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WORKSHOP

HORDES OF CHAOS: NURGLE

WHITE DWARF

Featuring

THE
LORD
OF THE
RINGS

THE FELLOWSHIP
OF THE RING



WD272 AUGUST £3.50

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



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WHITE DWARF

272 August 2002

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THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

This month's The Lord of The Rings coverage starts on page 105.

We focus on Lothlorien as we show how to make a gaming table, and bring you a Lothlorien battle report.

Also in this issue, Paul Rudge demonstrates how to assemble large multi-part miniatures.



The Imperial Guard take on the Necrons in the month's battle report.

PHEW! WHAT A SCORCHER!

EDITORIAL

This summer has been one long procession of excitement and it's about to get even better for those of us in the Games Workshop hobby! So far we've seen some thrilling new arrivals...

First of all the Hordes of Chaos book was released upon an unwary world and now you can't move for new Chaos armies. I've also jumped onto this bandwagon and am chronicling my growing army in each issue (page 30).

Archaon, Chosen of the Dark Gods, has been crowned and is gathering his forces to assault the lands of the mortals. Keep your eyes on White Dwarf in coming months – it's all about to get interesting...

For Warhammer 40,000 players, the splendid new Predator tank rumbled in, adding more firepower to Space Marine armies.

For fans of The Lord of The Rings, the Lord of the Ring himself has come to play. Sauron, the Dark Lord, has been seen astride the battlefield filling all who face him with fear.



Next month, Paul gets down to playing some games with his Chaos army.



The new assault rules will be a big change for Warhammer 40,000 gamers.

But that is all in the past now, so what of the future?

As you might expect we have a few things up our sleeves...

For Warhammer 40,000 players there looms a darkness on the horizon, a darkness that threatens to sweep away all before it – Codex Chaos is due very soon. The new models are stunning – new Raptors and Obliterators to name but two of the upcoming releases. Be very afraid.

That's not all for Warhammer 40,000 fans – by far the biggest news on the Warhammer 40,000 front is the publication in our next issue of an entirely new set of rules for the Assault phase! These rules don't replace the ones in the rulebook but are 'official optional' rules. This means that they are sanctioned for use by us but it's up to you which set you play. You expect these to be the rules that appear in the next edition of the game. We consider them to be far superior to those in the rulebook and will doubtless use them in battle reports and other articles from here on in.

But what about The Lord of The Rings game? Fear not – the second game is due to be released very soon. The Two Towers will feature colossal encounters such as the Battle at Helm's Deep. The chance to field the Riders of Rohan or to put together an Uruk-Hai siege force is too good to miss.

Warhammer players aren't left by the wayside though – not only will you see the ongoing support for Hordes of Chaos, with Slaanesh and Zeeentch still to come, but we'll be publishing a preview army list for the upcoming Beasts of Chaos armies book. This list will bring Beastmen, Dragon Ogres and the like to the battlefield and should prove most interesting to those with new Chaos armies.

Add to that the Tomb Kings of Khemri armies book that is progressing very nicely, and it looks very rosy for all of us thoroughly absorbed into this wonderful hobby.

See you next month,

Paul Sawyer
Editor



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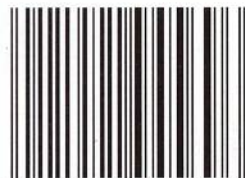
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Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read 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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BATTLE BUNKERS

Something new is happening in three of our biggest stores! People are disappearing upstairs or out of the back door of our shops, clutching figure cases, never to be seen again! What's it all about? Read on...

WHAT ARE BATTLE BUNKERS?

The 'Battle Bunkers' are purpose-built gaming rooms that have just opened at our Carlisle, Middlesbrough and Newport stores! They have been refitted specially for older (minimum 16 age limit), experienced gamers, with gaming tables and scenery.

HOW DO THEY WORK?

'Battle Bunkers' run along the same lines as the Games Workshop Club Night; in fact registration to either scheme entitles members to access to both facilities! Just like Club Night, you need to be 16 or older, with registration made through the In-store Order Point. The 'Battle Bunkers' are open on Saturdays and Sundays during normal store times, and will also open on Tuesday's Veteran/Club Night. In addition, club members can book the Bunker for one-off games at other times (there's a small fee for this service).

WHAT HAPPENS THERE?

There'll be facilities for all of our games, including: Warhammer Fantasy Battle, Warhammer 40,000, The Lord of The Rings, Blood Bowl, Inquisitor, Necromunda, Warmaster, Battlefleet Gothic, Epic 40,000 or Mordheim. The Bunkers also feature a painting area for those last-minute repairs before battle.

HOW DO I FIND OUT MORE?

If you're near one of our new stores, just pop in to find out more. The good news is that these are just the forerunners of a host of new 'Battle Bunkers' setting up in our stores across the country. Keep an eye on White Dwarf for new Battle Bunkers soon.



Veterans from our Leicester store enjoy the store Club Night.

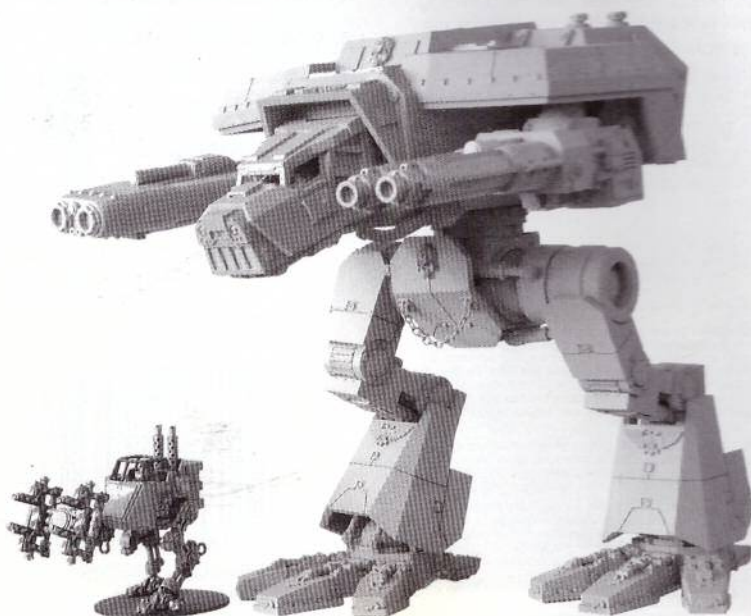
WARHOUND

Fresh from Forge World and striking fear into the hearts of the enemies of the Imperium is the new Warhound Titan.

In last month's news we revealed that Forge World are releasing their largest ever resin kit. Well, this time around we can show you the

finished item. The huge model stands approximately 250mm high, is armed with a turbo laser destroyer and a plasma blastgun and features full interior detail. It's available now, and you can see more on this website:

<http://www.forgeworld.co.uk/classified.htm>



PAGES FROM THE PORTAL

Remember back in WD265, when Matt Hutson's Evil forces defeated the Fellowship, commanded by Rowland Cox, in the Escape from Balin's Tomb battle report? Well, the web team have staged a rematch between the two players which you can read about on the website and find out if the Fellowship can escape the Cave Troll and Moria Goblins this time.

In addition, there is an online interview with Games Developer Alessio Cavatore, answering your questions about the Skaven army.

As part of their ongoing Chaos support, the web team are compiling a Hobby Archive, that will enable you to download the best Chaos articles from past issues of White Dwarf. Plus, there is Slaanesh Chaos wallpaper to put on your desktop!

Finally, there are four new sets of magic cards to download – Dark and Necromantic Magic and the Magic of the Big Waaagh! and the Little Waaagh! These cards are great to help you remember which spells you rolled up at the start of the game, and which wizard has them.

www.games-workshop.com

LIBER CHAOTICA

Word has reached us from the Black Library about the Liber Chaotica. This is a series of background books dedicated to each of the Chaos powers. The first book in the series covers the Blood God Khorne and will feature incantations, prayers, rituals and artwork borne from deep research into the nature of Chaos. This is of course all fictional material! Look out for a limited edition version with steel covers (yes, you read that right!) available from the Black Library online store only.

Work is proceeding apace on the next Calendar, which will be available from Games Day onwards. The 2003 Calendar is devoted to what else but Chaos, and features artwork drawn from a variety of sources, as well as four new sensational colour pieces by Adrian Smith, one of which can be seen on the right.

Dan Abnett's next book, the new Gaunt's Ghosts title *Straight Silver*, is due in November, but the word is his next project will be a fantasy epic called *Riders of the Dead*. It features Knights Panther holding back the forces of Chaos near Kislev and will be the Black Library's first hardback.



BULLET POINTS

- Alex Hedström has been working for Fanatic, sculpting an Eldar Ranger for Inquisitor. Including a booster pack with sniper rifle and alternative head, you can expect to see it on sale in the next few months.
- Fans of the Necrons should pay attention to next month's issue, as we uncover ancient Eldar texts dealing with the Necrontyr and the C'tan. Read between the lines and you'll discover some shocking truths.
- White Dwarf's Paul Rudge is nearing the completion of his new Necron army. In next month's issue he explains how he built and painted his Destroyers, while the entire army will soon be appearing on the website. Check it out!
- With Games Day fast approaching, the White Dwarf team is starting work on the participation game they will be running at the event. After the popularity of last year's Dragon 'dog fight' game, this year there'll be more aerial combat between Necron Destroyers, Eldar Vypers and Space Marine Land Speeders. See you there!
- The latest news in the Studio's Warhammer Campaign is that Anthony Reynolds' Chaos army lies besieged in its capital city by the Empire army of Graham McNeill and the Dwarfs of Pete Haines. Clearly the Warhammer 40,000 Games Developers are eager to prove that they are just as good at Warhammer!



OUT THIS MONTH:

SPACE MARINE MEGAFORCE

The Space Marine Megaforce is the ideal way to start your Space Marine army or to expand an existing one.

Tactical squads form the core fighting force of each Space Marine Chapter. They are very versatile, able to speed forward in the Rhino or stay back and give supporting fire.

Assault Squads are fast and hard hitting, their jump packs enabling them to close rapidly with the enemy.

The Dreadnought and the Predator can be fitted with a variety of weapons, allowing them to take on both infantry and armour with ease.

The Space Marine Megaforce boxed set contains:

- 15 Tactical Space Marines
- 5 Assault Space Marines
- 1 Space Marine Rhino
- 1 Space Marine Predator
- 1 Space Marine Dreadnought
- 1 Set of Jungle Trees

These models require assembly.

SPACE MARINE MEGAFORCE £75.00

Denmark kr 900.00

Sweden kr 1000.00

Euro € 120.00



OUT THIS MONTH:

TYRANIDS IN BATTLEFLEET GOTHIC

These new models from Fanatic allow you to use a Tyranid fleet in Games Workshop's game of starship combat, Battlefleet Gothic.

The complete rules for using Tyranid fleets in Battlefleet Gothic are available from the Specialist Games website at: www.specialist-games.com

The Tyranid ship models shown here are only two of the fantastic new Tyranid fleet.

Other ships now available are:

Tyrannid Leviathan Hivship £15.00
Tyrannid Prowler Droneship £6.00

These models are available from Games Workshop Mail Order or the on-line store on our website.



**TYRANID RAZORFIEND
HIVE CRUISER** £6.00

The blister pack contains one Tyrannid Cruiser model, designed by Mark Bedford.

This model requires assembly.

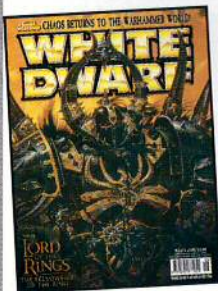
TYRANID STALKER DRONE SHIP
£6.00

The blister pack contains three Tyrannid Escort models, designed by Mark Bedford.

These models require assembly.



IN STORE ORDER POINTS



By popular demand, all of our stores are being fitted with an all-new Order Point. Now you can make building your armies and collecting the products you want much easier. It could change the way you build your armies forever.

Every Games Workshop store now has an In-store Order Point. Using the Order Point you can gain access to all kinds of products and services. The Order Point allows you to take your hobby further, by building your armies in the way that you want. Here's just a few of the things available to you at the Order Point:

LOOSE COMPONENT RANGE

Using the catalogues you can choose from an almost endless selection of components to personalise your army or create your own unique conversions.

SPECIALIST GAMES RANGE

This is the place to order any models or supporting publications for the Specialist Games range.

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ARCHIVE RANGE

Games Workshop has been around for over 25 years, and in that time has produced a huge range of miniatures. Of course, it's impossible for us to keep all of them in the store, so if you're looking to add a greater variety of

models to your army, or just need that model you fondly remember from 1986 to complete your collection, then just go to the Order Point!

AND THAT'S NOT ALL...

From this order point you can get hold of all kinds of products:

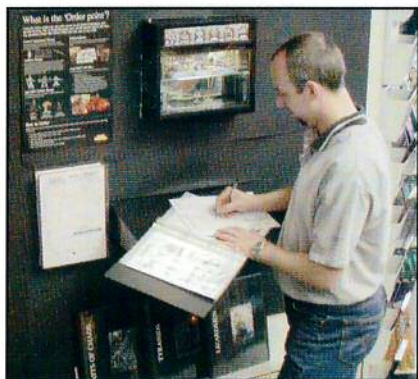
- Black Library novels
- The Warhammer Monthly comic
- Inferno – jammed with exciting stories set in the Warhammer 40,000 and Warhammer worlds.
- Tickets for events at Warhammer World, Games Day etc.
- Advance Orders – order new releases up to six weeks in advance of their release date.
- Back Issues – we have a massive selection of back issues for all manner of publications.

HOW TO ORDER

Just follow this simple step by step process. If you need any help just ask one of our staff who'll be more than happy to assist you. Use the catalogues provided in the store to help you choose what you want. Fill in the order form provided in the store and take it to the till. The staff will then phone through your order confirming stock availability, total price and expected delivery date. Pay for the order in store and remember to keep your receipt. Your order can be delivered to the store or directly to your home – whichever is more convenient.

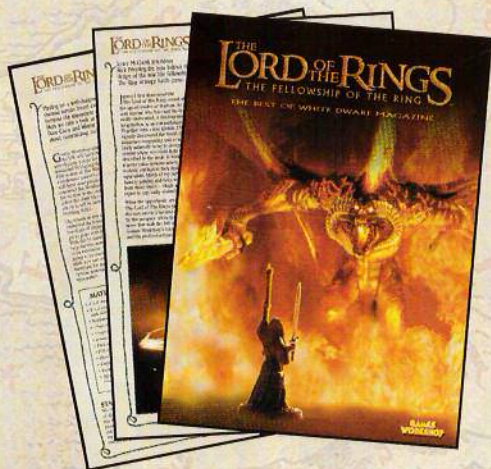


Some of the huge range of miniatures and components that you can order instore!



The In-store Order Point in use.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



The Lord of The Rings Compilation

This 128 page book contains a collection of the very best White Dwarf The Lord of The Rings articles. The compilation also includes additional rules and scenarios for using Sauron, the Dark Lord, The Lord of The Ring.

THE LORD OF THE RINGS COMPILATION..... £12.00

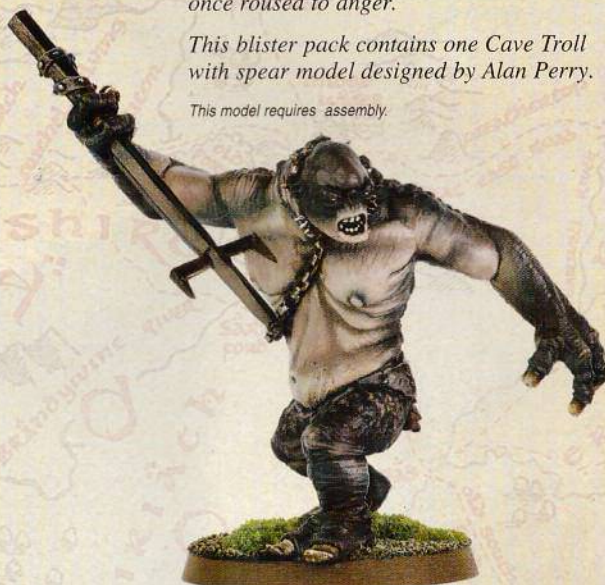
Denmark kr 150.00
Sweden kr 180.00
Euro 20.00

Cave Troll with spear

Cave Trolls are large and loathsome creatures which shun the light. They are slow-witted but none-the-less dangerous once roused to anger.

This blister pack contains one Cave Troll with spear model designed by Alan Perry.

This model requires assembly.



CAVE TROLL WITH SPEAR.....£10.00

Denmark kr 125.00
Sweden kr 150.00
Euro 17.50



Moria Goblins boxed set

Moria Goblins are small, mean-spirited creatures that live a troglodyte existence beneath the Misty Mountains. They scuttle through the tunnels with amazing dexterity, attacking, destroying and consuming intruders that venture into their dark realm.

This boxed set contains 24 Moria Goblin models, designed by Michael Perry and Alan Perry.

These models require assembly.

MORIA GOBLIN BOXED SET £12.00

Denmark kr 115.00
Sweden kr 140.00
Euro 15.00

THE LEGIONS OF NURGLE

CHAOS NEW RELEASES

GREATER DAEMON OF NURGLE

A Greater Daemon of Nurgle is possibly the most unstoppable and resilient creature in the Warhammer world. With a Toughness 6 and 10 Wounds it can even survive a hit from an Empire cannon!

The Greater Daemon of Nurgle can also be used in a Warhammer 40,000 Chaos army, counting as an HQ choice.

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

This model requires assembly.



CHAOS NURGLINGS

Chaos Nurglings are a skirmishing unit and are very good at protecting the flanks of your army. Surrounded by a cloud of flies which makes them more difficult to hit in combat, they can even hold the charge of a unit of heavy cavalry until help arrives.

Nurglings can also be chosen as a Troops choice in a Warhammer 40,000 Chaos army.

This blister pack contains one base of Chaos Nurgling models, designed by Aly Morrison.

This model requires assembly.



PLAGUEBEARERS OF NURGLE

Regiments of Plaguebearers form the solid core of any Nurgle Daemon army. Their special rule *stream of corruption* allows the Plaguebearers to make a unique attack in close combat, which hits automatically at Strength 3.

Plaguebearers can also be used to represent Nurgle Daemon packs, which are a Troops choice in a Warhammer 40,000 Chaos army.

Designed by Aly Morrison, a blister pack contains three Plaguebearers of Nurgle.



PRICE LIST

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

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

CHAMPION OF NURGLE £7.00		
Denmark	kr 80.00	Sweden kr 90.00
Euro	11.00	

WARHOUNDS OF CHAOS £6.00		
Denmark	kr 70.00	Sweden kr 80.00
Euro	10.00	

CHAOS NUGRLINGS £4.00		
Denmark	kr 50.00	Sweden kr 60.00
Euro	6.50	

PLAGUEBEARERS OF NURGLE £6.00		
Denmark	kr 70.00	Sweden kr 80.00
Euro	10.00	



CHAOS CHAMPION OF NURGLE

A Chaos Champion of Nurgle is a fearsome opponent, especially with the Mark of Nurgle which gives him +1 Wound and makes him cause *fear* in his enemies.

This blister pack contains one Chaos Champion of Nurgle model, designed by Jes Goodwin.

This model requires assembly.



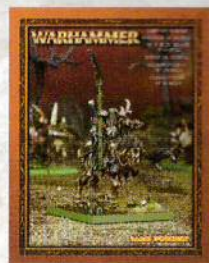


LORD OF NURGLE ON A DAEMONIC STEED

A Chaos Lord of Nurgle mounted upon a Daemonic Steed is a deadly opponent with few equals. A Weapon Skill 8 and Initiative of 8 will guarantee every enemy character who meets him will be in a fight for his life.

Designed by Jes Goodwin, this boxed set contains one Lord of Nurgle model.

This model requires assembly.



WARHOUNDS OF CHAOS

Warhounds of Chaos can move quickly across the battlefield threatening the vulnerable flanks of enemy formations. At only 6 points per model a regiment of Warhounds provides a Chaos horde with a very cost-effective light cavalry unit.

Designed by Alex Hedström, a blister pack contains two Warhounds of Chaos.

These models require 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.

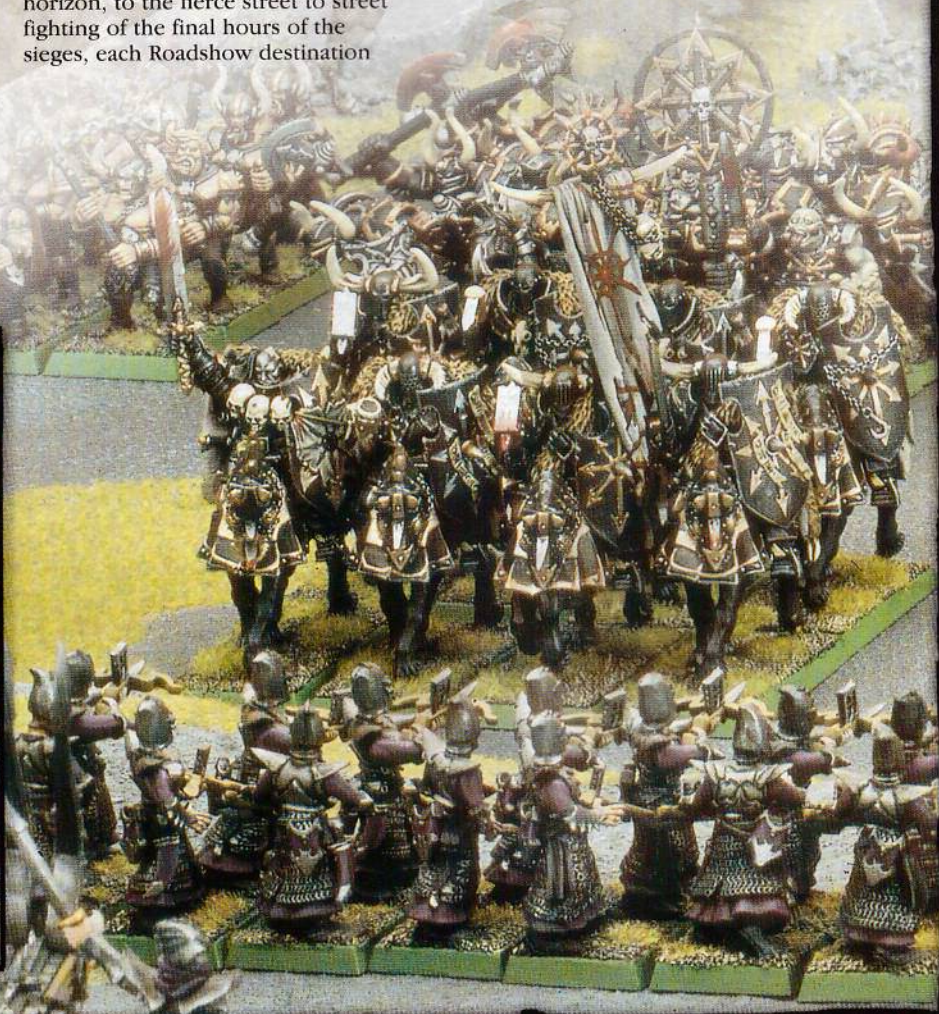
You can affect the outcome of this mighty struggle! Come to your local store this summer and join the fight. The stores will be running special themed games of Warhammer throughout the summer, with every game influencing the outcome of the campaign. The battles that you fight in your local store this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



GRANDFATHER NURGLE

NURGLE LORD OF DECAY



THE CORRUPTION OF LUTHERSBURG

Flies buzzed around the ears and eyes of the Empire swordsmen, and a sickly yellow fog rolled over them, filling their lungs. A towering figure stalked from the haze, his heavy armour pitted and seeping foul fluids, with a horde of decaying warriors marching at his side. Milky and stigmatised eyes, sunk deep within his dead, grey face, stared out at the men of the Empire. Stepping towards the soldiers he swung his immense flail. Three cruelly spiked balls of corroded metal smashed a shield aside and crushed the face of the closest soldier, felling him instantly. As his comrades watched in horror, his flesh bloated and turned black in patches. Large boils appeared on his skin before bursting, spurting nauseating secretions. Other decaying warriors slaughtered their way through the front ranks of the swordsmen, hacking men down with chipped and rusted weapons. The dead eyes of the powerful champion of Nurgle watched as the enemy broke ranks and fled, some of them falling to their knees as waves of sickness and disease washed over them. As they fell back in fear, the rotting warrior began to chuckle, liquid and phlegm rasping deeply in his throat.

Known also as Nurglitch, Onogal, Neiglen and by many other titles, Nurgle is the Lord of Decay. It is he who unleashes famines and pestilence upon the world, and so it is to Nurgle that mortals turn when they wish protection from the ravages of disease, age and the inevitable decline brought by the passing years. When the crops are spoilt, when a child falls feverish and when wounds begin to fester on the field of battle, supplications are offered to Nurgle for him to stay his hand.

To his followers, Nurgle appears as a massively bloated creature, festering with boils, poxes and surrounded by a dark cloud of flies, each of which carries the symbol of the god upon its carapace. His skin is rent and torn, and from his exposed guts spill the

Nurglings, the spiteful mites of Nurgle. Nurgle is said to delight in every new pox, every unique rash and blister, and of all the gods he takes the most interest in the plight and achievements of his mortal followers.

Nurgle is portrayed as a kindly, almost jovial, god known often as Father or Grandfather Nurgle. While foolish non-believers may moan, gnash their teeth and pull their hair when plague sweeps the lands, and villages and towns tumble into ruins, those dedicated to Nurgle laugh to see the great works of their master. They have accepted the futility of defying Nurgle and the inescapable dilapidation that he brings, and instead embrace the delights of decay and disease, the pleasures of entropy and ruin.

He bestows his gifts of pestilence and decay with a generous spirit. Nurgle's champions, ravaged by disease, are themselves protected from such plagues, for they become inured to the pain and discomfort and, while their bodies may corrupt, the spirit of Nurgle sustains them when lesser mortals would die. Thus the champions of Nurgle can endure wounds and afflictions that would cripple others, and yet still fight on in his name. They are horrific to look upon, more so even than other champions of Chaos, for their peeling flesh, stomachs bloated with corpse-gases and charnel stench is a reminder of the fate that awaits all living creatures.



PAINTING WORKSHOP

NURGLE PLAGUEBEARERS

Games Development's Anthony Reynolds has been collecting this Chaos army since joining the Studio, and was part of the team which put together the new Hordes of Chaos armies book. As soon as he caught a glimpse of the new Plaguebearers, sculpted by Aly Morrison, he knew he had to paint at least one unit for his army. We asked him to show us how he went about it.



Time can be saved by painting 4 or 5 Plaguebearers at once; while one is drying, the next ones can be being painted.

Firstly, the Plaguebearers were undercoated with Skull White and the models were then painted with Bleached Bone. Next, a Black Ink wash was applied over them.

After the Black Ink was dry, the models were given a Dark Green Ink wash.

Using Bleached Bone, the models were highlighted fairly roughly, painting the raised and flat areas and spending a little extra time detailing the face.



Next, Brown and Chestnut inks were applied to selected parts of the models, generally the darker recessed areas. The models were made to look like they had streaks on areas such as the belly, using watered-down Chestnut Ink and Brown Ink to make them look dirty and diseased.



The open wounds were painted with Snakebite Leather. When this was dry, a couple of Red Ink washes were applied. There is no need to be too careful with this ink; it doesn't matter if some of it goes onto the body – in fact, it looks better if some does! Finally, the raised areas of guts and bone were touched up with Bleached Bone as highlighting.

Some watered-down Red Ink was used to paint red splotches over the various warts and skin diseases on the models. Once this was done, a little Skull White was used to

applied to the eyes to define their shape, before painting them with Blood Red. When this was dry they were painted Skull White again, leaving red around the edge. A pupil of Chaos Black was dotted in the centre of each eye. The tongue was treated in the same way as the wounds.



The swords were highlighted with streaks of Boltgun Metal, and then washed with Brown Ink.

The models were given an all-over coat of Gloss Varnish to make them look wet and slimy. Finally, sand was added to the Plaguebearers' bases using PVA glue and when this was dry, it was lightly drybrushed with Bleached Bone. Small patches of static flock were then glued on, and these too were drybrushed with Bleached Bone. Some blobs of PVA glue were finally added to the bases to make little pools of slime. Lovely!



COLOUR PALETTE



Blood Red



Dark Green Ink



Boltgun Metal



Black Ink



Chaos Black



Brown Ink



Bleached Bone



Chestnut Ink



Skull White



Snakebite Leather



Red Ink



Varnish

DESPOILERS OF THE NORTH

ANTHONY REYNOLDS'S CHAOS ARMY

Anthony used Jes Goodwin's new Champion of Chaos model as the basis for his Chaos Lord conversion (below). The axe blade in the right hand was snipped off, and a pair of Dark Elf blades were attached to create a rather unusual great weapon. The hand and axe on the left arm were removed and replaced with a hand taken from a Necron Flayed One, positioned to make the model look like it was beckoning his enemies forwards menacingly.



One of the reasons why Anthony was drawn to collect a Horde of Chaos, was because of the fact that it can be a real modeller's army; a modelling project that encourages conversions and allows you to create whatever your warped imagination can think of.

Anthony: "I tried to make my army appear to be a coherent force on the battlefield by painting it mainly with a black and bone colour scheme. Although the Plaguebearers were treated differently, by using the same basing technique they still look unified."



Anthony's Warrior unit uses the 'hairy heads' from the Empire Knightly Orders boxed set.



Led by their lord, the Despoilers of the North prepare for battle.

FEYTOR'S DECAYED ONES

THE STUDIO NURGLE ARMY

This month Space McQuirk takes a look at the Studio's Nurgle Chaos army. Of all the armies in the Studio cabinets this one boasts the most conversions. Anthony Reynolds provides the army's history

Nurgle Chaos Marauders.



FOOT TROOPS

The first element that struck the 'Eavy Metal team when work commenced on the Nurgle army was its great potential for characterful conversion. As with each of the other powers, they started with the Chaos Warriors but figure painter Tammy Hays wanted them to stand out from the other Chaos Warriors in Archon's force. When assembling the models she selected parts from the mutation frame that were especially suited to a Nurgle theme. These included warriors with horns sprouting from their heads and tentacled arms. Rather than having bright, smooth metallic armour Tammy wanted to create something more suited to Nurgle's theme of pestilence and corruption. This was achieved by mixing static grass with PVA glue and small amounts of Polyfilla, which she applied to the armour with an old drybrush before giving it an undercoat.

A dark colour scheme of browns and greens was chosen to give the Warriors an

earthy feel of disease and pestilence. The weapons, armour and shields were made to look soiled, rusted and tarnished. To do this a basecoat of Tin Bitz was highlighted with Brazen Brass. Mithril Silver was then added to this before washes of thinned Green, Brown and Black Ink were applied. To finish the warriors off, and truly give them a feel of total putridness, Tammy decided to theme the bases. Beads bought from a craft shop were placed in small holes that had been drilled in the bases before being painted to look like methane welling up from stagnant mud pools. This was done by painting the bead and the surrounding areas brown then applying glazes of Brown

Ink and a gloss varnish finish. The static grass was then applied and drybrushed to appear dead. To tie the bases in with the rest of the Chaos force the sand and edges of the base were painted with the same colour scheme as the other bases in the army.

Having read the army book, Tammy decided she wanted to design the banner of the unit to represent the Plague Banner magic item. Taking a Nurgle icon from the Warhammer 40,000 range she then painted on a number of magical-looking symbols and painted the cloth of the banner so as to appear dirty and tattered. This colour scheme and icon is not repeated elsewhere in the army, giving it the feel of a unique magical artefact.

With the Chaos Warriors being heavily converted Tammy decided to continue the theme onto the Marauders. She wanted to give them the same level of conversion but without having to repeat the armour effect or use the mutations frame. Using the heads from the Zombie frame Tammy was able to create the appearance of decay and disease. This meant that some conversion work with Green Stuff was needed on the torsos and arms, otherwise the models would have decayed heads but healthy bodies. A few of the heads were sculpted with three eyes in the likeness of the symbol of Nurgle. The skin tone was painted in the same manner as the other units but, when it came to the



Chaos Warriors of Nurgle

final highlight stages, Tammy used Rotting Flesh to give the skin a sickly pallor. To tie the unit to the rest of the Nurgle army, the same colour scheme of greens, browns and tarnished metal was applied and the same basing technique was used. The banner of the unit was painted to look as though it had been daubed on by bare hands. This gave the feel that the Marauders were little more than barbaric savages.

DAEMONS

The Nurgle Daemons and Nurglings were painted using the same basecoats of browns and greens that had been applied to the Warriors and Marauders. To highlight these, small amounts of Dwarf Flesh, followed by Rotting Flesh were then added to the mixes for successive highlight stages. Washes of Chestnut Ink and Brown Ink were then applied to create patches of different colours. Once this had dried, gloss varnish was then painted over them to give the models a wet and slimy appearance.

ADDING CHARACTER

The Champions of Nurgle were painted with the same colour scheme that had been used on the Chaos Warriors. To make the models stand out from the rest of the army, extra highlight stages were added when painting the armour and cloth.



Army standard bearer



Sorcerer of Nurgle

Having finished the bulk of the army Tammy wanted to create a Sorcerer and decided to sculpt one herself. Taking her inspiration from a Warhammer 40,000 picture featured in the original Realms of Chaos book, she sculpted the model on a palanquin. Having decided that the power of a Chaos Sorcerer would

further mutate the warriors close to him, the models carrying the palanquin were heavily converted with all manner of mutations. She also chose to use only three models to carry the Lord and placed them so that they formed the symbol of Nurgle. The banner was designed to appear decayed and rotten and maggots were sculpted onto the model. Again Tammy used the same basing technique to tie the piece to the rest of the Nurgle force.



Feytor's Decayed Ones



As with



Feytor's Decayed Ones bring death and disease to the Empire.

The name Feytor the Tainted is spoken in whispers around the campfires of the hardy people dwelling in the northern icelands of Norsca. The name is greatly feared, for it is said that Plague and Pestilence stalk at his side. Fanatically devoted to Nurgle, Feytor has lived far longer than his allotted human lifespan. Leading his powerful warband, the Decayed Ones, Feytor continues to impress his god, who in turn blesses him with the power necessary to overcome his foes.

Born into a poor farming family in a small rural community in the northwest of the Empire, Feytor was the eldest son of his widowed mother. The general day to day running of the farm fell to him, despite being not yet out of his teenage years. Life was hard for the family, and when a particularly harsh winter struck, they were left near starving. Snow had lain on the ground for nearly six months, and countless people had perished in the freezing conditions. Entire villages and towns starved to death, for food was scarce. The previous year's crop had been poor, and the people relied on food supplies coming from other areas of the Empire, but often the way was blocked by the poor weather conditions. When the caravans did get through, the food was often spoiled, and there was never enough to go around. Banditry

became increasingly common, as people became desperate for food and warmth. Tribes of savages from the north descended on the hapless villages, burning, killing and looting. In this time of extreme hardship, a new terror struck the already disheartened people; plague.

This plague was fast acting and deadly, and it consumed entire village populations in days. They died in agonising torment; their bodies bloating out of all proportion and great welts and boils bursting all over their flesh. So fearful were the people of this contagion that, when one of Feytor's younger siblings began to show the early symptoms, all the neighbouring families immediately abandoned their lands and began the long trek to Wolfenburg, where they hoped to find solace. Refusing to leave their family land, Feytor and his family cared for the sick child as best they could, resigned to the fact that the foul seed of plague was already within them.

Feytor prayed devoutly for deliverance from the terrible disease, his pleas directed towards any deity who would listen. To the astonishment of the family, his prayers seemed to be heard, for the boy did not perish. Feytor's brother soon recovered enough to be able to walk, though his skin was still bloated and discoloured. Feytor also bore the mark of his first taste of

disease, for his hair had begun to fall out in chunks, his skin became a sickly pallid colour and dark circles surrounded his eyes. Nevertheless, the family lived, and they said silent words of thanks to whichever deity had come to their aid.

However, the family soon came under the scrutiny of the local people who had begun to move back to their lands. Seeing Feytor's sickly appearance, the ignorant farmers scorned the family, whispering darkly about him and his kin, and refusing to conduct trade with them for fear of catching disease. Quickly, the family were desperate with hunger and cold, and were forced to leave their home. On the road, travellers steered clear of them, and Feytor's frustration and anger increased as he watched his family grow weaker. Nobody gave him a chance to explain that they were not plague carriers, that their sickness was not in any way debilitating. Indeed, Feytor had found that his sickly flesh was now increasingly resistant to cold and pain.

After being run out of countless villages and towns unsympathetic to their plight, Feytor eventually led his family to a cave at the base of the Grey Mountains to the west of the Empire. Game was plentiful, providing Feytor and his family with food and furs. For a time, the family was happy, though a deep seed of resentment had been

planted in Feytor. At dusk one day after hunting, Feytor was returning to the cave with his kill over his shoulder only to find hoof prints in the snow. Dropping the deer in the snow, he raced after the tracks, which led directly to his family. With horror, he raced into the clearing before the cave entrance to find the burnt husks of his brothers, sisters and mother tied to blackened stakes. Smoking ash was all that was left of what must have been a mighty pile of wood spread at the base of the stakes. A group of men stood watching the grisly scene, scarves tied over their faces. Blind with rage, Feytor raced into the midst of them, striking out with his large hunting knife, plunging it deep into the neck of the first man. The others turned in surprise, their eyes filled with horror. One of them barked an order, to kill the plague-carrier. Fury coursing through his veins, Feytor laid around him with his meaty fists, ignoring the blows of the swords that tore at his flesh. One by one, he struck the men down, killing the final one by pummeling his head into a rock. Tears blurred his vision as his anger wore off, and he sank into the snow, burying his head in his hands.

When he came to his senses, he felt drained, as if some force of energy that he had been temporarily granted was wearing off. He surveyed the bloody scene, with his burnt family surrounded by the bodies of their murderers - soldiers of the Empire wearing the yellow and crimson tabard of Ostermark. Their bodies were bloated and open sores had burst over their skin, though Feytor took no notice of this. He felt like there was nothing to live for now, and he knew that he would be hunted as long as he lived. Nevertheless, he rose to his feet and set off to the north, for no better reason than it seemed the right thing to do. Soldiers dogged his tracks, but after almost a month of pursuit they lost his trail. They never returned to their homeland. Feytor disappeared from the Empire history books, living on only as a story told around the fireplace on cold and dark nights.

In the sagas of the northern barbarian tribes of the Norse however, they tell of a sickly man coming into their land, pursued by many of the weak southerners. Intrigued, the Norsemen drew off the pursuit, leaving the sickly one alone. Unsure as to what his coming meant, but having seen it in a vision gifted by the gods, the Chieftain of

the Wolf Brothers tribe watched the stranger. They followed him as he entered their tribal lands, and as he took up residence in a rough cave. The stranger had shrugged off terrible wounds inflicted by those who had pursued him, and the Wolf Brothers were impressed with his resilience. After several weeks, the tribe decided to approach him. The Norse recount the meeting of the Wolf Brothers and the stranger in their histories, for this meeting had a considerable impact on these hardy people. After his coming, many of their people turned towards the worship of Father Nurgle, and a number of mighty Champions of Nurgle rose, bringing glory and pride to the Wolf Brothers.

The Wolf Brothers eventually embraced Feytor after he bested one of their strongest in bare-fist fighting, and he then joined their tribe. It was through the guidance of the tribe's Shaman that Feytor came to realise that it was indeed Nurgle himself who had protected him and his family from the plague, and it was this same divine being who had filled him with the strength with which to avenge his family's killers. Learning all that he could of his patron deity, Feytor began to worship his protective god in earnest.



The Savage Orcs and Goblins race to save their Shaman.

Several years after being welcomed by the Wolf Brothers, Feytor began to push for the tribe to begin to expand, so that it would be strong enough to begin raiding the northern Empire and lands of Kislev. Their chieftain, Svolos Wolf, rejected his wishes and the rotten seed of resentment began to grow within Feytor. Eventually he challenged Svolos, and the two met in unarmed combat. Svolos was a tall, broad shouldered veteran warrior who had fought off many others who had tried to take his position. He struck Feytor with mighty blows that sent his head reeling backwards, but Feytor merely grinned and waded through the heavy punches. Ignoring blows that would have incapacitated a lesser man, he bore Svolos to the ground, and rained a flurry of blows into the warrior as the Wolf Brothers watched on in silence. Fists bloody, Feytor eventually rose from the now motionless body, and claimed leadership over the tribe.

Feytor began to approach the neighbouring tribes, proclaiming to them that he carried the word of Nurgle, and that they must join him. When the tribes refused to swear allegiance to him, disease and pestilence began to appear within the tribesmen, striking down strong warriors and children

with equal ferocity. Again Feytor approached the tribesmen, telling them to forsake the worship of their own gods for the benevolent love of Nurgle, and the tribe would be saved. In this manner, Feytor's warband grew quickly as more and more neighbouring tribes swore kinship to him.

The following decade saw Feytor rapidly grow in power and influence. His body became increasingly strong, and he was now almost immune to pain. The devotion of his followers, most of whom had taken Feytor's lead and begun to worship the Lord of Decay, ensured that they too became a fearsome force, terrifying their foes with their deathly appearance and unholy resilience. A sickly cloud of yellow fog and the buzzing of flies followed their advance, and few could stand against them without fear filling their hearts. Feeling in his now twisted soul that the time of ultimate vengeance against the Empire would soon come, Feytor continued to expand his realm and spread the good word of Father Nurgle.

Those who encountered them knew Feytor's followers as the Decayed Ones, and they embraced the name, forsaking the name of

Wolf Brothers. Their reputation was grim, and they thrived off the fear that they instilled in their enemies. Many of the original members of Feytor's Decayed Ones lived still, though their wolf pelts and leather were replaced with powerful and heavy armour that moulded to their festering bodies. They spread dread in their opponents' hearts, ignoring dire wounds and advancing relentlessly. They sought out the most fearsome warbands roaming the Chaos Wastes, and met them in battle under the roiling skies. Always, the Decayed Ones left a single survivor, hideously infected with disease, their legacy, who would spread the word of plague in his own manner.

Seeing the mighty twin-tailed comet pass through the sky above, a waking vision came over Feytor. Many had been the times when Father Nurgle had thrust such visions into Feytor's head, and the advice given had always ensured mighty victories and glory for Feytor. This vision directed him to travel to the mountains, where he would meet the great Uniter, Archaon, and join him. Excitement filled Feytor, for he knew that the time of his vengeance on the Empire had come...



PAINTING MASTERCLASS

BLOODTHIRSTER



Painted by Neil Green



We continue our series of Painting Masterclass by looking at two of the Chaos Greater Daemons, the Bloodthirster and the Great Unclean One.

ASSEMBLING THE MODEL

The model was first assembled as a dry run assembly. The body was pinned to the legs before pinning the arms and head onto it. Finally, with the head glued in place, any gaps were filled with green stuff.



The Bloodthirster was given an undercoat spray in Chaos Black and any areas where the spray had failed to catch were then covered with slightly thinned Chaos Black paint.

PAINTING THE MODEL

The skin of the Bloodthirster was given a basecoat of an equal parts mix of



Chaos Black and Red Gore. This was then highlighted with Red Gore on its own, followed by a wash with Red Ink. Once this had dried, it was given a second highlight with Red Gore. Small amounts of Dwarf Flesh were then added to the Red Gore for each successive highlight, using Dwarf Flesh on its



again highlighted with Dwarf Flesh before applying further coats of Red Ink to achieve the desired effects.

The horns, skulls and bone sections of the model were painted with a basecoat mix of one part Red Gore and one part Chaos Black to two parts Bestial Brown.



Small amounts of Bleached Bone were then added to this for each successive highlight stage.



Bleached Bone alone was used as the next highlight stage. These sections were then

given a wash with a thinned mix of equal parts Red and Brown inks. Once this had dried, Bleached Bone was then re-applied as the final highlight.



A basecoat of Tin Bitz, with a small amount of Chaos Black mixed in, was used to paint the armour.

This was first highlighted with Tin Bitz on its own, followed by a highlight stage with Beaten Copper. Dwarf Bronze was applied for



the next highlight followed by a wash with a thinned mix of equal parts Red, Black and Brown inks.



The armour trim and the weapon head had a basecoat of equal parts Chaos Black and Boltgun Metal applied. The first highlight with Boltgun Metal was followed by a further highlight with Chainmail. These sections were then given a wash with Black and Brown inks.



To paint the whip, a basecoat of Bestial Brown was given a wash with an equal parts mix of thinned Brown and Black inks. A second coat of Bestial Brown was then applied before the whip was highlighted with Snakebite Leather, followed by Bleached Bone for the final highlight.



A basecoat of Chaos Black with a little Red Gore added was used on the wing membranes, which were then highlighted by lightly

drybrushing with Red Gore. To finish, a light drybrush of Blood Red was applied.

FINISHING TOUCHES

To finish the model, sand was glued to the base using PVA glue. This was then washed down with Black Ink and drybrushed with Bubonic Brown. To finish off, patches of Static Grass were applied.



GREAT UNCLEAN ONE

Painted by Keith Robertson



ASSEMBLING THE MODEL

The two main body sections were glued together, and once this had set, the hands were pinned to the arms and the chain sections were pinned to the body. Any gaps were filled with green stuff. The Great Unclean One was given an undercoat with Chaos Black spray and any areas of poor coverage were then painted over with slightly thinned Chaos Black paint.

PAINTING THE MODEL

As there is a large surface area to paint, most of the model was done in separate sections, starting with the legs, and highlighting up to the desired finish before moving onto the stomach.



starting with the legs, and highlighting up to the desired finish before moving onto the stomach.



A large quantity of a basecoat mix of equal parts Dark Angels Green, Vomit Brown and Chaos Black, was mixed in a spare pot

and then applied to the skin sections. Bleached Bone was then added to this mix for each successive highlight stage.



The pustules on the model were painted at the same time as the skin, except that they were further highlighted by adding more Bleached Bone to the mix.



The face was also highlighted further to make it stand out more against the dark tones of the flesh.



The intestines and gaping flesh were painted with an equal parts mix of Chaos Black and Bubonic Brown.



These were highlighted by adding Bleached Bone to the mix followed by a wash of Brown Ink.

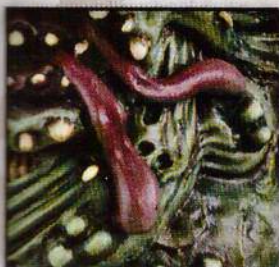


A basecoat mix of two parts Chaos Black to one part Bubonic Brown was used to paint the Daemon's vertebrae and talons. Bleached Bone was then added to this for successive highlight stages, finishing off with Bleached Bone on its own.



The maggots were painted with Bubonic Brown. Bleached Bone was mixed with this for the

highlight stage finishing with a highlight of pure Bleached Bone.



Chaos Black was the basecoat for the tongue. Codex Grey was added to this for each successive highlight stage,

before the tongue was given a wash with Magenta Ink.



The skulls on the sword and chains were given a basecoat of Bestial Brown. Bubonic Brown was used for the initial highlight stage followed, by Bleached Bone.



Boltgun Metal was applied as the basecoat of the Daemon's sword. Chainmail was used for the first highlight stage, followed by Mithril Silver. Once this had dried, the whole blade was given washes of firstly Green, then Brown and Purple inks.

The hilt of the sword was painted with a basecoat of Dwarf Bronze, finished by adding Mithril Silver to the basecoat for successive highlights.



To complete the model, the recesses on the Daemon's skin were given several glazes with Purple, Green and Brown inks. Bleached

Bone was then applied to make it appear as though puss was oozing from the cuts, scabs and gaping wounds.

FINISHING TOUCHES

The model was completed by gluing sand to the base. This was then washed down with Black Ink and drybrushed with Bubonic Brown. Finally, patches of Static Grass were added.



MODELLING MASTERCLASS

MATT PARKES' CHAOS DIORAMA

Matt Parkes is a regular to the pages of *White Dwarf* and with two *Slayer Swords* hung on his wall at home you'd expect him to be. Recently he has been working with the 'Eavy Metal team on projects for the new *Hordes of Chaos Warhammer Armies* book. We took this opportunity to ask him about his latest diorama.

As a freelance figure painter I get the chance to work on all manner of different projects, but by far my favourite is working on dioramas. They require a slightly different approach to painting both single

miniatures and armies. The easiest way to tackle any project is to break it down into manageable chunks. As with most of the dioramas I make, my latest one was split into three separate stages; planning, construction and painting.

Whatever the inspiration behind your diorama, the first instinct of every modeller is to race down to the local Games Workshop store and buy a handful of appropriate figures. Try to repress this natural desire for a while. It may sound obvious, but by forming a well constructed plan you will save yourself both money and time in the long run. My own bitz box is filled with a large number of built and undercoated or half-constructed pieces, that never got used because I rushed off and bought them without a plan.

The first and most important part of the plan is to decide which races will be the focus of the diorama.

This will help you decide the setting and general theme for your piece. With the release of the new *Hordes of Chaos* book, and the fine range of new figures, my decision was already half made. I simply had to choose an enemy for my Chaos force to fight. The Empire make for great opposition for nearly every race and having explored or conquered nearly all corners of the Warhammer world, they allow the modeller a wide scope. They are also a great basis for judging scale as everybody can compare the size of an Empire soldier to the rest of the diorama.

There are a number of different themes upon which you can base any diorama. The most obvious is a combat scene but others include chases, campsites and flying. I knew I wanted to add an element of dynamism and movement into the piece and so decided to theme the diorama around a charge scene.



I tend to avoid combat scenes as to position two models to appear in the midst of combat is actually very difficult to pull off.

By this point in the planning stage I also knew that I wanted to include a water feature, which then led me to think about adding a bridge too. At the same time I wanted some architecture in the model. With those few basic principles in mind I began to draw some basic sketches. By putting together my plans I ended up with a storyboard. This is one of the most useful tools to help you with a project. Because the modelling process is one that gradually builds up section by section, the storyboard serves as a reference sheet and helps keep you focused on your original plan.

The next stage in the planning is to decide upon the size of the baseboard. By now you should have some idea of how many models and the amount of scenery you want to use. Remember the size of the base will restrict the amount of miniatures and scenery you can use. You should also bear in mind that even a small base can hold a great deal of detail. My base is just 20cm x 15cm and as you can see I have managed to fit a huge amount of scenery and miniatures onto even this.



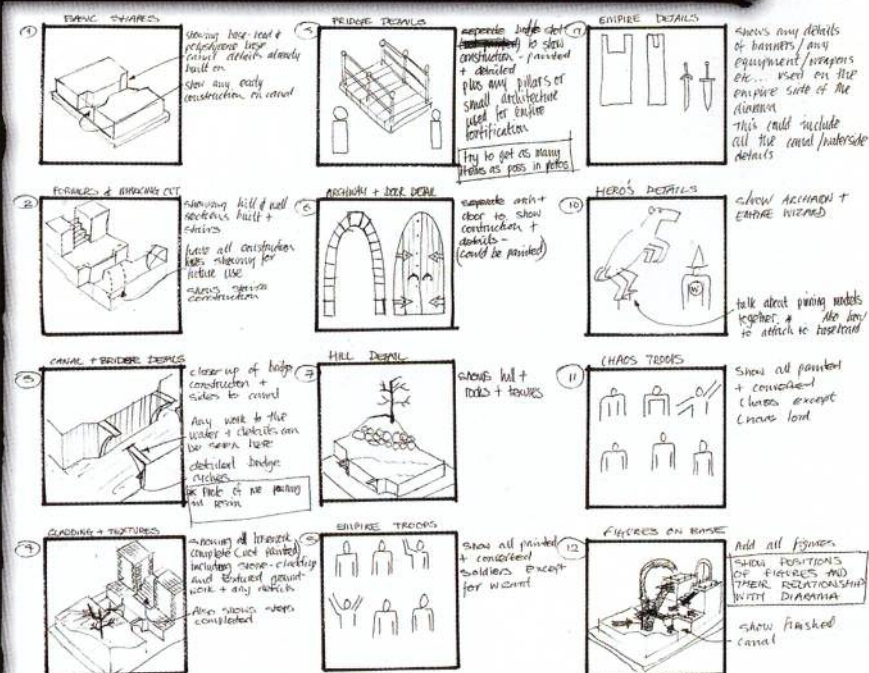
Matt's diorama at an early stage. You can clearly see the different materials that went into its construction.

Now I was almost finished in terms of planning. With the storyboard complete I had a good idea of what the finished piece would look like. The final stage before getting hold of all the necessary components was to make a simple mock-up. This was made from cut-offs of polystyrene and foamboard and this again serves the same purpose as the storyboard, by acting as a three dimensional reference.

Once this was finished, I could begin to place the miniatures onto the mock-up

and check out the relationship between each of the figures. It is crucial to make sure that each miniature on the diorama has a purpose within the narrative. So at this stage any figures that I deemed were taking up unnecessary space were put aside. When sorting out the placement of models I try to stick to a very realistic approach. Because of the fantasy images in the Warhammer world it can be too easy to stray from the confines of reality. Always try to give each of the models on the board a purpose for being there to add realism to their actions. The mock-

Matt's storyboard: he used this as a reference sheet to keep the project on track.





up will also give you an indication of the scenery you will require. The same realistic approach adopted with the miniatures should be taken with the scenery, making sure you place the right types of scenery in suitable locations.

Finally, using the mock-up to give me an indication of dimensions, I made a technical drawing. This would be useful when the construction work began as I

would be able to cut the scenery to exact measurements.

One of the most important aspects of a diorama is the choice of materials used. I can regularly be found perusing toy fairs and local model shops in search of unusual and useful materials. For example, the textured plasticard flooring is model railway scenery. Stones, dried plants and old roots are ideal and it is

incredible the results that can be achieved by just exploring your garden. Variety and ingenuity are key factors to helping make any diorama stand out.

Now the fun part of building the diorama can begin. I always start by constructing the base and working upwards from it and a thick sheet of plasticard is ideal for this. I used it to build up the basic framework for the

The diorama before the Empire and Chaos figures were added.



model, and the texture and detail could then be added at a later stage. Once the basic shapes had been cut and glued into place they were then filled with Polyfilla and textured paint was applied.

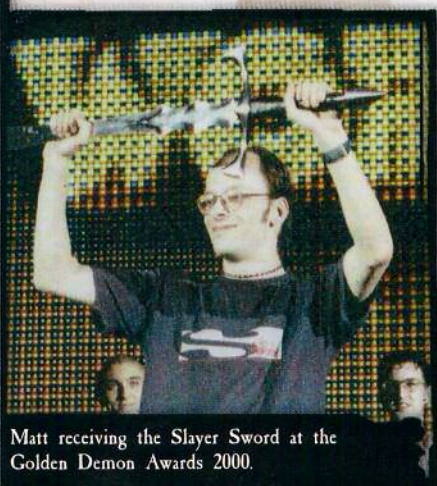
To create the canal I first painted the furniture and glued it into place. The water effect was made with two part epoxy adhesive to which a small amount of Fortress Grey and Goblin Green had been added. Placing tape over the edges to prevent the mix from spilling out, I then poured it into the canal section. The canal serves as a natural divide on the diorama, separating the man-made walls from the rocks and grass. This fitted in well with my placement of figures as I wanted the disciplined Empire soldiers to be positioned on the walls whilst the barbaric, feral looking Chaos Knights would appear on the rugged side of the piece. Once I had finished making the base of the diorama I then painted the scenery. The basecoat for the ground was Scorched Brown and Fortress Grey to which I added Bleached Bone and Bestial Brown painted in a patchwork fashion to create a more realistic look. The wall was painted using a basecoat of Chaos Black and Codex Grey, again adding a number of different shades of grey for the highlights across the face of the wall.

I wanted to keep the conversion work to a minimum but nonetheless I like to add a sense of movement to my pieces. I knew I wanted the Chaos Warriors to look like a column of charging steel. This was achieved by modelling the horses with just two feet in contact with the ground and adding some Orc hair from the plastic Orc frame for a sense of movement. The addition of the torch added to the colour of the Knights and also continued the theme of barbarian invaders.

When I designed the Empire force I wanted them to appear unready for combat and surprised by the sudden attack. I posed them so that they were running to defend the walls and altered the pose of one of them to give the appearance of him pulling up the drawbridge. This adds a sense of tension and time to the model, further adding to the feel of movement and interaction between the miniatures on the diorama.

Finally I wanted the two different types of terrain to be reflected in the colour schemes of the miniatures. The Chaos Knights were on the rugged, wild half of the base and so I painted them with browns and blacks, keeping their armour a simple silver metallic colour scheme. To contrast this, I painted the Empire soldiers with vivid uniforms using bright yellows and magenta.

MATT'S SWORD-WINNING DIORAMAS



Matt receiving the Slayer Sword at the Golden Demon Awards 2000.



Matt won his first Slayer Sword in 1995 with this diorama of 'Outpost Numba 7'. You can find it in White Dwarf 193.



At the Golden Demon awards 2000, Matt won his second Slayer Sword with his Chariot Race diorama. You can see it in greater detail in White Dwarf 255.



Matt's most recent success was at Golden Demon 2001, where he won the Open competition with this diorama of Orion. In White Dwarf 270 we featured an 'Eavy Metal Masterclass on this amazing entry.







LURE OF THE GODS

FIRST STEPS ON THE PATH TO GLORY



Paul Sawyer

And so I find myself at the beginning of the road to a new Chaos army. I've collected several armies over the years and always wanted to do a Chaos one, but something else always grabbed my attention instead. This time is different, very different.

I'd been pawing through the Hordes of Chaos book and drooling over the new miniatures for days before I had the ill-fated conversation with Warhammer Loremaster Gav Thorpe. The conversation, ironically, was about me and my plans to finally collect the long overdue Chaos army, and this led into all manner of discussions about army collecting.

As is so often the case we, as experienced gamers, took for granted many aspects of collecting a new army. As luck would have it we also stumbled across the long-held misconception that you need a large, painted army to start playing Warhammer. This is patently untrue, but we're more often than not

guilty of showing huge, fully painted and converted armies and games with 2,000+ points a side.

Most people will recognise Warhammer as a game of many units, banners unfurled, manoeuvring across the battlefield, magic wreaking its eldritch doom as armoured knights crash into the enemy lines. Some will even think of games of Warhammer Siege – beleaguered defenders valiantly trying to stave off the attack of stonethrower, siege tower and battering ram. Many, however, won't think of playing skirmish games of Warhammer. A handful of models on each side with a set objective can be immense fun – each model can become a hero and win the battle and the whole game takes on a much more personal feel. Yes, yes, all very evocative, but what's all this got to do with me collecting a new Chaos army?

Well, as we pointed out last issue when I started this project, I don't have a lot of spare time to paint my army due to family life. My painting and converting will be done in my lunch hour at work (and maybe the odd weekend session if the kids can be forced upon unknowing relatives or sold to medical science...) and hopefully this will also show that it's not necessary to paint models constantly to be able to play Warhammer (or indeed any of our games).

Even though I have a limited painting time I'm not going to rush things. A new army is something to be savoured, something to immerse yourself in. I intend to take my time and enjoy all aspects of this project. I love painting – it's probably the thing I enjoy most of all – and I also take a lot of pleasure from converting my models. The Chaos army is made for converting – the very nature of Chaos leads one to mutations, gifts of the dark gods, and all manner of spiky madness. Once I've a unit or two on the tabletop I'll start to explore what I can do conversion-wise. For now, though, I'm going to concentrate on putting my first models onto that same tabletop.

A CHANGE OF PLAN

I was going to make this series a look at how I collect my Chaos army with no restrictions – just going with whatever I wanted, as so many other gamers do across the world. However, from spending a little time on the Warhammer Players Society forums (www.players-society.com) it became obvious that a previous army collecting series had been an absolute favourite with almost all concerned.

'A Tale of Four Gamers' was run in WD218-223 and featured four Warhammer players as they collected their armies, month by month, with £25 a month to spend once an initial £50



PAUL'S PAINTING AREA

1. Unfinished White Scars Bikes
2. Metallics
3. PVA glue
4. Water for cleaning brushes
5. Sprays and varnishes
6. Bits box
7. Paints
8. Rapidoliner pen
9. Tweezers
10. Brushes, needle files and brass rod
11. Poly cement
12. Inks
13. In progress Chaos Marauders
14. Mixing Area



Paul's Chaos army after one month.

had been spent. I can honestly say it was a lot of fun to take part in and it also seems like it was a very popular read too.

No one can say I don't listen to White Dwarf readers – I'm going to slightly revise this series to become very similar to A Tale of Four Gamers. Last month I spent £37 on two regiment sets and a Champion of Chaos blister pack. That falls well within the initial £50 I would have had in my 'first month' and leaves me £13 to play with in coming months. I'll be adding that to my £30 this month (the original was run four years ago so we've upped the monthly price slightly to take inflation into account) for a total of £43 left to spend.

FROM LITTLE ACORNS

Of my initial purchases, the first took little brainpower – which Chaos Lord wouldn't take at least one regiment of the awesome Chaos Warriors? Rock hard and packing a mean punch, they would be a great start to my army. Next up was a regiment of the new Marauders, partially because they gave me some cheaper troops (certainly in comparison to the Chaos Warriors!), but also because I wanted to use one of the heads for the musician in the Warriors unit. Two regiment sets yield an amazing amount of spares for your bits box. I was shocked at how much stuff I wasn't using – it'll certainly come in handy as my army grows and needs converting! I also picked up Jes Goodwin's superb new Champion of Chaos, as every army should have a leader, even in its fledgling stages.

So, how did I get on this month?

Firstly, I've finished painting my Chaos Warriors and the Champion of Chaos

who initially will serve as an Aspiring Champion of Chaos, Vradchuk. His title will grow as he performs deeds in honour of his patrons on the battlefield. All that is known of Vradchuk, who has led his small band of Chaos Warriors from the northern reaches of Norsca south towards the Empire of Man, is that he has been blessed by his gods with a suit of Chaos armour, a living shell of writhing metal that confers great protection in battle.

Sadly, I've not managed to complete my Marauder regiment. I'm not far off finishing them but they aren't ready to take to the battlefield just yet.

With so few models finished, and with all my time taken actually painting them, I've not had time to play any games this month. That will change next month, though, as I already have a few skirmish games lined up with various opponents. My fledgling army will mean that I don't have much flexibility in what I take, but that's half the fun – making the most of what you've got. It'll also give me even more of an incentive to finish the Marauders.

FIRST STEPS

Over the coming weeks, Vradchuk's warband will take to the battlefield and through blood and sacrifice, pay homage to his dark patrons. As his list of fell deeds grows so will his history and his army. Maybe he will become a truly mighty Champion of Chaos. Maybe his small warband will join forces with another of the Chaos warbands heading out from the Chaos Wastes and Norsca. Or maybe he will be consumed by his quest for power. We'll find out next issue...

NEW ADDITIONS

With the Marauders still left to finish, I didn't want to go hell for leather and stack up lots more models to paint. Rather, I bought six blister packs of the new Warhounds of Chaos. This cost me £36 and gives me twelve fast creatures that will initially be two smaller packs of six Warhounds, used to harry the flanks of my opponent. As the army grows, these are more likely to be fielded as one large unit and may yet be added to for further rank bonus. One thing to bear in mind, for army legality's sake (not something to particularly worry about in friendly games but a sure fire embarrassment to forget in tournament play) is that Warhounds don't count as a taking up a Core choice.

So that leaves me with a grand total of £7 with which to add to my army next month. I have my eyes on a regiment of eight Chaos Knights, so this extra cash will help towards that, although I could also use a unit or two of Marauder Horsemen. Fast cavalry is very useful and these are most likely to be my choice next issue.

CHAOS WARRIORS

Here's how I went about painting my first regiment for this army. I chose black as a main colour predominantly because it's synonymous with evil. I wanted a very limited palette, so opted to make all the metal trim a warm gold. The two colours complement each other well and, once the steel colour of the weapons was added, it would give a strong martial feel – ideal for a Chaos army.

With the Aspiring Champion, I added two further colours to this palette – a deep blood red for cloaks, loincloths,



banners, etc, and white for the furs that adorn the Marauders, Knights etc. I opted for white furs to give the impression that the warband had come from the tundra. These would provide spot colours to the main gold and black theme. Here's how it went in detail:

TROUBLE IN THE RANKS

The first thing I did was commit a cardinal error. I simply wasn't prepared for the bulk of the models and even though they have 25mm bases as opposed to the 20mm that most armies have to use, they still gave me problems. This is less to do with the plastic kit and more to do with my own way of painting regiments.

As I said earlier, I like painting and converting and so put a little more into that element of the hobby. Consequently I tend to paint my models in pieces. This way I can get to all the details that may otherwise be obscured by a weapon, arm or standard. For instance, the Warriors' legs were glued to the base and a torso glued to the legs. The heads were to be added next but both arms were left separate and the shields were left on the sprues for easier painting.

So, getting back to my point about ranking up, the fact that I neither ranked them up in a dry run first, nor glued them together then painted them in a more conventional manner, led to all sorts of problems when the models were finally glued together. If I had any hair left, it would have been pulled out as I struggled to make them rank up as a regiment. I managed it in the end but it was a painful lesson to learn nonetheless.

CONVERSIONS

There wasn't much I wanted to do conversion wise at this stage – I was more concerned with getting a few units

onto the tabletop. Still, a Chaos army is made for converting so I couldn't entirely resist...



Having fallen in love with Brian Nelson's new Chaos Knights, I wanted to keep that theme throughout my army if I could. So I clipped off the horns from some of the Chaos Warrior heads and smoothed them down to mimic the Knights' helms.

These aren't big conversions but do lend a little extra character to the army, and I often think the subtle conversions are the best. With these done it was time to get painting...

The unit Champion was given a head and arm from the Mutation sprue. I also added spikes from the Chaos Warriors sprue to both shoulders, and a further one to the base of his halberd. These extra elements would mark him out as one that the dark gods had noticed.

THE UNITED COLOURS OF CHAOS

The models were sprayed black and thinned down Chaos Black was used to paint over any areas that the spray didn't catch.



A mix of two parts Chaos Black to one of Skull White was carefully painted onto all raised edges. This would provide the only highlight to the black armour.



The 'gold' areas were painted with Dwarf Bronze. Chestnut Ink was added to rivets and areas such as between fingers on gauntlets. Shining Gold was added to any flat areas but leaving some of the Dwarf Bronze base colour showing at the edges. A mix of two parts Mithril Silver to one part Shining Gold, was added to the rivets and to the gold edges as a final highlight.



Steel areas, such as the halberd blades were first painted Boltgun Metal and then given a wash of a one part Black Ink to one part water mix. Once the ink was dry, the blade edge was painted Mithril Silver. Using the flat of the brush rather than the tip, all other edges were painted with Mithril Silver.



The Halberd poles were given a basecoat of Scorched Brown. Using a mix of three parts Scorched Brown to one part Skull White, a highlight line was painted down one side of the pole (it's important to make sure that all the weapons have the highlight line in the same place or the unit will look messy). Adding a little more white to the mix, a final thinner highlight was applied.



Chaos Black was painted over the rivets on the halberd poles and these were then painted with Mithril Silver.



The straps on the back of the Warriors' breastplates were given a Scorched Brown basecoat and highlighted with a mix of one part Scorched Brown and one part Skull White. The buckle was first painted with Chaos Black and then given a coat of Shining Gold.



Horns on the Warriors' helmets were given a basecoat of Bestial Brown.



Leaving a little of the basecoat showing near the helm, Bubonic Brown was applied. Again leaving a little of the previous coat showing nearest the helm, Bubonic Brown, with an



increasing amount of white with each coat, was applied until the end of the horn was reached.



Skulls were given a basecoat of Bubonic Brown to which a mix of two parts water to one part Flesh Wash was added. Once dry, the skulls were highlighted with a mix of equal parts Bubonic Brown and Skull White. Skull

White was used to give a final highlight to the teeth and upper eye sockets.



The gems in the shoulder pads were painted in the traditional manner: a Skull White undercoat followed by a Blood Red basecoat. A mix of two parts Blood Red to one part Scorched Brown was painted around the top left edge of the gem. The bottom right edge was painted with a mix of two parts Blood Red to one part Skull White. Finally, a small dot of Skull White was added onto the top left area.

SPECIAL FEATURES

The Champion of Chaos's cloak started with a Scab Red basecoat. A mix of one part Scorched Brown to two parts Scab Red was painted into the deeper folds of the cloak to provide shading. The



cloak was highlighted with a mix of two part Scab Red and one part Red Gore. To this mix, a

small amount of Skull White (less than 1/10th of a part) was added as a highlight. The edges of the cloak and around the tears in the fabric were painted with one part Skull White and one part Scab Red. Once this was dry, a coat of Red Ink was applied to tone down the chalky look of the highlights and to give the rich bloody look that will become a unifying colour throughout the army.



Painting the fur on the Champion's cloak was simple – a basecoat of Codex Grey with a drybrush of

Skull White. It helps provide a good contrast to the Blood Red cloak and the black armour.



The claw mutation was a simple matter of adding a tiny amount of Goblin Green to Bronzed Flesh and applying it to the claw area.

By adding a little more Goblin Green to each coat, and starting further down the arm, it gradually blends together.

The claw itself was painted with a basecoat of Chaos Black. Once dry, Scab Red was applied over the tip of the claw to about two thirds of the way down and a coat of Blood Red was added to the tip as a final highlight.

BACK TO BLACK

'Blacklining' is a technique that has been around for many years. Simply put, it's where an area of black is left between two colours where they join and it gives a greater sense of depth to models. Some painters leave this black line showing through as they carefully paint each colour onto their models. Not me – I'm too impatient and messy when I paint. I'd much rather go back and touch up any areas I've accidentally covered with the wrong colour. To get a black line effect, I use a Rapidoliner graphics pen and draw the lines in after the model has been painted. Nibs for these pens vary in size, but I tend to use 0.25 or if I want really thin lines 0.18.



BASE PRINCIPLES

The bases were painted Goblin Green. Once dry, the top of the base was given a liberal coating of PVA glue.



The model was then dipped into a box full of modelling sand.



The sand was scooped over the top of the base and firmly but carefully

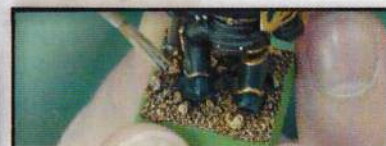
pressed down to ensure maximum coverage of the base.



When the glue had dried, it was given a coat of Flesh Wash.



This was given a drybrush of Vomit Brown, followed by a light drybrush of Bleached Bone.



Small patches of PVA glue were applied onto the base and then a small clump of static grass was firmly pressed into the glue.



The model was then left to dry before removing the excess grass with a clean, dry brush. The grass was given a light drybrush of Bleached Bone to give it more of a 'blasted heath' look which would be in keeping with the army's character.

WARHAMMER

CHAOS



Warhammer Starter Set Warhammer Rulebook

£50
£25

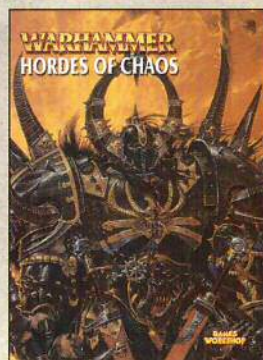
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- 1 Orc Warboss
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Hordes of Chaos Armies Book £12

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.



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Since the fall of the Old Ones and the collapse of the Gate of Heaven, Chaos has threatened to overwhelm and destroy the world. But the gods of Chaos are fickle and capricious, and rarely have they combined their forces for this purpose, instead preferring to further their own twisted schemes of domination in the hopes of ruling unchallenged. Be that as it may, every few centuries there is a mortal champion who is destined for the greatest blessings of Chaos. he is the Lord of the End Times, the Everchosen, who the Chaos gods unite behind, bestowing all their gifts upon him. Each time one of these great warlords has walked the world it has been heralded war and plague, famine and destruction on a massive scale. Nature itself abhors his presence, the grounds split asunder at his feet, the air churns and swirls around him. He is Chaos Incarnate, and the herald of the Apocalypse. shown at actual size.

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£15 boxed set

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Chaos Marauders are natural fighters, born in hardship and forged by a life of battle. These barbaric warriors pour from the frozen wastelands of the north, to raid and pillage the civilised lands in the name of their dark gods. This boxed set contains 16 plastic Marauders of Chaos.



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£25 boxed set

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Models on this page not shown at actual size



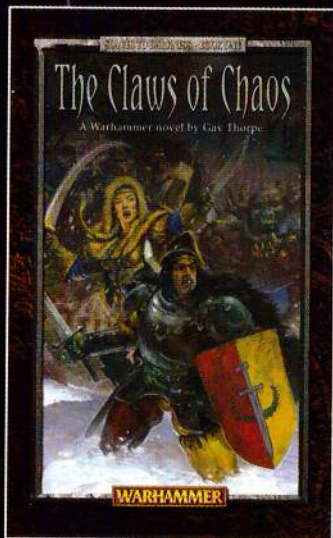
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THE CLAWS OF CHAOS

BY GAV THORPE

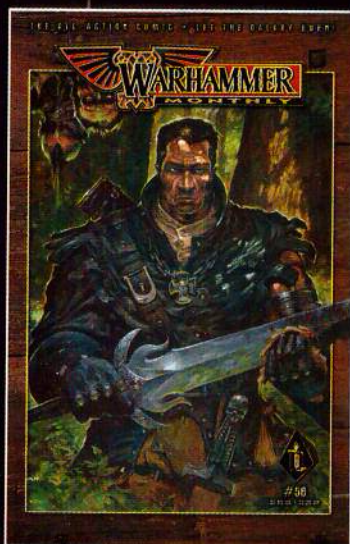
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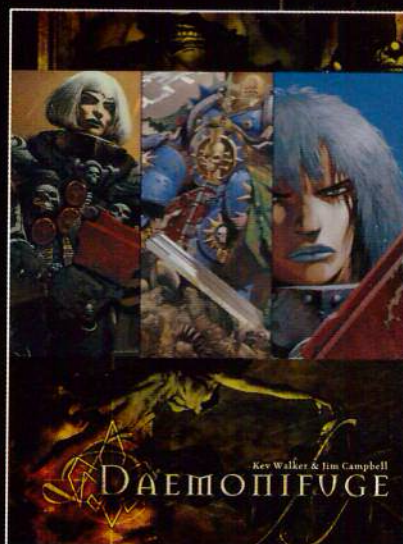
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The closing stages of the Studio's recent Cityfight campaign were bloody and brutal, with several players rising above the rest to contest the title of Warmaster of Vogen. We take a look at some of the more memorable moments.

Phil Kelly: Welcome back to our coverage of the battle for the fate of Vogen. Last month, we published the rules and a detailed map of Vogen for those eager Warhammer 40,000 players who felt like having a crack at a campaign themselves. We thought it only right to bring you the highlights of our own efforts, picking out the most notable battles from the seventy or so that were played during the Cityfighting campaign. Also included is the conclusion of Pete Haines' Diary of a Warsmith, chronicling the ending of the campaign, which frankly no one saw coming! If you want to know more about the campaign, download the rules pack or the map of Vogen we used to play them with, why not visit:

www.games-workshop.com/wdmagazine/cityfight/

Over to my fellow campaign organiser, Graham McNeill, with news of a titanic clash in the shadow of the Palace of Peace itself...

THE VOGEN CAMPAIGN

FINAL PART OF THE STUDIO CITYFIGHT CAMPAIGN

THE BATTLE FOR ANGEL SQUARE Graham Davey's Black Legion vs Craig Bodycote's Blood Angels

Graham McNeill: Graham Davey had been aiming for Angel Square throughout the entire campaign, planning his advance through the city with it in mind as his ultimate goal. The idea of toppling Vogen's beloved symbol of the Imperium and demoralising every single Imperial player seemed to really appeal to his vindictive, chaotic nature. Graham's campaign strategy was therefore to play a waiting game, leaving the Palace of Peace for the other players to fight over, while he concentrated on his own objective.

He made it his mission to destroy the statue and blaze a trail of destruction en route. If he was successful, it would be the crowning point of his campaign, regardless of who actually won in the end (at this point in the campaign, Pete Haines' Iron Warriors were in the lead). Graham's Black Legion were perfectly

happy for another Chaos force to take the glory while he went around wrecking the city.

However, there was fearsome opposition in the form of Craig 'Bodycount' Bodycote and his unbeaten force of Blood Angels. Craig had volunteered for a couple of NPC games (some of the locations contained gold NPC markers), defending some of the juiciest locations in Vogen from other campaign participants. In this way Craig had taken a major role in the campaign, playing three games and winning them all, so his Blood Angels were on a roll. Defending Angel Square against Graham was probably the most important game of his campaign so far for two reasons:

- 1) It was a battle that, if the Sons of Sanguinius lost, would result in all the Loyalist forces in Vogen losing heart and receiving -1 Leadership for the next round.
- 2) The honour of the Blood Angels Chapter was at stake, since the statue



The Blood Angels stoically defend the statue of their Primarch, Sanguinius, from the invading warriors of the Black Legion.

at the heart of the square was that of their revered Primarch, Sanguinius. To allow such a holy place to fall to Chaos would be unthinkable.

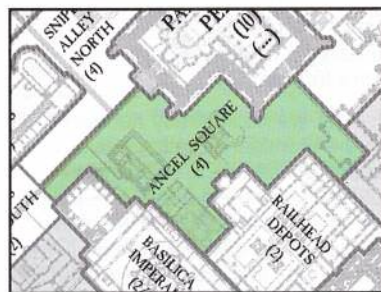
To batter his way through the legions of Chaos, Craig took three Dreadnoughts, two of which were Furioso pattern, a squad of Assault Terminators, two Scout squads, two Tactical squads, the Death Company and a Librarian with his accompanying Honour Guard. Nasty!

As battle commenced, the Blood Angels advanced through the rubble-strewn square, quickly occupying the shattered temple housing the statue of their Primarch. The Death Company and Honour Guard used their jump packs to advance swiftly around the flank and charge Graham's squad of Chaos Terminators. Fighting their way across the rubble, the Blood Angels overwhelmed the enemy, wiping them out to a man (to Graham's horror). In Graham's turn, however, he counter-attacked with two squads including his Possessed and a Juggernaut, wiping out the Honour Guard in return. The first of the Blood Angels Dreadnoughts was destroyed before it could attack, while a second was immobilised soon after by Graham's sniping lascannon. Eager to avenge the fallen Honour Guard, the Death Company threw themselves at the Possessed, with less than glorious results, and the doomed Space Marines were ripped apart. On the other flank, one of Craig's Tactical squads bravely held up the Chaos Dreadnought for most of the game, and

ANGEL SQUARE

This was once the site of many hundreds of Imperial celebrations in Vogen's long history, thousands of jubilant citizens flocking to hear the proclamations of their leaders, or the preachings of the Ecclesiarchy from the nearby Basilica. Coronations, declarations of war and knighthoods have all taken place under the shadow of the massive statue of Sanguinius that casts its steely gaze across the square. Formerly Celebration Square, the site changed its name when the immense statue of Sanguinius was erected to commemorate those of the Blood Angels Chapter who gave their lives in the defence of Khai-Zann, during the Myele Insurrection. The statue is a great and potent symbol of Imperial power, and if it should be toppled by the forces of evil, the effect on the morale of the Imperial forces would be devastating.

4 VICTORY POINTS: If a non-Imperial player takes Angel Square, they can elect to topple the statue at the centre of the square. If this occurs, all Imperial forces (Imperial Guard and all their variants, Sisters of Battle, Adeptus Arbites, and all Space Marine Chapters) suffer from -1 Leadership for the whole of the next Campaign phase.



though it killed them all in the end, it never really got back into the game after that.

With so much gore splashed across the ruins of Angel Square, the Blood God honoured the forces of Chaos with the terrifying presence of a Bloodthirster, which ripped its way into existence from the body of a Chaos Champion. The monstrous daemon charged the Blood Angels Terminators, but as the combat began, and Craig rolled a flurry of sixes, the shamefaced Bloodthirster was banished back to the hell from whence it came. The end of the battle was in sight,

and both commanders poured men towards the statue. Time was running out and neither side had a clear advantage. The battle was drawing to a close and only in the fury of combat would its outcome be decided.

Craig sent his remaining Blood Angels into the final extra round of combat to support his last remaining Furioso Dreadnought, intent on achieving superiority of numbers within the building. The Blood Angels killed two Chaos Marines, but Graham's Chaos Lord mounted on a Juggernaut cut them all to ribbons in return. The end of the game was a battle of truly epic proportions, the few remaining Blood Angels fighting before the statue of their Primarch and selling their lives dearly to retain their honour. In the end it was not to be, and the Blood Angels were hurled from the podium upon which their Primarch stood.

Having killed the defending Blood Angels, the victorious Chaos forces toppled the Primarch's statue and defiled its sanctity with impure scrawlings and blasphemous runes hammered into the bronze. Pleased with such desecration, the forces of Chaos moved on, content to continue their destructive rampage in another part of Vogen.

When Captain Lucius of the Blood Angels landed at the site of the temple with reinforcements, he found his brethren dead or dying and the statue of the Primarch despoiled. As a self-imposed punishment for his failure to save his brothers, Captain Lucius has taken his Company on a hundred year crusade of atonement. As a mark of that dreadful day, his entire Company abandoned their squad markings and have painted their helmets black until they can atone.



LIGHTNING STRIKES AT THE PALACE OF PEACE

Paul Sawyer's White Scars vs the
Tyranid Infestation

Phil: Well, we had already decided, given the prominence and value of the Palace, that something pretty nasty should be holed up in there. The palace is Vogen's centrepiece, and we didn't want it to fall without a good hard fight. Whatever was in there needed to be like the end-of-level bad guy in a computer game. After toying with the idea of my Ulthwé Eldar holed up in there for a while, we went for a good old fashioned Tyranid infestation. After all, there was something cool about the idea of the Palace overrun by bugs – they make great bad guys, I had the miniatures, and besides, I had a cunning plan...

Paul Sawyer's progress towards the Palace of Peace had been nothing short of meteoric. Rather than consolidating his position, tentatively making alliances and going for the juicy locations near his starting square, Paul went straight for the throat; amassing a healthy nine Victory Points and crashing through the Palace Grounds before most players had even considered heading towards the city's centre. So, having met the criteria for a palatial invasion (eight or more Victory Points, as you have to have a solid foothold in the city to undertake such a massive military action), Paul and his ever-faithful White Scars girded their loins and prepared for a frontal assault on the Palace of Peace.

The board obviously had to be something special. Unfortunately, even the Games Workshop Studio doesn't have a massive cathedral-style Imperial palace, but we had enough terrain knocking about for me to put together a passable north-west wall. This included such features as waste ducts, the breach blown in the walls during a previous conflict, towering gargoyle-encrusted walls and even hideous, pulsing spore pods that had sprung up since the Tyranid invasion. Height is very important when you play a mission in this type of location, so save the tallest, most impressive scenery you can get your hands on for Palace of Peace battles. This will set them apart from your average Cityfight game.

The battle itself went swimmingly. Although Paul suspected that Graham and I had something up our sleeves it was a shame no one was around with a camera to catch the look on his face when Forge World's magnificent Tyranid Hierodule emerged from the breach. We'd spoken to Tony Cottrell in Forge World the week before and actually managed to borrow their painted model, and we thought it made a really good bad guy for an aspiring campaigner to overcome. We worked up some rules for



Something wicked this way comes... A Tyranid Praefactor emerges from the breach.

TYRANID PRAEFACOR: HIERODULE SUB-SPECIES

This monstrous composite bio-construct towers over the battlefield like a vision of death. Its weapons are capable of slaying whole platoons of infantry, and its razor-sharp claws can rip enemy war machines and light Titans into pieces.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Praefactor	510	5	2	10	8	5	2	3	10	2+

Weapons: Spore mine launcher and 2 x scything talons.

Psychic Powers: The Horror, Synapse Creature (12" Radius).

Transport Capacity: 10 Hormagaunts

Mass Points: 2

SPECIAL RULES:

Lumbering: May only move 6" and assault 6", can only turn 45° per turn. Can only assault if enemy is directly ahead. Cannot sweeping advance.

Spore Mine Launcher: May launch 1 Bio-Acid spore mine per turn.

See page 98 of the Chapter Approved Compilation for more details on Tyranid monstrous creatures. Alternatively, you could use the Hierodule rules from Citadel Journal 45, or even create your own bio-monstrosity!

this gigantic gribbly ourselves, calling it the Tyranid Praefactor; its statistics are featured above. As you can see, it's quite a formidable prospect on the tabletop.

Nevertheless, Paul's White Scars went about its destruction with a will, blowing great chunks out of it with krak missiles and lascannon fire. As the Praefactor lumbered forward, its jaws distended and it disgorged a small pack of slime-covered Hormagaunts from its gullet that attacked Paul's foremost squad – I don't think he was expecting that either! But despite the monstrosity's attempts to tie up Paul's White Scars with Gaunts long enough for it to bring its scything talons

to bear, it was Paul that initiated combat with his Assault Marines, storming in with a volley of plasma pistol fire. Paul's Veteran Sergeant then clambered onto the back of the bucking bio-Titan and, with a series of mighty blows to the cortex from his crackling power fist, managed to kill the creature outright! The ground shook as the vast creature writhed in its death throes and finally collapsed. Fair play indeed – in one fell swoop he'd torn the heart out from the Tyranid force.

However, it was not all to go Paul's way, as the iron mind control of the approaching Hive Tyrant kept the Tyranid forces in order. Not only that, but

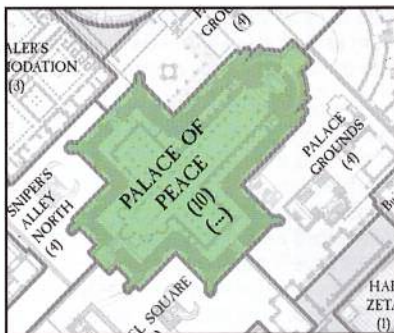
Paul's (quite understandable) concentration of fire on the Praefactor meant that there was also a healthy Camifex and not a few Genestealers still moving about. But the real heroes of the hour were the Biovores perched in the recesses of the palace walls; Bio-Acid spore mines are incredibly good against Space Marines in Cityfight. Every time one hit home, instead of using the randomly placed flamer template as in a normal game of Warhammer 40,000, the target unit takes D6 hits. Far, far nastier, especially with an AP sufficient to penetrate power armour.

So after his herculean effort to take down the big nasty in the palace, Paul's forces were eventually laid low by the little guys. Whereas I was pretty convinced that the Praefactor would prove to be both immovable object and unstoppable force, it was the humble spore mine that turned out to be the Tyranids' secret weapon. Paul lost by a very narrow margin, and took every nasty surprise I threw at him in the true spirit of a gamer. He was very close indeed to having a stranglehold on the campaign; if he had won the game he would have amassed a virtually untouchable 19 Victory points, with the closest competitor on a meagre 7! Still, it seemed that history had plenty more conflict in store for the war-torn facades of the palace...

A WALK IN THE PARK

Owen Rees's Imperial Guard vs Alex Boyd's Orks

Even when the campaign was over, some of the players had enjoyed themselves so much they continued playing! Pictured are Owen Rees's Imperial Guard duking it out with Alex Boyd's much-feared Ork horde in the Palace Grounds. This was one of the most photogenic battles in the campaign due to their beautifully painted armies. Because we only had so many Cityfight tables to go around, the Palace Grounds were a popular warzone; veteran players could take a break from the urban nightmare and get back to killing each other on a landscape of good old-fashioned grass and trees!



PALACE OF PEACE

The Governor's palace sits at the centre of Vogen and is perhaps the oldest structure on the planet, with the exception of the Ecclesiarchal temple. Cunningly designed by Leonos del Torquemas to be both an architectural masterpiece and impregnable fortress, the palace is designed to be a maze to those not familiar with its layout. Numerous blind alleys and killing grounds masquerade as ornamental hallways and marble flagged plazas, and every square inch is covered by concealed bunkers

and decorative loopholes. Three centuries ago, in response to increased warp storm activity around the Eye of Terror, Imperial engineers strengthened the walls of the palace, obscuring much of its beauty, but rendering most of the structure virtually indestructible. Only after an immense bombardment from the Vogen law courts was a breach finally blasted in the walls and the Adeptus Arbites, who had so bravely held their precinct throughout the rebellion, were granted the honour of leading the final assault on the palace. The rebels died to a man and, deep in the palace dungeons, the victorious Arbites discovered the bodies of von Guyen and Governor Kadulus.

10 VICTORY POINTS: This is a fortress, indispensable in times of war and the jewel in the crown of Vogen. The Grand Assault or Fire Sweep scenarios are always played here. It already counts as having three dots of fortifications.

You may not move into the palace unless you have a solid foothold in Vogen. Such a massive undertaking as claiming this fortress requires well-established supply lines, troop bases and specialist equipment. Therefore, to take the palace you must have garnered no less than 8 Victory Points.

If you lose control of the Imperial palace in the Grand Assault, you must lose three pins as well as the pin claiming the palace, as your forces are routed. These must be the pins nearest the Palace of Peace.



PALACE GROUNDS

This once fertile and pleasant park was used for state functions and gala dinners of the Governor when Vogen's temperamental summer would allow such events to be held outdoors. These events were said to be magnificent and only those members of Vogen's mercantile cartels who currently enjoyed the Governor's favour would be invited. However, the ornamental gardens and lush orchards of

the palace grounds were burned to the ground in the early stages of the war to prevent enemy infiltrators from approaching the palace undetected.

4 VICTORY POINTS PER HALF: The grounds consist of hectares of rolling greenery, with much of the vegetation now burnt to the ground. All games in these regions follow normal Warhammer 40,000 rules, not Cityfight. Use a standard green table and scenery. The grounds cannot be fortified.

THE TITLE FIGHT

Four player madness in the struggle for the Palace of Peace

Phil: As the campaign drew to a close, we couldn't help thinking that something special was needed to round off a period of hardcore gaming, and luckily the players didn't disappoint us. There were no less than three armies occupying squares adjacent to the palace with enough Victory Points to pile in for a last ditch attempt. In the black corner, coming from their recent victory in Angel Square, we had Graham Davey's Black Legion, ready to crush the Imperial spirit once and for all by tearing down the palace walls. In the green corner, we had Alex Boyd's Orks, whose violent activity through the north of the city had earned him more than enough points to have a crack at the crown. In the blue corner were Nelson's Eldar, an insidious threat that reached the Palace in a last-minute lightning strike typical of their race. And defending the Palace was the Tyranid infestation, bereft of their heavyweight champion but with a good few monstrous creatures to contest the title. So we had our finale – a four-way scrap between these diverse armies, using the Carnage scenario from the Chapter Approved Compilation (p.109). Graham and Phil were no stranger to this scenario, having fought it out with Paul Sawyer and Matt Hutson way back in WD252. The board was set up fairly close to the original palace battle, with a piece of terrain suspiciously reminiscent of a boxing ring in the middle, the dead centre marked clearly. Whoever had the model closest to this marker when the game ended won the game, and claimed

the juicy prize of ten Victory Points. This was sure to take them far and away from any other player, ensuring them the title of Warmaster of Vogen.

As the players deployed their models, the obvious contenders for the big scrap at the end of the game were Alex's Warboss and his mates, Graham's Possessed and Chaos Lord, Nelson's Wraithlord and Avatar tag-team, and Phil's Hive Tyrant and Carnifex. As usual for the Carnage scenario, the game began with an awful lot of persuasion, bargaining, cajoling and manipulation, each player trying to convince the others that it was a really good idea to attack their mutual enemies. It was practically a game in itself, but as the Tyranids and Orks found themselves within charge range, they couldn't help doing what came naturally and initiating a long and messy slaughter. Nelson had taken heavy casualties from the Orks beforehand, and his shock troops were tied up in an attempt to stop the Chaos vanguard. Phil, having nothing to lose as a campaign organiser rather than a player, went for the objective as soon as he could. The Carnifex that stormed into the ring practically had a big target painted on its carapace, but due to the good old 4+ cover save afforded by Cityfight terrain, rode out most of the heavy firepower coming its way. All semblance of order, alliance and strategy seemed to melt away as the random game length kicked in, and units headed pell-mell for the centre. Those elements of the player's armies not locked in combat met in the ring, with a full squad Graham's Possessed bounding forward with inhuman speed to

engage the critically wounded Carnifex on the objective. We had a feeling that the Chaos troops had it licked; their vorpal claws counted as power weapons, and all Graham needed was to roll one 6 to wound from the storm of attacks directed toward the bio-monstrosity. At the last hurdle, his luck failed, and the game ended with the battered, broken Carnifex still roaring its defiance on the objective.

Phil: So the most unexpected of all results wrapped up the campaign; the Palace of Peace remained untaken, and nobody got to claim the reward of ten Victory Points! As a result, the tallies remained the same; Graham Davey and Pete Haines were joint first in the campaign scores. Vogen truly belonged to the forces of Chaos!

Finally, a big thank you to the guys from Warhammer World for lending us their beautifully crafted Cityfight board. It was considered the premiere location for heavy duty urban warfare by all those involved in the campaign. Cheers guys.

Well, we hope this at least inspires you to play a few games; it's great to see your army adapting and functioning in a different environment, and Cityfight is a really cool system. Campaigns are some of the most fun you can get out of this hobby, and if run properly, can be far more memorable than a one off game. So what are you waiting for? Go forth and conquer!



A Carnifex defends the objective from the three armies intent on conquering the Palace.

DIARY OF A WARSMITH PART TWO



Pete: 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 Warrior army, Murchad Kite, would be a good way of doing it. These entries continue from where we left off in last month's article, in which the forces of Chaos encountered heavy resistance from Alex Boyd's Orks, who proved to be a stumbling block in my plans for the city...

CAMPAIGN TURN EIGHT

"I was almost killed again today. By Perturabo, these Orks are dangerous. We were conducting a standard fire sweep when we encountered heavy resistance. They boxed us into a city block and spread throughout the area so that even when we broke out there was still a deep defence ahead of us. I withdrew in order to regroup.

I can turn this to my advantage. If the Orks want to do battle over inconsequential ground then so be it. When the other factions see me battling the Orks for nothing they will forget I hold the Starport and Gibbet Hill."

Moebius Clay's Squad - Veteran Honours - Stealthy

CAMPAIGN TURN NINE

"Once again my forces have failed to purge the Orks. We kill them and there are always more to replace them. We have encountered an unusual variant though - a cybernetically-enhanced Ork with considerable endurance and no loss of ferocity. I will try to avoid further conflict with the Orks, they cannot be easily beaten but their attention may be diverted.

Many factions are now on the verge of capturing the palace. I would like to make that fight a more confused one."

Barachus Kase's Havoc Squad - Veteran Honours - City Fighters

CAMPAIGN TURN TEN

"There are Eldar in the Palace Grounds. I brought my tanks through the streets using a route prepared for the purpose. After the house to house fighting it was good to see the targets in our gunsights again. The fight was hard, as ever the Eldar were fast and their vehicles remarkably resilient. Still, they cannot storm an Iron Warrior gunline and live through the counter-attack, no one can."

Kaliban Tusk's Veteran Squad - Veteran Honours - Cunning

CAMPAIGN TURN ELEVEN

"Clashed with the Imperial Fists again. We were searching for an escaped labour slave, who we had just discovered was far more important. The accursed Fists reached him first and got him to safety. This makes me very uneasy about the whole Palace Grounds position. It cannot be fortified and the fighting there is intense. I will withdraw and let the other factions fight it out.

Amongst them is the Black Legion. I understand they have toppled the statue of Sanguinius to the dismay of all the Emperor's lickspittles. They are obsessed with such pointless gestures. They have waited to raise their banner over an Imperial Palace for so long that nothing will prevent them making another pointless sacrifice to take this one. I have offered to fly in troops to hold the Square while they press on."

CAMPAIGN TURN TWELVE

"My forces held Angel Square for the Black Legion. It will be useful to have them in my debt. The position was assaulted by the Imperial Guard. Two well-placed minefields funnelled their assault and we met them at the top of the staircase. They were destroyed by our superior skills. No mere human can contest a breach with an Iron Warrior."



CAMPAIGN TURN THIRTEEN

"The Imperial Guard are a powerful faction in the city, they are more unified than the others and control much of the south. Taking advantage once more of the starport facilities I have transported an assault group to a deserted region near the Cadian Regimental HQ. The final stage of my plan is at hand. If I am to maintain my control over the city I will need the armouries and munitions there. More importantly I will have cut the heart from the Imperial Guard and broken the only united force in the city."

CAMPAIGN TURN FOURTEEN

"The Cadian HQ was stormed today. My Warriors fought well, this campaign has been good for them. Our attack was precise, swift and without mercy. Before Imperial reserves could arrive we had overrun the objective and were well-placed to wipe out the counter-attack.

A wall of iron has fallen around Vogen. Perturabo be praised. No faction in the city is able to break out and the strongest of them is the Black Legion. I anticipate that they will ensure the battle for the Palace continues until every faction is drained of its strength. All I have to do is strengthen my fortifications and wait."

Pete: Looking back over these entries at the end of the campaign I can see a few places where I have put a brave face on things. Alex Boyd's Orks were a dangerous and persistent enemy that I simply could not beat. Fortunately I managed to achieve my key objectives before they threw a spanner in the works. I must confess that I got a bit overconfident after my initial run of success and did not put the starport to full use. I should have stuck to my enclave and launched raids throughout the city to set up fortified enclaves in useful (ie, high VP) areas away from the centre. This would have boosted my score considerably and kept me out of the scrum around the palace. This was a clear case of getting carried away and not sticking to the plan. If I had been serious about the palace I should have gone for it from the start and my half-hearted moves in that area left me with a lot of wasted time that could have been spent far more productively.

Attempting to be a player in the palace scrap was unnecessary and nearly finished me when the move failed. The real effect of the battles with the Orks was to take matters out of my hands at a crucial time. Fortunately I lucked out and the Tyranid infestation in the palace held firm.

By the end of the campaign several of my squads had gained Veteran Honours, which occasionally proved useful although were never overbalancing. It did encourage me to keep the same squad configurations throughout, though, giving virtually every unit a little bit of history.

So another Imperial City falls to Chaos, and a good time was definitely had by all. Phil and Graham did a great job running the campaign and it was an excellent way to get the most out of the Cityfight system.

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A while back we published the Warhammer Annual, containing all of the Q&As and official amendments for Warhammer. However, since going to print, more Army books have been released and the mailbag has been bringing us new questions, so here's an update.

The following questions and answers are official amendments to the Warhammer rules. They replace any you may have seen before and you should check them again as a couple of answers may have been changed (to protect the innocent!).

MOVEMENT

Q. Can a unit redirect a charge against an enemy unit that it could have originally charged?

A. No. You can only redirect a charge against a unit if you could not have declared a charge against them, but can now do so due to the enemy fleeing.

Warhammer chronicles

Warhammer rules clarifications

MAGIC

Q. Can Irresistible Force ever be dispelled? The rules say no Dispel roll may be attempted, and certain items such as Dispel Scrolls mention Irresistible Force. However, other items like the High Elf Sigil of Asuryan make no mention of it.

A. Unless specifically written in the description of an item or ability, Irresistible Force can never be dispelled. Note that some items, such as Sizzla's Shiny Baubles, may have an effect on Irresistible force, but these are generally not normal dispels.

MAGIC ITEMS

Q. Can magic weapons and armour be combined with mundane weapons and shields and still receive a bonus Armour save in close combat?

A. No, magic weapons and shields do not grant the bonus Armour save in any combination.

Q. How do you work out close combat attacks that do multiple wounds against units with multi-wounds creatures (such as Ogres or Fellbats)?

A. When fighting rank and file troops with more than one wound, use the same procedure you would for normal troops. Roll to hit, roll to wound, make saves. After this, roll for each wounding hit to see how many actual wounds are inflicted by the weapon. The maximum



The Duke looks to Sigmar for protection as both ranks of Dark Elves take aim.

MONSTERS AND HANDLERS

There have been several questions regarding how mixed units of monsters and handlers work (Lizardmen Salamanders and Dark Elf War Hydras, for example) so here are some clarifications:

- These units do not count as skirmishers, though the models are not ranked up.
- When determining what the unit can charge, or for the purposes of flank/rear charges by enemy units, use 90° arcs centred on the monster itself.
- When the unit is in close combat, it forms up following the rules for skirmishers – ie, those in range get into base-to-base contact, those out of range form up behind.
- The models in the unit move at their own movement value as long as they remain within 1" of each other.

Also note any character allowed to join the unit counts as 'riding' the monster for the purposes of any special rules they may have. For example, if a Dark Elf Beastmaster joins a War Hydra unit, then it does get to ignore Monster Reaction tests if all the 'crew' are wiped out.

number of wounds per hit is the number of Wounds the enemy models have. For example, if you have a sword that does D3 wounds and are fighting Fellbats (which have 2 Wounds each), you would count results of 3 as 2 wounds inflicted. Once the total number of wounds have been worked out, add them all up and remove whole models as normal. To continue the previous example, if you rolled 1, 2 and 3 wounds from three hits, this would cause only 5 wounds and so you would remove two Fellbats while one Fellbat has a single wound remaining.

Q. Exactly what magic items can a character take? Do they have to have the option of a mundane version of the item (like shields) in order to take a magical version?

A. A character who may not take normal armour (ie, has no option for normal armour in their army list entry) may not wear magic armour. A Battle Standard Bearer who cannot have a normal shield cannot take a magical shield. Similarly, a Battle Standard Bearer is not allowed to take magical weapons that require two hands. However, note that these last two are specific restrictions for Battle Standard Bearers – a character who does not normally have the option for a great weapon could still take a magic weapon that requires two hands to use, for example. The same goes for ranged magic weapons – you don't necessarily need a mundane missile weapon option to take one. Only Wizards can take Arcane items. Some characters (such as Lizardmen Slann Mage-Priests, or Dwarf Daemon Slayers) may have additional restrictions or allowances.

Q. How does the Dark Elf Ring of Hotek (all Wizards within 6" Miscast on a double), work with the High Elf Arcane Item, the Book of Hoeth (all the mage's spells are cast with irresistible force on doubles)?

A. Any doubles rolled will be cast with Irresistible Force and then the Miscast occurs, as described for normal Irresistible Force in the rules for the Ring of Hotek.

SHOOTING

Q. Can models behind the first rank see large targets and shoot at them?
A. Yes they can.

CHARACTERS

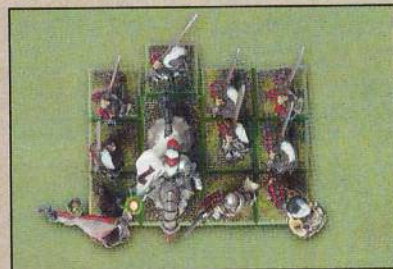
Q. Do Champions count as rank and file in counting the five models for the 'Look Out, Sir!' and/or the 'Shooting at Independent Characters' rules?

A. Apart from the exceptions noted, a Champion is treated as a rank and file model.

CHARACTERS IN UNITS

We've had a few questions concerning whether a character's mount affects which units they can join, and what effect it has on things like ranks and targeting. So, to clarify:

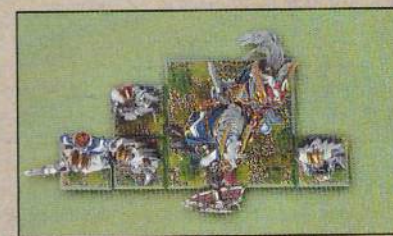
- Unless otherwise forbidden by the rules, a character can always join a unit, regardless of their mount.
- A unit always moves at the speed of its slowest model, so if a character on foot joins a cavalry unit, they would move at the character's Movement rate.
- A character only gains 'Look out, Sir!' if part of a unit of 'similar sized models' (Warhammer, page 100). The same applies to targeting characters within 5" of a unit. This does not change, whether they are actually within the unit or not. So, a character on a horse can still be picked out if they join a unit of infantry, for example. For these purposes, a character on a monster base (40mm or larger) counts as being bigger than normal cavalry.
- A character in a chariot cannot join a unit unless it is a chariot unit, and only a character in a chariot may join with another chariot or chariot unit.
- A character takes up the space of an equivalent number of rank and file models as their base fills. For example, a cavalry model would take up one space in the first rank and one space in the second rank of an infantry unit. These ranks still count as complete if four 'spaces' wide or more, whether that space is filled with a rank and file model or a character. See the diagrams to the right for examples.



The mounted Empire Battle Standard Bearer within this unit of Greatswords gives the unit two complete extra ranks.



Archaon also counts as giving this unit of Knights of Chaos an extra full rank.



However, this unit of Phoenix Guard which has been joined by Tyrion has no rank bonus.

Q. Can Champions be moved into a fighting position in the same way a character can (Page 97 "Moving characters within engaged units")?

A. No, they remain part of the command group at the centre of the front rank.

Q. If a character is in a unit with only one rank, can they refuse a challenge as there are no rear ranks for them to be moved in to?

A. If there is space in the single rank for him to be positioned where he cannot fight, he may refuse the challenge. If the entire rank is engaged, he may not avoid the challenge, just as if he were on his own (basically the enemy character hunts him down like the cowardly dog he is!).

WAR MACHINES

Q. Do destroyed war machines cause Panic tests?

A. Yes.

Q. Can I move over a war machine if there is no crew? Is the war machine considered an obstacle or do we treat it as if it is not there?

A. An abandoned war machine has no effect on movement.

STEAM TANK

Q. What effect does an Earthshaker Cannon have on a Steam Tank?

A. It will move at half normal rate, and must first roll a 4+ before firing each weapon.

Q. Are the Trainee Engineers on a fighting platform vulnerable to poison?

A. Any poisoned missile attacks that hit by rolling a 6 need to be randomised separately. If they are randomised against the crew they would wound them automatically, but if they are randomised against the Steam Tank they still need to roll to damage with their Strength.

In close combat there is no problem, since the enemy can choose to attack either the Steam Tank or the Engineers.

Q. Do Pikemen get +1 Strength when charged by a Steam Tank?

A. Yes, they do.

Q. Does the use of a Steam Tank have to be agreed upon by both players?

A. No.

Q. Would firing from a hill down at the Steam Tank count as an above hit or is this just for attacks that lob their shot?

A. The 'hit from above' rule is limited to war machine attacks like mortars, stone throwers, etc, (ie, those that use the Scatter dice) and spells such as the Comet of Casandora, Forked Lightning etc. It does not apply to normal missile fire, magic missiles, cannons and other machines that do not use the Scatter dice, or any close combat attacks (even by Giants...).

Q. Can a model 'rebound' Wounds onto a Steam Tank (the Black Amulet, for example)?

A. No – see the corrections section below.

Q. What about the Toughness of the tank? Several things use the opponent's Toughness to decide the Strength of the attack (Eg, Rune of Might, Slayers, Sword of Heroes).

A. They don't give any advantage to models fighting the Steam Tank as it has no Toughness value. This applies to any attack which uses a characteristic of the Steam Tank (except Initiative as noted in the rules).

Q. If the Steam Tank is charging and its intended target 'Flees!' can it redirect the charge?

A. Of course, if the new target has been revealed by the first one fleeing (in other words, if the Steam Tank would not have been able to charge it before the flight of the original target).

Q. How does a Helblaster shot work against the Steam Tank? Do you count the total number of hits and roll separately for each one with S5 (or 4) or do you consider one Artillery dice as one hit and the number it rolled as a wound modifier?

A. The first solution is correct. The same applies to other multiple shot weapons like repeater weapons.

WARHAMMER ARMIES – SKAVEN

Q. Are you really allowed to have the same model as your General and your Battle Standard Bearer?

A. No, the usual paragraph preventing this was omitted by mistake.

WARHAMMER ARMIES – HORDES OF CHAOS

Q. What happens if a unit of Tzeentch Screammers 'swoops' on a unit that does automatic hits, like a Night Goblin Fanatic?

A. Both units inflict and take damage. In this example, the Screammers take D6 S5 hits and simultaneously each do a S3 hit on the Fanatic.

BRETONNIANS

Q. Do models with the Knight's Virtue panic from shooting – 'The model is Immune to Panic caused by units that are not Knights.' Is 'knight' here referring only to friendly Knights?

A. Yes. It means that fleeing Commoner units will not cause them to take a Panic test. This also applies to units of Commoners who are destroyed or break from combat.

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

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

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

Any rules queries, etc, will be shredded for Skaven bedding, so send them to the Roolzboyz at Games Workshop Mail Order, and not to Warhammer Chronicles. You can also speak to the Roolzboyz directly using the contacts listed below.

Phone: 0115 91 40000

E-mail: motroll@games-workshop.co.uk

CORRECTIONS

The corrections printed here are designed to replace the relevant section in the Warhammer rulebook and the relevant Armies books. You have permission to photocopy these pages so you can cut out the corrections and paste them directly into your books. This will save you from having to cross-reference between this book and other publications.

WARHAMMER ARMIES – SKAVEN

Page 39 (Stormbanner) – Replace entry with:

STORM BANNER

75 points

One use only

This ancient and tattered banner has the power to wrack the sky with storms, tearing the heavens apart with its fury.

The banner can be activated at the beginning of any player's turn. No flying movement is allowed and all missile fire is at 2 to hit. All war machines and other ranged attacks that do not use BS may only fire if the player first rolls a ++ on a D6 (roll for each model). Magic missiles and other ranged spells are not affected. Roll a D6 at the beginning of each player's subsequent turns – on a roll of 1 or 2, the power of the banner is exhausted and it no longer has any effect for the remainder of the battle.

WARHAMMER ANNUAL 2002

Page 51 (Magic Against the Steam Tank)
Replace second paragraph with:

No spells or magic items which attack or otherwise target the Steam Tank, friend's or enemy's, have any effect against it, except those that cause hits with a known Strength (all magic missiles and a few others such as the Comet of Casandora). These spells are treated as normal shooting, with the ones hitting from above automatically hitting Soft. Spells that deliver a hit with a known Strength and have a secondary effect as well (such as the Pit of Shades) work partially on the Tank. Apply only the hits caused and disregard the secondary effects.

War Crown of Saphery

The War Crown is an ancient symbol of the magical realm of Saphery, seldom seen outside the walls of the White Tower unless in times of peril. It was gifted to Teclis by the former High Loremaster on the eve of the young mage's departure on the quest for his brother, Tyrim.

Any spell which is normally limited to a specific range in inches is now of unlimited range. Spells that only affect the caster, all units within a certain range of the caster or may already be cast anywhere are not altered. Note that this does not mean that he can cast spells at targets that are out of sight if the spell normally requires line of sight.

WARHAMMER ARMIES - HIGH ELVES

Page 73 (War Crown of Saphery) - Replace entry.

Page 15 (Swordmaster) - Replace entry with:

SWORDMASTER 40 points - Characters on foot only!
Trained by the adepts at the tower of Hoeth, the lethal skills of this warrior are justly famed.

The character is equipped with a great weapon and may not take a magic weapon. Instead of striking last in any turn he does not charge, the character will strike in initiative order, as explained on page 68 of the Warhammer rules. The character also has the killing blow special rule.

Page 117 (SHOOTING AND MOVING) - replace entire paragraph with:

SHOOTING AND MOVING

Fast cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot even when marching or reforming. The normal -1 penalty for moving applies.

Page 239 (Selecting characters) - replace paragraph under chart with:

So, in this case, a 1,500 point army could include a maximum of three characters, of which up to all three could be Heroes and none can be a Lord. In a 3,500 points army there can be a maximum of six characters with up to two Lords. The army doesn't have to include the maximum number of characters and doesn't have to include Lords at all.

Page 71 (Results) - replace first two paragraphs with:

RESULTS

For each separate combat you must determine which side has won. Do this once all the units engaged in the combat have fought. Obviously if one side is completely wiped out, the other side as won with no need for a Break test.

Begin by adding up all the wounds caused by each side in the combat. It doesn't matter which particular units suffered the wounds, just add them all up. Don't forget to add the wounds taken by big creatures that haven't been removed as casualties. Do NOT count wounds saved by Armour or Ward saves.

Page 119 (Attacking a machine) - Replace with:

A war machine cannot be attacked in close combat while it still has crew. A war machine that has had its crew wiped out or broken in close combat is assumed to be spiked or otherwise disabled by the attackers, on the condition that they don't pursue or overrun.

If a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests required, no overrun can be made, etc.

WARHAMMER RULEBOOK

Page 118 (SHOOTING AT WAR MACHINES) - replace second paragraph with:

When shooting at a war machine, it is treated exactly as any normal unit with regards to modifiers to hit. A war machine and its crew don't count as skirmishing, and so don't benefit from the -1 to hit penalty. Some war machines may be classed as large targets (this will be noted in the war machine's specific rules).

Page 122 (Grapeshot) - Replace paragraph with:

GRAPESHOT

Instead of firing a normal shot, cannon crew can opt to fire grapeshot instead. Normal targeting rules apply. Grapeshot has a range of 8". If in range, the target suffers a number of hits equal to the roll of an Artillery dice, resolved at Strength 4, with a -2 Armour save modifier. Misfires may occur as described below.

Page 135 (Casting Spells) - replace both paragraphs with:

CASTING SPELLS

In a player's Magic phase, which follows the Movement phase, each of his Wizards can attempt to cast each of his spells only once. Spell casting is determined by rolling dice, and the number of dice available to roll limits the number of spells that can be attempted. Fleeing or dead Wizards, or those wearing any type of armour, cannot attempt to cast spells. Wizards cannot cast spells at units in close combat, unless the spell only affects themselves or otherwise says so in its description.

Page 146 (Steed of Shadows) - replace first paragraph with:

STEED OF SHADOWS Cast on 4+

This spell may be cast upon the Wizard himself or any single friendly independent character model within 12" of him - the spell can only be cast on a model with a Unit Strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example).

GAMES DAY & GOLDEN DEMON 2002

This year on Sunday September 29th the doors of the National Indoor Arena in Birmingham will open once again to herald the largest gathering of Games Workshop hobbyists – Games Day and Golden Demon 2002.

What is Games Day?

Games Day is a time to get together with hobbyists from all over the UK and participate in a wealth of hobby activity and generally celebrate the games, miniatures and achievements of the year. There's so much to do - with more participation games than ever before, massive multiplayer mega battles, hobby workshops, special Studio guests, book signings, 'Eavy Metal, competitions, seminars, Fanatic Design Studio, authors and artists from The Black Library, White Dwarf live, Forge World, sneak previews of up-and-coming armies and miniatures... the list goes on! Not forgetting the opportunity to enter

Golden Demon 2002, the premiere miniatures painting competition, and feast your eyes on some of the best painting in the world. Who knows, your painting skills could earn you the title of Golden Demon Slayer Sword Winner!

Games Day is your opportunity to lift the veils and peek into the hidden corners of the Games Workshop Studio and meet up with the games developers, miniature designers and artists, and see their work. Whether you want to browse their portfolios, clear up a rules niggly, or pick their brains for ideas, the Studio team will be on hand to meet you.

How to get a ticket

Tickets are priced £18 and are available at your local Games Workshop store, from the instore Order Point, online at www.games-workshop.com/storefront, or direct on 0115 91 40000. Don't forget that you can purchase the Special Edition Games Day miniature with your ticket and have it sent to you before the day!

Mega Battles

This year, in addition to the many participation games, we also have three huge battles for you to take part in:

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

The Battle of the Last Alliance

The forces of good muster to combat Sauron's Orc army to decide the fate of Middle-earth. The Last Alliance of Elves and Men battles against the evil of Sauron. Take part in the largest ever recreation of this awesome battle with over 2,000 miniatures and 140 players.

WARHAMMER

The Siege of Praag

The forces of Chaos led by Lord of the End Times, Archagon, amass to lay siege to the ancient northern city of Praag. Mighty battles rage on the wastes outside the city as the armies of the Empire seek to break the ring of Chaos. Meanwhile, the desperate struggle unfolds atop the mighty walls of Praag. Cutthroat skirmishes sweep through the streets as a cultist uprising attacks from within. Decide the fate of this bastion of the Empire!

WARHAMMER 40,000

Invasion Vermillion

The forces of the God Emperor assault a Chaos Temple in this titanic Warhammer 40,000 game. Hundreds of Chaos Marines defend this diabolical structure against the might of the Emperor's finest warriors. Fierce close quarter fighting will erupt across the battlefield. This multi-table battle megagame kick starts this Autumn's Black Crusade in our Games Workshop stores.



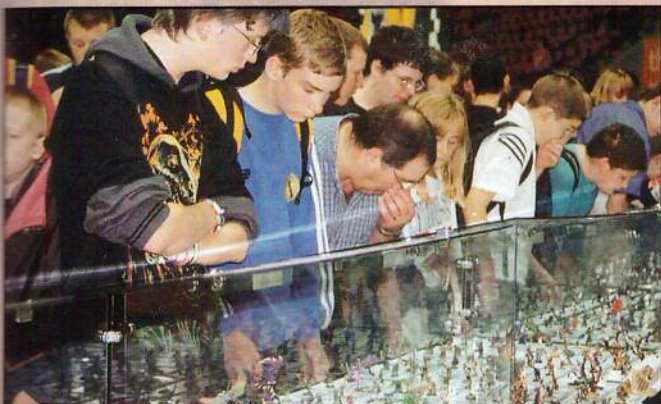
Previous Slayer Sword winner
Chris Blair, receiving his award
from Matt Parkes



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This month's **TACTICA** looks at the armoured forces of the Adeptus Astartes. Pete Haines from the Warhammer 40,000 Games Development team takes us through the tactics that a Space Marine Commander can employ.



Pete: As if consummately skilled, two-metre tall supermen in impervious armour with lethal weaponry wasn't enough to scare the wits out of the Emperor's enemies, the

Adeptus Astartes can also call upon a wide range of powerful war machines to supplement their firepower. Working out what tanks to include in your Space Marine army, and how to use them, isn't always that easy though, so we figured that it was time to look at the options and give a few helpful hints and tips.

All Warhammer 40,000 armies have to fit in with the Force Organisation chart and the Space Marines are no exception. This means you will be limited to three Heavy Support choices. As tanks tend to be Heavy Support this theoretically limits you to only three, but this isn't the complete story. Land Raiders, Razorbacks and Rhinos can all be selected as transport options for your Space Marine squads so it is possible to include a lot of armoured support in even a 1,500 point army.

The most important thing to remember about using tanks in a Space Marine army is that they are there to support the Space Marines themselves. Armies which manage to integrate infantry and tanks together will be more successful than those that don't. Because of this, it will generally be a good idea to consider exactly how you want your Space Marines to fight and allocate points for them and their equipment first before being lured into spending all your points on tanks. At the very least, you will need two Troops choices and a HQ, and in all probability quite a bit more besides.

To illustrate this point let's consider three types of Space Marine army. Firstly, one optimised for assault, say Blood Angels or Black Templars. Secondly, a specialised firepower army such as the Salamanders or Dark Angels. Thirdly, a balanced army able to shoot or fight as the need dictates, such as Space Wolves. Codex Space Marine armies can of course be built to fit any of these categories. Assault armies will obviously include powerful characters in their HQ selections, as well as several squads

TACTICA

SPACE MARINE TANKS

MAKING THE MOST OF SPACE MARINE ARMOUR

armed for close combat, Scouts to outflank the enemy and so forth. Firepower armies may include several Tactical squads to absorb any enemy attack and protect their valuable Devastator squads. Balanced armies will inevitably do a bit of both. Having decided on the approach you plan to take, it is a lot easier to work out exactly what tanks you will need to support your other troops.

It may help if we look at the logic first from the perspective of an assault-orientated army and then from the perspective of a firepower-intensive army.

RAPID ASSAULT

If you plan to assault the enemy you will need Rhinos to transport your squads quickly across the table. Razorbacks will be unable to travel at full speed whilst firing and cannot carry as many men, so Rhinos will normally be the preference. If you still crave some additional firepower (and let's be frank, who doesn't?) then you can reach for vehicle upgrades. A hunter-killer missile and/or a pintle-mounted storm bolter will make your Rhino more formidable. The missile can be fired before you commence your rush towards the enemy and, with two storm bolters, a Rhino can continue to be a serious nuisance long after its passengers have disembarked. While on the subject of vehicle upgrades, assault armies will find that extra armour and smoke launchers are vital if they are to survive long enough to reach the enemy lines. Don't hesitate to use the smoke launchers immediately; they will ensure that any hits are only glancing and so will vastly increase your survival chances. Extra armour gives you an opportunity to personalise your models with spaced or reinforced armour and means that any stunned results are reduced to shaken. I know this doesn't sound too significant but, as experienced players know, the difference between not being able to move or shoot and simply not being able to shoot is enormous when you plan to assault.

Land Raiders are also a good choice for an assault army. Not only do they provide heavy firepower support but can transport Terminator squads into the heart of the

enemy position. There are two main Land Raider variants – the standard pattern Land Raider, which has a pair of awesome twin-linked godhammer lascannons to augment its twin-linked heavy bolters, and the Crusader variant armed with a multi-melta, a twin-linked assault cannon and two batteries of hurricane bolters. Both variants have distinct uses in an assaulting army.

The standard Land Raider can advance at 6" a turn, engaging heavily armoured targets with its Godhammers and potentially drawing a lot of enemy fire away from the rest of the army. Remember that the Land Raider isn't there to win the battle itself, but to help the Space Marines win the battle, so any shots directed at its Armour 14 hull



increase the chances of the Armour 11 Rhinos getting across the battlefield enormously. Using its Machine Spirit (see page 78 of the Chapter Approved Annual 2002) it can engage two enemy tanks each turn so, as well as absorbing the enemy firepower, it can significantly reduce it as well!

The Crusader variant has a greater transport capacity, which is itself very useful, and has immense anti-personnel firepower. Whilst the multi-melta gives it some anti-tank capability it is less useful against enemy tanks but still far from defenceless. Where it excels is as an assault transport, moving 12" and firing its hurricane bolters as it goes, making it very unlikely to be stopped. You do need to be careful about enemy meltaguns at close range but by then you are close enough to press the attack on foot if it is halted anyway. No vehicle upgrades are really required for either Land Raider variant although, if you have the points, smoke launchers will probably be worth the investment, particularly against Eldar armies with Bright or Dark Lances that unsportingly count your Armour value as being 12 rather than 14.

Predators are a major asset to assault armies. You can either equip them with sponsons and sit back providing long range fire support or just use a single turret weapon and advance, firing on the

move. Personally, I would always take the heavy bolter sponsons as, at the very least, you can fight on if you suffer a 'weapon destroyed' result. An advancing Predator has the virtue of being able to block enemy lines of fire to your other advancing troops. Its Armour value of 13 is a much tougher proposition than a Rhino's and it is reasonable to expect it to absorb quite a few shots before it is disabled. You can use this tactic in a number of ways. Driving straight at an enemy unit will cut their lines of fire considerably and leave them with little choice but to fire at the well-protected Predator. Similarly, Space Marines with jump packs can leap forward using the Predator for cover. Either way, the ability to move your own cover forward with you is a major bonus and when that 'cover' halts and lets rip with three heavy weapons, your chances of mounting a successful assault will always seem much rosier.

The choice between the Predator Annihilator and the Predator Destructor is really down to your assessment of likely opponents. Against a tank or power armour heavy opponent, the Annihilator's lascannons will be preferable, whilst against a lightly equipped army, the Destructor's autocannon may be a better choice. The decision on which primary weapon

to use can be supplemented by the choice of sponson weapon however, so a Destructor with sponson lascannons is clearly well-suited for fighting tanks whereas an Annihilator with heavy bolters can always supplement its main guns with additional firepower if the target merits it. In many ways the Predator is the most flexible tank in Warhammer 40,000. It can be configured to be just what is needed against virtually any opponent and will always represent points well spent.

When assaulting don't forget about tank-shock, but don't expect miracles from it either. Driving straight at a unit with good morale and dangerous anti-tank weapons will rarely be a good move, but low morale units with light weapons, such as Grots or Gaunts out of synapse range, can be chased off very easily.

The Whirlwind and Vindicator are tanks with very specialised roles that are not entirely suited to all-out assault Space Marine armies. Neither can move and fire so they cannot easily support the advance. That said, the Whirlwind can weaken an enemy defensive position prior to your assault going in, especially if the enemy are numerous and tightly packed. It is unlikely to draw fire back though, and it is my experience that when attacking it is best to give the enemy a confusing choice of targets as



A Blood Angels Predator Destructor provides covering fire as the assault force rushes towards the Ork lines.

this tends to encourage them to divide their fire and achieve nothing as a consequence. The Vindicator is almost the opposite. You know it will draw fire as no one (and I mean no one) wants to be engaged by the Strength 10 Ordnance template of doom that is the demolisher cannon. Sadly, though, it is short-ranged, and will have to move at least once to bring the enemy within range. This can be done under the cover of smoke launchers or by equipping your Vindicator with a dozer blade and advancing through woods. This will ensure that the enemy will probably have to shoot at it a lot in order to stop it, and the prospect of that gun actually firing will play on their minds. Once in position it will be static, though, which means that its shooting opportunities will be reduced by friends passing ahead of it and engaging the enemy, giving you only one or two shots to get some value from it. If you play on tables with a high terrain density, both of these vehicles will be far more useful to an assault force. In the case of the Whirlwind, the benefit lies in its indirect fire capability which enables you to hit enemy reserves behind cover, waiting to counter-attack.

In the case of the Vindicator, it is because targets on a cramped battlefield are far more likely to be in range when they come into sight.

SUSTAINED FIRE

Space Marines are well-equipped to engage in a duelling firefight and the infamous 'shooty army' can easily be deployed by them. As an overall tactic it has an advantage over the assault army insofar that it doesn't need transport, and can therefore spend even more points on bigger and better guns or more men. Needless to say though, the army is more inhibited by terrain and the need to accommodate mission objectives. For example, trying to conduct a Blitz mission without an assault option is virtually impossible. Also, although you will have more fighting equipment, an assault army will be able to pick the point of attack so you might end up being outnumbered and beaten in one section of the battlefield. Good deployment is essential as is the effective use of reserves. The ability of tanks to move and fire can be used to shift your firepower to where it is most

needed and adds a mobile element to your defence.

Rhinos, however, are not as useful to defensive Space Marine armies as the Razorback. Being armed with twin-linked weaponry it tends to hit what it aims at, and with the options of having a pair of lascannons or a pair of heavy bolters (amongst others) it can be configured for any enemy. The beauty of these tanks on the defensive is that they can be deployed separated from their passengers, whilst staying close enough to rescue them if they look like being over run. They can then stay out of sight behind hills and woods ready to emerge in your turn and pick off key targets. Firepower armies are always operating against the clock – they have to bring their guns to bear and do critical damage before the enemy can fully develop their own game plan. In this role both hunter-killer missiles and pintle-mounted storm bolters are useful upgrades for a Razorback. If lascannon armed then a hunter-killer is the best option; if heavy bolter armed then the pintle-mounted storm bolter is the best option. Dozer blades are also useful as

THE ENEMY'S PERSPECTIVE



Andy Hoare

Andy: My main army is Chaos Marines, specifically the Iron Warriors. I find the best way to deal with enemy Space Marine tanks is to spread my anti-tank capabilities throughout my army, rather than to rely on one unit which is specifically designated as 'tank hunters'.

The first thing I do is to make sure that every squad has some form of anti-tank weaponry. In the case of Chaos Marine squads this often takes the form of an Aspiring Champion with melta bombs,

and probably a squad member carrying a melta gun if I know I'm going to be facing a fair few tanks.

My Chaos Lord is more often than not accompanied by a retinue of Chaos Terminators. These guys never leave home without at least one chainfist in the squad, as well as a combi-melta, carried by different squad members of course, so a single kill can't wipe out the entire retinue's ability to deal with enemy armour.

If I know my opponent has a serious fixation with armour, as is often the case with Imperial Guard players, I will

occasionally invest in a single, dedicated anti-tank squad. Depending on the mission and enemy this will either take the form of a Havoc squad with three lascannons or missile launchers (depending on the points limit and quality of enemy armour) or it will be a Raptor squad tooled up with meltaguns, plasma pistols and with an Aspiring Champion sporting melta bombs. Obviously, both of these squads are expensive so I only take them if they have a good chance of earning their points back, and even then only in larger games.





Although assuming a defensive posture, this Dark Angels force has units in reserve ready for a counter-attack.

they mean that you can deploy behind woods, drive into them without too much fear of being immobilised and fire from there.

In defence, Land Raiders are less useful than when attacking. Their transport capacity is less likely to be utilised and their sheer cost in points will reduce your numbers a lot. Against an advancing enemy, the sheer number of guns is often more important than the armour of the firers as a moving enemy will not have so many units firing back. The Land Raider does make for a very impressive mobile bunker that is hard to kill. I'm sure Land Raider fans will find uses for them, but it will take an experienced hand to get the full benefit.

Predators, however, are even better on the defensive than on the offensive (and they are pretty good there). There is no downside to spending points on sponson weapons as you are far more likely to be stationary. The range of options from a Destructor armed with a turret autocannon and sponson heavy bolters, to an Annihilator armed with twin-linked lascannons in the turret and sponson lascannons, guarantees that every opponent will fear its firepower.

When deploying, hull-down positions should be selected wherever possible. Because movement will reduce the number of weapons fired, you ideally need to site the Predator somewhere where it will have plenty of targets throughout the game. To do this, take a moment to work out the most likely approaches the enemy will use and, if several possibilities exist, take a position

from which the Predator can race to whichever location is seriously attacked. When considering vehicle upgrades, the same logic detailed for the Razorback applies, so dozer blades, hunter-killer missiles and pintle-mounted storm bolters all have their uses.

Vindicators and Whirlwinds are both great defensive weapons. The Whirlwind can deploy safely out of sight and give an attacker a really good reason not to mass together or use a particular piece of dead ground as a staging post. Similarly, the Vindicator is happiest when the enemy come to it. It can be deployed like the Predator, although a tactic I have seen employed to great effect is to position it so that terrain blocks the enemy's line of sight from their deployment zone but leaves the Vindicator covering their main line of advance. It takes a bold player to advance into the sights of a Vindicator.

BALANCING IT UP

Finally there is the balanced approach. As will be evident from my previous musings on tactics in Warhammer 40,000, I am a keen advocate of balanced army selections. They allow you to use the same composition against all manner of opponents, which in turn builds up your experience at handling the army that much quicker. Just as significantly, it is harder for an opponent to catch you out. I have seen Tyranid players get very nervous when facing a World Eater army that runs straight at them, and Imperial Guard armies panic when they find themselves out-shot by a Space Marine army. If your

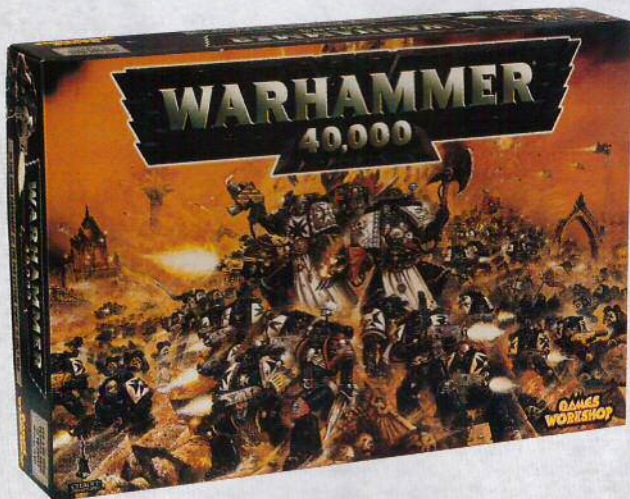
army does one thing and an opponent does it better than what do you do? With a balanced army there is normally a plan B that you can resort to. Balanced Space Marine armies will inevitably use a mixture of the tactics described previously for their tanks. A squad in a Razorback can still be used to assault effectively if the Razorback is equipped with smoke launchers and extra armour. A Predator with sponson lascannons can still roar forward on the attack firing its turret weapon – the sponsons may not be firing but the loss of firepower should be made up for by the fact that you are advancing where the opponent is most vulnerable.

The main thing to bear in mind is that the tanks and Space Marines are a team – simply fielding lots of tanks is no guarantee of success. A single shot can take out a tank whereas a full size Devastator squad needs to suffer ten casualties before it stops fighting! However, if the mission calls for you to get somewhere on the table then the Devastators' heavy weapons are useless whereas a tank's aren't. It's all down to making sure that you have the correct unit for the job that needs doing.

Tactical finesse aside, there is something pleasing about fielding tanks. Always remember that, despite the occasional sneering look, it's perfectly OK to make engine noises as you move them and slowly rotating the turret to point at your target can be quite cathartic. If you find yourself doing either, don't be ashamed, it just means that you are a bit of a treadhead, and fortunately that's still legal!

WARHAMMER 40,000

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



Warhammer 40,000 Boxed game (includes Rulebook)

£50

Warhammer 40,000 Rulebook

£25

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

The boxed game comes with an extensive rulebook (including painting, modelling and background information), and enough models to field the backbone of two different armies – the heroic Space Marines and the sinister Dark Eldar. It also contains plastic terrain, featuring gothic ruins and jungle trees, as well as plastic weapons templates.



Codex Space Marines

£8

Created by the Emperor himself in the dark and distant past, Space Marines are Humanity's finest warriors. Formed into Chapters and deployed in the most hostile battlefields of the galaxy, these elite troops can fulfil any mission and destroy any enemy.

Containing all the rules you need to field a Space Marine army, this book is an indispensable guide for any Space Marine commander.



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.

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

Models shown at 60% actual size

SPACE MARINES



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. This boxed set contains five plastic Space Marines, a lascannon, missile launcher, heavy bolter, plasma cannon, and a Sergeant. 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 in on the enemy, and there are few adversaries who can withstand them once they initiate vicious close combat. This boxed set contains five plastic Space Marines with jump packs.



Space Marine Predator

£20 boxed set

The Predator is a versatile light tank, with the capacity for several different weapon configurations. This adaptability makes the Predator useful against a variety of foes. This boxed set contains one Space Marine Predator.



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 Land Raider

£30 boxed set

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



Space Marine Dreadnought

£20

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

Warmaster is one of the seven games in our specialist games range. It is a game of battles on a massive scale, set in the Warhammer world, where generals command legions of troops and monsters of huge size. Steve Hambrook introduces the newest army in Warmaster, the cruel and malevolent Dark Elves.

These are trial rules. For those of you unfortunate enough not to have previous issues of Warmaster Magazine, that doesn't mean we've just made it all up on the spur of the moment, but it does mean we haven't yet played and tested the rules to the extent that we'd like. Rules will remain 'trial' rules until the Warmaster design team is happy with them. If you're going to use trial rules in your games, agree to do so beforehand with your opponent – but please DO use them! If you have comments about them, please pass them on to Fanatic. This will help us build up a picture of how the rules work, in as broad a context as possible. You can submit battle reports using the rules to the Dispatches section of Warmaster Magazine, or send in your comments to the 'Council of War' section which deals with trial rules and any changes you feel should be addressed. You can email your feedback to us at fanatic@games-workshop.co.uk

DARK ELF ARMY LIST

A 'Trial Rules' Army List

THE DARK HOST

Over five thousand years ago, a great civil war erupted in the Elven realm of Ulthuan and after centuries of slaughter, the Druchii, or Dark Elves as they became known, were eventually driven north to the cold, harsh land of Naggaroth. Over millennia the Dark Elves have been twisted and corrupted until they have become complete opposites of the noble and altruistic High Elves. They are a cruel and wicked race, revelling in the pain and despair of others, completely untrustworthy and capable of the most wanton acts of depravity and murder. Dark Elves retain most of their hatred and anger towards their kin the High Elves, whom they see as traitors to their leader, the Witch King, and blasphemers to their deity Khaine, God of Murder.

Like all Elves, Dark Elves are lithe and sinuous, their muscles strong, and their reactions every bit as quick as their agile

minds. Despite their deathly pallor and cruel faces they are savagely beautiful and highly intelligent. In spite of this intelligence, Dark Elves are given to all sorts of self-destructive, impetuous impulses such as blood lust and vengeance. Whereas a High Elf General is cool, noble and analytical in his approach to war, Dark Elf Generals are blood crazed, sadistic fiends who care very little about senselessly sacrificing their troops.

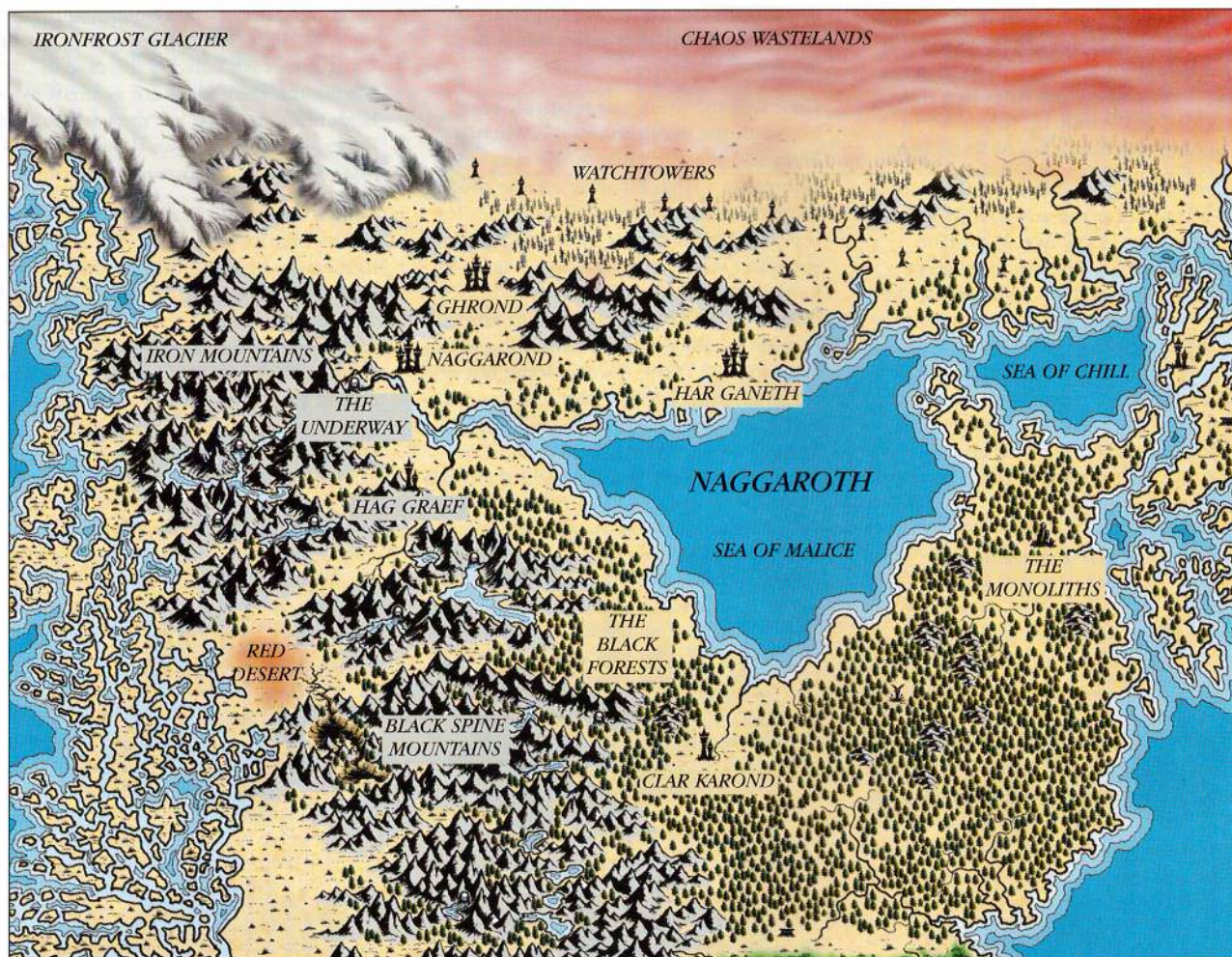
As suits their nature, the Dark Elves almost invariably wear dark and sinister attire. Their helmets and other wargear are exquisitely well-made and highly decorated with patterns of black, gold and silver.

In battle, Dark Elves prefer to use guile and cunning rather than brute force, for they are piratical raiders and slavers greatly feared by other races. They specialise in lightning raids on coastal regions



NAGGAROTH – REALM OF THE DARK ELVES

Far across the Great Ocean, to the west of the Old World, lies the vast continent of Naggaroth. It is a harsh and rugged wilderness above which dark clouds gather to unleash terrible storms upon the land. Beneath the massive mountain ranges lie a huge network of underground caverns through which the Dark Elves sail their dreaded Black Arks to launch surprise raids on the distant kingdoms of the Old World, and further afield to Nippon and Cathay. But the principle target for Dark Elf invasion is the magical isle of Ulthuan, majestic homeland of all Elven kind, from which this dark kindred was exiled many millennia ago.



MAGIC

DOOMBOLT

5+Range: 30cm

A bolt of pure darkness is unleashed upon the foes of the Dark Elves.

Draw an imaginary line 30cm long, extending from the Wizard's stand in any direction you like. Each unit under the line takes three shooting attacks worked out in the normal way. Note that this spell can affect several units and will affect all units in its path, even your own! Unengaged units can be driven back. Engaged units are not driven back but carry over hits that are scored into combat.

BEAST MASTER

6+Range: 30cm

A dark wind falls upon the enemy and all beasts quiver under its foulness.

Each enemy cavalry/chariot/monster unit within 30cm of the Wizard is immediately confused (while they struggle to control their beasts).

Confusion ends normally at the end of the target's next Command phase (don't forget the -1 combat modifier for confusion).

DOMINION

4+Range: 30cm

Upon uttering the name of Khaine, an unnatural and unbearable agony suffuses the bodies of the Dark Elves' foes.

This spell can be cast on any unit within range regardless of whether the Wizard can see them or not. The enemy cannot charge or move whilst the *Dominion* persists, and if engaged in combat,

cannot pursue or advance. This spell lasts until the opposing player's turn. Only one *Dominion* can be successfully cast on a unit at any one time.

SOUL STEALER

5+Range: Touching

Invoking the fell Daemons of the abyss, the Wizard tears the very souls from his opponents.

This can only be cast if the Wizard has joined a unit in combat.

The spell automatically makes three attacks on one enemy unit touching the unit the Wizard has joined. These are worked out in the usual way, except that armour has no effect. Any hits scored are carried over into the first round of combat and count as having been struck in combat.

DESIGNER'S NOTES

At first glance working out an army list for the Dark Elves seemed an easy undertaking, after all aren't they just High Elves dressed in black? Mm... therein lay the biggest problem. In Warhammer, the two races are distinguished by slight differences, not fundamental ones. Most of the troop selection is very similar and only really in peripheral aspects does the true identity for each kindred arise – such as magic, magic items and special rules like Hatred. Of course, this is difficult to convey in the tight game mechanics of Warhammer.

First, we had to decide on the units that were required for the army. Obviously Spearmen, Crossbowmen, Cold One Knights and Dark Riders immediately sprang to mind as the solid basis for the army. These troops would correspond with their High Elf counterparts. Then the more exotic units like Witch Elves, Harpies and War Hydras were included to add a bit of spice and help differentiate the army from their High Elf cousins. Originally, we included chariots but the

decision was made to remove them, not because they don't fit with the background, but more because we didn't want to unbalance the army. We had to be careful not to create a better version of the High Elf army with similar units but more choice. We've had several suggestions for additional units – Corsairs, slave units, Black Guard of Naggaroth, etc. These will hopefully be included later as alternative miniatures for Spearmen.

Choosing the units was relatively easy but, with the exception of the Witch Elves and the War Hydras, this was essentially a High Elf army – same profile, same characters. We toyed with rules for repeating crossbows – 15cm range, two shots per stand. This just didn't seem to work and made the army far too defensive, which doesn't befit an army of raiders. Finally, we settled on firing twice at a range of 15cm, once at 30cm but no +1 to hit and only one shot per stand & shoot. We also playtested Cold One Knights with four Attacks, like the Cold One Riders from the Lizardmen army but

again this didn't quite work. Cold One Knights aren't renowned for being that much more powerful than knights of other races, and when compared to Lizardmen Cold One Riders it is accepted that it is the Saurus on the Cold One that confers the 4th Attack. The hardest decision was the General's Leadership. For a long time we agreed that it should, without a shadow of a doubt, be the same as High Elves – but what works in Warhammer isn't always the case in Warhammer. Dark Elves are as smart as High Elves, yes, but are they as cool and logical in battle? No, we didn't think so – just read the Warhammer background.

So, we decided to keep things simple – always the best way – give the General a Leadership of 9 and rely on a different spell list (thanks there to Stephan Hess!) and the new unit types to give this new army a very different flavour to the existing High Elf list. Finally, a monstrous mount for the characters was included and wanting to steer well clear of Dragons, we chose a Manticore, very Dark Elven indeed!

Models designed by Steve Buddle

DARK ELF UNITS



Characters



Cold One Knights



Spearmen



Dark Riders



Crossbowmen



Witch Elves



Bolt Throwers

Pre-production greens sculpted by Bob Naismith.

(Please note these models are not shown to scale)



War Hydra



Manticore

DARK ELF ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Spearmen	Infantry	3	3	5+	-	3	60	2/-	-
Crossbowmen	Infantry	3/1	3	6+	-	3	75	1/-	*1
Witch Elves	Infantry	5	3	0	-	3	70	-/2	*2
Dark Riders	Cavalry	3/1	3	6+	-	3	100	-/3	*1
Cold One Knights	Cavalry	3	3	4+	-	3	110	-/4	-
Harpies	Monster	2	3	6+	-	3	65	-/1	*3
War Hydra	Monster	6/2	4	4+	-	1	135	-/1	*4
Bolt Thrower	Artillery	1/3	2	0	-	2	60	-/1	*5
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Sorceress	Wizard	+0	-	-	8	1	80	-/1	-
Manticore	Monstrous Mount	+2	-	-	-	-	+80	-/1	*6
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	-

SPECIAL RULES

1. Crossbowmen & Dark Riders.

Dark Elves exclusively use the ingenious Repeater Crossbow, known as *Uraitthen* or Deathrain, a weapon that is far more technically advanced than other races can hope to achieve. This weapon reloads itself from a box-shaped magazine fixed to the top, above the string, using a sophisticated spring mechanism to lay down a withering rain of fire. Although the Dark Elves are as renowned as their High Elf kindred for their martial prowess, the repeater crossbow is less accurate than a bow and is generally fired from the hip.

Dark Elf units armed with this weapon may fire once at a range of 30cm or twice at a range of 15cm. Because it is a complicated weapon and takes a while to reload, units armed with it may only fire once when they stand and shoot.

2. Witch Elves. These are the cruellest, most bloodthirsty of all Dark Elves. These she-elves are known as the brides of Khaine, the Elven God of Murder, and their ferocity in combat is second to none. A unit of Witch Elves always uses its Initiative to charge an enemy if possible and can't be given orders instead. They'll never use their Initiative to evade, can't be driven back by shooting and do not roll for drive backs. If victorious in combat, they must pursue or advance where possible. Witch Elves are unaffected by enemies that cause *Terror* in combat, so they do not suffer the usual -1 Attack modifier.

3. Harpies. These are identical to Chaos Harpies (page 134 of the Warmaster rulebook).

4. The War Hydra. This is a titanic, multi-headed monster, a creature from the dark caverns beneath the Black Spine Mountains of Naggaroth. These beasts are so ferocious they cannot be

brigaded with any other units except other War Hydras. They are so huge that they cause *Terror*. The War Hydra may breathe fire with a range of 20cm and two attacks, worked out in the normal way.

5. Reaper Bolt Thrower. The Dark Elves share the same advanced technology as their High Elf cousins. This weapon follows the same rules as the High Elf Reaper on page 69 of the Warmaster rulebook (as with repeater crossbows, the Reaper bolt thrower does not benefit from the High Elf +1 to hit).

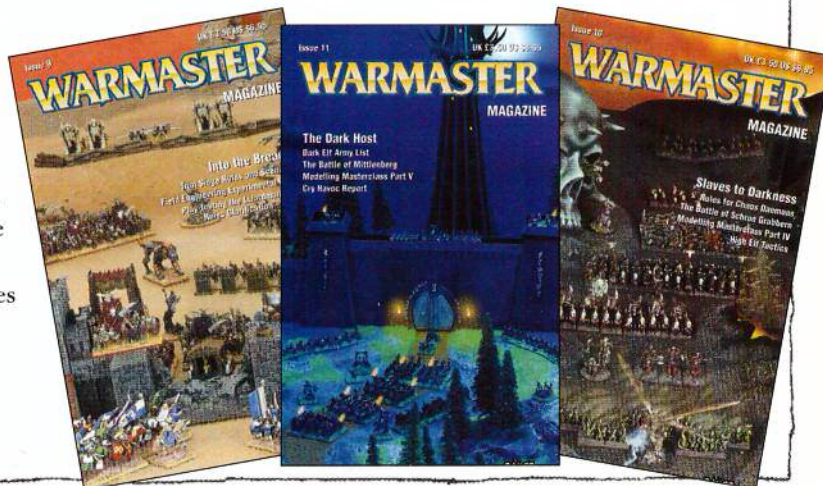
6. Manticore. Generals, Heroes and Wizards may ride a Manticore. With the body of a lion, wings of a monstrous bat and a whip-like tail, this creature is horror itself. The Manticore can *fly*, increasing the rider's movement to 100cm. An extra +2 Attacks are added to those of the rider. A Manticore causes *Terror*.

Warmaster Magazine is a bi-monthly publication dedicated to supporting the game of Warmaster. Each issue contains a mixture of new rules, trial rules, new army lists, scenarios, battle reports, tactics and modelling articles that allow Warmaster players to expand and further enjoy their games. Warmaster Magazine also provides a forum for veteran players to give their input on trial rules and take a hand in the development of the game.

Warmaster Magazine is available through Games Workshop stores and Games Workshop Mail Order.

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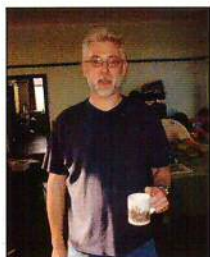
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Wayne Rozier from the Farnborough Wargames Society recently contacted us here at Games Workshop HQ and asked for some support and advice on running his own Warmaster Tournament. Once the event had finished we thought we'd get back in touch with Wayne to see how the day went.



WARMUSTER!



Wayne Rozier,
The Organiser

Wayne: Towards the end of 2001, after what I can only put down to a mad rush of blood to the head, for some strange reason I thought it would be fun to set up a Warmaster Tournament. I'd travelled to a couple of events around the country and so thought it was high time I organised something myself. I am very well served in my area with games clubs and am a member of the well established Farnborough Wargames Society. They can easily provide tables and terrain for as many as 30 players. Allowing for plenty of time to prepare and get an advert into the Warmaster Mag, all I had to do was set the date, book the hall, and advertise the event – right? Wrong! After an application to Games Workshop to make it a sanctioned event, flyers in Games Workshop stores and local games shops, adverts in the Fanatic magazine and on websites, plus some direct e-mails, I'd generated about 38 enquiries and 24 entrants. It was an awful lot of up front legwork but it paid dividends in the number of respondents.

Now the intriguing bit: this was to be no ordinary tournament, nothing so simple as a straight 1,500pt three round bash. I have a dislike for the 'perfect' list style of play – I have a strong belief that a good general can win with whatever troops are at hand. So I set

about devising a computer program that would generate random army lists. I wanted to make a system to sort the true Bosses from the snivelling Snotlings. The random lists were generated in accordance to the probabilities of getting certain troops, as derived from the official army selectors. Add in random magic items, the chance of battle honours, random characters and mounts and some of the lists could become a bit wild. The only thing players could be certain of was the race of their army and that each army would have a general and at least a half of the minimum troops required for 1000pts. To balance things out I decided to give each player 4 lists and state that they must play all their lists but can do so in any order.

That was the plan, next came the age old challenge of how to enact it. My local club tried out the system over a couple of meetings and a variation of it was used with great success at the European Grand Tournament in Holland. One hundred and twenty printed and checked army lists later I was ready. The 21st April arrived and with the willing assistance of the local lads the hall was set up. The players began to arrive and now the fun began. A few rules clarifications and Game 1 started bang on 10am. It was now time for me to relax until the results came in for the next draw. I thoroughly recommend all organisers do just that – you need to prepare your mind and conserve energy for the next round.

Warmaster players are on the whole a reasonable lot. There were few rules debates or arguments, only one or two clarifications and everybody got into the spirit of the event. I even spotted one general playing his armies in random order and changing nothing on his lists. The day ran incredibly smoothly and fun was had by all.

Will I do another event? Yes. Seeing so many new players, as well as some familiar faces, all expressing satisfaction with the event can only encourage a chap to steel himself to do it all again. Will it be Random Army? Maybe, maybe not. Whatever, it will have something peculiar to give it a twist – scenarios, events, weather-effects, scouting rules, perhaps even a handicap system.

If you are interested in Wayne's Random Army Generator it can be found on the gw-warmaster yahoo group at <http://groups.yahoo.com/group/gw-warmaster>. You must be a member of the group to be able to download the file.



The gw-warmaster group homepage.



The battle for first place is hotly contested as the players face off in the final round.



The earth shakes as Giants clash in an abandoned village.

Congratulations must go to Erwin Jackson on taking the Overall Winner award from Christian Burnett – the Best General. Erwin's Painting skills closed a 15pt gap between these two players. An 'honourable mention' must go to Lex Van Rooy for making the trip from Holland and Jason McClatchie for turning up and using a borrowed Orc and Goblin army after his and his brother's were tragically stolen prior to the event.

Christian Burnett: Warmuster! was the first formal outing of my new Lizardman army, into a world riddled with randomness. You couldn't prepare for what Wayne had in store for us. On arrival, Wayne was organised, all the lists were ready and after a quick session to ensure that everyone knew the tournament rules, we were off. My four lists were quite interesting – one list had two Stegadons, another had no less than five characters.

My first opponent played a well-balanced High Elf army very well. Some good orders and a little luck sealed the victory. Next was an interesting battle with Orcs and Goblins where I nearly lost a Stegadon to a single Goblin unit (a lesson to us all – never underestimate Goblins – they may be small but somehow they have a tendency to survive). Wayne ran a great event – he expects to make this an annual or maybe bi-annual event! There were a few learning points but these were totally outweighed by the great fun that he had prepared.

Erwin Jackson: As soon as I heard Wayne was organising a tournament I thought, "Hmmm, this should be fun!". Next I heard his idea for random lists and got even more excited, even if the thought of fielding two High Elven Dragon Riders filled me with horror. After a few practice games – including a totally random four-way game – at the Tanelorn Wargames Club in North London, my High Elves were ready.

I ended up with two balanced lists and only one with a Dragon Rider. This made me happy even if I didn't get a single bolt thrower! I played against Dwarves, Undead, Lizardmen and Chaos on the day. All were fun even if I did feel sorry for my Chaos opponent who managed to bounce off the flank of my Dragon Rider with a unit of Chaos Knights! Wayne, coffee in hand, strolled around like some great Chaos God making sure everything went well and answering the odd rules enquiry. I am looking forward to Wayne's next adventure (what Tzeentch will inspire him to do next is anyone's guess). I think the best bit of the whole day was seeing so many new and old hands at Warmaster giving it a go and getting in to the fun spirit of it all.

Warmuster! was the first ever Warmaster Gaming Club Tournament. If you would like to run a tournament, why not have a look at the Gaming Club Tournament information on our web site?

You can find it at:
www.games-workshop.com/Community/gct.htm

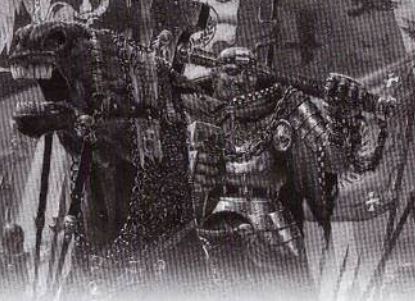


A Daemon Prince overlooks the battlefield.



Chaos Warriors receive an Orc charge.

YOUR CLUB IN WHITE DWARF!



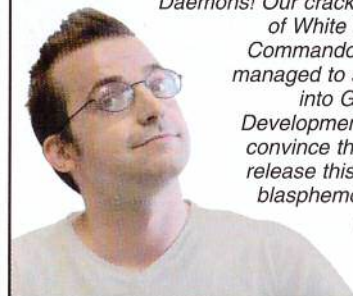
Is your club doing something that you think could make a great feature for these pages? Send us your ideas NOW!

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The Warhammer 40,000 Overfiend and his downtrodden minions have recently been conducting dark and dangerous research concerning the nature of Daemons! Our crack team of White Dwarf Commandos has managed to sneak into Games Development and convince them to release this most blasphemous of texts.



CHAPTER APPROVED

BY ANDY CHAMBERS, PETE HAINES & ANDY HOARE

Greetings citizens and welcome to another Chapter Approved. This month we have a special preview of the rules for Daemons from the forthcoming Codex Chaos Space Marines, and also the Tau Vehicle Design Rules.

WARHAMMER 40,000 DAEMON RULES PREVIEW

The End Times are Nigh and as a foretaste of the horror to come, Pete Haines and Andy Hoare present the revised rules for Daemons in Warhammer 40,000, as they will appear in the forthcoming Codex Chaos Space Marines.

Some minor changes have been made to make the rules usable with the current Codex, but don't worry too much, these rules will only become official with the release of the

Codex proper. The idea is just to give a few clues as to which way the Winds of Chaos will blow.

THE NATURE OF DAEMONS

Daemons are not true flesh and blood; they are formed from the substance of Chaos itself. Whilst this grants them considerable power, it also means that they struggle to maintain their presence in the real universe. They need to be summoned from the Warp in order to take part in battles and, unless they are

conjured onto a world where there is an adequate degree of belief in the Chaos gods, their physical forms will eventually become unstable and will disintegrate, returning the Daemon to the Warp.

CHAOS ICONS

Chaos Space Marines march to battle under the Icons of their Gods. Summoned Daemons may only break into the real universe in proximity to a unit carrying an Icon. Any unit including a model that bears a Mark of Chaos



Matt Hutson's Word Bearers summon Khornate Daemons to assault Tom Hibberd's Crimson Fists.

may have a basic Icon at no additional points cost. Any Lord's retinue or unit of Veterans or Terminators can select a special Icon from the Armoury list at the points cost indicated.

Any Chaos Space Marine model in the unit may carry its Icon, which should be shown on the model. If not carried by the unit Champion, treat unit Icon bearers as heavy weapon troopers for casualty removal purposes.

DAEMON SUMMONING

Apart from Daemon Princes, Possessed Chaos Space Marines and Nurglings, all Daemons must be summoned onto the battlefield. The Daemon units will start in reserve irrespective of whether the Reserves special rule is used in the mission being played.

Starting with the second game turn roll a D6 for each Daemonic unit at the start of the Chaos turn. If you roll equal to or greater than the number shown the unit becomes available.

Turn	2	3	4+
D6	4+	3+	2+

When a Daemon unit becomes available, place the large Ordnance blast marker in contact with a model carrying a Chaos Icon. Roll the Scatter dice; do not move the template if a 'HIT'

is rolled, otherwise move it 2D6" in the direction of the arrow. The Daemons are then deployed on the area covered by the marker. Daemons will only manifest next to an Icon of Chaos Undivided or an Icon belonging to a squad containing a model with the same Mark as the Daemons themselves. Thus a unit of Bloodletters of Khorne could only appear next to an Icon-bearing unit with a model bearing the Mark of Chaos Undivided or the Mark of Khorne. Once they have arrived, the Daemons can move and assault as normal. When placing Daemons on the Ordnance template, models which cannot be placed on the table or more than 1" from an enemy model are destroyed.

DAEMONIC INSTABILITY

Daemons are summoned from the Warp and in extremis will return there. In any circumstance where a Daemon unit (not including Greater Daemons, Daemon Princes or Possessed Chaos Marines) should take a Morale check they instead take an Instability test. This is performed exactly like a Morale check, however, if it is failed the Daemons do not flee but instead suffer one wound (with no saving throw possible) for each point they failed the Instability test by. For example, a unit of Plaguebearers (Ld 8)

loses a round of close combat and is outnumbered (-1 Ld modifier). They roll a 9 and take two wounds.

GREATER DAEMONS AND POSSESSION

An alternative means of entering the real universe requires that the Daemon takes possession of a living body.

The preparation required to summon a Greater Daemon is considerable, so if it is to be effective the ritual must be performed before battle. A single Aspiring Champion model in the army will be acting as the vessel for the Daemon (known as the Daemonvessel or sometimes Daemonhost). The exact model should be noted down before the game – there is no requirement to identify it to your opponent. A Greater Daemon may only possess a model bearing the Mark of Chaos Undivided or the Mark of its own patron god. A Bloodthirster could only possess a model with the Mark of Chaos Undivided or the Mark of Khorne, for example.

Until the Daemon manifests, the host will fight with the Strength characteristic of the Greater Daemon itself (note that whatever wargear the model may have, its effective Strength can never go above 10).

At the start of each turn after the first that the Daemon's Host is on the battlefield, the owning player chooses either to resist the possession or invite it. Roll a D6; if the choice was to resist then the Daemon only takes possession of the vessel on a roll of 6. If the choice was to invite possession then the Daemon possesses the vessel on a roll of 4 or more. When this occurs replace the vessel model with the Greater Daemon model. If possession occurs while the vessel is inside a transport vehicle or bunker it is assumed the host staggers out screaming before the nightmarish transformation occurs. The Aspiring Champion it has replaced is treated as a casualty.

If the enemy kills the host before possession occurs, the Daemon will automatically take possession of the vessel's body at the end of the player turn in which its host is killed. Place the Daemon model on the position occupied by the late vessel, in contact with the same enemy models (if any).

The possessed flesh of a dead Chaos Space Marine will not sustain a Greater Daemon forever, so at the end of each Chaos turn that the Greater Daemon has started on the battlefield after possessing a dead host, roll a special Instability test for the Daemon using 3D6 added together. If the sum of the three dice is greater than the Daemon's unmodified Leadership it suffers the difference in wounds with no save possible. A Daemon that is lost this way is considered to be dead for victory point purposes.





Eldar Guardians face the awesome power of a Great Unclean One.

DAEMONIC ABILITIES

Daemonic Aura: The model has a 5+ Invulnerable saving throw, which it may use when its armour save is disregarded.

Daemonic Fire: The model may project powerful warp flame from its hands, eyes or mouth. The attack is used in the Shooting phase instead of firing a weapon, using the following profile:

Range 12" Str 4 AP 6 Assault 2

Daemonic Flight: The model is able to fly on mighty daemonic wings. It moves as if it has a Jump Pack (see main rulebook, page 92).

The model does not have to fly and may always choose to move as infantry in any Movement or Assault phase. Because of the bulk of its wings a model with daemonic flight may not be transported aboard a vehicle.

Daemonic Talons: The model has unnaturally sharp talons and horns. It may use no other weapons but will always count as having an additional close combat weapon. Any rolls to hit of 6 will inflict an automatic wound with no armour save possible.

If a creature with Daemonic Talons rolls a 6 for its Armour Penetration dice roll against a vehicle, it rolls another D6 and

adds the result to the total Armour Penetration score.

Daemon Venom: The model has been gifted with a mutation that makes its attacks venomous. The model may have no other weapons but counts as having a pair of close combat weapons representing raking claws and fangs. When rolling to wound, the model will never require more than 4+ irrespective of relative Strength and Toughness.

Daemonic Visage: The model is terrifying to look upon and fills his enemies with preternatural dread. If a unit has to take a Morale check after losing a close combat and the enemy includes models with Daemonic Visage the morale test is at -1 Leadership. If all of a unit's opponents have the ability, or one of them is a Greater Daemon then the test is at -2 Leadership instead.

VETERAN SKILLS

Furious Charge: During an Assault phase in which the unit charges, all models will be at +1 Initiative and +1 Strength.

CHAOS GIFTS

Nurgling Infestation: Champions of Nurgle are frequently accompanied by swarms of Nurglings eager to feed off the flakes of dead and diseased flesh they trail behind them. If their host is in

close combat, the Nurglings will attack fiercely providing their host with an extra D6 Strength 3 attacks at Initiative 3 against enemies in base contact. The Nurglings should be modelled on the host's base and person.

Nurgle's Rot: At the end of the Chaos Shooting phase, any model that is within 6" of at least one model with Nurgle's Rot may be affected by the miasma of disease and pestilence exuding from them. Roll a D6 for each affected model, and on a roll of a 6 it takes a wound. Armour and Invulnerable saves may be taken, but not cover saves. Models with the Mark of Nurgle and all Daemons of Nurgle are immune.

Warp Scream: Peculiar to the followers of Slaanesh, they can emit a piercing scream which blurs the barriers between real space and the warp. This has a disorientating effect on their enemies whose Initiative is reduced by 1 (to a minimum of 1) in any turn in which they are attempting to attack a model with this ability in close combat.

Khornate Daemon: Khornate Daemons live for combat and must spill blood at every opportunity – Khorne Daemons must charge if there is a target within reach and must Sweep Advance if they have the option.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Bloodthirster	205	9	0	8	6	4	4	5	10	3+/4+
Great Unclean One	150	5	3	7	6	6	2	3	10	-/4+
Lord of Change	160	8	4	6	6	4	6	3	10	-/4+
Keeper of Secrets	160	7	3	7	6	4	4	5	10	-/4+

Number/squad: 1

Weapons: Although they may carry weapons, the effectiveness of Greater Daemons is exactly as shown on the profile above.

Options: Greater Daemons may not select from the Chaos Armoury.

Character: Each Greater Daemon is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook except those relating to being shot at. Because of their sheer size it is always possible to fire at a Greater Daemon even if it has joined a unit or is within 6" of another viable target.

Transport: A Greater Daemon may not ride in a transport vehicle.

SPECIAL RULES

Possession: A Greater Daemon must possess another model to enter the battlefield. See the Daemon special rules for more details.

Fearsome: Greater Daemons have the Daemonic Visage Daemonic ability.

Fearless: Greater Daemons never take Morale checks, never fall back and cannot be pinned.

Khornate Daemon: A Bloodthirster is a Khornate Daemon and subject to the Khornate Daemon chaos gift.

Monstrous Creature: Greater Daemons are huge and powerful opponents. They roll 2D6 for Armour Penetration and ignore their opponent's armour saves in close combat.

Invulnerable: Greater Daemons are unnatural creatures, made from the very stuff of Chaos itself and are therefore very difficult to destroy. They may therefore make a 4+ Invulnerable save against all wounds they take, even those that would normally permit no save.

Bloodthirsters are martial daemons clad in the brass armour of Khorne. They, of all the Greater Daemons, receive a 3+ armour save as well as a 4+ Invulnerable save and may choose which to use against any attack.

Daemonic Gifts: A Keeper of Secrets has the Warp Scream ability. A Great Unclean One has the Nurgling Infestation and Nurgle's Rot abilities. The Bloodthirster and the Lord of Change have wings. This allows them to move as if they had the Daemonic Flight ability. Because of their strength and power, a winged Greater Daemon does not have to take Difficult Terrain tests if it lands in difficult terrain.

Sorcerers: All Greater Daemons, except the Bloodthirster, have psychic powers. Each may select any one psychic power at no cost. They may have additional Minor Psychic Abilities at the normal points cost.

- A Lord of Change may select a power available to sorcerers with the Mark of Tzeentch
- A Great Unclean One may select a power available to sorcerers with the Mark of Nurgle
- A Keeper of Secrets may select a power available to sorcerers with the Mark of Slaanesh

A Lord of Change does not have to pass a Leadership test to use a psychic power.

Living Icons: Greater Daemons are all aligned to one of the Chaos Gods; Bloodthirsters serve Khorne, Great Unclean Ones serve Nurgle, Keepers of Secrets serve Slaanesh and Lords of Change serve Tzeentch. Such is the power of Greater Daemons that each counts as an Icon of the deity they serve so lesser Daemons can be summoned adjacent to them.

0-1 GREATER DAEMON

LORD OF CHANGE

To face a Lord of Change in battle is to stand against a master of fate itself. It unravels and deciphers what will come to pass, and uses the knowledge to confound its enemy's plans. The ultimate master of the medium of the Warp, the Lord of Change is second only to Tzeentch itself in mystic power. Its appearance reflects its capricious nature; the Lord of Change is a bizarre creature of multihued skin, massive feathered pinions and a bird-like face with eyes that shine with the ruinous light of the very depths of the Warp.

KEEPER OF SECRETS

To look upon a Keeper of Secrets is to surrender every last shred of self-will. It knows the most secret desires of every mortal being, and will use this horrific knowledge to gain power over its foes, seducing them with promises none can resist. But the Keeper of Secrets is not just a master of the psyche; on the field of battle it is a lithe and dextrous killer, gifting all with the most delicate of killing strokes and the most deadly of caresses.

BLOODTHIRSTER

Of all those who shed blood in the name of Khorne, the Bloodthirster is the most terrifying, the most proficient and the most utterly savage. Wearing archaic armour forged at the base of the Blood God's throne and bearing a whip of hell-fire and an axe larger than a man, the Bloodthirster throws itself into battle upon wings that block out the light of the sun. None, save the Primarchs of old, were truly its equal in power.

GREAT UNCLEAN ONE

Wreathed in swarms of giggling Nurglings, the Great Unclean One shambles across the battlefield spreading disease and pestilence wherever it passes. To the mortal eye it is the foulest servant of the Ruinous Powers, appearing as a malformed being of weeping pustules and exposed, diseased organs; few men have the stomach, let alone the ability, to oppose such a being.



TROOPS

DAEMON PACKS

There is no limit to the number of rapacious warp entities eager to feast on the flesh and souls of the living. They have infinite different forms and equally infinite malice. Each of the Chaos Gods has their own favourite servants however, and it is these who fill the ranks of their Daemon armies, waging eternal war for the glory of the infernal masters and their own vindictive satisfaction.



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Bloodletter	26	4	0	5	4	1	4	2	10	3/5+
Plaguebearer	16	4	0	4	4(5)	1	4	2	8	-/5+
Horror	17	2	3	4	3	2	2	1	8	-/5+
Daemonette	15	4	0	4	3	1	4	2	8	-/5+

Number/squad: Daemon Packs consist of five to fifteen Daemons of the same type.

Weapons: Each type of Daemon has a range of daemonic abilities. Some of these are innate; others are conferred by the weapons they carry.

Options: n/a

Character: n/a

Transport: n/a

SPECIAL RULES

Bloodletters of Khorne fight with great warp-forged Hellblades, which function as power weapons. They are clad in the Brass Armour of Khorne and receive a 3+ armour save. They are Khornate Daemons and subject to the Khornate Daemon chaos gift.

Horrors of Tzeentch use the Daemonic Fire ability to hurl sorcerous flames at their enemies. Any number of Horrors may be upgraded to Flamers of Tzeentch at +6 points per model. Flamers have the same profile but additionally have the ability to use Doombolt with no Psychic test required.

Daemonettes of Slaanesh can use the Warp Scream chaos gift and have Daemonic Talons (note that the extra attack is already included in their profile above).

Plaguebearers of Nurgle have the Nurgle's Rot chaos gift and have the Daemonic Venom ability representing the virulent slime that seeps from their knives and talons (note that the extra attack is already included in their profile above).

Summoned: Daemon packs are always summoned to the battlefield. See the Summoning special rule for more details.

Invulnerable: Daemons are unnatural creatures, made from the very stuff of Chaos itself and are therefore very difficult to destroy. They all have the Daemonic Aura ability and have a 5+ Invulnerable save in addition to any normal armour save shown on their profile.

Instability: Daemon packs are subject to Daemonic Instability.

NURGLINGS

Nurglings are the creations of the Chaos God Nurgle. They caper across the battlefield in a putrescent tide, highlighted by a babbling cacophony of shrieks, seeking to drag larger opponents down with their infection-riddled claws and venomous bites.



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Nurglings	10	3	0	3	3	3	3	3	7	5+

Number/squad: Between three to ten Nurgling bases makes up a swarm.

Weapons: Claws and teeth

Options: n/a

Character: n/a

Transport: n/a

SPECIAL RULES

Invulnerable: Nurglings are unnatural creatures, made from the very stuff of Chaos itself and are therefore very difficult to destroy. The saving throw on their profile is therefore Invulnerable.

Vulnerable to blasts: Template, Ordnance and Blast marker weapons inflict two wounds instead of one on Nurglings. A weapon of Strength 6 or higher will of course kill a Nurgling base outright, assuming they fail their Invulnerable save, in accordance with the Instant Death rule.

Small Target: Being extremely hard to hit in cover, Nurglings' cover save is at +1. Note this doesn't give them a cover save if they wouldn't normally get one. Because of their diminutive size they do not block line of sight to anything behind or with them other than more Nurglings.

Children of Father Nurgle: Nurglings tend to follow in the shadow of the Champions of Nurgle and consequently an army may only include one unit of Nurglings for each Independent Character or Unit with the Mark of Nurgle.

Mischievous: A unit of Nurglings cannot be trusted to hold an objective as they will inevitably wander off or try to damage it. Consequently they may never hold table quarters or objectives.

Instability: Daemon packs are subject to Daemonic Instability.



A Storm Trooper patrol meets with some pestilent opposition.

FAST ATTACK

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Flesh Hound	21	4	0	5	4	1	5	2	8	-/5+
Screamers	15	4	0	4	4	1	5	1	8	-/5+
Furies	15	4	0	5	4	1	5	2	7	-/5+

Pack: Daemon Beast packs consist of between five and ten Beasts of the same type.

Weapons: Claws and Fangs.

Options: n/a

Character: n/a

Transport: n/a

SPECIAL RULES

Flesh Hounds of Khorne: Flesh Hounds wear Collars of Khorne (see Book of Khorne), move as Cavalry and are subject to the Khornate Daemon chaos gift.

Screamers of Tzeentch: Because they rely on a single swift pass to claim their prey they have the Furious Charge Veteran skill. Additionally, they have the Daemonic Flight ability.

At the end of a round of close combat a unit of Screamers must break off if it, and at least some of its close combat opponents, do not have to fall back. The unit falls back 3D6" in any direction and automatically regroup at the end of the move (regardless of enemy within 6" or being below half strength). Enemy models that were in close combat with them before the break-off may only consolidate.

Furies: Alone among the commoner varieties of Daemonkind, Furies are aligned to Chaos Undivided. They have the Daemonic Flight ability.

Summoned: Daemonic Beasts are summoned onto the battlefield. See the Summoning special rule for more details.

Invulnerable: Daemons are unnatural creatures formed from the very stuff of Chaos itself and are very difficult to destroy. They all have the Daemonic Aura ability and have a 5+ Invulnerable save.

Instability: Daemon packs are subject to Daemonic Instability.

DAEMONIC BEASTS

Many of the more primal Daemonic entities are used as hunting beasts by the Traitor Legions. Whilst they lack the calculating evil of their anthropomorphic kin they combine feral cunning and bestial power in the most terrifying way.



TAU VEHICLE DESIGN RULES

As we have covered everything from the unstable creations of Ork Mekboyz to the bio-Titans of the Tyranids in the Chapter Approved Compilation, we thought we'd better give the Tau the same treatment. Messrs Haines and Kelly put their heads together, tweaked a few of the existing vehicle design rules, and voila, Tau commanders have the opportunity to build their own bizarre and inspired vehicles to support their hunter cadres.

The Tau Vehicle Design Rules follow the existing Vehicle Design Rules with the following exceptions:

- Only Small Tau vehicles may be Fast.
- Vehicles with a Transport capacity may only carry Drones (of all types), Fire Warriors or Pathfinders.
- All Tau vehicles are BS 3 (before upgrades). If the Targeting Array upgrade is taken, adjust the cost as shown on the table opposite.
- All Tau vehicles may take any Vehicle Upgrade from Codex Tau.
- Tau vehicles may only take the Orbital Lander, Skimmer, Transport and Tau Fields (as Imperial Fields) Special Options, and may take any of the Special Options listed below.
- Tau vehicles may never take a close combat option and cannot fight in close combat under any circumstances; even Tau walkers are treated as normal vehicles in close combat and therefore do not have Weapon Skill, Strength etc.

NEW VEHICLE SPECIAL OPTIONS

Landing Gear* (Skimmers only) 5 pts

Many alien skimmers have retractable landing gear that can swing down from the hull of the vehicle, enabling them to set down upon a level surface, either to disembark their passengers or to maximise the use of cover.

Vehicles with Landing Gear may opt to set down at the beginning of their Movement phase, although they must remain stationary that turn. They no longer count as Skimmers and therefore ignore all the Skimmer special rules (they are no longer destroyed on an immobilised damage result, they can be hit as a normal vehicle in close combat, etc) until the beginning of their next Movement phase. Vehicles with Landing Gear may not land in difficult or impassable terrain.

* NOTE: The Hammerhead and Devilfish both have this upgrade for free. This is an amendment to the existing rules published in Codex Tau.

Escape Pods (Tau Flyers only) 20 pts

The Air caste are so valuable to the Tau race that almost all of their airborne vehicles have a self-contained cockpit that can be ejected intact when the machine suffers irreparable damage. The pilots fly down to earth under the pod's own gravitic mobility.

If the Tau Flyer is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that is off-table it is counted as being destroyed. If not, place 2 Tau models within 2" of it (count as Fire Warriors with no weapons). The crew are counted as being below half strength and are worth zero Victory Points on their own, but their vehicle counts only as being damaged for Victory Points purposes whilst either of the crew is still alive or if they reach the table edge for any reason.

Drone Rack (Tau Flyers only) 10 pts + 12 per Gun Drone

Many Tau flyers are fitted with specialised Drone Racks, to deploy a cloud of artificially intelligent Gun Drones whilst still in flight. The Drones then drift down into the enemy lines, sowing mayhem with their pulse carbines.

TAU WEAPON COSTS

WEAPONS	BS4	BS3
Flamer	+10	+10
Burst Cannon	+10	+5
Missile Pod	+35	+30
Plasma Rifle	+20	+15
Fusion Blaster	+15	+10
Railgun (with Submunitions)	+55	+45
Railgun (without Submunitions)	+45	+35
Smart Missiles	+25	+20
Pulse Rifle	+7	+7
Pulse Carbine	+7	+7
Ion Cannon	+40	+35

A Tau flyer can carry one squadron of Gun Drones in its Drone Rack. For each structure point the flyer has, it may carry an additional drone rack. This is in addition to any transport capacity purchased. The Drones may be deployed on any attack run without the flyer having to land. The drones deploy by the normal rules for Deep Strike, but as they deploy during the attack run in the opponent's turn, they may move, shoot and assault normally in the Tau player's subsequent turn.





A Tau Swordfish makes an attack run on a Space Wolves Leman Russ.

VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Swordfish	260	13	12	10	4

Type:
Tank, Skimmer

Size:
Normal

Speed:
Normal

Weapons:
1 Twin-linked Railgun (with submunitions), 1 twin-linked Missile Pod, 1 Burst Cannon.

Special Options:
*Skimmer,
Landing Gear*

Vehicle Category:
Heavy Support

Structure points:

TAU SWORDFISH

Stephane Langlois is the creator of the Swordfish. He liked the high-tech look of the Tau and so decided to convert a new heavier type of Tau tank. The idea was to have a vehicle that could mount two big guns, making it look more dangerous and menacing on the battlefield.

Stephane sawed off the front wings to give it a more slender shape. He then used green stuff to fill the resulting gap. This was the trickiest part of the conversion. The frame for the turret was constructed using plasticard and then it was covered in sculpted green stuff to give a more suitable Tau look. The wings between the hull and the engines were two rocket launchers from an old kit, which represent the missile pods. Stephane then used plastic tubing to link the boosters to the hull. Green stuff was again used to cover the changes.



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WHAT'S IN STORE FOR YOU?

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

MORE THAN JUST A STORE

Games Workshop stores are much more than just places to buy the 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 hobby. Each store also has gaming and painting tables, so you can arrange to play games against your friends in the



Our stores stock a full range of current Games Workshop products and are staffed by avid hobbyists always on hand to give you friendly advice.

store, or even bring in some models and get expert help with your painting.

HOBBY ACTIVITIES

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.

To assist in this process, Games Workshop stores devote certain days to particular aspects of the hobby. This doesn't mean that you can't get help and advice if you come in on a different day, as we do cater for everyone whenever you come into the stores. It does mean that particular days have a definite focus, and are designed to give the most help and enjoyment to each level of the hobby individually.

BEGINNERS' SUNDAYS

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!

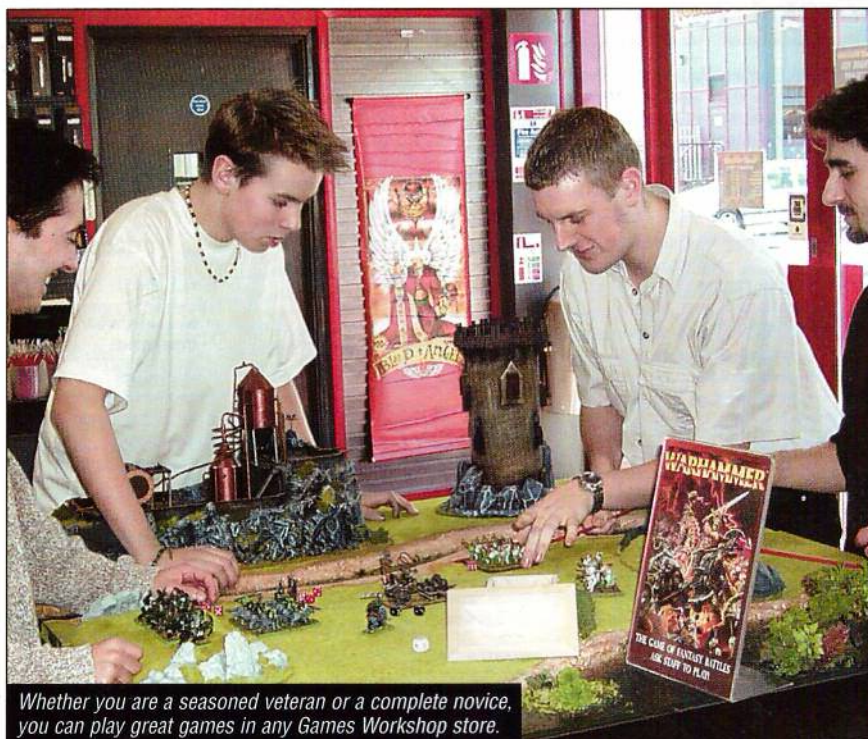
To help those just starting, we run our special Beginners' Programme, where we can teach you how to play and help you take your first steps into the Games Workshop hobby.

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Whether you are a seasoned veteran or a complete novice, you can play great games in any Games Workshop store.

about all aspects of your hobby and also play Games Workshop's more specialised gaming systems. Most of these stores stay open late to enable these players to play well into the evening. For the newcomer to our hobby, all Games Workshop stores offer a special introductory service for beginners. As well as offering advice on all aspects of the hobby, you can try out a game in the store (it's totally free to play!). In addition, we devote every Sunday to teaching newcomers the various aspects of the hobby. From painting advice and modelling tips, to tutorials and scenarios designed to teach various aspects of playing the games, the beginner is fully catered for.

STORE CLUBS

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

These are evenings where the store closes to the public, and only club members (16+ only) are allowed to come in and play. They are a great way to meet new people and expand your knowledge of the hobby. You can exchange painting and modelling advice, hints and tips on collecting and building your armies, learn interesting new tactics to aid your armies on the field of battle, and also play great games against like-minded individuals.



Games Workshops Store Clubs are an excellent way to hone your battlefield skills against experienced generals.



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GW MAIDENHEAD: 2 Blandy House, 3/5 King Street, Tel: 01628 621 854
GW READING: 111 Broad Street Mall, Tel: 0118 959 8693
GW SLOUGH: 101 High Street, Tel: 01753 675 675
CYBERDYNE: 63a Northbrook Street, Newbury, Tel: 01635 521211
HAMMICKS BOOKSHOPS: 42/43 Princess Square, Bracknell, Tel: 01344 489124
HAMMICKS BOOKSHOPS: 20/21 Peacock Street, Windsor, Tel: 01753 856 456

BUCKINGHAMSHIRE

GW HIGH WYCOMBE: Unit 29, The Octagon Centre, Tel: 01494 531 494
GW MILTON KEYNES: Unit 2, West End Extension, 504 Silbury Boulevard, Milton Keynes Shopping Centre, Tel: 01908 690 477
TREATS (K.T. SALES LIMITED): 6 Culverton Hill, Princes Risborough, Tel: 01844 274 785

CAMBRIDGESHIRE

• **GW CAMBRIDGE:** 8 Bridge Street, Tel: 01223 313 350
• **GW PETERBOROUGH:** 3 Wentworth Street, Tel: 01733 890 052
CITY CYCLE CENTRE: 7 Market St, Ely, Tel: 01353 663131
SPORTS & FASHIONS: 51 High St, Huntingdon, Tel: 01480 454 541
TOYMASTER KINGDOM: 15 Burleigh Street, Cambridge, Tel: 01223 350386
WESTGATE DEPARTMENT STORE: High Street, St. Neots, Tel: 01480 473242
WESTGATE DEPARTMENT STORE: Church Street, Wisbech, Tel: 01536 203525
WESTGATE DEPARTMENT STORE: Park Road, Peterborough, Tel: 01733 563151

CHESHIRE

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

CLEVELAND

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

CORNWALL

GW TRURO: Unit 1, Bridge House, New Bridge Street, Tel: 01872 320 047
BRICKNELLS: 35 Forestrest, Bodmin, Tel: 01202 277088
MAD FOR MINATURES: Unit 20, Market House, Market Hill, St Austell, Tel: 01726 72259

COUNTY DURHAM

GW DARLINGTON: 78 Skinnergate, Tel: 01325 382 463
WINDSCOD MODELS: 5-7 Fore Bondgate, Bishop's Auckland, Tel: 01388 609 766

CUMBRIA

GW CARLISLE: Unit 2, Earls Lane, Tel: 01228 598 216
HEATHS: 76 Dalton Rd, Barrow in Furness, Tel: 01229 820 435
O'LOUGHLIN'S: 44 Finkle Street, Kendal, Tel: 01539 732364
ROBINSON'S MODEL SHOP: 103 Duke Street, Whitehaven, Tel: 01946 65525
TOYMASTER: Dunmail Park Shopping Centre, Maryport Road, Workington.

DERBYSHIRE

GW DERBY: 42 Sadler Gate, Tel: 01332 371 657
D&E KNOWLES & SONS: 5 Market Street, Buxton, Tel: 01298 24203
FREARSONS LTD: 10 Bridge St, Belper, Tel: 01773 823 244
SHAWES: 8 Bank Rd, Matlock, Tel: 01629 582482

DEVON

• **GW EXETER:** 12 Paris Street, Tel: 01392 490 305
GW PLYMOUTH: 84 Cornwall Street, Tel: 01752 254 121
GW TORQUAY: 12 Market Street, Tel: 01803 201 036
AUSTINS: Unit 8 Midas Court, Minerva Way, Brunell Road, Newton Abbot, Tel: 01626 333444
DICE 'N' DUEL: 65 High Street, Totnes, Tel: 01803 863049
GAMEZONE MODELS: 32 Rolle Street, Exmouth, Tel: 01395 267733
HONITON TOY SHOP: 85/87 High Street, Honiton, Tel: 01404 43741
P.J. HAWKINS & SONS: 7 Orchard Court, Heron Road, Sowton, Tel: 01392 20 39 30
THE BATTLEZONE: 59 Boutport Street, Barnstable, Tel: 01271 321344
W.G. PILLAR & CO: 1 Lower Street, Dartmouth, Tel: 01803 832139
MODEL SHOP: 30 Royal Pk, Plymouth, Tel: 01752 221 851
WINGS 'N' WHEELS: 4 Phoenix Lane, Tiverton, Tel: 01884 242619

DORSET

GW BOURNEMOUTH: 24 Post Office Road, Tel: 01202 319 292
• **GW POOLE:** Unit 12 Towngate Centre, High Street, Tel: 01202 685 634
BATTLE-SCAR: 551-553 Charnminster Road, Bournemouth, Tel: 01202 258194
PURSUITS: Digby Road, Sherborne, Tel: 01935 816072
RAZZAMATOS: 5 St Albans Street, Weymouth, Tel: 01305 780601
MERVYN'S TOYS & MODELS: 4 The Shopping Centre, Gillingham, Tel: 01747 823 888

ESSEX

• **GW CHELMSFORD:** Unit 4C, Phase 2, The Meadows Centre, Tel: 01245 490 048
GW COLCHESTER: 2 Short Wyre Street, Tel: 01206 767 279
• **GW SOUTHEAST:** 12 Southchurch Road, Tel: 01702 461 251
GW THURROCK: Unit 415B, Level 3, Lakeside Shopping Centre, Tel: 01708 867 133
B&M CYCLES: 13 High Street, Brentwood, Tel: 01277 214342
GAME ON: 30 High Street, Saffron Walden, Tel: 01799 506 070
MARQUEE MODELS: Unit 79B, The Harvey Centre, Harlow, Tel: 01279 423334
TOYMASTER KINGDOM: Unit 37, The Meadows, Chelmsford, Tel: 01245 493355
TOYMASTER KINGDOM: 5 Culver St, West, Colchester, Tel: 01206 544344

GLOUCESTERSHIRE

GW CHELTENHAM: 16 Pittville Street, Tel: 01242 228 419
• **GW GLOUCESTER:** 35 Clarence Street, Tel: 01452 505 033
CYBERDYNE: 15 Union Street, Cornhill, Stroud, Tel: 01453 767722
TOY ZONE: 7 High St, Tewkesbury, Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE: 3 Potters Walk, Wote Street, Tel: 01256 466 050
• **GW PORTSMOUTH:** 34 Arundel Street, Tel: 02392 876 266
GW SOUTHAMPTON: 23 East Street, Tel: 02380 331 962
GW WINCHESTER: 8 St Georges Street, Tel: 01962 860 199
ALTON MODEL CENTRE: 7a Normandy Street, Alton, Tel: 01420 542244
DARKSTAR: 155 Cove Road, Farnborough, Tel: 01252 376050
ESDEVUM GAMES LTD: 6 Wellington Street, Aldershot, Tel: 01420 89900
FAREHAM TOYS AND HOBBIES: Unit 33, Fareham Shopping Centre, Fareham, Tel: 01329 282183
FOLLY MODELS: Folly Arcade, Petersfield, Tel: 01730 267 932
HOGGOSAURUS TOYSTORE: 20 Chantry Centre, Andover, Tel: 01380 723 841
PAUL'S HOBBY SHOP: 34 Wellington Way, Waterloo, Tel: 01705 259186
SOUTHEAST MODELS: 69 Albert Road, Southsea, Tel: 01705 733208
TOYS OF NEW MILTON: 71 Station Road, New Milton, Tel: 01425 617805
TOYS OF RINGWOOD: 8 The Furlong, Ringwood, Tel: 01425 479444

HEREFORDSHIRE

HEREFORD MODEL SHOP: 4 Commercial Road, Union Street, Tel: 01432 352809
REVOLUTIONS: 48 Broad St, Ross on Wye, Tel: 01989 562 639
MARTIN'S MODELS & CRAFTS: 26 West St, Leominster, Tel: 01568 613 782
HERTFORDSHIRE
• **GW HEMEL HEMPSTEAD:** 16 Bridge Street, Tel: 01442 249 752
GW ST ALBANS: 18 Heritage Close, off High Street, Tel: 01727 881 193
BOARDMANS: 14-16 North Street, Bishop's Stortford, Tel: 01279 654 033
CHORLEYWOOD MODELS: 4 Lower Road, Chorleywood, Tel: 01923 284 313
COMICS UNLIMITED: Unit 11, The Arcade, Letchworth, Tel: 01462 480018
HAMLINS: 231 High Street, Berkhamsted, Tel: 01684 591 117
K S MODELS: 19 Middle Row, Stevenage, Tel: 01438 746616
MAINLY MODELS: 66 Hermitage Road, Hitchin, Tel: 01462 422204
MARQUEE MODELS: Unit 5, The Marquee, Railway Street, Hertford, Tel: 01992 504718
TOYSHOP: 25 High Street, Royston, Tel: 01763 243270
TOYS TOYS TOYS: 47 Howard Centre, Welwyn Garden City, Tel: 01707 391319

ISLE OF WIGHT

FUN, FACT AND FANTASY: 1-3 St Johns Road, Ryde, Tel: 01983 617323
WIGHT WORLD OF WARGAMES: 14 Carisbrook Road, Newport, Tel: 01983 530200
THE SPORTS & MODEL SHOP: 3 Union St, Ryde, Tel: 01983 862454
KENT
GW BLUEWATER: Unit 052B, Upper Thames Walk, Bluewater, Greenhithe, Kent, Tel: 01322 427 880
• **GW CANTERBURY:** Unit 5, Iron Bar Lane, Tel: 01227 452 890
• **GW MAIDSTONE:** 7a Pudding Lane, Tel: 01622 677 435
GW TUNBRIDGE WELLS: 4A Camden Road, Tel: 01892 525 783
A.J. BLUNDELL & SON: 27 High Street, Sittingbourne, Tel: 01795 424 371

DEAL PRAMS:

30 Mill Hill, Deal, Tel: 01304 368 080
GZ COMPUTERS LTD: 28 Country Square, Ashford, Tel: 01233 663996
KIT KRAZY: 303 The Broadway, Bexley Heath, Tel: 0208 2987177
MANKLOWS: 44 Seal Road, Sevenoaks, Tel: 01732 454952
TIME & SPACE: 80 High Street, Broadstairs, Tel: 01843 866006
THE STAMP CENTRE: 45 High St, Gravesend, Tel: 01474 534166
WHITES: Stone St, Cranbrook, Tel: 01580 713296

LANCASHIRE

GW BLACKPOOL: 8 Birley Street, Tel: 01253 752 056
GW BOLTON: Unit 13, The Gate Centre, Tel: 01204 362 131
• **GW PRESTON:** 15 Miller Arcade, Tel: 01772 821 855
A & B GAMES: 57 Chapel Street, Chorley, Tel: 01254 261833
ARTHUR BENN: 4 St James-St, Burnley, Tel: 01282 422 546
HAMMICKS BOOKSHOP: 46/47 The Spindles Centre, Oldham, Tel: 0161 6205543
MERCER & SONS: 21-27 Northgate, Blackburn, Tel: 01254 58700
RICHARD LANCASTER: 35-37 Queen St, Morecambe, Tel: 01524 410 304
TOYMASTER: Deansgate, Bolton, Tel: 01254 58700
TWIN SUNS: 125-127 Blackburn Road, Accrington, Tel: 01254 386665
WIGAN MODEL CTR: 58 Market St, Wigan, Tel: 01942 245 683

LEICESTERSHIRE

• **GW LEICESTER:** Unit 2, 16/20 Silver Street, Tel: 0116 253 0510
GW LOUGHBOROUGH: 22 Biggin Street, Tel: 01959 238 107
STEVE'S MODELS: Bullens Courtyard, Mill Lane Mews, Ashby-de-la-Zouch, Tel: 01530 416827

LINCOLNSHIRE AREA

GW GRIMSBY: 9 West St Mary's Gate, Tel: 01472 347 757
GW LINCOLN: Unit SUA, Saltergate (on outside of Waterside Centre), Tel: 01522 548 027
ACCESS MODELS: 16 Market Place, Grantham, Tel: 01476 592001
CASTALINE: 18-20 Upgate, Louth, Tel: 01507 602149
MASON'S MODELS: 20 New Road, Spalding, Tel: 01775 722456
TOYMASTER: The State Building, Church Street, Gainsborough, Tel: 01427 676000
WESTGATE DEPARTMENT STORE: 7 Market Place, Spalding.

MANCHESTER AREA

• **GW MANCHESTER (CENTRAL):** Unit R35, Marden Way South, Arndale Centre, Tel: 0161 834 6871
GW MANCHESTER (TRAFFORD CENTRE): Unit H2, Festival Village, The Trafford Centre, Trafford Park, Tel: 0161 747 2121
STEVE WEBB MODELS & HOBBIES: 80 Church Street, Frodsham, Warrington, Tel: 01928 735225
TOYMASTER: 3/5 Silk Street, Leigh, Tel: 01942 671116

MERSEYSIDE AREA

• **GW LIVERPOOL:** 47 Lord Street, Tel: 0151 258 1404
GW SOUTHPORT: Unit K2, Marble Place Shopping Centre, Tel: 01704 501 255
GW WARRINGTON: Unit 20, Time Square (near Currys), Tel: 01925 851 984
FIRESIDE MINATURES: 206 Liscard Rd, Liscard, Wallasey, Tel: 0151 691 1683
RS MODELS: 639 Telegraph Rd, Heswall, Wirral, Tel: 0151 348 4363

MIDDLESEX

A BOVILL WRIGHT LTD: 127 High Street, Uxbridge, Tel: 01895 480 304

MILTON KEYNES

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

NORFOLK

GW NORWICH: 12-14 Exchange Street.
Tel: 01603 767 656
EMPIRE: 121 Norfolk Street, Kings Lynn.
Tel: 01553 765 174
HUNSTANTON MODELS: 24B High Street,
Hunstanton. Tel: 01485 533234 / 834466
WESTGATE DEPARTMENT STORE: Vancouver
Centre, Kings Lynn. Tel: 01553 760981
STARLINGS - TOYMASTER: 31/33 High Street,
Sheringham. Tel: 01263 822368
STARLINGS-TOYMASTER: 12 High Street, Holt.
Tel: 01263 713101
TOYMASTER KINGDOM: 15 Car Street, Ipswich.
Tel: 01473 253045
YOUNGSTERS WORLD: 28a High St,
East Dereham. Tel: 01788 582 372
BLACKFISH GAMES: North Walsham.
Tel: 01692 403 372

NORTHAMPTONSHIRE

GW NORTHAMPTON: 38 Princess Walk,
Grosvenor Centre. Tel: 01604 636 687
GREEN ANGEL CARDS & GAMES: 165 Mill Road,
Kettering. Tel: 01536 359 248
OSBORNE SPORTS & TOYS: 118 High Street,
Rushden. Tel: 01933 312415
TOYMASTER: 41/43 Princes walk, The Grosvenor
Centre, Northampton.
TOYMASTER KINGDOM: 53 Newlands, Kettering.
Tel: 01536 512507
WESTGATE DEPARTMENT STORE: Elizabeth
Street, Corby. Tel: 01536 203525

NORTHUMBERLAND

FAIRPLAY: 1A Pudding Mews, Hexham.
Tel: 01434 606678

NOTTINGHAMSHIRE

GW NOTTINGHAM (CENTRAL): 34a Friar Lane.
Tel: 0115 948 0651
GW WARHAMMER WORLD: Willow Road, Lenton.
Tel: 0115 916 8410
ACCESS MODELS: 43-45 Castle Gate, Newark.
Tel: 01636 673116
TOYMASTER: 43 Stodman Street, Newark.
Tel: 01636 611211
TOYMASTER: 4/5 Spa Lane, Retford.
Tel: 01777 700330
TOYMASTER: 9 Bridge Court, Worksop.
Tel: 01909 431330
TOYMASTER: Broadmarsh Centre, Nottingham.
ILKESTON CO-OP: 12 South St, Ilkeston.
Tel: 0115 932 7777
MODEL BASE: 19 Gateford St, Worksop.
Tel: 01909 501752
MORTON'S MODELS: 12 Bridge St, Mansfield.
Tel: 01623 22215
PUZZLES PLUS: 18 Bridgegate, Retford.
Tel: 01777 708628

OXFORDSHIRE

GW OXFORD: 1A Bush House, New Inn,
Hall Street. Tel: 01865 242 182
DENTONS: 202 The Broadway, Didcot.
Tel: 01235 816566
DENTONS: 1 High Street, Witney.
Tel: 01993 704 979
TRINDER BROS: 2-4 Broad Street, Banbury.
Tel: 01295 262 546

SOMERSET

GW BATH: 30 Upper Borough Walls.
Tel: 01225 314 414
GRIFFINS GAMES: 9 The Centre,
Weston Super-Mare. Tel: 01934 429799
JUST FOR FUN TOYMASTER: 4C Ken Road,
Clevedon. Tel: 01275 341819
KRACKERS: 5 Bath Place, Taunton.
Tel: 01823 330507
THE ELLENBERRY PRESS: The Old Library,
Westway, Frome. Tel: 01373 462139
WELLS MODELS: The Old Chapel Bakery,
Union St, Wells. Tel: 01749 675 262
YEOVIL COLLECTORS CENTRE: 16 Hensford,
Yeoil. Tel: 01935 433739

SHROPSHIRE

GW SHREWSBURY: Unit 1, 2 Bridge Street.
Tel: 01743 362 007
FUNFAYRE LTD: 30 Church Street, Oswestry.
FUNFAYRE LTD: 7 Claremont Street, Shrewsbury.
Tel: 01743 233647
SANDA GAMES: 4 Albert Place, Donnington,
Telford. Tel: 01952 676722
QUESTING KNIGHT GAMES: 6 Old Bakery Row,
The Parade, Wellington, Telford. Tel: 01952 417747
HOBBY HORSE: 62 Whitburn St, Bridgenorth.
Tel: 01746 766 659
STAFFORDSHIRE
GW STROKE: 27 Stafford Street, Tel: 01782 205 287
J. W. BAGNALL: 18-20 Salter Street, Stafford.
Tel: 01785 223349
THE OLD BELL: 9 Lower Gungate, Tamworth.
Tel: 01827 310 320
TOO FAT GOBLIN: Unit 3, The Colonnade, East
Gate Street, Stafford. Tel: 01785 244499
THE TOYBOX: The Matlings, Uttoxeter.
Tel: 01889 565 357

SUFFOLK

GW IPSWICH: 2nd Floor, Debenhams,
Waterloo House. Tel: 01473 210 031
HALESWORTH TOY SHOP: The Thoroughfare,
Halesworth. Tel: 01986 874270
HERESY & EMPIRE: 14 Undercliffe Road West,
Folkestone. Tel: 01394 275555
MODEL JUNCTION: 10 Whitting St,
Bury St Edmunds. Tel: 01284 753 456
TOY BOX: 32 New Market, Beccles.
Tel: 01502 712785
TOYMASTER KINGDOM: Gaol Lane, Sudbury.
Tel: 01787 372238
TOYMASTER KINGDOM: 62 Cornhill, Bury St.
Edmunds. Tel: 01284 761646
TOYMASTER KINGDOM: 56 London Rd (North),
Lowestoft. Tel: 01502 565688
TOYTOWN: 8 Church Street, Woodbridge.
Tel: 01394 383170
WESTGATE DEPARTMENT STORE:
141 London Road, Lowestoft. Tel: 01502 512444
WESTGATE DEPARTMENT STORE:
Market Place, Diss.

SURREY

GW GUILDFORD: Unit 1, 9/12 Tunsigate.
Tel: 01483 451 793
GW WOKING: Unit 3 Cleary Court.
Tel: 01483 771 675
DORKING MODELS: 12-13 West Street, Dorking.
Tel: 01306 861747
HAMMICKS BOOKSHOP: 12-13 Belfry Ctr, Redhill.
Tel: 01737 770334
HAPPIRAFT: 144 The Centre, High Street.
Tel: 0208 890 4211
NASEEM: 58 High Street, Walton on Thames.
Tel: 01932 252560
TAYLORS TOYS & SPORTS:
10 Chipstead Valley Road, Coulsden.
Tel: 0208 660 0710
THE TOY SHOP: 69 High Street, Reigate.
Tel: 01737 245300

SUSSEX AREA

GW BRIGHTON: 7 Nile Street. Tel: 01273 203 333
GW CRAWLEY: 11 Broadway. Tel: 01293 552 072
GW EASTBOURNE: 13 Terminus Road.
Tel: 01323 641 423
BIG KIDS TOY SHOP: 2 Clinton Place, Seaford.
Tel: 01323 899099
CHICHESTER TOYS: 53 South Street, Chichester.
Tel: 01243 788055
GENTLE GALLERY: 2 Shelly House, Bishopric,
Horsham, West Sussex. Tel: 01403 258567
GENTLE GALLERY: 94 High Street, Steyning,
West Sussex. Tel: 01903 812933
HEATH MODELS & TOYS: 25 Sussex Road,
Haywards Heath. Tel: 01444 459785
IDEAL FOR KIDS: 13 Guildbourne Centre,
Worthing. Tel: 01903 208203
JADE MARTIAL ARTS: 7 Castle Street, Hastings.
Tel: 01424 720 330
K C'S GAMES SHOP: 31 West Buildings, Worthing.
Tel: 01903 237983
TRAINS MODELS AND HOBBIES: Unit 1,
Harfield Court, High Street, Bognor Regis.
Tel: 01243 864727

TYNE AND WEAR AREA

GW NEWCASTLE (CENTRAL): 63 Clayton Street.
Tel: 0191 232 2418
GW NEWCASTLE (METRO CENTRE):
Unit B14, First Floor (near the Mediterranean Village).
Tel: 0191 461 0950
TOYMASTER: 4 The Arcade, The Metro Centre,
Gateshead.
S.R. GLADSTONE & SON: 99 Bedford St,
North Shields. Tel: 0191 257 0335
COATS MODELS: 44 Market Place, South Shields.
Tel: 0191 427 7644

WILTSHIRE

GW SALISBURY: 1B Winchester Street.
Tel: 01722 330 955
GW SWINDON: 50 Fleet Street. Tel: 01793 436 036
CYBERDYNE: 15 The Shires Centre, Trowbridge.
Tel: 01380 859277
H DUCK: 114 High Street Marlborough.
Tel: 01672 512170
HOGGOSAURUS TOYSTORE: 29-30 Maryport St,
Devizes. Tel: 01380 723 841
RAW MODELS: 3-5 East Street, Warminster.
Tel: 01985 215418

WARWICKSHIRE

GW COVENTRY: Unit 39, Upper Level, Cathedral
Lanes Shopping Centre. Tel: 02476 227 311
GW LEAMINGTON SPA: 22 Park Street.
Tel: 01926 435 771
JOTO RAILWAYS & MODELS: 7 Lawrence Sheriff St,
Rugby. Tel: 01788 562 372
NUMEATON BOOKSHOP: 24 Abbey Street,
Nuneaton. Tel: 02476 342000
WAR GAME WAREHOUSE: 8 Queens Arcade,
Nuneaton. Tel: 02476 388883

WORCESTERSHIRE

GW WORCESTER: 4 Charles Street.
Tel: 01905 616 707
ELECTRONIC DUNGEON: 4a Graham Road,
Great Malvern, Worcester. Tel: 01864 891619
MODEL MAYHEM: 51 Bridge St, Evesham.
Tel: 01386 421431
T.P. ACTIVITY TOYS: Severn Road,
Stourport on Severn. Tel: 01299 872800

YORKSHIRE AREA

GW BRADFORD: 4 Piccadilly, Bradford.
Tel: 01274 739 430
GW DONCASTER: Unit 10, The Colonnades.
Tel: 01302 320 535
GW HARROGATE: 29 Beulah Street.
Tel: 01423 564 310
GW HULL: 30 Paragon Street. Tel: 01482 589 576
GW LEEDS (CENTRAL): 12-16 Central Road.
Tel: 0113 242 0834
GW LEEDS (WHITE ROSE): Unit 28D,
White Rose Centre. Tel: 0113 272 3470
GW SHEFFIELD (CENTRAL): 16 Fitzwilliam Gate.
Tel: 0114 275 0114
GW SHEFFIELD (MEADOWHALL CENTRE):
Unit 91B, High Street, Upper Mall (next to entrance
near Boots). Tel: 0114 256 9836
GW YORK: 13A Lendal. Tel: 01904 628 014
TOYMASTER: 54 James Street, Bradford.
TOYMASTER: 78-82 The Moor, Sheffield.
TOYMASTER: 199 Bingley Road, Shipley.
TOYMASTER: 47 James Street, Harrogate.
TOYMASTER: 6/8 Market Hill, Scunthorpe.
Tel: 01724 271020
TOYMASTER: 49 Crystal Peaks Shopping Centre,
Sheffield. Tel: 0114 247 5749
TOYMASTER: Meadowhall Shopping Centre,
Sheffield. Tel: 0114 256 9979
TOYMASTER: 16 Market Street, Huddersfield.
Tel: 01484 544664
MAGAZINE WORLD: 2-6 Commercial Street,
Halifax. Tel: 01422 330547
MAYFAIR TOYMASTER: Wednesday Market,
Beverly. Hull. Tel: 0482 862777
SHERMANS MODEL SHOP: 19 Dunstall Street,
Scunthorpe, South Humberside. Tel: 01724 842439
SPACE MYTH & MAGIC: 39-40 Queen Street,
Scarborough. Tel: 01723 501821
WESTGATE DEPARTMENT STORE: Middleton
Grange Shopping Centre, Hartlepool.
WESTGATE DEPARTMENT STORE:
17-25 High Street, Scunthorpe, South Humberside.
Tel: 01724 281888
KITCRAFT: 3 Kendray Street, Barnsley.
Tel: 01226 206080

LONDON

GW BRENT CROSS: Unit F9, Lower Mall
(near Fenwicks), Brent Cross Shopping Centre.
Tel: 0208 202 4979
GW BROMLEY: Unit 8, The Mall, Bromley.
Tel: 0208 466 0678
GW CROYDON: Unit 35, Drummond Centre
(outside the back of the centre), Keeley Road.
Tel: 0208 680 4600
GW EALING: 52D St Saviours Mall, Ealing
Broadway Centre. Tel: 0208 840 0171
GW ENFIELD: 3/5 Genotin Road.
Tel: 0208 363 3238
GW HAMMERSMITH: 161 King Street.
Tel: 0208 846 9744
GW HARROW: 296 Station Street.
Tel: 0208 861 2350
GW KENSINGTON: Shop 7, Lancer Square,
Kensington Church Street. Tel: 0207 937 7011
GW KINGSTON ON THAMES: 33 File Road.
Tel: 0208 549 5224
GW LONDON (OXFORD ST): Unit F10,
The Plaza Shopping Centre, 1st floor,
116-128 Oxford Street. Tel: 0207 436 0839
GW RICHMOND: Unit 8, Westminster House,
Kew Road. Tel: 0208 948 6122
GW ROMFORD: 12 Quadrant Arcade.
Tel: 01708 742 140
GW STAINES: 52D Elmsleigh Centre
(at back of M&S). Tel: 01784 460 675
GW SUTTON: Unit 24, Times Square
Shopping Centre. Tel: 0208 770 9454
GW WATFORD: Unit C, 1A Queen Street,
Harlequin Centre. Tel: 01923 245 388
FREDERICK BECK LTD: 22-26 Camden Passage,
Islington. Tel: 0207 226 3403
HARRODS: Knightsbridge.
J.H. LORIMER LTD: Satchwell House,
Clifford Road. Tel: 0181 656 5625
JOHN SANDERS: 77-79 High Street, Ruislip.
Tel: 01895 634849
LEISURE GAMES: 91 Ballards Lane, Finchley.
Tel: 0208 346 2327
TOYSTOP: 377 Upper Richmond Road West,
East Sheen. Tel: 0208 876 5229
WESTGATE DEPARTMENT STORE:
145 High Street, The Harlequin Centre, Watford.
ELYS: 16 St Georges Rd, Wimbledon.
Tel: 0208 946 9191
ROSSIS OF LONDON: 265 Chingford Mount Rd,
Chingford. Tel: 0207 529 1920

WALES

GW CARDIFF: 31 High Street. Tel: 02920 644 917
GW NEWPORT: 25 Skinner Street.
Tel: 01633 256 295
GW SWANSEA: 45 Princess Way.
Tel: 01792 453 869
ALBATROSS: 29 Pier St, Aberystwyth, Dyfed.
Tel: 01970 617836
ARTISTS CORNER: 7 Beaufort Sq, Chepstow.
Tel: 01291 627 393
BRITE IDEAS: Unit 1, Bank Street, Wrexham.
Tel: 01978 758451
J. CLARK TOYS & GIFTS: 13-15 High St, Brecon.
Tel: 01874 622 865

SCOTLAND

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It's been a while since we last heard reports on the war that rages in Ulthuan. Space McQuirk, sage of all things Elven, tells us more about this conflict between the Dark Elves and High Elves on the enchanted isle.

STORM CLOUDS OVER ULTHUAN

Malekith and Malus strike at the High Elf homeland

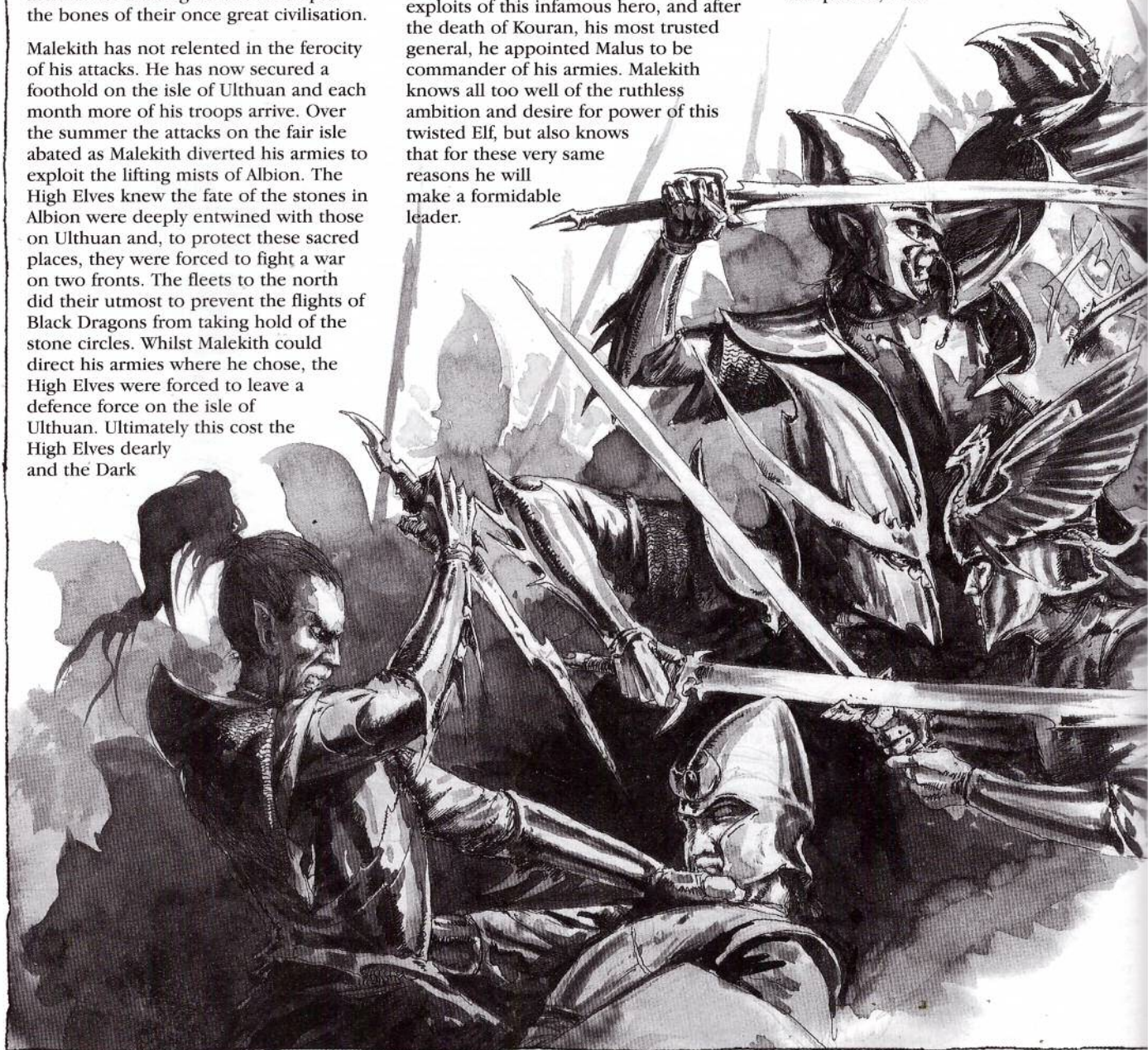
The latest war in Ulthuan has been raging for over a year now. To the long-lived Elves it is but a fleeting moment, but one that has taken a dire toll. Every Elf that falls on the field of battle is a sorrow-filled loss to their kind. Over the last millennia their numbers have slowly dwindled and they know they are a doomed race, but this war is costing them dearly. The tragedy is made worse by the fact that it is Elf killing Elf. In this war the only victors are the vile scavengers that feed upon the bones of their once great civilisation.

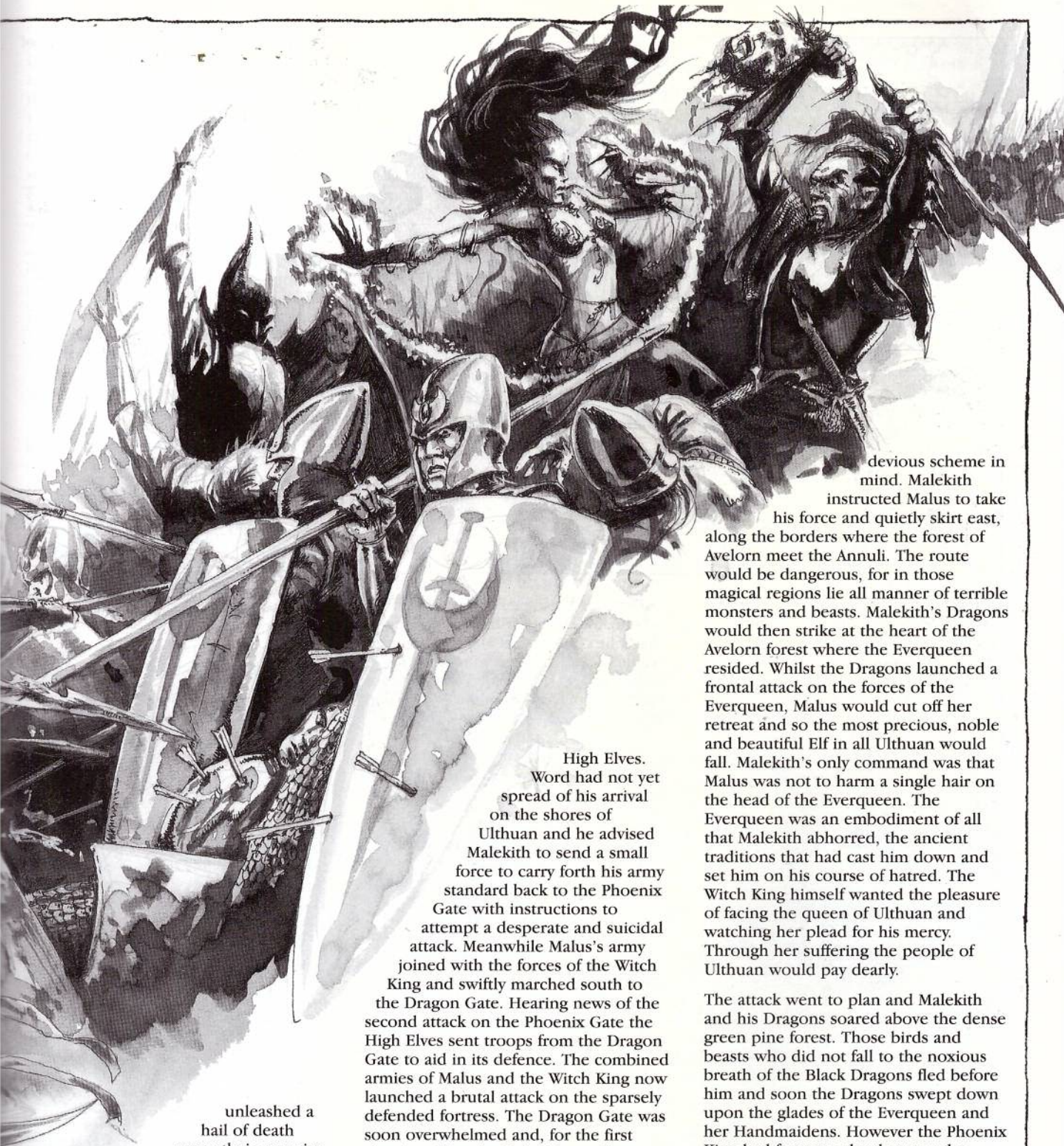
Malekith has not relented in the ferocity of his attacks. He has now secured a foothold on the isle of Ulthuan and each month more of his troops arrive. Over the summer the attacks on the fair isle abated as Malekith diverted his armies to exploit the lifting mists of Albion. The High Elves knew the fate of the stones in Albion were deeply entwined with those on Ulthuan and, to protect these sacred places, they were forced to fight a war on two fronts. The fleets to the north did their utmost to prevent the flights of Black Dragons from taking hold of the stone circles. Whilst Malekith could direct his armies where he chose, the High Elves were forced to leave a defence force on the isle of Ulthuan. Ultimately this cost the High Elves dearly and the Dark

Elves secured a fragile, but nonetheless important, grasp on Albion.

Malekith beached several Black Arks on the northern shores of Albion, knowing this would force the High Elves to spread their forces thinly. With a secure foothold he could now order many of his troops, and some of his finest generals, back to the war on Ulthuan. Perhaps the most noteworthy general to return was Malus Darkblade. Malekith had been greatly impressed by the exploits of this infamous hero, and after the death of Kouran, his most trusted general, he appointed Malus to be commander of his armies. Malekith knows all too well of the ruthless ambition and desire for power of this twisted Elf, but also knows that for these very same reasons he will make a formidable leader.

Having already proven himself on Albion, Malus's first battle on Ulthuan was a glorious victory. Shortly after landing at Chrace he faced strong opposition from the High Elf defence forces but feigned retreat, using himself as bait. The High Elf forces pursued, seeking to capture Malekith's favourite, but Malus had planned an ambush. Reaper Bolt Throwers positioned in the crags of the steep Annuli passes waited until Malus's force had passed, then





unleashed a hail of death upon their enemies. The High Elves realised the trap too late and fled the pass. Malus, however had blocked the path of retreat with a regiment of Executioners whose menacing blades saw to it that not one High Elf survived.

Malus was now able to march freely along the coast and within days he had met up with his lord and master Malekith. Malekith was still stinging from his defeat at the Phoenix Gate at the hands of Tyrion. Malus suggested a cunning and devious plan to fool the

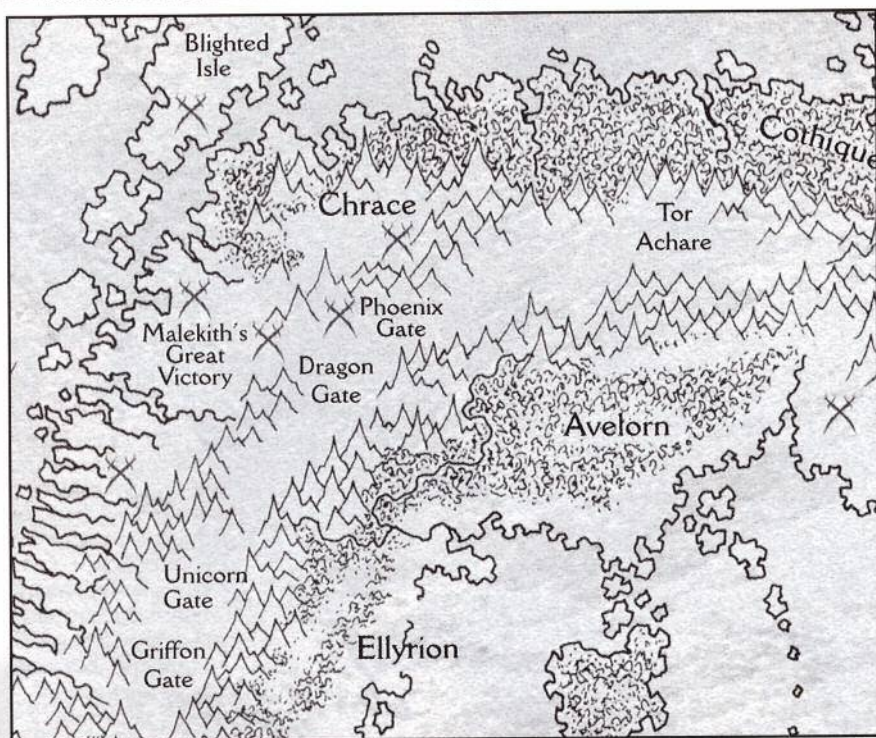
High Elves. Word had not yet spread of his arrival on the shores of Ulthuan and he advised Malekith to send a small force to carry forth his army standard back to the Phoenix Gate with instructions to attempt a desperate and suicidal attack. Meanwhile Malus's army joined with the forces of the Witch King and swiftly marched south to the Dragon Gate. Hearing news of the second attack on the Phoenix Gate the High Elves sent troops from the Dragon Gate to aid in its defence. The combined armies of Malus and the Witch King now launched a brutal attack on the sparsely defended fortress. The Dragon Gate was soon overwhelmed and, for the first time in millennia, Malekith was free to march his armies through the passes of the Annuli, and into the Inner Realm.

Malekith set up a base camp inside the towers of the Dragon Gate to discuss the army's next move. Malus was all for marching south to take Tor Elyr. Here they would be able to set up a permanent fortress within the Inner Realm from where Lothorn would be in easy reach. Whilst Malekith saw the wisdom in Malus's plan, the Witch King knew more about the politics that rule Ulthuan and had a far more evil and

devious scheme in mind. Malekith instructed Malus to take his force and quietly skirt east, along the borders where the forest of Avelorn meet the Annuli. The route would be dangerous, for in those magical regions lie all manner of terrible monsters and beasts. Malekith's Dragons would then strike at the heart of the Avelorn forest where the Everqueen resided. Whilst the Dragons launched a frontal attack on the forces of the Everqueen, Malus would cut off her retreat and so the most precious, noble and beautiful Elf in all Ulthuan would fall. Malekith's only command was that Malus was not to harm a single hair on the head of the Everqueen. The Everqueen was an embodiment of all that Malekith abhorred, the ancient traditions that had cast him down and set him on his course of hatred. The Witch King himself wanted the pleasure of facing the queen of Ulthuan and watching her plead for his mercy. Through her suffering the people of Ulthuan would pay dearly.

The attack went to plan and Malekith and his Dragons soared above the dense green pine forest. Those birds and beasts who did not fall to the noxious breath of the Black Dragons fled before him and soon the Dragons swept down upon the glades of the Everqueen and her Handmaidens. However the Phoenix King had foreseen the threat to the radiant gem of Ulthuan and had sent his loyal and trusted Swordmasters to protect her. Eltharion himself had been given the honour of defending the Everqueen. No sooner had the flight been sighted than Eltharion gathered his warriors to lead his Queen to safety. It was at this moment he heard word that Malekith himself led the attack.

His heart told him of his duty to protect his Queen, yet at the same time the bitterness and hatred towards the Elf who had tortured him and taken his



sight stirred deep within his soul. The heart of an Elf is noble and true but when it is in discord with the spirit, an internal war rages. So did Eltharion fight against his emotions but, as the

Loremaster Belannaer had predicted, he was unable to master them. Thinking that if he could defeat Malekith the war would be ended, Eltharion stayed his retreat and so placed the Everqueen and the whole of Ulthuan in the gravest peril it had yet faced. The flight of Dragons dived down and attacked the combined forces of the Swordmasters and the Handmaidens.

The Everqueen used her magic to blunt the attack of the Dragons, but many of her brave fighters fell before this terrible assault. Eltharion realised his error as he saw the finest warriors fall to the horrendous talons, claws and Dragon breath. Finally he ordered the retreat but it was too late. His desire for vengeance had given Malus Darkblade all the time he needed to position his army to block off any escape.

His heart heavier than ever, Eltharion fought with bitter fury. Leaping and twisting

through the air he struck down scores of Dark Elves, whilst the Everqueen and her Handmaidens fought off the attack of Malus's force. Though the small High Elf force fought with great skill, killing four or five Dark Elves for every one of their own, they knew that all was lost. The forces of the Witch King and Malus had trapped the small group of Elves and soon they would tire and fall to the overwhelming numbers.

Eltharion fought at the side of the Everqueen, honour-bound to give his life to protect her. His keen senses detected the Witch King and his Dragon Seraphon close by, for Malekith's evil scent had become ingrained on his mind. As Malekith brought his sword Destroyer down to strike at the Queen, Eltharion leapt to her defence.

Using the skills he had learned from the great master Belannaer during his recovery in the White Tower, he somersaulted over his opponents to parry the attack. Malekith had bested and broken him before and knew that Eltharion was no match for the Lord of the Dark Elves and his Dragon. In his pride he had not reckoned on Eltharion's new skills and, after months of training with Belannaer, the heroic Swordmaster found himself an able match against Malekith.

Malus saw that Eltharion had left the Everqueen unprotected and now concentrated his attack. Leading a charge of Cold Ones he broke through the defences and soon found himself facing Alarielle, Queen of the Elves. Even Malus was struck by her beauty, but knew she must die. By killing the Everqueen he would undermine the power of Malekith and gain political support from those who secretly opposed Malekith's despotic rule. Alarielle cast spells to protect herself and ward off her would-be assassin, but Malus drank his magical potion to unleash the power of the Tz'Arkan. The Daemon trapped within Malus's dark, cold soul cared nothing for her beauty and easily broke through her magical barriers. The Everqueen fell under the terrible attack and Malus, a murderous rage coursing through his body, raised his blade to strike.

At that moment a horn sounded across the battlefield. All who heard it recognised the sound of a charge of the Dragon Princes. Word had spread of the fall of the gate and the High Mage Teclis had correctly divined the actions of the Witch King. He had bidden Tyrion his twin brother to ride full speed to protect Alarielle. His arrival could not have been timelier. Having



seen Malus working his way towards his Queen, Tyrion had spurred his great Elven Steed Malhandir to gallop faster than it had ever done before. The Dark Elf spearmen formed a defensive line to prevent the High Elf hero from saving the Queen, but Malhandir, without losing a stride, leapt over the wall of Elves. As Malus's sword descended to murder the Everqueen and kill the hope of Ulthuan, Tyrion's blade Sunfang blocked the attack. Reaching down he clasped his hand around that of the Everqueen and pulled her into his saddle, racing off into the depths of the forest.

The charge of the Dragon Princes took the Dark Elf forces by surprise and smashed into their unprotected flanks. With renewed hope the remaining Swordmasters and Handmaidens now counter-attacked heroically. Their Queen had been saved and hope had been restored to their hearts. Even the superior numbers of the Dark Elves were no match against an army fighting with hope and valour. The skilled Swordmasters' blades cut down the Druchii with frightening speed, whilst the spears of the Handmaidens thrust at the vulnerable undersides of the Black Dragons.

Every nerve in Eltharion's body flared into life. A shiver ran down the length of his spine as he sensed the presence of the Elf that had caused him so much pain. Malekith the Witch King was very close. He heard a slight rush of wind and knew that a blade was being directed at the one he had sworn to protect. Twisting his body sharply away from his opponent he thrust himself into a forward dive, pushing his muscles to their limits. The sharp clash of metal on metal was a relief to his ears, as he blocked a thrust that was about to kill the Everqueen.

Leaping to his feet, he swung his blade deftly to his side to parry a powerful swipe from a massive claw, before leaping skyward to avoid the deadly jaws of the Dragon that was about to sever his torso in two.

As he fell back to the ground his blade danced with a flurry of blows, each directed at his nemesis. Most were deflected by the Witch King's dark weapon, but a single strike broke through, only to scratch across the enchanted armour.

"I see you have practiced since our last encounter. Can you not see you are still outclassed?" Malekith's tone was filled with mock pity. "I forget you are blind, excuse my ignorance."

He slashed out with his blade again but where the Swordmaster had once been there was only thin air.

Eltharion now saw that he had not led Ulthuan to its demise and even his bitter heart was momentarily lifted. His blade cut and thrust past the Witch King's defences and broke through the armour of Malekith. For the first time in his life Malekith felt the touch of cold steel pierce his flesh. Shocked at his own mortality he flew from the battle and, with the loss of their lord, the Dark Elves knew they had been defeated. Malus quickly ordered the retreat and as the Witch King's Dragons flew to the skies, the Dark Elves fled into the forest.

Most of the army were caught and destroyed by the Dragon Princes, while those that avoided this fate had to spend many days creeping through the dangerous forest of Averlorn. Only a few managed to make it back to the Dragon Gate where they found the High Elf garrison had reclaimed their fortress. Fewer still escaped the inner realm.

On his throne in Anlec the Witch King nurses his wound, but it is the defeat when victory was in his grasp that pains him more than the slight cut to his flesh. His army has suffered a devastating

Eltharion again launched a combination of sword thrusts at the Elf Lord. Once more the blows were deflected by Malekith's sword and his fine suit of armour, but each time Eltharion caught the Witch King off guard, he found a weakness in his defence. A weakness he would remember for the next attack.

"Come, can you not do better?" Malekith hissed at Eltharion. "Unleash your anger; your hatred will guide you through this darkness that blinds you."

Eltharion could feel a surge of hatred towards his opponent rising. The Witch King mocked him and tormented him. Everything he had once cherished had been destroyed by this one being's evil.

Again he directed his attacks towards the weak points in Malekith's armour. The ring of steel on steel was drowned out by the familiar sound of a trumpet reverberating across the battlefield. Eltharion recognised the call as the order for the Dragon Princes to charge. His fine senses could also pick out the light thudding of hooves ahead of the main cavalry formation. This horse's gallop was faster and stronger than any he had heard before; it could only be Malhandir, which meant Tyrion had arrived. Hope filled his heart; the Everqueen would be saved.

Slowly his hatred dissipated as he focused on his objective. His mind cleared and for that moment he was one with the world

blow. To make matters worse his mother Morathi, who rules over Naggaroth in his absence, has informed him that the Watch Towers to the North have come under increasing attacks from the hordes of Chaos. His defeat has only served to fuel his hatred even deeper and now he swears he will not cease the war until he is seated on the throne in Lothorn.

The High Elves have now started a new offensive to push the Dark Elves from their isle. For some time no news of Tyrion and the Everqueen was heard but when they emerged from the forest all rejoiced and the Phoenix King himself knelt before the brave Elf hero in gratitude. As he did so a chorus of whispers broke the silence of the palace chambers. Many of those in the palace were shocked at what they saw as Tyrion's impudence.

Even more shocking is the news that Eltharion has proposed he lead a second expedition to Naggaroth, taking the war to their dark kindred. Most oppose his aggressive action but there is no staying him and even the Phoenix King knows he must let Eltharion fight his own war.

around him. Blocking a powerful strike, he arched his body backward to duck under Destroyer's deadly blade. From this position he flicked his sword upwards, the sharp edges of his weapon slicing through the leather bindings of the saddle. For a moment the Witch King lost his balance. It was all the time Eltharion needed. In that fraction of a second the contempt, anger and bitterness all passed from his mind. Focused with pure clarity he remembered every strike of his blade on Malekith's armour.

"I am only blinded by light!" he spoke as he deftly thrust his sword forwards with blinding speed, piercing a small joint in the plate armour and sinking the weapon into Malekith's flesh.

A shrill cry escaped the Dark Elf and in that moment Eltharion felt elation like never before. A rush of passion flooded his mind, and the need to finish his opponent now became his only goal. He pulled out his blade and rolled his wrists to bring it arcing towards Malekith's head. Malekith blocked the attack with his armoured gauntlet and quickly urged his Dragon airborne. Seconds later the Swordmaster stood alone. He had achieved what no High Elf had ever done before. Now only one path lay before him, one ambition filled his heart and such was the fury with which it burned, no words could steer him until he fulfilled his desire. He would finish the task. Eltharion would seek out and kill the Witch King.

NECRON AWAKENING

C'TAN: THE DECEIVER

The Deceiver is another of the powerful Necron star gods. C'tan are almost indestructible with a Toughness of 8 and 5 Wounds, however the Deceiver's true strength is in its ability to affect its enemy's morale with its special rules, Deceive and Dread.

Designed by Mark Harrison, this boxed set contains one C'tan Deceiver model.

This model requires assembly.



NECRON FLAYED ONES

Twisted, ghoulish horrors of the night, Flayed Ones advance before a Necron force, spreading fear like a plague before them. Flayed Ones make excellent use of Necron technology allowing them to Deep Strike even in missions which would not normally allow Deep Strike or Reserves.

This blister pack contains two Necron Flayed Ones models, designed by Alex Hedström.

These models require assembly.



NECRON WRAITHS

Grotesque floating killers, Wraiths move like ghosts, their ability to shift in and out of phase giving them a 3+ Invulnerable saving throw. Combining this with their ability to ignore terrain means that they can move directly towards their prey, ignoring both obstacles in their path and the heaviest of enemy fire.

This blister pack contains one Necron Wraith model, designed by Mark Harrison.

These models require assembly.





NECRON HEAVY DESTROYER

Like their lighter brethren, Heavy Destroyers are the fusion of a Necron Immortal and a flying skimmer craft. Equipped with a heavy gauss cannon (Strength 9) they can easily deal with most enemy armour.

Designed by Jes Goodwin and Tim Adcock, this boxed set contains one Necron Heavy Destroyer.

This model requires assembly.



NECRON PARIAHs

Crafted from a terrible symbiosis of Necron technology and human evolution, Pariahs represent the next phase of the C'tan's ideal for the galaxy. This elite unit is particularly formidable, with a Strength of 5 and Toughness of 5 and armed with a deadly warscythe, which ignores all armour saving throws.

This blister pack contains one Necron Pariah model, designed by Mark Harrison.

These models require assembly.



PRICE LIST

NECRON PARIAHs.....£5.00		
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NECRON HEAVY DESTROYER.....£10.00		
Denmark	kr 125.00	Sweden kr 150.00
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NECRON WRAITHs.....£8.00		
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NECRON C'TAN - DECEIVER.....£12.00		
Denmark	kr 150.00	Sweden kr 180.00
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NECRON PLAYED ONES.....£6.00		
Denmark	kr 70.00	Sweden kr 80.00
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Warhammer 40,000 Games Development's Graham McNeill has just had his first novel published by the Black Library. Here's a taster.

60 MILLION YEARS AGO...

The star was being destroyed. It was a dwarf star of some one and a half million kilometres diameter and had burned for over six billion years. Had it not been for the immense, crescent-moon shaped starship orbiting the system's fourth planet and draining its massive energies, it would have probably continued to do so for perhaps another sixteen billion years.

The star generated energy at a colossal rate by burning hydrogen to helium in nuclear fusion reactions deep in its heart before radiating that energy into space. These reactions produced intense electro-magnetic fields in the star's core that rippled to the surface in seething magnetic waves.

A clutch of these surging fields erupted as a toroidal loop of magnetic flux some 200,000 kilometres in diameter, producing a dark, swelling sunspot within the star's photosphere.

This active region of magnetic flux expanded rapidly, suddenly exploding upwards from the star's surface in a gigantic flare, covering a billion square kilometres and becoming a bright curling spear of light in the star's corona. These powerful waves of electromagnetic energy and sprays of plasma formed into a rippling nimbus of coruscating light that spiralled a snaking route towards a rune-

NIGHTBRINGER

AN EXTRACT FROM GRAHAM McNEILL'S NEW NOVEL

encrusted pyramid at the centre of the vast starship. Eldritch sigils carved into the ship's side blazed with the received energies and the hull pulsed as though the ship itself was swelling with barely contained power.

Every flaring beam of light ripped from the star that washed its power over the ship shortened the star's lifespan by a hundred thousand years, but the occupants of the starship cared not that its death would cause the extinction of every living thing in that system. Galaxies had lived and died by their masters' command, whole stellar realms had been extinguished for their pleasure and entire races brought into existence as their playthings. What mattered the fate of one insignificant star system to beings of such power?

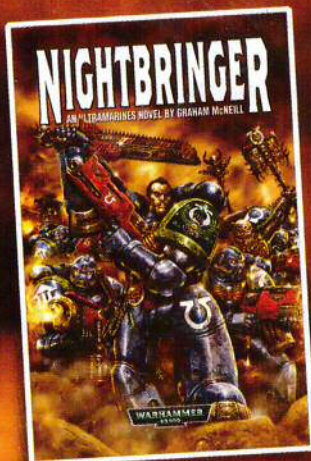
Like some obscene mechanised leech, the ship continued to suck the vital forces from the star as it orbited the planet. An array of smaller pyramids and obelisks on the ship's base rippled as though in a heat haze, flickering in and out of perception as the massive ship shuddered with the colossal energies it was stripping from the star.

Abruptly the snaking beam of liquid light from the star faded and vanished from sight, the silver ship having had its fill for the moment. Ponderously it began to rotate and dropped slowly

through the planet's atmosphere. Fiery coronas flared from the leading edges of the crescent wings as it descended towards a vast, iron-oxide desert in the northern hemisphere. The surface of the planet sped by below: rugged mountains, grinding tectonic plates and ash-spewing volcanoes. The ship began slowing as it neared its destination, a sandy dust bowl with a tiny spot of absolute darkness at its centre.

The ship's speed continued to drop as the shape resolved itself into a glassy black pyramid, its peak capped in gold. Its shimmering obsidian walls, smoky and reflective, were impervious to the howling winds that scoured the planet bare. Small, scuttling creatures that glittered in the burning sun crawled across its surface with a chattering mechanical gait. Runes identical to those on the orbiting starship hummed as powerful receptors activated.

The ship manoeuvred itself gracefully into position above the pyramid as the gold cap began to open like the petals of a flower. The humming rose to an ear-splitting shriek as the smaller pyramids and obelisks on the ship's underside exploded with energy, and a rippling column of pure electromagnetic force shot straight down the black pyramid's hungry maw.



NIGHTBRINGER

Newly promoted Ultramarines Captain Uriel Ventris is assigned to investigate Pavonis, an Imperial planet plagued by civil disorder and renegade Eldar raiders. But nothing is as straightforward as it appears, and wheels are turning within wheels. Uriel and allies are forced into a deadly race against time to destroy their shadowy enemy – or the whole planet must be sacrificed for the good of Humanity.

Nightbringer is available now from all better bookshops and Games Workshop stores.

Incandescent white light blazed from the pyramid, instantly incinerating the mechanical creatures that crawled across its surface. The desert it stood upon flared gold, streaks of power radiating outwards from the pyramid's base in snaking lines and vitrifying the sand in complex geometric patterns. The enormous vessel held its position until the last of its stolen energy had been transferred. Once the gold cap of the pyramid had sealed itself shut, the ship made the long trip back into orbit to repeat the process, its intention to continue ripping energy from the star until it was nothing more than a cooling ball of inert gasses.

The vessel settled into position before the star, the arcane device mounted upon its hull powering up once more.

An area of space behind the vessel twisted, shifting out of true and ripping asunder as the fragile veil of reality tore aside and a massive flotilla of bizarre alien vessels poured out from the maelstrom beyond.

No two ships were alike, each having its own unique geometries and form, but all had the same lethal purpose. As though commanded by a single will, the rag-tag fleet of ships closed rapidly on the crescent-shaped starship, weapons of all descriptions firing. A series of bright explosions blossomed across the mighty ship's hull, bolts of powerful energy smashing against the uppermost pyramid. The craft shuddered like a wounded beast.

But this starship could fight back.

Arcs of cobalt lightning whiplashed from its weapon batteries, smashing a dozen of its foes to destruction. Invisible beams of immense power stripped another group down to their component atoms. But no amount of losses could dissuade the alien fleet from its attack, and no matter how many were destroyed, it seemed there were always more to take their place. The faceless crew of the starship appeared to realise that unless they could escape, they were doomed. Slowly the ship began to rotate on its axis, a powerful, electric haze growing from its inertialess engines.

A multitude of alien weapons hammered the ship's flattened topside, tearing great gouges in its hull and blasting jagged chunks of metal from the vessel. Self-repair mechanisms attempted to stem the damage, but, like the ship itself, they were fighting a



losing battle. Wreckage from the ship spun off into the darkness of space as its engines fired with retina-searing brightness. Time slowed and the image of the enormous ship stretched like elastic, the nearby gravity well of the star enacting its revenge on the vampire ship as it vainly attempted to escape.

With a tortured shriek that echoed through the warp, the crescent ship seemed to contract to a singular point of unbearable brightness. Its attackers were sucked into the screaming wake and together the foes were hurled into oblivion, perhaps never to return.

The star continued to burn and, far below, the glow emanating from the golden cap of the black pyramid faded until it was a dull lustreless bronze.

Soon, the sands obscured even that.

ABOUT THE AUTHOR



Graham McNeill is a regular contributor to *Inferno!* and is part of Games Workshop's Warhammer 40,000 Games Development team. Recently he has worked

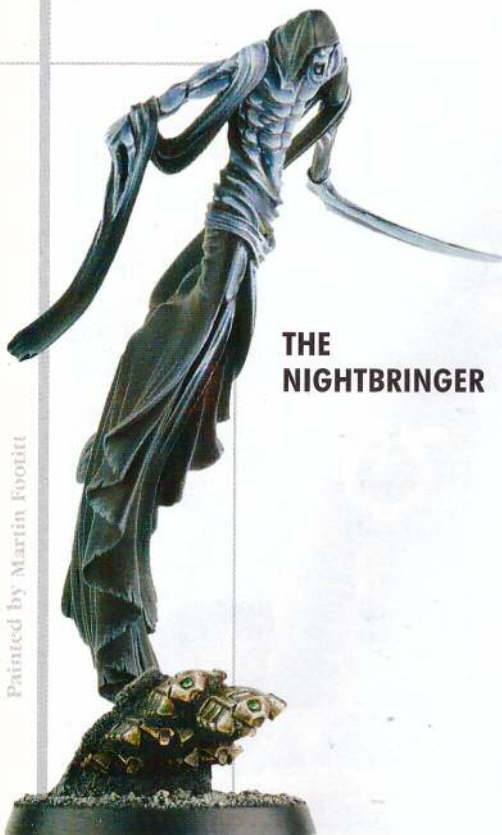
on such projects as *Codex Tau* and *Codex Necrons*.

When not at work, he can often be found mumbling about home cinema and writing his next novel 'Storm of Iron'. This is to be a mighty tale of Chaos Space Marines and in particular the Iron Warriors.

For this Masterclass we asked the 'Eavy Metal team how they went about painting the new C'tan special character model, the Nightbringer, designed by Alex Hedström.

'EAVY METAL MASTERCLASS

Painted by Martin Footitt



**THE
NIGHTBRINGER**

ASSEMBLING THE MODEL

The torso of the model was first pinned (using brass rod) to the lower robes, which were then themselves pinned to the scarab base. The scythe arm was then glued on before giving the model an undercoat of Chaos Black spray. Thinned Chaos Black paint was then applied to any areas where the spray had failed to catch.

PAINTING THE MODEL

The majority of the Nightbringer was painted using a single colour scheme which was applied to the skin and scythe. First, a basecoat of Chaos Black mixed in equal parts with Shadow



Grey was used. The top quarter of each muscle was then highlighted with an equal parts mix of Shadow Grey and Liche Purple, which was blended on

top of the basecoat. Then the bottom quarter was painted with an equal parts mix of Chaos Black and Liche Purple.



Shadow Grey was next blended in with the Shadow Grey and Liche Purple mix that had been painted onto the top quarter – this was

applied to about halfway down each muscle. Shadow Grey was then mixed with Ghostly Grey and a fine line was blended in just beneath it. Ghostly Grey was then blended beneath this, followed by mixing Skull White with Ghostly Grey for the final highlight blending stage.



A mix of Vomit Brown and Chaos Black was then applied to a few of the darker recess areas and this was highlighted by adding a small amount of Vomit Brown to the mix.



Small dots of Skull White were painted onto the areas beneath the Liche Purple and Chaos Black shading. The areas where the skin met the cloth were then tidied up with Chaos Black.

FINISHING TOUCHES

The Scarabs on the base were painted with a basecoat of Boltgun Metal. This was given a first highlight stage of Chainmail, followed by Mithril Silver. A wash of an equal parts mix of Black, Brown and Chestnut inks was applied before a final wash of thinned Dark Green Ink.



Sand was then stuck onto the base with slightly watered down PVA glue.

The sand was painted with a mix of equal parts Chaos Black, Codex Grey and Blood Red. Bleached Bone was then added to the mix and drybrushed on.



SUMMER CAMPAIGNS

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 is playing games of Warhammer 40,000 charting the course of this galactic conflict, focusing on the pivotal conflict in the Vilnus system, as the forces of the Imperium converge to destroy one of the Necrons' C'tan leaders.

The summer is split into three distinct phases, representing the different stages of the escalating conflict. To begin with, the Necrons are 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 becomes increasingly aware of the threat that the Necrons represent and brings its powerful armies to bear on the foe.

Every game of Warhammer 40,000 you play 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 its 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.

As part of the Necron Awakening Summer Campaign, the Steel Conspiracy Roadshow is currently 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. It is visiting the stores and independent stockists listed on the right in July and August, so what are you waiting for? Get along to your local store and get playing games!

JULY

20th **GW NOTTINGHAM**

20th **GW IPSWICH**

20th **GW GLASGOW**

22nd **MAGAZINE WORLD:**

2-6 Commercial

Street, Halifax.

Tel: 01422 330547

23rd **MERCER & SONS:**

21-27 Northgate,

Blackburn.

Tel: 01254 587000

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**

27th **GW NORWICH**

27th **GW EDINBURGH**

29th **CYBERDYNE:**

15 The Shires Centre,

Trowbridge.

Tel: 01280 859277

30th **CYBERDYNE:**

63a Northbrook Street,

Newbury.

Tel: 01635 521211

31st **CYBERDYNE:**

15 Union Street,

Cornhill, Stroud.

Tel: 01453 767722

AUGUST

1st **GRIFFIN GAMES:**

9 The Centre,

Weston Super-mare.

Tel: 01934 429799

2nd **NUNEATON**

BOOKSHOP:

24 Abbey Street,

Nuneaton.

Tel: 02476 342000

5th **BATTLE-SCAR:**

551-553 Charminster

Road, Bournemouth.

Tel: 01202 258194

6th **ESDEVIVUM**

GAMES LTD:

6 Wellington street,

Aldershot.

Tel: 01420 89900

6th **GW LEICESTER**

6th **GW MILTON KEYNES**

6th **GW METRO CENTRE**

7th **SANDA GAMES:**

4 Albert Place,

Donnington, Telford.

Tel: 01952 676722

8th **MODEL MAYHEM:**

51 Bridge St, Evesham.

Tel: 01386 421431

12th **GAME ON:**

30 High Street,

Saffron Walden.

Tel: 01799 506 070

13th **GW OXFORD**

13th **GW BRENT CROSS**

13th **GW LEEDS**

14th **EMPIRE:**

121 Norfolk Street,

Kings Lynn.

Tel: 01553 765 174

15th **MARQUEE MODELS:**

Unit 79b, The Harvey

Centre, Harlow.

Tel: 01279 423334

16th **MARQUEE MODELS:**

Unit 5, The Marquee,

Railway Street,

Hertford.

Tel: 01992 504 718

19th **PLAY AND LEARN:**

8 Selskar Street,

Wexford.

Tel: 0353 5323788

20th **GW SLOUGH**

20th **GW KINGSTON**

20th **GW MANCHESTER**

20th **NODDY'S**

TOYMASTER:

The Corn Market, Cork.

Tel: 00353 214 275946

21st **IT'S MAGIC:**

Unit 223, Eyre Square

Shopping Centre,

Galway.

Tel: 00353 91 563313

22nd **WORLD OF WONDER:**

Newbridge Retail

Park, Athgarvan

Road, Newbridge,

Co. Kildare.

Tel: 045 447264

23rd **NIMBLE FINGERS:**

1 Dublin Road,

Stillorgan,

Co. Dublin.

24th **GW POOLE**

24th **GW LONDON**

(OXFORD ST)

24th **GW LIVERPOOL**

29th **GW CARDIFF**

29th **GW BROMLEY**

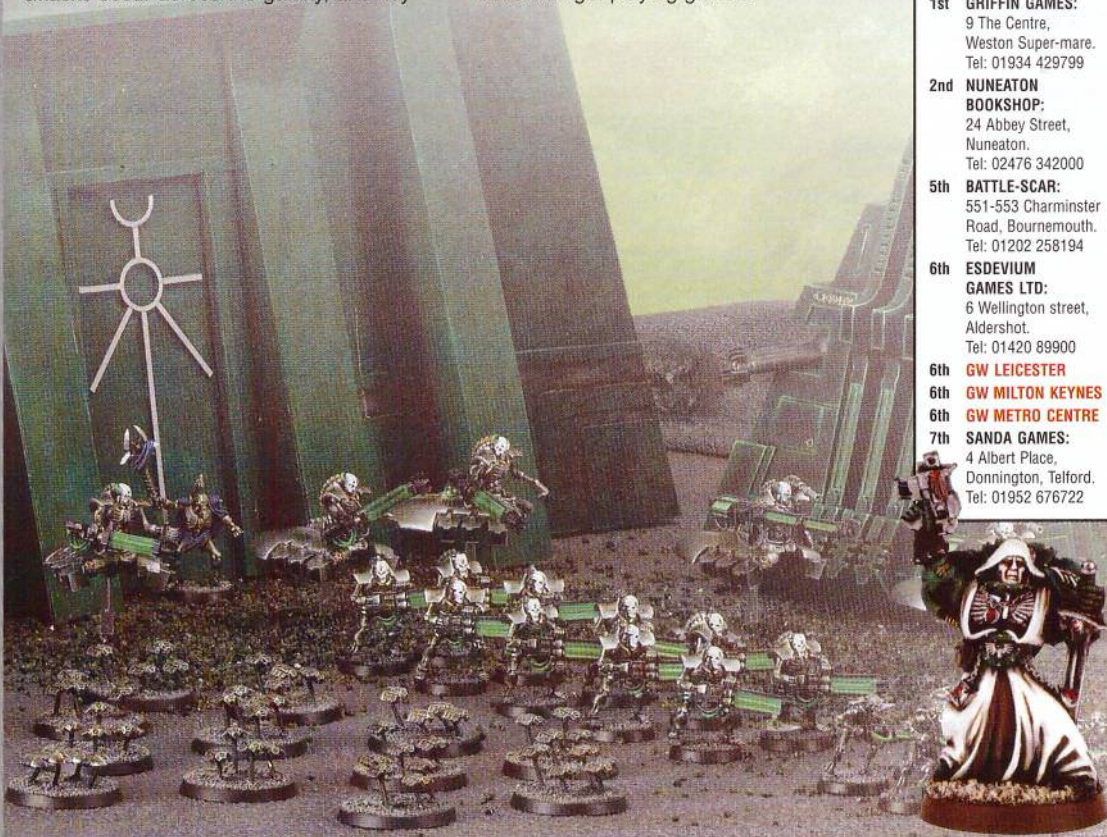
29th **GW CHESTER**

31st **GW EXETER**

31st **GW BRIGHTON**

31st **GW MEADOWHALL**

This special edition Dark Angels Sergeant can only be purchased at the Steel Conspiracy Roadshow. Available only while stocks last!



This month's battle report features a Necron ambush on an Imperial Guard tank column, while Deathwatch Space Marines track the metal warriors back to their tomb in a daring raid.

DOOM IN THE DESERT



Andy Chambers

Imperial Guard, and the Deathwatch infiltrating the tomb.

We used our Armageddon Steel Legion force to stand in for the Cadians, with a guest appearance from the Deathwatch in the early part of the battle. For the Necrons we fielded just about everything we could lay our hands on, just keeping back some Scarabs and

Andy C: We had decided to base this battle report on some of Phil Kelly's fiction from the new Necron Codex. This meant the game would be split into two chunks; the battle on the surface with the

the Tomb Spyders to use against the Deathwatch later. The story features Necron Monoliths and a bigger force of Cadians but we just downscaled it to what we had available. We weren't particularly worried about the forces having equal points, but it just so happened that both sides totalled roughly 2,500 points.

I set three objectives for each side (detailed right) based on ideas from the story narrative. As referee I would adjudicate which objectives were completed or failed.

We had enough desert terrain to set up a table for the Imperial Guard battle on the surface but we had to improvise for the Necron tomb interior. A suitable selection of dark coloured Cityfight and Inquisitor terrain was pressed into service and we used it to lay out a 4'x4' table.

To make sure we would get an entertaining battle we played through both halves of the scenario in a practice game. This went swimmingly, with the Cadians putting up stiff resistance but the Deathwatch being repulsed from the tomb. As events turned out Pete and Andy swapped places for the real thing, and I was looking forward to seeing how things would go.

Please remember that what follows is only a rough guide for a friendly game and not a fully designed (or necessarily balanced) scenario. If you wish to re-fight it yourself, feel free to change forces, terrain and even objectives. Don't forget this battle report was inspired by Phil's excellent piece of fiction, so maybe you could design your own scenario based on a piece of writing you have read and enjoyed yourself.

Captain Marcellus of the Deathwatch finished his prayers and stood, lifting his massive, power armoured form from the kneeling vigil he had maintained all night. From the observation deck of the Strike Cruiser he could see the surface of the dead world many miles below, continent-sized dust storms churning across its surface.

Brother Jerak approached his commanding officer. "Brother-Captain, the column has entered sector beta-17. It will be soon."

Captain Marcellus remained motionless at the armoured viewing port for a moment longer. Gazing down into the swirling dust clouds miles below he pictured the Imperial Guard column snaking its way through the desert. For the briefest moment he considered the men who would lose their lives to draw the Necron warriors from their ancient tomb. Marcellus had by necessity cast aside his conscience the day he had joined the ranks of the Deathwatch, yet he had the compassion to commit the soldiers' souls to the Emperor.

Followed by Brother Jerak, Marcellus made his way to the teleportarium. Entering the chamber, he was satisfied to see his two kill teams standing ready to embark upon their mission on a moment's notice. Each Space Marine stood within a teleportation device: an arcane construction of pulsing cables and humming arrays. Marcellus had seen Space Marine veterans in their hulking Terminator armour sweat at the prospect of using the ancient, poorly understood devices, but his men showed no trace of discomfort at the unnatural method of transport. Only grim determination showed upon their faces.

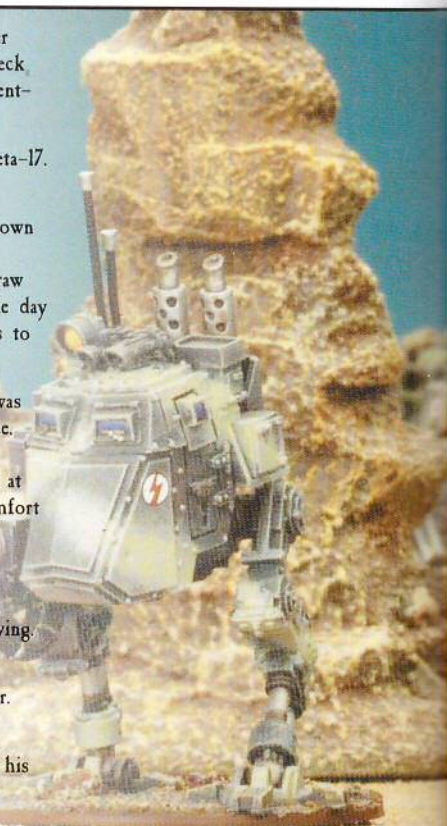
The Captain took his place in his teleportation array. The machine spirit of his armour projected a tactical display over his vision, a topographical view of the valley through which the Imperial Guard column travelled. Blue icons indicated Chimera transports, and he noticed that some had stopped moving. Within moments they were reversing, the column changing formation to a firing line.

Marcellus activated the vox-net. "Brothers, the bait has been taken. We go now to face the Necrontyr. Let none falter in his duty, let none fail in the Emperor's work. Commence Rite of Teleportation."

The screaming of generators filled the chamber as violet light played over each Space Marine within his teleportation device. As the machinery reached full power the Deathwatch began their Catechism of Contempt.

The words echoed around the empty teleportarium. "Contemno Xenos, Caedo Xenos, Defacco Xenos."

Hate the alien. Kill the alien, Purify the alien.



SCENARIO – DOOM IN THE DESERT

IN THE DESERT

Necron Objectives

1. Destroy all Imperial Guard within six turns.
2. Kill the Colonel in close combat with the Flayed Ones.
3. Kill all humans.

Imperial Guard Objectives

1. Deathwatch inflict at least one casualty to 'tag' a Necron and teleport out to follow it.
2. Stay alive as long as possible.
3. Avoid the Colonel getting killed in close combat by Flayed Ones.

Starting the Battle

The Imperial Guard start in a column next to one of the table's long edges having just descended to a valley floor, with a rock wall to their side. The Necron attackers are split into three waves which arrive on Turns 1, 2 and 3 respectively, using the deep strike rules to represent them clawing up from the desert sands. The Necrons get the first turn. The Deathwatch can deep strike in on the first Imperial Guard turn.

IN THE TOMB

Necron Objectives

1. Repair Necrons.
2. Protect power node.
3. Kill all humans.

Deathwatch Objectives

1. Tag Necron and follow it.
2. Destroy power node.
3. Observe repair operations for 1-2 turns.

Starting the Battle

Deathwatch enter from a tunnel mouth, the Scarab sentries are scattered around the complex randomly. The Tomb Spyders with particle projectors should be close to where the damaged Necrons arrive and each turn will move to repair the nearest. The other Spyders are tending the power node and will not move far from it until the alarm goes off.

SPECIAL RULES

Repairing Necrons

Use the rules for Spyders creating Scarab swarms. Any Spyders that lose a wound can regain it by visiting the power node (note this only applies to

wounds lost while attempting to repair – not through combat!).

The Power Node

Treat this as a stationary vehicle with Armour Value 14. Any penetrating hit destroys it, glancing hits have no effect.

Necron Reinforcements

Any of the D3 Spyders near the power node which are not placed initially will arrive as reinforcements after the alarm is raised, one per turn max, randomise entry point with a Scatter dice.

Necron Damaged Units

Damaged Necrons appear in the tomb the same turn they phase out in the desert battle. By Turn 6 the Necrons will return to the tomb in unstoppable numbers and the Deathwatch must withdraw.

Other Notes

1. In the tomb, models can only consolidate after close combat.
2. Unit coherency rules are ignored (effectively each model is a single unit).
3. The Deathwatch can teleport out at the beginning of any of their turns.



IT'S QUIET... TOO QUIET



Graham McNeill

Graham: Well, this is promising to be a real blast. Instead of having to agonise over my army selection as I normally would, wondering what to put in, what I had to leave out – this time I was able to pretty much take everything the 'Eavy Metal team had painted for the Studio army. Which was nice. Normally I find myself making a wish list of troop types and end up with an army list that spirals way over the agreed points cost.

For this game we had decided upon not using a fixed points cost for each side, but simply to take a complete army and

fight a game using it. It's kind of fun to break the normal rules now and again and play a game based on a story that you've either read or written.

I knew that I was, in all likelihood, not going to be able to stop Andy's Deathwatch from achieving their objective, but that was pretty much incidental to my own objectives – utterly destroying the Imperial Guard by the end of Turn 6, and, if possible, kill the Colonel of the regiment with the Flayed Ones.

All my units would be arriving on the table by deep strike in three waves. I wouldn't know what was due to arrive each turn until Andy C told me at the beginning of the turn. This made it more difficult for me to plan a strategy, but would also keep my opponent on his

toes, as he couldn't be sure when some of my more devastating units might arrive. Whatever happened, my main goal would be to try and cripple as many of the Guard's tanks – especially the Leman Russ – as quickly as possible, as the huge amount of firepower they could dish out was sure to wreak havoc within my ranks by dint of the sheer amount of dice being rolled. After (hopefully) taking out the tanks, I could then concentrate on the soft, squishy things on the inside. If I could get lucky with my rolls for my deep strikers and manage to rise from the ground in a decent spot, I could stay out of assault range, where I'd be most vulnerable, but still be within range of my gauss weapons.

Now, time to spring my trap...

TOMB RAIDING, DEATHWATCH STYLE



Pete Haines

Pete: Having written the Deathwatch rules, it came as a pleasant surprise to be asked to use them in a battle report. After spending a moment or two reminding myself just how saucy they were and reading the mission brief, I decided that I should

stick to a few basic tactical principles. Stay together, keep moving toward the objective without getting sidetracked, use stealth where it is beneficial but be fully prepared to cut loose.

The Deathwatch are extremely well-equipped and I would have two teams at my disposal, one led by a Captain, the other by a Librarian. I decided to mass the veterans into an assault

group to be led by the Captain and leave the Librarian to command a fire support group including the heavy bolters. The Captain's team would lead the way eliminating sentries and generally getting stuck in, while the Librarian's team would stay close behind and either use their heavy bolters to lay down suppressive fire or charge in to mop up any stubborn understains.

WE'RE PERFECTLY SAFE IN HERE...

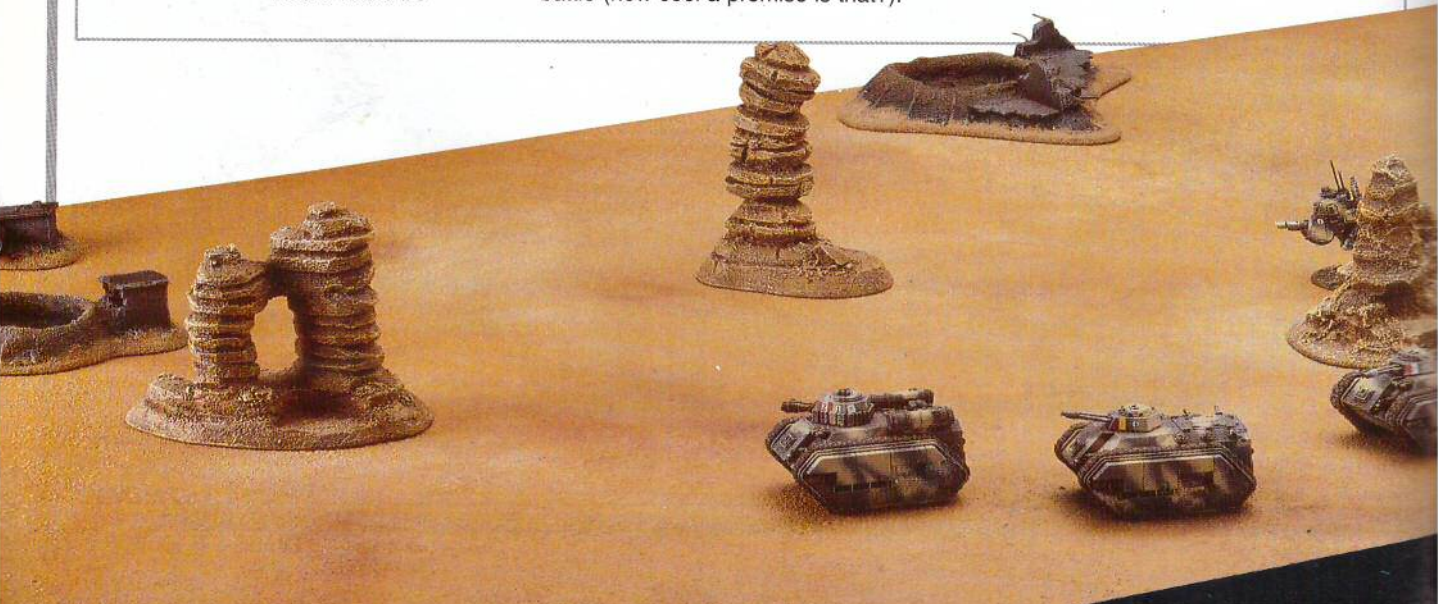


Phil Kelly

Phil: Well, a large degree of improvisation looked to be in order for this mission. My forces started scattered to the four corners of the table, whereas Pete's could be

deployed in a tight formation, so I would have to use all available resources to tie the Deathwatch up. The longer I delayed them, the better my chances of success. I really liked this aspect of the scenario; the casualties teleporting in correlated directly with the casualties in the main battle (how cool a premise is that?).

So my strategy was to hold the Deathwatch up with Scarabs and Tomb Spyders until my forces became so numerous that Pete would be far too busy trying to stay alive to plant any nasty melta bombs on the power node itself.



NEVER TELL ME THE ODDS!



Andy Hoare

Andy: This is shaping up to be just the sort of game I love. I've always been far more interested in narrative rather than competitive gameplay, and the scenario Andy C's written sounds like it's going to be really fun to play.

This is based on Phil's piece in Codex Necrons, in which a convoy of Imperial Guardsmen are used to draw out a Necron attack, giving the Deathwatch time to tag a Necron with a psychically impregnated Odysseus tracking round. I knew that few, if any, Guardsmen would be making it home for tea and biscuits! I had to concentrate on the Deathwatch's mission and not worry about the Guard casualties too much.

The first thing to do was choose my army. This was easy as we'd chosen not to use points values in this game. We'd decided that the Studio Steel Legion army was the ideal candidate, and there you go, army selection complete! It was really quite liberating not having to worry about every last piece of wargear and what I could or could not afford. I took no wargear that was not obvious on the models, and included everything that was represented, right down to the improved comms on the command Chimera, even though I didn't have any reserves.

My objectives for the game were perfectly straightforward, but not necessarily easy. The most important one was to teleport in the Deathwatch team and tag a Necron. This would mean choosing the right place to deep strike, getting at least one kill, and getting out again. I had a little fun with the Deathwatch, equipping them with all sorts of specialist equipment that would get the job done. In a more run-of-the-mill game I'd never invest so many points in such a small squad, but as points weren't an issue, I just gave them what seemed characterful.

As I was splitting the Deathwatch into two teams (you can normally only have one, but Andy C said I could!) I had one led by a Captain and one by a Librarian. The two squads were equipped in pretty much the same manner, with a liberal amount of power fists and lightning claws, and a heavy bolter in each.

My other two objectives were to ensure the Flayed Ones didn't kill my Colonel, and to have survivors on the table at the end of the game. The longer the Guard could hold out, the longer the Deathwatch would have in the tomb to complete their mission. Andy C had run a practice game to ensure all these weird force choices and deployments worked out alright, and in that game, Pete had taken the Imperial Guard, and managed to keep a couple of squads alive until the end. So I knew it wasn't impossible, but I also knew that Graham would have learned from that battle and that it would be challenging to say the least.

The background to this mission required me to deploy my forces in a long column, as if they were cautiously scouting their way through the silent desert. I positioned the Chimeras in a single file column, not expecting trouble, but taking standard precautions. I placed the Hellhound and Storm Troopers scouting ahead, the Sentinels acting as out-riders, the Leman Russ covering from the rear and the individual squad transports in a long convoy.

So, the unsuspecting Imperial Guard column is winding its way through the desert and the Deathwatch are ready to react the moment the Necrons take the bait...



DW1

Deathwatch Kill Team Alpha

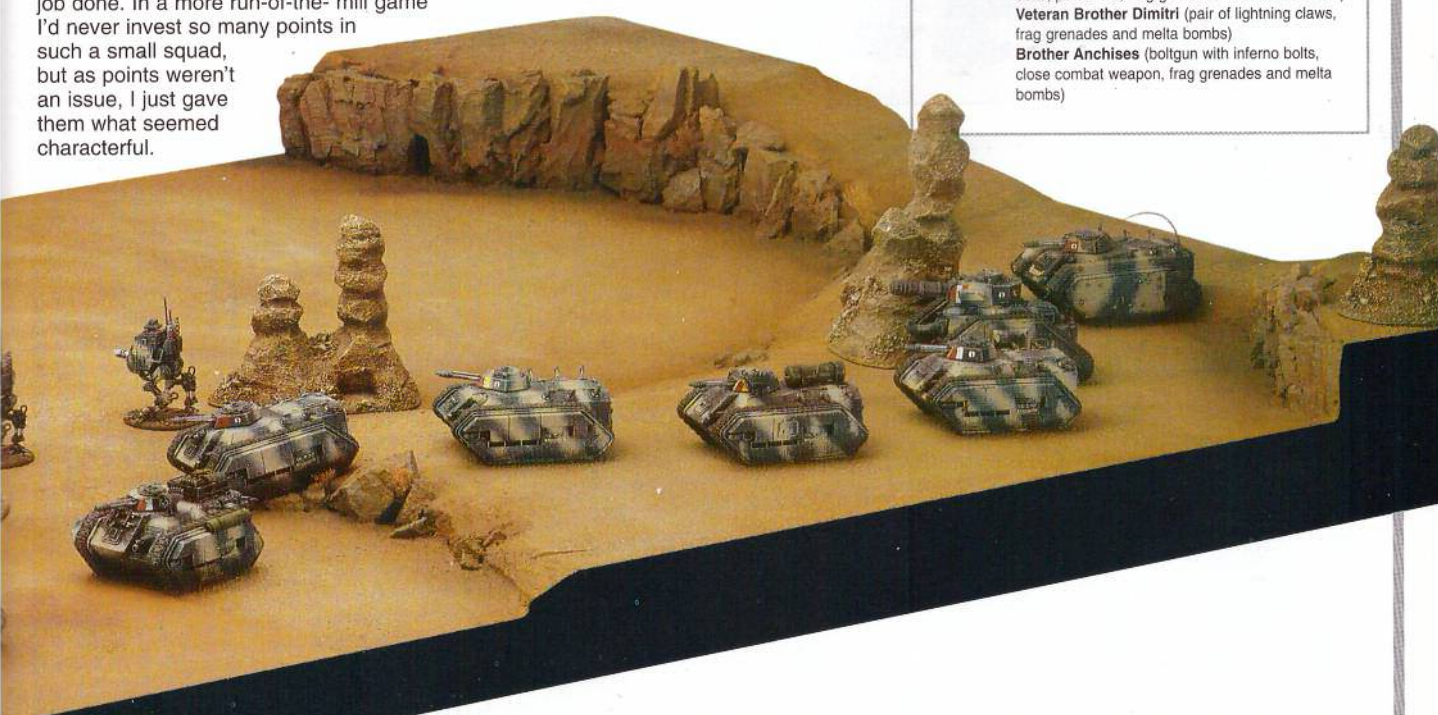
Librarian Arcas (force sword, boltgun with inferno bolts, iron halo, frag grenades and melta bombs)
Brother Nero (boltgun with inferno bolts, close combat weapon, frag grenades and melta bombs)
Brother Jerak (boltgun with inferno bolts, close combat weapon, frag grenades and melta bombs)
Brother Kalan (heavy bolter with hellfire ammo, suspensors, frag grenades and melta bombs)
Brother Celestine (heavy bolter with hellfire ammo, suspensors, frag grenades and melta bombs)



DW2

Deathwatch Kill Team Beta

Captain Marcellus (power sword, storm bolter, frag grenades and melta bombs)
Veteran Brother Bren (boltgun with inferno bolts, power fist, frag grenades and melta bombs)
Veteran Brother Altrius (boltgun with inferno bolts, power fist, frag grenades and melta bombs)
Veteran Brother Dimitri (pair of lightning claws, frag grenades and melta bombs)
Brother Anchises (boltgun with inferno bolts, close combat weapon, frag grenades and melta bombs)



NECRON STRIKE FORCE

HQ

Necron Lord

Gaze of Flame, Lightning Field, Nightmare Shroud & Phase Shifter.

Elites



10 Flayed Ones

Claws.



10 Pariahs

Warscythe with built-in gauss blaster.



10 Immortals

Gauss blaster.

Troops



12 Necron Warriors

Gauss Flayer.



12 Necron Warriors

Gauss Flayer.



12 Necron Warriors

Gauss Flayer.



Fast Attack

3 Necron Destroyers

Gauss Cannon.



3 Necron Wraiths

Claws and barbed tail.



6 Scarab Swarms



Heavy Support

3 Necron Heavy Destroyers

Heavy gauss cannon.

NECRON STRIKE FORCE



GUARDIANS OF THE TOMB



5 Scarab Swarms.

3 Tomb Spyders with claws.

3 Tomb Spyders with a claw and particle projector.



D COMPANY 23RD CADIAN

HQ

Command HQ

Colonel Henrik with a plasma pistol, and power weapon.

Commissar McKan with a bolt pistol, and power weapon.

4 Guardsmen. One with a plasma gun.

Chimera with a turret-mounted multilaser, hull-mounted heavy bolter, smoke launchers, extra armour, improved comms and track guards.

Elites

Storm Trooper Squad

9 Storm Troopers with hellguns, targeters, and carapace armour.

Veteran Sergeant with a hellpistol.

Chimera with a turret-mounted multilaser, hull-mounted heavy bolter and smoke launchers.

Troops

Infantry Platoon A

Command Section

Lieutenant with bolt pistol.

4 Guardsmen. One with a missile launcher.

Chimera with a turret-mounted multilaser, hull-mounted heavy bolter and smoke launchers.

A1

1st Infantry Squad

10 Guardsmen. One with a heavy bolter and one with a grenade launcher.

Chimera with a turret-mounted multilaser, hull-mounted heavy bolter and a searchlight.

A2

2nd Infantry Squad

10 Guardsmen. One with a lascannon and one with a plasma gun.

Chimera with a turret-mounted multilaser and a hull-mounted heavy bolter.

BC

Infantry Platoon B

Command Section

Lieutenant with bolt pistol.

4 Guardsmen. One with a missile launcher.

Chimera with a turret-mounted multilaser, hull-mounted heavy bolter and smoke launchers.

B1

1st Infantry Squad

10 Guardsmen. One with a heavy bolter and one with a grenade launcher.

Chimera with a turret-mounted multilaser, hull-mounted heavy bolter and a searchlight.

B2

2nd Infantry Squad

10 Guardsmen. One with a lascannon and one with a plasma gun.

Chimera with a turret-mounted multilaser and a hull-mounted heavy bolter.

Fast Attack

3 Sentinels

Lascannon, searchlight, smoke launchers and armoured crew compartment.



Hellhound

Turret-mounted Inferno cannon, hull-mounted heavy bolter and smoke launchers.

Heavy Support

Leman Russ

Turret-mounted battle cannon, hull-mounted lascannon, sponson-mounted heavy bolters and smoke launchers.



Ambush! The Imperial Guard column turns, ready to repel the Necrons.



NECRON TURN 1

Graham: Once Andy had finished deploying the Imperial Guard, it all looked pretty formidable and I began to wonder how I was going to take out all those tanks. I began by rolling to see where my first wave, consisting of Flayed Ones, Scarabs and three units of Necron Warriors were going to appear. Deep striking is always a bit of a gamble, since you can leave yourself open to getting shot to bits or ripped apart by assaults. Not being able to move is a real handicap, but you can still shoot, which is what was going to be the overriding factor in deciding where to deploy my deep striking units. Having to decide where to place my models was going to be tricky since I wanted to make sure my guns would be in range, but not be open to assault by Imperial Guardsmen piling out of their transports. I opted to place the Ordnance template for each unit that was arriving in Turn 1 either in cover or far enough away that they couldn't be assaulted. The plan was to use my Warriors as the first wave, spread along the flank of the Guard's column to make sure that I could engage all his tanks. If the Scarabs managed to land accurately, then I planned to use them to tie up any troopers that might be coming to the aid of any beleaguered friends.



All but the Flayed Ones managed to miss their targets, but fortunately all deviated either into cover or pretty close to where I'd wanted them anyway. Another worrying thing about deep striking is that all your models are conveniently arranged so as to fit exactly under an Ordnance template... Scary when there's a Leman Russ with a battle cannon waiting for you.

Only Andy's Sentinels and the Hellhound were in range of my Warriors' guns and so I opened up with everything I had. The great thing about Necron gauss weaponry is that no matter the Armour value of your target, they always cause a glancing hit if you

roll a 6 for armour penetration. Which means even a humble Necron Warrior can take out the most heavily armoured tank. The Sentinels took a fearsome ten hits, but unfortunately my rolls for armour penetration weren't quite so good. One Sentinel lost a weapon and the other suffered a crew shaken result. Not great, but it meant that there would only be one lascannon shot coming at me that could prevent my warriors from self-repairing. The Hellhound was not so fortunate, as I rolled a 6 for both armour penetration and damage, blowing it sky high. The rest of my army was either too far away or didn't have any ranged weaponry, so I braced myself for the Imperial Guard response.



IMPERIAL GUARD TURN 1

Andy: Well, the Hellhound didn't last too long, but I hadn't really expected it to in the face of so many shots. (*Andy C: It was vapourised on Turn 1 in the practice game too. The moral of the story seems to be, don't stand too close to the Hellhound.*) The Hellhound's special rule counting all glancing hits as penetrating hits doesn't apply when the Necrons' Gauss weaponry rolls a 6; but Graham got lucky and rolled a 6 on the Glancing Hits table anyway, and it was destroyed in a spectacular explosion of superheated promethium. My immediate reaction to Graham's deployment was to think "Oh-oh, he's learned from the practice game then..." as in that game he'd deployed predominantly at the head of the column and attempted (quite successfully) to roll it up. In this game, he deployed parallel to my own lines, meaning that no matter what I destroyed I'd still be facing something else an equal distance away.

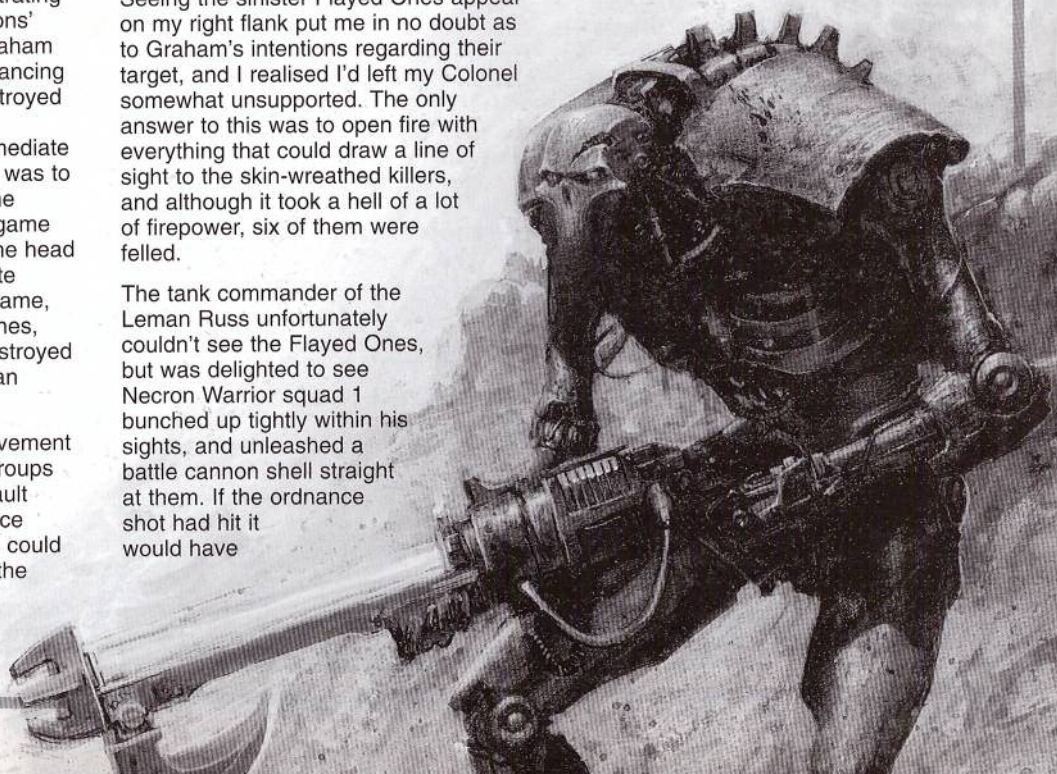
I could see two options in my Movement phase; to form my units up into groups in order to stop a successful assault rolling up my lines and also to force Graham to split his firepower, or I could form a solid battle line and meet the Necrons head on. The former would have been useful if Graham had deployed on one

flank, but in this situation would just cost me a turn of firing as I redeployed. Looking across at those oncoming ranks of Necron Warriors, I really didn't want to waste the shots I had, and so swivelled a few Chimeras on the spot and reversed the others 6" to form a tight firing line.

Seeing the sinister Flayed Ones appear on my right flank put me in no doubt as to Graham's intentions regarding their target, and I realised I'd left my Colonel somewhat unsupported. The only answer to this was to open fire with everything that could draw a line of sight to the skin-wreathed killers, and although it took a hell of a lot of firepower, six of them were felled.

The tank commander of the Leman Russ unfortunately couldn't see the Flayed Ones, but was delighted to see Necron Warrior squad 1 bunched up tightly within his sights, and unleashed a battle cannon shell straight at them. If the ordnance shot had hit it would have

covered every Necron in the squad, but unfortunately the shot went wide, just clipping the squad, and killing a single Necron Warrior. The remainder of my fire only accounted for two Warriors from the squads in front of the Sentinels, but I was pretty pleased with the damage done to the Flayed Ones.





NECRON TURN 2

Graham: Well, Andy had given the poor old Flayed Ones a severe pasting, but fortunately they benefit from the Necron, 'We'll be back' special rule and, since none of them had been put down by weapons that could cause Instant Death, they all got to make their Self-repair rolls. I needed to roll a 4+ to successfully repair them and, much to my surprise and Andy's annoyance, all six managed to get back on their feet again. The sheer volume of fire that had been directed at them had meant that the rest of my army had emerged from

the previous turn largely unscathed (except for one unlucky Necron Warrior obliterated in the blast of a battle cannon shell) and could now lay down some serious hurt!

My second wave of deep strikers consisted of Destroyers, Heavy Destroyers, Wraiths and Immortals, the units I'd been waiting for – units that stood a better than average chance of taking down the Guard's tanks. The Immortals and Heavy Destroyers emerged in strong positions close to the Imperial Guard, whereas the Destroyers materialised in the midst of some craters on the far side of the board. To be honest, I'd been lucky not to lose them as I'd placed the

Ordnance template a little too close to the table edge. Had the dice not been good to me, I could have lost a very powerful unit without it having fired a shot. The Wraiths appeared towards the back of the board, but their 12" movement and ability to phase through any terrain without penalty meant that I could get them into close combat without too much trouble. With the Heavy Destroyers ready to bring some high-strength weaponry to bear, I knew Andy would, in all likelihood, disembark his troops soon to avoid them getting blown up inside their vehicles. In anticipation of this, the Flayed Ones moved up the hillside, heading for the command Chimera. One of my objectives was for the Flayed Ones to kill the Guard's Colonel and drape his still-wet hide across their bodies. All my Necron Warriors advanced towards the Imperial Guard, and I knew that I had to inflict a lot of damage this turn.

The only target within range of the Necron Warriors nearest the head of the column was the Sentinels and after a disappointing volley of fire, the Imperial walkers emerged unscathed. I hoped this wasn't going to set the tone for my shooting this turn. Next up, the Warriors in the centre of the line opened up at a Chimera in the middle of the column and I was able to roll three 6s on my Armour Penetration rolls, more than enough to destroy the vehicle. The Immortals couldn't move, but they had emerged from the sand close enough to the Imperial line that they could target the Leman Russ with its lethal battle cannon. An impressive volley that scored 14 hits left me confident that the mighty tank's time had come, but when I only rolled one 6, I suddenly wasn't so sure. But luck was with me and I promptly rolled another 6, blowing the troublesome Leman Russ to bits. The Heavy Destroyers fired a volley of heavy gauss cannon fire at the command Chimera and were able to destroy it with ease. Thank goodness for Strength 9 weapons, eh? From the other side of the table, the Destroyers fired upon Chimera 5, but were unable to cause any damage.



The Sentinels were proving to be a pain and still had a couple of lascannons that could really spoil my day. They were proving very resistant to gauss fire, so I decided that it was about time the Necron Warriors got in the ring and tore them down by hand. My assault was less effective than I'd hoped. Though I did manage to immobilise one of the Sentinels, that was irrelevant in terms of my objectives. If I couldn't destroy them, then I wouldn't win. Suddenly, I began to doubt the wisdom of charging a unit I could only damage on a 6, and even then had to roll high to destroy. Still, soon the Wraiths would be able to lend a hand:...

IMPERIAL GUARD TURN 2

Andy: Well, I was running out of tanks thanks to all those jammy Glancing Hit rolls, but there was plenty more vehicles where they came from! Oh, and talking about lucky, I couldn't believe it when all the Flayed Ones I'd killed in the previous turn stood up again!

My first action this turn was to deep strike the Deathwatch Kill Teams at the head of the column. Although they both deviated slightly, I was pleased with their positioning. They were within the range of their specialised weaponry but not so close they could be tied up in an unnecessary assault that would needlessly endanger them and delay their departure.

I could just imagine a great cheer going up along the Imperial Guard line as the Deathwatch appeared behind the Necron attackers; the hard-pressed Guard must have thought the Space Marines were there to save the day. Poor fools!

At the other end of the column I disembarked the platoon at the rear, as I would need the firepower of every last

trooper to have a chance of knocking down any of the Necrons rapidly approaching their position. I also moved the company Command Section away from the resurrected Flayed Ones in the hope that I could get in another turn of shooting before the ghoulish warriors sliced up the Colonel and his group.

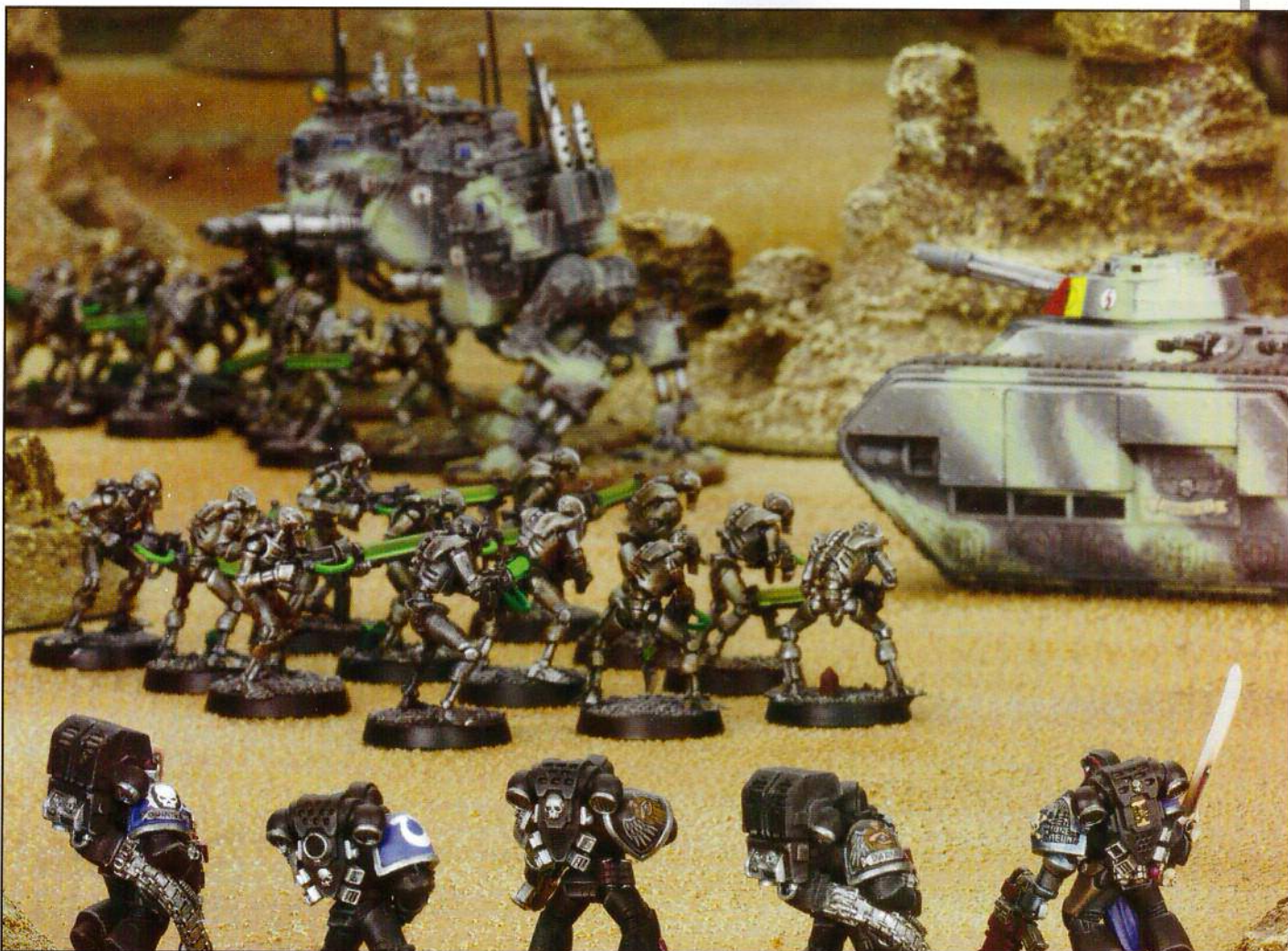
Meanwhile, at the head of the convoy, I pondered what I could do to keep those fast moving Wraiths away from my Sentinels. I was quite happy with the Sentinels in close combat with the Necron Warriors, but I knew that the Wraiths could settle that scrap really quickly if I let them. Step forward the elite Storm Troopers. I couldn't let them sacrifice themselves by getting shot up from a distance: these guys had to do something heroic.

Seeing another Necron Warrior squad approaching on the left I moved the Storm Troopers in their Chimera ready to throw themselves into close combat in the Assault phase. I hoped this would distract the ghostly Wraiths for at least a turn or two, allowing the Sentinels to hold against the Necron Warrior squad in the centre.

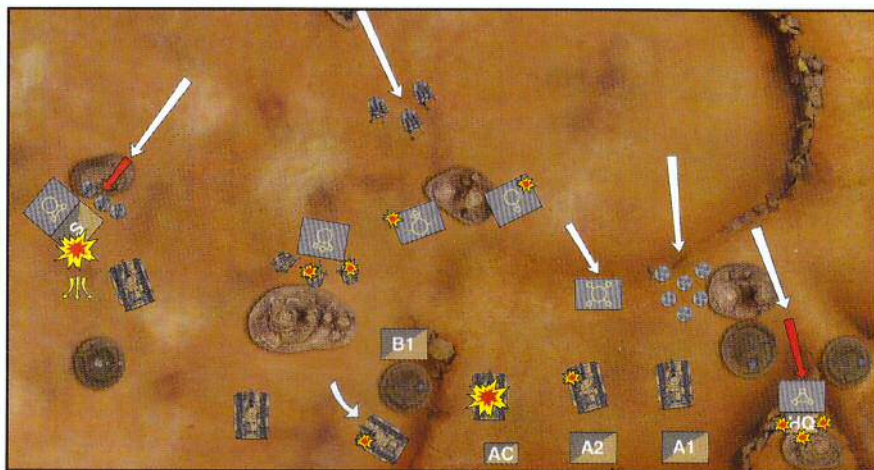
My shooting was decidedly below average this turn, but with two welcome exceptions. Concentrating all fire on the Heavy Destroyers, I managed to destroy all three, meaning they wouldn't get a chance at self-repairing.

The other successful piece of shooting was by the Deathwatch. Both teams killed a Necron: I just had to wait until the beginning of Graham's turn to find out if they would self-repair. If they didn't, and phased back to the tomb, I would have achieved my primary objective and would just have to see how long the Guard could hold out.

I actually took a bit of a gamble with the Captain's Kill Team, as I realised that if they killed too many Necrons, Graham would remove the casualties from the models closest to the Storm Troopers, denying them the assault that I needed to distract the Wraiths. In the end, I only fired the heavy bolter so as not to cause too many casualties. In the Assault phase the Storm Troopers made contact with the Necron Warriors, killing one and taking no casualties themselves. The combat with the Sentinels was a draw, keeping them safe for another turn.



Teleporting into the heat of battle, the Deathwatch executes its plan to tag a Necron.



NECRON TURN 3

Graham: The final wave of my attack force now emerged from the sands, the Necron Lord with his accompanying bodyguard of Pariahs. As with the Immortals I was relying on the storm of fire these guys could lay down while still advancing forward.

I advanced the rest of my army towards the Imperial Guard, with the Wraiths and Flayed Ones moving into position to assault. I began my shooting by targeting Chimera 5 with the Pariahs and Destroyers. The Pariahs scored a total of 13 hits and the Destroyers scored four. Out of all this I managed to roll one 6, which only resulted in the Chimera being unable to shoot in the next turn. Just as I was losing faith in the flayer effect, the Necron Warriors on my left flank managed to blow up the Chimera in front of them after scoring just four hits.

With the shooting over it was time to get in the ring and show this prey species what it meant to disturb the sleep of the Necrons. The Storm Troopers had tried to break their way through the Necron lines, but had run into a brick wall and were now pinned nicely in place for my Wraiths to rip apart.

Wraiths are incorporeal killers that phase in and out of existence and can ignore terrain when moving and assaulting, and my three Wraiths took full advantage of this ability to pass through solid rock to assault the Storm Troopers in the flank, killing three of them before they could react. A single Wraith failed its 3+ Invulnerable save, falling to the Storm Troopers' return attacks, and the unmolested Necron Warriors were able to cut down another three humans. After such carnage, it was inevitable that the Storm Troopers would fall back, but the Necron Warriors

rolled an 11 on their Sweeping Advance dice and hacked them down as they fled. I chose not to sweep with the Wraiths since there was a good chance that they would end up further than 6" away from the one that had been downed in the combat, thus preventing it from self-repairing.

The stalemate between the Sentinels and the Necron Warriors continued with neither side able to cause any serious damage. One Necron Warrior was wounded and the Sentinels took some largely irrelevant damage that, once again, would do me no good if I couldn't destroy them. My Flayed Ones finally charged into the enemy Command Section, hungry to skin the Colonel alive and fulfil one of my objectives. The Flayed Ones are very useful close combat troops and have an impressive three attacks on the charge. Coupled with their higher Initiative and fearsome visage (which means their opponents can only hit them on a 6 unless they pass a Leadership test) this makes them extremely effective shock troops. This assault was to prove that amply as they killed a healthy number of Guardsmen and took two of the Colonel's wounds. Now the Command Squad had lost the combat, but I hoped that, against the odds, Andy would manage to roll low enough to keep his men in the fight – allowing me the chance to kill the Colonel in close combat. Unfortunately, it was not to be and as the Colonel turned to flee, the Commissar put a bullet between his eyes as just reward for his cowardice, and took command himself. So much for that objective!



After the horror of the Wraiths' assault, the Storm Troopers are hacked down by the pursuing Necrons.

IMPERIAL GUARD TURN 3

Andy: When the Commissar executed my Colonel I experienced a strange sensation of déjà vu, as the exact same thing had happened in the playtest. Although the Colonel had been killed, at least the Commissar had, in a roundabout sort of way, ensured that the Colonel met his own objective of not being killed by the Flayed Ones! I didn't hold out much hope for the Command Section. At best they could attempt to hold up the metal fiends for a turn.

The first thing for me to do this turn was evacuate the Deathwatch Kill Teams. They'd done their job, and now had far bigger fish to fry at the Necron Tomb. Andy C's scenario allowed them to be teleported out and so I simply removed the miniatures, pleased that they'd completed their objective without any unexpected complications.

My Movement phase was pretty simple, just a matter of pulling back a Chimera that couldn't shoot. My shooting was even more uneventful, as Graham's previous Shooting phase had meant a lot of my vehicles couldn't fire this turn due to Crew Stunned results on the Vehicle Damage tables. I did manage to take down a Wraith, reducing the squad to just one model, as well as a Necron Warrior and one of the dreaded Pariahs.

The assault between the Sentinels and Warriors carried on as before, with no Necrons wounded and only superficial damage done to a Sentinel. Graham could only hope for glancing hits against the Sentinels in close combat as his Necrons' Strength of 4 could do a maximum damage of 10, equalling the Sentinels' armour. Those hits he did cause were mostly crew shaken results, which have no effect on walkers in close combat.



Talons at the ready, the Flayed Ones close in on their prey.

The combat between the Command Section and the Flayed Ones continued, and I really didn't expect it to last much longer. However, I was pleasantly surprised when the Commissar made four out of five 5+ armour saves. Knowing he would now have to take a Leadership test at -5, due to being so hideously outnumbered, with Graham's agreement I handed the dice to Phil Kelly to make the roll, as he is notorious for passing low Leadership tests. Phil did me proud, rolling a double 1, and the Commissar boldly fought on.

It looked like the majority of Graham's troops were going to be within assault range next turn, but the Sentinels were holding out, and I was hoping the Wraiths would be distracted yet again by the Storm Troopers' Chimera... fickle creatures that they are!

Things looked pretty grim for the Imperial Guard, and I just hoped I could hold out long enough to make their noble sacrifice worth it.

INTO THE TOMB TURN 1

Seeing that there were Scarab Swarms blocking his route to the power node, Captain Marcellus decided to take a risk and attempt to silence them rather than sneaking around. His team quickly moved up to assault the Scarabs while Epistolary Arcas and his team assumed a covering position. With a series of precisely aimed cuts from his power sword, Marcellus destroyed the Scarabs before they could report his team's presence. The team consolidated into the cover of a pillar and prepared to head for the objective.

The dice-offs to control the moves of the Necron sentries were not kind to the Deathwatch. Most of them moved towards the concealed Space Marines but were too far away to detect them this time.



The Scarabs fail to raise the alarm before Captain Marcellus strikes.

NECRON TURN 4

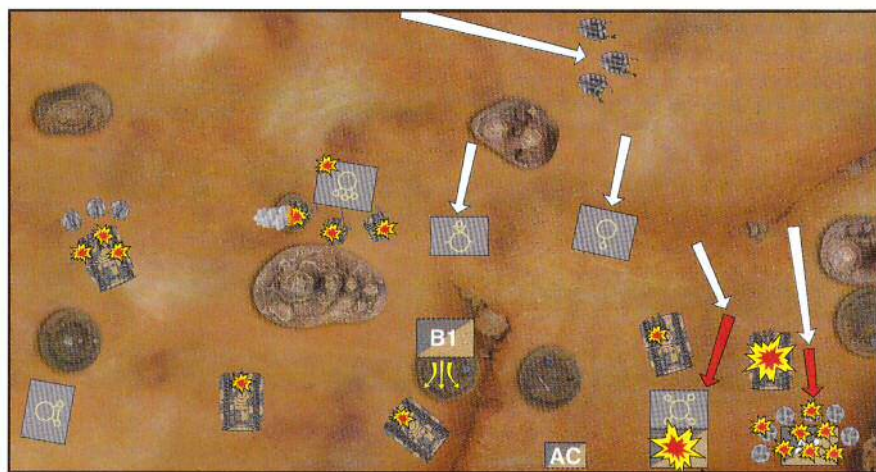
Graham: The relentless advance of the Necrons continued, with all but a handful of Necron Warriors managing to self-repair. The Scarabs swarmed uphill towards one of Andy's dismounted squads. Following closely behind, I moved the Immortals into position and advanced the Necron Lord and the Pariahs to within range of his Nightmare Shroud. This fearsome device forces every unit within 12" to take a Morale check. This is nasty enough, but combined with the Pariahs Soulless ability, which reduces a unit's Leadership to 7, it's even nastier. Sure enough, Andy failed the Morale check.

Aside from the Immortals, my shooting was fairly lacklustre. I destroyed a lot of weapons on the tanks, but only the Immortals were able to obliterate their target Chimera. However each 'weapon destroyed' and 'may not move or shoot' result would make it that much easier in the next turn.

I threw my Scarabs and Immortals into combat. The Immortals hacked eight Guardsmen to shreds for no losses in return. The Scarabs lost an entire base before they could attack back, swarming over the outnumbered Guardsmen and pulling down five of their number. But despite these losses, the Guard fought on. The Flayed Ones now surrounded the Commissar, who fell to a flurry of blades. Having despatched the Storm Troopers, the Wraiths fell upon the nearby Chimera, tearing off all its weapons and immobilising it, but just failing to destroy it. Though I managed to destroy one of the Sentinels, the other two steadfastly refused to fall, and I wondered if I was going to be thwarted simply because I couldn't take them out.

INTO THE TOMB TURN 2

Although they remained unseen, there was now a Tomb Spyder hovering between the Deathwatch and the power node, whilst a swarm of Scarabs was flying in from their right flank. The two teams pressed forward, Epistolary Arcas thrust his force sword into the first of the Scarabs and sent a massive charge of psychic energy along the blade, frying one Scarab and scrambling the control systems of the rest of the swarm. Both the Captain's power sword and Brother Dimitri's lightning claws found weak points in the Tomb Spyder's formidable carapace, disabling it before it could strike. The blows had been powerful though, and there was no concealing the noise of the sundered Tomb Spyder hitting the floor. Throughout the Tomb, Spyders and Scarabs ceased



IMPERIAL GUARD TURN 4

Andy: Graham had a good round of shooting, inflicting Weapon Destroyed and Crew Stunned results on those Chimeras he didn't destroy outright, so I wouldn't be doing very much return fire at all this turn. The only unit I had that could actually shoot was squad A2, but lacking any weapons with an Armour Penetration value high enough to bypass the Necrons' 3+ Armour save, no casualties were caused.

The Assault phase was where all the action was, and this was a bad thing considering the mismatch between the average Imperial Guardsman and the Necron Warriors, Pariahs and Wraiths that were threatening to completely overwhelm my lines.

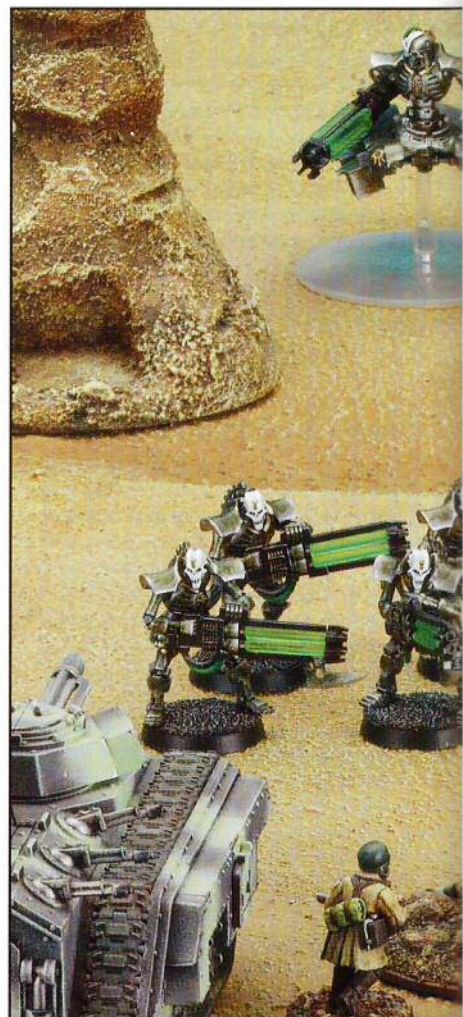
In my Assault phase the Sentinels accounted for a single Necron Warrior. I could see the game would soon be up for them, as the Wraiths would be on them next turn...

On the right flank, squad A1 found itself overwhelmed by a tide of the winged

beetle-like Scarabs. However, the brave Guardsmen stood firm against the swarming creatures. They lost two of their number to the Scarabs, but killed two bases of the scuttling creatures as the Assault phase drew to a close.

As Turn 4 ended I could see the next turn would be the clincher. The only real hope I had was the Sentinels, if they could just hold out against the Wraiths I might just be able to buy enough time for the Deathwatch to complete their mission in the subsequent tomb raid.

their normal duties and rushed toward the threatened power node. Seeing the invaders, the Tomb Spyders opened fire with their particle projectors, slaying Brother Jerak. The Deathwatch were suddenly beset by the nearest Tomb Spyder and two swarms of Scarabs. Captain Marcellus lashed out at the nearest swarm and cleared a space around him. Although he could not finish the swarm off, it failed to harm him. Brother Dimitri's lightning claws tore a hole in the Tomb Spyder's carapace before its claws cut him in two. The Scarabs swarmed over Brother Attrius, ripping open his armour in a dozen places but he was avenged immediately by Brother Bren whose power fist's energy field swatted Scarab after Scarab. The counter-attack had just been held but it was clear that Captain Marcellus's team needed help – fast.



NECRON TURN 5

Graham: This turn was going to be critical. I simply had to knock out a decent amount of Andy's tanks this turn, as I knew I wouldn't be able to take them all out in the final turn. The Pariahs and the Necron Lord continued to harry the retreating Guardsmen, while the Flayed Ones advanced to join the fray with the Scarabs against the plucky Imperial Guard who'd managed to hold out against the odds. Having immobilised the Chimera, I decided the Wraiths would be better employed elsewhere and moved to aid the Necron Warriors against the Sentinels as the Immortals closed in on squad A2.

I opened my shooting with the Pariahs who unleashed a whopping 14 hits on the flank of Chimera 6, causing three penetrating hits and two glancing, which was more than enough to destroy it. I followed this up with the Destroyers firing on Chimera 5. I'd arranged my movement so that most of my units could fire on the flanks of the Guard's tanks and this tactic was beginning to pay dividends as Chimera 5 exploded as well. Necron Warriors fired upon Chimera 2, but were unable to damage it, so the Immortals took it upon

themselves to do the job, destroying it in a hail of gauss fire.

In the Assault phase I launched the final attack, charging the Wraiths into the back of the Sentinels, the Flayed Ones into the beleaguered Guardsmen being attacked by the Scarabs, and the Immortals into squad 2. The Flayed Ones ripped into their foes, causing ten wounds and wiping out their opponents to a man. The Immortals had similar success, causing enough wounds to win the combat and force the Guardsmen to fall back. I pursued the fleeing humans and hacked them down as they ran, which also put me closer to Andy's remaining soldiers. The Wraiths finally showed the Sentinels who was boss, toppling the pesky walkers to the ground.

IMPERIAL GUARD TURN 5

Andy: I had lost the Sentinels to the Wraiths in Graham's turn. I'd tried to avoid it from early in the game by sacrificing the Storm Troopers and

tempting the Wraiths to snack on their Chimera, but when it came down to it the Sentinels just couldn't hold out against the huge number of Strength 6 attacks coming their way.

In the Movement phase, squad B2 regrouped, obviously realising that death at the hands of the Necrons was preferable to living with the knowledge of their cowardice!

Knowing that the end was nigh, I moved the remainder of my force as far back as possible, hoping at the very least to deny Graham some rapid fire shots. The column had been reduced to a shadow of its former glory, but the survivors were standing firm, preparing to sell the last moments of their lives dearly. If any lived through the torrent of fire that would be coming their way in Graham's Shooting phase I would be most surprised, but if any did survive, then they would have held the Necrons for a full six turns, which was my second priority after the Deathwatch had withdrawn.



INTO THE TOMB TURN 3

Epistolary Arcas called upon his squad to advance, firing relentlessly as they did so. Another Tomb Spyder was ripped apart by their destructive salvos before they charged into the battle on the plinth. Arcas led the way, hacking at a Scarab Swarm but failing to harness his force sword's energies to destroy it utterly. Brother Bren hurled himself at the Tomb Spyder but was seized and shredded by its claws before he could bring his power fist to bear. Captain Marcellus's deadly power sword cut through another swarm and opened a route to the power node. Having won the combat Brother Kalan of the Mortifactors took advantage of the space cleared by his comrades to reach the power node and begin to attach his melta bombs.

Now it became a desperate fight to allow Brother Kalan to complete his task. Epistolary Arcas stood before the Tomb Spyder and met its onrush steadfastly. Despite his skill the Spyder battered its way through his defences,

the killing blow being averted only by the tell-tale flare of his Iron Halo. Arcas and Captain Marcellus repeatedly struck the monstrosity but could not damage its armoured hide. At the other end of the plinth Brother Celestine held another Scarab Swarm at bay until Brother Kalan stepped back from the power node confirming the charge was set. The Deathwatch threw themselves

flat as the charge detonated. Immediately, the chain reaction began to detonate other power nodes. Epistolary Arcas saw a Heavy Destroyer scarred by multilaser fire shatter as its regeneration cell was caught in a rolling sea of flame. He triggered his teleport homer and sent a codeword to the orbiting Strike Cruiser. The mission was complete.



With the objective in sight the Deathwatch push forward.

NECRON TURN 6

Graham: Everything in my army closed in on the poor, doomed Guardsmen. Only the Wraiths and a couple of Necrons from squad 2 were able to get close enough to potentially launch an assault, so I was now faced with a dilemma of whether or not to shoot the survivors down or attack them in close combat. In the end, I took the shooting option, reasoning that my main objective was to kill all the Imperial Guard by the end of Turn 6. And despite my successes in earlier assaults, I didn't want a late show of my notorious bad rolling at the most important moment of the game.

So to open the shooting, I targeted the last remaining Chimera, reasoning that even if it took every gun in my army shooting at it to destroy it, I could still charge the Guardsmen and (hopefully) kill them in the Assault phase. Fortunately, the first squad of Necron Warriors caused 11 hits, resulting in two glancing hits, which was enough to destroy it when I rolled a double 6. With the Chimera destroyed, I was free to pour everything I had left into the two depleted squads of Guardsmen. I was hoping that one or two might survive the fusillade, so that the Wraiths could carve up the survivors, but it was not to be as the first two volleys of gauss fire comprehensively slaughtered the last remaining soldiers. And with that, the game was over, no trace of the Imperial Guard armoured might remained. And, as mysteriously as they had appeared, the Necrons vanished.

CONCLUSION

Andy Chambers: This was a complete reverse from the practice bout, with Andy's Guard getting wiped out with barely a squeak. I think this came down to Graham enveloping the Guard line more extensively this time, denying Andy the room to pull back into a defensible firing line. On the other hand the Deathwatch did considerably better and fought their way onto their objective with more aggressive tactics than they had used before. The objectives came out as follows:

IN THE DESERT

Necron Objectives

- | | |
|---|-----------|
| 1. Destroy all Imperial Guard within six turns. | COMPLETED |
| 2. Kill the Colonel in close combat with the Flayed Ones. | FAILED |
| 3. Kill all humans. | COMPLETED |

Imperial Guard Objectives

- | | |
|---|-----------|
| 1. Deathwatch 'Tag' a Necron and teleport out to follow it. | COMPLETED |
| 2. Stay alive as long as possible. | FAILED |
| 3. Avoid the Colonel getting killed in close combat by Flayed Ones. | FAILED |

IN THE TOMB

Necron Objectives

- | | |
|------------------------|--------|
| 1. Repair Necrons. | FAILED |
| 2. Protect power node. | FAILED |
| 3. Kill all humans. | FAILED |

Deathwatch Objectives

- | | |
|---|-----------|
| 1. Tag Necron and follow it. | COMPLETED |
| 2. Destroy power node. | COMPLETED |
| 3. Observe repair operations for 1-2 turns. | FAILED |

I counted the Colonel's untimely demise at the hands of the Commissar as a failed objective for both sides, but the Necrons rapid dispatch of the Guard force was little short of a massacre. The Deathwatch completed their primary objective and escaped but captured little information about the Necron tomb's operation. So an overall draw, with kudos to the Deathwatch for pulling it off, and Necron Lord Graham as surface commander. I hope these games have shown how straightforward it can be to fight a different kind of battle than the standard mission, points based game. Good gaming.

WIPE THEM OUT... ALL OF THEM!

Graham: The bones of the Imperial Guardsmen will soon be bleached white, scoured clean by the desert sands. That'll teach them for disturbing the aeons long sleep of the Necrons. Talk about waking up grumpy!

Well, it was a lot closer run than you might think, though admittedly there's not much for the Tomb Spyders back in the tomb to do as very few of the Necrons were so badly damaged that they were forced to fade out. Aside from a few Warriors and an entire squad of Heavy Destroyers, I didn't lose much at all thanks to a combination of Andy's horrendous bad luck rolling dice, almost every Necron making his 'I'll be

back' rolls and some lucky armour save rolls.

Andy's Sentinels were a constant thorn in my side, by refusing to go down, no matter how much I smacked them. In the end it took the trusty Wraiths to rip their way through a Chimera then charge in and break them in two to finally put them down. I had a lot of good rolls on the Glancing Hits table early on in the game and managed to destroy quite a few of Andy's tanks. This really cut down the amount of fire I was taking and made my following units much more comfortable when they arrived, knowing that they were too numerous to be engaged effectively.

Once the Necrons had closed the gap and were able to bring their gauss weapons to bear, the Guards' fate was sealed. One by one, I destroyed the tanks and, despite some impressive heroics from the Commissar, the Flayed Ones and Immortals were able to munch their way through the ranks of the Guard (though the Commissar decided to cheat me of my prize of killing the Colonel and did the job for me with a well placed bullet in the head). Andy was able to hold out almost long enough, and it took me until the very last turn of the game before I was able to finally corner the last remnants of his army.

BY THE MANNER OF THEIR DEATH SHALL WE KNOW THEM

Andy: Well, the Deathwatch completed their mission with admirable efficiency, but I can't help the feeling that the Imperial Guard used the short straw!

I was really pleased with the Deathwatch; I brought them in at the right place, they tagged a Necron thanks to the 'to wound' re-roll granted by their Inferno shells, and they withdrew to complete their mission in the tomb.

It was interesting playing the Imperial Guard in a mission where their objective was not to beat the opposition by inflicting more casualties, capturing table quarters or any of the other usual victory conditions. Their objective was to occupy the Necrons while the Deathwatch fired a tracking round at them, and then to hold out for as long as possible. Lacking the armour piercing and Instant Death weaponry to really make a dent in the approaching ranks of Necrons, I knew the noble Guardsmen would just have to dig in and sell their lives dearly.

In the playtesting of Codex Necrons I'd found walkers to be excellent at tying up large hordes of Necron Warriors, and my Sentinels did themselves proud lasting almost the entire battle in close combat. In the open they would have been so much smoking wreckage within one turn, but in close combat they were in with a fighting chance of surviving. As it transpired, not even the Storm Troopers' bold counter attack was enough to keep the Wraiths away from them, and they fell at the last hurdle.

One aspect of this game that it was really hard to get my head around was practically every Necron self-repairing after I thought I had it nailed! I had to tell myself that it was a good thing, as their reappearance meant the Necrons wouldn't be opposing the Deathwatch back in the tomb.

So, after a hard fought battle those Imperial Guard who hadn't fled lay dead to a man, having sold their lives in the service of the Imperium. The Deathwatch had succeeded in tagging a Necron and I just hoped the Imperial Guard's sacrifice was worth it



Andy demonstrates how the Emperor rewards those who allow Imperial worlds to fall to his enemies.

THE EMPEROR PROTECTS

Pete: The fight in the tomb was brief and brutal. I knew that the Deathwatch had to be very direct if they hoped to succeed. Necrons are such lethal opponents that if they had been allowed to build up their forces they would have had little trouble overcoming even the Deathwatch. Even with limited numbers the Necrons managed to kill almost half the team and would probably have got the rest if the

game had gone another turn. Fighting Tomb Spyders in confined spaces really isn't what you want to be doing, but in this mission everything was secondary to setting the charges and blowing the tomb. I don't think any force could have done this as well as the Deathwatch, who were, I have to say, very impressive. Now I wonder when I'll get another opportunity to use them?

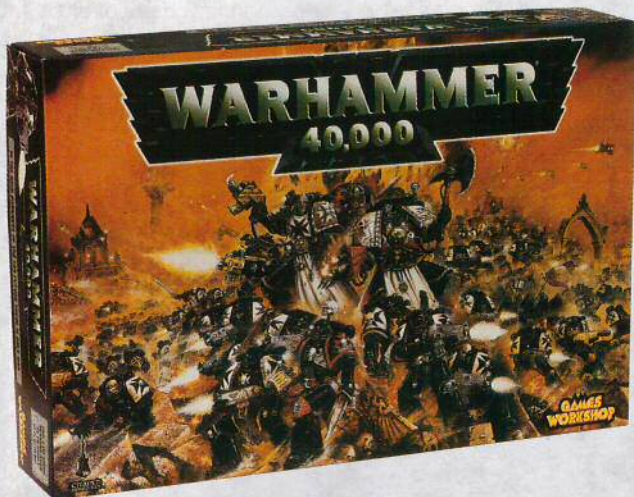
WE'LL BE BACK

Phil: Hmm, not good! All ten of the Deathwatch had made it to the power node's podium due to the poor show from my Sentries. Pete's 'heads down and go for it' tactic broke right through any defence I could muster, denying me the time needed to protect the power node. I seriously wished Andy I had blown away a few more Necrons in the main battle! As a direct result of Graham's worrying ability to pass his 'We'll Be Back' rolls, Pete had got pretty much a clear run at the objective. Despite plunging in my troops in an attempt to hold him, I

couldn't tie up all of the Deathwatch; Pete only had to get one into contact with the node to achieve his objective. In the end, the warriors of the Ordo Xenos attached their melta bombs and teleported out of the tomb as it was torn apart from within. It was great to see two of the stories I had written for the Codex being played out on the battlefield, even if it meant my forces being buried under hundreds of tons of megalithic rock. But as the saying goes, that is not dead which can eternal lie. We'll be back, Haines, we'll be back...

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Warhammer 40,000 Rulebook £25

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

The boxed game comes with an extensive rulebook (including painting, modelling and background information), and enough models to field the backbone of two different armies – the heroic Space Marines and the sinister Dark Eldar. It also contains plastic terrain, featuring gothic ruins and jungle trees, as well as plastic weapons templates.



**Codex
Necrons** £10

The ageless armies of the Necrons have risen from their deep slumber. Now they continue their endless war against all life in the universe.

Containing all the rules you need to field a Necron army, this book is an indispensable guide for any Necron commander.



Necron Destroyer Lord £10

This boxed set contains one Necron Destroyer Lord, including parts to equip him with a Resurrection Orb, plus a Staff of Light or a Warscythe.



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Nightbringer** £12

The hidden masters of the Necrons, the C'tan, have lain dormant for millennia. Now they are starting to rise, continuing their never-ending quest to feed on all life in the universe. Nightbringer is the most terrifying and evil of all the C'tan, and his hideous form has been etched into the consciousness of all living things as a personification of death incarnate. This boxed set contains one Nightbringer model.



**Necron Warriors
£15 boxed set**

These foot soldiers of the Necron army advance as an implacable wall of walking death. Carrying their deadly gauss weaponry and preceded by the innumerable scarab swarms, they spread fear, terror and death. This boxed set contains enough plastic parts to make 12 Necron Warriors and 3 scarab swarms.

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

Models shown at 60% actual size

NECRONS



Necron Lord £7

These Necron leaders radiate a sense of ageless and terrible evil. Each blister pack contains one Necron Lord.



Necron Immortals

Elite warriors of the Necron army, the Immortals are larger and bulkier than a standard Necron warrior. They carry the highly destructive gauss blaster, and are capable of ripping even the toughest of enemy units to pieces with the sustained fire of these deadly weapons. Each blister pack contains one model.



£5 blister pack



Necron Destroyer £8 boxed set

Skimming above the battlefield these Necron Warrior variants swoop down to attack isolated units with their gauss cannons. This boxed set contains one Necron Destroyer.



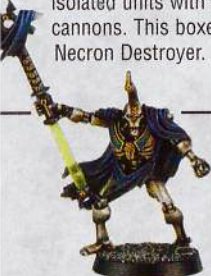
Necron Tomb Spyder
£10 blister pack

The Tomb Spyder is a dangerous construct that hovers over the battlefield, repairing damaged Necrons and spawning swarms of Scarabs. Each blister pack contains one Tomb Spyder model.



Necron Tomb Spyder
with particle projector
£10 blister pack

Armed with either close combat weaponry or the lethal particle projector, the Tomb Spyder is an indispensable support unit for the Necron force. Each blister pack contains one Tomb Spyder model.



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The Necron army boxed set contains:

- 1 Codex Necrons
- 24 Necron Warriors
- 5 Necron Immortals
- 1 Tomb Spyder with assault weapons

- 1 Tomb Spyder with particle projector
- 2 Necron Wraiths
- 6 Necron Scarab Swarms
- 3 Necron Destroyers



Candlelight flickers behind the darkened chapel windows, while battlements and buttresses loom high above the pitted flagstones of the keep. If you listen carefully, the muffled noise of merriment filters through the doors of 'Bugmans Bar'. You have just stepped into Warhammer World!

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- Our Warhammer World gaming club is open every Wednesday from 6-10pm. Our Veterans night is open every Thursday night from 6-10pm for all hobbyists over the age of 18. We run tournaments, campaigns, inter-club challenges, and tutorials.



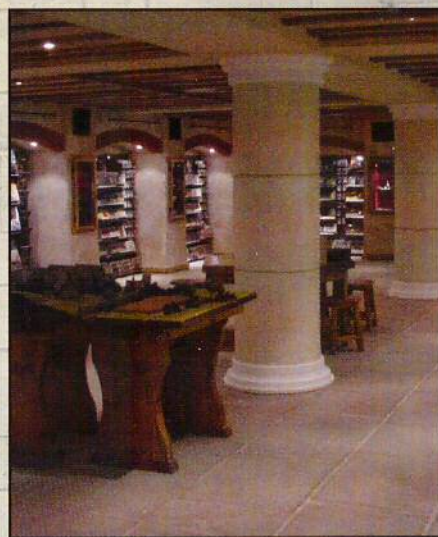
Displays

- We have an awesome array of armies and dioramas, painted by the Design Studio. We also have some amazing artifacts for you to see. Come and look in awe!

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In addition to the complete range of current Citadel miniatures, plus archive models and components from our on-site order-point (pick up everything you want on the day), we also have:

- The complete range of Forge World products.
- All of our specialist games and miniatures.
- All the Black Library novels and magazines.
- Fanatic periodicals and magazines.
- A selection of Bulldog Buckles 'Battle-gear' (badges pendants, etc.).



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Some of our events are ticket only and others allow you to participate on the day. Whenever you travel always bring along your painted models as we have some of the best gaming tables in the world and there are nearly always people awaiting a worthy opponent.

We are opening the new exhibition centre in July. It is dedicated to our imagery, models and art. Check out this amazing archive of Games Workshop imagery on the Warhammer World website. Ring the store for details.

Several of the staff at Warhammer World are painting and scenery experts. Our hall is full of fantastic sculpted gaming tables and scenery. For one-on-one painting and scenery tutorials or to hire one of our amazing tables for a game of your choice ring the store!

Browse our great Warhammer World website for details on how to find us, news of upcoming events and reports on previous events. You can also see what's going on at any time and enjoy the events as they happen with our live web cam.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING™



In This Issue:

- Modelling & Painting the Cave Troll
- Building a Lothlorien Gaming Board
- Lothlorien Battle Report

This month sees the release of the fantastic new Cave Troll with spear. White Dwarf's Paul Rudge uses this model to share with us some hints and tips on putting together large, multi-part, metal miniatures.

MODELLING MASTERCLASS

How to assemble multi-part miniatures

THE CASTING PROCESS

All miniatures, whether they are metal or plastic, are cast in moulds. Metal miniatures are cast in rubber moulds.

Where the two halves of the moulds meet, a thin line may be left all the way around the miniature. In extreme cases this forms into a small ridge.

Metal models also have thin spikes of metal attached to the casting. These are vent holes that have been cut into the mould to allow air to escape. All of this excess material on miniatures is called 'flash'. The flash needs to be removed from the miniature before any painting can be carried out.

WHAT YOU'LL NEED

There are a few tools that are needed for cleaning the flash off miniatures. These are a craft knife with a sharp blade (blunt blades are dangerous, as far more force is required to make a cut) and a selection of needle files. Two other tools that are very useful to have at hand are a pair of clippers, for snipping off any tags from the casting, and a pin vice and drill bits, essential when dealing with large multi-part models. All of these tools (available at all GW stores) are equally useful on metal or plastic miniatures, and the techniques that you'll use are basically the same. Safety is a very important consideration when undertaking modelling work of any kind. All of these tools are potentially dangerous and need to be used with care.

1. Using a pair of clippers, the tabs are carefully removed from all the component parts.



2. The next stage is to smooth the surface down with a needle file and remove any rough edges that usually occur whenever metal or plastic is cut.



3. The Cave Troll comes supplied with a 40mm round base and, if it is attached correctly, this will provide a stable platform. The underside of the base has a set of specially located holes; by turning the base upside down the legs were positioned until a suitable hole was found which matched the Cave Troll's stance. Once located, a small guide hole was drilled directly through the its centre, using a pin vice.



4. To make a hole large enough for the peg to fit in the top of the base, the point of a craft knife was used. Using the drilled hole as a guide, the base was held firmly and the knife was twisted gently until it eventually bored through the plastic.



PREPARING THE MODEL

The first stage of modelling with any miniature is the basic preparation. But before any modelling project can be started, a largish flat area is needed. Normally, when using the kitchen or dining room table, a couple of layers of newspaper will protect against spillage. However any heavy cutting will require something more substantial to protect the table's surface, such as a piece of wood or a cutting board (available from most craft stores).



Once the construction was complete, Paul used the Cave Troll Painting Masterclass article featured in White Dwarf 266 as a guide to painting this impressive model.

5. The legs were then attached to the base using superglue.



PINNING

Sometimes the weight of the separate parts of a miniature may mean they are fragile if simply attached with glue alone. It is a good idea to pin such pieces together. This is recommended for models with large wings, such as the Balrog, because pinning the different pieces together gives a much better fit and the model is less likely to break due to handling during a game. Pinning is a very simple process; two joining parts of a model have a matching hole drilled into them into which a small metal rod is glued, adding strength to the joint.

1. Two holes were drilled into the base of the upper torso, approximately 5mm deep.



2. To find where the matching holes should be drilled into the legs, a short length of wire was inserted into each of the holes and a small blob of paint applied to the end of each.



3. Whilst the paint was still wet the two parts were carefully aligned and pressed together. When the two parts were separated the paint had left two marks where matching holes needed to be made. Once they were drilled, slightly longer pieces of wire were glued into the upper torso, which was then glued to the legs.



4. The head was simply glued to the body, and the pinning process was repeated again for both the arms.



5. To give the joint holding the spear in place more strength, this was also pinned. Once this was done the model was complete.



DETAILING BASES

Larger models naturally have larger bases that can be quite bland if simply treated in the same way as ordinary troops. One solution is to add some scenic decoration such as a small rock, plants or bushes. If you are going to attempt this, be careful not to overdo it and bury the miniature up to its knees in shrubbery! One or two well-placed areas of detail will work far better.

1. A small pebble was first glued to the base using superglue. Once dry, the remaining surface of the base was painted with PVA glue.



2. The base was then dipped in sand and, once the glue had dried, it was ready for painting.



LARGER CREATURES

Bodies such as the Balrog's quite often come in two halves. When the master for the model is made, the parts fit perfectly but, due to the way the casting process works, each individual casting always varies slightly from the next, and a small amount of distortion is inevitable. To ensure a good join between the two pieces, you may need to file them down a little or fill in any tiny gaps.

A thin layer of black paint was applied to the rim of one of the body halves, and when the paint was dry the two halves were pressed firmly together and given a very slight twist.



When the two halves are pulled apart, paint has worn away where the pieces need to be filed down. Small areas of metal are filed away and then the whole process repeated until a good fit is achieved.



FILLING GAPS

When the model is assembled, some joints will still remain visible and need to be filled. The best way to do this is by smoothing a little modelling putty (green stuff) into any small gaps in the surface. Some putty is rolled into a long sausage and laid along the line of the join. The round end of the sculpting tool is dipped into a small pot of water and used to smooth the putty into the surface.



Some models, such as the Balrog, have details such as scales or fur which require a little modelling work to blend the modelling putty so that it matches the detail. Using the sharp end of the sculpting tool, the pattern and lines of the model are followed as closely as possible.



THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING



Exclusive Medallion Program

Sideshow / Weta is offering a unique collectible program to Lord of the Rings fans worldwide. A very special line of Lord of the Rings Medallions, 24 different pieces in all, have been created for this exclusive offering. The original Medallion sculptures were created at the Weta Workshop, the same group who helped realize Peter Jackson's vision of Tolkien's world.

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The Orcs of Moria
Medallion No. 1 / Jan. '02 Release



Back of
Medallion No. 1



The Nazgûl
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The Last Alliance
Medallion No. 4
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SERIES THREE

Figures



Orc Brute
Item # 9315 11.5"H



Merry Brandybuck
Item # 9310 9"H



Saruman the White
Item # 9311 12.75"H



Sam & Bill the Pony
Item # 9305 9.5"H

Busts



Bilbo Baggins
Item # 9418 6.25"H



Merry Brandybuck
Item # 9414 6.25"H



High Elven Infantryman
Item # 9416 9.75"H



Cleaved Orc
Item # 9422 6.5"H



Orc Soldier
Item # 9413 7.25"H



Nazgûl Steed
Item # 9417 12"H

Helms



Moria Orc Helm
Item # 9410 5"H



Gandalf's Hat
Item # 9412 6.5"H



Isildur's Helm
Item # 9411 5.75"H



Elendil's Helm
Item # 9409 5.5"H



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This month we take a look at one of the scenarios from The Lord of The Rings rules manual and show you how to make a table that recreates that same scene from the movie.

FLIGHT TO LOTHLORIEN

The making of a Lothlorien gaming table

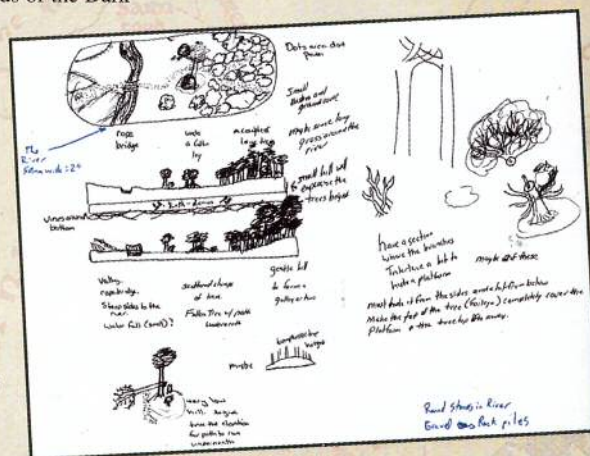


In Scenario 5 – Flight to Lothlorien, Frodo, Sam and the rest of The Fellowship are chased across the battlefield as Moria Goblins pursue them over the river Silverlode and towards the haven of the Elven forest. And just when it looks like there's no escaping the evil horde, Haldir and his Elven archers spring their trap and give the Fellowship a helping hand (or an arrow, in this case!). But, when the dice are rolling, is it enough to save the Ringbearer and his companions from certain doom at the hands of the Dark One's minions?

Having a set scenario with its rules and victory conditions to go by, it was pretty easy to determine how large our table should be. Actually, Scenario 5 could have fitted onto a smaller 48"/112cm x 48"/112cm table, but we decided that we should

expand the length of the table a bit to allow future games using this scenario to be modified and see "what would happen if...". Besides, it's such a cool table, we might want to play other scenarios on it!

With a little brainstorming (okay, more like a light drizzle...) we came up with Da Cunnin' Plan. It's always good to have a plan, especially when power tools and a bunch of Trolls are involved....



*This is Da Cunnin' Plan.
When making a table with
this much important
detail, it's good to plan
ahead!*

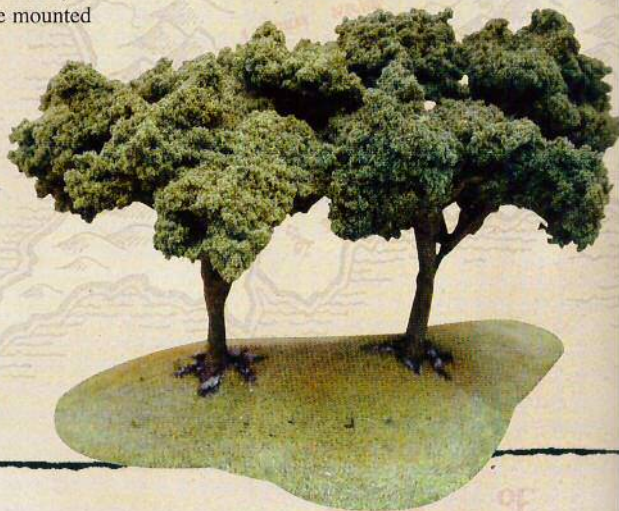
MOVABLE OR FIXED?

In the planning stage of this table, one of the first decisions we had to make was whether to make the scenery on this board movable or fixed. In other words, did we want all the features like the rocks, trees and river to actually be a part of the table, rather than be mobile terrain pieces that we

placed down at the beginning of the game. After much debate, we decided to have a little of both!

We cut some MDF board, or hardboard, and some insulation board to match, to make our tree bases. Then we mounted

pewter trees, sprinkled some gravel at their bases, and covered the hardboard with a grass mat. Some foliage, a pot of paint and a brush later, and we had some movable terrain trees!



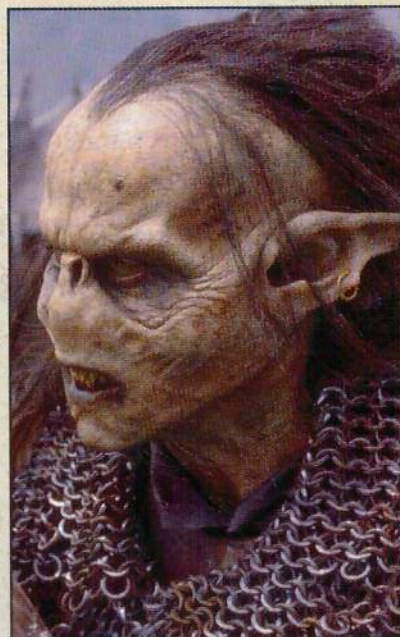
DEATH TO THE GOBLINS!

Part of this scenario revolves around a deadly ambush that Haldir springs upon the pursuing Goblins of Moria. You can use anything at all as the counters to randomly determine which of the six designated trees the Wood Elf Captain and his company of archers will drop from. We, being the crafty souls that we are, decided that each counter should be a dead Goblin, riddled with arrows. The first Goblin would have one arrow piercing him, the second Goblin two arrows, and so on.

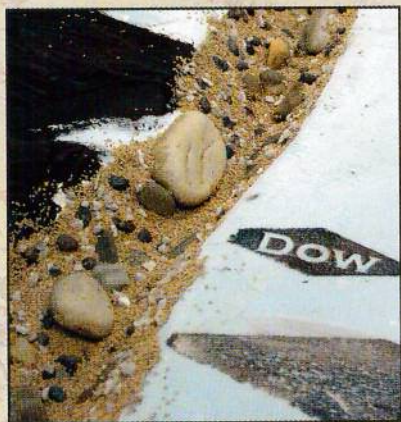
First of all, we had to position each Goblin to look like it had died a horrible death, as being riddled with arrows isn't a very pleasant affair. We cut apart different joints on the plastic Goblin model and reattached them with Green Stuff to give the

appearance of lying prone. Then we drilled holes into the body and inserted brass wire to represent the shafts of the arrows. For the arrows' fletching, we cut out pieces of plasticard into little diamond shapes and carefully glued them to the tops of the brass wire. It's a bit tricky, using such small pieces, so it's a good idea to use a pair of Games Workshop tweezers to ensure that you don't glue your fingers to anything!

Next we primed the model black and started painting! The fletching was basecoated with Shadow Grey, then lines were painted in with Space Wolves Grey and Skull White to give it a feathered effect. Finally, we based the Goblins with the same grass matting that we'll use later on the table to tie it all together.



THE SILVERLODE



The Silverlode, called Celebrant by the Elves, is a fair, swift-flowing river marking the western boundary of Lothlorien. In our scenario there are only a few choice spots for the Goblins to cross and hunt down our heroes, as the rest of the river is too deep and fast (luckily for the good guys!).

In order to recreate this stream, we decided that it had to be deep. To make this fixed



feature, we dug out a trench along its course and filled the riverbed with small smooth stones and sand to show that the current had been eroding these rocks over time. Then a couple of fords were made where the Goblins could cross. The entire riverbed was painted in Chaos Black and drybrushed with both Codex Grey and Fortress Grey.



After that, it was time to add the water! Using an epoxy resin (this stuff can be nasty so use it in a well-ventilated area!) with some Blue Ink added, we poured our 'water' into the painted riverbed in two layers to make sure it was nice and even. Then we created the ripple effect with a tricky third layer. Now that it's dry, we can flee across it!

THE CANOPY OF LOTHLORIEN

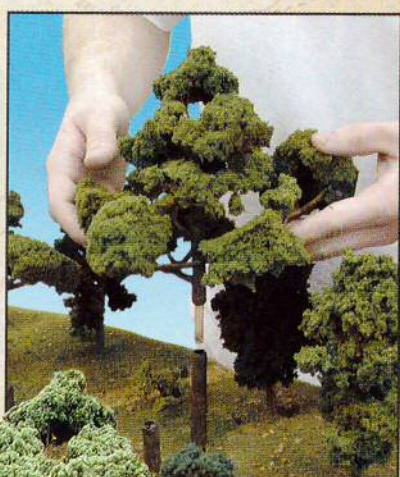
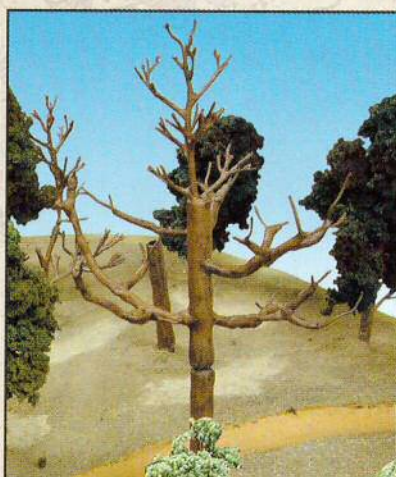
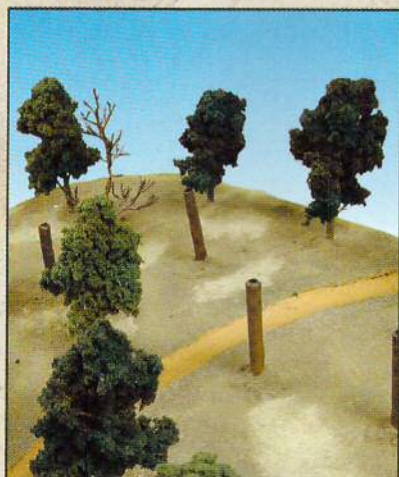
Our heroes flee into the lush Elven forest of Lothlorien, a magical, primeval wood offering protection from the clutches of Sauron and his evil minions.

To recreate the thick, wooded forest of Lothlorien we decided to construct a dense canopy to represent the safety of the trees. We thought that the canopy should be removable, so that the players would have better access to their models as they run and fight throughout the beautiful Elven forest.

In order to do this we made five hollow tree trunks by covering a cut length of brass tubing with modelling putty, available at most art supply stores. This stuff comes in big blocks and is really easy to work with but, unfortunately, you have to bake it in an oven to dry it. For this reason, we decided that plastic tubing wasn't the best thing to use for the trunks....

After we baked the putty-covered tubes, we painted them with brown paints. Then we started on the upper trunks and the canopy itself. The upper halves were created in much the same way though, along with brass tubing, we used wooden dowels that would fit into the tubing of the trunks. For the branches we used wire (as seen on page 98 of The Lord of The Rings rules manual) to make a skeleton on which to apply the modelling putty.

After we painted all of our tree trunks, we attached the foliage (available at most hobby stores) to the tree canopies and made sure that each top half fitted into its respective bottom half. Now that the canopy could be removed in five different places, we had enough room to send our heroes through the safety of the Elven forest! Another daring escape for the Fellowship and another brilliant The Lord of The Rings table for our Studio!



TIME TO PLAY

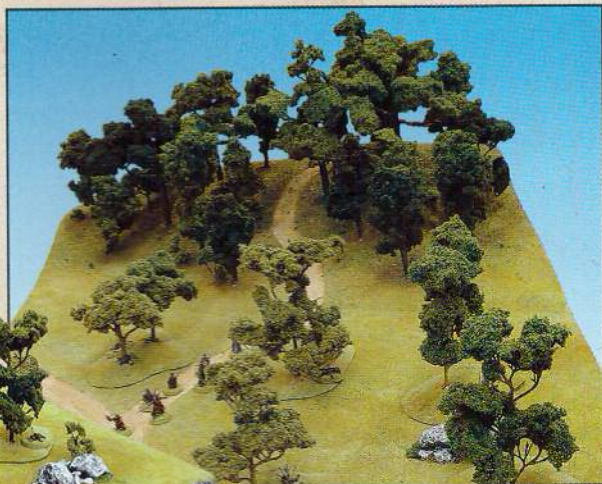
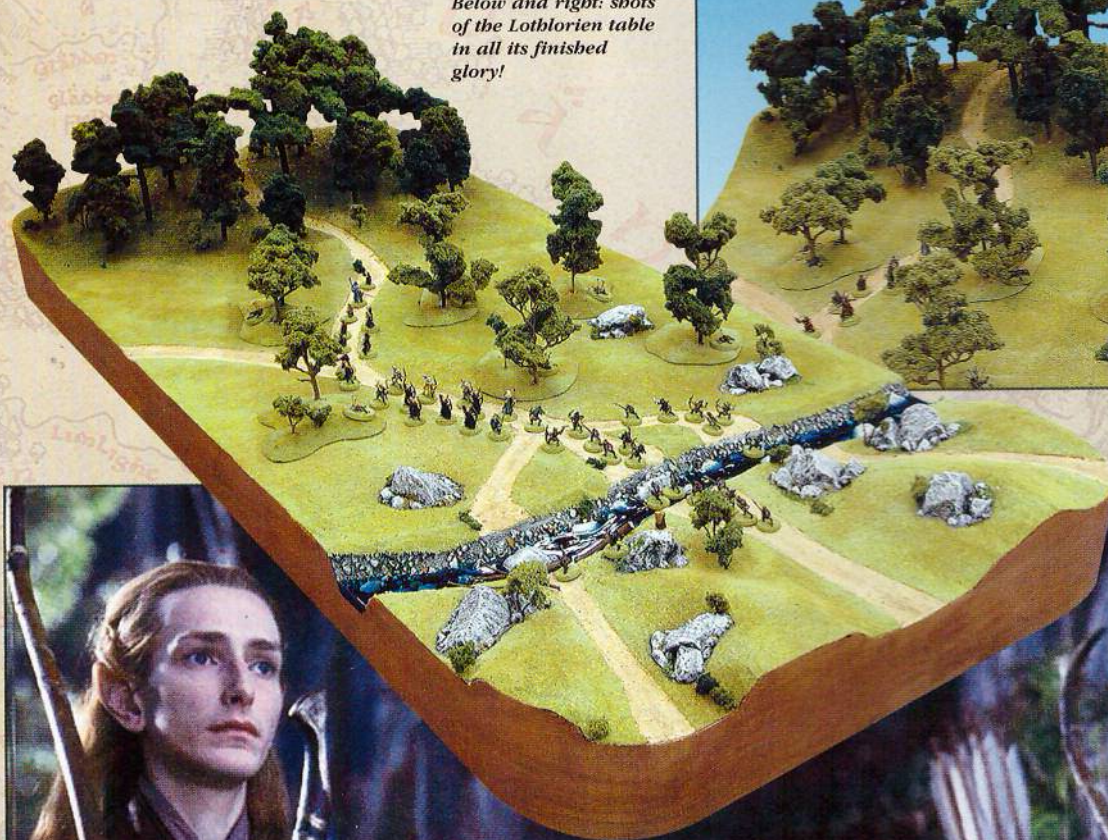
Now that we have our beautifully scenic table, all we have left to do is play! Scenario 5 – Flight to Lothlorien – is really a lot of fun, especially when you can have the pride of playing on a table that you've created entirely yourself!

Of course, you don't have to make your table just like ours. Try striking out on your own and coming up with new ideas for your (or your gaming club's) scenery collection. Most importantly, have fun playing The Lord of The Rings!



Above: Haldir's Wood Elves help the heroes escape into the forest.

Below and right: shots of the Lothlorien table in all its finished glory!



Having made a superb battlefield to represent part of Lothlorien, we just had to ask the chaps at White Dwarf US to fight a battle report over it. Here's what happened...

This latest The Lord of The Rings battle report is a little different from those usually published in White Dwarf as it's been fought out on the other side of the pond. With the chaps in GW US making such a splendid job of their Lothlorien gaming table it would have been unthinkable for them not to have fought a battle over it. So, with there being just one scenario based in Lothlorien (Flight to Lothlorien on page

72-73 of the rules manual) there was only one course of action.

Of course, you don't have to have a wonderfully modelled battlefield like this to enjoy the game. There are many ways to represent this battlefield, be it a green cloth draped over a few books and boxes, or modelled hills and trees on a flat board. The main thing is that you should enjoy the game and immerse yourself in the emotion of the film.

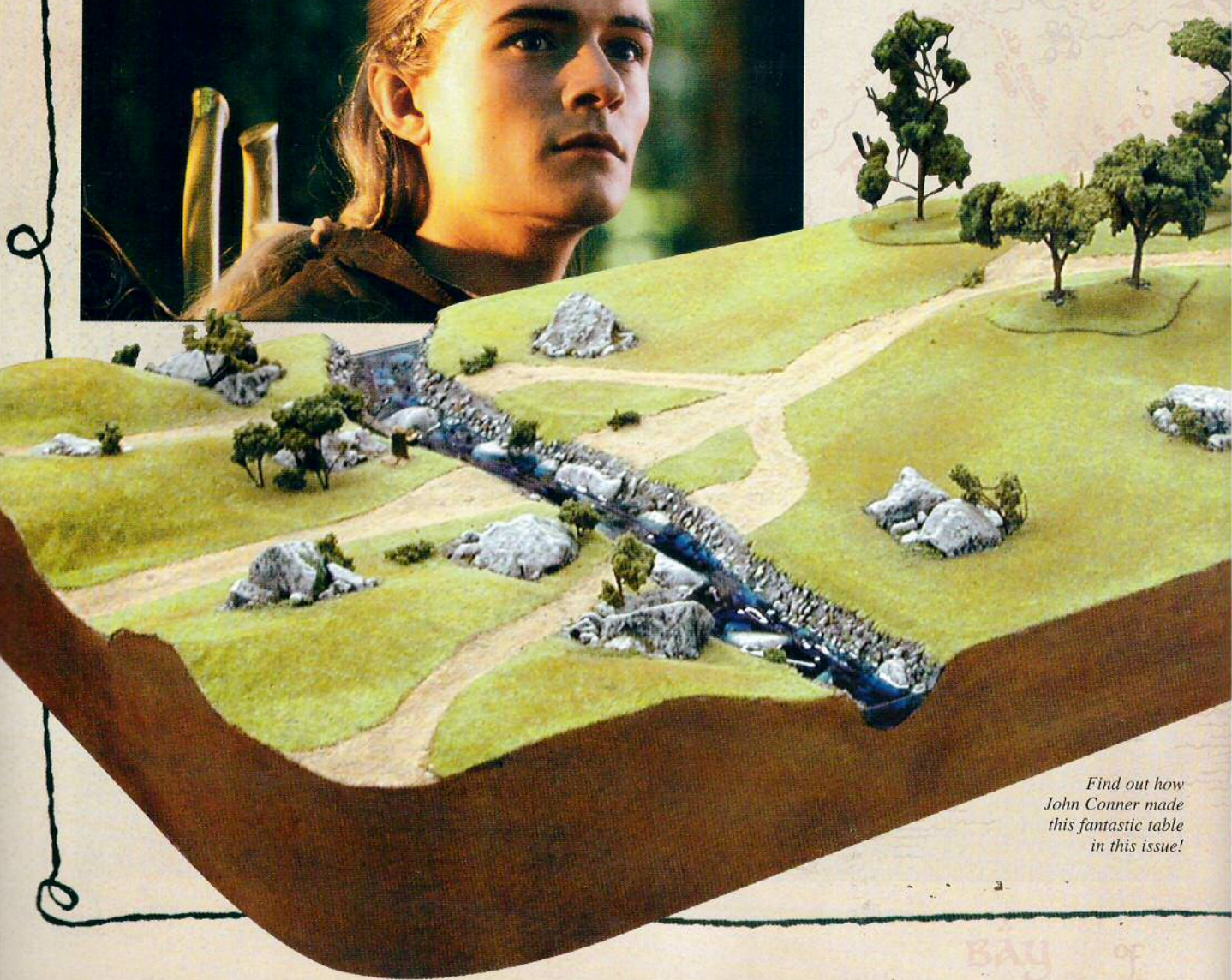
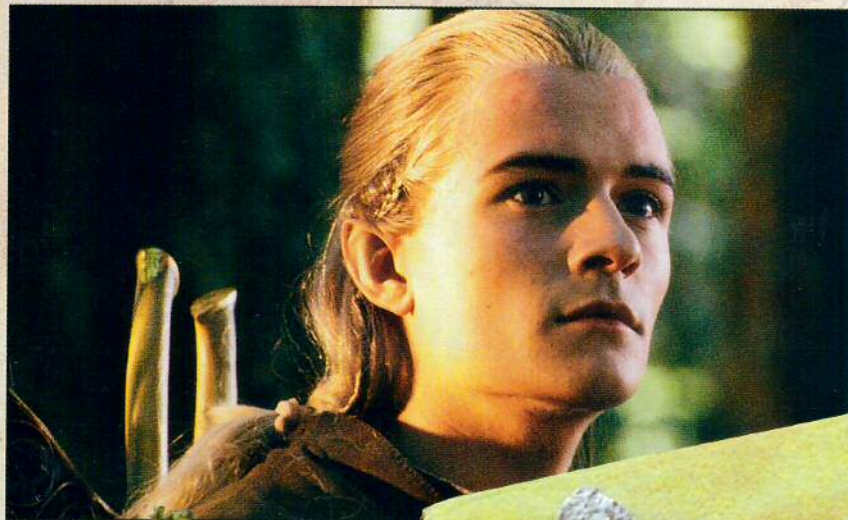
CROSS THE SILVERLODE

The Fellowship of The Ring flees from the Mines of Moria

The objectives are simple – with the aid of Haldir and his Wood Elves, the Fellowship must get more than half of their number to the finish line. The evil side wins if it can slay Frodo or kill enough of the Fellowship to prevent them fulfilling their objective.

Rather than use the published force, the two players decided to use the points match rule and pick a different force make-up for the evil side. This looks like being bad news for the good side, who'll be facing off against not one but two Cave Trolls!

The scene is set for a tense clash...



Find out how
John Conner made
this fantastic table
in this issue!

Scenario description

The remnants of the Fellowship flee from Moria as hordes of Goblins pour from the mountains in pursuit. They seek refuge in the mysterious land of Lothlorien, the realm of the Wood Elves. The exhausted heroes cross the Silverlode, followed by the advance Goblin forces. Fortunately help is at hand in the form of Haldir and his company of Elven archers.

This is essentially the fifth scenario from the rules manual, with a few minor changes.

The first difference is the change to the Evil forces. We've removed 27 Moria Goblins, including 1 Captain, and replaced them with 2 Cave Trolls, including one armed with a spear.

The second difference is the starting positions for both sides. The Fellowship begins the game on the wrong side of the Silverlode (the Moria side), and the Forces of Moria are deployed on the table edge.

PLAYERS' INTRODUCTIONS



Dave Taylor – The Forces of Moria:

I usually play the 'good guys', but I just couldn't pass up the chance to take two Cave Trolls against the Fellowship!

I expected John to race his Hobbits as quickly towards the forest as their legs could carry them. If he could get them off the board and fight his way through with Aragorn or Legolas, he would win the scenario. I figured that if I could paste Legolas, Boromir and Gimli in combat, while shooting down one or two of the Hobbits (preferably Merry and Pippin), I could kill the four Fellowship members required to win the scenario!



John Shaffer – The Fellowship:

Going into this battle I had two primary concerns, the first being the terribly slow movement rate of the Hobbits (which

regrettably made up half of my force), and the second being the disheartening presence of not one, but two menacing Cave Trolls! Needless to say, the combination of these two factors would surely spell doom for the Fellowship unless I could slow down the Trolls (and all those Goblins, for that matter) long enough to ensure safe passage for Frodo and his other companions. I planned on accomplishing this task by sending a hearty combat-ready group of Aragorn, Gimli and Boromir to hold back the hordes, while running the Hobbits as fast as their little legs could carry them towards the forest.

My 'ace in the hole' would be Legolas, who would run along one flank providing both a diversion and fire support, whilst also falling back and filling the required five models quota (Legolas plus the four Hobbits) that needed to escape to the forest and ensure victory. With this in mind, I deployed my force and prepared for the oncoming foot race towards the safety of Lothlorien.



Moria Goblins – vile and pitiless creatures.



The Fellowship began with their backs to the Silverlode, worried about the oncoming Moria Goblins, and TWO Cave Trolls.

TURN ONE

The Fellowship moved first, with Aragorn, Gimli, Boromir and the Hobbits wading across the fast flowing Silverlode. John left Legolas on the dangerous side of the river, hoping to take down a few Moria Goblins or even slow down the Cave Troll bearing down on him! Dave advanced the forces of Moria as rapidly as he could after the fleeing Fellowship. Legolas was now well placed to take a few shots at the nearest Cave Troll. All three of his shots hit, but Legolas needed to use a point of Might to cause a wound on the beast.

TURN TWO

The Fellowship won the first Priority roll with a score of 2. Dave's groan said it all. Legolas moved across the river without any trouble and the Fellowship continued to move as fast as possible away from the evil forces. Dave moved the Moria Goblins and Cave Trolls to the edge of the river, ready to cross in the next turn.

The bow-armed Goblins had only moved at half rate, so they were able to fire upon the Fellowship. Three Moria Goblins drew a bead on Legolas and fired. Two hits were scored, one wounded, and John tried to use one of Legolas's Fate points to save the wound but failed. The four remaining Goblins fired at Merry scoring two hits but, unfortunately for Dave, no wounds.

THE EVIL STRATEGY

Dave: I knew that I had a limited number of turns where the Fellowship would be in range of my bowfire (18" for Goblin bows), so I wanted to concentrate on the members of the Fellowship with lower Defence values. Legolas and the Hobbits would flee under the constant rain of arrows I would try to set up.

TURN THREE

The Fellowship won Priority again, but this time with a very respectable 6. Gimli and the Hobbits continued to move towards the forest. Aragorn and Boromir began to hold back, readying themselves for the inevitable onslaught of the Goblins and Cave Trolls. Legolas slowed and turned in order to fire a few more shots at the Cave Troll.

The Moria Goblins scampered across the Silverlode without any problems, but the Cave Trolls had to roll to cross. Both players looked on intently as Dave rolled for the first Troll that was headed for Legolas. The result was a 1, the Cave Troll would stay on the wrong side of the water for another turn. John's cries of joy soon turned to dismay as Dave rolled a 6 for the spear-armed Cave Troll, who advanced his full 6" across the river, heading directly for Frodo.

"Don't worry," said Dave. "It's just a Cave Troll."

Legolas was once more on target, but again John was forced to use another Might to cause a wound on the stranded Cave Troll. The bow-armed Moria Goblins that had not crossed the river tried to gain a measure of revenge, but the five shots at Legolas all missed and the two shots at Pippin also went astray.



John moves the Fellowship across the river.



Legolas keeps firing at the Cave Troll.



In Turn Four, the Cave Troll crosses the river and begins closing in on Legolas.

TURN FOUR

Finally the forces of Moria won the Priority roll, but before they could start to close the gap, John called a heroic move with Frodo (using one Might point). Frodo and the other Hobbits all moved forward at full pace, while Aragorn and Gimli held back. The Moria Goblins continued to advance, and the spear-armed Cave Troll was breathing down Frodo's neck. On the left flank, the other Cave Troll waded across the river and headed directly for Legolas, the cause of all its pain. Two of the Goblin bowmen crossed the river while the other five lined up their shots. Boromir strode into a small group of Goblins but only faced off against one, while Legolas edged back cautiously around a rocky outcrop.

Two Moria Goblins could still see Legolas, and they fired at him. Two more misses. Dave then took advantage of the rule that allows Evil models to fire into combat. Three Goblins fired at Boromir, only one hit wounding him, and miraculously no Moria Goblins were hurt. Legolas was worried by the Cave Troll and lost his nerve as the one shot that did hit failed to wound.

In the first combat of the game, Boromir quickly dispatched the Moria Goblin in front of him.

TURN FIVE

Both John and Dave rolled 5 for their Priority roll but, as Dave had gone first last turn, John had the honour this turn.

Before the Fellowship could move, Dave called a heroic move with his Goblin Captain. John swiftly countered with a Heroic Move from Frodo. As John had priority, he moved his Hobbits another 4" closer to the forest, allowing Aragorn to move in against the Cave Troll. Gimli waded into two Goblins. The Evil models within 6" of the Goblin Captain then moved, one attacking Gimli, three attacking Aragorn, one pinning Legolas and two pinning Boromir. As no more of the Fellowship could move (all pinned in combat) the forces of Moria made their

HEROIC ACTIONS

During the Move, Shoot or Fight phase, any individual Hero can override the normal sequence by giving up 1 point of Might to make a 'heroic action'.

With the Hobbits running directly away from the Moria Goblins and Cave Trolls, it was only a matter of time before the forces of evil caught them. John's well-timed usage of the heroic action rule certainly made for an exciting chase.



Aragorn fights off a Cave Troll, while Gimli defends himself.

remaining moves, including the Cave Troll finally catching up with Legolas.

Once again, two of the Moria Goblins fired on the fleeing Merry, but his Hobbit luck saved him – no hits.

In one of the fiercest rounds of combat, the stage was set for a desperate race to the finish. In the fight between Legolas and the Cave Troll both sides rolled a 6. Both sides had a Fight of 6, so a D6 was rolled to determine the winner. A result of 1-3 would mean that the forces of Evil won, a result of 4-6 that Good was victorious. John fell to his knees as the die came up with a 3. The Troll's chain failed to earn it an extra attack but his three attacks were enough to finish off Legolas. The Elf's remaining Fate point was not able to save him against the two wounds caused. Boromir won his combat and killed another Goblin. Gimli won his combat, but even the strength of his two-handed axe was not enough to kill a single Moria Goblin. Aragorn also won his combat, but was forced to expend two Might points to cause two wounds on the Cave Troll.

Both Cave Trolls now had only one wound remaining. With Legolas dead, Dave was only three Fellowship models away from victory.

TURN SIX

The Fellowship won Priority again, much to Dave's dismay. Once again, he was forced to call a heroic move with his Captain (expending his final point of Might). Again, John countered with a Heroic Move of his own and Sam led the Hobbits into the forest of Lothlorien. John immediately rolled for the location of Haldir and his Elves. Rolling a 6 meant that they were close, but not too close to worry Dave just yet. Moria Goblins swarmed around Gimli, one Goblin moved in against Aragorn, the Cave Troll that had killed Legolas charged Boromir, and the spear-armed Troll chased after Frodo and the Hobbits.

The appearance of the Wood Elves on the board meant a massive increase to John's firepower. Seven Elves fired at a cluster of five Goblin bowmen and killed all but one. Dave was now worried by the Wood Elves. With his few remaining shots he became more determined to take out Merry. Poor rolling saved the Hobbit again.

Aragorn spent a Might point to call a heroic combat, defeated the Goblin before him (after expending another point of Might to wound it) and strode into combat with the Moria Goblin Captain and another Goblin. Dave was very lucky as the Goblins managed to push Aragorn back, but unlucky not to wound the mighty hero. Gimli lost his combat, but his tough armour deflected all the blows.

Boromir found himself surrounded and outnumbered, so he decided to blow his horn. Dave rolled a 9 for his Courage roll and added 3 to the score which meant that he had passed. In an action replay of the Legolas/Cave Troll combat, Dave and John tied the combat and went to a dice roll off. The result was a 1, victory for the forces of Moria. Boromir was surrounded so each attack was doubled, just enough to kill the heroic warrior.

Two down, two to go!



The hammer falls on Boromir!

TURN SEVEN

For only the second time in the game, the forces of Moria won Priority, and, as Dave expected, John called another heroic move with Frodo (expending his final Might point) to keep the Hobbits mere inches ahead of the enraged Cave Troll. Aragorn was attacked by the Goblin Captain and another Goblin. Gimli was again surrounded, and the rampaging Cave Troll raced towards Aragorn. The Wood Elves edged forward and began to set up a defensive screen that the Hobbits would be able to flee through next turn.

The Moria Goblin bowmen again targeted Merry, but once again went without a single wound! The Wood Elves showed their keen-eyed expertise when four of the sylvan bowmen fired at the hammer-wielding Cave Troll and finally brought an end to its reign of terror. Another five Elves fired at the Cave Troll chasing Frodo, but the Troll's heavy skin shrugged off the few arrows that found their mark. This dangerous foe was plunging too far into Lothlorien for John's comfort!

Aragorn fought well and won his combat but only caused a single wound on the daring Captain. Surrounded, things looked bad for Gimli as he lost combat, but the Dwarf's high Defence value meant that he was wounded only once. John used one of Gimli's Fate points to avoid any damage.

TURN EIGHT

With no Might points remaining amongst the Hobbits and a Cave Troll within charge distance, this turn's Priority roll was perhaps the most important of the game. Dave rolled a 4 and the room fell silent as John's die rolled across the table. Dave dropped to the floor as a 5 came up. Priority to the Fellowship AGAIN!

The weary Hobbits scampered away from the Cave Troll, and the Elves began to form their screen. Aragorn moved as close



The wounded Cave Troll pursues the fleeing Hobbits.

as he could towards the forest before he was swarmed by five Moria Goblins. Gimli was still pinned in combat, surrounded by six Goblins hungry for Dwarf flesh.

Seven of the Wood Elves fired at the enormous Cave Troll and, fortunately for John, it was enough to take the final wound from the beast. The Troll slumped dead in the middle of the clearing. John danced around as his last major threat was removed. The remaining Elven archers killed another Goblin. One lone Moria Goblin archer fired at the Wood Elves and missed.

John knew that Aragorn had to make it off the board to achieve the objective, and he started in that direction now. Winning the combat, Aragorn slew the Moria Goblin Captain and the Goblin blocking his escape route. In the other combat, despite the overwhelming numbers he faced, Gimli won and killed another Goblin.

TURN NINE

This turn the Evil forces caught a break and won priority, but the sneaky Aragorn called another heroic move to race after the Hobbits. John was heckled by the onlookers for leaving Gimli behind, surrounded by Moria Goblins. Haldir also called a heroic move to shepherd the Hobbits towards the depths of Lothlorien. A few Goblins tried to intercept Aragorn, but fell short of their goal. The Wood Elves moved forward to eliminate the Goblin threat once and for all.

Surprisingly enough, the Wood Elves shooting was ineffectual this turn, so there were no missile fire casualties for either side.

The only combat saw Gimli lose to the swarm of Goblins. As he was surrounded, Gimli had to suffer the wrath of twelve attacks. Much to Dave's dismay (and John's enjoyment) not a single wound was caused!



John observes Dave's strategy.



A wall of Wood Elf archers finally brings down the Cave Troll.

TURN TEN

With very few chances left, Dave needed to win Priority but luck was again with Aragorn and the Hobbits, who moved deeper into the forest. Things looked grim for the forces of Moria, so Dave decided to take down as many of the Wood Elves as he could. Gimli was still surrounded.

The Wood Elves able to shoot took down another Goblin. The lone Goblin Bowman failed to hit anything.

In the Combat Phase, Dave gained a bit of satisfaction as one Wood Elf was killed and another forced back by mere Goblins. John groaned as Gimli lost combat again and suffered a wound this time. Using his last Fate point he failed to prevent the wound. Another groan from John.

TURN ELEVEN

John was in a pretty comfortable position as the Fellowship took Priority for the eighth time. Aragorn and the Hobbits continued moving towards their goal. The Wood Elves closed in on the Moria Goblins, and Gimli remained trapped amidst a clatter of rusted weapons and screeching Goblins.

The Wood Elves managed to kill three Goblins but lost two of their number doing so. Gimli lost combat again (this time rolling double ones). Six turns of constant combat was to prove too much for the hearty Dwarf, as twelve attacks finally killed him.



The Wood Elves underestimated the ferocity of cornered Goblins, but by then it was too late for the forces of Moria.

TURN TWELVE

It was all over as John won Priority again and five members of the Fellowship crossed the line into Lothlorien.

Victory to the Fellowship!

HIGH DEFENCE VALUES

Cave Trolls are tough! When the Wood Elves were shooting at the Cave Troll, every hit required a roll of 6 to cause a wound. No wonder then that the spear-armed Troll made it so far into Lothlorien.

Gimli is even tougher! The Moria Goblins that had him surrounded from Turn Five needed to roll a 6 followed by a second roll of 4+. On average, twelve attacks will only cause one wound. The really scary thing about Gimli's Defence value of 8 is that even the mighty Cave Troll would need to roll a 5 to wound him!



The incredibly tough Gimli survived six turns in combat against hordes of Moria Goblins.

PLAYERS' CONCLUSIONS

Victory... barely!

John: My cunning plan to use Legolas as a diversion was a tad too effective and Dave took full advantage of my risky decision to deploy Legolas all by his lonesome.

When Boromir fell to the savage might of a Cave Troll and two more of the Fellowship were tied up in combat, I really started to worry about my chances of success.

Luckily, Gimli was as stalwart as ever and refused to succumb to the sheer weight of numbers until the very end of the game, and Aragorn once again proved that when all else fails, he will assuredly save the day.

Haldir and his Wood Elves coming out of hiding marked a turning point for me in the game, and their superior bowmanship really made a difference in the outcome. While all of the aforementioned heroes contributed to the victory, the real game winner for me was not a character but rather an ability.

The use of the Heroic Move rule was a crucial tactic in this battle enabling the Hobbits to keep out of charge range of the enemy even when Dave had priority for the turn. Without it, the Hobbits would have surely been caught by the Troll and the game would have been as good as over. In the end the battle was full of tension and excitement, and Dave proved himself to be a very cunning and skilled adversary.

Curses!

Dave: When Legolas held back to put a few arrows into the Cave Troll I thought that John was going to hand this game to me on a plate.

John was a great opponent who played the game pretty much as I expected, and I'm glad I managed to keep the pressure on him until the final turns.

Cave Trolls are awesome! My Cave Troll with the hammer and troll chain took two wounds from Legolas's bowfire before making it into combat with the pesky Elf. With some help from a few Goblins, he smashed the hero into pulp. The Troll then took on Boromir and some more Moria Goblins helped by surrounding the mighty fighter. A few lucky rolls later and Boromir was also paste. 195 points of Fellowship fell to 75 points of Cave Troll (and a few Goblins). I like that result.

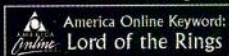
The other Cave Troll survived combat against Aragorn (just) and chased the Hobbits so far into Lothlorien it was almost an embarrassment to Haldir and his Wood Elves.

I think the only thing that was missing in this fantastic game was another Moria Goblin Captain or two. Well-used Might points can make all the difference. I'm definitely going to include at least two Captains in the Gondorian force I'm building now!

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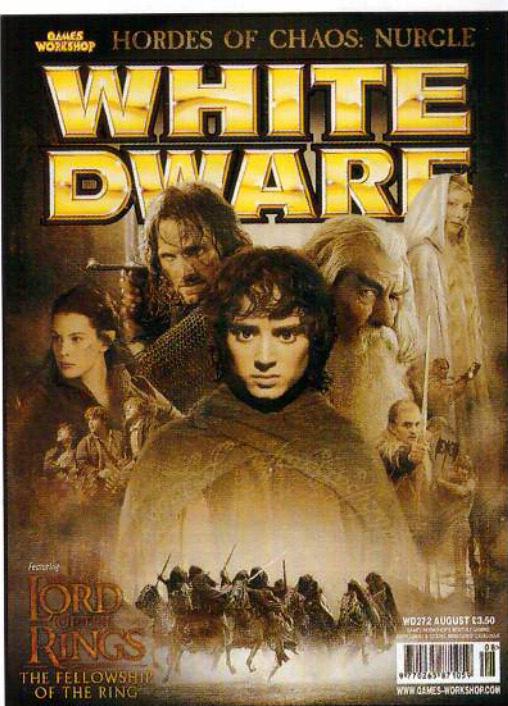
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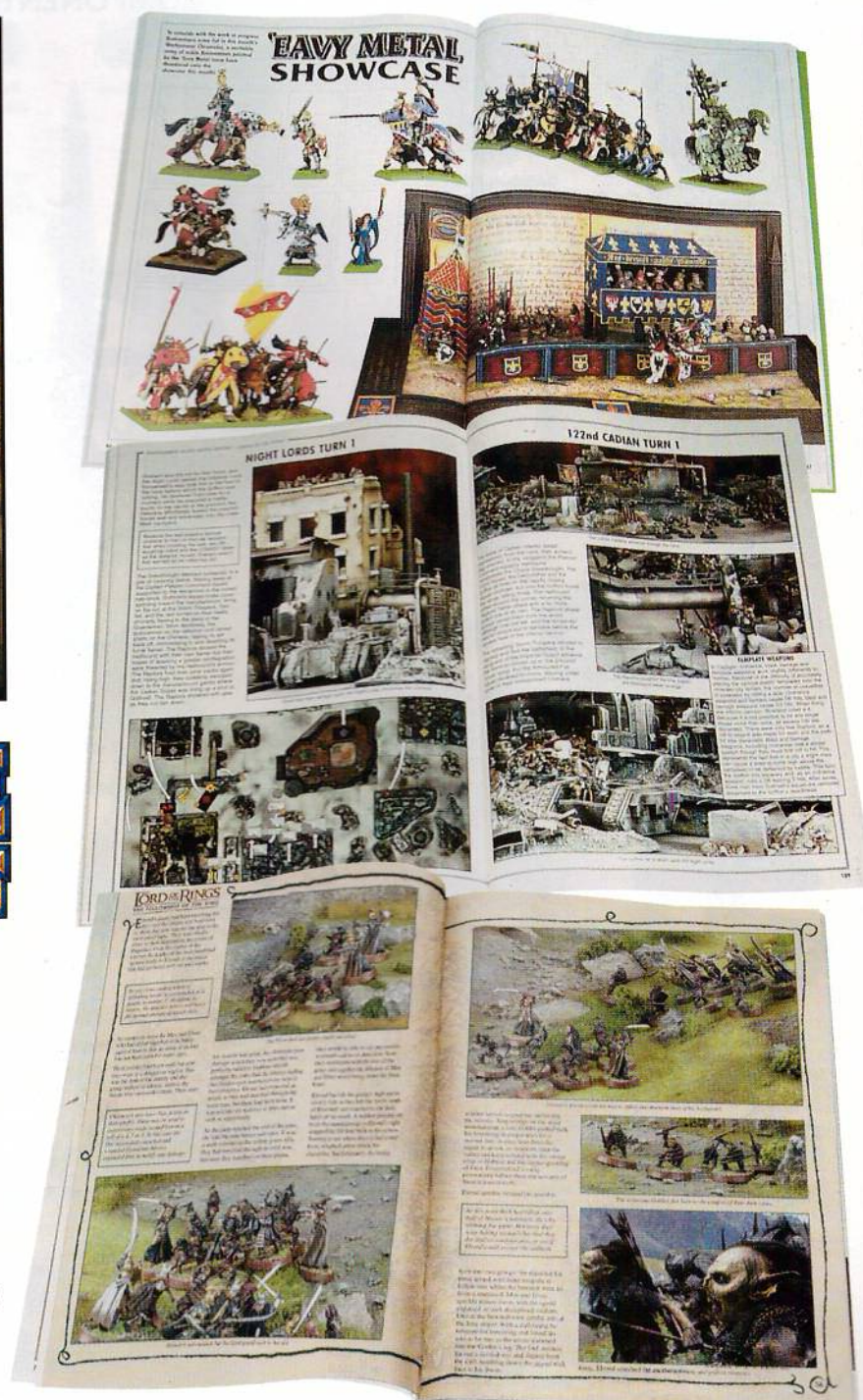
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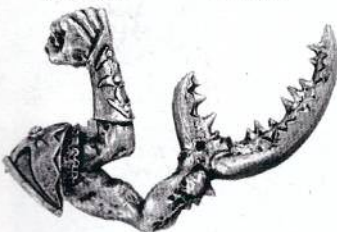
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- You can use our online store at www.games-workshop.co.uk.
- You can contact us by phone on one of the numbers in the box below.
- You could also fill in the form below and pop it in the post to the address below.
- You can even FAX us on 0115 916 8002.

3: Postage & Packaging

• For £1 your order will be posted and dispatched by Special Delivery, and will be delivered the next day (Mon-Thursday if you place your order before midday).
 • For £4 your order will be posted and dispatched by First Class post, and should be with you within 2-4 working days.
 • For £5 your order will be posted and dispatched by Second Class post and should be with you within 7-10 working days.
 If you place your order in a Games Workshop store and the order is below £25 you can have it delivered to the store for £1. Orders over £25 can be delivered to the store for free! Postage and packing on overseas orders is dealt with by weight. Please call one of our phone operators for details. If you notify us within seven days of receipt that you wish to cancel your order, Mail Order will be pleased to offer you a credit note or refund your money as soon as you return the items in question.

• Component part service

We have an extensive range of individual components available.

• Archive Service

We also have a wide selection of our older miniatures and components available to buy.

• Rules service and advice

If you have a gaming or hobby question, give us a call.

• Open 7 days a week

8am to 10pm every day. Hours may vary on Bank Holidays.

• Advance order

Why wait for that new release? If you like a product, place an advance order. You benefit from special postage rates and receive your order on the day of release!

Contacting us by phone

We have set up phone lines specifically for different European language speakers. These lines offer all of the services, including the archive service, the rules & advice service and component part service.



UK
0115 91 40000

We have a dedicated team ready and waiting to take your calls. Phone us now to place your order.



Dutch
++44115 9168255

Deze telefoonlijn is speciaal opgezet voor onze Nederlandstalige klanten. Een Nederlandstalige telefoon operator is ter beschikking voor al uw telefoontjes. Indien de lijn bezet is wordt u doorverbonden met een Engelstalige operator.



Danish
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Swedish
++44115 9188507

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You can post your order to us at:

Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS

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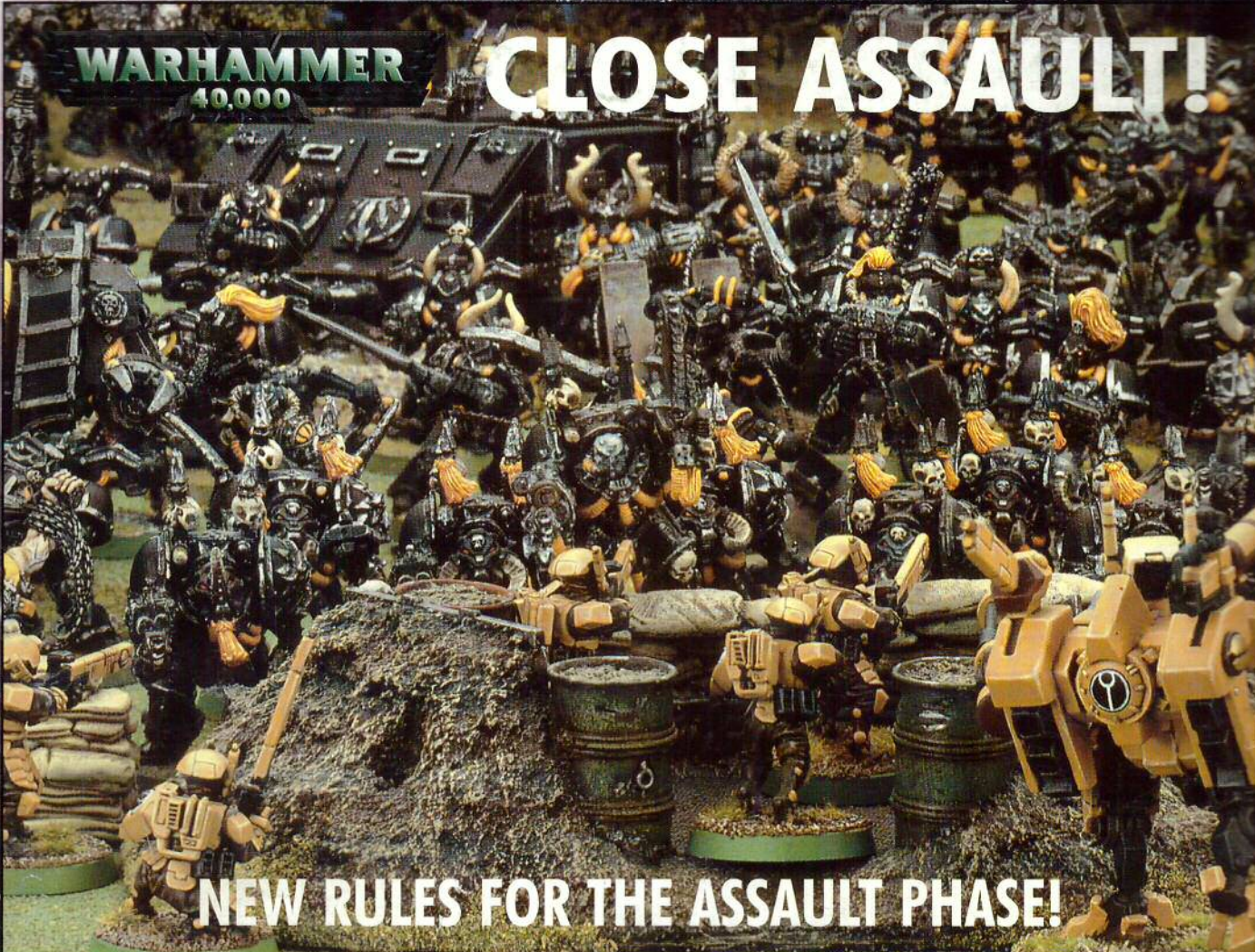
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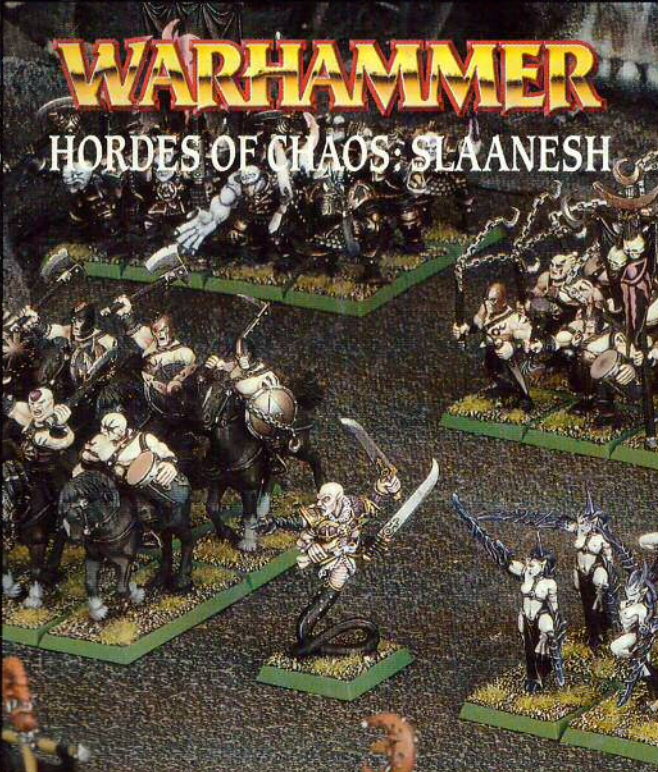
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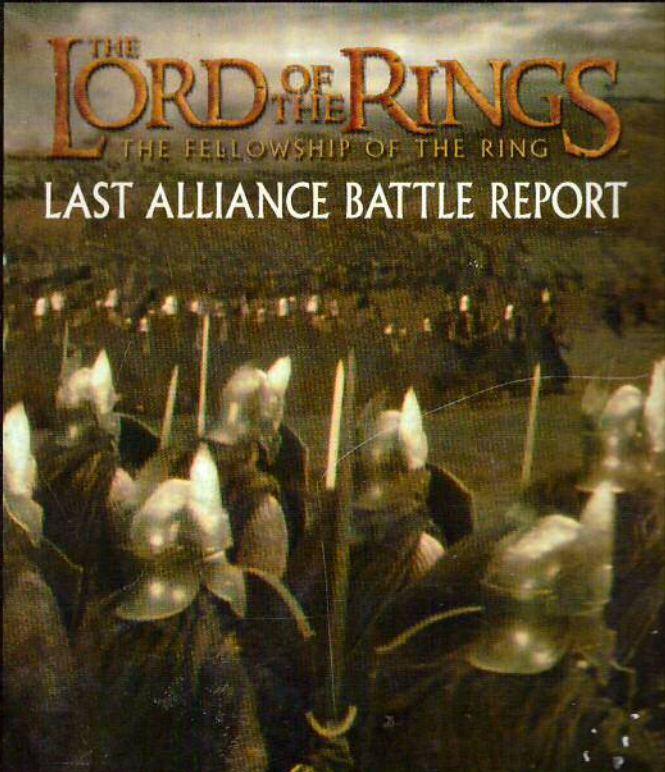
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