Vogen Locations on the website at www.gamesworkshop.com/wdmagazine/cityfight/)

VII. If your pin occupies a location with a Victory Points value and there are no opposing pins in that location, you can claim those points to add to your total.

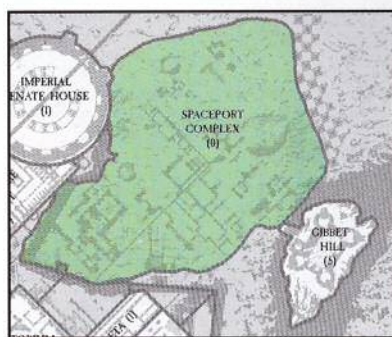
VIII. If you wish, your troops can gain experience points as outlined in Warhammer 40,000 and Codex Cityfight. It is up to you to keep track of these - they will affect play as time goes on and the campaign organisers can't be expected to monitor every squad!

IX. At the end of the campaign (decided by the campaign organisers), the player with the most Victory Points in total is the winner.

That's the basic premise. This ensures everybody fights over locations of strategic importance. However, not everybody is available whenever someone else feels like having a scrap, so these rules are adjusted as follows.

ADVANCED RULES

I. Instead of adding another pin, you may FORTIFY one existing pin. Add a dot (• clearly marked) to the pin you have fortified. When fighting a game in this location, you have an extra 100 pts to spend on equipment from the Defender's Armoury in Codex Cityfight (page 21). This may be done more than once, adding 100 pts per fortification and another dot to the pin, but no more than three times in any one location. Some of the locations already have fortifications, eg, (•••) would mean someone

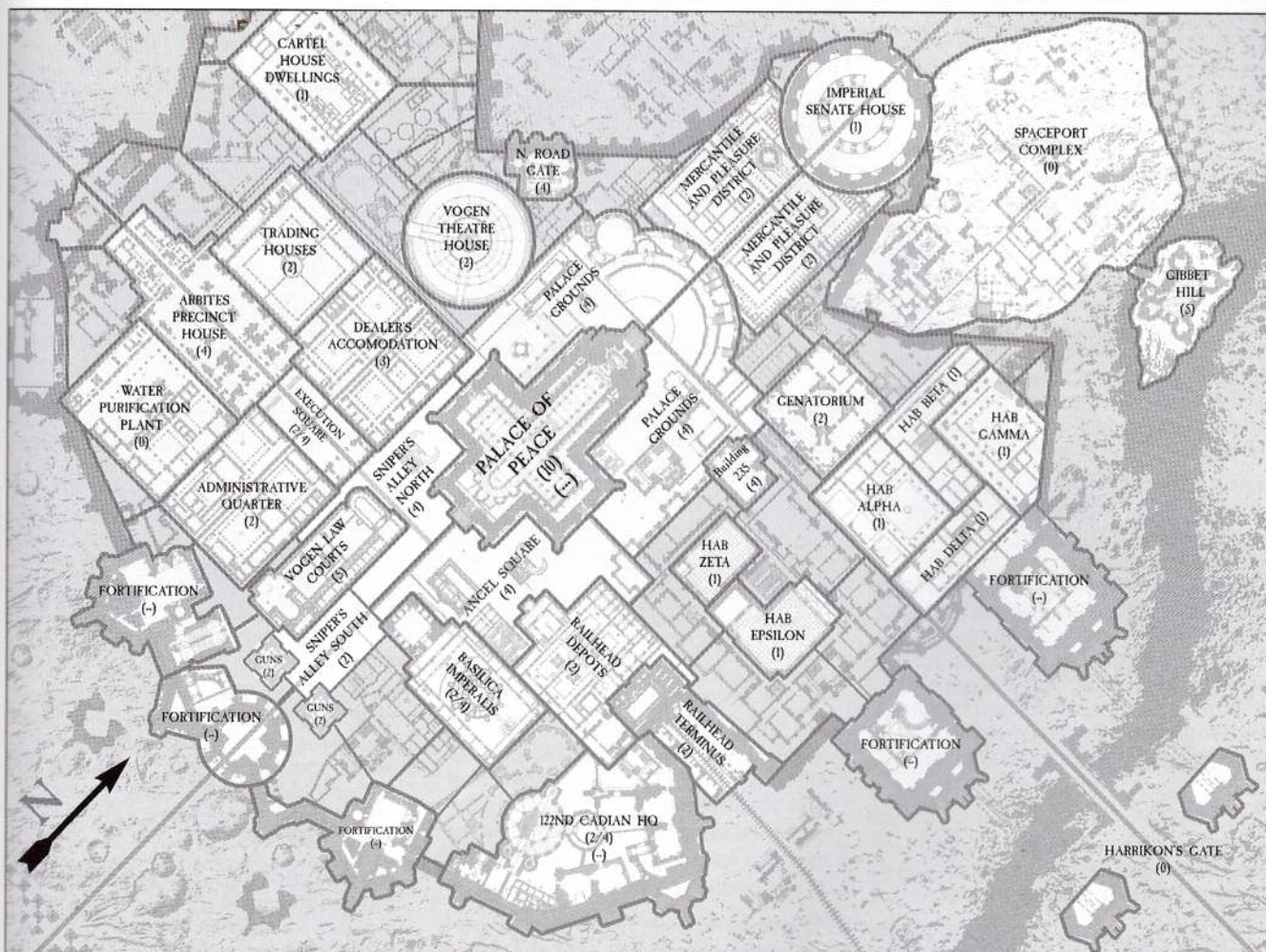


SPACEPORT COMPLEX

The reason for Vogen's continued dominance of planetary affairs, the sole spaceport on the planet, is where all Vogen's imports and exports arrive and depart. The landing fields and warehouse complexes stretched far to the north of the city and Imperial forces were forced onto the defensive as traitor units attempted to wrest control of the facilities. Units of the Cadian 122nd stationed outside the city walls were able to lend their strength to the defence of the spaceport, but were annihilated when

Thunderhawks carrying debased warriors of the Night Lords Chaos Space Marines dropped from orbit and struck within the defensive perimeter. Reinforcements from the north, in the shape of fresh regiments of Cadians, retook the spaceport several days later, but it was only to find the landing platforms and runways cratered and booby-trapped. Engineers from the Departmento Munitorum worked non-stop for days to repair the sabotage and soon fresh troops were able to be brought in from off-world.

0 VICTORY POINTS: Any forces with a pin in the Spaceport Complex may place their new pins in any unnamed location on the map (it does not need to be adjacent to a square occupied by that player). They may not place a pin in a named location. They may also Deep Strike any units they wish to keep in reserve if the scenario uses the Reserves rules.



The full Vogen campaign map.

defending that square may spend 300 extra points on equipment from the Defender's Armoury.

This can be used as an alternative to aggressive tactics if you're simply too busy to play.

II. If someone is contesting a square with you but you cannot play them for any reason (holiday, illness etc.), simply arrange for them to fight someone else who is on the same team as you (the same colour peg). It is assumed that your allies have stepped in to defend your line.

III. Certain critical areas of the map have certain special rules and scenarios (a cathedral may give Sisters of Battle players more Faith points per battle, a Gun Tower automatically means the High Ground scenario is played, etc.). These are listed on the separate document detailing Vogen's important locations (see the website address above).

IV. No assassins may be used unless specified in the location brief.

V. If you are not present for a while, tell the campaign organisers and they will fortify one of your squares every

GUN TOWERS AND SNIPER'S ALLEY

These heavily armoured gun towers changed hands many times over the course of the war, their strategic location overlooking the Basilica and law courts making them ideal vantage points for forward artillery observers and snipers. Indeed, these were among the few structures that survived the war relatively intact, despite attempts by both sides to reduce them to rubble. Chentelle Street, the long road that led from Harikon's Bastion on the south wall to the gates of the Palace of Peace, became known as Sniper's Alley and, before long, it was a brave soldier who dared try to cross from the east side of the city to the west.

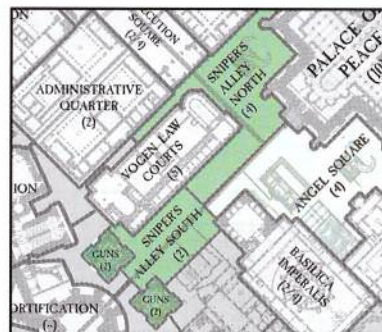
2 VICTORY POINTS per gun tower location: Each of the gun towers has both lascannon and heavy bolter sentry guns, set on point defence mode. They are elevated 8". Once the location is claimed, they will fire upon the nearest enemy target every turn.

High Ground is always played in these locations, with the gun towers themselves as the objective.

2 VICTORY POINTS for Sniper's Alley South, 4 VICTORY POINTS for Sniper's Alley North:

A Vindicare Assassin is operating in Sniper's Alley North and may be used by Imperial players in any game played here at no additional points cost.

The Gauntlet is always played in these locations.



campaign phase. If you just can't be bothered, forget to make a move or to tell the organisers, you miss out, as you cannot have a backlog of turns and do them all at once.

VI. If two or more of your pins end up in the territory of the same enemy, all of these contested squares can be resolved by the same battle. This allows you to push forward in the surrounding zone if you are doing well in a protracted battle; the game is representative of a larger struggle. If a game is already in play in an unfortified square, fortifications in other squares resolved by the ongoing game are ignored (forces have broken through the weak point in the line).

FOR EXAMPLE: Adi and Graham are playing against each other. Due to the fact they cannot play often, the game runs on into the next campaign turn. Normally, another pin would be placed in this time, but the players are anxious not to take on any more opponents just yet. Adi is doing well in the game, therefore, he decides to put a pin in another, different square occupied by Graham's forces (this must be next to Adi's uncontested territory). Graham, playing defensively, decides to fortify (•) a nearby square.

The game they are already playing decides the fate of ALL contested squares between Graham and Adi.



Phil defends the Palace of Peace, the most valuable location, against Paul Sawyer's White Scars.

VII. You may not attack members of your own team unless you play Chaos or unless it is the last week of the campaign (every man for himself...). Feel free to make alliances with nearby forces, for instance if you need to unite against a common foe. Use your common sense here, although some

guidelines are laid out below on the table. The Dark Eldar may do exactly as they please, but backstabbing is to be encouraged. Kroot Mercenaries may ally with any force. Tyranids and Necrons may only ally with armies of the same type.

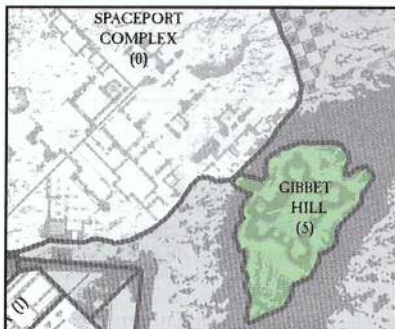
Graham: So there you have it. Hopefully this has given you a taste of how easy it is to run a campaign like this, so why not get stuck in and give it a go. The full rules pack and descriptions of all the locations, together with their special rules, are on the Games Workshop website, so if you have access to the internet, get them downloaded and get playing. The future of Vogen is in your hands!

Everyone around the Studio really threw themselves into the spirit of the campaign very early on, with factions forming, shaky alliances being offered and outright threats being hurled about with wanton abandon. The Imperial Guard had begun with a strong position on the south-eastern quarter of the city, based in their HQ building, but nearby forces of Chaos and Eldar looked set to give them a run for their money towards the centre of the city. Meanwhile, to the north, Paul Sawyer's White Scars were set to go head to head with the Orks and the Iron Warriors, who were casting their eyes towards the spaceport complex and the very, very big guns atop Gibbet Hill.

In next month's article, we'll take a look at some more of the seventy plus games (yes, you read that right) that were played as part of the Studio Cityfight campaign. We'll continue Pete's 'Diary of a Warsmith' and bring you highlights of some of the biggest games that were played here in the Studio.

VOGEN CAMPAIGN ALLIANCE TABLE

Allies with	Chaos	Orks	Imperials	Eldar	Tau
Chaos	X	Yes	No	No	No
Orks	Yes	X	No	No	No
Imperials	No	No	X	Yes	Yes
Eldar	No	No	Yes	X	Yes
Tau	No	No	Yes	Yes	X



GIBBET HILL

Situated on an exposed and windswept rocky island to the northeast of the city walls, Gibbet Hill has always had associations with death. Convicted murderers were once hung by the neck until dead here, but now it is a fortified gun emplacement. When public executions were moved to the more sheltered location of Execution Square by popular demand, the hill was fortified and defence laser silos constructed atop the old detention complex. Gibbet Hill was the scene of fierce fighting due to its

elevation above the city. Though less than fifteen metres above sea level, it provides a vantage point from which the Imperial palace can be bombarded. The fortress changed hands many times during the fighting, until there was virtually nothing left of the original buildings.

5 VICTORY POINTS: If you control the arsenal of laser silos on Gibbet Hill you may use preliminary bombardment in every game you play. You may also destroy one 'dot' of fortifications in any square or location per week.

DIARY OF A WARSMITH



Pete Haines: The following notes were originally memos that I generated while playing in the studio Cityfight campaign. I wanted to try to stay in character through the campaign

and figured that jotting down events from the perspective of the commander of my Iron Warriors army, Murchad Kite, would be a good way of doing it. The entries that follow skip over the odd move where nothing worth noting happened but provide a good overview of campaign events as they affected the Iron Warriors.

UPON RECEIVING THE CAMPAIGN PACK

Clearly Vogen will be virtually impossible to capture intact. I lack the numbers to defeat all the other factions simultaneously so must concentrate on either a decisive strike or a slow strangulation. It is possible I might ferment an alliance, but allies often develop delusions of independence that can be irritating. Whether decisive blow or constriction is my tactic depends on where I can actually gain access to the city.

I have prepared my company for action in the city. I cannot rely on my Predators in the cramped city streets and my Rhinos will be of far more limited use than normal. I may unleash my Dreadnoughts although their madness makes them unpredictable and I am sure my operations will require careful timing. Instead I intend to base my tactics on strong infantry squads, well-equipped with heavy weapons and flamers. My Veterans and Terminators will be in close support. It is with Iron Warriors I will seize Vogen plus, of course, a lot of very big guns.

AFTER FINDING OUT ABOUT MY STARTING POSITION

The tactic will be constriction. I can gain access to the city in the north-east corner within easy striking distance of both the starport and the orbital defences at Gibbet Hill. If I can achieve these objectives I can cut Vogen off from external interference as thoroughly as with any siege lines. Once established, I can move for other areas as I wish. No one will stop me this time.

CAMPAIGN TURN ONE

My company has penetrated the city perimeter with ease. Anarchy rules in Vogen – we are at home here.

CAMPAIGN TURN TWO

I have pressed on, into the city to widen my foothold.

I am told the area in which we have set up our base was a mercantile and pleasure district. There is little to indicate it; we have found few civilians and the wretches we have discovered are half-starved skeletons who make poor labour slaves.

The nearest other factions I have identified are Orks, although most critically the starport is in the hands of the Crimson Fists. How ironic that after all these centuries it is the descendants of Rogal Dorn that stand between the Iron Warriors and victory. Still, when they are sent reeling before me they will have nowhere to go and the only forces that might challenge me are the Orks who, though formidable, lack strategic vision.

CAMPAIGN TURN THREE

My initial move has been to advance towards the obvious objectives at the centre of the city. This will hopefully help to encourage the other factions to look inwards as well and away from my real objectives. The central regions of the city are rumoured to be infested with Tyranids. I see no benefit in challenging them; whilst the Palace is a useful medium from which to administer the city, it is the starport and defence lasers that control it.

Ordered some routine fortification of my position. If possible I would like to see some of the other factions fight before taking an active hand myself. In any event, my warriors prefer looking at the enemy over minefields and razorwire and I do not wish to be ejected because of a couple of unfavourable engagements. After ten thousand years, one learns patience.

CAMPAIGN TURN FOUR

Having secured my base I moved on the starport before the Crimson Fists could dig themselves in too heavily.

The engagement was a running battle through the streets around the starport. Accompanied by my own retinue, I defeated a strong force of the Crimson Fists although their leader, a Chaplain, was slow to enter the battle and was careful to stay out of my reach. I was displeased with my troops; they badly need more action. I was forced to charge the last Fist Devastator squad alone. I have felt krak missiles before and doubtless will again, but I do not like it. Still it was good to blood my talons on Dorn's whelps. I remember the Iron Cage, I saw Rogal Dorn tear through one of our squads like an angry god. I hope his soul felt their pain today.

CAMPAIGN TURN FIVE

I have constructed basic fortification of the starport. It appears the Crimson Fists have

used some of the grav freighters to establish an enclave in a different part of the city. It reminded me of the great siege of the Emperor's Palace except this time the Fists were escaping by air and not coming to their Emperor's aid.

CAMPAIGN TURN SIX

I see no reason to seize Gibbet Hill as yet. No one can get to the position except through me and now that I have completed my fortifications that would be a pointless gesture.

I have therefore continued to move towards the Palace. It is vital that this pretence is maintained; although my positions are secure, I prefer to present weaker positions to attract attack.

The wisdom of this was proven when a major Ork force roamed into my sector. I repelled them by bringing in reserves direct from the starport who established a good position from which to cut down the hordes with heavy bolter and autocannon fire. Ultimately my Lieutenant, Shadrack Mandeus, and the Sorcerer Balom Morne defeated the Ork leaders in a desperate hand-to-hand contest. Clearly the Orks are very dangerous in the ruins, where they are guaranteed close quarter fighting and cannot be discouraged at range.

My scouts tell me that Gibbet Hill is infested by even more Orks. These however are primitive by comparison to the others in Vogen. I cannot chance that they take common cause against me though, and will crush them one at a time.

Barachus Kase's Havoc Squad – Veteran honours – Stealthy

Wulf Lazar's Squad – Veteran honours – Sewer Rats

CAMPAIGN TURN SEVEN

The Feral Orks occupying the defence laser silos at Gibbet Hill were easily surprised. Mandeus was able to surround most of them in a single building. He brought up his heavy weapons and led in his assault troops under heavy covering fire. The opposition melted before them and the objective was secured. Now I have the power to bombard the city into submission using its own weapons and strike anywhere I please using the starport's freighters and haulers. I am ahead of schedule, and this allows me to test my warriors in battle to weed out the unworthy; an indulgence, but one that pleases me.

Zen Ferrus' Squad – Veteran Honours – Tank Hunters

'Warsmith Haines's campaign diary concludes in next month's White Dwarf.'

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BOG & IDE, Lyngby Storcenter 54, Lyngby. ☎: 45870445.

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BOG & IDE, Flensborg Sct. Hans Gade 9, Ringsted. ☎: 57610010.

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LEGEKÆDEN, Hospitalsgade 15, Horsens. ☎: 75616011.

LEGEKÆDEN, Østergade 9, Maribo. ☎: 54782521.

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BOG & IDE, Amagercenteret 103, Amager. ☎: 32543666.

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GAMES IMPORT, Lilla Södergränd, Lund. ☎: 046-184570.

GAMESMANIA, Storgatan 34, Värnamo. ☎: 0372-14550.

HELGES HÅLA, Linnegatan 29, Växjö. ☎: 0470-21802.

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NEW TOYS, Allegatan 1, Karlstad. ☎: 054-210215.

PHANTACITY, Gustav Möllersgatan 2, Malmö. ☎: 040-123719.

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SF-BOK

WAR OF FAITH

A WARHAMMER BATTLE REPORT

And so it starts. The coming of Chaos means trouble, big trouble, for the Warhammer world. And this is just the beginning...

So, the battle lines are drawn and the two players, Gav Thorpe leading the Hordes of Chaos and Alessio Cavatore commanding the soldiers of the Empire, have mustered their forces.

The game will be a pitched battle with 3,000 points a side – with a gaming

event of this magnitude, anything less wouldn't do!

Both players have the extra objective of killing the other's special character. Archaon must seek out the Grand Thegonist and Volkmar in turn must try to destroy Archaon before he wreaks havoc across the continent.

Adding extra objectives like this can make for a very fun game, and hopefully we'll see more of this in the future.

Maybe something in Warhammer Chronicles, eh Gav...?

Can the Grand Thegonist Volkmar end Archaon's reign of terror before it consumes the Old World? Will the Lord of the End Times' thrust into the Empire prove irresistible? Or will they fight each other to a bloody impasse?

Read on and beware, for the time of Chaos is upon you...

Spring had come unusually early to the World's Edge Mountains. Here in the foothills north of Kislev, in the realm known by most as the Troll Country, the barren rock poked through the snow in

many places. Worse than that, the lands themselves had begun to change. The trees were withered and bent, and great rents and cracks had appeared in the exposed rock, jutting trees of thorns smashed up through

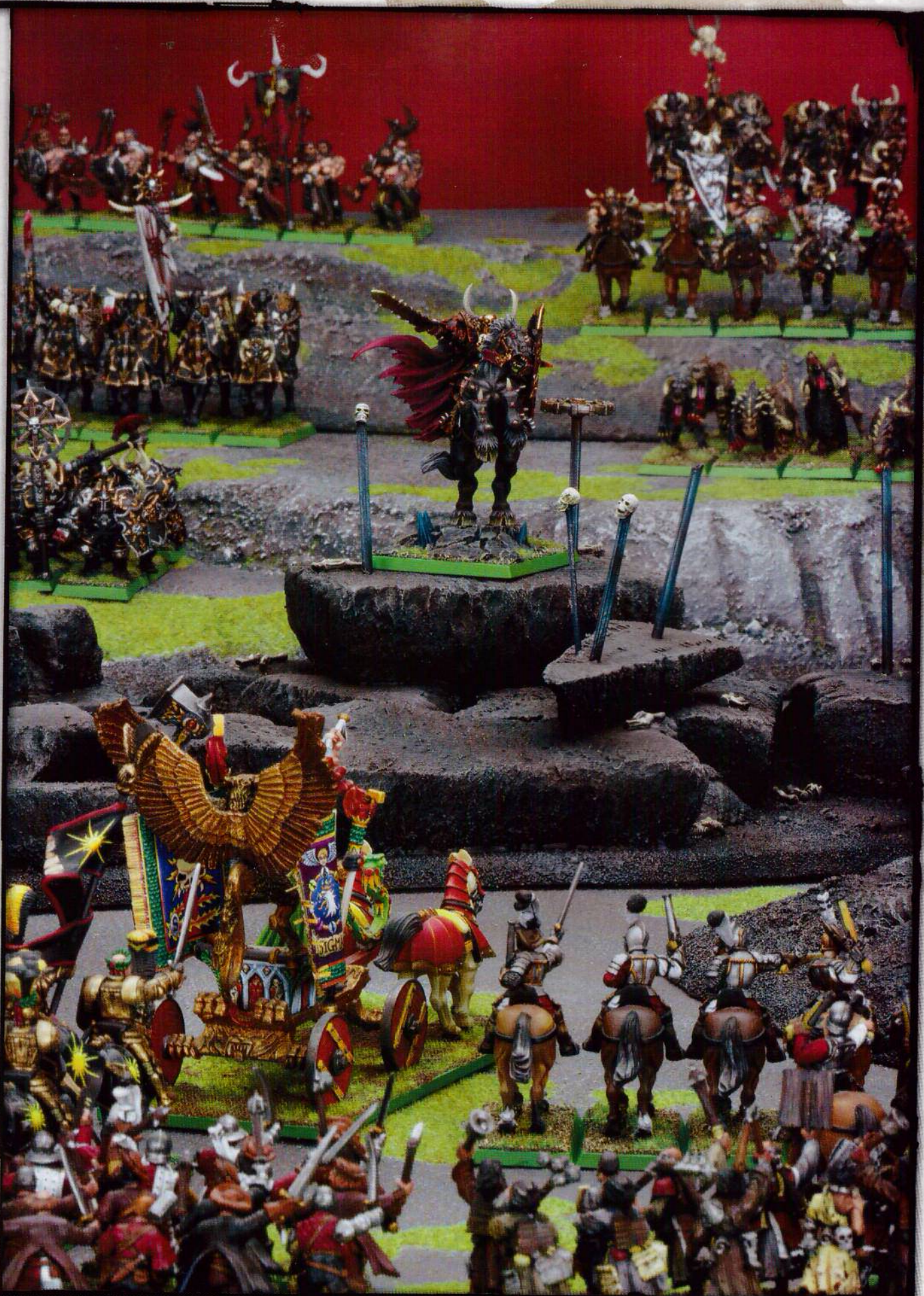
the tundra, and leering faces screamed silently from cliff faces.

The corruption heralding Archaon's horde was already creeping southwards out of the mountains, the tendrils of Chaos paving the way for the battle and slaughter to come. Volkmar could feel the taint of Chaos in the air. It suffused everything, a stench beyond smell alone which seeped into all of his senses. The sky was dark and slightly twisted. The air was oppressively warm for such northern climes. His skin prickled with latent magical energy, an abhorrent feeling.

Volkmar knew that he could not defeat the might of Archaon's army; however, on relatively equal terms as now, he had a chance, albeit slim, of stopping the carnage before it started. He had sent a messenger ahead of his army, proclaiming a challenge to the Lord of the End Times. Volkmar, Grand Thegonist of the Empire, chosen champion of Sigmar, would face the Chaos lord in battle. He knew it was a challenge that Archaon could not refuse if he had any desire to hold together the disparate horde that had now flocked to fight beneath his banner.

The Grand Thegonist also knew that he would most likely die here today, and Archaon would continue gathering his forces in preparation for an invasion, the likes of which the world had not seen for centuries. But, if his life were the price to be paid for a chance at averting the onrushing cataclysm, then he would gladly sacrifice himself to the cause.





UNLEASH THE HORDES OF THE NORTH



Gav Thorpe: What better way to celebrate the launch of the new Warhammer Chaos miniatures and armies book than a nice big battle! Not only will I be showing off how the Chaos army now works, but this battle

report is also the latest instalment in the growing story of the Lord Archagon and his impending invasion of the Old World. To this end, while both Alessio and I will certainly be playing to win, what we're really hoping for is a great battle with lots of story to it as befits this clash between the chosen disciples of Sigmar and the gods of Chaos.

As this is the first battle report with the new army list, I wanted to include as many different troop types as possible. When fighting against a varied foe like the Empire, this is a really good idea, because you never know quite what you'll run into. If I was to maximise my army towards Knights of Chaos and Chariots, I might easily run into an artillery-heavy force which would relish the chance to take on a small, expensive army. On the other hand, if I went for too many Marauders, Chaos Hounds and other cheap troops, there might be Knights, Greatswords and other heavy-hitting units waiting to smash them with their devastating charges. So a mix of

top end hitting power, in the form of Archagon's compulsory Chaos Knights unit, were backed up by some units capable of putting up solid resistance and aid with combat resolution – a fairly big unit of Marauders and some nasty Warriors of Chaos upgraded to Chosen (they get +1 armour save and +1 Attack, making them real close combat monsters).

To help out this central attack, I chose monsters and units that would act well in a supporting role. The first of these are fast moving units, like the Screammers, Chaos Hounds and Marauder Horsemen. Their job is threefold: stop or slow down any of Alessio's flanking forces, outflank Alessio's units and (the Screammers in particular) get at his missile units and war machine crews.

On top of these I threw in a couple of Chaos Spawn (one upgraded to a Beast of Nurgle so that it had poisoned attacks) on the grounds that, although unpredictable in movement and combat, they are Unbreakable and therefore really useful for holding up the enemy for a turn or two while preparing a devastating charge with another regiment in the Chaos army.

To provide some back-up to these units, I invested a fair number of points in my characters. Obviously, there was Archagon himself. At a whopping 855 points, even in a 3,000 points army he was going to

have to do serious amounts of damage, and have a pivotal effect on the game, to make the investment worthwhile. I often underestimate the usefulness of magic, and sometimes either fail to exploit it properly or use it to defend against my opponent's Wizards. This time I made sure this wasn't the case by getting myself another couple of magic users, on top of Archagon himself. The Exalted Champion of Tzeentch on the Disc is not only a flexible, powerful spell caster, but a pretty nasty combat monster as well (easily as good as many other armies' Lord choices). He could get stuck in if necessary, or hang back and blast with magic, depending on how the battle flowed. The Chaos Sorcerer on the Chaos Steed fills in for artillery. He is mobile, and I take either Fire or Death magic, both of which are good at dealing out damage to the enemy. For this battle I opted for Death and luckily got both the *magic missile* spells – he'd be roaming the battlefield blasting whatever presented itself to him and hopefully keeping out of trouble.

Last, but certainly by no means least, is the Aspiring Champion with the battle standard. He is pivotal to the plan, with his Banner of the Gods which makes friendly units within 6" Stubborn. One-on-one, Chaos troops can go toe-to-toe and outfight pretty much every other army in Warhammer (with the possible exception of the Lizardmen with their deadly Saurus warriors). The Empire army could have some sizeable units which would have banners, rank bonus and outnumbering modifiers to their advantage, but once my units started mashing their way through them, these odds would soon start to turn. The important thing is to keep the Chaos units in combat where they can't be shot or run down – hence the Banner of the Gods will have a major part to play.



DOOMED! WE'RE DOOMED!



Alessio: Well, well! A battle where my most expensive character, the Grand Theogonist himself, has to fight Archagon in a challenge in order to respect the storyline...

This seems a bit unfair on him, doesn't it? So, I think that for a change I'll drop my normal competitive approach to gaming and concentrate on re-creating an entertaining story on the battlefield.

To start with I imagined that when the Grand Theogonist Volkmar raised his

crusading force to 'cleanse' the North, just a few madmen would have joined him. So I first picked the 'religious fanatics/rabble' side of the army, in the guise of Flagellants, Free Companies and Crossbowmen.

I decided to use the models of Johann van Hal for the Free Company's Champion, and Wilhelm Hasburg to stand in for the unit's Standard Bearer. Between them these two lunatics definitely conferred the right feel to the whole unit; I could easily see them being immune to psychology except for hating Chaos when Volkmar is within 12"!

The second part of my army needed to be a more 'regular' contingent, and so I figured that as the crusading army of the Grand Theogonist was marching north to do battle, the pious Elector Count of Talabheim would have mobilised his army and joined forces with the Grand Theogonist.

This second half of the army is certainly more competitive in nature. To just stand there and be butchered by Warriors of Chaos would not have made for an interesting game anyway, and we'd certainly like to take as many of the Chaos scum with us as we possibly can!

DEPLOYMENT FROM A CHAOS POINT OF VIEW

Alessio and I had played a couple of warm-up games to get used to our armies and make sure that we didn't make complete fools of ourselves in print (and to ensure that we could pass on some genuinely useful tactics and tips, and make it a well fought battle report). For me several things were immediately evident after these games. Firstly, the Grand Theogonist had to die! His ability to make units within 12" immune to Psychology would negate my *fear*, *terror* and *panic* tactics, and effectively counter many of the problems the Empire has with its average Leadership abilities. Secondly, the Jade Griffon heals back any wounds suffered by the Sigmarite fool at the end of every phase, so you have to kill him in one go. There was only one man truly equal to this task – Archagon himself. Conversely, the Theogonist is one of the few models in

the Empire army who stands a vague chance of hurting the Lord of the End Times, so the scene is set for these two getting rowdy with each other pretty early on! And here's the rub – whether I started deploying first or not, Alessio could save putting down his characters and war machines until my whole army was on the table, which presented a real headache. Again this was where the practice games came in handy, because Alessio had learnt that having the Theogonist near his Knights and Greatswords made them immune to their valuable Stubborn ability, and so by deploying Archagon away from these units I was pretty confident he'd be somewhere in the vicinity of the Theogonist.

The war machines were another matter. I knew the Helblaster would be in front of the hill protecting the missile units. I'd have to deal with it or

suffer the consequences. The Cannon would be deployed on one of the flanks to get good shots along my line, and the lesser of these two evils was on my left flank, where it couldn't be deployed on a hill and would have its line of sight restricted. The Screamer and Hounds therefore went on the right flank to 'encourage' Alessio to put his Cannon on the other side.

The rest of the deployment is pretty straightforward. My Warriors and Marauders head for the Empire centre and rip the heart out of it before turning on the rest, the Knights counter the Greatswords and Inner Circle Empire fops, while the Spawn and Beast of Nurgle engage the Flagellants and lock them in combat for a few turns while hopefully, bludgeoning and flailing them to death with spiky bits!



DEFENDERS OF THE FAITH



CHARACTERS

LORD: Grand Theogonist Volkmar,
The Jade Griffon, The Staff of Command,
The Horn of Sigmund. 435 pts

HERO: Elector Count Helmut Feuerbach.
 Hand weapon, handgun, full plate armour,
Sword of Power, Holy Relic,
Enchanted Shield. 202 pts
 *Leads the Spearmen Regiment.



HERO: Battle Wizard Reikard von Zeppel.
 Hand weapon, Level 2 upgrade,
 two *Dispel Scrolls.* 145 pts



HERO: Captain Sigmund Ludendorf.
 Hand weapon, full plate armour, barded
 steed, Battle Standard Bearer,
Banner of Sigmund. 157 pts
 *Assigned to the Blazing Suns.

HERO: Engineer Hugo Trenker.
 Hand weapon, light armour,
 hochland long rifle,
Van Horstmann's Speculum. 102 pts
 *Assigned to the Great Cannon.



CORE

24 Spearmen. Light armour, spears,
 shields, hand weapons, Standard Bearer,
 Sergeant, Musician,
Griffon Standard. 243 pts



Detachment - 8 Halberdiers.
 Hand weapons, light armour,
 halberds. 48 pts



26 Free Company Fighters.
 Two hand weapons, Standard Bearer,
 Sergeant, Musician. 155 pts





10 Handgunners. Hand weapons, handguns, Marksman, Hochland long rifle. **105 pts**



10 Crossbowmen. Crossbows. **80 pts**



6 Huntsmen. Longbows. **60 pts**



8 Knights of the Blazing Sun. Inner Circle, full plate armour, lances, Standard Bearer, First Knight, Musician, *War Banner*. **273 pts**



SPECIAL
16 Greatswords. Full plate armour great weapons, Standard Bearer, Count's Champion, Musician. **233 pts**



Detachment - 8 Halberdiers. Hand weapons, light armour, halberds. **48 pts**



5 Pistoliers. Hand weapons, pair of pistols, Marksman, repeating pistol. **112 pts**



5 Pistoliers. Hand weapons, pair of pistols, Marksman, repeating pistol. **112 pts**



Cannon. 3 crew, hand weapons. **100 pts**



Mortar. 3 crew, hand weapons. **75 pts**



RARE
Helblaster Volley Gun. 3 crew, hand weapons. **125 pts**



16 Flagellants. Flails, Prophet of Doom. **188 pts**

TOTAL **2,998 pts**





The Stormwarriors,
20 Marauders of Chaos.
Hand weapons, light armour,
shields, Standard Bearer,
Chieftain, Musician.

165 pts



The Bloodblades,
16 Warriors of Chaos.
Chosen, Chaos armour, hand weapons,
shields, Standard Bearer, Champion,
Musician.

395 pts



Hawks of the Aesling,
6 Marauder Horsemen.
Hand weapons, shields, spears,
Standard Bearer, Chieftain,
Musician.

126 pts



The Hounds of the Aesling,
8 Warhounds.

48 pts



DAEMONS
Werner's Skyblades,
4 Screamer of Tzeentch.

132 pts



RARE
The Gifted,
2 Spawn of Chaos.
One upgraded to Beast of Nurgle.

135 pts

TOTAL 2,997 pts

CHAOS TURN

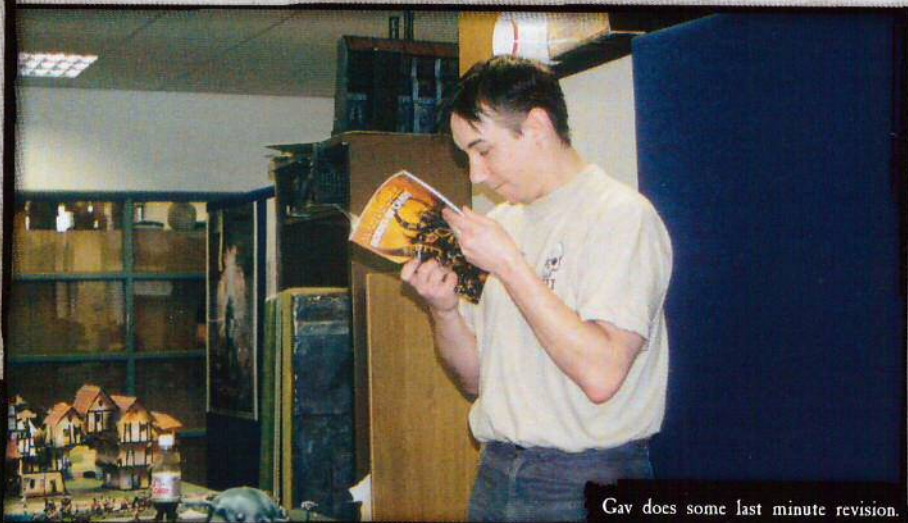
Gav: Empire detachments can be a right pain in the neck, and I wanted to be rid of the Halberdiers at the earliest opportunity. To this end, I moved Werner and Skald Aesling into position to zap them with magic, whilst getting

the Knights' Banner of Wrath into range too. The rest of the army advanced straight at the enemy, with Archaon crossing behind my line to get closer to the despicable Sigmar lapdog Volkmar.

The Magic phase went really well and was indicative of the way things went for

the rest of the battle. Alessio dispelled my opening shot with *Red Fire* from Werner, but allowed him to cast *Green Fire* on the detachment supporting the spearmen. The Halberdiers duly attacked each other in the grips of madness; three of their number falling to their comrades' weapons. Skald Aesling joined in the bombardment, unleashing *Wind of Death* at the other Halberdier detachment, which Alessio failed to dispel. The potent magic missile inflicted a monstrous ten hits, ripping apart six of the Halberdiers, leaving a measly two survivors.

I was no longer worried about them; they had no rank to add to a combat, and were now too small to cancel my ranks with a flank charge, or add a flank or rear charge bonus to combat resolution. So my attention turned back to the other Halberdiers who suffered the anger of the Dark Gods, two of their number falling to the Banner of Wrath. This was enough to cause a Panic test, which they promptly failed and legged it off the field of battle! As opening turns go, I was satisfied...



Gav does some last minute revision.



Archaon's horde advances towards the Empire line.



The Marauder Horsemen find themselves on the receiving end of the Pistoliers' hot lead.



EMPIRE TORN!

Alessio: Ouch! Losing the roll to go first was bad. I really needed that first round of shooting and now the Chaos army was too close for comfort. What's worse, my detachments had been completely wiped out by the magical barrage. It may have had something to do with their excellent performance in the practice game; Gav certainly learns from his mistakes, and in this case he has learnt not to underestimate the humble detachments of the Empire. Having promoted the two remaining Halberdiers to 'speed-bump', I sent them forward to stand in the way of the Knights of Chaos

My Knights trotted forward to put some pressure on the Hounds, and the

Pistoliers advanced quickly to engage the Marauder Horsemen on the right and try to distract the deadly Screamer on the left, to give a longer life expectancy to my war machines. The Huntsmen moved into a better position and the rest of the army stood still, preparing to open up with everything we had. If we didn't manage to thin their ranks before they got to us we were going to end up in a world of pain!

With my defensive Wizard easily neutralised by Gav's total magic superiority, we got to the Shooting phase. This was rather disappointing. Firing at long range, my troops managed to cause just a few casualties here and there and the enemy Horsemen passed their Panic test.

Not too good...





Screamers swoop down to slice the Pistoliers apart.

CHAOS TURN 2

Gav: Alessio missing with his Mortar was a great help, because a good hit on the Marauders could all but wipe them out. Pistoliers have always been a constant problem as they are so very good at what they do – harass small units like my Spawn, stop the enemy from marching and charge in for a flank attack if necessary. I wanted none of that, and made it a priority to curtail their activities. To this end, the Screamers went in on the charge over on my right flank, while the Marauder Horsemen, now depleted from pistol fire, got stuck in on the left. The Pistoliers fighting the Screamers failed their *fear* test and would need 6s to hit in combat. By odd coincidence the to hit modifiers for firing at charging skirmishers meant they

needed 6s to hit with their stand & shoot as well, which merely succeeded in wounding one of the Screamers.

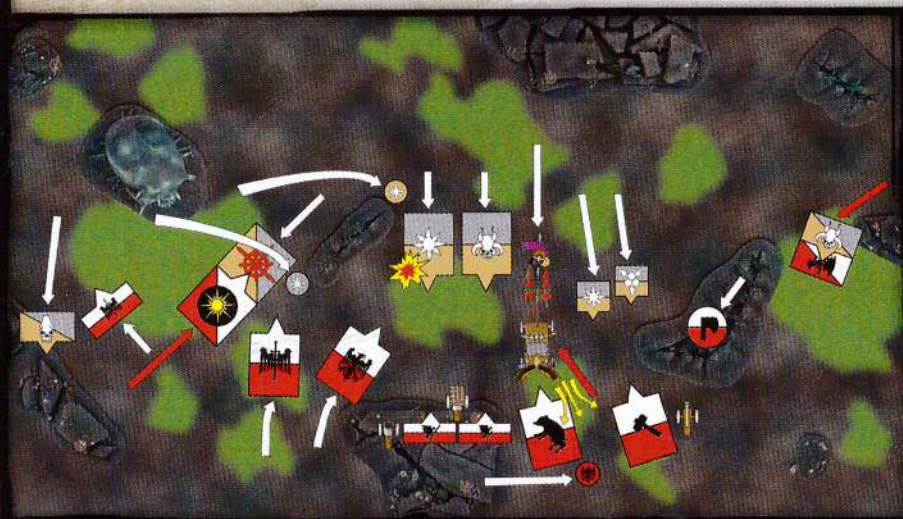
I continued my implacable advance up the centre, and hoped that I could deal with the Helblaster in the Magic phase. If not, it could cause some serious damage. The Knights of Chaos faced off against the Knights of the Blazing Sun. Firstly because it looked cool, but more importantly because it put Alessio's Cannon to the rear of the unit where he'd only be able to kill a maximum of two models, rather than the possible four targets he had if I left the Knights exposing their flank to his enfilading fire.

So the Magic phase opened with Archaon scowling at the Helblaster and

directing his minions to deal with it promptly. Werner's opening *Red Fire* hit the machine itself and did no damage, while the accursed Celestial Wizard used a dispel scroll to thwart Skald's *Wind of Death*. Growling in disapproval, Archaon called upon Tzeentch to unleash *Blue Fire* at his foes, inflicting a potential 12 Strength 7 hits! Unfortunately, the fickle Tzeentch wanted Archaon to prove himself in other ways and I rolled a Miscast, ending the Magic phase but otherwise suffering no more ill effects. Well, not until Alessio's next Shooting phase at any rate!

Combat went pretty much as expected, with the Marauder Horsemen cutting down the Pistolier Champion and the young Imperial nobles causing a wound in return. Now I only had the Standard Bearer, Musician and Champion left, so the musician was duly removed as being the least important of the three. Unfortunately, taking into account my banner and Alessio's outnumbering bonus, the combat was drawn – meaning that if the musician had still been around I would have won the combat by one point. Not for the first time I wondered if the Chaos gods were somehow having a secret laugh at my expense.

The Screamers did much better, killing four Pistoliers and sending the survivors fleeing off the table. The flying daemon-creatures restrained their pursuit and remained where they were, ready to cause havoc amongst Alessio's units in the following turns.



EMPIRE TURN 2

Alessio: Well, the death of the Pistoliers on my left was worrying and I decided to charge the Knights of Chaos with my Templars before the Hounds of Chaos and Screammers could come to their aid. The Greatswords flanked the Chaos Knights in case they were still there in my next turn. The Elector Count led his Spearmen to intercept the infantry of Chaos on its way to my vulnerable missile troops on the hill.

On the right the Theogonist saw his hated enemy, Archaon himself, within charge range and without hesitation the War Altar of Sigmar thundered towards the Chosen of the Dark Gods. The old Volkmar was more than ready to forfeit his life in an attempt to stop the dire menace.

The Magic phase was ineffectual as usual, but then the Shooting phase came! In their arrogance the Warriors of

Chaos had walked into short range of my Helblaster Volley Gun. If the Dark Gods didn't send them a misfire soon, they were in trouble.

The Cannon opened up on the Sorcerer, but it rolled a Misfire. No problems, I had an Engineer in the unit and I could re-roll that... rolling another Misfire! Luckily, the gun was alright and the Mortar scored a direct hit, killing four Marauders and a Warrior.

Then the Volley Gun fired, and this time Sigmar protected me from the powers of darkness: the deadly contraption scored 16 armour-piercing Strength 5 hits on the Warriors, sending eleven of them to join their foul gods! For Sigmar! That will teach them! The Handgunners and Crossbowmen added more death to the heavy toll that the enemy infantry had paid this turn, but still they kept coming, obviously fearing the wrath of Archaon more than they feared death itself.

The Knights of the Blazing Sun did brilliantly and their lances unhorsed the champion of the Swords of Chaos and one other Knight (Gav's really useless at rolling armour saves!). The Knights of Chaos could not wound the Templars and only just passed their Break test.

Finally, the War Altar's impact hits and the Theogonist's attacks bit deeply, scoring two wounds on Dorghar and even one wound on Archaon himself! For a moment it looked like the old priest would triumph, but then Archaon unleashed the power of U'zuhl from his sword and the Theogonist was mercilessly butchered. As the holy War Altar was carried away by the terrified horses, the entire Empire army was filled with a sense of impending doom. There was no possibility of victory against such an awesome power! Nevertheless, the Men of the Empire wouldn't go down without a fight and resolutely held their ground.

There can be only one!





The Spawn of Chaos and the Beast of Nurgle slam into the Flagellants.

CHAOS TURN 3

Gav: Well, I could pretty much write off the Warriors of Chaos now. The only useful thing I could think of was to head them towards the Huntsmen in the vain hope of getting them into combat. Also, the War Banner was still held aloft and might prove useful if the two surviving Warriors intervened in a combat at the right moment.

As for Volkmar, well his tattered remains were now liberally spread over the retreating War Altar, leaving Archaon free to do what he wanted. And what he really wanted to do was get stuck in! I declared a charge with the monstrous Chaos general against the Crossbowmen, who passed their *terror* test, but Alessio decided to flee with

them anyway – right off the table! That'll teach him for deploying closer to the table edge than he has to. This also left the flank of the Handgunners open to a charge, so I redirected against them (I couldn't have charged them before because the Helblaster was in the way). Going the way of the other missile unit, the Handgunners failed their *terror* test, decided discretion was the better part of valour and fled back to the Empire to bring news of Volkmar's death...

Though the damage had been done, the Volley Gun still needed to be dealt with and so Skald Aesling charged forward on his Chaos steed. Preferring to stay alive, and possibly re-man their gun at a later point, the crew fled and managed to get away, leaving the Sorcerer to fail his

charge and end up right in front of the huge Spearmen unit containing the Elector Count. Not the best place to be, and I decided on the spot that he would flee if charged. My magical supremacy was one of the great strengths I had and I wasn't going to waste it on needless pride!

Feeling vindictive, I charged the Screammers into the two surviving Halberdiers, who Alessio chose to flee with rather than let them be cut down, thus allowing the flying Daemons an overrun move. With some above average dice rolls, both the Chaos Spawn and Beast of Nurgle hurled themselves into the Flagellants, who screamed themselves into a fighting fury and whirled their flails about their heads, thanking Sigmar for granting their doom!

In the Magic phase, my dominance began to show. Two Greatswords fell to the *Red Fire of Tzeentch* springing from Werner Flamefist's fingertips, while one of the Mortar crew was torn asunder by Skald's *Dark Hand of Death* spell. Werner then tried *Green Fire* on the Greatswords (hitting each other with their Strength 5 attacks would cause carnage) but Alessio used all of his dice to dispel it. Archaon finished off by trying to cast *Orange Fire* on himself, which would allow him to re-roll all of his combat-related dice rolls (to hit, to wound, and so on), but failed.

Close combat was mixed, with the last Marauder Horseman falling to the Pistoliers. But at least there were only



two left, bringing their Unit Strength below 5 and so stopping them negating ranks or getting flank and rear combat resolution bonuses. The Beast of Nurgle and Chaos Spawn scythed through six Flagellants between them, but left the Prophet of Doom to fight back (I thought it a bit uncharacteristic for a Chaos Spawn to direct its attacks against a single individual), and he managed a wound on the slaving Beast of the Plague Lord.

In the big ruckus between the Knightly units, the Battle Standard Bearer felled one of the Knights (I don't know why I take troops with good armour, as I can't make saving throws!), while in return the Chaos Knights managed to bring down a Knight of the Blazing Sun with their brutal hammers and axes. To add insult to, well, insult, one of Alessio's warhorses hit and wounded my brave Knights and (surprise, surprise) I rolled a 1 for the saving throw and the flea-bitten nag toppled the proud warrior from his Chaos steed! Despite a re-roll for the Battle Standard, the Knights broke and fled, taking them through the woods and outdistancing the pursuing Imperial Knights. Their pursuit left them tangled up in the spiky Chaos terrain and would seriously hamper them for the next turn or two. All-in-all, it was best that the Knights fled – otherwise they were going to get flanked by the Greatswords and very likely butchered...

EMPIRE TURN 3

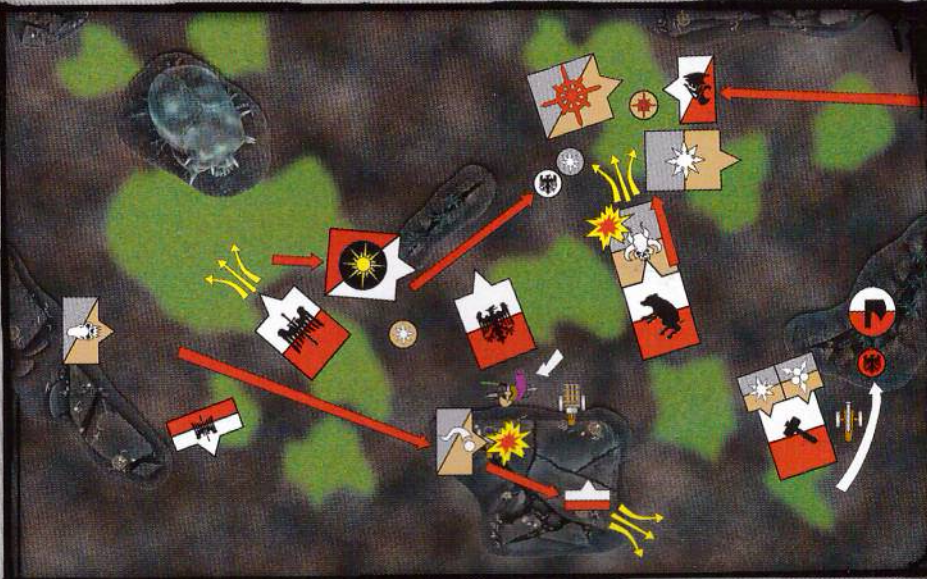
Alessio: With the Knights of Chaos on the run, my only charge was the Free Company throwing themselves against the Marauders, counting on their superior numbers to overpower the warriors of the North. My oh-so-brave Handgunners had run off the table, but the Volley Gun crew rallied! If only they could get back to their gun...

While the Greatswords turned to face the Hounds of Chaos and Screammers, my Knights reversed out of the wood. The Spearmen and the two remaining Pistoliers converged towards the right flank.

Let's skip the Magic phase, shall we?

In the Shooting phase, the Cannon had another unlucky series of rolls, but the Mortar did hit the Screammers and Hounds, killing two of the latter and forcing a Panic test – Hooray! Unfortunately those dogs proved to be braver than my men and refused to run away!

The Free Company won their fight but the Marauders held their ground and the Flagellants kept up their slogging match against the two Spawn, dying in droves, but also dealing some damage in the process...



CHAOS TURN 4

Gav: The Screammers were now in a great position. They could charge the Mortar crew, slash through them and carry on into the Volley Gun crew. From there they could attack the pesky Cannon and finish off Alessio's missile threat. Alessio judged that the Screammers would be out of range and decided to hold, but the Tzeentch Daemons were just inside their charge distance. The crew failed their *fear* test but being of equal Unit Strength needed 6s to hit rather than fleeing (much to Alessio's disappointment, ho ho!). All of the fleeing Chaos units managed to rally and reassembled their battle line preparing to face the Spearmen and Inner Circle Knights (and possibly the Greatswords depending on whether they risked ignoring the Chaos Hounds, who were now in position for a rear charge should the elite Empire soldiers turn their backs on them).

In the Magic phase the winds of magic swirled strongly. Five Greatswords were hacked apart by their friends as Werner's mind-bending *Green Fire* enveloped them. Two more of the unit fell to the mounted Sorcerer's *Dark Hand of Death*, but unfortunately Archaon failed his attempt to cast *Blue Fire* against the Inner Circle Knights. Still the Greatswords, horrified by turning upon themselves, panicked and fled, taking them closer to the Chaos Hounds.

In the ongoing combat between the Flagellants and Chaos Spawn, the frothing madmen once again failed to kill the Beast of Nurgle, despite Alessio directing all the attacks he could against it. In return, a single Flagellant fell to the Spawn of Chaos' attacks. Perhaps they were getting tired or something? The Screammers chewed their way through the Mortar crew in pretty short order and, exactly as I had hoped, flew onwards into the Helblaster crew, who had no option but to stand there

dumbly while their doom swooped in on them.

Then disaster struck! The brave Marauders of the Aesling tribe lost the combat to the Free Company and despite a re-roll from the Battle Standard being close by, fled like southern weaklings. Luckily they outpaced the pursuing Free Company, although they were now in a position where Alessio's Pistoliers could harry them off the board if they failed to rally.

EMPIRE TURN 4

Alessio: The turn began nicely with the two Pistoliers running down the fleeing Marauders. Rather than waiting for Archaon's charge inside the unit of Knights, my Battle Standard Bearer left them and all on his own he charged the Sorcerer. The rampaging Free Company also charged, hitting the few remaining Warriors of Chaos in the flank. Way to go!

My Spearmen reformed to face Archaon, the Screammers and the Champion of Tzeentch. The Cannon scored a full hit on the Disc rider, only to see the cannonball bouncing harmlessly off the Daemonic hide of the Disc of Tzeentch. If only I had hit the rider!

Both the Battle Standard Bearer and the Free Company won their fights, but it was to no avail, because both the enemy units were in range of the Banner of the Gods and held their ground (the combination of being Stubborn, having a high Leadership and being able to re-roll Break tests proving exceptionally good!).

The crew of the Volley Gun was defeated and killed by the Screammers (there's a surprise!), while the Flagellants and the Spawn kept hacking at each other...

Next turn would see a lot of counter-charges by the forces of Chaos – Brace for impact!

CHAOS TURN 5

Gav: Losing the Marauders was a real blow! With them and the Chaos Warriors effectively destroyed, I had very little hitting power left... except of course Archaon, an Exalted Champion, an Aspiring Champion and the Chaos Sorcerer! So, all-in-all I wasn't too downhearted; it would just be more of a challenge.

This would be a critical turn. If I could bounce back from the disappointing performance of the Marauders, I was confident my characters could do more than enough damage to send this pack of wastrels running back to their soft-bellied leaders! So, to start off, the all-conquering Archaon urged his mighty daemonic steed towards Alessio's Knights. They passed their *terror* test, but wisely (although somewhat boringly) Alessio fled with them, easily outdancing the vengeful Chaos Lord. The Screamer continued their hurtling assault, flying across the hill towards the Cannon. The crew fled but it was really 50-50 as to whether they would escape (they were just on the cusp of 20" from the Screamer). Alessio and I agreed that we should roll a dice for it since it was such a close call. I rolled a 4+, which meant that the flying Tzeentch Daemons were just in range still and the Cannon crew and Engineer were promptly slashed to pieces in a frenzy of fangs and barbs.

The remaining Chaos Knights threw themselves into the flank of the Empire Captain with the battle standard. I was confident that they'd probably kill him, and this would allow them to continue on into the flank of the Free Company, who the Warriors had done such an admirable job of holding up. Knowing this to be the case, I decided to help out the Chaos Warriors and hopefully keep the Free Company where I wanted them

by charging in with the Aspiring Champion. It was a gamble because if I lost and he ran, that was a lot of Victory points to give away. However, battles are won and lost in moments like this and I decided that fortune would favour the brave.

The Magic phase brought some gratification, as Werner's *Red Fire* inflicted devastating Strength 6 hits on the Pistoliers, wiping them from the face of the battlefield in a magical inferno. Good, that's what they get for chasing down my lovely Marauders... The big Spearman unit was an inviting target for *Green Fire* (the thought of them doing more than 20 attacks on themselves gave me a warm feeling inside) but the spoilsport Alessio managed to dispel it. Archaon used the remaining Power dice to cast *Orange Fire* on himself, knowing that the Spearman had a charge into his flank if Alessio wanted to.

Once more Alessio's Flagellants completely failed to hurt the Beast of Nurgle who, in combination with the Chaos Spawn, managed to kill one measly Flagellant in return. The Chosen Champion and Aspiring Champion cut down four of the Free Company between them, who could do no damage in return. However, with the laughter of the Dark Gods ringing in my ears, I realised the combat was drawn, and in fact lost because of the absence of the Warriors' musician! Never underestimate the power of a man with a drum or trumpet. I passed the Break tests with ease, and the Free Company started to lap round. It didn't really matter, because my Knights rode through the Empire Captain as if he wasn't there, doing three wounds on him, snatching up the fallen battle standard and charging into the Free Company, forcing them back into formation.



EMPIRE TURN 5

Alessio: This was the occasion I was waiting for! With a roar the Spearman seized their chance and charged Archaon in the flank, led by the brave Elector Count. The Greatswords also charged, attempting to reach the Hounds, but were obviously too far away.

I could see very little hope of survival for the Free Company hit in the flank by the Swords of Chaos!

The Wizard ran away from the Screamer, taking cover in the wood. That damned unit of flying Daemons had already run down one unit of fast cavalry and the crew of three artillery pieces in one game – they were not going to get him as well!

The Knights of the Blazing Sun rallied thanks to their Musician and formed in single line, looking pretty (and, most importantly, safe from enemy charges).





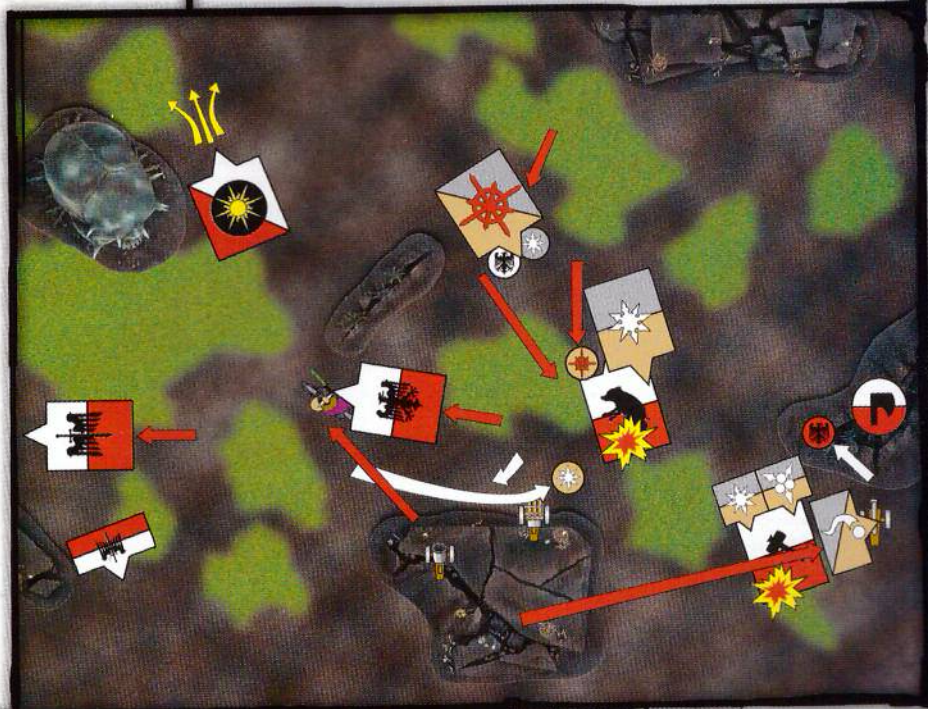
The Spearman steel themselves for a heroic charge!

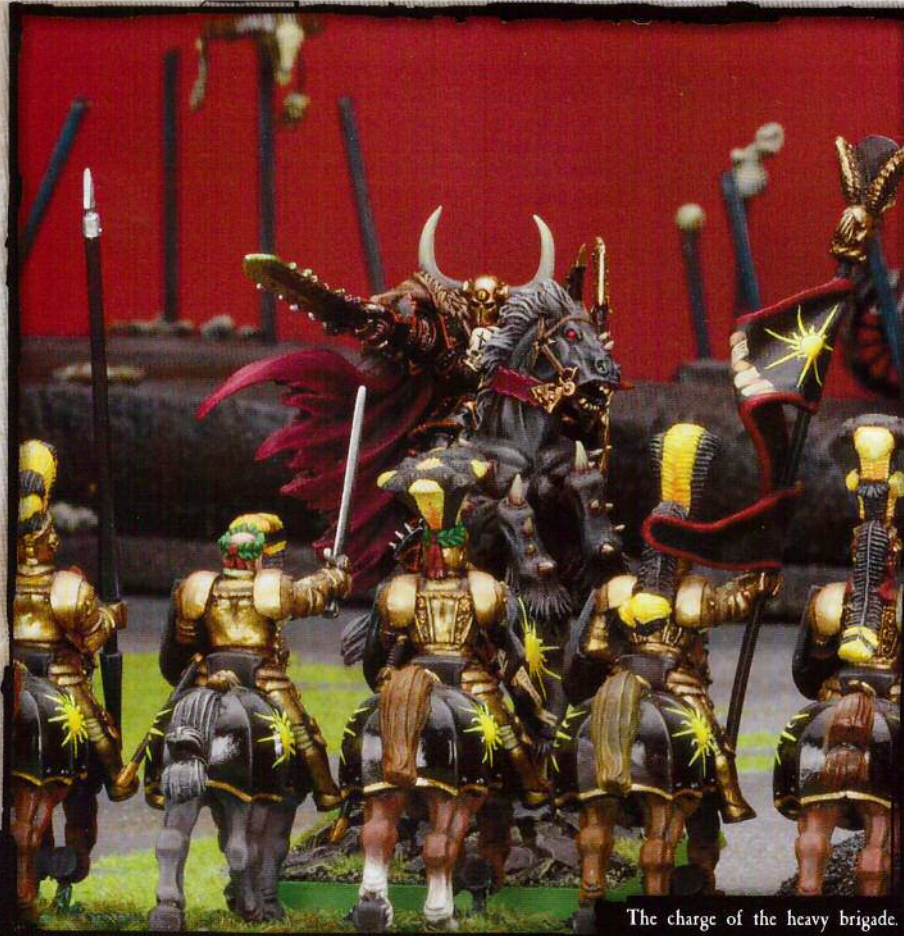
I felt really proud when my Wizard managed to force the Chaos Sorcerers to use their last Dispel scroll. That was an achievement!

In the Close Combat phase the Free Company were massacred and ran, only to be flattened by the Swords of Chaos, while the last Flagellants were eaten by the Spawn. How unfair! I had scored lots of hits on the Spawn, but could not roll the 6s I needed to wound them and, at the end, the Beast of Nurgle was left with only one wound remaining and the other Spawn with two.

The Elector Count challenged Archaon, and was predictably cut down, but his Holy Relic absorbed enough wounds to cause his unit to win the fight against the Chosen of Chaos by a whopping six points! Archaon tested on a 4 and of course passed!

Leaderless, and with all the characters in the Chaos army in charge range all around them, the Spearman felt a chill run down their spine...





The charge of the heavy brigade.

CHAOS TURN 6

Gav: Though probably the most fearsome warrior on the face of the world, it was clear that no matter how much damage Archaon did, he was unlikely to win on his own against a fully ranked-up unit carrying the Griffon Standard. Unfortunately, with the demise of all my ranked units, except the Chaos Hounds (who charged the Greatswords rather than be charged) I had nothing to get rid of those ranks with a simple flank or rear charge. What would count here was casualties. Massive, apocalyptic levels of casualties! So, the Spearmen found themselves in combat with not only the Lord of the End Times himself, but every other character I had – a Sorcerer, an Aspiring Champion and an Exalted Champion!

With little else to do, and feeling a bit left out on the carnage front, the Warriors and Knights of Chaos charged the Huntsmen hiding out amongst the unnaturally spiky growths of the Chaos woods, who fled. With uncanny skill at the dice, Alessio rolled just enough that the difficult terrain-impaired followers of Chaos couldn't reach them, but just little enough to keep the Huntsmen out of sight of the Screamer so that the Tzeentch sky sharks couldn't do one of their diving, slashing attacks on them (Screamers can inflict Strength 3 hits on a single enemy unit they pass over during the Movement phase).

Trying to ensure the maximum death toll, Archaon cast *Orange Fire* on himself once more. Although he already had it cast, Alessio could use his Dispel dice at the end of the phase to get rid of it, rolling against the basic casting value of 6. By re-casting the spell (which Alessio would have to attempt to dispel straight away), I rolled an 8, making the Dispel attempt more difficult. However, Alessio still managed to roll the requisite amount and the magical energies were harmlessly dissipated. With little else to do, Werner cast *Green Fire* on the two Halberdiers who had managed somehow to come through all the bloodshed, hoping against hope that the irksome pair would kill each other. Unfortunately I failed the roll and the troublesome duo survived, denying me the satisfaction. Turning his ire on the Spearmen, Werner then cast *Orange Fire* on himself, which would give him 4 Strength 5 attacks, re-rolling failed To Hit and To Wound rolls!

The Close Combat phase was as bloody as expected. My poor Chaos Hounds, as I had feared, failed to hurt the Greatswords, who chopped apart four of them in return and chased down the surviving beast who fled like a spineless whelp.

Against the combined force of all my characters the Spearmen stood little chance. Werner cut down three of them, with his floating Disc accounting for

another one. Skald's blow hit home but was turned aside by a lucky armour save, while the Battle Standard Bearer accounted for another three himself. Archaon's Steed of the Apocalypse killed another, while Archaon hewed through seven Spearmen with frenzied swings of the Slayer of Kings (hitting himself three times in the process, but luckily causing no damage!). In a last ditch attempt to salvage something, the Spearmen champion (who I'd forgotten to single out for some special attention) tried to take the last wound from the daemonic mount of Archaon. He hit. He wounded. I passed the 5+ daemonic aura save and all was well. Losing a massive 15 models in one round, the Spearmen ran like the cowards I always knew them to be, getting run down for their troubles. This left Archaon in a position to be charged by the rallied Knights. Would Alessio go for it, knowing there was little chance of success (but perhaps desperate to at least leave Archaon on foot!), or would he be a party-pooper and hold off...

EMPIRE TURN 6

Alessio: The last turn, and my only unit that could charge were the Knights. Unfortunately the only thing they could attack was Archaon himself! Charge seven expensive Knights that have captured a banner against a super villain who has ten attacks that hit on 3s and wound on 2s, with a sword that ignores armour saves? No thanks!

As the Knights started to nonchalantly trot backwards, I remembered what I had said at the beginning of the game about not caring about the result, but trying to recreate a nice story... and the Knights lowered their lances and spurred in a last glorious charge against Archaon. May Sigmar help them!

The advantage of going last is that you get to rally your fleeing troops before the end of the game, but that just didn't work out right and my Huntsmen kept running (can you blame them?). Not only that but they also caused my Wizard to Panic and run away. No chance to rally him! Doh!

The Greatswords could only turn around to witness the noble sacrifice of the Knights as they charged across the field in a splendid golden line, their banner held high.

The last close combat was quick. The Knights broke their lances in vain on the almost invulnerable enemy and then Archaon struck back.

The Champion of the Dark Gods lashed out with the Slayer of Kings and in a single fluid movement decapitated all seven Knights!

With this impressive feat of arms the battle ended. Chaos was triumphant!

GLORY TO THE DARK GODS. DEATH TO SIGMAR!

Gav: So a resounding victory for Archaon and the forces of Chaos. While obviously I'll take the credit for their wonderful tactics, due credit has to go to the big man himself. Even without the fruitless charge of the Knights of the Blazing Sun, Archaon ended up more than earning his points in this particular battle. It wasn't so much killing the Grand Theogonist but smashing the Empire centre in the next turn that was most favourable. Getting the Lord of the End Times to physically destroy enemy worth the same points will normally be nigh on impossible (unless perhaps there's a Lord on a Dragon for him to pick on who gets careless enough to be charged). However, the threat he poses, and the psychological effect on the opposing player, can be used to swing a battle without him ever landing a blow. Except in exceptional circumstances (such as an Elector Count in a unit with the Griffon standard, for instance...) there's not a unit that can stand up to him in combat, and few things that can actually kill him. Possibly the best way of getting rid of him is to embroil him in a wider combat (preferably with an Unbreakable or at least Stubborn unit), win the combat by as much as possible, hope he breaks and then run him down in the pursuit. This may seem difficult but I've seen trickier things to do (Breakthrough scenario with my Dwarf army, as an example!). But of course, while the enemy is concentrating on Archaon, you have other units in the army – unless you're foolish enough to take him in 2,000 points, which I think is not only an unreasonably small force for such an important character but also of dubious tactical merit. This may seem like a lot of effort for a single character, but considering he costs the same as a unit of Knights and a unit of Chaos Warriors combined, there are worse things to face in the Chaos army list.

So overall, and as expected, Archaon was the central figure in the Chaos attack. This was doubly true after my failure to rid myself of the Helblaster Volley Gun, which did exactly what I expected and smashed apart the Warriors unit. For me that was the low point of the battle – I knew I had taken a risk advancing towards the war engine and had hoped to deal with it using magic, but sometimes risks pay off, and sometimes they don't.

Also worthy of some praise were the Tzeentch Screamer. They very effectively countered Alessio's war machine threat, and in the end had accounted for a unit of Pistoliers, the Mortar, the Volley Gun, the Cannon and an Engineer. Their 5+ daemonic Ward

After a short battle of wills, Archaon exerted his control over the daemon U'zuhl, and sheathed his sword, which glittered with a hungry light even within the scabbard. He was pleased, today had been a good day. Once again the gods had blessed him with victory. The upstart Volkmar was dead, cleaved apart on the tip of Archaon's own daemonblade. It was a good sign. When he had seen the twin-tailed comet at his coronation, Archaon had been filled with a moment of doubt, for had not such an omen heralded the coming of the demi-god

Sigmar, who himself had defeated one of the great Chaos Warlords of pre-history?

But, thought Archaon, if Volkmar were the best champion that Sigmar could offer up, then soon the world would tremble before his army. Soon the lands would be covered with warriors of the glorious gods and the mountains and hills would reverberate to chants in their praise. And his name would be among those praised, the Lord of the End Times, the Herald of the Gods.

Yes, today had been a good day indeed.

save can come in really handy on occasion, making them better than similar units such as Harpies or Fellbats, though you do pay the points for this advantage.

When I lost the Marauders it was also a bit of a blow. Over a protracted combat I would have expected them to hold their own against the Free Company, particularly with the Banner of the Gods nearby to help them out. But apparently it wasn't to be; the gods of Chaos had deemed them unworthy. Luckily the Chosen Warriors of Chaos did well to hold them from breaking through the somewhat battered Chaos line.

From then on, it was down to my characters to swing the battle, and if there's one army you know you can rely on for your characters to do well, it's Chaos – and this battle was no exception. Shattering the Spearman unit, which could have proved immensely difficult to shift with its +6 rank bonus, outnumbering and standard, was pivotal given that it was my last turn.

All-in-all, it was a hard fought battle that quite easily could have turned against me at several points, but the gods smiled on me and allowed me to slaughter those Sigmarite lackeys. So, with this minor inconvenience dealt with, Archaon will be returning to his army and gathering even more troops for his invasion.

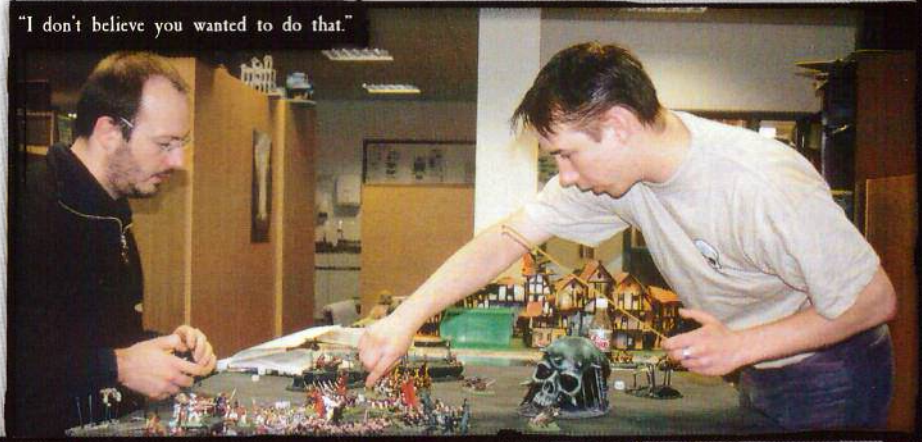
JUST HOW HARD IS FIFTZ?

Alessio: Well, what can I say? Archaon is just unstoppable! When characters of this calibre are in a fight, mere mortals can only stare in awe at the carnage they deal all around, and hope that there is someone on their side that can take them on. In the case of Archaon, the good guys probably need someone like Karl Franz or Tyrion to give him a run for his money...

I'm afraid that old Volkmar was not up to the task. That said, he did rather better than I expected him to, scoring an impressive three wounds on Archaon before ending up in several thin slices...

The Chaos army felt nasty, but not invincible, and my humble men managed to cause quite a bit of damage before Archaon tilted the balance and destroyed everything he touched. I'm sure that the Warriors learned not to walk so close to operational Volley Guns! If a few more things had gone my way (if the Knights managed to reach the fleeing Swords of Chaos, for example), I'm convinced that the battle might have taken a different direction. But alas it was not to be!

So Archaon got his glorious victory and he will soon be marching on the Old World at the head of a massive army. One thing is sure though, the troops of the Empire will be there to meet him.



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THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING™



In This Issue:

Sauron!

- Model & rules
- Painting Masterclass
- New scenario



Wizards duell!
Mini game



Escape from Orthanc!
New scenario



RULES UPDATES

by Alessio Cavatore,
Ring bearer

Since the publication of The Fellowship of The Ring edition of The Lord of The Rings game I've received a lot of messages from people concerned about Elrond having such a superior Fight value in comparison with his king Gil-Galad and other mighty heroes such as Elendil or Aragorn. Eventually I've decided that the objection was well-founded and, to bring Elrond in line with all the other great Heroes of Good, I've changed his Fight value from 9 to 6. This amendment will be incorporated in the Two Towers rules manual, but is effective from this month, so please tell all your friends who collect Elves! Sincere apologies to the fans of the mighty Half-Elven Lord.

- Elrond is Fighting value 6 rather than 9.
- Boromir has a shield included in his wargear list at no additional cost and he can have an Elven Cloak at a cost of an extra 10 points.
- Arwen has a sword included in her wargear list at no additional cost.
- Isildur has a sword included in his wargear list at no additional cost.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Sauron, the Dark Lord



Sauron, the Dark Lord, the Enemy, the Lord of the Ring. In The Fellowship of The Ring game Sauron is almost unstoppable. Able to kill an opponent with a mere gaze, only the mightiest of foes will be able to slay him.

Designed by Alan Perry and Michael Perry, this boxed set contains one Sauron model and both Elendil and Isildur.



SAURON BOXED SET.....£20.00

Denmark	kr 250.00
Sweden	kr 300.00
Norway	kr 300.00
Euro	35.00



Warriors of the Last Alliance

At the end of the Second Age, the last great alliance of Men and Elves was mustered to fight against Sauron's hordes of Orcs. Warriors of the Last Alliance contains a collection of the forces of Good.

Designed by Brian Nelson, this boxed set contains 8 Men of Gondor and 16 Elves.

WARRIORS OF THE LAST ALLIANCE£12.00

Denmark	kr 115.00
Sweden	kr 140.00
Norway	kr 140.00
Euro	15.00

These models require assembly.



This summer the lands of Middle-earth will ring to the sound of battle! Legendary heroes will stand against the forces of evil! Now is the time to prove that you are the greatest player of The Lord of The Rings in your region!

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

Instore Challenge

Inspired by the upcoming release of the The Lord of The Rings DVD, and yet more great miniatures, including Sauron, every store is hosting a gaming challenge.

Running throughout the school holidays, the Lord of The Rings Instore Challenge will include new scenarios. These include a special Instore Challenge scenario, and 'what if' scenarios which depict what could have happened if things had turned out differently for the characters of the film.

The Instore Challenge is a chance to play more games against new opponents. Each scenario is unique, and you'll need to bring along some of your own painted miniatures for each one. Speak to staff at your local store to find out more about the requirements for these scenarios.

The Lord of the Rings Instore Challenge will run throughout the summer, and competitors will accumulate points for playing and painting. At the end of the summer the player with the most points per store will be awarded the title of Store Champion!

You can join the Challenge at any time, but try to get in early, as the more games you play the more points you get!

Ask the staff in your local store for more details on how to register and enter this challenge.

Instore Painting Competition

Over the summer, Games Workshop is running a special instore painting and modelling competition. You can enter in the following three categories:

Single Figure.

A single character model from the Games Workshop The Lord of The Rings range.

Band of Warriors

A group of at least nine models from the Games Workshop The Lord of The Rings range.

Film Scene Diorama

A diorama featuring models from Games Workshop's The Lord of The Rings range, re-enacting a scene from the film.

Each category has a 16 plus and an under 16 age category. The Lord of The Rings Instore Painting Competition will be judged on 3rd August. Speak to the staff at your local Games Workshop for more details on this competition.



This month sees the release of the much anticipated model of Sauron, the Dark Lord. Alessio Cavatore has provided full rules for using this awesome character in your games, as well as a scenario pitting him against the Free Peoples of Middle-earth.



Sauron, the Dark Lord, the Enemy, the Lord of the Ring. Many are the names of this powerful and evil being. Sauron is driven by a consuming desire to dominate the entire Middle-earth and by a burning hatred of Elves, Men and all who stand in his way. In distant times, when he still hadn't revealed his evil nature, he forged the Rings of Power and gave them as gifts to the rulers of the

THE DARK LORD

Rules and scenario for Sauron, Lord of the Ring!

The Dark Lord Sauron

Points value: 400

Might: 3

Will: 3 per turn

Fate: Special (see below)

	F	S	D	A	W	C
Sauron	9/-	8	10	3	5	7

Note: Sauron has a maximum move of 6"/14cm per turn.

free races of Middle-earth. These kings didn't know though that Sauron also forged the Ruling Ring for himself, imbuing into it a great portion of his own life force and powers. Through this mighty tool Sauron could control the other Rings and enslave their bearers to his will. Only the Rings of the Elves he couldn't dominate, because he had no part in their making. His vast armies of Orcs and other fell creatures were about to subjugate all the Western realms of Middle-earth, but the combined armies of the Last Alliance of Men and Elves defeated Sauron's hordes and finally laid siege to his fortress of Barad-dûr in the land of Mordor. There, at a terrible price, the One Ring was taken from the hand of the Dark Lord and he was finally vanquished. But Sauron was not destroyed. As long as the Ring exists Sauron's spirit endures.

WARGEAR

Sauron carries a mace (hand weapon) and is equipped with heavy armour.

SPECIAL RULES

Terror. Sauron is the living incarnation of all the fears of the free people of Middle-earth. He evokes Terror in his enemies as described in the Courage section of the game rules.

Master of Evil. All the servants of the Enemy fear the anger of their Lord far more than a simple death at the hands of their opponents. Similarly, the Good side's forces know that they are facing the ultimate Evil and are prepared to sell their lives to defeat it once and for all. If Sauron is on the table, neither side needs to test for courage if their forces are reduced to 50% of their original numbers.



Sauron, Dark Lord, the Enemy, Lord of the Ring.



Isildur desperately takes one last swing at Sauron with the broken Narsil.

The One Ring. As long as the One Ring is with him, the Dark Lord is all but invincible. Only by taking the Ring from him can he be defeated. This is represented by the fact that Sauron does not have points of Fate as such, but every time he loses his last wound he can roll a dice, and on a roll of 2 or more the wound is recovered and the power of the Ring sustains him. Therefore the only way to take down the Dark Lord is to cause him to lose all his wounds and then hope he rolls a 1 and does not recover his last one. This rare occurrence represents the last wounding strike actually separating the Ring from the Dark Lord (chopping his fingers off, for example).

Unstoppable! The power of the Ring is so great that to face the Dark Lord in combat is almost invariably to face one's death. Every time Sauron wins a fight against multiple opponents, he can choose to strike at the enemy three times as normal or to sweep his mace around in a deadly arc. If Sauron chooses this

second option, all the enemies that have taken part in the fight (those in base contact and even those fighting with spears through friendly models) suffer one strike from the Dark Lord.

MAGICAL POWERS

Sauron can use three points of Will per turn to cast magical powers and to resist the effect of magic. He has the following powers:

Transfix. Range 18"/42cm. Dice score to use: 2+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Compel. Range 18"/42cm. Dice score to use: 3+. The victim can do nothing further that turn as described for Transfix, except that the Evil player can

move the victim up to half a move as soon as the Compel ability takes effect. The player can do this even if the model has already moved that turn.

Drain Courage. Range 18"/42cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target, reducing the model's Courage value each time.

Sap Will. Range 18"/42cm. Dice score to use: 3+. The victim's Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by a Strengthen Will magical power.

Chill Soul. Range 18"/42cm. Dice score to use: 5+. With a single gaze the Dark Lord can drain all life force from his enemies. The victim suffers a wound, exactly as if it had been wounded in close combat.

SCENARIO – SAURON UNLEASHED!

DESCRIPTION

This scenario represents the final part of the last battle between the forces of the Last Alliance and those of the Dark Lord on the slopes of Mount Doom. It begins with a pause in the battle, while the forces of Elves and Men rally around their leaders in preparation for the final charge against what's left of Sauron's forces. Victory is near for the Free Peoples, but at this point the Dark Lord himself comes to battle.

PARTICIPANTS

On the Good side is Gil-Galad, Elrond, Elendil, Isildur, 12 High Elves with two-handed swords, 12 High Elves with spear and shield, 12 High Elves with bows, 12 Men of Gondor with sword and shield, 12 Men of Gondor with spear and shield, 12 Men of Gondor with bows.

On the Evil side there is Sauron, 10 Orcs armed with sword and shield, 10 Orcs armed with spear, 10 Orcs armed with two-handed sword/axe and 10 Orcs armed with dagger and orc bow.

POINTS MATCH

If you want to fight this battle with different forces, choose two forces of equal value. This battle is suitable for large armies from 500 points a side upwards. No more than a third (33%) of the models on each side can be bow-armed. You should have at least one Hero per side.

LAYOUT

The battle is played on a 72"/168cm by 48"/112cm table. There are three large hills on the Evil side of the battlefield representing the slopes of Mount Doom. The whole area is scattered with large impassable rocks and clusters of smaller rocks that form obstacles. There are no trees, the slopes of Mount Doom being dark, desolate and barren.

STARTING POSITIONS

The Evil side deploys its Orcs anywhere no closer than 25"/59cm from their own table edge. The Good side then deploys its force anywhere no closer than

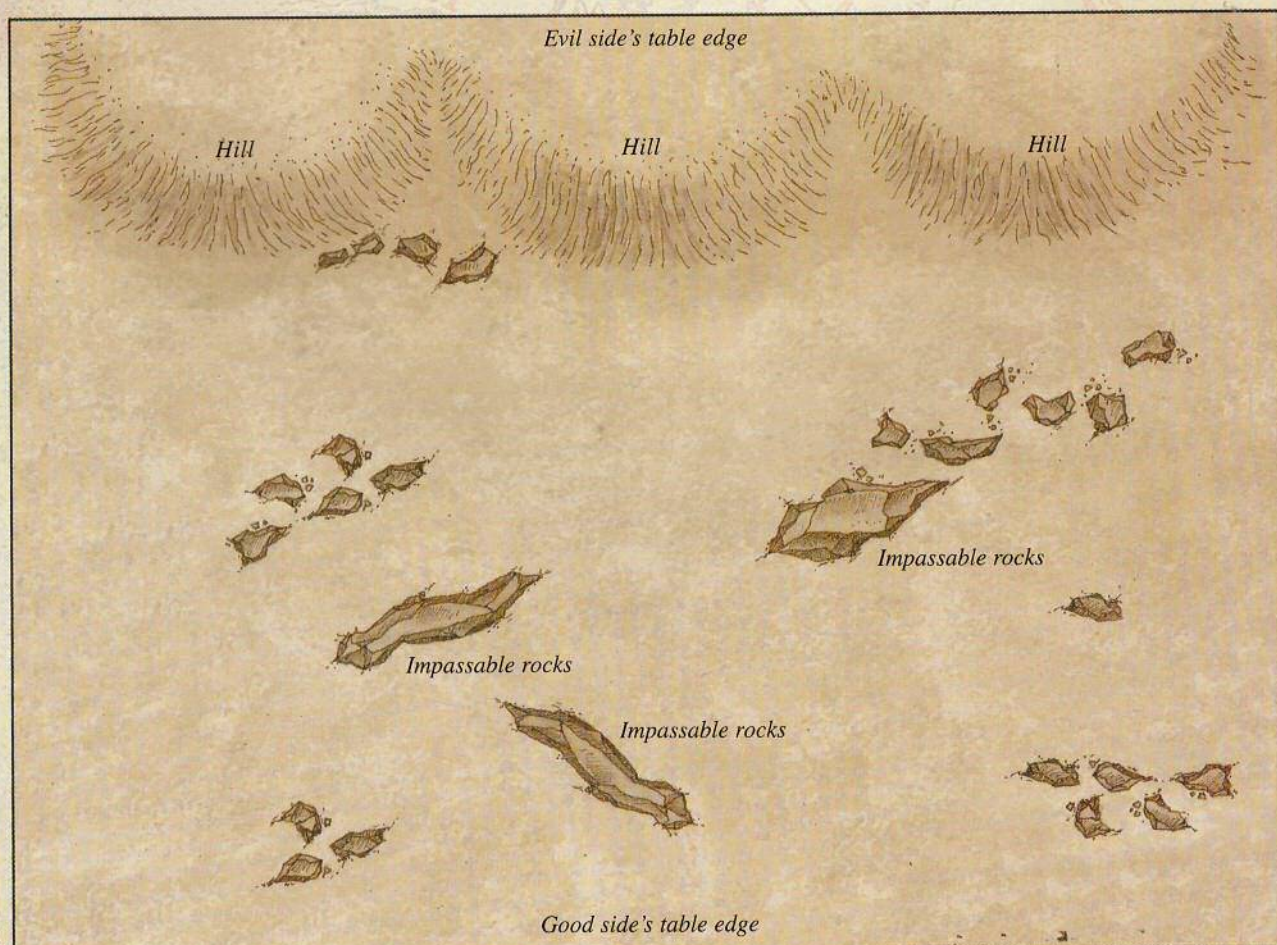
30"/70cm from the Evil side's table edge. Sauron is not deployed at the beginning of the battle. He will move in from any point of the Evil side's table edge at the beginning of a turn, randomly determined by rolling on the following chart at the beginning of each turn.

SAURON ARRIVAL CHART

Turn	Arrives on the dice roll of
1st	n/a
2nd	4+
3rd	3+
4th	2+
5th	Automatic

OBJECTIVES

The game continues until Sauron is killed (Good side victory), or until the Good side concedes (Evil side victory).





The Orcs crash into the High Elf line.



Sauron strides into the fray.

With the awesome Sauron figure now unleashed onto tabletops everywhere, we couldn't resist asking the 'Eavy Metal team how they approached the task of painting the Dark Lord and his rivals, Elendil and Isildur.

SAURON

Sculpted by Alan Perry. Painted by Seb Perbet.



ASSEMBLING THE MODEL

First of all, the model was cleaned, assembled and any gaps were filled with green stuff. Then it was sprayed with an undercoat Chaos Black spray. Any areas missed by the spray were covered with watered-down Chaos Black paint.

PAINTING THE MODEL

Sauron's armour is the most prominent part of the model, so that was painted first.



An equal parts mix of Tin Bitz and Beaten Copper was made up to give the entire armour its basecoat.

The first highlight was done by mixing equal amounts of Boltgun Metal to the first mixture and painting it onto the raised areas of the armour. The second highlight was done in



much the same way, but adding a further 25% Mithril Silver to the mixture.

The armour plates were then given more definition by shading the recesses using a mixture of Black and Brown Ink.

Another highlight of pure Mithril Silver was then applied to the edges of the armour plates to heighten the contrast in the armour.

Next, a mixture of equal parts Chestnut Ink and Magenta Ink was watered down to about half strength and used as a glaze over the shoulders and groin plate. Once this had dried, a second glaze of very watered-down Flesh Wash was applied to the armour as a whole.

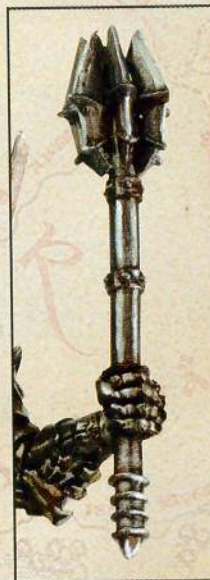
The edges of the armour plates were then given a final highlight with Mithril Silver to sharpen them up and show off the glazes. Finally, a glaze of very watered-down Scorched Brown was applied to the entire model.



The cloak was highlighted by mixing a little Vomit Brown into Chaos Black, and then adding more for each successive highlight, until the mixture was half black and half brown. A final highlight of one quarter Chaos Black, one quarter Vomit Brown and half Codex Grey was painted onto the edges of the cloak, which was then glazed with watered-down Black Ink.



The chainmail on the model was drybrushed with a mixture of Boltgun Metal and Chaos Black, followed by a highlight using the same mixture with some added Skull White. A glaze of Black Ink was then painted over the chainmail.



The mace was basecoated with Tin Bitz. This was then mixed with increasing amounts of Boltgun Metal to provide the first series of highlights. The Boltgun Metal was then gradually lightened by adding Mithril Silver for the final highlight stages, finishing off with a glaze made up of equal parts Flesh Wash and Black Ink.

FINISHING TOUCHES

Over a Chaos Black basecoat, the Ring was first painted with a mix made up of Scab Red, Codex Grey and Chaos Black.



Blazing Orange was then added and used to paint runes onto the ring, which were then highlighted with Skull White. A Yellow Ink glaze was then applied to it, followed by one final highlight of Skull White for the runes.

ELENDIL & ISILDUR



*Sculpted by Michael Perry.
Painted by Seb Perbet.*

The gold edging on the armour and the decorative pieces on the chests were first painted in Scorched Brown. This was then painted over with Shining Gold, making sure to leave a thin line of the brown



showing to help define the edges and provide shading. Further small highlights were then made using Burnished Gold.

The models' faces were first painted with an equal parts mix of Dwarf Flesh and Bestial Brown, which were then



highlighted with Dwarf Flesh, then with a mix of dwarf Flesh and Elf Flesh, followed by a final highlight of Elf Flesh on the cheeks and the eyebrows. A very watered-down glaze of Brown Ink was then applied to the face, followed by one more highlight with Elf Flesh.



The outside of the cloak was first painted Chaos Black, then slowly blended with Codex Grey to a final highlight of three parts Codex Grey to two parts Chaos Black.

The lining of the cloak was painted with a mix made

up of Bleached Bone, Codex Grey and a small amount of Chaos Black. More Bleached Bone was added to the mix for each highlight up to an almost pure Bleached Bone highlight.



For Isildur's hair Bestial Brown with a touch of Chaos Black was used as a basecoat, which was then highlighted with Bestial Brown. A further highlight of

three-quarters Bestial Brown and one quarter Vomit Brown was applied, followed by a light wash of equal parts Black and Brown Ink.



Elendil's hair was painted with a mix of three quarters Scorched Brown and one quarter Chaos Black, and highlighted with

Scorched Brown. An equal amount of Bleached Bone was then added for the last highlight, before the hair was glazed with the same Black and Brown Ink mix.

ASSEMBLING THE MODELS

These two were first cleaned up and undercoated with Chaos Black in the same way as Sauron.

The main parts of these models were painted using the same colours as follows.

Elendil's and Isildur's robes were first painted with an equal parts mix of Scab Red and Chaos Black as a basecoat. This



was then highlighted by adding more Scab Red, then gradually adding Red Gore to the mix until it was half and half of each red. The decorative trim on the robes was painted with Leprous Brown, which was then highlighted using an equal parts mix of Leprous Brown and Skull White.



The chainmail on both models was drybrushed first with Boltgun Metal, followed by another drybrush of Chainmail as a highlight.



The armour was painted with a basecoat made up of an equal parts mix of Boltgun Metal and Chainmail. For each subsequent highlight, greater amounts of Chainmail were added to the mix until it was pure Chainmail. Mithril Silver was then added gradually to the mixture until the highlights were half of each colour.



BASING

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



ESCAPE FROM ORTHANC

Inspired by the daring rescue of Gandalf by the giant eagle Gwaihir, Anthony Reynolds and Alessio Cavatore have written this scenario allowing you to recreate this nail-biting scene from *The Fellowship of The Ring*.

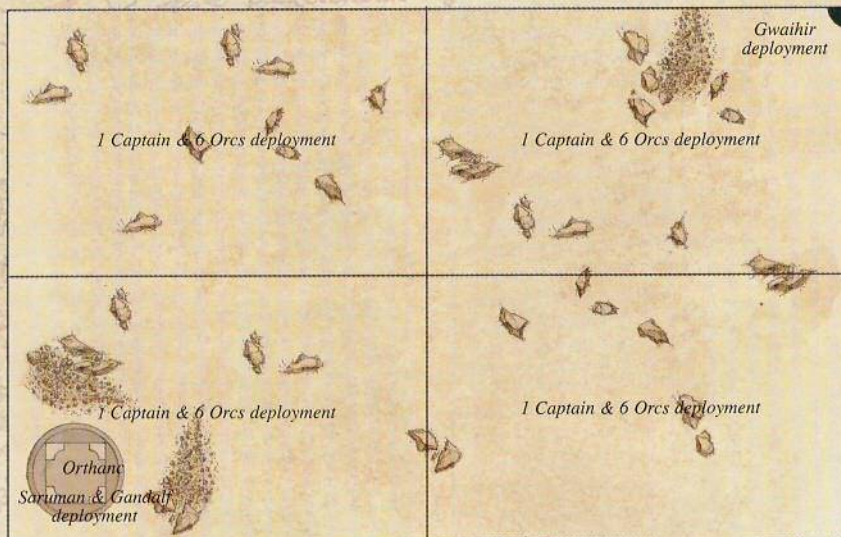
DESCRIPTION

This is a scenario to re-enact Gwaihir's dramatic rescue of Gandalf from the clutches of Saruman. Gandalf is exhausted and powerless, but still refuses to join with the corrupt Saruman. Perched atop the Tower of Orthanc, he sends out a plea for help. The great eagle Gwaihir responds, and flies towards Orthanc to rescue the beleaguered wizard.



The Tower of Orthanc.

A new scenario recreating Gandalf's escape from Orthanc



PARTICIPANTS

On the Good side is Gandalf and Gwaihir.

On the Evil side is Saruman, 24 Orcs with bows and 4 Orc Captains with bows.

POINTS MATCH

To introduce more variety, the Evil side can pick different troops rather than Orcs. The Evil force must always include Saruman. In addition to him, the Evil force can be made up of Evil Heroes (maximum four) and warriors with a maximum total value of 350 points. All models that can have bows must be equipped with them.

LAYOUT

The game is played on a 72"/168cm x 48"/112cm table. In one corner, within 6"/14cm of the two table edges is the Tower of Orthanc. The rest of the board is covered in all manner of rocks, pits and anything that looks Orcy and nasty!

STARTING POSITIONS

Both Saruman and Gandalf are placed on the top of the Tower of Orthanc. Gwaihir is placed in the opposite corner from the tower, no further than 3"/7cm away from the table edges. Divide the board into four quarters – in each quarter the Evil player must place six Orcs and a single Captain, although they may be deployed anywhere within that table quarter.

OBJECTIVES

The Good side wins if Gwaihir rescues Gandalf by flying off the table through the same table corner from which he started the game. If Gwaihir or Gandalf are killed, the Evil side wins.

SPECIAL RULES

To pick up Gandalf, Gwaihir must end his movement touching the tower. From that moment, Gandalf is born aloft by Gwaihir. In his exhausted and wounded state, Gandalf is incapable of doing much, and so cannot move and cannot cast spells. He has no points of Might, and doesn't have his staff (and so does not get his free point of Will each turn). However, he still has 3 points of Fate and 3 points of Will. Gandalf may use his Will to resist Saruman's spells as normal, even though he cannot cast spells himself.

Saruman cannot do anything until Gwaihir has picked up Gandalf. Up to that moment he is unaware of the Eagle's approach, being too busy trying to 'persuade' his 'old friend' to join his cause. From that point on he may move (though only around the top of the tower) and may cast spells as normal. Saruman has his full complement of Will, Fate and Might points.

USING MAGICAL POWERS AGAINST MOUNTED MODELS

If a model employs a magical power (such as Immobilise, for example) against a mounted model, the rider is always the target of the spell, since we assume he is in control of his own steed's movement. If the rider is affected, then the steed is affected as well (the entire model is immobilised in the case of the above magical power). Of course, if the rider has any Will available and wishes to use it, he gets a chance to resist the spell normally. If the steed happens to be a Hero as well (a very rare occasion) and has any points of Might or Will, they can be used by the rider when he is attempting to resist the spell.

The exception to this rule is the Sorcerous Blast power. In this case, if the power is not resisted, both the steed and the rider are moved back D6"/2D6 cm, both suffer a Strength 5 hit, the rider is automatically thrown and both the rider and his steed are knocked to the ground.

Cavalry models in the path of a model that has been blasted away by a Sorcerous Blast (or fighting it in close combat) suffer a similar fate. Both the steed and the rider are moved aside, both suffer a Strength 3 hit, the rider is automatically thrown and both the rider and his steed are knocked to the ground. Nasty!



Gwaihir flies low to avoid the Orcs' bowfire.

GWAIHIR'S Q&A

- Q:** What happens if Gwaihir is flying and is hit by a Sorcerous Blast? And what if he's carrying a rider at the time?
- A:** The same results described for a mounted model hit by a Sorcerous Blast apply, except that the eagle and its rider are not knocked to the ground. If Gwaihir is carrying a rider, the rider is automatically thrown and plummets to his death, but if he can use a point of Fate and successfully makes the roll, he is caught in mid air by the Eagle and suffers no additional damage. Note that Gwaihir is allowed to use his point of Might to modify the Hero's Fate roll.
- Q:** What happens if Gwaihir is killed while flying and carrying a rider?
- A:** As described in the rulebook, the rider plummets to the ground and automatically loses all his wounds. He can use points of Fate as normal to reduce the damage, in which case we assume that the Eagle makes a heroic crash landing with its last strength.
- Q:** Can I target Gwaihir while he is flying if my model's line of sight to the Eagle is obstructed by a rock?
- A:** Terrain and models do not block the line of sight of models attempting to shoot at Gwaihir while he is flying, as the Eagle is assumed to be far higher than any model or piece of scenery. Ignore anything that stands between Gwaihir and the model shooting at him.



Gwaihir races to save Gandalf.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

The Lord of the Rings The Fellowship of the Ring – Strategy Battle Game £40

Relive the battles and adventures of The Fellowship of The Ring with The Lord of The Rings battle game – a tabletop strategy game for two or more players. The Lord of The Rings game contains a 128 page full colour rulebook, 48 highly detailed plastic miniatures (8 Men of Gondor, 16 Elves & 24 Moria Goblins), a ruined building and dice.



Warriors of Middle-earth £12

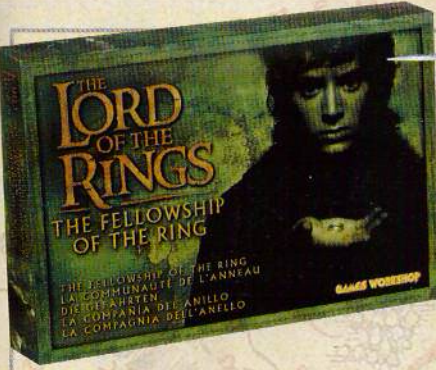
Contains four Men of Gondor, eight Elves and twelve Moria Goblins.



Paint Set £8

Contains 10 paint pots (4ml each), starter brush & painting guide.





The Fellowship of The Ring £25

Contains Aragorn, Gandalf, Boromir, Legolas, Gimli, Frodo, Sam, Merry and Pippin. All are available from Mail Order separately as blister packs at £5 each (Hobbits are two miniatures per pack).



Attack at Weathertop £20

Contains four Ringwraiths, Witch King, Frodo, Sam, Merry, Pippin, Aragorn and campfire. Aragorn, Frodo & Sam, Merry & Pippin, Ringwraiths, and the Witch King are available separately as blister packs from Mail Order at £5 per blister pack. (Hobbits are two miniatures per pack).



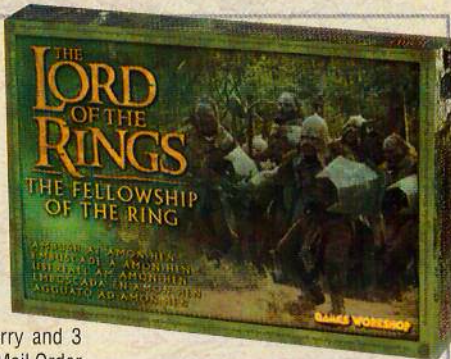
Escape from Orthanc £20

Contains Gandalf, Saruman, Gwaihir and Saruman's plinth. Saruman and Gandalf are available separately as blister packs from Mail Order at £5 per blister pack.



Attack at Amon-Hen £20

Contains Aragorn, Dying Boromir, Legolas, Gimli, Lurtz, an Uruk-Hai with Pippin, an Uruk-Hai with Merry and 3 Uruk-Hai. Aragorn, Merry & Pippin, Legolas, Gimli, and Lurtz are available separately as blister packs from Mail Order at £5 per blister pack. Uruk-Hai are £6 per blister pack. (Uruk-Hai with Hobbits are two miniatures per blister pack).



THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING



Arwen £5



Bilbo Baggins £3

This model is only available from Mail Order.



Mounted Boromir £6



Battle at Khazad-Dûm £40

Contains Balin and Gandalf. Gandalf available separately from Mail Order for £5.



Isildur £5



Elendil £5



Gil-Galad £5



Elrond £5



Haldir £5



Galadriel & Celeborn £10 blister pack



Gondorian Spearman

£6 blister pack

Blister pack contains three miniatures.



Gondorian Bowman

£6 blister pack

Blister pack contains three miniatures.



Lothlorien Elf Bowmen

£6 blister pack

Blister pack contains three miniatures.



High Elf Spearman

£6 blister pack

Blister pack contains three miniatures.



Dwarf Kings

£6 blister pack

Blister pack contains two miniatures.



Kings of Men

£6 blister pack

Blister pack contains two miniatures.



Saruman £5



Lurtz £5



Cave Troll £10



Mounted Ringwraiths

£6 blister pack

Blister pack contains one miniature.



Ringwraiths

£5 blister pack

Blister pack contains one miniature.



Twilight Ringwraiths

£5 blister pack

Blister pack contains one miniature.



Moria Goblin Warriors

£6 blister pack

Blister pack contains four miniatures.



Moria Goblin Bowmen

£6 blister pack

Blister pack contains four miniatures.



Uruk-Hai Warriors

£6 blister pack

Blister pack contains three miniatures.



Uruk-Hai Bowmen

£6 blister pack

Blister pack contains three miniatures.



Orc Warriors

£6 blister pack

Blister pack contains three miniatures.



Orc Bowmen

£6 blister pack

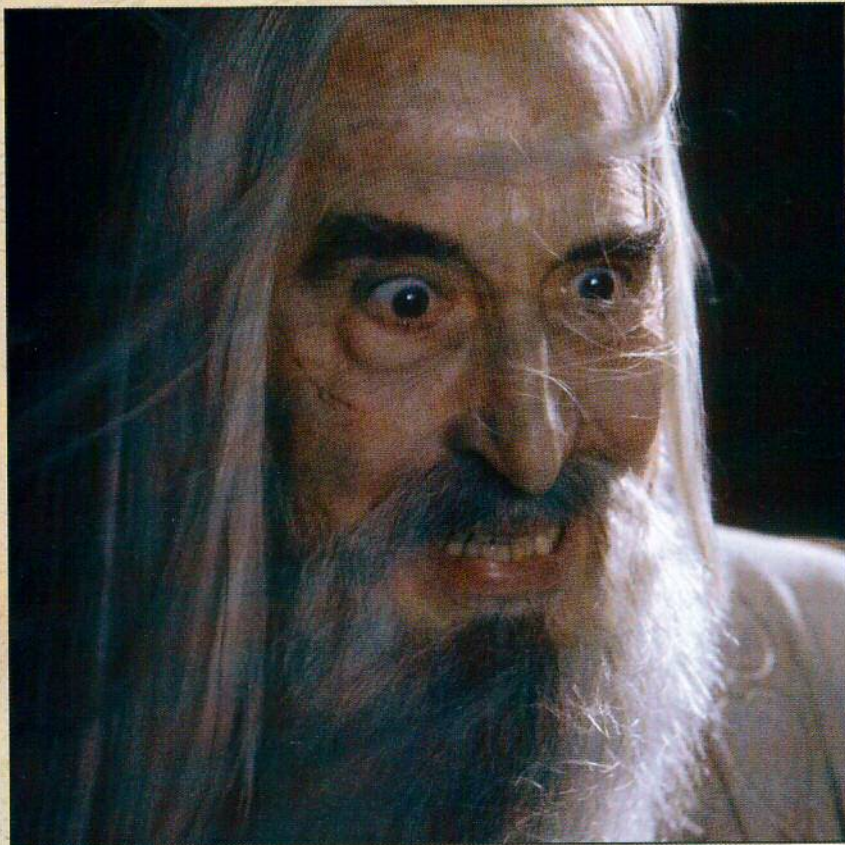
Blister pack contains three miniatures.

The models on these pages are available from your local Games Workshop store, independent stockist, via the instore order point, from the webstore at www.games-workshop.com/storefront or direct by phoning 0115 91 40000.

Alessio Cavatore has designed a The Lord of The Rings mini-game recreating the epic struggle between Saruman the White and Gandalf the Grey.

WIZARDS' DUEL

Gandalf versus Saruman inside the tower of Orthanc!



Saruman – crazed with power – enslaved to the will of the Dark Lord.

This mini-game recreates the sorcerous duel between Saruman the White and Gandalf the Grey in the main chamber of the Tower of Orthanc. It is best played with the models from the 'Escape from Orthanc' boxed set, but any model of Gandalf and Saruman will do.

SET-UP

To begin, each player takes a spell chart (you'll need to photocopy or write out a second version) and then places his model on the hex marked with the initial of his wizard's name – G for Gandalf and S for Saruman. Next, if you have the Escape from

Orthanc box, place the Palantir's stand model in the centre of the gaming area. Now you're ready to play (easy, wasn't it?).

THE GAME TURN

Game turns follow this sequence:

1. Priority
2. Move
3. Select Attack and Defence
4. Execute Attacks and Defences

PRIORITY

In the first turn, priority automatically goes to Saruman.

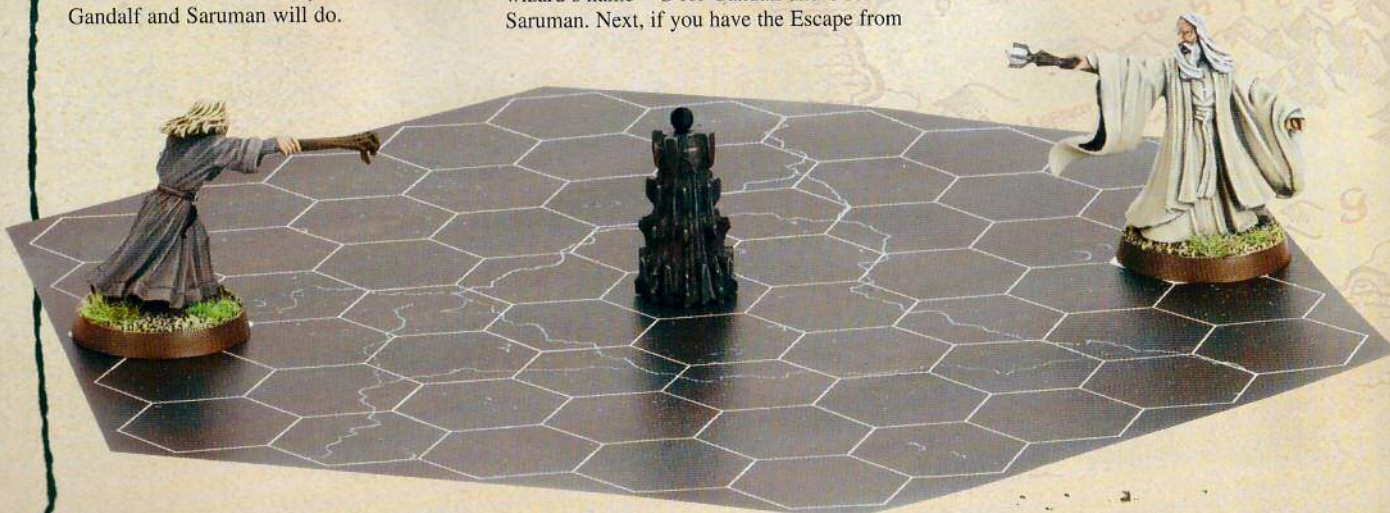
In subsequent turns both wizards roll a dice in the Priority phase at the start of the turn. The wizard that scores highest has priority for that turn. If the dice rolls are equal, priority automatically changes from one wizard to the other – the wizard that had priority in the previous turn will always lose it on a tie.

It is important to remember which wizard has priority each turn. You can use a token such as a coin or a distinctive model, passing it from one wizard to the other to indicate which has priority (if you have the Escape from Orthanc box, you can use Gwaihir).

MOVE

The wizard who has priority for that turn can now move to any adjacent hex. The moving wizard cannot enter a hex containing the other wizard or the Palantir's stand.

The wizard who does not have priority cannot move at all in this phase.



SELECT ATTACK AND DEFENCE

Now both wizards secretly choose an Attack and a Defence from their spell chart. This can be done by placing a token such as a dice on one Attack box and one Defence box of your spell chart. Make sure you do this behind the cover of a small screen to stop your opponent from seeing your selections.

Magical Attacks are made of two components: *Push* and *Crush*. Push moves the enemy wizard away (a horizontal telekinetic blast), while Crush damages the target by flattening him on the floor (a vertical telekinetic blast). Each Attack is made of different proportions of these two components, representing the magic blast coming at different angles (see the spell chart). For example, a spell can Push 1 and Crush 2, or it can Push 3 and Crush 0, and so on.

Defences can completely stop only one of the two components (cancelling all Push or all Crush), or protect the wizard against both, but to a lesser degree (-1 Push and -1 Crush).

The Palantir: If a wizard is in a hex adjacent to the Palantir's stand and his opponent isn't, he benefits from the precognitive powers of the Seeing Stone. This means that his opponent must tell him one of the Magical Attacks that has NOT been selected this turn before he makes his choice of Defence. If both wizards are adjacent to the Palantir's stand, the powers cancel out and there is no special effect.

EXECUTE ATTACKS AND DEFENCES

Both players remove their screens simultaneously, revealing their Magical Attacks and Defences, and they must loudly shout the magic word attached to the chosen Attack (*this is very important, according to Alessio - Ed*).

Starting with the wizard with priority, compare the Attack chosen with the Defence chosen by his opponent. Modify the Push and Crush components of the Attack with the protection offered by the Defence and then apply the result. Each point of Push that makes it through the opponent's Defence moves him one hex away in a direction chosen by the attacker (see the diagrams overleaf) and each point of Crush that makes it through the opponent's Defence causes a Wound.

If a wizard is Pushed into an obstacle (ie, cannot complete a Push back movement because of a wall or the Palantir's stand) the wizard suffers a number of Wounds equal to the number of hexes he should have moved back, regardless of how many hexes he has moved before hitting the obstacle.

Let's see a couple of examples:

1. *Gandalf chooses an Attack with Push 2/Crush 1, and Saruman chooses the No Push Defence. The result is that Saruman is Crushed for 1 point of damage, but he's not Pushed at all. At the same time Saruman has chosen a 3 Push/0 Crush Attack and Gandalf has chosen a -1 Push/-1 Crush Defence. This will result in Gandalf being Pushed back two hexes and suffering no Crush damage.*

2. *Gandalf chooses an Attack with Push 0/Crush 3, and Saruman chooses the No Crush Defence. The result is that Saruman is not affected at all! At the same time Saruman has chosen a 3 Push/0 Crush Attack and Gandalf has chosen a -1 Push/-1 Crush Defence. This will result*

in Gandalf being pushed back two hexes and suffering no Crush damage. This time Gandalf is standing one hex away from the wall and so he cannot complete his movement away from Saruman. He is therefore slammed against the wall and suffers 2 Wounds.

WINNING THE GAME

When one wizard loses his last Wound, he is knocked out, allowing his opponent to take his staff away and win the game!

This happens immediately, so if a wizard loses priority and the opponent's Attack causes him to lose his last Wound, he won't be able to complete his Attack. This effectively means that the game cannot end in a draw.



Gandalf the Grey

EXAMPLES OF PUSHING BACK

Normally a successful Push allows the attacker to move back the defender in a straight line in any of the three hexes 'behind' him (see diagrams 1 and 2). Note that sometimes it will happen that the two models are positioned so that the number of hexes 'behind' the defender is reduced to only two (see diagram 3).

Diagram 1

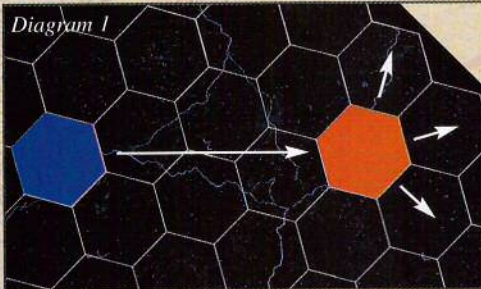


Diagram 2

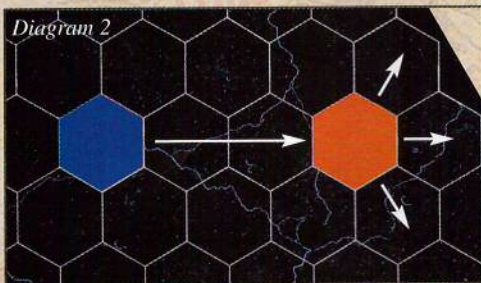
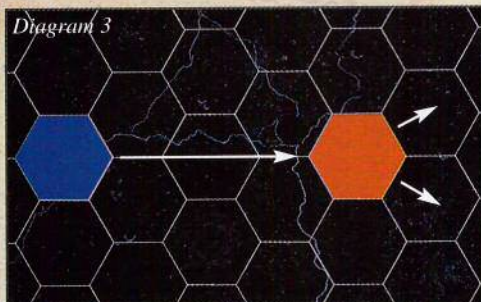


Diagram 3



WIZARDS' DUEL SPELL CHART

ATTACKS	DEFENCES
WHACK! 3 PUSH 0 CRUSH	STOP! NO PUSH
SLAM! 2 PUSH 1 CRUSH	NO! NO CRUSH
BANG! 1 PUSH 2 CRUSH	SHIELD! -1 PUSH -1 CRUSH
SMASH! 0 PUSH 3 CRUSH	

WOUNDS		1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	Defeat

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Saruman the White, leader of the Order of Wizards.

WIZARDS' DUEL

LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

SARUMAN



GANDALF

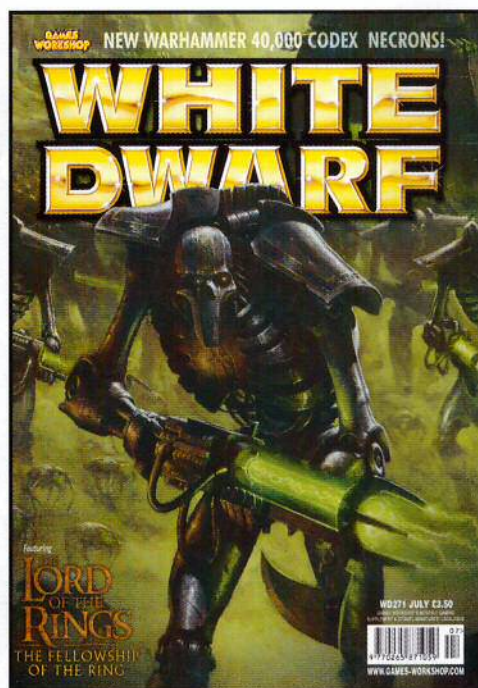


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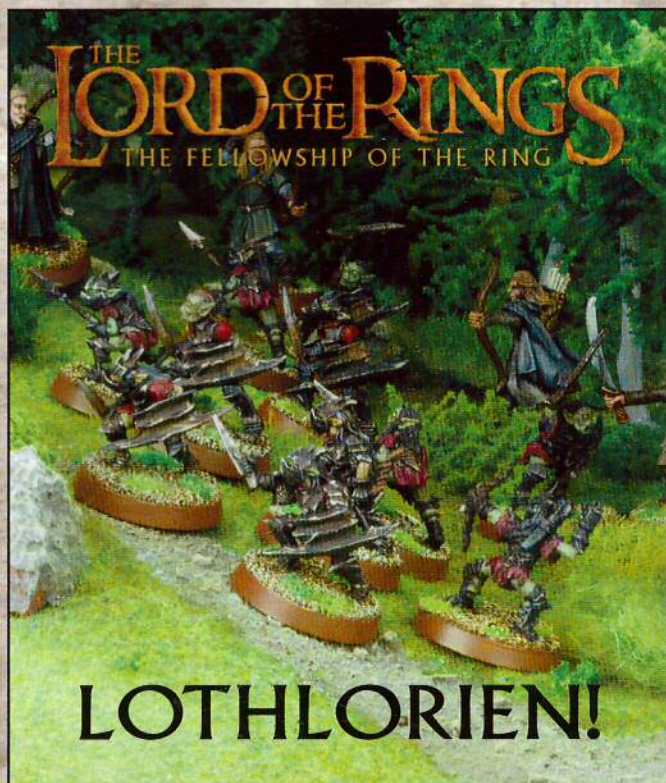
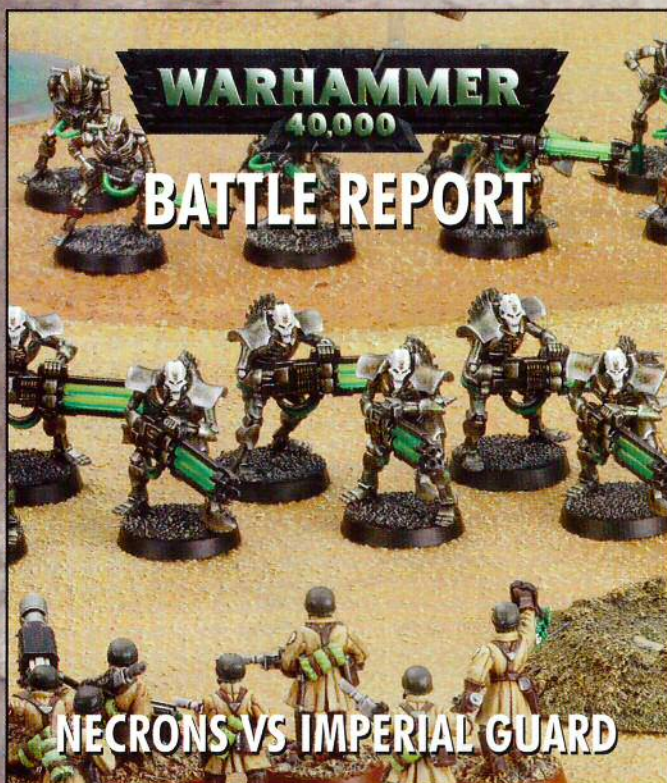
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