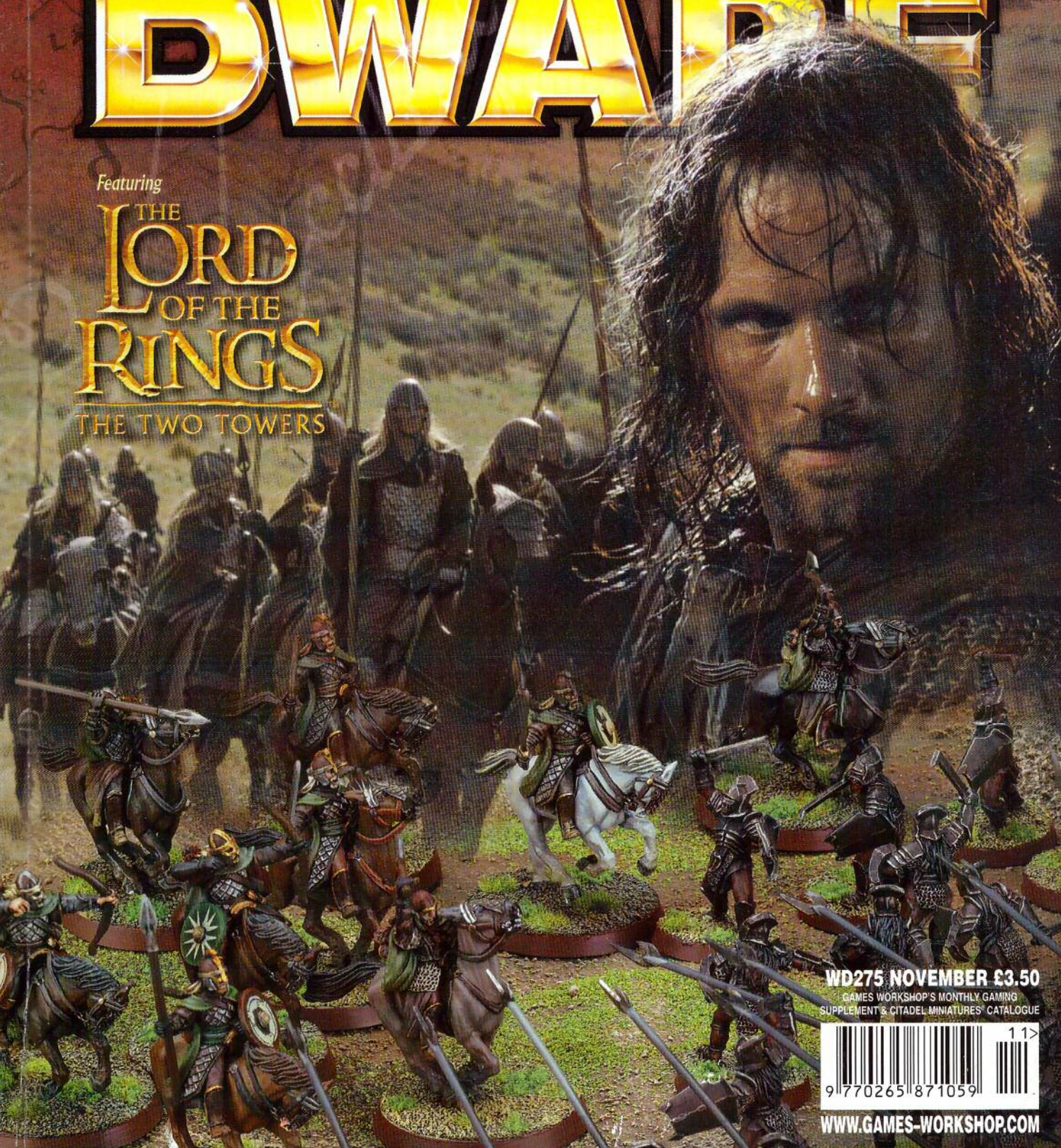


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# WHITE DWARF

275 November 2002

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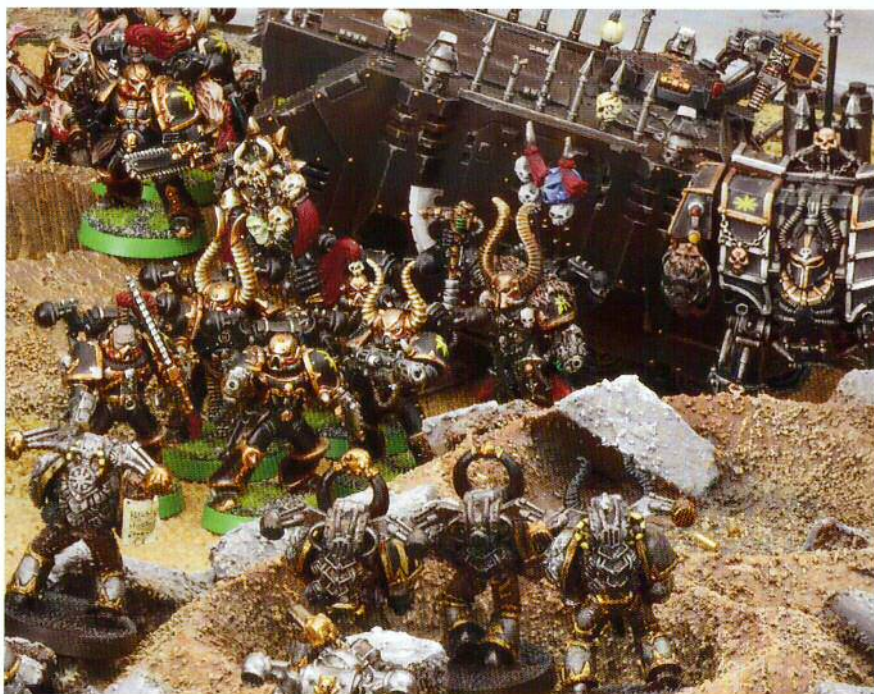
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A brutal conflict between two Chaos armies.

## THE LORD OF THE RINGS THE TWO TOWERS

This month's The Lord of The Rings coverage starts on page 96.

We take a look at the new battle game: The Two Towers. Also included is the first of our battle reports for the The Two Towers, as the Riders of Rohan clash with the forces of Evil at the edge of the forest of Fangorn.

To finish off, we have asked Alessio Cavatore to talk about the changes that have been made to the rules.



Bloody combat erupts between the forces of Chaos in this month's battle report.

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Chaos Space Marine Havoc with autocannon



## NEW CONVERTS

I find that one of the most rewarding aspects of this fine hobby is converting miniatures. Converting can be done at many levels – from a simple head swap right up to the total repositioning of a model. If done sympathetically, a conversion can turn heads and give your army a much more individual look. In fact, converting models could almost be considered a hobby in its own right.

Converting models isn't for everyone though – many are quite happy to paint the models as they are produced and there's absolutely nothing wrong with that. However, for those that dabble with conversions, they can soon be making eye-catching creations that make their army stand out from the crowd.

There are some basic tools required for most conversions: clippers for removing arms, heads etc, a modelling saw for more precise cutting, a pin vice (and brass rod) to pin pieces together for extra stability, needle files to smooth joins and the ubiquitous Green Stuff to fill gaps

*Conversions can be as simple as this weapon swap on a Space Marines Chaplain (below) by Tom Hibberd or as ambitious as Bobby Wong's Captain Leonatus (right).*



and mould connecting features such as hair and fur. All of these tools are available from your usual Games Workshop outlet.

There isn't one of these tools that I'd be without – they are all well used and, with a new conversion for my Warhammer Chaos character in the offing, they'll be seeing more action in the near future. In fact, whilst every army we make is suitable for converting, it's the Chaos army that is perhaps the most suited to it. Mutations, gifts of the Dark Gods, Daemonic Steeds – the list is endless...

In future issues we'll be bringing you details of how you can achieve simple but affective results, and also how some of the most stunning conversions have been made by gamers around the world. Keep your eyes peeled though, because at the time of writing this hasn't been set for a specific issue. I'm very excited about the project and look forward to explaining some of my own conversions, as well as learning a few new tricks myself!

*Some of the most common tools a converter uses: modelling saw, clippers, glue, knives, needle file, Green Stuff and a sculpting tool – you can pick these up at your local Games Workshop store or from Mail Order.*



Until next month...

**Paul Sawyer**  
Editor



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

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



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## BRING OUT YOUR DEAD...

The Tomb Kings of Khemri are gathering their undead legions and casting their burning eyes towards the lands of the living...

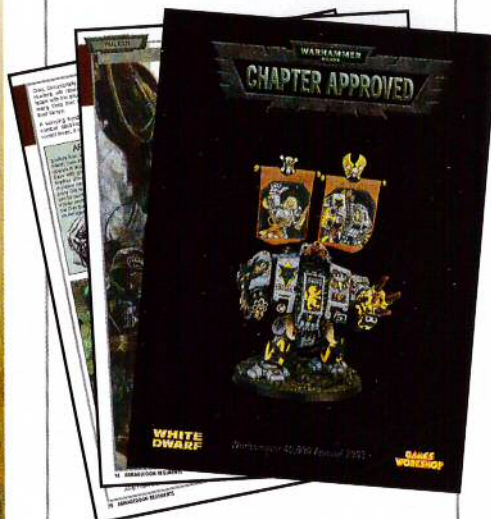
It's the first time that the Tomb Kings of Khemri have had a Warhammer Armies book written specifically for them, other than the list that appeared in *Ravens Hordes*.

There is a special preview of the book appearing in next month's issue of *White Dwarf*.

Dwarf. Meanwhile feast your eyes on this artwork which will be the cover to the upcoming Tomb Kings Skeleton Warriors regiment box.



## OUT THIS MONTH: CHAPTER APPROVED 2003



This 128 pages book is an indispensable tome of articles collated from past issues of *White Dwarf*. It not only puts an end to those rules disputes that involve searching frantically through back issues of *White Dwarf*, but also incorporates a great deal of new material too.

CHAPTER APPROVED 2003		£12.00
Denmark	kr	150.00
Sweden	kr	180.00
Euro		20.00

## SPACE MARINES COLLECTORS GUIDE

Out now is the *Space Marines Collector's Guide*. This is the most comprehensive resource of Space Marines products. Inside you can find component codes, price listings, Golden Demon winners, Staff and Tournament armies, and much more. This really is the essential guide to collecting Space Marines.



## OUT THIS MONTH: WARHAMMER CHRONICLES 2003

This 144 pages book is a compilation of the best Warhammer articles from the pages of *White Dwarf* magazine, the *Citadel Journal* and the Games Workshop website. It includes painting and modelling masterclasses, new special characters, as well as revised and previously unpublished material.

WARHAMMER CHRONICLES 2003		£12.00
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Sweden	kr	180.00
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# THE BLOOD BOWL

Games Workshop is proud to announce 'The Blood Bowl', the ultimate Blood Bowl tournament and official highlight of the NAF season. This is the trophy for all Coaches to aspire to winning.

The event will be held on 1-2 March 2003 at Warhammer World. 150 places are available for competitors to decide the Championship. The weekend will involve playing six games of Blood Bowl, culminating in a final between the top two players – the winner will be entered into the official NAF history of The Blood Bowl for all time. The remaining competitors will play for the Warhammer World League Cup, the trophy which was first seen at Blood Bowl Resurrection 2001.

Tickets will go on sale from 8am on Saturday 30th November 2002, and will only be available through Mail Order.

Tel: 0115 91 40000

For more information on the event visit:

[www.bloodbowl.com](http://www.bloodbowl.com)

## WARHAMMER 40,000 COLLECTIBLES RELEASED!

Released this month by Sideshow Collectibles are the Warhammer 40,000 Collectibles. This new range of hand-painted, limited edition, polystone figures are called *Space Marines: Warriors of the Imperium*. We have started with four of the most renowned chapters – Space Wolves, Dark Angels, Blood Angels and Ultramarines. We will be extending the range of models for these chapters as well as introducing another three for the range. There will also be heavy weapon variants, the first being a heavy bolter.

We have used the fantastic imagery of the Warhammer 40,000 universe to produce these great models. Each Space Marines figure is individually named with its own background story.

There will only be 5,000 of each model produced and they are individually hand numbered. To pre-order, or to find out more, check out:

[www.games-workshop.com](http://www.games-workshop.com) or  
[www.sideshowcollectibles.com](http://www.sideshowcollectibles.com)

## ERRATA

An advertisement for the Total War Campaign Weekend appeared in White Dwarfs 273 and 274. It has been subsequently brought to our attention that 'Total War' is used as a trade mark by The Creative Assembly Limited; that the Total War word and device is a registered trade mark of The Creative Assembly Limited; and that TOTAL WAR is the subject of a Community Trade Mark application by The Creative Assembly Limited. Accordingly, the campaign weekend was renamed.

# WHEN MAMMOTHS ATTACK!

## CHAOS MAMMOTH

From their lair deep in the bowels of Games Workshop, Forge World have just unveiled their latest creation. This huge Chaos Mammoth (7" from the ground to the top of its head) will be available soon. The beast will include a howdah complete with a Chaos Lord seated on a throne of skulls. For more information on availability and prices visit the Forge World website:

[www.forgeworld.co.uk](http://www.forgeworld.co.uk)

## CLUB CHALLENGE

On 30th November and 1st December 2002 the Warhammer Players Society are holding The Club Challenge – a tournament being held for each of Warhammer, Warhammer 40,000, Warhammer Ancient Battles, Warmaster and Blood Bowl.

The event will take place at Harvey Hadden Sports Centre, Wigman Road, Bilborough, Nottingham NG8 4PB. For further details and an entry form visit the WPS web site:

<http://www.players-society.com>



## BULLET POINTS

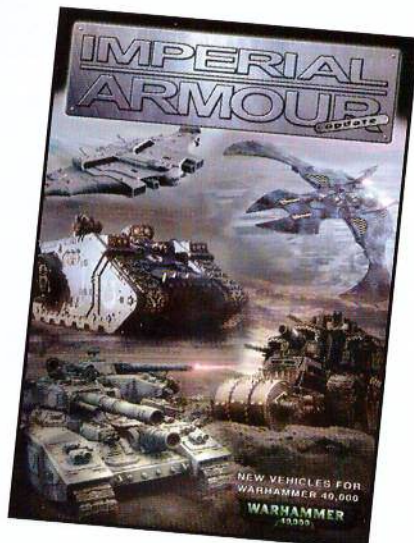
- White Dwarf's Paul Rudge, Tom Hibberd and Matt Hutson are taking part in a participation game at the Games Workshop Open Day in November (see next page for more details). Matt and Tom will be using their Space Marine armies alongside other loyalist Chapters, whilst Paul is commanding a huge Necron force. See you there!
- The Codex: Daemonhunters project is progressing well. The first batch of models have hit the desks of the 'Eavy Metal team. The Grey Knight Terminators look suitably fearsome and are sure to strike fear into the heart of any Chaotic enemy of the Imperium of Mankind.
- The first few Space Marines Razorback sprues have arrived in the Studio. White Dwarf's Tom Hibberd has managed to get his hands on one and is now painting up a Crimson Fist Razorback, ready to be featured in WD278.
- Following on from the success of the 'Carnage' four-player battle report published in White Dwarf 252, we decided that another game of massed bloodshed was needed. Matt Hutson's Word Bearers, Owen Rees' Dark Angels, Alex Boyd's Orks and Phil Kelly's Tyranids duked it out in a battle report due to be published in WD277. The Winner? Now that would be telling!

## IMPERIAL ARMOUR UPDATE

Continuing Forge World's series of Imperial Armour books, the update contains a wide variety of vehicles for use in your games of Warhammer 40,000.

This guide to armoured warfare in the 41st Millennium is packed with rules and background on Space Marine, Imperial Guard, Sisters of Battle, Ork, Tau, Chaos and Eldar vehicle variants, as well as monstrous Tyranid creatures.

You will also find full details of some of the Imperial Guards' greatest tank aces, new rules and errata from the first two Imperial Armour books, as well as advice on fielding mighty Titans on your tabletop.





## INVASION: VERDICAN

War has come to the lush jungle planet of Verdican in the latest expansion for the Warhammer 40,000 collectable card game. Invasion: Verdican will allow players to command Dark Angels, Tyranid Hive Fleet Kraken, Alaitoc Eldar and Catachan regiments of the Imperial Guard. Invasion: Verdican will be available from October 2002. For more information check out:

[www.sabertoothgames.com](http://www.sabertoothgames.com)

## OPEN DAY

**Sunday 24th November 2002**  
**10.00am to 4.00pm**

Join us for a packed day of gaming and hobby activities at Warhammer World.

You'll have the opportunity to meet special guests from the Games Workshop Design Studio, take part in special seminars and learn the very latest secrets from the Warhammer and Warhammer 40,000 universes.

Tickets cost £10 and are available from the Warhammer World store, your local in-store order point, direct from Games Workshop on 0115 91 40000 or you can buy them on-line from our webstore at:

[www.games-workshop.com/storefront](http://www.games-workshop.com/storefront)

The ticket includes admission to the Warhammer World Exhibition.

For news and information about future events at Warhammer World visit:

[www.games-workshop.com/events](http://www.games-workshop.com/events)

## GAUNT'S GHOSTS SPECTACULAR

With the release of the sixth Gaunt's Ghosts novel *Straight Silver* in November, the author Dan Abnett will be signing copies in selected Games Workshop stores.

The book is to be released in stores on Saturday 9th November 2002 and Dan will be visiting the Thurrock and Bluewater stores on that day to sign copies and to chat to fans of the Gaunt's Ghost series. He will be signing in the Plaza on Sunday 10th November 2002.

Exact timings are still to be confirmed so customers should make sure they call the stores for details:

**Thurrock:** 01708 867 133  
**Bluewater:** 01332 427 880  
**Plaza:** 0207 436 0839

That's not all, however! On Saturday 9th November, Games Workshop stores will be running games themed around battles from the Gaunt's

Ghosts books (Imperial Guard vs Chaos). Posters are to be going up in stores soon, so pop into your local store for details.

Along with the frenetic gaming on Saturday 9th November, there will also be a painting competition. Customers can enter a non-character Imperial Guardsman painted as a Ghost, along with a story or background piece about the figure.

Ring your local store for details.



Dan Abnett



## PAGES FROM THE PORTAL

### INDEX ASTARTES

Going live over the next four weeks are three new Chaos Space Marines Index Astartes pages, detailing the Night Lords, Black Legion and Word Bearers Chapters, including a brief history, combat doctrine and miniature shots.

[www.games-workshop.com/wdmagazine/indexastartes/](http://www.games-workshop.com/wdmagazine/indexastartes/)

### ANTHONY REYNOLDS' CHAOS UNDIVIDED ARMY

A Chaos army mutates and develops as its General plans his diabolical schemes. Anthony Reynolds' force, the Despoilers of the North is, of course, no exception. In this article he presents his new conversions as he continues to expand his Chaos Undivided army

and also chronicles some of his favourite tactical ideas.

[www.games-workshop.com/wdmagazine/studiocampaign](http://www.games-workshop.com/wdmagazine/studiocampaign)

### WARHAMMER STUDIO CAMPAIGN

There is a new addition to the web site – the Warhammer Studio campaign. This area of the site will detail the fundamentals of a campaign, including why start one in the first place, and how to run one. The section will be updated regularly in the future keeping you up to date with what's going on, and who's playing.

Keep checking the weekly UK news page for regular updates!

[www.games-workshop.com/wdmagazine/chaos](http://www.games-workshop.com/wdmagazine/chaos)





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# CHAOS ATTACKS!

## CHAOS HAVOCS

Chaos Havocs have a wide choice of heavy weapons and can be armed in such a way that, whatever target presents itself, they have a good weapon for dealing with it. They cannot move and fire though, so it is important to get them into a good firing position as quickly as possible. They can also be given the Tank Hunters Veteran ability which adds +1 to all Armour Penetration rolls, making them more than capable of dealing with the heaviest of enemy armour.

### CHAOS HAVOCS BOXED SET

Designed by Aly Morrison, Tim Adcock, Alex Hedström, Juan Diaz and Mark Harrison, this boxed set contains five Chaos Havoc models. It includes an Aspiring Champion armed with a powersword, and Chaos Space Marines armed with a lascannon, a missile launcher, an autocannon and a heavy bolter.

### CHAOS HAVOC WITH LASCANNON

This blister pack contains one Chaos Havoc armed with a lascannon. Model designed by Aly Morrison and Tim Adcock.

### CHAOS HAVOC WITH AUTOCANNON

This blister pack contains one Chaos Havoc armed with an autocannon. Model designed by Aly Morrison and Tim Adcock.

*These models require assembly.*



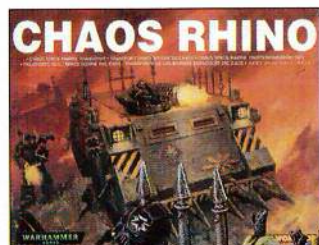


# CHAOS SPACE MARINE RHINO

Leading the attack, the Rhino allows Chaos Space Marines swift movement to sieze an objective or to strike deep into the heart of an enemy force. It can also be equipped from a selection of unique Chaos vehicle upgrades, such as the havoc launcher, a Heavy 2 missile launcher with Strength 4 and a range of 48", giving the Rhino more tactical options on the battlefield.

Designed by Tim Adcock, Alex Hedström, Mark Bedford and Jes Goodwin, this boxed set contains one Chaos Space Marine Rhino kit.

*This model requires assembly.*



## PRICE LIST

### CHAOS HAVOCS BOXED SET.....£20.00

Denmark	kr 225.00	Sweden	kr 270.00
Euro	30.00		

### CHAOS HAVOC WITH LASCANNON.....£5.00

Denmark	kr 55.00	Sweden	kr 65.00
Euro	8.50		

### CHAOS HAVOC WITH AUTOCANNON.....£5.00

Denmark	kr 55.00	Sweden	kr 65.00
Euro	8.50		

### CHAOS SPACE MARINE RHINO.....£15.00

Denmark	kr 185.00	Sweden	kr 225.00
Euro	25.00		

### CHAOS OBLITERATORS.....£10.00

Denmark	kr 125.00	Sweden	kr 150.00
Euro	17.50		

## CHAOS OBLITERATORS

Chaos Obliterators are no longer just Chaos Space Marines, instead they are an amalgam of Space Marine, Daemon and armour; each part inseparable from the rest. On the battlefield, they can reshape their bodies to form a vast array of deadly firepower and this, combined with their ability to always move and fire, makes them a unit to be truly feared.

This blister pack contains one Chaos Obliterator model, designed by Mark Harrison.

*These models require assembly.*









**T**he Black Legion are the Legion that best exemplifies the diversity of Codex: Chaos Space Marines due to their allegiance to the powers of Chaos as a whole, rather than any one particular god. This allows them to pick freely from the army list and utilise troop types not available to those with a particular Mark of Chaos. The army list the 'Eavy Metal team painted was picked in order to display this diversity and to also show how it could be tailored to suit a particular role.

The Black Legion's colour scheme is, unsurprisingly, black, but there were numerous ways that the 'Eavy Metal team were able to identify individual units and give the army real character. The existing models of the Black Legion were painted with a silver trim to their armour and shoulder guards, but this was a very 'cold' colour scheme and didn't allow for much differentiation between units. From the outset of the project a number of basic 'rules' were set to define the colour schemes of the

army. These were applied throughout the army, with exceptions made for some of the more specialised units such as the Chosen and Possessed, though even here, they still kept to the same theme as the rest of the army.

Firstly, every Black Legionnaire's armour would be black and the trims on the shoulder guards would all be gold, with silver banding along the greaves on the arms and legs of the models. Flashes of colour could be introduced in the red of







*Chosen Chaos Terminators can use their Deep Strike ability to penetrate far behind enemy lines.*

the helmet topknot and the yellow of the Chapter badge. For more specialised units, where it was appropriate for the models to look more ornate, their helmets were also painted gold, as was the banding on their greaves. These simple rules enabled the 'Eavy Metal team to paint the army quite quickly as they could be applied to every model, giving the army a unified feel, while still allowing those units that needed to stand out from the basic troopers a definite style of their own.

The basic Chaos Space Marines were all constructed by using the plastic Chaos Space Marine sprues with conversions being saved for characters and special units, such as the Possessed. Originally, the Chosen were to be marked out from the main body of the army by using the Chaos Mutation sprue, but after a few were constructed they began to look too much like the Possessed and the idea was abandoned. In the end, the basic rules set out at the beginning of the project were applied to the Chosen and their

helmets were painted gold, as were the trims of their armour.

The Chosen Terminators also followed the basic rules, but it was decided to keep their helmets black and trims silver since they would end up looking far too gold if they followed the same colour scheme as the power armoured Chosen. The very fact that they were Terminators would signify their special nature and the models would do the talking rather than a fancy colour scheme.



*The Black Legion Chaos Space Marines Possessed squad.*



## THE PATHS OF THE GODS

Though the Black Legion worship the Chaos Powers as a whole, there are those who succumb to the lure of a particular god for a time. The Black Legion can call upon Plague Marines, Khorne Berzerkers, Noise Marines and warriors of the Thousand Sons to fight under their banner. An aspect of Codex: Chaos Space Marines that was carried through in the rules and painting was the idea that though a model may, for example, be a Khorne Berzerker, that doesn't mean that he has to be from the World Eater's Legion. In this case, the Khorne Berzerkers in the Black Legion army have had their helmets and shoulder guards painted in the deep red of Khorne while the rest of their armour



*Though obviously from different units, these Black Legion models still retain the same unifying colours.*



*Some of the sub-cults of the Black Legion have considerable firepower.*



followed the rules for the Black Legion. In the same fashion, the Noise Marines, had their shoulder guards painted pink, though their helmets remained black.

The Obliterators followed the same basic rules for the Black Legion, though as a sub-cult they could break them in certain ways. The black colour scheme was maintained, though portions of their armour were painted gold. The main focus of these models is, however, the horrific melding of armour, flesh and weapon. These were painted to give the impression that the weapons had burst through the raw and bloody flesh of the Chaos Space Marine.

The Possessed also followed the Black Legion colour scheme on their armour, but, unsurprisingly, these models are the most heavily converted in the entire army. The 'Eavy Metal team used the Chaos Mutation sprues left over from the boxed sets and allowed their imaginations to run riot when constructing the Possessed. Their bitz boxes were raided for Tyranid claws, Hormagaunt talons and all manner of bizarre-looking horns. These were put onto the models in weird and wonderful ways, with claws bursting from the flesh of their bodies and faces contorted in horrific grimaces. The painting of these models was similar to the rest of the army, with their black armour, gold trims to their shoulder guards and silver banding on their greaves. However, the Possessed allowed the 'Eavy Metal team to inject some brighter colours into the army, with the mutations and faces of the models given colours that broke away from the basic rules.

### ARMoured MIGHT

The vehicles of the Black Legion also followed the same rules used to paint the troops of the army, with their hulls painted black, and edge detailing on the hatches, cupola and panels, painted silver. The Rhinos all followed this format and, in the same way as the infantry, the more powerful vehicles,



*The Black Legion launch an armoured assault.*

such as the Dreadnought and Land Raider, had more elaboration to their colour schemes with the Chaos icons, edge trims and hatches picked out in gold. This was also applied to the bike squad, with the trims on their fairings painted silver.

One Black Legion vehicle that stood out from the others was the Rhino fitted with the Destroyer upgrade. As this was a Khornate upgrade, the vehicle was

embellished with a gold Khorne skull icon and some of the panels and hatches were painted with the same red used for the Berzerkers' helmets and shoulder guards. The buzz-saws and clawed arms mounted on the hull of the Rhino were taken from Ork Dreadnoughts, and guitar string was used to create the cabling connecting them to the hull.



*Abaddon the Despoiler*



*Berzerker Champion.*



*Aspiring Champion*





## CHAMPIONS OF CHAOS

From Aspiring Champions through to the Daemon Prince and Abaddon himself, the characters kept to the same colour palette as the rest of the army with a few extra colours or conversions added to make them more distinct. The lining of the Chaos Lord's cloak was painted red and the helmets of his Space Marine victims were painted in contrasting colours to define him from the rest of the army. The edge trims of the Chaos Sorcerer's armour were painted in gold, as befits such a powerful figure, with the gem at the centre of his Sorcerer's staff painted a baleful red. Icons, banner tassels and topknots are a great way to introduce some colour to an army, especially one painted in dark colours.

Conversions in the Black Legion army were generally kept to a minimum; one Aspiring Champion converted by Darren Latham was given a combi-melta and scratch-built lightning claw, while Tammy Haye's Berzerker Champion was given a banner pole and Khornate icon from the Accessory sprue. In addition,

his weapon was given an extended haft and an extra axe blade was glued onto the back of his existing one to make it double bladed. Little conversions like this can really make a model stand out and, if saved for Champions and characters, really emphasises the difference between the models.



*Black Legion Khorne  
Berzerker Rhino*







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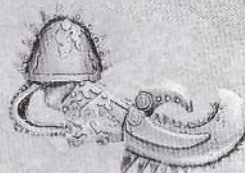
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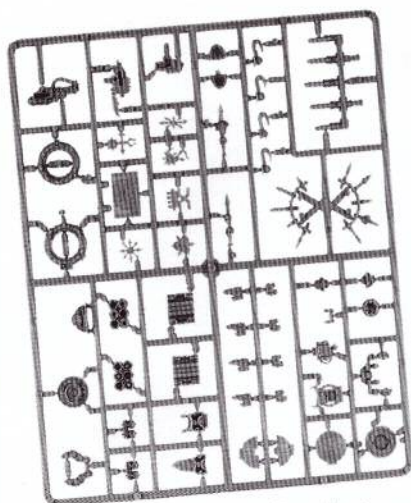
# MODELLING CHAOS RHINOS

A LOOK AT USING THE CHAOS VEHICLE SPRUES

The Chaos Hatch sprue and Chaos Spiky sprue both allow you to customise your armoured vehicles, giving them a uniquely Chaotic character and enhancing the overall personality of your army. Matt Hutson shows us how he has used the sprues on his own Chaos Rhino.

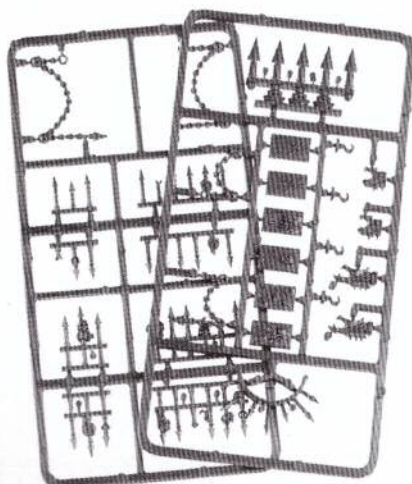
**T**he Chaos Rhino boxed set not only contains a new Rhino kit but also a Chaos Spiky sprue and the new Chaos Hatch sprue.

This new sprue contains all manner of add-ons to cover the different upgrades available to Chaos vehicles. When combined with the Chaos Spiky sprue it offers almost unlimited scope for turning the once proud Imperial Rhino into a corrupted vehicle of Chaos.



*Chaos Hatch sprue*

The Spiky sprue contains all manner of spiky bits, chains and armour plates to adorn a Rhino with.



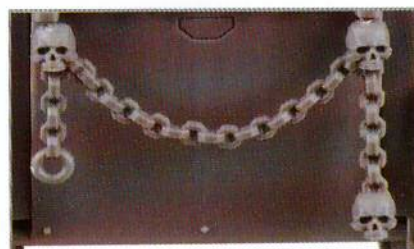
*Chaos Spiky sprue*



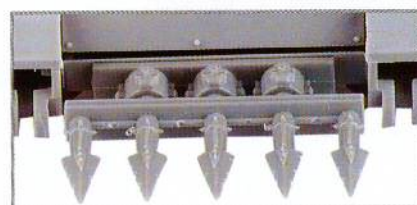
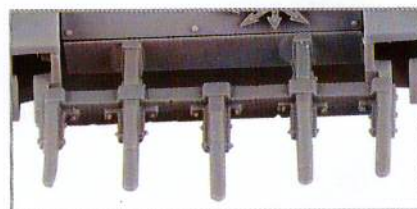
The spiked trophy rails can be added to the Rhino giving it a really Chaotic appearance. The new hatch sprue also contains two trophy spikes to make your tank even more spiky. When deciding where to position these pieces make sure they don't obscure any doors that open.



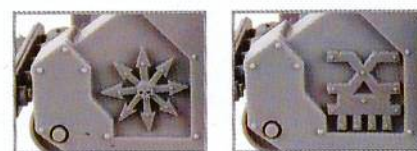
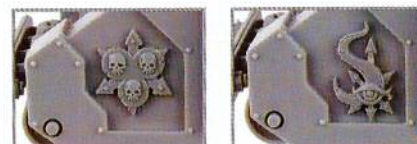
The small chains from the Spiky sprue were applied to the side doors as they are just the right size to fit without overlapping. The larger chains were used on the back door and were positioned to hang directly down.



There is a choice of two dozer blades (shown below), one on the Spiky sprue and the other on the Hatch sprue.



The different icons of the Chaos powers can be placed anywhere on the tank. A good place though is on the front wings.







Both sprues contain hooks which can be applied to any surface.



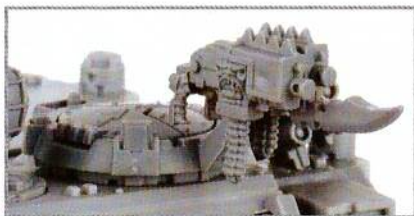
The smoke launchers can be positioned in a number of places. This one has been placed on the top, slightly to the side, so that it doesn't obscure the top hatches.



This one has been glued onto the side of the tank. This is a good place for Predators as it won't impede the movement of its turret.

## COMBI-BOLTER

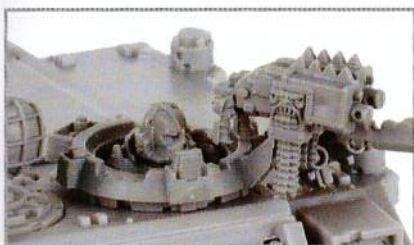
All Rhinos come with a combi-bolter as standard equipment, which can be modelled onto the Rhino in a number of different ways. The simplest way is to just have it mounted onto a closed hatch. The hatch can be positioned at either side of the Rhino, although if a crewman is used the left side is ideal as it has a deeper hole.



Alternatively, you can go to town and use the Chaos Space Marine gunner. This example below has also had the spiky rims attached to the hatch. One thing to note though about using the spiky rim is that it will limit what can be placed in the other hatch, in this instance the round hatch mounting has been used.



The driver model can also be used in this hatch by simply positioning the combi-bolter to the side.

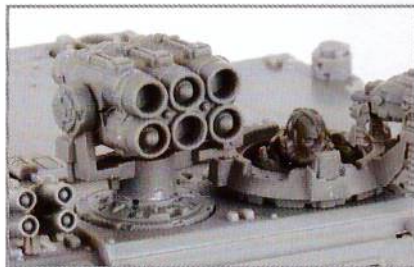


## TOP TIP

The heads and torsos for the driver and gunner are fully compatible with the rest of the Chaos Space Marines range. This allows you to easily link your vehicle with a specific Legion by simply using the torso or head from the appropriate boxed set.

## HAVOC MISSILE LAUNCHER

The havoc missile launcher adds some real firepower to a Rhino, making it highly effective at killing lightly armoured infantry. It can be mounted on either side using the round hatch mounting.



Alternatively, it can be applied on its own to the Rhino hull.



## DIRGE CASTER AND SEARCHLIGHT

These pieces of equipment use the same mounting and can be positioned on the Rhino in a variety of different places.

These dirge casters have simply been stuck straight onto the hull.



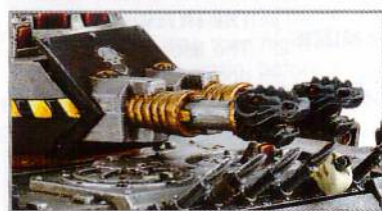
Alternatively, these pieces of equipment can be stuck onto the round hatch mounting.

With the Chaos Rhino stuck together, all that is left to do now is paint it. Turn the page to find out how Matt painted his Rhino for his Word Bearers Chaos Space Marines army.

## MODELLING OTHER CHAOS VEHICLES

The Chaos Hatch sprue contains a number of pieces for use with the Chaos Land Raider and forthcoming Chaos Predator.

The daemoniac heads are used as muzzles for the guns on the Chaos Land Raider and Chaos Predator. To attach them, simply cut off the existing ones and glue them in their place.



The Land Raider's two top hatches offer a plethora of different modelling options and weapon combinations.



The large glyph is designed to cover up the Imperial Eagle on the front hatch.





Matt Hutson has been collecting his Word Bearers Chaos Space Marines for a few months, but no matter how much he tries to stick to infantry, he always seems to end up painting tanks. True to form, he has now turned his paint brush towards the Rhino.

# PAINTING WORKSHOP

Matt Hutson's Word Bearers Chaos Space Marine Rhino



## COLOUR PALETTE



## THE INTERIOR

The floor plate, driver's door and one of the internal side panels were stuck together first, using plastic glue. This, the other internal panel and rear door, were then undercoated with Chaos Black.

Firstly, the interior was basecoated with Red Gore using a tank brush.

To create shading on the red areas, Black Ink was painted into all the recesses. To highlight the red areas, Blood Red was painted onto the very edges of the interior detail. The highlights were applied to give the impression that the light source is coming in from the rear door.

The floor was given a Black Ink wash over the red to create shading and give it a bloodstained appearance. The bolter was given a basecoat of Chaos Black. The bolter barrel and furniture were then painted with Boltgun Metal. These areas were then given a wash with thinned Black Ink to create shadows.

To paint the screens on the control terminal, a basecoat of Chaos Black was used before being given a single highlight of Blood Red to the top and left-hand side of the screens. The detail on some of the screens was painted on with Blood Red using a fine detail brush. To give the impression of text, a series of small horizontal lines were painted on in Skull White. To finish, all of the buttons were highlighted with Boltgun Metal.

Finally, to give the interior an aged appearance, Boltgun Metal was painted on to some of corners to give the impression that the paint had worn away.

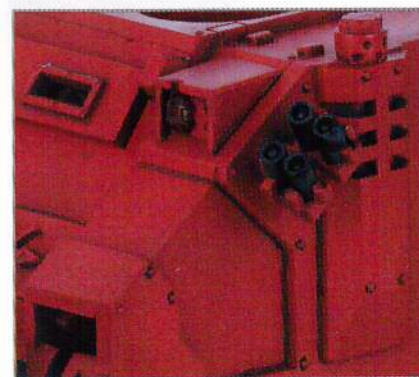
## THE EXTERIOR

The rest of the tank was now ready for assembly. Following the instructions, the Rhino was assembled using plastic glue. The only components not glued onto the hull were the top and side hatches, tracks, driver's visor, command cupola and the havoc missile launcher. The storm bolter was glued together and the barrels were drilled out using a pin vice. The tracks were left on the sprue to make drybrushing easier.

Before undercoating, the top hatches were put in place and the rear door was closed to seal off the painted interior from the undercoat spray. The tank hull and all the other components were then undercoated with Chaos Black.

A basecoat of Red Gore was applied with a tank brush using several thin coats to produce a consistent colour.

To shade the hull, Black Ink was painted into all the recesses.

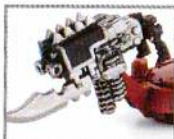




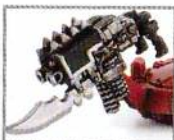
Blood Red was used to highlight the edges of the hull. The side of the brush was used, instead of the tip, running it along the straight edges of the tank to create a sharp line.



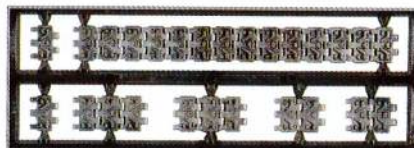
At this stage, the mesh areas on the inside of the doors and the wheels were given a wash of Black Ink.



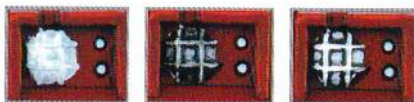
The smoke launchers, ram, exhausts, storm bolter and havoc missile launcher were next given a coat of Boltgun Metal. The mesh walkways on the inside of the rear and side hatches were lightly drybrushed with Boltgun Metal. All these Boltgun Metal areas were then given a wash of Black Ink and then highlighted with Mithril Silver.



At this stage, the tracks, still on the sprue, were drybrushed with Boltgun Metal.



The headlights were basecoated with Skull White and then given a thinned wash of Black Ink, before a final highlight of Skull White.



To paint the glass on the driver's windows, a series of diagonal lines were painted on using Blood Red to create a glass effect.



Any areas of black were highlighted with Codex Grey.

All of the other pieces were now put into place, with the exception of the tracks, but were left unglued so they could be changed in the future.

### BATTLE DAMAGE AND DIRT

To make the tank look rugged and battle damaged, Boltgun Metal was painted onto its edges to give the effect that the paint had worn away.



Finally, the lower part of the tank was lightly drybrushed with Snakebite Leather to make it look muddied and well used.

### ICONOGRAPHY

The Word Bearers symbols were applied from the Chaos Transfer sheet. To emphasise the zealous nature of the Word Bearers, the effect of text was applied to the hull. This was done using Skull White in the same way as the text on the interior computer screens.



### PAINTING TROPHY SPIKES



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



To paint the Tau Fire warrior helmet, a basecoat of two parts Bubonic Brown to one part Chaos Black was used. Skull White was added to this mix to highlight it.



The Necron head was painted the same way as the rest of the metal on the tank.



The Word Bearers quickly deploy from their Rhino transport to confront the Necron threat.



# Index Astartes



An in-depth look at  
the twisted war  
machines of the  
Traitor Legions.

## BEASTS OF STEEL

Chaos Space Marine  
Tanks

by Andy Hoare

When the Traitor Legions rebelled, they took with them vast arsenals of mighty warmachines and highly destructive weaponry. Ten thousand years after the defeat of Horus, the Traitors continue to plague the Imperium, and their twisted and defaced armoured vehicles are the equal of any tank the loyalist Chapters can field. Adept Hoare has received clearance to investigate further.

When a Space Marine Chapter goes to war, it does so transported by the sturdiest of armoured carriers, and supported by the mightiest of tanks in Humanity's arsenal. Land Raiders, Predators and Rhinos are all integral components of a Space Marine task force, and the same is true of the Traitor Legions and their own armoured vehicles.

### The Horus Heresy

The First Founding Space Marine Legions were not the formations of the Imperium today: they were far larger forces, with many more men, vehicles and ships at their disposal than a post-Heresy Chapter could ever muster. Where a 41st Millennium Chapter can subdue a single world, a First Founding Legion had the manpower and resources to conquer a complete sub-sector.

Entire companies of armoured vehicles supported these massive armies, and when Warmaster Horus' treachery was revealed, nine whole Legions declared for him, placing many thousands of tanks at his disposal.

### Corruption

To look upon a Traitor Marine is to witness the tragic blasphemy of Chaos; a once proud warrior perverted into a hate-fuelled murderer, his armour adorned with vile sigils where once the icons of the blessed Imperium were displayed. The same is true of their vehicles; where once the sanctified engines of the Adeptus Astartes proudly bore the livery of the Emperor's finest, their hulls are now bedecked with grisly trophies and emblazoned with runes painful to behold.

The Traitor Legions launch their genocidal invasions from the Eye of Terror, razing worlds and slaughtering untold numbers of Imperial citizens. These assaults are frequently supported by the armoured might of the Legion, in the form of Land Raiders carrying their lethal cargo of Chaos Terminators, Rhinos transporting squads of Traitor Marines and Predator tanks lending their fearsome anti-armour and anti-personnel firepower to the attack. Across a thousand blasted warzones the forces of Chaos wage their long war against the Imperium, transported and supported by armoured vehicles bearing the dread sigils of their blasphemous patrons.

### Construction

Although many of the Traitor Legions' armoured vehicles have been in service since the Horus Heresy, many more have been procured or built since that time. All the Legions will loot captured vehicles from their Imperial counterparts, twisting the machine and dedicating it to the Dark Gods. Such vehicles are a source of great bitterness when faced by loyal forces, who will often go to extreme lengths to remove the stain on the original Chapter's honour, and to end the suffering of the vehicle's Machine Spirit.

Some Traitor Legions have the means to manufacture their own armoured vehicles. Although few of the Legions have Techmarines as such, they all employ traitor Tech Priests and artificers who are capable of repairing or even constructing new vehicles. The most common source of newly manufactured vehicles is a captured forge world, whose industrial capacity can be forced to produce a staggering quantity of machines in the short period of time before Imperial retribution arrives.

### The Rhino

The Rhino is as ubiquitous a transport vehicle amongst the Traitor Legions as it is amongst those Chapters loyal to the Emperor. When the Traitors rebelled, each Legion had an enormous stock of these transports, and a great many of these ancient vehicles are still in service 10,000 years after the Horus Heresy.

One particular Rhino, belonging to the World Eaters Legion, was reportedly present at the Siege of the Emperor's Palace, and has been identified on numerous occasions over the millennia since. The vehicle, identified as 'Barbarus' by its nameplate, is covered in iron spikes, each adorned with the severed head of an Imperial warrior. The records of the Ordo Malleus state that *Barbarus* belonged to the squad of Sergeant Solax of the World Eaters 3rd Assault Company before the Heresy, and this individual is thought to be the beast now known as Kossolax the Foresworn. If this is indeed the case, Sergeant Solax has risen to the command of an entire company of Berzerkers, and *Barbarus* has served with him and his warband the entire time.



## The Predator

The Liber Proditor Armorum, a treatise written in 812.M39 by Techmarine Suprema Lysol Blane of the Imperial Fists Chapter, contains many startling insights into the Traitor Legions' use of armoured vehicles.

One aspect focused on by the learned Techmarine is the practice employed by several Legions of permanently grafting crew and vehicle together to form a symbiotic combination of man and machine. Though many loyal Chapters utilise permanent linking of crew and vehicle, what Blane was researching was a far more fundamental union. Critics point to the fascination with contrition and self-imposed penance that characterises the Imperial Fists' gene-seed, claiming this as the root of Blane's conclusions. Despite his detractors, Blane's research has proved invaluable in many conflicts against Traitor Legion armour.

Blane was certainly guilty of focusing his efforts into researching the practices of one specific Legion, the Iron Warriors, with whom the Imperial Fists have a long and tragic history of enmity. Blane observed that the crew of the Legion's armoured vehicles, in particular Predator crews were routinely sealed within their vehicle in a manner similar to the 'pilot' of a dreadnought. The Iron Warriors are noted for their inordinate use of cybernetic augmentation, and this is believed by Techmarine Blane to allow the crewman to link to his vehicle in a manner impossible for a wholly organic being. Crew and vehicle become one; the vehicle an extension of the pilot and the pilot the mind of the vehicle.

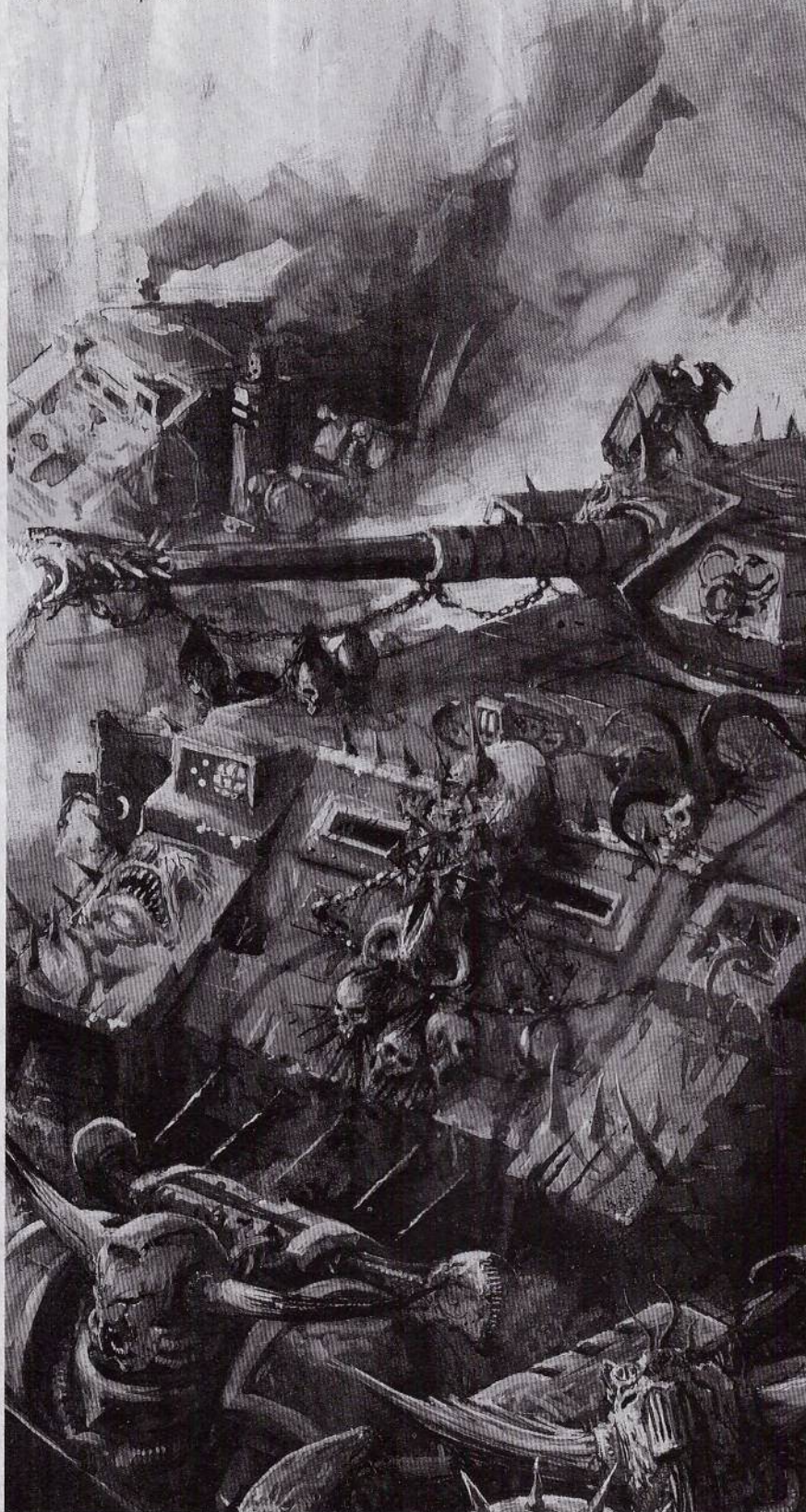
Blane's research proved invaluable at the Battle of Remisen Point, where an Iron Warriors' armoured salient was defeated utterly by an Imperial Fist counter-attack. The Imperial Fist Devastators were provided with specific firing solutions via Techmarines accompanying each squad, allowing them to target points on the enemy tanks that would cripple the pilots and render them incapable of controlling their vehicles.

Blane's work was to be integrated into the Codex Astartes, but upon reviewing the data the Iron Fathers of the Iron Hands Chapter objected strongly enough that the notion was set aside. Many point out that the Iron Hands share the Iron Warriors' practice of cybernetic enhancement, believing the Chapter was protecting its own interests in suppressing the information. The Iron Hands insisted they wished merely to protect the Adeptus Astartes from the consequences of the information falling into the wrong hands.

## The Land Raider

The Land Raiders of the Adeptus Astartes are amongst the most awe-inspiring sights on the battlefields of the 41st Millennium. They are mighty behemoths that crush all before them under adamantium tracks, and their Godhammer pattern lascannons are the

bane of enemy vehicles and bunkers. A Land Raider is capable of carrying a squad of Space Marine Terminators within its armoured hold, and the combined assault of the vehicle and passengers is a force few enemies of the Imperium can hope to stand against.





## Index Astartes: Chaos Tanks

If the Imperium's Land Raiders are objects of such dread, then those employed by the Traitor Legions are the very stuff of nightmares.

In the year 337.M41, Imperial forces recovered a Land Raider belonging to the Word Bearers following the successful defence of Merric's World, in the Segmentum Obscura. The Blood Reavers Chapter captured the crippled vehicle, and were planning on destroying it. However, Inquisitor Le Guinn of the Ordo Malleus had his own agenda, and invoked the rights granted him by the Juris Inquisitorium. The Blood Reavers voiced the strongest of objections, but were overruled by the Inquisitor, whose Xanthite rhetoric swayed his fellow Inquisitors into allowing him custody of the captured vehicle.

Imperial Land Raiders are invested with a sanctified Machine Spirit: a machine intelligence that performs myriad

functions and can control the vehicle should the crew be incapacitated. Land Raiders belonging to the Traitor Legions appear to be inhabited by something far more malicious, and Le Guinn was determined to discover its nature. Binding the Land Raider with pentagrammic wards, Le Guinn transferred the vehicle to his transport vessel for the journey back to the Inquisition Fortress world of Nemesis Tessera.

Portions of Le Guinn's diaries survive, and tell an incomplete story of what occurred during the three month journey through the Warp.

Rather than allowing the beast to remain quiescent behind the seals and bindings, Le Guinn commenced his investigation en route. Quite why he took such a risk when the Ordo Malleus oubliette on Nemesis Tessera was undoubtedly the safest place in the region to perform such an examination, is unknown. From his notes,

it is obvious Le Guinn was grimly fascinated by the malignant intelligence lurking within the vehicle's armoured core.

The Inquisitor's notes go on to describe his methodical breaching of the hull: a painstaking process that took six days to accomplish and cost the lives of three of his acolytes and his most valued savant. The being occupying the vehicle put up a hideous defence, projecting waves of malevolence at any who approached and straining at the great chains restraining it. At length, Le Guinn gained access to the interior, and his descriptions bare witness to a man pushed to the limits of sanity by his vocation.

What happened next aboard the Inquisitor's vessel is shrouded in mystery, but eleven weeks later the ship emerged from the Warp at the fringes of the Tessera system. Defence pickets attempted to raise the ship, but no response was forthcoming. A team of Inquisitorial troopers boarded the vessel, and discovered all crew and passengers dead. Many had been brutally murdered, but others showed no outward signs of injury other than contorted expressions of anger and delirium.

The investigators recovered the fragments of Le Guinn's diaries, and swiftly came to the conclusion that he had overstepped the bounds within which all Inquisitors must operate. He had attempted to discern the nature of the entity inhabiting the Chaos vehicle, and in so doing had opened himself up to it. The being must surely have been a form of Daemon, and as such was able to possess Le Guinn, driving him to murder his compatriots.

A conclave of Puritan Inquisitors renounced Le Guinn's folly, and concluded that his vessel should be set adrift, declared Perdita. They would not risk freeing the malevolent entity by destroying the ship, and it is assumed that it remains trapped there to this day, screaming with rage, sealed within the hold of the ship doomed to drift upon the tides of deep space for eternity.

## Conclusion

The armoured vehicles of the Traitor Legions serve as much as battlefield support as they do physical reminders of the blasphemies of Chaos. They bear the grisly trophies of 10,000 years of marauding, as well as the horrifying gifts of the Ruinous Powers. These beasts of steel and ceramite will continue to reap death and destruction in the name of the Chaos gods so long as the Traitor Legions exist as a power to rival that of the Imperium.

## NURGLE

The plague carriers of Grandfather Nurgle ply the battlefields of the 41st Millennium, spreading disease and decay wherever they pass. These nightmare vehicles may take the form of a Rhino, Predator or a Land Raider, and in each case will appear as a horrific mass of slime encrusted, rust-caked armour, the top of the vehicle piled high with the bloated corpses of the Plague God's victims. Foul smog belches from unholy censers, filling the atmosphere with the spores of corruption and death. As the tank passes, new bodies are added to the heap, where foul Nurglings caper amongst the welcome dead.

## TZEENTCH

Tzeentch is the master of the Warp, and wields its energies as the deadliest of weapons. Many vehicles belonging to the forces of the Changer of the Ways are adorned with leering gargoyle faces that writhe and cackle, crawling through and over the fabric of the vehicle with a life of their own. The mouth of each gargoyle spouts incandescent warp-flame, wreathing the tank in sheets of sorcerous fire. Any enemy approaching the vehicle will be engulfed in sheets of witch-fire, burned hideously by the dancing fire-spirits of the Warp spurting from the mocking gargoyles' mouths.

## SLAANESH

The armoured vehicles of the servants of Slaanesh are often fitted with all manner of outlandish organ pipes, horns and grilles. These emit psycho-sonic waves that render nearby sentient creatures all but insensible. Audible only at the very edges of hearing, these siren songs promise ecstatic delirium, and whisper of forbidden pleasures. Other vehicles project discordant crescendos or screams of agony, and in each case, the enemy must force his full attention to blocking out the sound lest he become swept up in the oblivion it promises. Only the strongest willed of warriors can stand before such a vehicle and remain unaffected as swathes of lesser troops sink to their knees or flee before it.

## KHORNE

When the Berzerkers of the Blood God take to battle, they do so aboard Rhino armoured personnel carriers in order to get to grips with their enemies as swiftly as is possible. True to the credos of the God of War, the Berzerkers seek nothing but to tear their foes asunder in the bloody storm of hand-to-hand combat. Their vehicles adhere to the same philosophy, and are fitted with horrific devices of death and destruction referred to as Destroyers. All manner of wicked blades, brutal spikes and churning buzz saws are mounted upon the hull of the vehicle, designed to cut down the enemy and grind them beneath its tracks for the greater glory of Khorne.



## EXCERPTS FROM THE DIARIES OF INQUISITOR LE GUINN

226337.M4I Now the Beast is under my jurisdiction, our researches can proceed. Upon the morrow I shall invoke the Lesser Fiend I suspect is bound within the core of the vehicle. In truth, this matter fills me with dread, but doubt has no place in my work, which I pursue for the benefit of all Mankind.

227337.M4I Upon Merric's World I bound the vehicle behind the Seven Seals of Abjuration, and now I must break these Seals one by one. This process will require great dedication and purity of purpose. Even now, I feel the Dark Servant is aware of my intent. Only a [FRAGMENT MISSING] conjuration of the Abyssal Minion would [FRAGMENT MISSING]

The First Seal is broken! As we invoked the Rites of Release I sensed the tides of the abyss strain at the skein of reality. Though we still ply the gulf, as we would be suicidal to attempt the invocation whilst traversing the Empyrean, I feel forces are aware of our work, and watching from afar. I shall proceed with the Second Seal with caution.

228337.M4I Seven hours it took us, but we have successfully unbound the Second and Third Seals. Such was the malignance of the Lesser Fiend that I lost Adept Silvanus. His death will haunt me I am sure, for its manner was the worst fate one of our order could suffer. I fear he has joined the ranks of the damned, a Dweller in the Pit.

229337.M4I At the unbinding of [FRAGMENT MISSING] Egan Belisarius, my Navigator. I fear for his soul, for he would surely have [FRAGMENT MISSING]. We must press on though, for the Fiend tests us, gauging our defences and gaining more knowledge of us at each turn. I must gain dominance the instant the Seventh Seal is unbound, else all will be lost.

230337.M4I Fate has taken an ill turn to be sure, and I pray the Emperor will deliver us from our predicament. Somehow, the Fiend gained dominion over [FRAGMENT MISSING] entered the Empyrean. That such a ritual as we performed today should be attempted whilst [FRAGMENT MISSING] powers I dare not think, let alone commit to paper. By Thor, what are we to do without Belisarius?

I have it! By incorporating the Rites of the Ingridiantia Minoris I can gain dominion over the Nefarious Power. Sacrifice will be required, but such is the life of one sworn to the service of Mankind.

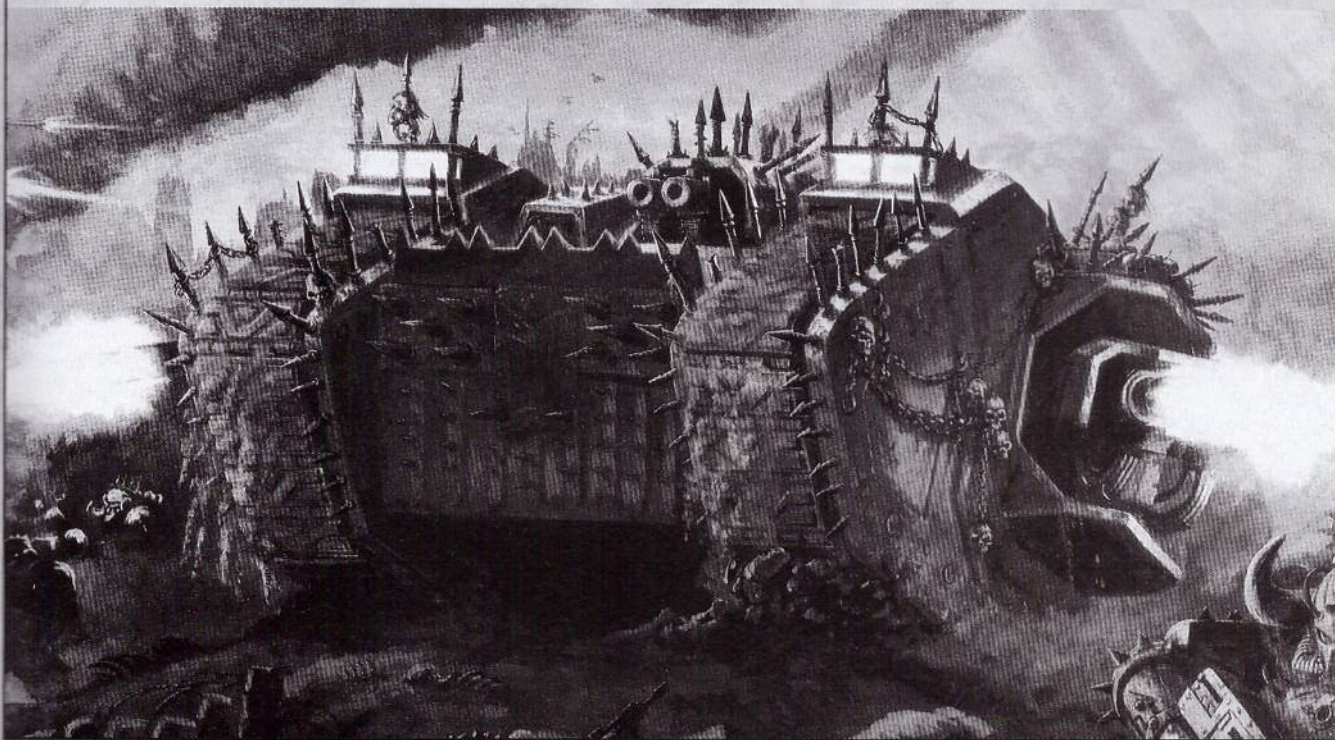
231337.M4I [FRAGMENT MISSING] lay dead, but their sacrifice was not in vain. My will prevailed, and I am now sure I have it. I feel it [FRAGMENT MISSING] and I can hear its thoughts, evil, repugnant notions emanate from it, but my faith in the Emperor is my shield!

I must perform the Unbinding of the Seventh Seal alone, for my compatriots are

[FRAGMENT MISSING] and the crew I consider of insufficient purity to [FRAGMENT MISSING] punish them.

[FRAGMENT MISSING] I gained access. The Dismal Text contained no warning that could have prepared me for what I discovered within. I was enjoined, bound, carried up, though the grace of Emperor shielded me from the touch of the Abyss. A cold mind clamoured, but through it all I [FRAGMENT MISSING] blood, sinew, pulsing [FRAGMENT MISSING] investing me with the clarity of purpose I now entertain. All is changed now the truth is revealed to us. I now [FRAGMENT MISSING] the folly of their ways, and the wisdom of our own. Such is the order of reality and the Hell-regions both.

As one we [FRAGMENT MISSING] the ship [FRAGMENT MISSING] those who through ignorance would seek to sabotage my efforts. Our departure is [FRAGMENT MISSING] but with the [FRAGMENT MISSING] gouge out the eyes of the ignorant as I have gouged out my own. My blood has mingled with that of the Beast and its [FRAGMENT MISSING] through my veins. [FRAGMENT MISSING] they shall listen, they shall know the truth. I shall bring it to them and make them acknowledge me.







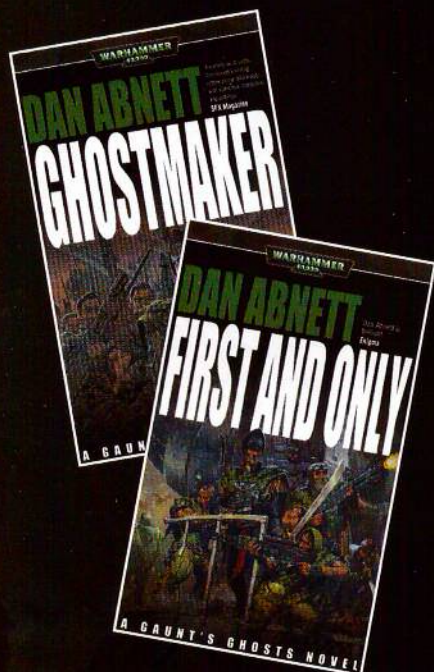
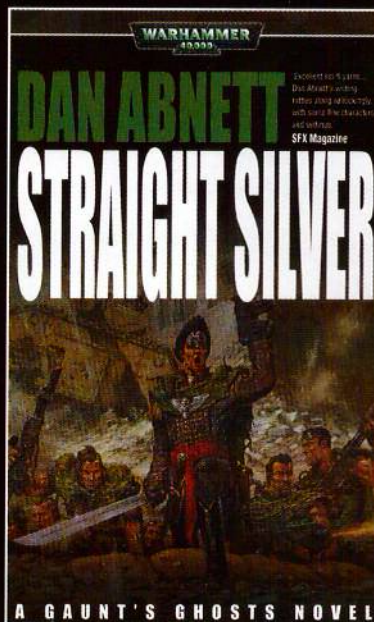


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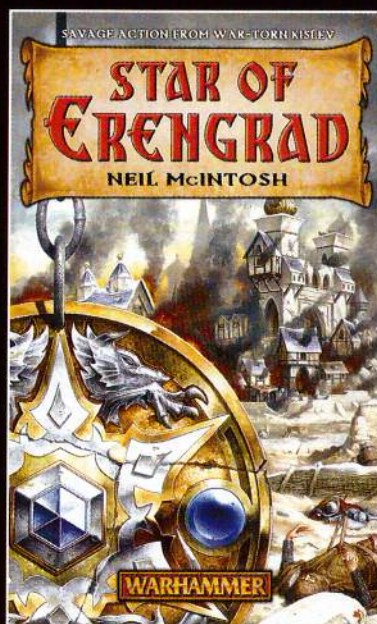
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# LURE OF THE GODS

## THE QUEST FOR VICTORY CONTINUES

**White Dwarf Editor Paul Sawyer has finally got around to collecting the Chaos army he's always wanted. This series of articles shows how he goes about collecting the army to a budget of £30 a month. To date, his army is growing nicely and is looking good, however, results on the field of battle have been less impressive...**



### NOT A GOOD MONTH

Last month saw me soundly beaten in my games against Matt Hutson's Dark Elves and Phil Kelly's Skaven. I knew that last month's purchases would be key to my future success and so I duly bought a mounted Sorcerer to add the magic-wielding capability to my army. I backed this up with the indomitable Spawn of Chaos and another Chariot. Fielding these should be enough to keep my opponent guessing and worrying in equal measure.

Things were certainly looking pretty good for my army general, Vradchuk, and I was looking forward to painting these new additions and letting them loose on my next opponent.

Sadly, my plans were somewhat thrown into disarray. As I pointed out in the first article of this series (WD271) my painting time is limited to my lunch hour at work, largely due to not being able to trust my youngest daughter with paints, modelling tools, etc, being left about the house. So far I've done pretty well, getting almost all the models I've bought painted in the same month. Sadly, this all came crashing down around me this time.

The workload on White Dwarf has meant me working through my lunch hours by and large with the obvious effect on my painting time. The few minutes I've snatched here and there have been spent converting the Chariot and Sorcerer.

Happily, this has been a short term issue – White Dwarf now has two new members (welcome aboard to Sean

Turtle and Alun Davies!) meaning I can put my feet up once again! With all this in mind it's not too unsurprising that this month's Lure of the Gods is a short one.

### CAMPAIGN SEASON

I've joined the Studio Warhammer campaign, run by Dylan Owen, now that I have going on for 1,000 points in my Chaos army. The campaign is map-based and as a latecomer to the campaign, and because my army is Chaos, I've been allowed to attack from the map edge to simulate a raiding force harrying the outskirts of the realms of the other players.

I decided to attack an Orc settlement controlled by Dylan (as Games Master), as I wanted to try Vradchuk's force against a different army. We agreed on a 950 pts game and rolled up Pitched Battle as the scenario.

Vradchuk's warband consisted of:

Vradchuk, Aspiring Champion.....	204
<i>Chaos armour, additional band weapon.</i>	
Riding scythed Chariot	
<i>Barded steeds, extra crew member with halberd &amp; heavy armour.</i>	
6 Warhounds.....	36
6 Warhounds.....	36
16 Marauders of Chaos.....	137
<i>Light armour, flails. Full command.</i>	
12 Warriors of Chaos.....	234
<i>Halberd &amp; shield. Full command.</i>	
5 Chosen Knights of Chaos.....	300
<i>Full command. War Banner.</i>	
<b>TOTAL</b> .....	<b>947</b>

Dylan's army list consisted of:

Karra Blahg.....	130
Orc Big Boss General	
<i>Spear, light armour, Boar. Backbone Brew, Enchanted Shield.</i>	
Gasgakh.....	133
Orc Big Boss Army Standard Bearer	
<i>Spear, light armour, Boar. War banner.</i>	
Skarsagh – Orc Big Boss.....	112
<i>Spear, light armour, shield, Boar. 'Ed buttin' 'At.</i>	
24 Orc Boyz.....	196
<i>Two hand weapons, light armour, Full command.</i>	
2 Orc Boar Chariots.....	160
6 Orc Boar Boyz.....	139
<i>Spear, light armour, shield, Boar. Musician and Standard Bearer. Bashin' Flag of Bork.</i>	
10 Orc Boyz.....	78
<i>Choppa &amp; light armour. Full command.</i>	
<b>TOTAL</b> .....	<b>948</b>

I'd learned a fair bit from my last two battles and wanted to try out a couple of new strategies. First was to split the Warhounds into two smaller units, each six-strong to provide a 'skirmish screen' for the Knights and Vradchuk's Chariot. This would act to either draw my opponent into charging/shooting them or allow me to pre-empt a charge by sending the dogs in to keep my enemy busy whilst I brought my heavy regiments to bear. I'd seen this tactic perform well at Mansfield Wargames Club when fighting the Chaos armies of Rob Lane and John Dale with my Dwarfs.

The second new tactic was to upgrade my Knights to Chosen Knights. An extra attack each plus being encased in Chaos



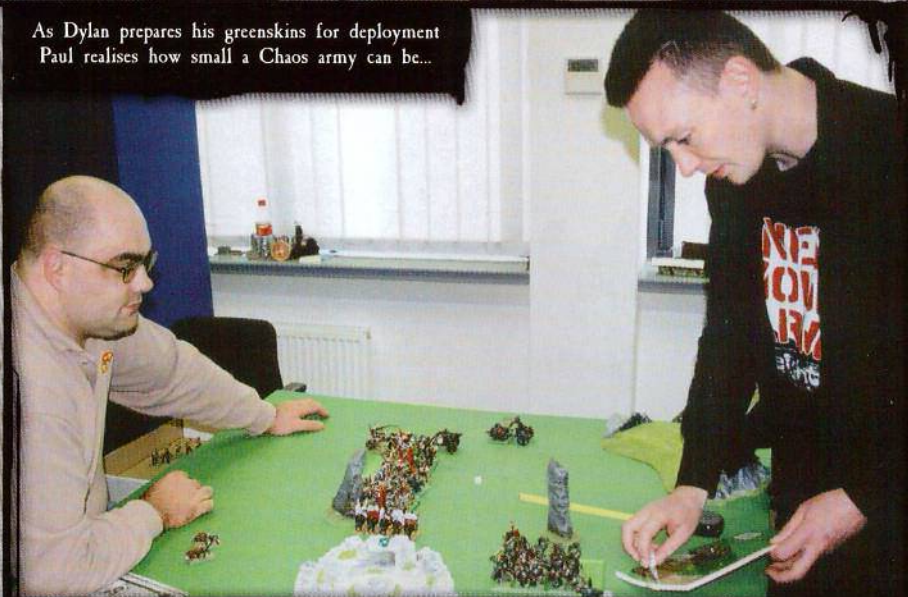
armour (giving a total save of 1+) is not to be sniffed at. This would mean that even if they were to be charged, they'll be able to shrug off most attacks and also dish out more themselves.

When Dylan started to deploy I noticed two Boar Chariots, a unit of Boar Boyz and a massive mob of Orc Boyz. If I didn't get my deployment right this could turn ugly. I decided to deploy with the Marauders and Warriors alongside each other. This would provide a solid centre to my army and they would protect each other's flanks. I positioned the two Warhounds units in front of the Knights and Vradchuk's Chariot.

The game started badly for me as, through a misjudgment of distances, I allowed my Marauders to be charged by Boar Boyz. A round of combat later and the Marauders' flails had done their work. Sadly, the close proximity of the Orc commander and his Battle Standard Bearer meant that the surviving Boar Boyz were going nowhere.

I charged the Warhounds from in front of the Knights into the dauntingly big unit of Orc Boyz and also clipped the Orc warriors sat by their side. I knew they would be beaten and wanted to clear the way for my Chosen Knights to charge the Orc Boyz. The hounds were dutifully seen off, with only two left to run for the table edge. Sadly, I'd misjudged the range between the Orc Boyz and my Chosen Knights and they were charged by the greenskins. Oh dear, the shame...

As Dylan prepares his greenskins for deployment Paul realises how small a Chaos army can be...



The Orc Warboss challenged my Knight Champion and was swiftly dispatched, and, despite the damage meted out by the Chaos cavalry, the Orcs stood firm (thanks to that pesky battle standard!).

The Marauders were holding their own against the Boar Boyz but once again the battle standard and the Orc Warboss general kept them in the fight.

Vradchuk was ready to charge into the remaining Boar Boyz next turn but, once again, I misjudged the distance and was charged by one of the Orc Boar Chariots. The combat ended with Vradchuk's Chariot on only one wound and needing to make a Break test, which

he passed. Both Chariots had suffered wounds though...

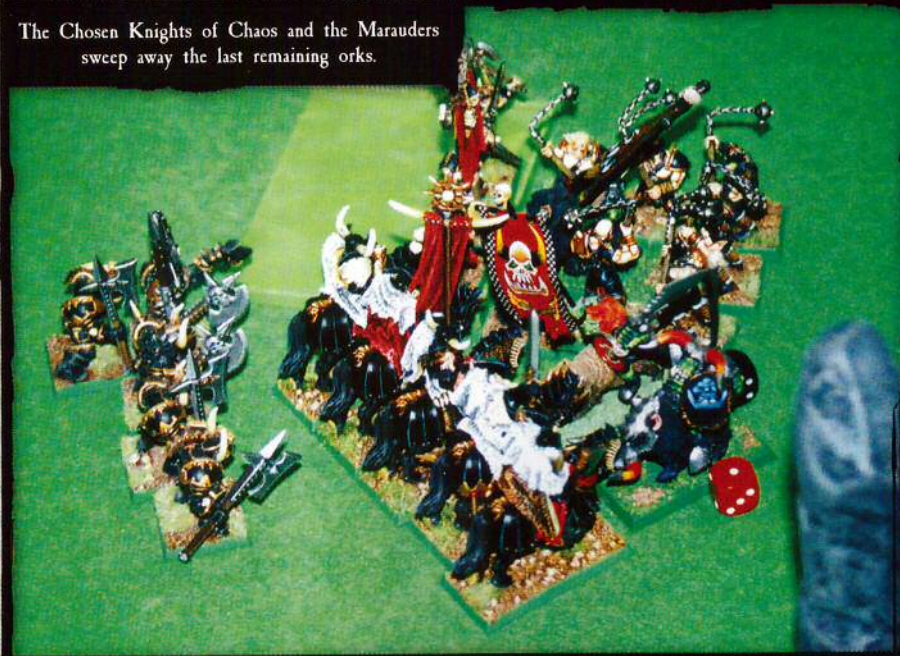
It was at this point I realized I'd made a grave error. Whilst converting the Chariot to take Vradchuk I'd forgotten to paint up the second Chaos Warrior that would accompany him it. This being the case I forgot, in the heat of the moment, to roll his attacks. This would have meant a WS5, S6 attack and as it turned out that would have destroyed the Orc machine if successful. This emphasizes the importance of WYSIWYG (what you see is what you get) on models and I'll be painting the second crew member up straight away...



Paul's Chaos army marches into battle.



The Chosen Knights of Chaos and the Marauders sweep away the last remaining orks.



Next, the Chaos Warriors were charged by the Orc warriors and the three Orc Warbosses (one, the general, and another the Battle Standard Bearer). I wasn't too worried about these as Chaos Warriors are very, very resilient and can also dish out serious pain.

The Chosen Knights proved to be worth every point as they butchered and then ran down the mob of twenty four Orc Boyz. Better still, they overran into the flank of the Orc warriors. Things were certainly looking up on the right flank of my battleline.

On the other flank the Marauders were picking off more Boar Boyz and this time broke the savages. The Marauders gave chase but their unwieldy flails slowed them down.

In the centre, the Chosen Knights and the Chaos Warriors all but destroyed the

Orc warriors and completed the job by breaking them and running them down. To make matters worse for Dylan his general and Battle Standard Bearer also fled but luckily for him one Warboss stayed in the fray.

On the left flank Vradchuk had destroyed the Orc Boar Chariot but was then charged by the second. His Chariot was torn from under him, leaving him to make a Break-test - which he failed and ran. As hard as Chaos characters are even they can't survive being run down by an Orc Boar Chariot and Vradchuk bit the dust.

Seeing the Chariot behind my lines I turned my Chaos Warriors to face it and when the inevitable charge came they fled. The Chariot's failed charge left it ripe for the charge of the Chosen Knights who destroyed it in one round.

Dylan made a brave but futile counter-attack when his fleeing units rallied but the damage had already been done. Vradchuk's army dispatched the rest of the Orc army. Surely now he will be bestowed with the gifts of his dark patrons...

#### Learning points:

1. Chosen upgrades make a massive difference. The extra save and attack is expensive but, in this game, worth every point.
2. Using the Warhounds as a screen worked well - I do need to refine their use though as they bottled the Knights up and that led to them being charged in this game.
3. ALWAYS model your miniatures with WYSIWYG in mind. I learned this the hard way...
4. Vradchuk's Chariot gave him greater mobility but, when deployed on his own, left me vulnerable. Another

Chariot should make charging them a less inviting prospect.

## WHAT NEXT?

I'm lining up more games in the Studio campaign but what do I need to add to the army this month?

Considering I've still got last month's models to paint I'm in something of a quandry about what to buy next. I'm happy enough with my army so far and even the Marauders are starting to come into their own as the army grows and they become less of an easy target.

Marauder Horsemen have long been something I've wanted - Fast Cavalry are superb especially when you can upgrade them with flails (Mmmm, +2 Strength when charging...). A regiment or two of these chaps would be great for harrying the flank of the enemy battleline and dealing with those pesky war machines.

I have to say that the addition of the Furies, a Chaos Undivided Daemon, to the army list is superb. You can't turn down the chance to field \$4 flying creatures with a 5+ Ward save.

I'd also like to bolster both my Marauder and Chaos Warrior regiment as at sixteen and twelve models respectively they are a little light - especially the Marauders who don't have the luxury of heavy armour.

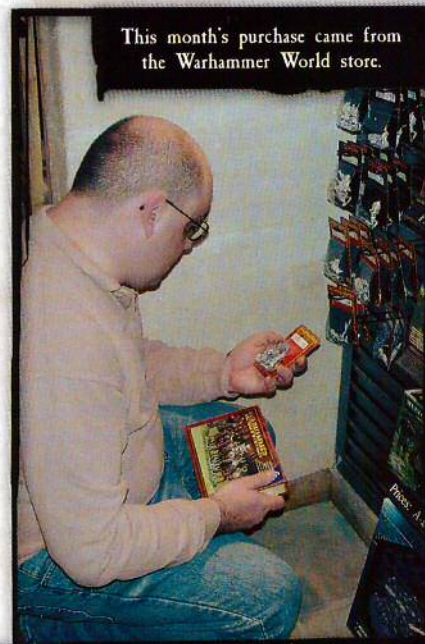
Given that I still have the stuff I bought last month to paint I don't really want to buy a lot of models so will go with the Marauder Horsemen boxed set (five models for £20), and also add in a blister pack containing a single Marauder Horseman for another £5. This leaves me £5 to carry over to next month.

Right, that's enough talking from me - I've got models to paint!



Paul greets his new Chaos army's first victory with typical restraint...

This month's purchase came from the Warhammer World store.









# PAINTING MASTERCLASS

## GALRAUCH FIRST OF THE CHAOS DRAGONS

Painted by Kirsten Mickelburgh

We continue our Painting Masterclass series by looking at the awesome new model of Galrauch, first of the Chaos Dragons, designed by Trish Morrison.

### ASSEMBLING THE MODEL

The model was first assembled in a dry run to see how the pieces fit together, before each component was then pinned. The gaps were then filled with Green Stuff and Galrauch was given an undercoat spray with Chaos Black. Any areas where the paint had failed to catch were then covered with thinned Chaos Black paint.

### PAINTING THE MODEL

The main body was painted with a basecoat of Scab Red. This was then highlighted with Red Gore followed by Blood Red, Blazing Orange and a final highlight of



Golden Yellow. These sections were then given a glaze with Red Ink thinned with equal parts water.



Imperial Purple was applied as the basecoat for the head and tail sections. These areas were highlighted with Liche Purple, and then Liche Purple mixed in equal parts with Tentacle Pink. Finally, these were given a wash with Purple Ink thinned with equal parts water.



An equal parts mix of Scab Red and Imperial Purple was then applied to the area where the red body and purple sections met.

The blue tips on the tail and heads were painted with a basecoat of Regal Blue and then highlighted with Ultramarines Blue, to which an equal quantity of Skull White was added for the final highlight stage. This was then given a glaze with Blue Ink that had been thinned with equal parts water.



An equal parts mix of Regal Blue and Imperial Purple was then applied to the section where the blue and purple met.



## FINE DETAIL

The black undercoat on the scales and tendrils was highlighted with an equal parts basecoat mix of Dwarf Flesh and Chaos Black. This was then highlighted with Dwarf Flesh on its own, before a wash of Black Ink that had been thinned with equal parts water was applied.



The membranes of the wings were given a basecoat of Chaos Black. This was then highlighted with an equal parts mix of Chaos Black and Codex Grey, with Codex Grey on its own as the final highlight stage.



To paint the spines and teeth, Bestial Brown was applied over the basecoat of Scorched Brown. This was then highlighted



with Bubonic Brown, followed by Snakebite Leather, Bleached Bone, and a final highlight of Skull White.

## FINISHING TOUCHES

The tips of Galrauch's tail and his snout were painted with Dwarf Flesh, which



was blended with the blue that had already been applied.

Galrauch's eyes were painted using an equal parts basecoat mix of Dwarf Flesh and Chaos Black. Increasing amounts of Skull White were then added to this for successive highlight stages.



The second eye was painted with a basecoat of Regal Blue to which



Enchanted Blue was added for each successive highlight stage, finally highlighting up to Enchanted Blue.



The third eye was painted with Blazing Orange, with Elf Flesh being added for each successive highlight stage, until Elf Flesh was applied on its own.



The final eye was also painted Blazing Orange but with a highlight of Golden Yellow added, followed by a final highlight of Skull White.

Once the model had been varnished, each eye was given a coat of Gloss Varnish.



The exposed flesh of the Dragon was given a basecoat of Dwarf Flesh. This was highlighted with Elf Flesh and a final highlight of Elf Flesh and Skull White.



To complete 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.

The flesh on the base was painted using an equal parts mix of Chaos Black and Dwarf Flesh to which equal parts Dwarf Flesh were added for the highlight stage. The faces were painted with a basecoat of Rotting Flesh to which an equal part of Skull White was then added for the highlight stage.





# PATH TO GLORY

## RULES FOR FIGHTING WITH CHAOS WARBANDS

For the tribesmen living in the Shadowlands of the north, the lands of Chaos, there is no greater glory than to become recognised by the gods themselves and exalted above their peers. Though the risks are many and great, they are far outweighed by even the smallest chance of gaining the Gods' favour, for down that path lies the chance of attaining immortality.

**P**ath to Glory came about with a bunch of us reminiscing about the old Realm of Chaos books while working on the new Hordes of Chaos Armies book (*ab, the beady days of the likes of Lotbar Bubonicus and Werner Flamefist - ed*). One of the coolest and most characterful parts of Realms of Chaos were the warband rules, but the problem that I always found with them

was that the warbands tended to become quickly unbalanced. This was fine in a way, and fun to play, but rolling up a warband consisting of a couple of Goblins and a few Beastmen, and playing your mate who had two Minotaurs and a flying Chaos Spawn – well, sometimes that wasn't so much fun. So, I set about trying to put together a set of simple rules that would enable small battles to be played with Chaos warbands that had some of the randomness of the Realms of Chaos rules but was a bit more structured, so you could play games with relatively even forces.

While playtesting these rules, we came to the general agreement that the skirmish rules, as presented in the back of the Warhammer rulebook, were not particularly suited to the game and made it a bit too slow, particularly when your warband was quite large. So, I decided to try out using just the normal Warhammer rules, treating every model as an independent character. It quickly

became apparent that to make the game run a bit faster again, as well as making it more tactical, more changes would have to be made. We ended up making only big creatures (like Ogres) and your Champion count as independent characters, while the other models formed up into small skirmisher units, or ranked up into regiments. Playing with the normal Warhammer rules, these games proved to be quick, fun and bloody, and we have found that we could easily play a game or two in a lunch break.

Another way of looking at these rules is as a way for all you budding Chaos generals to start playing games without having to have an entire army to begin with. As your warbands and model collection grows, you can slowly start to put together an entire Chaos army.

Stop ranting and tell us how to start your own Chaos warband, I hear you say. Well, just follow these simple steps, and start to gather the makings of your own Horde of Chaos...



Two warbands clash in the Chaos wastes.



# FORMING YOUR CHAOS WARBAND

## FAVOUR POINTS

Favour Points represent how much attention your Aspiring Champion is attracting from the Gods of Chaos. The more battles he fights and mighty deeds that he and his warband perform, the more attention he will attract. This correlates in game terms in two ways. Firstly, Favour Points can be used to 'buy' new followers. They are not so much mercenaries receiving payment from your Aspiring Champion, but are the followers that are becoming attracted to the Champion's warband as his fame spreads. The second way that Favour Points are represented is to reflect the number of gifts that the gods may boon upon the Champion. Keep an eye out for next issue, where it will be explained how to gain additional Favour Points.

You begin the game with 35 Favour Points with which to attract followers.

## STEP 2 - YOUR CHAMPION

Every Warband is led by a Champion of Chaos for free, and starts with the following profile:

	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	3	4	4	2	6	2	8

**Equipment:** Chaos armour, hand weapon plus choice a of any two items from Equipment Table 1. May be given a barded Chaos Steed for 4 Favour Points.



## STEP 3 - CHOOSE YOUR GOD

Choose which Chaos God the Champion will follow: he can choose to worship Khorne, Tzeentch, Nurgle or Slaanesh. Alternatively, he may choose to worship all the Gods equally and is said to follow Chaos Undivided. Before any game, a Champion of Chaos Undivided may choose to align himself with one of the four Greater Powers, or a Champion who is already worshipping a single god may choose to worship Chaos Undivided. Champions may only ever make one such transition, however (this could incite the rage of the god they follow, which is not a wise thing to do!)

## STEP 3 - FORMING THE WARBAND

There are two tables of followers. The first table consists of the more common Chaos followers, the second more rare and more dangerous creatures. It costs 1 Favour Point to roll on the first table, and 2 for the second. Remember to keep a tally of how much Favour you have spent. The dice roll determines what creatures/followers have approached your Champion and become available. If you choose, you can then spend the Favour Points necessary to recruit the follower/s as listed in the Favour Points per model column. On the other hand, if you cannot afford or do not wish to recruit the follower/s that you have rolled, you do not have to. For example, if you roll a 6 (Marauders) and then roll a 3 (resulting in 3 Marauders) you may choose to recruit none, 1, 2 or 3 of them

## FOLLOWERS OF CHAOS - TABLE 1

Pay 1 Favour Point to roll on this table

(The special rules and characteristics of all the following models can be found in Hordes of Chaos and the Beasts of Chaos list featured later in this issue).

2D6	Follower	Number	Favour Points	Equipment per model
2-3	Marauder Horsemen	D3	3	Warhorse, light armour, hand weapon + roll on the Equipment Table 1*
4-5	Chaos Hounds	D6	1	None
6-7	Marauders	D6	1	Light armour, hand weapon + roll on the Equipment Table 1*
8-9	Chaos Warriors	D3	3	Heavy armour, hand weapon + roll on the Equipment Table 1*
10-11	Beastmen	D6	1	Hand weapon + roll on Equipment Table 1*
12	Roll immediately on Table 2 below. You may recruit what you roll at the Favour Points indicated.			

*\*Note that only one roll for equipment is made and all the warriors are armed with the same weapon. I.e. if you recruit four Marauders on one roll, then only one roll on the Equipment Table is made.*

as you like. If you choose not to recruit any, those Favour Points that were spent to roll on the table are lost, however, and you must spend more points if you wish to roll again on the table.

In addition, you may alter the number you roll on the dice by one point in exchange for a further Favour Point. For

example, if you rolled a 11, resulting in Beastmen, you could spend 2 further Favour Points to alter the dice number to 9 so that you could 'purchase' a Chaos Warrior. In this way, you could spend your points on recruiting anyone you come across, or spend extra points to choose who you really want.



## FOLLOWERS OF CHAOS - TABLE 2

Pay 2 Favour Points to roll on this table

(The special rules and characteristics of all the following models can be found in Hordes of Chaos and the Beasts of Chaos list featured in this issue)

2D6	Follower	Number	Favour Points	Equipment per model
2-3	Chaos Sorcerer ( <i>re-roll for Khorne and Tzeentch</i> )	1	7	Chaos armour, hand weapon (Lvl 1 Wizard)
4	Minotaur	1	8	Hand weapon + roll on Equipment Table 2
5	Chaos Daemon	1	4	Nothing
<i>Bloodletter, Plaguebearer, Daemonette, Horror or Fury dependant on aligned Chaos Power.</i>				
6-7	Chosen of Chaos	1	3	Hand weapon + roll twice on the Equipment Table and choose which you want
8	Knight of Chaos	1	6	Chaos Steed, heavy armour, shield, hand weapon
9	Ogre	1	6	Light armour, hand weapon + roll on Equipment Table 2
10	Chaos Troll	1	9	Hand weapon
11	Chosen Knight of Chaos	1	8	Chaos Steed, Chaos armour, shield, hand weapon
12	Chaos Spawn	1	11	Nothing

*Chaos Spawn have the special rules for specific powers if the warband is aligned to one of the Chaos Powers - see page 27 of Hordes of Chaos.*

## ORGANISING YOUR WARBAND

Before each game, organise your followers into small units. Units must have a Unit Strength of at least 3 and will form into units with other models of the same type if at all possible (so Marauders will always form into units with other Marauders as long as there are at least 3 Marauders. If there is only 1 Marauder but also 2 Beastmen then the three models will form into a single, mixed unit for the game). Cavalry will only form into units with models of the same type, even if that means that they cannot form into units of Unit Strength 3. Models on foot always skirmish, while models on horseback, or on bases larger than 25mm, do not. Champions of Chaos, Chosen of Chaos and Sorcerers of Chaos all act as independent characters.

Play games with your warband using all the normal rules for Warhammer - combat resolution, Panic tests, etc. We found that tables about 4' by 4' were the perfect size, with quite a lot of terrain scattered around.

## EQUIPMENT

Most followers attracted to a warband will bring along some of their own equipment. The equipment that they start with cannot be swapped - they will not give up their equipment and will always keep their starting equipment, though they can be given additional items as the warband progresses.

### EQUIPMENT TABLE 1

(Additional rolls can be 'purchased' for individual models for 1 Favour Point, re-rolling if 'Nothing' is rolled.)

D6	Equipment
1	Nothing
2	Great weapon (re-roll for Marauder Horsemen)
3	Shield
4	Additional hand weapon (re-roll for Marauder Horsemen)
5	Flail
6	Throwing axe (re-roll for Beastmen)

### EQUIPMENT TABLE 2

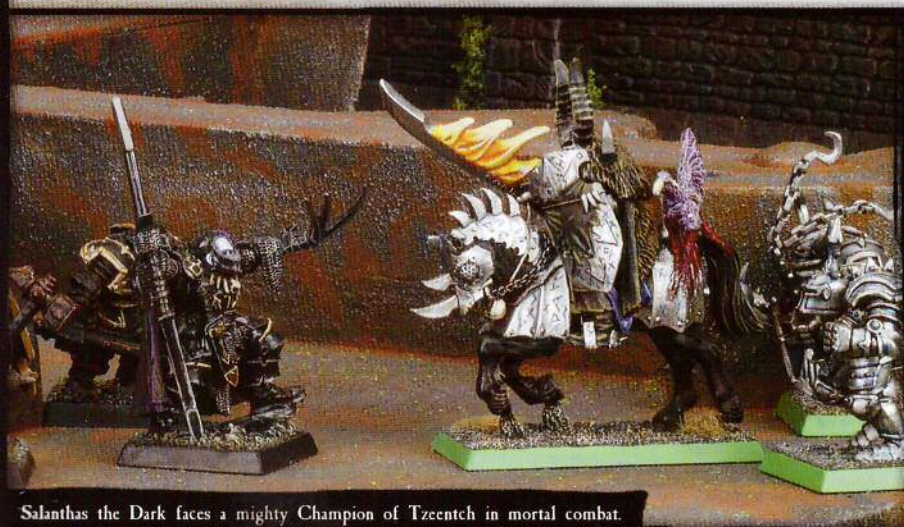
(Additional rolls can be 'purchased' for 2 Favour Points, re-rolling if 'Nothing' is rolled.)

D6	Equipment
1-2	Nothing
3-4	Additional hand weapon
5-6	Great weapon

## STEP 4 - GET PLAYING

So there you have it - having followed the steps above, you should have a newly formed Chaos warband ready to take on other warbands in an effort to gain the attentions of the gods. On the following page is my own Chaos warband (go Slaanesh!) that I rolled up and have started playing some games with against other Studio members.

Having got the basics out of the way, in next month's update I will be introducing rules for advancement so you can start to see your Champion become more powerful as he gains the attention of the gods of Chaos. There will be separate Advancement Tables for the different Chaos gods, so that your Khorne Champions are more likely to become blood-crazed nutcases, or your Tzeentch Champion more magically inclined, for instance. So, until then, happy bloodletting!



Salanthas the Dark faces a mighty Champion of Tzeentch in mortal combat.





The warbands of Anthony Reynolds and Graham McNeill attack.

## SALANTHEUS THE DARK AND HIS WARBAND OF SLAANESH

I decided that my Chaos Champion was going to worship Slaanesh. I was inspired by the 'Eavy Metal Slaanesh army, which just looks so cool with its contrast of black armour and pale skin (though I was sorely tempted by the foulness of Nurgle, mainly because of the modelling possibilities). Having settled on Slaanesh, I immediately started converting and painting a Champion. It was only once I got that model finished

that I rolled for my warband, and got a nice mix of troops, though I didn't get any big monstrous creatures. Oh well, I could always recruit one later on (see next month's article to see how you can make your warband grow). Already having a Chaos army of my own, it was a simple matter of picking the models to fit what I had rolled up. In between games, I have started to go back to these models and add extra detail to them, repainting

parts of them to make them look more like devotees of Slaanesh. In battle, I arrange the Chosen of Chaos with the two Warriors, and the three Beastmen together. The two Marauder Horsemen also form into a unit together (they have to in order to get Unit Strength 3). The Knight works on his own. My Champion starts on his own, and joins either the Beastmen or the Warriors, depending on where he is needed most.



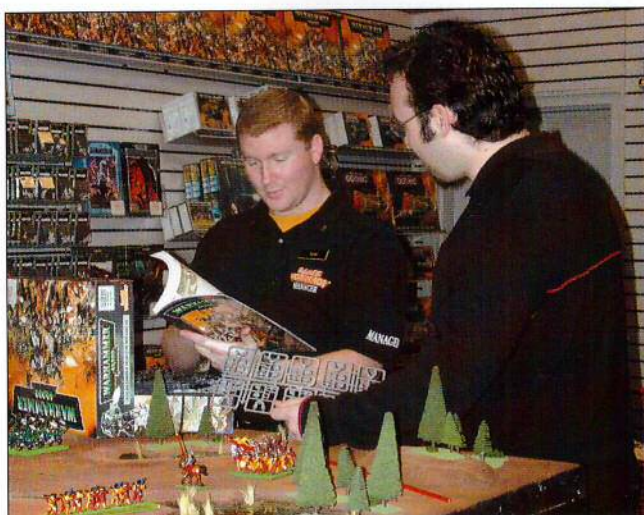


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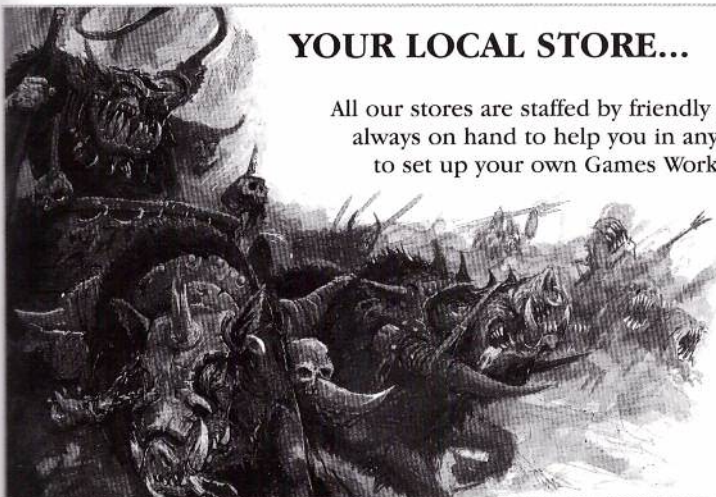
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*This month the Imperium strikes back. Imperial Priestly delegations can strike religious fervour into the troops they accompany, whilst Ordo Malleus Inquisitors have arrived to deal with the threat of Chaos!*



# CHAPTER APPROVED

**BY ANDY HOARE, PHIL KELLY & ANDY CHAMBERS**

Greetings Citizens, and welcome to Chapter Approved. Scrivener Hoare has put the final touches to his treatise on Priestly Delegations, allowing you to accompany your forces with the Missionaries, Confessors and Preachers of the Ecclesiarchy. Also included for your perusal is Adept Kelly's preliminary report on the Imperial Inquisition and their minions. Emperor be praised!

## PRIESTLY DELEGATIONS IN IMPERIAL ARMIES by Andy Hoare

Since the release of the Sisters of Battle army list in the first Chapter Approved compilation, players of other Imperial armies have been asking which list they should choose their priests from. Well, as the Sisters of Battle list represents an entire Ecclesiarchy force going to war, there are bound to be a few differences between its characters and those accompanying other Imperial armies, most notably the use of Faith Points and also some specific Ministorum wargear.

On the next few pages you will find a new Heroes of the Imperium entry. This replaces the entry for Missionaries, Confessors and Preachers from the Heroes of the Imperium list in the Warhammer 40,000 rulebook. These entries may be used by Imperial Guard armies, but not by Space Marines armies who view the servants of the Ecclesiarchy with scorn. This delegation represents the sort of priests who would accompany an Imperial army on a grand crusade, or tend to the spiritual needs of

a garrison force. They don't have access to the most revered artefacts, as do the priests accompanying an Ecclesiarchy war of faith, but are still, however, a highly worthwhile addition to an Imperial Guard army.

These priests use the Ministorum Auxilia armoury. This differs slightly from the Ministorum armoury found in the Chapter Approved compilation, and the differences are noted under each item. These priests do not generate or use Faith Points.

*Eldar Guardians are confronted by a Catachan Veteran squad led by an Imperial Confessor.*





## MINISTORUM AUXILIA ARMOURY

### WARGEAR

Bionics	10 pts
Carapace armour (Save 4+)	10 pts
Flak armour (Save 5+)	3 pts
Frag grenades	1 pt
Rosarius	
(Missionaries and Confessors only)	25 pts
Krak grenades	2 pts
Master-crafted weapon	15 pts
Melta bombs	5 pts
Purity seals	5 pts

### SINGLE-HANDED WEAPONS

Blade of Admonition	
(Missionaries and Confessors only)	15 pts
Bolt pistol	3 pts
Brazier of Holy Fire	
(Missionaries and Confessors only)	15 pts
Close combat weapon	1 pt
Laspistol	1 pt
Plasma pistol	10 pts
Power weapon	10 pts

### TWO HANDED-WEAPONS

Axe of Retribution	
(Missionaries and Confessors only)	20 pts
Bolter	2 pts
Combi-weapons:	
Bolter-flamer	10 pts
Bolter-grenade launcher	10 pts
Bolter-plasma gun	14 pts
Bolter-meltagun	15 pts

Priests choose their wargear from the following selection rather than from the list of the army they are accompanying. Priests may pick up to two single-handed weapons, or one single-handed and one two-handed weapon. You may pick up to a further 100 points of wargear for each Confessor and Missionary. Preachers may have 25 points of wargear. You may not take duplicate items for the same model. All wargear and weapons must be represented on the model. Those items unique to priests are described below, the remainder may be found in Codex: Imperial Guard.





## MINISTORUM AUXILIA WARGEAR

**AXE OF RETRIBUTION:** An Axe of Retribution is modelled upon the Axe Of Chalcydon that was carried by Saint Jason when he crushed the Eldar on Huale. It has a massive double-bladed head on which is etched the holy words of the Imperial Creed. An Axe of Retribution must be wielded in both hands, and so may not be combined with an additional close combat weapon for an extra attack. An Axe of Retribution counts as a power fist in all respects.

**BLADE OF ADMONITION:** The Blade of Admonition is made from the finest metals and is polished to a mirror finish. Those who look at the blade are said to see their true selves. The blade ignores

Armour saves like a power weapon. If the bearer is on the winning side in an assault, and losers have to take a Morale test, then a further modifier of -1 applies to their Ld.

**BRAZIER OF HOLY FIRE:** This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness. In battle the Brazier can be wielded like a weapon in close combat and contains enough fuel to spray a jet of flames at the enemy. The Brazier of Holy Fire counts as a close combat weapon. In addition, it may be used once per battle like a heavy flamer. All of the normal rules for a heavy flamer apply.

**PURITY SEALS:** If a model wearing purity seals falls back, roll one extra D6 for fall back distance (usually 3D6 instead of 2D6), and then discard the roll of your choice before seeing how far they fall back. If a model with purity seals is part of a unit then this ability applies to the whole unit, not just the model with the purity seals.

**ROSARIUS:** A Rosarius is a badge of faith that incorporates a powerful conversion field which protects its wearer from harm. A model with a Rosarius gets a 4+ Invulnerable save that may be taken instead of the model's normal Armour save.

## ELITES: 0-1 PRIESTLY DELEGATION



### 0-1 PRIESTLY DELEGATION

**45 points for a Confessor or Missionary, 10 points for a Preacher.**

*Confessors are fiery individuals whose powerful oratories can stir a populace to rebel against a heretic lord or persuade an army to surrender to the mercy of the Emperor (which is short and bloody). Confessors often act as advisors to Imperial Guard colonels, planetary governors and sometimes with special Ecclesiarchy dispensation, they even lead Wars of Faith against the sworn foes of the Emperor's light.*

*There are many types of missionary, from the young fervent hopefuls who spread the word of the Imperial Creed with little guidance and support from the Adeptus Ministorum, to the ancient, wise and toughened members of the Missionarius Galaxia. These individuals are at the forefront of the Imperium's expansion, accompanying the crusading armies as they discover new worlds and push back the frontiers of the Emperor's holy domain.*

*Preachers are sometimes known as Defenders of the Faith, as they and their followers often form the first line of defence against insidious Chaos and Genestealer cults or other heretical sects. Preachers lead their brethren into battle, inspiring them with their passionate oratory even under the heaviest attacks of the enemy.*

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Confessor	45	4	4	3	3	2	4	3	8	—
Missionary	45	4	4	3	3	3	4	3	9	—
Preacher	10	3	3	3	3	1	3	2	8	—

**Number:** 1-5

**Options:** Priests may be given any equipment allowed by the Ministorum Auxilia armoury.

### SPECIAL RULES

**Fanatical:** A Confessor, and any unit joined by him, may re-roll any missed close combat rolls to hit in the same turn as he charges into an assault.

**Squad Members:** You must assign each priest to a squad or Command section (not including vehicles) in your army. No more than one priest may be assigned to any one unit. The priest may not leave the unit he is assigned to. No priest may be an independent character. However many priests you include, they only count as a single Elite selection. Adherents to the Imperial Creed are highly intolerant of those they regard as impure, and so may never join Ogryn or Ratling squads, or any other weird mutant units we may introduce in the future.

**Priests and unit special abilities:** If a priest joins a unit that has a special ability, for example a Preacher joining a Storm Trooper squad, that unit will not be able to use that ability. There are a number of squad types this could apply to, for example, if a Preacher accompanies a Storm Trooper squad then the squad will not be able to deploy using the Deep Strike or Infiltrators scenario special rules; if a Missionary accompanies a Deathworld Veterans Patrol squad then they would lose the ability to deploy using the Ambush special rule.



# USING INQUISITORS IN WARHAMMER 40,000 By Phil Kelly

The Inquisitors of the Imperium of Mankind have long been an integral part of the Warhammer 40,000 universe, and despite the fact that only the rarest and most skilled of individuals attain the rank of Inquisitor, their reach is long indeed. As a result, for many years the concept of fielding Inquisitors on the Warhammer

40,000 battlefield has appealed to Games Developer and player alike. With work on Codex: Daemonhunters continuing apace, we have generated detailed rules for the use of Ordo Malleus Inquisitors in your games, and have taken the opportunity to publish a preview of what we have in mind, along

with a look at some of the concept models put together for playtesting purposes.

Inquisitors and their retinue of henchmen may be fielded in any Codex: Imperial Guard or Codex: Space Marines army as Elite choices.

## ELITES: ORDO MALLEUS INQUISITOR

### ORDO MALLEUS INQUISITOR \_\_\_\_\_ 20 pts

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	20	4	4	3	3	2	4	2	8	4+

Number per squad: 1

**Options:** An Inquisitor may be given any equipment allowed from the Daemonhunter armoury (Designer's Note: As these are preview rules, players may use the Codex: Space Marines armoury until Codex: Daemonhunters is published).

#### SPECIAL RULES

**Retinue:** The Inquisitor may be accompanied by 0-6 henchmen.

**Transport vehicle:** The Inquisitor and his retinue may be mounted in a Rhino at an additional cost of +50 pts, a Chimera at +70pts, or a Razorback at an additional cost of +70 pts.

**Independent Character:** The Inquisitor and his henchmen are treated as a single unit during the battle. However, if the henchmen are killed, the Inquisitor becomes an independent character again and is free to join other units.



Inquisitor

#### Inquisitorial Henchmen

*Although some Inquisitors prefer to work alone, it is common practice for an Inquisitor to surround himself with exceptional individuals. Many of these he has encountered on his ceaseless quest to protect Humanity, but such is the power of the Inquisition that every citizen of the Imperium is his to command should he require them. Occasionally, an Inquisitor will have need of an astropath to convey an urgent piece of information, or a cyber-warrior to reinforce his strength on the field of battle. Those who excel in their role find themselves a permanent member of the Inquisitor's staff. Imperial records show that at one point Inquisitor Tannenburg had more than three hundred individuals in his employ, albeit scattered throughout the Segmentum Tempestus. Generally though, an Inquisitor will have a small entourage of those he has deemed most useful for his current mission, accompanying him across countless light years on his quest to bring light to the darkest corners of the galaxy.*

An Inquisitor may take Inquisitorial henchmen as a retinue. Note that the Inquisitor, and any henchmen he may have, only take up one of the appropriate slots on the Force Organisation chart. They form a single unit and obey all normal unit coherency rules. An Inquisitor may take up to 6 henchmen, but can have no more than three henchmen of any one type in his retinue. Victory points are counted per henchman, they do not count purely as upgrades to the Inquisitor himself regardless of their function. Therefore, if the enemy player killed two of the Inquisitor's Hierophants, he would get +16 VPs as normal.

Any characteristic increases an Inquisitor may benefit from remain in effect even if the henchmen that afforded the increase is removed from play. All henchmen have the following characteristics unless otherwise noted.

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Henchman	varies	3	3	3	3	1	3	1	8	6+

**Equipment:** A variety of armaments that range from digital weapons to holy staves. Treat them as being equipped with a laspistol and a close combat weapon unless stated otherwise in the model's description.



Inquisitor, converted by Owen Rees.





## WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

**Andy Chambers**  
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Willow Road, Lenton,  
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Familiar



Mystic

## The Familiar 8 pts

*Inquisitors are occasionally accompanied by Familiars attuned to their telepathic signature. These strange constructs not only boost his alertness to danger but also act as psychic conduits; an Inquisitor accompanied by a Familiar can bend his indomitable will to the task of destroying the daemon without fear that his psyche will fall to its claws.*

*The most common of these bizarre constructs is the servo-skull. These are built from the craniums of Imperial servants, and are given motive force by small anti-grav motors. Inquisitors have also been known to use genetically and cybernetically enhanced Familiars that are symbols of purity or vigilance, such as the eagle, cherubim or raven. These psychic-symbiotes are mentally linked to the Inquisitor, and he can command them, see and hear with their senses and even attack with them should the situation become desperate.*

If an Inquisitor has one or more Familiars in his retinue, he benefits from +1 Initiative. For each Familiar the Inquisitor has in his retinue, he gains one randomly determined power from the Minor Psychic Powers list in the Chapter Approved Compilation. When the Inquisitor is removed from play, any Familiars he may have had are also removed. If the Familiar is removed, the Inquisitor's psychic powers are unaffected. Familiars count as having a single close combat weapon.

## The Hierophant 8 pts

*The Inquisitor knows full well that faith is both his best armour and his most potent weapon against the daemon. Although his own faith in the Emperor is unshakeable, he is accompanied by the most devout and pious of holy men, their abjurations bolstering his own holy prayers. Any daemons able to hear these catechisms find their tenuous hold on reality dissolving: to the abomination, a litany of purity is far deadlier than any sword.*

If an Inquisitor has one or more Hierophants in his retinue, he benefits from +1 Leadership. Daemons wishing to assault a unit including a Hierophant must take a Difficult Terrain test. If the Inquisitor has two or more Hierophants in his retinue, Daemons within 6" of the unit are at -1 Ld in addition to other modifiers.

## The Acolyte 8 pts

*The Inquisitor is hardy and wise, having survived long enough to begin training likely prospects to follow in his footsteps. Typically having been active in the field for over a century, an Inquisitor only accepts Acolytes once he is certain he has mastered the skills of his calling. His charges hang on his every word, hoping some day to attain the status of their mentor. All aspiring Inquisitors must start in the lowly rank of Explicator, where they learn how to extract information using physical pain and the tools of the torturer; after all, they are not known as the Inquisition for nothing. Those few who survive to make the rank of Interrogator are both capable and strong, for only the most skilful survive the duty of accompanying their mentor on the field of battle.*

If an Inquisitor with an Acolyte henchman suffers a wound, he may allocate the wound to the Acolyte. This must be done before any saving throws are attempted.

An Acolyte may be given 15 pts of equipment allowed from the Daemonhunter armoury (Designer's Note: As these are preview rules, players may use the Codex: Space Marines armoury until Codex: Daemonhunters is published).

## The Mystic 6 pts

*Only a tiny number of human psykers are judged psychically strong enough to accompany their daemon-hunting masters to the battlefield. These unfortunate few are employed mainly for their precognitive abilities, a capable Mystic being able to sense the presence of the daemon before it disgorges itself into the material plane. Often found in the retinue of Inquisitors that lack psychic abilities of their own, trained psykers can fulfil the role of bloodhound, advisor, psychic shield or, in the case of truly unscrupulous Inquisitors, bait!*

If a unit of Daemons or a Deep Striking unit enters play within 4D6" of an Inquisitor with a Mystic henchman, both he and his retinue may immediately take a 'free' shot at them. These shots are taken before the enemy unit moves, as an exception to the normal turn sequence. Aside from this, the normal shooting rules apply. If the Inquisitor has two or more Mystics in his retinue, he may nominate one unit with a model within 12" of him to immediately take these 'free' shots at the enemy unit that has entered play instead.



## **The Warrior** \_\_\_\_\_ 10 pts

**(Gun-Servitor/Combat-Servitor/ Imperial Guard Veteran)**

*The Inquisitor has an affinity for martial actions and a fine appreciation of the value of ranged firepower. He has trained extensively in both ranged combat and close assault, and ensures he is well equipped to combat the minions of the daemon as well as the daemon itself. He is invariably accompanied by accomplished and well-armed Warriors, capable of laying down covering fire as their master singles out his quarry. These Warriors range from experienced, hard-bitten Imperial Guardsmen to Gun-Servitors, cybernetically altered to such an extent that they are more weapon than man.*

The Inquisitor gains +1WS if he has any Warriors in his retinue. All Warrior henchmen have BS4, a 4+ Armour save, a hellgun, targeter, and both frag and krak grenades. A Veteran Guardsman may exchange his hellgun for the following weapons: hellpistol and close combat weapon at no extra cost, shotgun at no extra cost, flamer at +10 points, plasma gun at +10 points, melta gun at +10 points, grenade launcher at +10 points.

Gun-Servitors must exchange their hellguns for one of the following weapons: multi-melta at +25pts, heavy bolter at +15pts, power fist and close combat weapon at +15pts, one Gun-Servitor in each henchmen retinue may exchange their hellgun for a plasma cannon at +35pts or a heavy flamer at +15pts.



Gun-Servitor

## **The Sage** \_\_\_\_\_ 10 pts

**(Autosavant/Lexmechanic/Calculus Logi)**

*Inquisitors typically have at least one savant on their staff, as their augmented ability to store and process vast swathes of cogent information is of paramount importance in tracking and discovering the daemon. But their uses are by no means limited to civilian roles. Also known as Calculus Logi, a savant or Lexmechanic is extremely adept at calculating trajectories and firing angles. They can process battlefield information faster than even the most advanced cogitators, and their expertise in predicting enemy movements is invaluable to a militant Inquisitor.*

If accompanied by a Sage, the Inquisitor benefits from +1BS. Furthermore, if he has more than one Sage in his retinue, he or a member of his retinue may re-roll a failed to hit roll during the Shooting phase although he must accept the second result.

OK, that's it for this month. If you have any comments or observations on the rules for these scions of the Imperium, feel free to write in to the usual address and let us know.



Sage



An Ordo Malleus Inquisitor purges Demonettes of Slaanesh.



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**BOG & IDE**, Amagercenteret 103, Amager. ☎: 32543666.  
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**TRADITION**, Kungsmässan, Kungsbacka. ☎: 0300-71240.  
**TRADITION**, Storgatan 54, Linköping. ☎: 013-137840.  
**TRADITION**, Storforsplan 42, Stockholm (Farsta). ☎: 08-6058160.  
**TRADITION**, Wasagallerian, Umeå. ☎: 090-701590.  
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**ZETTERLUNDS**, Storgatan 33, Västerås. ☎: 021-131481.

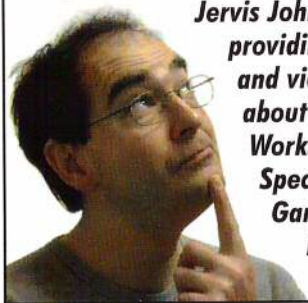
## ICELAND

**NEXUS**, P.O. Box 5085, 125 Reykjavik. ☎: +354-552-9011/12.

# & TRADE STORE LISTING



*A regular monthly column by  
Jervis Johnson,  
providing news  
and views  
about Games  
Workshop's  
Specialist  
Games  
Range.*



# NEW NECROMUNDA RULEBOOK

## News For Our Specialist Games Range

**W**elcome to the first ever Fanatic News section in White Dwarf magazine. My name is Jervis Johnson, and I have the honour of running the Fanatic design studio. My seven-man team and I provide ongoing support for the Specialist Games Range in the form of new miniatures, magazines, annuals and on-line support. This column allows me to let you know what we're up to and what is coming out soon for your favourite Specialist Games Range games.

This month, I want to let you know about the Necromunda Redux project that the Fanatic team has just started work on. Necromunda is one of the most popular games in the Specialist Games Range, and with good reason because it combines a superb tabletop skirmish game and campaign system with an immensely characterful

background setting. There is only one minor problem with the game, and that is that the rules are currently out of print. Now, the rules being unavailable makes our job of providing games support rather difficult, to say the least. To make matters worse, the last version of the rulebook is in serious need of an update, and the terrain and plastic models that were an integral part of the game are no longer available. So, taking the bull by the horns, we've decided to bring out a new version of the Necromunda rulebook to be released early next summer. If you already play Necromunda then don't panic, we don't plan to change the rules for the game. We just want to get Necromunda in print again and give it a bit of a facelift. We're also taking the opportunity to make some new metal Goliath and Orlock models to replace the rather tired plastic versions, and to

bring out a Necromunda terrain set in order to make the useful 'plastic and card' Necromunda terrain available again. These three things will mean that Necromunda will be fully available once more, allowing players to get hold of what is arguably one of the best games GW has ever produced.

The only downside to the Necromunda Redux project is that it means we can't bring out any new models for the game until after we get the rulebook back in print, as it would clearly be a bit silly bringing out new models for a set of rules you can't get hold of. On the other hand this does mean that we have some really cool stuff ready and waiting to bring out once Necromunda Redux is available, which should make next summer a very exciting time for Necromunda fans everywhere. I, for one, can't wait!

### NEW RELEASES

This section lists all of the latest releases for the Specialist Games Range. To find out about prices and availability you can visit your local Games Workshop store, or contact Games Workshop Mail Order on 0115 91 40000, or visit the Games Workshop on-line store at: [www.games-workshop.com/storefront](http://www.games-workshop.com/storefront).

Item	Game	Release Date
Exterminatus Magazine 4	Inquisitor	September
Kroot Mercenary	Inquisitor	September
Eldar Ranger & Conversion Pack	Inquisitor	September
Warmaster Magazine 13	Warmaster	September
Vampire Counts Army	Warmaster	September
Battlefleet Gothic Magazine 11	BFG	September
Dark Eldar Fleet	BFG	September
Space Stations & System Craft	BFG	September
Inquisitor Annual 'Exterminatus Files v1'	Inquisitor	October
Kroot Mercenary Conversion Pack	Inquisitor	October
Melta-Weapon Booster Pack	Inquisitor	October
Town Cryer 22	Mordheim	October
Vampire, Town Cryer & Merchant	Mordheim	October
Blood Bowl Magazine 4	Blood Bowl	October
2002 Edition Blood Bowl Game	Blood Bowl	October
Necromunda Magazine 11	Necromunda	October

### SURFING THE WEB

All our games have great websites full of free downloads, resources and up-to-date news.

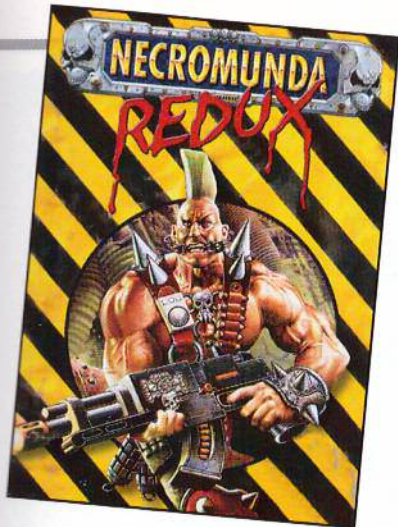
[www.BloodBowl.com](http://www.BloodBowl.com)  
[www.Mordheim.com](http://www.Mordheim.com)  
[www.Epic40000.com](http://www.Epic40000.com)  
[www.Necromunda.com](http://www.Necromunda.com)  
[www.Warmaster.co.uk](http://www.Warmaster.co.uk)  
[www.BattlefleetGothic.com](http://www.BattlefleetGothic.com)  
[www.Exterminatus.com](http://www.Exterminatus.com)  
[www.Specialist-Games.com](http://www.Specialist-Games.com)

The websites now contain an article archive. This will tell you whether rules are Experimental, Official or House rules. Some can be downloaded as free PDFs. Check out the relevant website for more details.

### EVENTS

Come and meet us at these events.  
 Games Day Germany 25th Aug 02  
 UK Games Day 29th Sep 02  
 GW Open Day 24th Nov 02





Early working cover for Necromunda Redux

## LIFE IN THE BUNKER

Some highlights of life down in the Fanatic bunker over the last month:

- As noted in my introduction, work continues on the next edition of the Epic rules. Visit [www.epic40000.com](http://www.epic40000.com) for a free playable demo of the rules.

- Mark Bedford, Fanatic's in-house Miniatures Designer, has been going into something of a BFG frenzy of late. Not only has he come up with two new ships for Imperial fleets (the Endeavour class Light Cruiser and Falchion class Space Escort) but he has also come up with a complete set of system craft that includes a space station, defence platforms, and a monitor. Very useful stuff for BFG players everywhere, and great models to boot.

- We've been having a lot of fun testing our Pit Fighter game. In our last game, my Pit Fighter (Gorak the Smelly) got trapped between the Pit Fighters controlled by Dean Spencer and Mark Bedford. Although I pointed out that killing your boss's Pit Fighter was probably not a good career move, they proceeded to hack me down anyway! If you fancy giving your mates the chance to stab you in the back too, then download the Pit Fighter game from the Mordheim website at: [www.mordheim.com](http://www.mordheim.com).

- Speaking of Mordheim, we've just received the first painted examples of Gary Morley's superb new Mordheim Amazon Warband. They are so nice that I've asked the WD team to include a picture of one of the models with this article. The Amazons will be out just in time for Christmas, and should make a great stocking filler.

## QUESTION OF THE MONTH

Every month a message is plucked from the dozens sent to us and answered in the newsletter. This month's message was sent to the Fanatic Customer Services e-mail address:

Hello, one question: has Warhammer Quest gone the way of the dodo bird, ie, extinct? If not, what is currently available and from what source?

*The answer to this question, and the almost identical questions we receive every month about Talisman, Space Hulk, Mighty Empires and Man O'War, is that all these games are currently out of print and are no longer available in any form from Games Workshop. You can occasionally pick up old second-hand copies of the games, although often only at ludicrously inflated prices. By now some of you will be saying something along the lines of "Hey, hold on just a minute, when Fanatic was first set up wasn't it going to support Warhammer Quest along with the other games in the Specialist Games ranges? What's changed?" This is a very reasonable question, and it is true that in Fanatic's early days we did try to support Warhammer Quest, even bringing out a new supplement for the game. However, when I started looking into*

*the possibility of reprinting the game, I found out that the computer files for Warhammer Quest were lost when the Studio relocated to our new building, making it impossible to reprint the game without doing all of the production work all over again. Unfortunately, Fanatic simply does not have the resources to do this amount of work on top of all of our other commitments, and after almost two years of trying to find a way of publishing the game, I have had to admit defeat and accept that Fanatic will not be able to get the game back into print. Instead I have handed over Warhammer Quest to the shadowy GW organisation known only as the 'special projects group' (aka the dreaded SPG!), who will try to find alternative ways to make Warhammer Quest available again. This means that, like Talisman and Space Hulk, both of which are also looked after by SPG, there is a small chance that Warhammer Quest may be reprinted at some time, but this will not be handled by Fanatic if it does ever happen. On a slightly cheerier note, fans of Man O' War and Mighty Empires should be happy to learn that both games are quite likely to appear in updated forms as supplements for Warmaster. Look for more news on this in future newsletters.*

**Contact Us!** We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling so don't hesitate to get in touch! We can be contacted via e-mail: [fanatic@games-workshop.co.uk](mailto:fanatic@games-workshop.co.uk) or by post at: Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS. (Note, if you have a sales or purchasing issue then you should contact your local Mail Order, as they will be able to help you much better than us!).

## CONCLUSION

Well, that is all for this issue of Fanatic News. Please don't hesitate to get in touch with us at [fanatic@games-workshop.co.uk](mailto:fanatic@games-workshop.co.uk) if you have any comments, questions or suggestions about anything you've read. We'd love to hear from you!

Best regards,

Jervis Johnson  
Head Fanatic

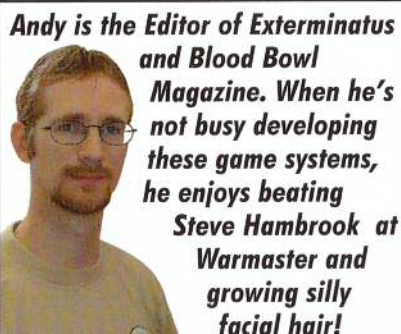


New Mordheim Amazon  
sculpted by Gary Morley



**NEW MATERIAL FOR BATTLEFLEET GOTHIC,  
BLOOD BOWL, EPIC 40,000, MORDHEIM,  
NECROMUNDA, INQUISITOR & WARMASTER**





# THE TROJAAN CONSPIRACY

## An Inquisitor campaign by Andy Hall

Inquisitor has been around for over a year now and has been well supported by new figures and Exterminatus Magazine. If there is one area we have been weak in, it's campaign support. However, with the Exterminatus.com redesign and the forthcoming *Inquisitor: Secret Wars* series, this is about to change. *Inquisitor: Secret Wars* will be a series of resource supplements each based around a certain planet or system. The supplements will include an overview of the world, political structure and history, important continents, cities, prominent geographical areas and climate. Important characters such as Planetary Governors, Politicians, Sect Leaders and Military Commanders will also be profiled. Most importantly, each

supplement will contain a series of campaigns ready for GMs to pick up and use.

With a campaign format yet to be established, and an Inquisitor article needed for White Dwarf, I thought this would be an excellent opportunity to test out a campaign structure. I've used Gav Thorpe's excellent *Creating Worlds* articles as a template but GMs should feel free to tweak and alter the scenarios to fit in with their own campaign. I've deliberately left the players' forces open-ended and as long as you have two warbands that would be opposed to each other, then you should have no problem. For clarity, I've labelled the opposing forces Puritans and Radicals

but don't be put off by these names as this can quite easily be a confrontation between any two Inquisitorial warbands. Also, feel free to relocate this campaign to your own game world so it fits in better with your ongoing narrative and tabletop scenery. Feedback on the way the following campaign is formatted and structured is welcomed (and needed!), so please e-mail me at: [fanatic@games-workshop.co.uk](mailto:fanatic@games-workshop.co.uk)

Obviously, if you wish to play this campaign as a player you should stop reading now. GM eyes only from now on!

### CAMPAIGN OVERVIEW

Inquisitors have been called to the frontier world of Zaronia, both after the same man but for very different purposes. The Puritans have found the suspect first, a self taught telepath (and therefore a heretic) called Vosis Pyel, and have him detained in a ramshackle jail in the small shanty town of Trojaan. The Radicals catch up with Pyel here and, after failed negotiations with the Puritans, try a frontal assault to capture the heretic.

The Radicals need Pyel to exchange him for information from a disreputable trader known only as Forne. The Radical Inquisitor has no intention of handing over Pyel but needs him as a bargaining chip nonetheless. In any case, a mysteriously robed alien shoots Pyel just as he is about to give up the information. This sets off a climatic chain of events where the trader Forne is revealed as a powerful Chaos Magus. Will the Inquisitors put aside their differences to fight the common foe or will their animosity to each other put the whole sector in danger?

### PREPARATIONS

Give the following briefing documents to the players. It would be cool to present these to your players on bits of parchment or even on your computer as if it's an Inquisitorial Access Portal, so have a think about the way you present information to your players as it will enhance their gaming.

### CAST

As well as the Players' warbands, you will also need an Eldar Ranger or another suitably mysterious figure, that can be used as a trader (Von Castellan or Jan Van Yastobaal would be excellent). A human sized figure (any Imperial Guard model) as the suspected heretic and accomplished Telepath Vosis Pyel, plus the Chaos Magus with accompanying henchmen. Keep these out of sight of the players for now. GMs should come up with the stats for these characters, as the trader is the Chaos Magus in disguise I wouldn't worry too much about him. Make sure the Magus is hard and a challenge for the players' characters; I recommend using some of the Chaos powers found in Phil Kelly's article in Exterminatus 3. The rules for Eldar can be found in Exterminatus 4 but if you haven't got this issue don't worry as we don't really want him being tackled by the players just yet, so just make him fast and good with his rifle. My suggestions are below.

### SAMPLE PROFILES

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Vosis Pyel	38	25	48	53	43	66	77	49	33

**Equipment:** Autopistol (right handed)

**Psychic Abilities:** Demoralise, Distraction, Mesmerism, Puppet Master

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Ranger	68	98	58	55	148	110	89	87	74

**Equipment:** Needle rifle, Needle pistol, refractor field, power sword (ambidextrous)

**Abilities:** Acrobatic, Deadeye Shot, Dodge, Catfall, Feint, Lightning Reflexes

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Forne the Archheretic	95	85	73	65	90	95	95	95	95

**Equipment:** Daemon sword: *Gnawing*, bolt pistol (two reloads), power armour (except head) (right handed)

**Abilities:** Force of Will

**Psychic Powers:** Psychic Ward, Fleshcage, Daemonic Shield, Hatestorm (see Exterminatus 3 for descriptions)

Use the Desperado and Mutant randomisers to generate Forne's three henchmen.



## CAMPAIGN PLOT TREE

### Scenario 1 CAPTURE

Radicals assault the Puritan stockade trying to capture the heretic Vosis Pyl

### Scenario 2 PURSUIT

With the Radicals now in possession of the heretic the Puritans mount a pursuit

### Scenario 3 INTERROGATION

The Radicals try a more stealthy assault while the Puritans torture Pyl

### Scenario 4 EXCHANGE

Puritans attack during the exchange of the heretic

### Scenario 5 ESCAPE

As the Puritans transport the heretic he attempts to escape

### Scenario 6 TRUTH

With the heretic dead the trader reveals his true identity

#### KEY

Take this route if the Radicals win

Take this route if the Puritans win

Take this route whoever wins

**Puritan Brief:** You have learned from your network of informers that an unstable Telepath called Vosis Pyl has the information you have been looking for. With haste you track him down to the frontier world of Zaronia and have located him in the small shanty town of Trojaan. Having arrested Pyl, you have taken him to the local jail for further questioning. However, you have also heard that another Inquisitor is on Pyl's trail...

**Radical Brief:** The trader known as Forne has contacted you saying he has the artefact and that he wishes to make an exchange. He needs a rogue telepath called Vosis Pyl who is currently being held by another Inquisitor on the frontier world of Zaronia. Once you have the telepath in your custody he will meet you on-world to conclude the exchange.

#### SCENARIO 1 CAPTURE

*The Radicals assault the Puritan stockade trying to capture the heretic Vosis Pyl.*

**Setting:** The shanty town of Trojaan. In the centre of the board there should be a large building with a fenced enclosure. More buildings are randomly dotted around to provide cover. The Puritans start inside the enclosure with the GM controlled Pyl. The Radicals start anywhere on the table as long as they are at least 15" away from the enclosure.

**Objectives:** The Puritan player must fend off the Radical assault on the enclosure and remain in possession of Vosis Pyl. The Radical player needs to capture Pyl and escape.

**Special Rules:** The scenario begins with the Radical Inquisitor trying to parley with his Puritan counterpart for the heretic Pyl. Let the players act this out, so there should be a good amount of declared truces, empty bargaining and veiled threats. The GM should decide who wins this vocal confrontation, as they will get the first turn (the losing player may not move any of his characters in the first turn). The GM controls Pyl who is a coward and will not want to be in the middle of an Inquisitorial crossfire! He will

try to escape at every opportunity but don't let him get too far away as he is needed for future scenarios. There is a danger of him getting killed here so make it clear to both players that they need him alive (for now). If he does take a fatal shot, use your special GM 'power' to keep him alive (if barely). It will be up to the GM to decide when the game will end, obviously if the Radicals manage to capture Pyl and get him off the board then it ends there. If not, play for roughly ten turns – as night falls the Radicals retreat.

#### SCENARIO 2 PURSUIT

*With the Radicals now in possession of the heretic, the Puritans mount a pursuit.*

**Setting:** On the outskirts of Trojaan. The Radicals are on their way to the rendezvous for the prisoner/information exchange with the trader, Forne. Aware that the Puritans will be pursuing, the Radicals set up an ambush. The Puritans enter the board from the south table edge. They may enter at any speed. The Radicals will already be on the board but out of sight. They may designate D6 2" square areas as booby-trapped and must show the GM where they are before the game starts (obviously with the Puritan player out of the room).



**Objectives:** The Radical player must remain in control of Pyel and disable the pursuing Puritans. The Puritans must regain control of Pyel.

**Special Rules:** As the first of the Puritan warband gets to the centre of the board, have Pyel scream and break free of his captors, running in a random direction, preferably one that will force the warbands into confrontation. Pyel will also try to use his psychic talents to aid his escape. If a character walks into a booby-trapped area then he must make an Initiative test (with any modifiers the GM sees fit based on his speed, awareness, etc). If failed, then treat it as if being hit by a frag grenade. The game will end when either warband gains control of Pyel and takes him off the board. The Radicals must take Pyel off the north side of the board, although they may not do this until after turn 4, the Puritans must take him off the south side. North and south sides are designated by the GM before the game starts.

### SCENARIO 3 INTERROGATION

*The Radicals try a more stealthy assault, while the Puritans torture Pyel for the needed information.*

**Setting:** Back at the Trojaan shanty jail. It is now dark. The Puritan Inquisitor is in the central enclosure with Vosis Pyel. The remaining warband members will be on sentry duty around the enclosure's boundaries. They must be set up within 5" of the enclosure. The Radicals must set up, out of sight, and at least 20" from the compound.

**Objective:** The Radicals must capture Vosis before the Puritans force the information from him.

**Special Rules:** The Radicals may only send three members of their warband



Scenario 1 - Capture

within 20" of the compound. The others are there as support if it all goes wrong. The three Radical characters are equipped with alien teleporter rune stones which will allow them to teleport themselves and Pyel, once they are within 3" of him. The teleporter rune works exactly like the Teleport psychic power, with the Difficulty test being against the character's Sg instead of his Wp. As this is not psychic power it may not be nullified. Once successfully passed, it will transport Pyel and the character. The characters on sentry duty will circle the facility at walking pace in either a clockwise or anticlockwise direction (choose which direction for each character). This is all they may do until they have been alerted. The characters will become alerted through the normal Awareness rules on page 52 of the Inquisitor rulebook, remember it's

night time so their line of sight is reduced to one tenth. Once a character has been alerted, he may break from his sentry routine and act as normal (possibly trying to alert his colleagues to the danger). The Radicals will only have four turns after a character has been alerted before they are forced to withdraw.

### SCENARIO 4 EXCHANGE

*The Puritans attack during the exchange of the heretic, while a mysterious figure makes sure any information Vosis has will never leave his mind.*

**Setting:** The outskirts of Trojaan. The Radicals should be placed in the centre of the board. Facing them about 10" away is Forne in his trader disguise with his henchmen. As GM you will be playing Forne so feel free to act out a tense vocal discourse with the Radical player as seen in any western movie or cop thriller. Start off with a terse "Have you got the Telepath...". If the Radical player plays along, reward him by allowing only half the Puritan warband on in the first turn.

**Objectives:** The Radicals wish to gain the artefact and the Puritans need the information inside Pyel's mind, but when the true enemy is revealed will they fight each other?

**Special Rules:** Vosis will make a run for it on the third turn, the Eldar Ranger will appear (maybe placed on the roof of a building) and shoot him in the head, killing him instantly. If the shot misses, use your GM 'power' to make the shot hit, Pyel must die this scenario! The Eldar will then catfall to the ground and make good his escape. Forne is using his powerful psychic powers to disguise himself as the trader. The players are unaware of his true identity so this cannot be nullified. When Pyel is killed a



Scenario 4 - Exchange



booming cry of "No!" will escape from Forne's lips, his concentration severed with rage, Forne's true identity will be revealed! Replace the trader model for the Chaos Magus and end the scenario with the words "to be continued..." Luckily, this isn't a TV show so go straight to Scenario 6 for the conclusion.

### SCENARIO 5 ESCAPE

*With the Radicals close behind the Puritans, attempt to transport Pyel off-world.*

**Setting:** Trojaan Spaceport. This consists of a small landing pad sparsely surrounded by prefab buildings. The Puritans may be placed 10" from the starting board edge. The Radicals may come on from turn 2 onwards.

**Objectives:** The Puritans need to get Pyel to the waiting shuttle by getting him off the other side of the board (this isn't going to happen thanks to our pointy-eared friend but the players don't know that!). The Radicals must stop Pyel from leaving the planet at all costs!

**Special Rules:** As Vosis gets two thirds across the table he will attempt to escape. The Eldar Ranger will once more be strategically placed to blow a hole in his head as he runs for freedom. The Eldar will then make good his escape, hopefully before any reprisals. A turn after this, Forne (in his true form) will appear with his henchmen on the opposite end of the table (the one the Puritans were heading for). He will demand to know where Pyel is. Fade to black and proceed to the climax, Scenario 6.



Scenario 5 - Escape

### SCENARIO 6 TRUTH

The telepath Pyel is dead and Forne has revealed his true identity, so will the rival Inquisitors now work together? Or will it be a three-way battle?

**Setting:** This depends on the previous scenario. Either way have all three warbands start roughly the same distance apart.

**Objective:** Kill the bad guy and possibly each other.

**Special Rules:** None really, this is a straight shoot out. Forne is your typical movie villain and is quite powerful so play him to maximum effect, but as with

all villains, when he looks the most powerful have him do something stupid so one of the good guys(!) can win.

### JUST THE BEGINNING

So there you have it, although this is far from the end. I've deliberately left some stray plot threads in so you can continue to grow the campaign. Who was the robbed figure? Why did he kill Vosis Pyel? What was the artefact the Radical Inquisitor was after? What information was trapped in Pyel's head? Why was Forne so desperate to get hold of the telepath? From here, your campaign can only grow. So let me know how you get on.



Scenario 6 - Truth



The armies of Chaos are on the march again, bolstered by the arrival of fresh troops. This month's Gav Thorpe presents a preview of things to come with a new Beasts of Chaos army list which can be used in conjunction with the Hordes of Chaos Armies book.

# Warhammer

## chronicles

### *Beasts of Chaos preview army list*

As the Realm of Chaos spews forth its corrupting energies, and the Shadow of Chaos spreads further southwards, we bring news of more vile creatures spawned by the Dark Gods. This month I happily present a 'work-in-progress' army list for the forthcoming Beasts of Chaos Armies book. Please let us know what you think, at the usual address or the Games Development message board on our website

[www.gamesworkshop.com/wdmagazine/devboard](http://www.gamesworkshop.com/wdmagazine/devboard)

### BEASTS OF CHAOS

The Old World is saturated with the mutating power of magic. It leaks through the inter-dimensional gate in the far north and permeates the entire world. This power is strongest in the immediate area around the shattered gateway and weakens as the distance from the gate increases.

The far north of the Old World is home to many strange creatures distorted by the power of Chaos. All manner of shapeless beasts and unrecognisable monstrosities can be found in these regions: heinous things with bloated and horrible bodies that writhe with tentacles; creatures whose maws dribble and gape in their unending hunger for blood; other beasts of every conceivable, terrifying form stalking the lands, searching for the weak and feeble. These monsters depend upon the strength of the local magical field to survive. Fortunately they cannot wander too far south, for the power of Chaos becomes too weak to sustain them and they perish.

Many lesser Chaos monsters thrive in the Old World, beings that do not need as much invigorating power to sustain them as the more heavily mutated things of the far north. The most common are Beastmen and their cousins, creatures possessing something of the intelligence and form of men. Other creatures of this kind include the fearsome Minotaurs, vast animal-headed monsters that often ally with Beastmen, or lead bands of lesser creatures. All these creatures, and more besides, are called the Beasts of Chaos. They are marked with mutations and their evil souls indisputably belong to the Chaos gods.

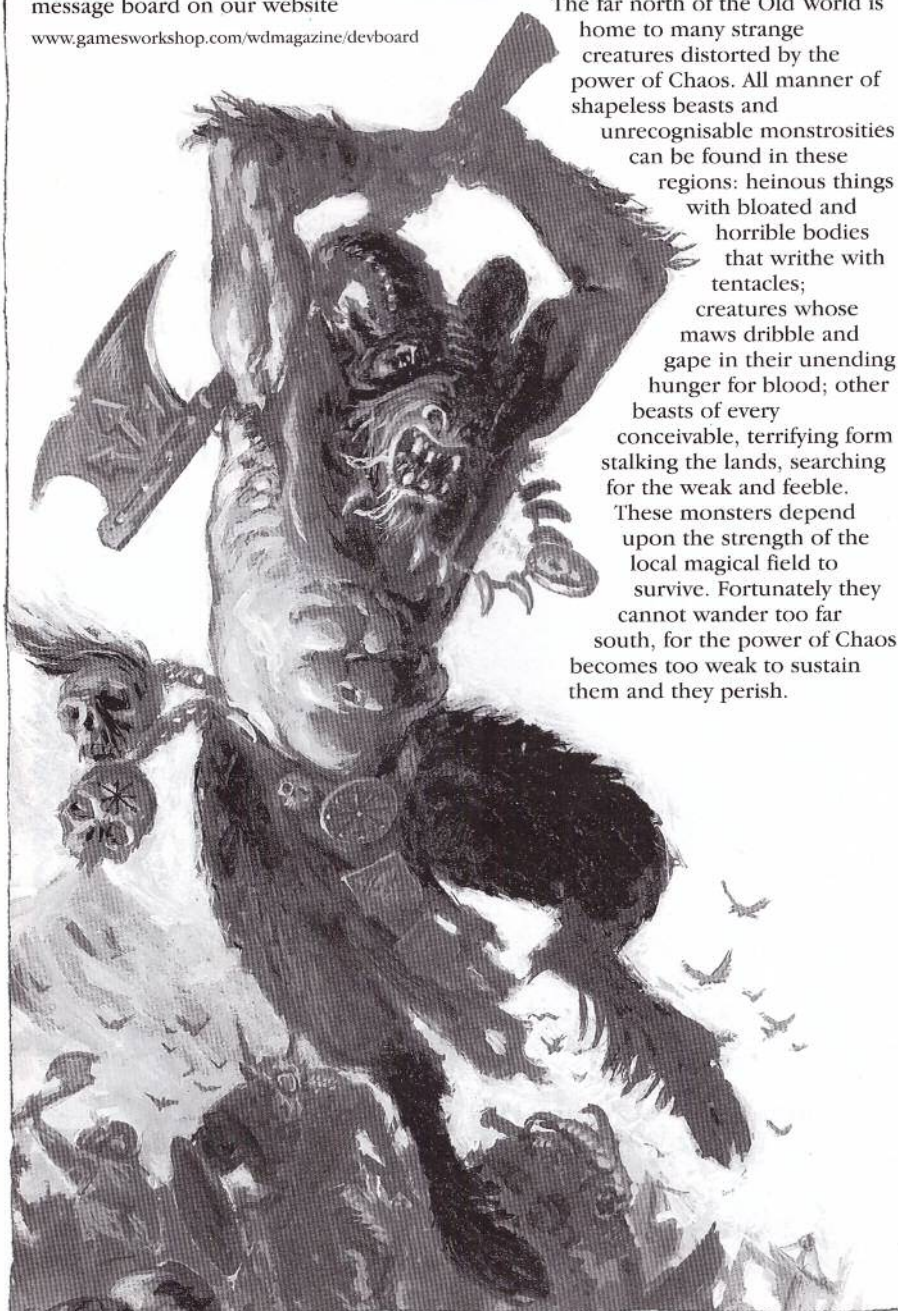
### BEASTMEN

Beastmen are wild and brutish creatures who care little for other beings. They have bodies that are half-man and half-beast, usually with the horned head of a goat. In battle they combine ferocity with a savage lack of discipline, fighting and battling amongst themselves in their eagerness to get at the enemy.

These creatures willingly embrace their Chaos heritage, for although they have a semblance of the intelligence of man, they employ it with the base cunning of an animal. Beastmen are not natural creatures: they first came into existence when the polar gateway of the Old Ones collapsed, showering the world with mutating warpstone dust. It worked a dreadful change on many of the ancestors of man and animals, causing mutations. Hence, Beastmen were created: men that became animals, and animals that became men, a mix that is wholly chaotic.

Beastmen live in roaming warbands led by the strongest among them. They infest the forests and the wastelands of the Old World and beyond, being most numerous in the far north and the Forests of Shadows. But even in the lands of the south, in chivalrous Bretonnia and the bright lands of Tilea, and far to the east across the Mountains of Mourn, the ancient forests and desolate foothills harbour hidden Beastmen lairs.

Hordes of Beastmen are extremely dangerous in battle; a ferocious mass of brutish warriors, great lumbering chariots, packs of slaving Chaos war hounds and bands of larger beasts







*A Beastmen herd supported by a Giant quickly overrun an Empire village.*

eagerly tear apart any enemies that dare to stand in their way. The Beastmen pour from their forests in endless masses, stretching across the horizon. Often the horde breaks quickly into warring factions, for the Beastmen are children of Chaos and organisation and order is a concept alien to them.

The particularly hated foes of the Beastmen are the Wood Elves. Unbeknown to most races, a secret war is constantly waged between the Elven folk of Loren and the bestial hordes. They battle for possession of the sacred groves, where magic gathers in large amounts. The Wood Elves secure these places with waystones to absorb the magical energy, while the Beastmen erect their crude herdstones to syphon the corrupting power from the landscape and spill it across the world.

## USING THE BEASTS OF CHAOS LIST

The Beasts of Chaos list is used in conjunction with Warhammer Armies – Hordes of Chaos. Unless specifically

noted, all of the rules and restrictions for choosing a Chaos army outlined in Hordes of Chaos apply to the units given here.

If your General is from the Beasts of Chaos part of the list, then Beast units count as Core choices, and Mortal or Daemonic units count as Special choices in your army. If your General is not from this list, all Beast units count as Special choices in your army. Remember that your General must be the character with the highest Leadership value, and so this may restrict your choices of other characters. For example, if your army is led by a Banebeast, it will not be able to include any Exalted Champions as they have a higher Ld value.

Where noted in the army list, Beasts of Chaos characters and units have access to all of the Marks of Chaos and magic items listed in the Hordes of Chaos book, and in addition to this some new magic items are detailed below. Unless specified in the Magic Item list within this article, all Chaos characters who can take magic items may choose items from the list if they wish.

## Beastmen Special Rules

### BEASTMEN AMBUSH

If the General of the army has the Ambush special rule, he carries a brayhorn, which he may sound during the battle to summon Beastmen and Warhounds that lie in wait. If, for whatever reason, the General no longer counts as a Beasts General (by drinking from the Chalice of Chaos, for instance) then he loses his Ambush special rule. In any scenario that allows Scouts to use their special deployment rules, up to half the units with the Ambush special rule (not counting characters or Warhounds) can be sent to lay an ambush, and are not placed on the table during deployment. These units may be joined by characters with Ambush if you wish, though the General must be deployed normally at the start of the battle. Make a note of which units are in ambush at the start of the battle, before deployment starts. Models do not count as in play while waiting in ambush (for



example, for the purposes of generating Power or Dispel dice).

Starting from the second Chaos turn, during any Chaos Movement phase, after charges have been declared, the General can sound the brayhorn and launch the Ambush. Make a Leadership test for every unit not deployed. Those that pass can move on from any table edge, in the

same way as if they had pursued an enemy off the table in the previous turn. If the Leadership test is failed, they turn up at a random point on the table edge. Roll a Scatter dice in the middle of the table to determine where they enter the game. Wherever they enter the table, mark the point on the table edge where the unit enters; models may move on from anywhere within 4" of this point.

Diagram A.  
The Beastherd charges...

Key  
C - Command Group  
G - Gors  
U - Ungors

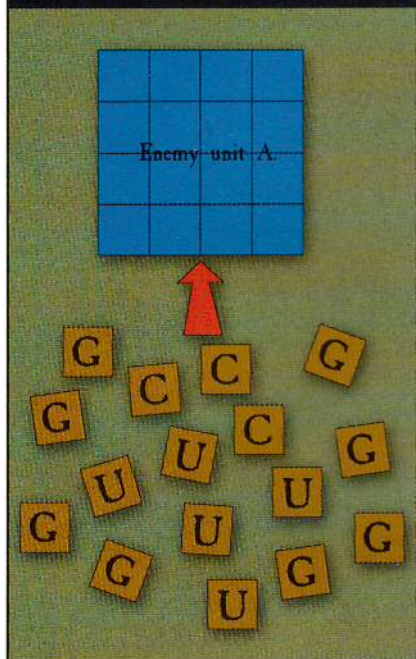


Diagram B.  
...And is initially ranked up in the same way as normal skirmishing troops.

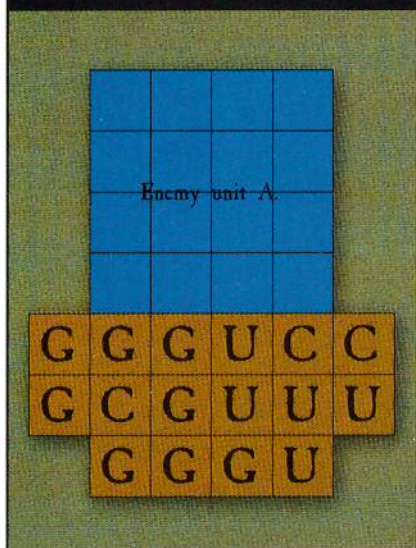


Diagram C.  
The Command Group and Gors are then moved to the front of the unit. Casualties from Enemy unit A are removed from the Gor's

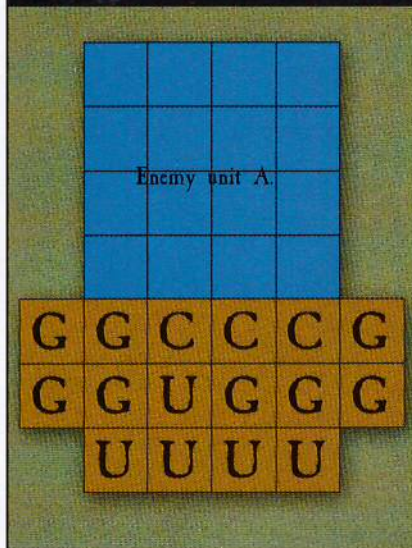
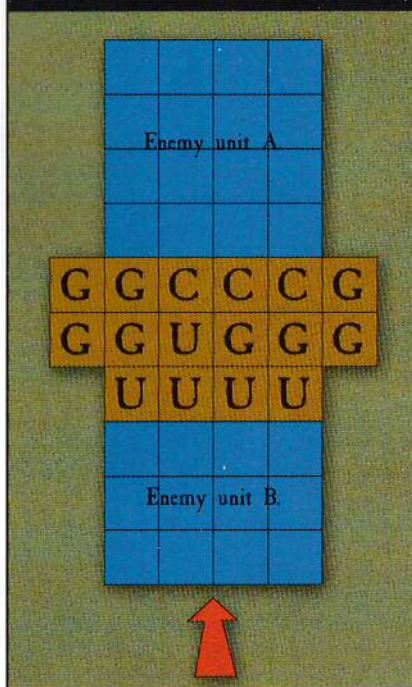


Diagram D.  
If Enemy unit B then charges the rear of the unit, casualties from their attacks are removed from Ungors.



## MOB RULE

These units are the most unruly troops in the Warhammer world – even more so than Orcs or Goblins! They follow all of the rules for skirmishers with the following exceptions:

- They gain rank bonus just like normal units.
- Units with Mob Rule may not be joined by characters who do not have Mob Rule. A character with Mob Rule may join any unit they wish, but if they join a unit without Mob Rule they are treated exactly like any other character model.

## BEASTMEN WEAPONS

**Braystaff:** As a crude badge of office, Bray-Shamans often carry a heavy staff hung with bones, shells, and skulls, with pieces of stone and metal imbedded into its length. A Braystaff can be used in one of two ways, nominate which at the start of each Close Combat round. It may be used as a great weapon, in which case it grants +2 Strength and strikes last, or it may be used defensively, in which case it grants a +2 Armour save and counts as a hand weapon.

## BEASTMEN HERDS

Beastmen Herds are a mix of Gors and Ungors, to which the following special rules apply:

All shooting hits against the unit are allocated against Ungors first, and only when each Ungor has been hit once are hits allocated against Gors (who tend to use their smaller kin as living shields). Continue to distribute missile hits in this manner until they have all been allocated. Once hits have been allocated, make rolls to wound as normal.

*Example: A unit of eight Gors and five Ungors takes 16 hits from an Empire Volley Gun. Each model is hit once, and then the three extra hits are allocated against Ungors.*

In close combat, the Gors quickly push to the front, while the Ungors hide behind their larger cousins and jab with their spears. If charged or charging, the unit forms up just like any other skirmishing unit. Once the unit has been formed up, move any Command group figures and characters to the front rank, and then move any Gors in the back ranks as far forward as possible. Any Ungors in the unit are then positioned to fill out the back ranks as normal. Attacks in close combat also need to be allocated between Gors and Ungors (if in contact with both) as they have different profiles. Casualties should be removed from the appropriate type of Beastmen models and the unit reorganised to keep its formation.





## New Chaos Magic Items

Characters from the Beasts of Chaos list may not choose enchanted items – such sophisticated treasures are beyond their intelligence, and often end up as mere decorations for the herdstone.

### MAGIC WEAPONS

**Axes of Khorgor** 75 pts  
A set of two axes (requires both hands) that gives the bearer +1 Attack and allows them to re-roll missed rolls to hit in close combat.

**Great Fang** 50 pts  
(Banebeast or Wargor only)  
No armour saves may be made against the Great Fang.

**The Black Maul** 40 pts  
When rolling to wound with the Black Maul, the target's Toughness is treated as being two less than normal (to a minimum value of 1).

**Scimitar of Skultar** 20 pts  
Any 6s to hit with this weapon allows no armour save.

### TALISMANS

**The Dark Heart** 25 pts  
(Banebeast or Wargor only)  
The character and any unit led by them adds +D3" to their charges. Roll after declaring charges, if the charge is failed the models move their normal failed charge distance.

### ARCANE ITEMS

**Staff of Darkoth** 25 pts  
(Bray-Shaman only)  
Counts as a braystaff. In addition, the bearer always knows the *Unseen Lurker* spell from the Lore of Shadows, in addition to any other spells. If *Unseen Lurker* is generated as one of the character's spells, it may be exchanged for any other spell from the Lore of Beasts that they do not already know.

### MAGIC STANDARDS

**The Beastbanner** 50 pts  
(Unit of Bestigor only)  
All models in the unit (including characters) gain +1A when they charge.





A Banebeast.

## SELECTING THE ARMY

See page 238-9 of the Warhammer rulebook with the following additions and amendments when choosing your Beasts of Chaos army:

## BEASTMAN GENERALS

If your General is a Beastman then Beast units count as Core choices, and Mortal or Daemonic units count as Special choices in your army.

If your General is not a Beastman all Beast units count as Special choices in your army.

## CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Value	Maximum Characters	Maximum Lords
< 2,000	0-3	0
2,000-2,999	0-4	up to 1
3,000-3,999	0-6	up to 2
+1,000	+2 max	+1 max

**IMPORTANT:** The number of characters is the total number of characters allowed in the army including Lords. For example: a 2,500 points Beasts of Chaos army may have up to four characters in total, of which one may be a Lord (ie, one Lord + three Heroes).

An army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of one (the General). Similarly, an army does not have to include any Lords, it can include all of its characters as Heroes if preferred.

# LORDS

## BANEBEAST..... 95 points each

	M	WS	BS	S	T	W	I	A	Ld
Banebeast	5	7	3	5	4	3	6	4	8

**Weapons:** Hand weapon.

**Options:**

- May choose a great weapon (+6 pts) or an additional hand weapon (+6 pts).
- May carry a shield (+3 pts), and may wear light armour (+3 pts) or heavy armour (+6 pts).
- May choose a mix of magic items from the Common or Chaos Magic Items list with a maximum total value of 100 pts.
- May be given the Mark of Tzeentch, Slaanesh, Khorne or Nurgle.
- May ride a Tuskgor Chariot chosen as normal from the Beast units section of the army list. He will displace one of the crew.

**Special Rules:** *Mob Rule, Ambush.*

## GREAT BRAY-SHAMAN..... 180 points each

	M	WS	BS	S	T	W	I	A	Ld
Great Bray-Shaman	5	5	3	4	4	3	5	2	7

**Weapons:** Hand weapon.

**Magic:** A Great Bray-Shaman is a Level 3 Wizard and may have spells from the Beasts, Shadow or Death lores.

**Options:**

- May choose a braystaff (+8 pts), or an additional hand weapon (+6 pts).
- May be upgraded to a Level 4 Wizard for +35 pts.
- May choose a mix of magic items from the Common or Chaos Magic Items list, with a maximum total value of 100 pts.
- May be given the Mark of Slaanesh or Nurgle.
- May ride a Tuskgor Chariot chosen as normal from the Beasts units section of the army list. He will displace one of the crew.

**Special Rules:** *Mob Rule, Ambush.*

## DOOMBULL..... 180 points each

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

**Weapons:** Hand weapon.

**Options:**

- May be given either a great weapon (+6 pts), or an additional hand weapon (+6 pts), or a magic weapon worth up to 100 pts from the Common or Chaos Magic Items lists.
- May be given a shield (+3pts), and may be given either light armour (+3 points) or heavy armour (+6 points).
- May be given the Mark of Slaanesh, Khorne, Nurgle or may be given the Mark of Tzeentch as if a Hero choice.

**Special Rules:** *Cause Fear, Bloodgreed* (may only pursue a broken enemy or make an Overrun move if the model first passes a Ld test).



Riding in a chariot, Bray-Shaman leads the hunt.





A Chaos army can include a mix of units from both the Hordes of Chaos and Beasts of Chaos army lists.

## HEROES

**WARGOR\*** ..... 60 points each

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

**Weapons:** Hand weapon.

### Options:

- May choose either a great weapon (+4 pts) or an additional hand weapon (+4 pts).
- May carry a shield (+2 pts), and wear light armour (+2pts) or heavy armour (+4pts).
- May choose a mix of magic items from the Common or Chaos Magic Items list with a maximum total value of 50 pts.
- May be given the Mark of Tzeentch, Slaanesh, Khorne or Nurgle.

**Special Rules:** *Mob Rule, Ambush.*

**BRAY-SHAMAN** ..... 75 points each

	M	WS	BS	S	T	W	I	A	Ld
Bray-Shaman	5	4	3	3	4	2	4	2	6

**Weapons:** Hand weapon.

**Magic:** A Bray-Shaman is a Level 1 Wizard. He may may have spells from the Beasts, Shadow or Death lores.

### Options:

- May choose a braystaff (+6 pts), or an additional hand weapon (+4 pts)
- May be upgraded to a Level 2 Wizard for +35 points.
- May choose a mix of magic items from the Common or Chaos Magic Items list, with a maximum total value of 50 pts.
- May be given the Mark of Slaanesh or Nurgle.

**Special Rules:** *Mob Rule, Ambush.*

### \*ARMY BATTLE STANDARD

One Wargor in the army may carry the Battle Standard for +25 pts.

A Battle Standard Bearer may not be the army's General.

The Wargor carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield. If a Wargor is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic items.



A Bray-Shaman.



## CHOOSING TROOPS

If your General is a Beastman then Beast units count as Core choices.

If your General is not a Beastman, all Beast units count as Special choices in your army.

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below.

Army Value	Core	Special	Rare
< 2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points army you must take a minimum of three Core units and could choose to take up to four Special and/or up to two Rare units.

In addition, if an individual entry has a number limiting it, eg. 0-1, then you may only have that many in your army.

## UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

**Profiles.** The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

**Unit Sizes.** Each entry specifies the minimum size for each unit. In some cases, units also have a maximum size.

**Equipment.** Each entry lists the standard weapons and armour for that unit. The value of these items is included in the points cost.

**Options.** Additional or optional weapons and armour are listed here together with their extra cost.

**Special Rules.** Many troops have special rules which are described in this section.



A Gor warrior.

## BEAST UNITS

### BEASTMEN HERD .....Gors 6 points per model Ungors 4 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ungor	5	4	3	3	3	1	3	1	6
Gor	5	4	3	3	4	1	3	1	6
Foe-render	5	4	3	4	4	1	3	2	7

**Unit Size:** 15-30 (The unit cannot contain more Ungors than it has Gors).

**Weapons & Armour:** Ungor have spears. Gors are armed with either two hand weapons, or hand weapon and shields (all must be armed the same).

**Options:**

- Ungors may be given shields +1 pt per model
- Any unit may upgrade one Gor to a Musician for +5 pts.
- Any unit may upgrade one Gor to a Standard Bearer for +10 pts.
- Any unit may upgrade one Gor to a Foe-render for +20 pts.

**Special Rules:** *Mob Rule, Ambush.*

### BESTIGOR HERD .....11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bestigor	5	4	3	4	4	1	3	1	7
Foe-render	5	4	3	4	4	1	3	2	7

**Unit Size:** 10+

**Weapons & Armour:** Hand weapons, great weapons, heavy armour.

**Options:**

- Any unit may upgrade one Bestigor to a Musician for +6 pts.
- Any unit may upgrade one Bestigor to a Standard Bearer for +12 pts.
- Any unit may upgrade one Bestigor to a Foe-render for +12 pts.
- One unit of Bestigors in the army may be given the Mark of Chaos Undivided. The Mark of Chaos Undivided may be exchanged for another Mark to turn them into Tzaangor, Khorngor, Pestigor or Slaangor by giving the unit the appropriate Mark of Chaos of one of the Greater Powers.
- One unit of Bestigors may be given a magic standard worth up to 50 points.

**Special Rules:** Units of Bestigor do not follow *Mob Rule*.

### TUSKGOR CHARIOT .....85 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Bestigor	-	4	-	4	-	-	3	1	7
Tuskgor	7	3	-	4	-	-	2	1	-

**Unit Size:** 1 chariot.

**Crew:** Two Bestigors.

**Weapons & Armour:** The crew are equipped with hand weapons, heavy armour and shields. The chariot has scythed wheels.

**Armour save:** 4+

**Options:**

- A chariot may be given the Mark of Chaos Undivided for free.
- A chariot can carry a single character, who displaces one crewman automatically. The displaced crewman is lost and his value is not refunded.

**Special Rules:** *Chariot*

### WARHOUNDS OF CHAOS .....6 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	3	3	1	3	1	5

Warhounds do not count towards the minimum number of Core units you must include in your army, and do not count Warhounds units when calculating how many units can Ambush.

**Unit Size:** 5+

**Weapons & Armour:** None.

**Special Rules:** *Ambush.*



# SPECIAL UNITS

## CHAOS TROLLS ..... 55 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Troll	6	3	1	5	4	3	1	4	4

Unit Size: 3+

Weapons & Armour: Claws, fangs, the occasional club, and potentially lethal halitosis!

Special Rules: Cause Fear, Regenerate, Stupidity, Troll Vomit (whole unit may forego normal close combat attacks to each make one automatic S5 hit instead).

## OGRES ..... 35 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	2	3	7
Big Ogre	6	3	2	4	4	3	2	4	7

Unit Size: 3+

Weapons & Armour: Hand weapon.

Options:

- May have an additional hand weapon (+6 pts), or a great weapon (+6 pts).
- May have light armour (+3 pts), and/ or shields (+3 pts).
- Upgrade one Ogre to a Musician for +10 pts.
- Upgrade one Ogre to a Standard Bearer for +20 pts.
- Promote one Ogre to a Big Ogre for +20 pts.

Special Rules: Cause Fear.

## MINOTAURS ..... 40 points per model

	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	4	3	8

Unit Size: 3+

Weapons & Armour: Hand weapon.

Options:

- May have an additional hand weapon (+6 pts), or a great weapon (+6 pts).
- May have light armour (+3 pts).

Special Rules: Cause Fear, Bloodgreed (may only pursue a broken enemy or make an Overrun move if the unit first passes a Ld test).

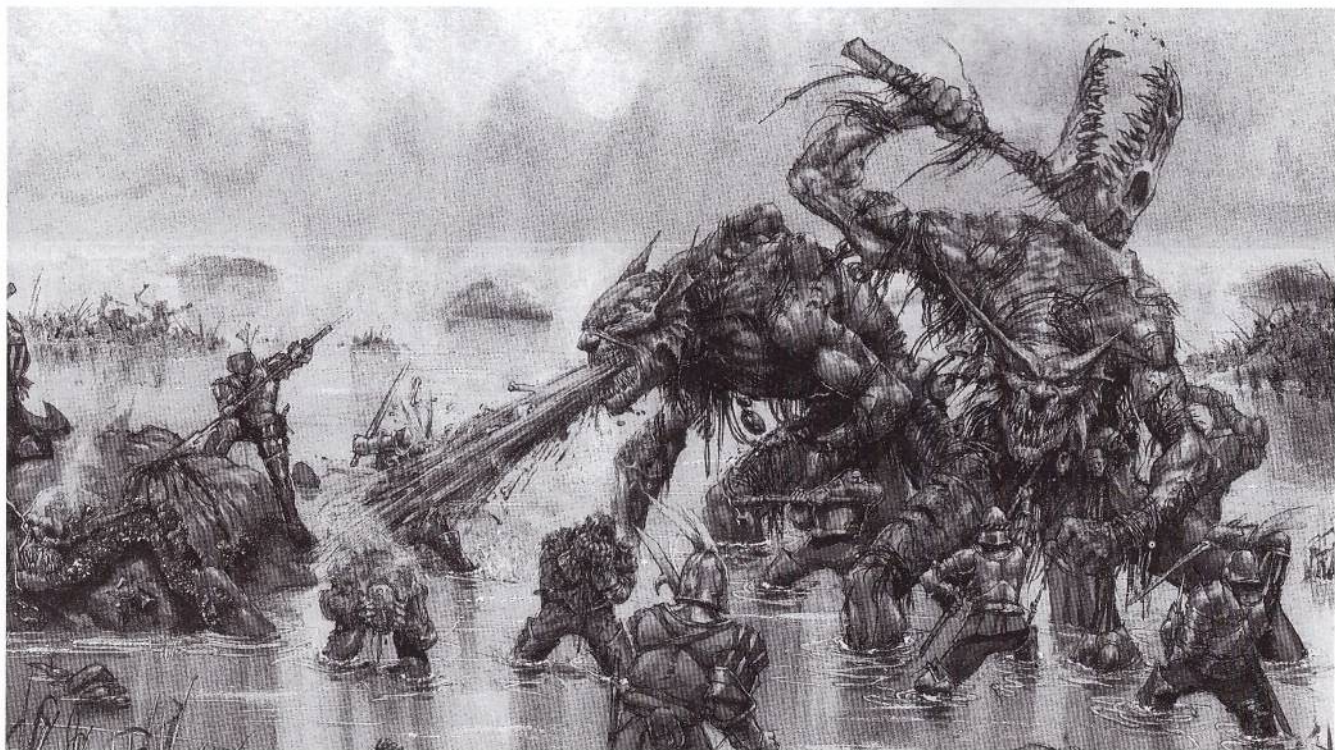
Special units are extremely specialized troops that appear on the battlefield less often than basic regiments.

These units come from your Special choices, regardless of what type of General you have.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army.



A fearsome Minotaur.





There is a maximum number of Rare units that can be fielded, and this varies with the size of the Beasts of Chaos army.



A Dragon Ogre.

## RARE UNITS

### DRAGON OGRES ..... 70 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogres	7	4	2	5	4	4	2	3	8

Unit Size: 3+

Weapons & Armour: Hand weapon.

Options:

- May have an additional hand weapon (+6 pts), or a great weapon (+6 pts).
- May have light armour (+3 pts).

**Special Rules:** Cause Fear, Scaly Skin (5+), Immune to Lightning (lightning-based attacks such as certain Lore of Heavens spells and Skaven Warp-lightning have no effect on the unit).

### DRAGON OGRE DRAKE ..... 275 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre Drake	7	8	3	5	5	6	4	6	9

Weapons & Armour: Hand weapon.

Options:

- May be given either a great weapon (+6 points), or an additional hand weapon (+6 points).
- May be given a shield (+6pts), and may be given either light armour (+3 points) or heavy armour (+6 points).

**Special Rules:** Cause Terror, Scaly Skin (4+), Immune to Psychology, Large Target, Immune to Lightning (lightning-based attacks such as certain Lore of Heavens spells and Skaven Warp-lightning have no effect on the model).

### GIANT ..... 205 points per model

Due to a lack of space we are unable to print the Giant rules in full here. However, for the moment, they can be found in Warhammer Armies – Orcs & Goblins.



The Beastmen Horde use their special rule Ambush to attack the rear of the Empire battleline.



# Warhammer rules clarifications

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!).

## RAVENING HORDES

**Q. How exactly do Chaos Dwarf Blunderbusses work with the Stand & Shoot charge reaction?**

A. The rules are applied exactly as with any other unit. If the chargers start within 12" then any models within 12" may be hit. If the chargers are outside 12", the charging unit is stopped at maximum range as normal, and so in this case only the front rank of the charging unit will be in the zone of fire.

## MAGIC

**Q. When dispelling spells already in play, do you need to beat the casting value, or merely equal it?**

A. As with other dispels, you need to equal the casting value to successfully dispel.

**Q. Are Wizards allowed to cast the Lore of Death spell *Drain Life* and the Lore of Heavens spell *Storm of Cronos* if enemy units engaged in close combat are within the 12" radius?**

A. Yes.

**Q. Is the Dark Emissary allowed to cast *Fog of Death* if enemy units are engaged in close combat?**

A. Yes.

**Q. Is the 5" template generated by the Dark Magic spell *Black Horror* allowed to be placed on enemy units in close combat?**

A. No.

**Q. If the answer to any/all of the questions above is Yes, do units with Magic Resistance get to add their dispel dice to any attempts to dispel these spells?**

A. If a unit with Magic Resistance is a potential target for one of these spells, its Magic Resistance may be used. If multiple units with Magic Resistance are targeted, use the highest Magic Resistance value, not all of them added together.

## CHAOS

**Q. If two units with *Cloud of Flies* are fighting each other, or a Plaguebearer unit is affected by a spell that makes them attack themselves, do they suffer the -1 to hit modifier?**

A. No.

## WARHAMMER ARMIES – DWARFS

**Q. Could you explain how the 'crew' of a Dwarf Anvil of Doom work in close combat?**

A. If you imagine that they form up just like a war machine crew, and work out who is in contact with whom on that basis, you won't go far wrong. It may even be worthwhile having a spare Runesmith and a couple of suitably hard-looking guard models to use for this purpose.

## FLYERS

**Q. It states in the Warhammer rulebook that characters cannot join a unit of flyers because they are not as manoeuvrable. What about in the case of an Exalted Daemon, Greater Daemon, or Daemon Prince that is a flyer joining a unit of Furies or Screammers?**

A. As stated in the rules for units of flyers, characters can never join these units.

## WAR MACHINES

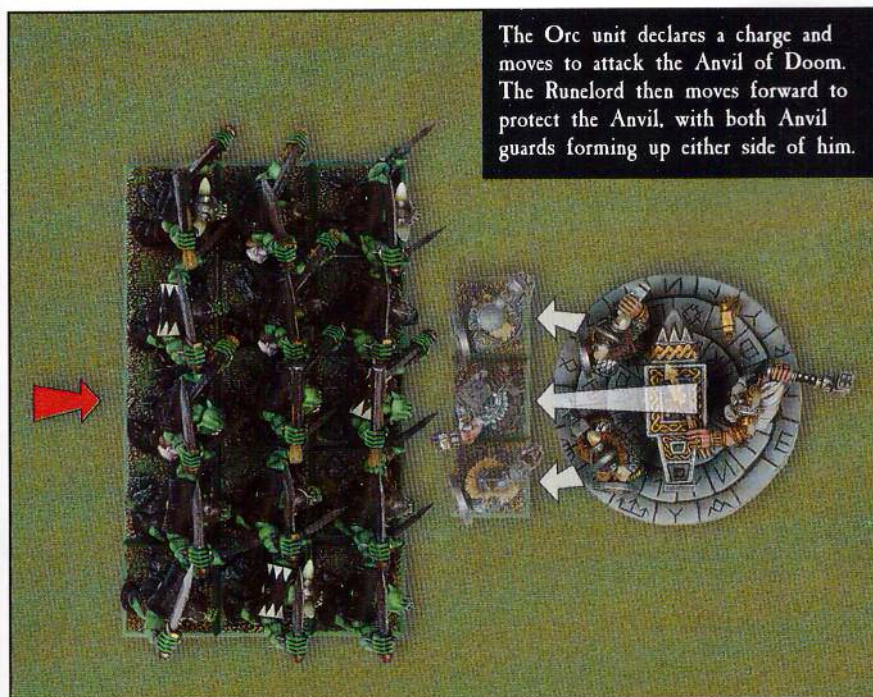
**Q. Do you score Victory points for reducing a war machine unit to half its starting Wounds?**

A. No, Victory points are only scored for destroying it (or the equivalent, as detailed in the War Machines section of the rules).

## PSYCHOLOGY

**Q. When do you, resolve Fear tests for an enemy charging a unit that wishes to stand & shoot?**

A. Use the following procedure: The Fear-causing unit declares a charge. The charged unit says 'I'd like to stand and shoot.' Check to see if the charging unit is in range, if it is then the defenders must take a Fear test. If they fail their test and are outnumbered, they will flee as normal, replacing their stand & shoot charge reaction. If for any reason they do not flee, then the charged unit may stand & shoot as normal.



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](mailto:motroll@games-workshop.co.uk)



# BEASTS OF CHAOS

The last few issues of White Dwarf have seen the re-emergence of Chaos as a deadly threat to the Warhammer World. Unfortunately for the enemies of Chaos there's no respite in sight – this issue sees the preview army list of the next Chaos army book, Beasts of Chaos. The list adds Beastmen to the already frightening Chaos arsenal and on the following pages you will find a selection of classic miniatures for you to use in your Chaos army.

You can order these through your local in-store order point, at [www.games-workshop.com/storefront](http://www.games-workshop.com/storefront), or direct on 0115 91 40000.

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# BEASTS OF CHAOS



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# CHAOS WARBANDS

This issue sees the start of a new set of rules for creating your own small Chaos warband, Path to Glory. This allows a great degree of personalisation in your models and on the following pages you will find a selection of components to help you convert your Chaos champion, sorcerer or other elements of your warband.

You can order these through your local in-store order point, at:  
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Bruno Rizzo, from the French Studio, recently paid a visit to our Nottingham head office and brought some of his models along to show us. Bruno has won Golden Demon awards in France, and it certainly shows in the standard of his painting!

# 'EAVY METAL SHOWCASE

Chaos Dreadnought



Chaos Terminators







Ork Nob



Ork mega armoured Nob



Ork Big Mek



Ork Warboss



Ork Weirdboy

Chaos Lord on Juggernaut





The Chosen are the elite of a Chaos Space Marines army, providing a unique modelling opportunity. Each can be represented as an individual, a mighty anti-hero in his own right, providing inspiration for as many conversions as your imagination allows. Andy Hoare has gathered a selection of models from Chaos players around the Studio.

# CHOSEN OF CHAOS

## MODELLING CHOSEN CHAOS SPACE MARINES



*Keith Robertson's Thousand Sons Lord holds aloft the heart of his enemy.*

### KEITH ROBERTSON'S THOUSAND SONS

Keith's always wanted to collect a Thousand Sons army, as he's really interested in Egyptology, which he sees as a major influence on the design of these miniatures. He saw the army as an excellent modelling project in which he could exploit this imagery to the full.

Keith decided his army would contain a large number of conversions, and so started with the Lord. This model is based on the Chaos Lord, by Jes Goodwin, to which Keith has added a number of additional features to suggest the character's alignment to Tzeentch.

The head is from one of the old Raptor models, and is an example of a really simple way of customising a miniature, but Keith went much further than a simple head-swap. He wanted to give his Lord the Daemonic Flight gift and so chose a pair of wings that gave the impression of being large and powerful enough to support the weight of the power armoured Lord. The wings he chose are from the Warhammer Bretonnian Griffon, and being feathered rather than reptilian,

tie-in with the Egyptian theme Keith was keen to impart.

The staff in the model's left hand represents a Bedlam Staff, and is modelled from Fabius Bile's left hand, which is holding a cane, and a Warhammer Chaos Sorcerer's staff. Keith used Green Stuff to model the right hand to depict the Lord brandishing a still beating heart ripped from the body of an enemy.

Reading the rules for Familiars, Keith decided he definitely wanted one accompanying his Lord, and found a perfect model in his bits box. It's a Chaos Familiar, from the old range designed by Jes Goodwin and, once based on a small piece of round plasticard, makes a very effective accompaniment to the Lord, as well as being a potent item of psychic wargear in the army.

The Chosen retinue accompanying the Lord are extensively converted, with Space Marine helmets built up with plasticard, and Green Stuff loincloths. Keith made these models before the

Thousand Sons boxed set was available, and is planning on incorporating parts from this set with his own conversions for the rest of the army.

The colour schemes Keith has used are based on a mix of Regal Blue and Lightning Blue, with Shining Gold banding on the Chosen and Bleached Bone banding on the Lord. All of the miniatures are based in a manner that complements the blue and gold colour scheme, using predominantly brown tones with touches of Static Grass added.

Keiths plans to expand the army include upgrading all the retinue to Sorcerer models. As the members of a Chosen squad with the Mark of Tzeentch all receive the Sorcerer upgrade by default, this is a logical next step. He's already painted a pack of Flamers which he intends to use to devastating effect by summoning them from the Lord's personal icon, which is modelled hanging from a chain at his waist.



## NEIL HODGSON'S DEATH GUARD

Neil's first project for his Death Guard army was a Dreadnought, with his Lord and Chosen retinue following the themes established with that model. Neil was attracted to the Death Guard because, as with any cult force, it's possible to draw up a small, highly elite army that does not require an enormous number of miniatures to be an effective force on the battlefield. This meant he could concentrate on painting and converting every last model to as high a standard as you would expect from a Golden Demon judge and former 'Eavy Metal painter.

There are lots of individual conversions amongst these models, but they all share a number of features that Neil has modelled. All of the Terminators have had cloven hooves added, made with Green Stuff, and they all share distended, bloated bellies. In most cases the stomachs have been made to appear as if the armour has cracked, with pipes, gore and viscera protruding through the gaps.

The heads are mostly from the Warhammer plastic Zombie Regiment boxed set, and Neil has simply trimmed them down at the back and under the jaw to fit them onto the Terminator body.

There are many other touches used to make these models really stand out, including Green Stuff boils and components from other miniatures.

When it comes to painting his models, Neil has mixed up a colour that gives them the corrupted and disease-ridden feel appropriate to these followers of the Plague God. This is a mixture of Skull White, Fortress Grey and a number of different greens and yellows. This basecoat has been built upon with a number of different inks, applied in very thin layers in a fairly random 'blobby' pattern. Neil has added a very small amount of Skull White to the inks, as this gives a crusted, patina effect.

Perhaps the most striking model in the retinue is the Beast of Nurgle, which Neil has almost entirely sculpted from Green Stuff, and to which he has added components from a variety of other models. Neil used the same painting techniques and colours as he did with the Terminators, to which he has added a liberal amount of slime, created using epoxy resin applied with a cocktail stick.

Neil plans on expanding the army in the near future, and has almost finished a squad of Plague Marines. The retinue may soon gain a Land Raider transport, converted to the same standard as the Dreadnought, with which to travel into battle. Neil is keen to use some of the Forge World conversion kits, which should provide a visually stunning accompaniment to the retinue, as well as being a devastating weapon on the tabletop.



*Aspiring Champion of Nurgle*



*Beast of Nurgle*



*Neil's Death Guard advance relentlessly on an Eldar position.*



## PHIL KELLY'S CHOSEN OF LUCIUS THE ETERNAL

**Phil:** When I was working on the new special character for Slaanesh, Lucius the Eternal, I decided to work up a couple of Chosen as his retinue. The original cast members underwent a bit of revision (Vaust here was accompanied by a thin female witch with her eyes sewn shut until it dawned on me this wasn't much of a concept for an Emperor's Children Space Marine) but this has to be my favourite. I thought the Logan Grimnar model was a fantastic place to start; I wanted a real giant of a model and, unlike most Terminator models, this piece has a really dynamic pose and looks as if he's charging in to do some serious damage.

I thought a bull head was fitting for this image, and snipped off an ideal candidate from one of the Warhammer Beastmen range. I really liked the idea of him using twin thunder hammers, stressing the 'brute force' angle, so Logan's storm bolter was replaced by a Chaos Terminator's power maul. The axe

'Morkai' was replaced by a bead I had blagged from scenery maker Mark Jones, making an ideal orb-shaped mace for his right hand. One paint job later and Vaust the Bull was ready to wreak carnage in the name of Slaanesh.

I wasn't happy stopping there, however, and as the Chosen of Chaos have slaughtered thousands and conquered

worlds I decided to write a bit of background and work out his wargear and statline. This way, when I have finished my Chosen Chaos Space Marine retinue it will have a real super-villain feel, a team of evil monsters to rival the Sinister Syndicate or The Brotherhood of Evil Mutants. On the gaming table, this coterie of sadists and murderers should provide hours of good clean fun...

### VAUST THE BULL

*Vaust, a gigantic Chaos Space Marine of the Emperor's Children Legion, was well-known for his sadism long before his ascension to the upper ranks of Chaos. His talent for inflicting violation and brutality upon his victims rivalled that of the most talented Haemonculus of the Dark Eldar, and his name became synonymous with acts of grotesque torture. Slowly, however, as the millennia wore on, his refined skills and carefully honed ability to keep a victim in humiliating agony for years on end degenerated into brutish acts of violence. The quality of Vaust's torture gave way to a lust for sheer quantity of pain. Scalpel was changed for hammer, patience for battlelust. Vaust lost the capacity for speech, and his head slowly mutated into that of a red-eyed bull as Slaanesh rewarded his slide further into excess.*

*Vaust retained his hunger for inflicting pain. Eschewing the bloodletting that typifies Slaanesh's nemesis, Khorne, Vaust has taken to using two massive power mauls in combat, ensuring his victims are crushed rather than carved. Vaust's playthings are therefore irrevocably crippled or maimed, and he takes care not to kill them outright so that they can live in fear for the rest of their miserable lifespan. His roaring bellow, so loud it can rend the material plane apart, has heralded the beginning of a lifetime of pain for a hundred thousand tortured souls.*

**Wargear:** Mark of Slaanesh; Terminator armour; Daemonic Strength; Deafening Bellow (counts as Doom Siren); twin Thundermauls (count as two power fists).

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Vaust	82	4	4	5	4	1	4	3	10	2+



## BO TOLSTRUP'S CHOSEN



Bo is a dedicated follower of Khorne, so when he heard that the Chaos Space Marines were receiving a new Codex, he threw himself into modelling a new army with true Khornate abandon.

Typical of his attitude to conversions, Bo has raided his bits box for all manner of interesting and unusual components. Using this approach, it's

possible to end up with all manner of bizarre end results, so it's worthwhile keeping all those spare arms, heads and extraneous appendages we all have lying around, and throwing them all together for a project like this.

Looking closely at the miniatures, you'll see components from a wide variety of ranges. Included are parts from the old

Tyranid Gargoyles and the plastic Genestealers, Chaos Spawn, an old Flesh Hound head, as well as bits from the entire range for Warhammer 40,000 Chaos Space Marines.

Bo has so far modelled a small army in this way, and will no doubt have a large force of them completed in next to no time.





*Graham's Black Legion stand firm against a Space Wolves assault.*

## GRAHAM DAVEY'S BLACK LEGION

**Graham:** D'isskrah was originally created to lead the army, but has since been ousted by newer Champions of Chaos. Nevertheless, he has made countless kills with his mighty power fist over the years. He is based on Kharn the Betrayer's body, the power fist was sawn off another Chaos Aspiring Champion model, while the head with bionic implants was taken from a Space Marine Chaplain.

Scr'ythh has seen action against the Ulthwe Eldar of Phil Kelly and against numerous foes in the streets of Vogen. He is built around a Khorne Berzerker body, with a chopped down helmet from the Kharn model, and a scythe daemon weapon from the Zombie plastic kit.

The bare-chested Chaos Space Marines were originally made as part of a Possessed squad, but under the new Codex they are perfect as Chosen with Daemonic Gifts such as Daemonic Strength, Talons or Visage. The first was inspired by a picture in the previous

Chaos Codex of a Possessed Chaos Space Marine bursting out of his power armour. I stuck together the plastic torso before using clippers to create the rent in the back where the daemonic flesh is breaking through. The flesh itself was formed out of Green Stuff. The arms and head are from a Strigoi Vampire model, and finally I used guitar wire to create the severed power cables and pipes.

The second model also uses parts from a Strigoi Vampire, plus an old Noise Marine head.

Zthumm'phi, the model with the standard, simply uses the Chaos Mutations sprue, but in a slightly less obvious way. Clipping away one of the plastic legs, I replaced it with a tentacle. It then seemed sensible to make him an Icon Bearer, as he could use the icon pole to help him stand up and hobble about. The arm and icon are taken from the Chaos Marauder Regiment kit.



*Two of Graham's Strigoi conversions.*



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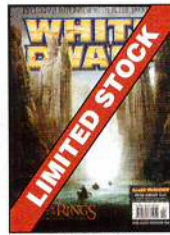
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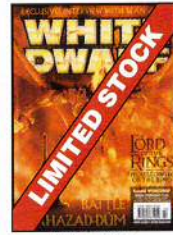
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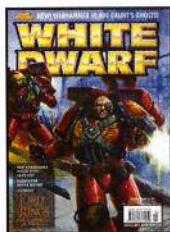
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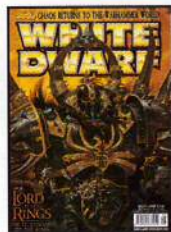
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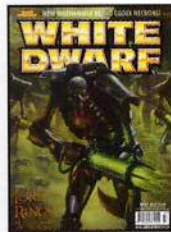
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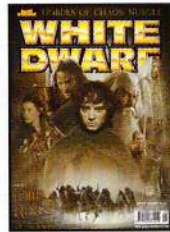
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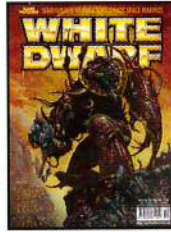
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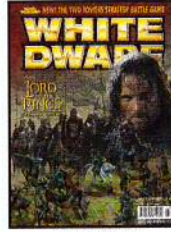
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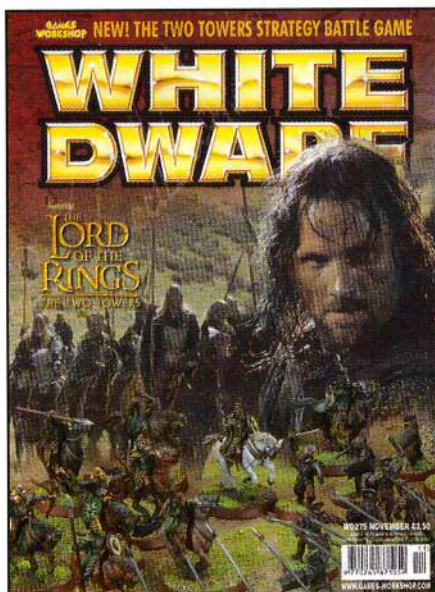


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November  
2002**

**10.00am to  
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Throughout the day there will be great participation games, the latest releases and previews, Fanatic, 'Eavy Metal painting advice, scenery and modelling workshops and fun competitions. You'll also be able to buy archive miniatures and components on the day. Forge World will be on hand with all of the latest and greatest resin showpieces and super detailed kits for you to see and buy. If all of that leaves you exhausted then you can relax in the wonders of Bugman's Bar.

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This month's White Dwarf battle report sees a brutal conflict between two Chaos armies. Let the bloodshed commence!

# GATEWAY FROM HELL

## WARHAMMER 40,000 BATTLE REPORT

**C**odex: Chaos Space Marines has brought fresh terror to the battlegrounds of the 41st Millennium. Terror and diversity.

To best illustrate this diversity we're pitting two Chaos armies against each other in this battle report. Andy Hoare will field his Iron Warriors army and face off against the Black Legion, commanded by Pete Haines. Both are long-time Chaos generals and this promises to be a bloody encounter indeed!

This battle report is representative of many battles fought around the ruined city of Jataal on Perdictor II to control the breaches in the city's fortifications. All over the planet the word has been spread that the faithful should congregate in Jataal so that the ritual of storm summoning can be performed. It is essential that they are allowed to congregate at a suitably auspicious time if the Perdictor System is to be engulfed, allowing Warsmith Honsou's fleet access to the Eye of Terror. The battle would therefore be a Take & Hold mission with the objective being the breached wall. The Black Legion would be defending, the Iron Warriors attacking.

Although Cityfight terrain was used, it was decided to use the standard Warhammer 40,000 rules so that we could concentrate on showcasing the new Codex: Chaos Space Marines rules.

For this game we decided to use the trial assault rules published in WD273 (and also available in Chapter Approved 2003).

*The Eye of Terror is perpetually wrapped in raging warp storms that make navigation in and out all but impossible. The Cadian Gate is the best known exception to this, an area where warp storms are infrequent and vessels can enter and exit the Eye safely (if any travel to or from that benighted realm can be called safe).*

*There are other entrances though. Knowledge and control of these gates is precious indeed for through them the forces of the Traitor Legions can strike unhindered at the Imperium. One such gateway is the system of Perdictor, once part of the Imperium the system was tainted by demagogues and turned to worship of the gods of Chaos. Such was their fervour that the nearest of the warp storms sealing the Eye became unstable and surged outward, engulfing the system and bringing it into the Eye of Terror. When the warp storm receded there was little left but ruins and drooling bestial mutants. Periodically, however, the debased populace of Perdictor is drawn to re-enact their downfall, gathering in the ruins of their capital to howl their blasphemous prayers at the Eye of Terror as it hangs visibly above them. Now, as before, the warp storms roll through the system in response and the gods walk on Perdictor until once again the storms recede and it returns to real space.*

*Now Perdictor acts as a ferry through the storms. Vessels anchor there while it is in the*

*Warp and when the storms recede they cast off. For millennia, the Chaos Legions have maintained fractious bases there, both to ensure it is theirs to use and to better control the mutant zealots whose unholy faith is the key to the gate.*

*Accordingly, when the new Warsmith Honsou and his Grand Companies sought to return to Medregard in the Eye after their campaign on Hydra Cordatus (see Storm of Iron by Graham McNeill, available from the Black Library) a message was sent to the Iron Warrior stronghold on Perdictor to prepare the ritual of storm summoning. The Iron Warriors had used the Perdictor Gate frequently and the Daemon Prince Chaeron was its custodian, appointed by Peturabo himself to keep the gate as his most sacred duty. Lord Chaeron duly ordered that the mutant congregations be summoned for the ritual in the ruined city of Jataal.*

*Lord Chaeron was infuriated when Black Legionaries, under the command of Nechissar Van Daal, began sealing the entrances to Jataal. Nechissar claimed that Honsou's fleet was so closely pursued that the secrecy of the gate would be compromised. Neither the Daemon Prince nor the Chaos Space Marine Captain were patient diplomats. Within hours, Iron Warrior strike forces were moving through and around the ruined city, heavily armed and intent on breaking the Black Legion blockade.*





Jade lightning speared from the sky, casting an emerald hue across the battered spires and crumbling walls of Perdictor. The Daemon Prince Chaeron of the Iron Warriors stood silhouetted by the flickering lightning, heavy rain falling in drenching sheets and running from his baroque armour. Brackish water filled the craters and ran in foamy rivers along the tracks of his armoured vehicles. The city sprawled beneath a brooding sky, crackling with psychic energies, and Chaeron stared at the massive breach his artillery had blown in its curtainwall. Armoured warriors in the panoply of the Black Legion guarded the breach, preventing him from marshalling the city's insane population and performing the ritual that would open the gateway into the Eye of Terror. The rumble of the approaching storm was a sign that he and his warriors had little time before their chance to open the gateway passed. The Warsmith Honsou was fast approaching the planet and his ships needed swift passage through.

The great Perturabo himself had commanded the gateway be open, and

Chaeron was not so mighty that he did not fear the wrath of his Legion's daemonic progenitor. The gateway would be open or he would pay with his very existence. He turned from the breach to face a Black Legion warrior held immobile against a half-submerged slab of rockcrete by two of his most favoured warriors. His armour had been removed, and his body lay broken and haggard. Bloody rainwater streamed down the slab into the crater. Behind him, disciplined ranks of Iron Warriors awaited their Daemon Prince's order to attack.

Chaeron leaned down to face the mutilated warrior, his lips drawn back to reveal yellowed and dripping fangs. He unsheathed his black sword, the edge lined with ghostly light, and pressed the tip against the captive's sternum.

"Why does your Legion stand before us?" hissed the Daemon Prince, pushing the sword slowly into his victim's chest.

The Black Legionary groaned, his face

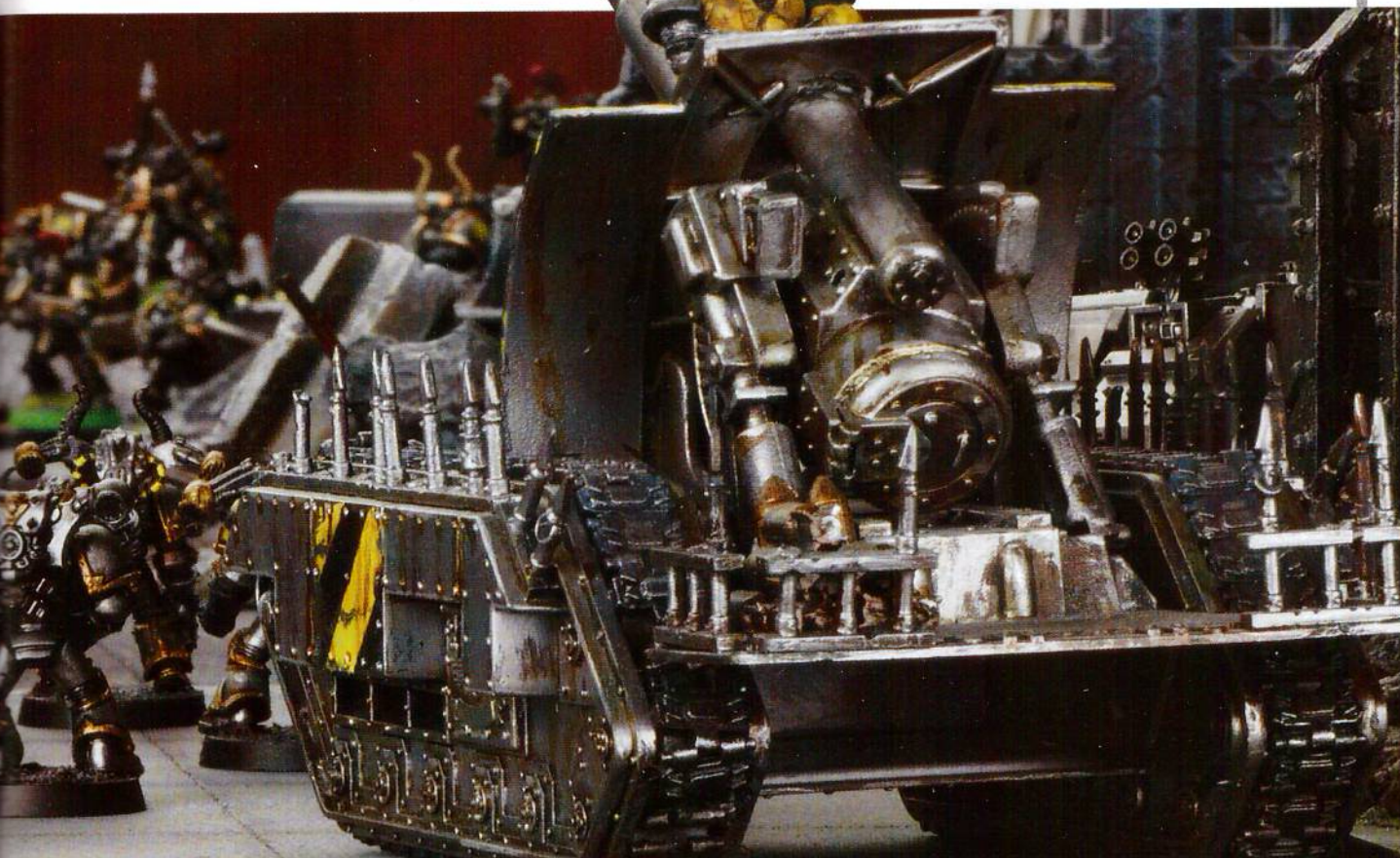
twisted in agony. The sword cut deeper into his flesh as Chaeron twisted the blade, lifting the warrior from the slab and holding him suspended on the weapon.

"This is the last time I will ask. Why do the Black Legion seek to prevent me opening the gateway?"

The warrior moaned as his own weight dragged him further along the blade. His eyes rolled back in their sockets as he whispered, "The gateway must remain secret. The Imperium cannot learn of it and your Warsmith is sure to be pursued here."

Chaeron did not give him the chance to finish, ripping his sword upwards through the warrior's body. The body splashed into the crater. The Daemon Prince turned to his warriors as the rumble of thunder built and lightning split the sky once more. If Abaddon's minions thought they would prevent him from carrying out his Primarch's orders, they were mistaken.

He raised his dripping sword and gave the order to advance.





## BLACK, BLACK, BLACK...



Pete Haines

**Pete:** So it's battle report time and I have to do battle against my favourite Warhammer 40,000 army, the Iron Warriors. I know what the Iron Warriors can do, it's not pretty that's for sure as it involves blowing the enemy

apart at range and then finishing them off up close when they are suitably weakened, but it is very effective. I figured there was absolutely no point trying to win a firefight with them as Andy was bound to take masses of heavy support while I, as the defender, was limited in the number I could take by the Force Organisation chart for the mission. I decided my advantage lay in the fact that the Black Legion is so diverse that Andy would find it impossible to develop much of a game plan in advance and would have to improvise one.

In Take & Hold there is one consideration and one consideration only – be sure that you can deliver a substantial force to the objective by the end of turn four. The mission features variable game length so it could last just four turns and there is no more depressing way to lose the mission than to have fussed around getting to the objective and not made it in time. I therefore wanted an essentially mobile army with enough warm bodies to soak up the Iron Warriors' firepower and still have enough to get to the objective.

So I picked a tough assault force based around a fairly moderate Chaos Lord and his Chosen, including two Aspiring Champions and an Icon Bearer with the Daemon Icon.

The Daemon Icon can bind a single unit of Daemons and deliver them to the battlefield exactly when you need them. For this mission I decided this was just the ticket so I bound into it a unit of Bloodletters of Khorne, far and away the most ferocious, lethal Daemons available. Mounting the retinue in a Rhino I was sure that if I could only get this one unit to the objective I would stand a great chance of winning.

Backing up the retinue I took a small squad of Chosen in Terminator armour with the intention of using Deep Strike. The plan was that if the Terminators became available early in the game I would teleport in on the Iron Warrior side of the table and disrupt their advance, if they were delayed I would teleport directly onto the objective. Either way I was certain they would at least get into action without getting shot to pieces walking there. As my next Elite choice I took three of the mighty new Obliterators. These are awesome models that give a Chaos Space Marine army the sort of mobile firepower loyalists can get from their attack bikes and land speeders. They are not soft targets either so they would be able to advance resolutely on the objective, engaging the most threatening enemy with the optimum morphed weapon for the job and, if need be, pile in with power fists when they got there. I had already used one Troops choice on the Bloodletters and used two more on fairly strong Chaos Space Marine squads. One was optimised for ranged fire with a lascannon, plasma gun and a lot of bolters; the other for close action with an Aspiring Champion wielding a power fist,

some plasma guns and the rest with bolt pistols and close combat weapons. These units would start off holding the breach and were intended to simply hang in there and wait for help. Hopefully, there would be enough of them left at the decisive moment to support my attack. I rounded off the army with a Dreadnought. These are one of my all-time favourite Warhammer 40,000 units and they are perfect for this type of mission. They can advance steadily, laying down a curtain of fire and then make a nasty mess out of anything they run into in close combat. OK, they are insane maniacs but I don't like to hold that against them. Their unpredictability could prove to be a real asset in this mission as targets are likely to be plentiful and rushing towards the enemy isn't necessarily a bad thing.

All in all I was pleased with the army, it was numerous enough to sustain losses but not so numerous that units would get entangled heading for the objective. I planned to use the Terminators to mess up the Iron Warriors' approach, get my retinue close to the objective and move in on turn four. Until then I would fire at targets of opportunity, or in other words, take what is there. The alternative is a more systematic fire plan where specific targets are engaged until they are destroyed, but my army composition wasn't shooty enough for that (worryingly, I was sure the Iron Warriors would be). When my Chaos Lord and his retinue moved in on the objective I planned to support them with the remnants of the Chaos Space Marine squads, plus the Obliterators and the Dreadnought.





# IRON WITHIN



Andy Hoare

**Andy:** Pete and myself are both Iron Warriors players, and so naturally wanted to field our own armies for this report. When it came down to making the decision, it turned out I had a more up to date army than Pete did, but

I still had to paint the new Daemon Prince, a new Rhino and the best part of two squads worth of Iron Warriors before I was happy that Perturabo's finest were fit to grace the pages of White Dwarf.

During recent games I've been honing the army to a fairly compact force, the core of which I chose here. The Iron Warriors just don't feel right to me without all four Heavy Support slots in attendance, and the combination I've been putting out of late is centred on a Basilisk and a Vindicator. This may sound excessive, but you'll find that one, normally the Vindicator, will attract so much firepower it really won't last very long. The trick is to use one vehicle to distract the enemy's shooting, allowing the other free rein. Just to spice things up a bit, I added the new Parasitic Possession vehicle upgrade to the Vindicator. This allows the vehicle to recover from 'weapon destroyed' and 'immobilised' results on a roll of 4+. This should make it an even higher priority target, allowing the Basilisk to go about its work, and giving the Vindicator an extra little trick to play.

A pair of Dreadnoughts took up the other two Heavy Support slots. I went for these over Havoc squads as I'd need the combination of mobile firepower on the approach to the objective and effective close combat nastiness once they got there.

Just before the battle report, I got hold of the new Daemon Prince model. And what a model it is! My Iron Warriors have been led by my trusty Lord Ironclaw for a few years now but, as befits the fickle nature of Chaos, he was put aside when the new miniature came out. The rules for Daemonic gifts allow you to turn your Lord into a veritable killing machine, but I thought it sensible not to invest too many points in him. I went for a combination of gifts that would allow him to engage the Black Legion as he charged towards them, and to face off against most enemies in an assault with a reasonable chance of success so long as he isn't massively outnumbered.

I also chose four squads, two of which would provide fire support while the other two advanced, and a Sorcerer with a small retinue of Chosen in a Rhino to back up the assault on the objective.

So, knowing Pete this is going to be a tricky battle, one that will require concentrating on the objective above all other considerations. I'd need to choose my targets carefully in order to keep his nastier units off the objective, while keeping my own advance on target. If I can coordinate a strong assault on turn four with my Dreadnoughts, Daemon Prince and a couple of squads, then the treacherous Black Legion will be denied the objective and victory will belong to the Sons of Olympia (that's Iron Warriors, you know!).





## THE IRON WARRIORS

### HQ



#### Daemon Prince Lord Chaeron

Daemonic Stature, Daemonic Aura, Daemon Armour, Daemonic Mutation, Kai Gun, Mark of Chaos Undivided. **155 pts**

#### Sorcerer Silenus Aum

Bolt pistol, power weapon, Wind of Chaos, Mark of Chaos Undivided, frag grenades and melta bombs. **97 pts**



#### Silenus Aum's Retinue

Five Chosen: Four with bolt pistol and close combat weapon, One with plasma gun. All have the Mark of Chaos Undivided and frag grenades. **173 pts**



#### Rhino

Combi-bolter, extra armour, dozer blade and smoke launcher. **63 pts**

### Troops



#### Squad Leucas

Nine Chaos Space Marines: Seven with bolters, Two with meltaguns. All have Mark of Chaos Undivided. **155 pts**



#### Squad Cryx

Nine Chaos Space Marines: Seven with bolters, Two with meltaguns. All have Mark of Chaos Undivided. **155 pts**



#### Squad Ophion

Six Chaos Space Marines: Four with bolters, One with plasma gun, One with lascannon. All have the Mark of Chaos Undivided. **115 pts**



#### Squad Pherax

6 Chaos Space Marines: 4 with bolters, 1 with plasma gun, 1 with lascannon. All have the Mark of Chaos Undivided. **115 pts**



### Heavy Support

#### Basilisk

Earthshaker cannon, indirect fire. **125 pts**



#### Vindicator

Demolisher cannon, smoke launchers and Parasitic Possession. **143 pts**



#### Chaos Dreadnought Cholerus the Revered

Plasma cannon, Dreadnought close combat weapon, smoke launchers, extra armour, heavy flamer. **133 pts**



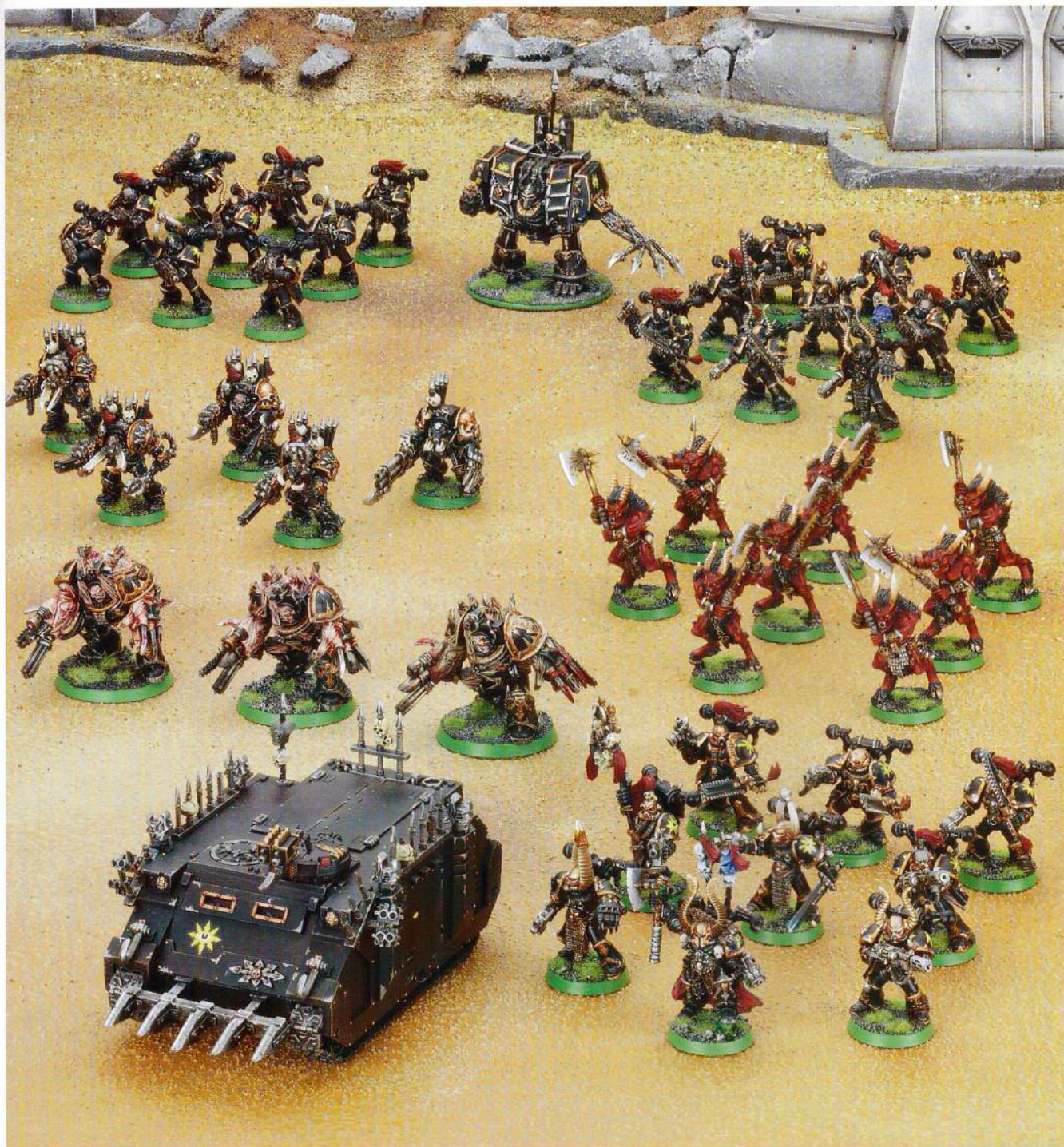
#### Chaos Dreadnought Aberus the Shorn

Multi-melta, Dreadnought close combat weapon, smoke launchers, extra armour, heavy flamer. **133 pts**

**1,562 pts**







## THE BLACK LEGION

### HQ

**Chaos Lord Nechissar Van Daal**  
with plasma pistol, power axe, Daemonic Strength, Daemonic Aura and Mark of Chaos Undivided. 120 pts

### Van Daal's Retinue

Eight Chosen: Three with bolt pistol and close combat weapon, Two with meltagun, One with Daemon icon, bolt pistol and close combat weapon, Champion with bolt pistol and power fist, Champion with bolt pistol, power weapon and daemonic strength. All have the Mark of Chaos Undivided. 234 pts

### Rhino

Combi-bolter and smoke launcher. 53 pts

### Elites

#### The Hand

Five Chaos Terminators: Four with combi-bolter and power weapon, One with reaper autocannon and lightning claw. All have the Mark of Chaos Undivided. 210 pts

#### Obliterator Cult

Three Obliterators. 210 pts

### Troops

#### Shameth's Squad

Nine Chaos Space Marines: Six with bolt pistol and close combat weapon, Two with Plasma gun, Champion with plasma pistol and power fist. 193 pts

### Korsann's Squad

Nine Chaos Space Marines: Seven with bolter, One with plasma gun, One with lascannon. 151 pts

### Bloodletter pack

Eight Bloodletters. 208 pts

### Heavy Support

#### Ghuldeghast

Chaos Dreadnought with plasma cannon, Dreadnought close combat weapon and smoke launchers. 118 pts

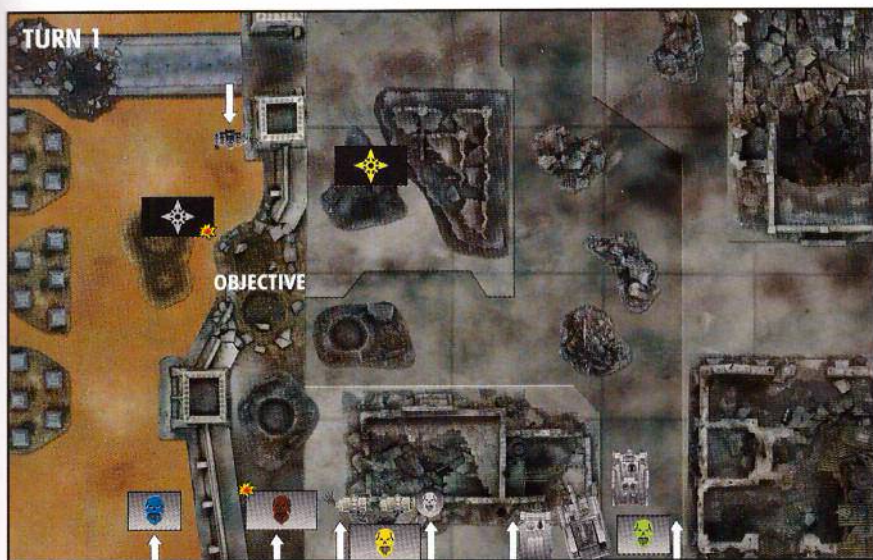
1,497 pts





*The Iron Warriors force deploys into the ruined city.*





### TURN 1 – IRON WARRIORS

**Andy:** Being the attacker, I got to gauge Pete's initial deployment before bringing my own forces onto the table. Pete had left the actual objective, the breach in the wall, unoccupied but covered by two squads and a Dreadnought. These units didn't cause me any undue worry in themselves, but the prospect of three Obliterators turning up to support them did make me think very carefully about where I deployed my vehicles and Daemon Prince. The Obliterators would be firing on the turn they arrived, so I wanted to either deny them any major targets, or at least ensure those vehicles they could target were hull down behind cover.

I deployed my two six-man fire support squads first, bringing them on at either end of my line. I hoped Squad Ophion would be able to claim some protection from the wall, and advance towards the objective if needed. Squad Pherax, on the right flank would provide covering fire with its lascannon and possibly with its plasma

gun, but would be too far from the objective to actually claim it themselves.

Squads Leucas and Cryrix deployed in the centre, in a position to begin their advance towards the breach, Squad Cryrix claiming cover from the ruined building as it did so.

Dreadnought Cholerus moved into the cover of the building, from where it would be able to get a shot off in the Shooting phase, while the Daemon Prince Lord Chaeron and the Dreadnought Aberus took position behind the building, out of the Black Legion's line of sight.

I had some pondering to do in relation to deploying the Basilisk. The building on my extreme right was the obvious place, but looking close at it we decided it wasn't really accessible to the vehicle. This meant I had to bring it on far closer, but this did give me the option of moving it out of cover and taking some direct fire shots if the opportunity arose.

The Vindicator moved on a full 12". I intended to use this vehicle to force Pete's

hand in his targeting priorities; if I could get it to within 24" of the breach it could give the Black Legionnaires a good slap. The plan was to move it another 12" next turn, placing it in a good position to threaten the breach if it was allowed to survive. The Parasitic Possession upgrade meant Pete would have to treat the vehicle as a serious threat even if its armament was destroyed.

The last unit to deploy was the Sorcerer Silenus Aum's Rhino, which took up a position at the rear, ready to dash towards the objective when the time was right.

With my entire army having moved on in the Movement phase I didn't have much that could also fire in the Shooting phase. Dreadnought Cholerus fired at the Black Legion squad occupying the craters beyond the breach, killing one with the lethal discharge of its plasma cannon.

### TURN 1 – BLACK LEGION

**Pete:** With only three units standing around the objective, turn one did not promise to be too productive, indeed I was mostly concerned that I might be facing a rapid Rhino-borne assault that might sweep my forces off the battlefield before the reserves could arrive. Instead, the Iron Warriors were clearly planning to move into position to deliver their customary 'barrage o'death'. There was little I could do about this overall so I contented myself with a few pot shots. Korsann's squad opened up on the Vindicator with their lascannon but were painfully inaccurate, a pity as the last thing I wanted was a demolisher cannon overlooking the objective. Shameth's squad took a couple of plasma gun shots at Squad Leucas and were equally ineffective but at least managed to avoid hurting themselves. Just when it seemed my speculative fire was destined to be very speculative the Dreadnought, Ghuldeghast, managed to fry one of Squad Ophion with its plasma cannon. It was still pretty dismal though and I had done nothing likely to cause the Iron Warriors to amend their methodical plan.



*Ghuldeghast vapourises an iron Warrior with it's Plasma cannon.*





### TURN 2 – IRON WARRIORS

**Andy:** I'd expected the Vindicator to be shot, and obviously I'd hoped it would survive, and it did. This turn I'd have to concentrate on moving my squads forward, in preparation for an assault around turn Four. The important thing this turn was to not get distracted by shooting.

At the start of the Movement phase I rolled to see if the Dreadnoughts were affected by Fire Frenzy. Dreadnought Cholerus succumbed to his insane rage, rolling a 6, meaning it would fire twice at the nearest visible enemy target, but not move.

My other squads all moved forward, Lord Chaeron, Dreadnought Aberus and Squad

Cryxix passing through the ruins of the building in front of them, affording them some cover from any incoming Black Legion fire. The Vindicator moved forward again, to a hull down position that would make it absolutely deadly if it was in any state to fire next turn.

First to shoot was the Basilisk. I would have liked to target the squad occupying the rubble, or the Dreadnought at the breach, but I was firing the weapon in indirect fire mode, which has a minimum range of 36". Guessing that both of my preferred targets were within minimum range I chose to target the Black Legionnaires in the crater. I guessed the range correctly at 42", and after the scatter

dice was rolled one Chaos Space Marine was killed. This was enough to force a Pinning test, which the squad failed. The Black Legionnaires would be keeping their heads down for the next turn, which meant squad Ophion could move up without them being a threat.

Dreadnought Cholerus fired its plasma cannon twice at its counterpart approaching the breach, but the armour of the ancient Black Legion Dreadnought was proof against the bolt of incandescent energy.

Meanwhile, Squad Ophion over on the left flank opened fire on the Black Legionnaires occupying the crater. The Iron Warriors squad hadn't moved this turn, to allow them to fire the lascannon, and they vapourised one enemy.

At the end of my turn I'd caused some damage, but more importantly, my advance was on track. Pete's Obliterators would no doubt soon prove a worry, and his Dreadnought was in a position to cause some consternation amongst the ranks of the Iron Warriors. I'd have to deal with one threat at a time and focus on getting my forces to the objective at the right time and in the right formation.

### TURN 2 – BLACK LEGION

**Pete:** As the smoke cleared and the Black Legion heads began to pop up to count the losses, it soon became apparent that I had got off easy. A couple of casualties and Shameth's squad pinned was a small price considering the firepower on display across the battlefield. Indeed, the fact they were pinned would doubtless save Shameth's plasma gunners from burning their fingers,



The Iron Warriors head for the objective.





*The Terminators teleport in right next to the Vindicator.*

so all was well. All that is, except for the fact that I now had an opportunity to fail all my Reserve rolls. Key dice rolls put one under SO much pressure, don't you find? As it happened I needn't have worried, the Obliterator Cult and the Hand (that's the Terminator squad to save you turning back to the army list, there's five of them you see...) turned up leaving me with just my retinue off-table. This was fine as Lord Nechissar and his Chosen were mounted in a Rhino and would still be able to get to the objective in time if they kept the accelerator down.

The mighty Ghuldeghast moved ever closer to the breach bathing Squad Leucas in a coruscating burst of plasma, slaying two of them. Shameth's squad continued to eat the dirt, pinned as they were, and Korsann's squad took another shot at the Vindicator and again failed to do anything. Clearly, the lascannon gunner would have to be spoken to quite firmly after the battle. Such failure is not tolerated in the Black Legion.

I posted the Obl iterators on my right flank and began a plodding (sorry, inexorable) advance on the objective. Obl iterators are slow and purposeful which means they always move as if they are in difficult terrain. Because of this, I had no guarantee they would be able to reach the breach by turn four, in fact the probability was that they wouldn't, so I decided not to worry and took them on a leisurely stroll along the line that would give them the most options for providing covering fire. As evidence of this, they all morphed lascannons and engaged the Dreadnought, Cholerus the Revered, all scoring glancing hits which went on to immobilise it, blow off its weapon and finally destroy it. All of which brought a contented smile to my face, make no mistake.

The Hand didn't realise it but working on the principle that a football team sometimes plays better with only ten men, I

had decided they were the eleventh. There were a lot of Iron Warriors and something had to be done by someone to slow them down a little as I didn't want them to be camped on the breach toasting marshmallows before my army had really got on-line. What the situation called for was Deep Strike Terminator surprise and I had just the men for the job. Deftly avoiding getting lost in the Warp, the Hand teleported in close to the Vindicator, there was a bit of scatter but crucially the Terminator with the Reaper autocannon was on the Vindicator's flank with a clean shot. If only I had hit with my lascannon

this wouldn't have been necessary (and the Terminators could have gunned down some Iron Warriors instead) but that's apocalyptic warfare for you. The Reaper accordingly barked out its paean of death and ripped through the Vindicator's vulnerable flank armour destroying it utterly. I may have cackled at this point, I can't honestly remember, but it would have been a shame not to.

Turn two was a lot more satisfying- a Dreadnought and a Vindicator were destroyed despite having a squad pinned. Good... the Despoiler will be pleased.







The Terminators leave the Vindicator flaming.

### TURN 3 – IRON WARRIORS

**Andy:** Oh look, my Vindicator's dead! We played a practice game the day before the battle report and Pete had pulled a very similar trick with his Terminators against one of my Dreadnoughts. In that game, all four of my squads were able to wipe the Terminators out in a storm of plasma, melt gun and lascannon shots, though this cost a turn of movement, which was of course the point. In this game my lines were more spread out, so I didn't expect to be able to take care of the Terminators in the Shooting phase, and I certainly wasn't going anywhere near them in the Assault phase.

I decided to pull the Basilisk out of harm's way, putting it in a position that would allow it to cover the breach over open sights, in much the same way as the Vindicator had before being so rudely interrupted.

The warriors of Squad Pherax, seeing the Terminators bearing down on them, planted their feet upon the dusty concrete, grimly determined to unleash as much firepower as possible before the almost inevitable assault. I was worried that the Terminators would assault Squad Pherax, and consolidate towards the Basilisk, and so took every precaution I could to counter this.

My other units in the central building were also within the range at which the Terminators could cause trouble and I took this into consideration when moving them, keeping them in cover in order to make the Black Legion think twice before assaulting.

Dreadnought Cholerus became fire frenzied again, but this time the irate machine rolled a 1 and went charging

forward an additional 3" but wouldn't be able to fire in the Shooting phase. This took it out into the open, so in a rare moment of relative lucidity, the pilot fired his smoke launchers.

Squad Pherax opened fire on the Terminators; a lascannon, two plasma shots and eight bolter shots resulting in a single dead Chosen. Their millennia old tactical Dreadnought armour proved too strong for all but a single plasma bolt.

Daemon Prince, Chaeron, raised his daemonic Kai Gun at the Black Legion squad before him, loosing two blasts of hate-fuelled energy from the daemon weapon. But his aim was not true and the shots slammed into the concrete behind which the Black Legionnaires sheltered. (Models with Daemonic Stature have a Ballistic Skill of 3, as they are more concerned with savage close combat than engaging their foes at a distance, but this is more than made up for by their increased Weapon Skill of 6.)

At the end of turn three my force was more or less where I had intended them to be, but the arrival of the Terminators could really put a spanner in the works. I'd had to move the Basilisk, which wasn't such a problem as now it could target the breach and any Black Legion forces attempting to occupy it in the final turns. If the Terminators assaulted Squad Pherax then they'd end up behind my lines, threatening the Basilisk but possibly putting themselves some distance from the action. If they attacked my advancing units I'd be held up, but should be able to deal with them.

With turn four looming I could only wait and see what damage Pete could wreak on my advance towards the objective.



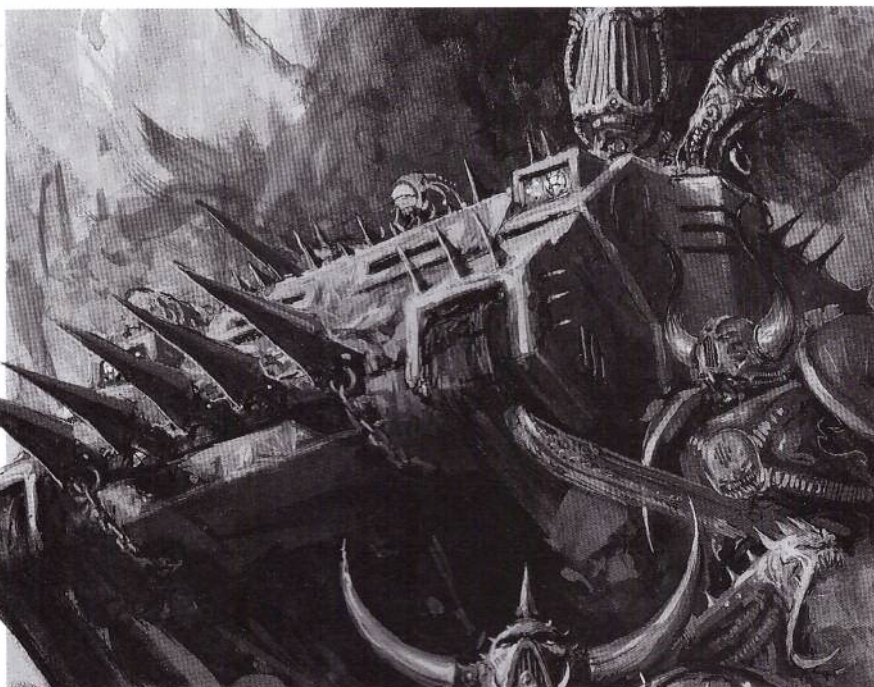


### TURN 3 – BLACK LEGION

**Pete:** Once again I was pleasantly surprised to have the use of almost as many troops as in my previous turn. The Terminator's surprise arrival had managed to intimidate the Basilisk to move (as I hoped it would) and the rest of the Iron Warriors were focusing on getting to the breach more than shooting. This was fine by me, with the arrival of Lord Nechissar and his retinue, the Black Legion was all present and accounted for and I was reasonably confident that I would win a close combat for the objective.

Accordingly, Nechissar's Rhino moved into position to make a sprint for the objective on turn four, firing its smoke launchers to minimise the chance of some eager Iron Warrior with a lascannon playing spoilsport. Korsann's squad finally got their heads out of the dirt and managed to drop one of Squad Leucas.

Meanwhile, the Hand showed Squad Pherax the contempt they deserved and moved away from them back towards the objective. Squad Pherax were already too far from the objective to be able to do much more than wave pom-poms and shout encouragement, so charging them would have been a waste of the Hand's precious time. Instead, I decided they had to intervene to slow up the Iron Warriors' advance through the ruins. True, that would mean them coming within reach of not only a Dreadnought but a mighty Daemon Prince as well but when you have Terminator armour danger comes with the territory (and is probably printed on the laundry instructions just to be sure). As they advanced, they laid down a barrage of fire on Squad Cryxix ripping two of them apart in a hail of Reaper cannon and combi-bolter shells.



Once again Ghuldeghast vented his wrath on Squad Leucas killing another of them. The Obliterators lumbered forward unleashing their lascannon salvo at the remaining Iron Warriors' Dreadnought, Aberus the Shorn, again scoring three glancing hits but this time only succeeding in giving it a darned good stunning (the Chaos gods, they are so fickle, especially when it comes to dice).

Nevertheless, the moment had come for a bit of close-quarter bloodletting and the homicidal Terminators of the Hand were to be the ones to do it. Managing to get the 6 I needed when rolling for their movement

through difficult terrain, they rumbled into Squad Cryxix, easily surviving the enemy's feeble blows as they broke into the cover and killed the nearest defender. It is worth noting here that although we were using the trial assault rules, the Hand still got an extra attack for charging as Terminators do not lose the attack if they fire in the Shooting phase like other altogether pettier mortals. The Iron Warriors stood and the Hand piled in, creating a roadblock right in the middle of the enemy lines. It only remained to be seen how excessive the counter-measures would be.



*The Terminators continue their bloody rampage through the Iron Warriors.*





#### TURN 4 — IRON WARRIORS

**Andy:** Looks like Squad Pherax can breathe a sigh of relief then, as the Terminators decided to assault the bulk of my advancing forces. This is the sort of tactic that could cost me the game, as it gives me no choice but to deal with them, and deal with them fast, or I'd find my forces bogged down in a protracted close combat before they could close in on the objective.

In order to deal with the Terminators, I moved up Dreadnought Cholerus and the Daemon Prince, Lord Chaeron, ready for an assault that should hopefully settle things. I also moved the Rhino carrying the Sorcerer Aum and his retinue towards the objective, moving through the rubble in order to gain a hull down position. I was glad I'd chosen to spend a spare 5 points on the dozer blade, as the vehicle rolled a

1 for difficult terrain. Luckily, the re-roll granted by the dozer blade saved it, and it got into a good position to move onto the objective next turn, allowing the passengers to attack the breach.

The Basilisk opened the Shooting phase by targeting the Obliterators, who were working their way inexorably towards the breach. The shot went wide though, and no damage was caused.

Squads Ophion and Pherax fired their lascannons at the Black Legion Dreadnought, immobilising it right on the objective. As we were using the trial assault rules, I couldn't fire with Lord Chaeron as you must target the squad you intend to assault, who in this case was engaged in close combat and therefore untargetable.

In the Assault phase, Lord Chaeron and Dreadnought Cholerus assaulted the Terminators. Combat was simultaneous between Squad Cryx and the Terminators, a combat that resulted in one Black Legionnaire and four Iron Warriors falling. The Daemon Prince, who had assaulted through cover fought at Initiative 1 under the new rules. Two Black Legion Chosen were cleaved in two by the Lord Chaeron's mighty blade, before the Dreadnought smashed the last Terminator to the ground. The threat of the Terminators rampaging through my advancing lines was neutralized: I just hoped there would still be time to challenge the Black Legion's possession of the objective before the random game length rule decided matters.



*Lord Chaeron enters the fray.*





*Bloody combat erupts around the objective.*

#### TURN 4 – BLACK LEGION

**Pete:** OK, so the counter measures were fairly excessive, between them the Daemon Prince and the Dreadnought managed to finish off the Hand but not before they killed four members of Squad Cryx. If I had actually managed to make an Invulnerable saving throw then the Hand would have won the combat. Just goes to show how tough Terminators can be. As it was, the Hand's sacrifice was deeply appreciated by all the remaining Black Legion and their final location was noted by all for a bit of after-battle armour looting.

Turn four had, as usual, raced up and was on me already. The time had come to put this one away so Lord Nechissar's Rhino

raced forward and skidded to a halt allowing the retinue to disembark right in front of the objective and to the side of the immobilised Ghuldeghast. The Obliterators sidled off to the right where I could see they had an angle to nail the Basilisk. Shameth's squad finally got moving, extending my line out to the right and keeping pressure on the objective.

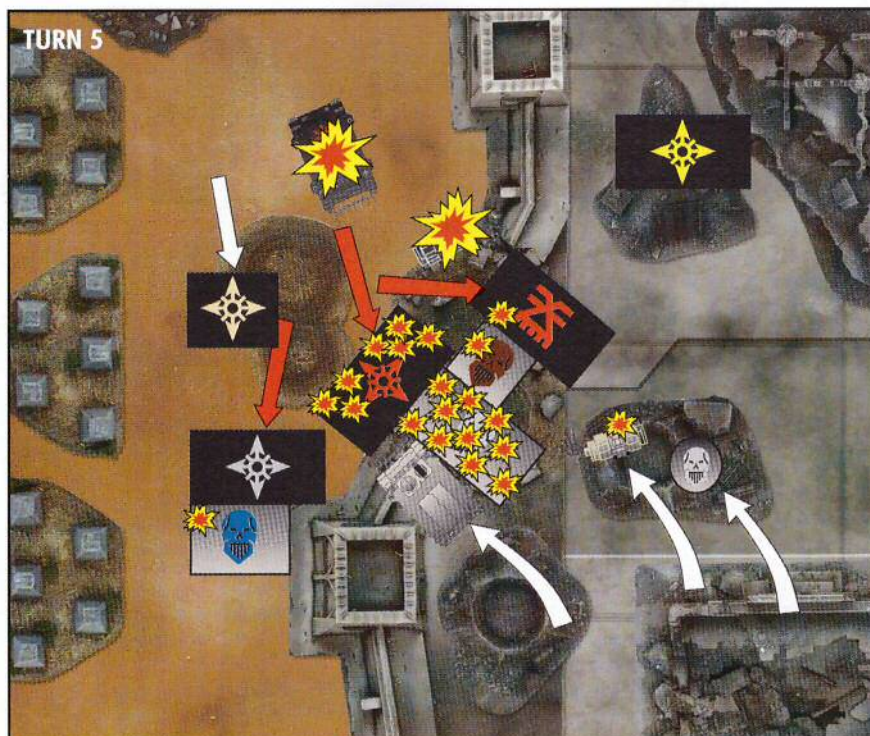
I opened fire. Nechissar's retinue shot down three of Squad Leucas, Ghuldeghast adding another, reducing them to a single man. Shameth's guns raged at Squad Ophon killing one of them and then the key shot, the one that would make the remainder of the game a formality; the Obliterator Cult fired on the Basilisk and all three missed.

Let me re-state that for anyone who missed the significance. All three Obliterators missed. I finally get a clear shot at the open-topped, wafer-thin armour of the Basilisk with three lascannons and I did nothing, nada, zip! From being very confident that all was well, I was now hanging by my fingernails above a bottomless pit of depression and despair from which the hopes of victory were a blurring dream. Still, no point grumbling, the Basilisk might miss, and at a pinch I might be able to sneak a Misfire dice onto the table. There would be plenty of time for therapy to get over the horror of two 2s and a 1 later (like I said – fickle).





The Basilisk lines up a shot.



### TURN 5 — IRON WARRIORS

**Andy:** At the beginning of the turn we rolled for random game length; luckily, the game was set to continue for another turn.

This is the turn I expected everything to get really messy. My troops had been whittled down somewhat in that last turn, but my Dreadnought, Daemon Prince and Sorcerer with his retinue were in positions to challenge the objective, and my Basilisk was set up for a beautiful shot at the Black Legion Lord and his boys, who had just climbed out of their ride.

In the Movement phase I moved the Rhino up into the breach, taking care not to block the Basilisk's line of sight. This would put the Sorcerer Aum in range of the Lord and Chosen, but I hoped he'd be able to dish out some damage in the Shooting phase before being assaulted himself.

Meanwhile, Lord Chaeron and Dreadnought Cholerus moved towards the objective, the Daemon Prince truly intent upon ejecting the Black Legion interlopers from his domains.

The first attack I declared was one I'd been looking forward to all game. Aum called upon his Dark Gods, mouthing an



incantation in preparation of unleashing a fell blast of pure Chaos at his foes. I needed to roll over the Sorcerer's Leadership of 10 in order to use the power Wind of Chaos: a template attack that would kill outright anything it hit on a 4+. I made the mistake of reaching for the template before making the roll, and the cruel powers of Chaos punished my impudence, as the Leadership test came up as 11. This was truly disappointing, as the template would have covered almost the entire retinue, including the Lord, but that's what you get for following Chaos!

So, having been robbed of the deadly effects of Wind of Chaos I went straight for the big guns. All of my Ordnance attacks had deviated this game, and I felt that I was owed a 'Hit'. The enormous barrel of the Basilisk cranked around to target the Lord and his retinue and the weapon's thunderous discharge shook the battlefield. The shell landed on target, hitting the entire retinue, the Rhino and the Dreadnought. The Rhino was vaporised by the hit, and the Dreadnought blown into so many minor components. Of the Lord and his retinue, only the Lord himself and the Icon Bearer stood amongst the broken bodies of their companions once the dust had cleared. I enjoyed that.

The Lord and the Icon Bearer may well have been the only survivors of the blast, but they were still a major threat to my chances of controlling the breach at the end of the game, as the Icon Bearer would undoubtedly release the Bloodletters bound within the Icon next turn. With this in mind I opened up with everything that could see them. A rain of fire from almost my entire army slammed into the pair, but to no effect. The last shot directed at them was from the sole survivor of Squad Leucas, with his melta gun. The shot hit and wounded and, before making the cover save of 5+ from the crater, Pete allocated the hit to the Icon Bearer. This was a pretty crucial roll, and everyone watching felt that the game could well tip either way on its result. Pete made the save, much to his relief, and the Daemon Prince and Dreadnought resolved to settle the fight next turn the old fashioned way: in hand-to-hand combat.



*Pete continues his advance towards the objective.*

## TURN 5 – BLACK LEGION

**Pete:** And I would have got away with it too if it hadn't been for that pesky Basilisk!

A Dreadnought, a retinue and a Rhino in one shot. Ooooooh, were those Obliterators in trouble when the battle was over. Amazingly though, having my strike force beaten over the head with an Earthshaker hadn't put me out of the game. I still had my Chaos Lord and more importantly I still had my Icon Bearer. Vitally, because I had my Icon Bearer I also had... a unit of eight Bloodletters! Now I remembered why I had fought four turns with over 200 points less firepower than the enemy, the reckoning was at hand (oh yes).

Gently reminding myself that drooling and eye-glazing was bad table manners I calmed down enough to do the routine things. As the fight for the breach was about to begin in earnest, I decided the Basilisk was not so much of a threat any more so the Obliterator Cult and Korsann's squad targeted the Dreadnought and not only immobilised him but stunned him as well. Now we could stand just in front of him yelling taunts and he could do nothing about it (not that the Black Legion is that petty of course, ahem).

Lord Nechissar and the Bloodletters charged into combat with the Iron Warriors Sorcerer and his retinue over the breach. Meanwhile Shameth's squad went for Squad Ophion. As Nechissar and his hell-spawned associates were charging into cover, the Iron Warriors went first. The Sorcerer put a wound on Lord Nechissar, which only served to infuriate him, and his retinue managed to send one Bloodletter to the Warp. What followed was a kaleidoscope of crimson marked by the rising and falling of the Bloodletters' hellblades and Nechissar's own power axe. Nechissar's retinue was avenged. The Bloodletters didn't hang around and used their consolidation move to spread out in case the Iron Warriors' Basilisk was prepared to risk scattering onto his own troops. Nechissar (and the Icon Bearer) ducked behind a wall with a satisfied gleam in their eyes. To their right, Shameth's squad lost a man fighting Squad Ophion but killed two in return, the Iron Warriors tried to fall back but Shameth's squad was too fast for them, and in accordance with the new assault rules, kept them tied in combat for another turn.

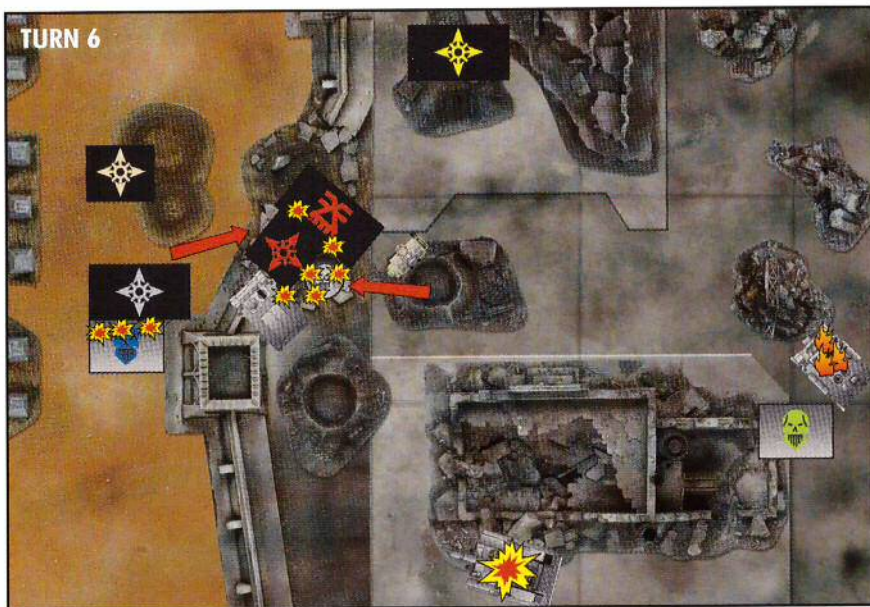
Now all that worried me was the Daemon Prince.



*The Bloodletters attack the Iron Warriors in an orgy of destruction.*



## TURN 6



## TURN 6 – IRON WARRIORS

**Andy:** The turn started once again with a random game length roll, resulting in the game being played for another turn.

After Pete's attack with the Bloodletters I was more or less playing for a draw by this point, as a lot of my troops had been killed and my Dreadnought that was sitting on the objective was immobilised and therefore unlikely to see combat, except by a hugely superior force assaulting it. However, I still had Lord Chaeron, and he was more than capable in close combat, and might even be able to force the Bloodletters to take (and hopefully fail) an Instability test.

In the Movement phase the Rhino slammed into reverse, careering through the pack of Bloodletters behind. The move forced the Daemons to make an Instability test, but they passed the roll and reformed as the vehicle thundered past. Aside from forcing an Instability test, I'd made the

move in order to ensure that the vehicle wasn't stationary, and therefore hit automatically in the coming Assault phase.

Lord Chaeron moved into position to charge the Bloodletters, and it was on to the Shooting phase. The Basilisk scored a hit on the Obliterators, who I could see counter-attacking any force I managed to claim the objective with, but failed to cause any wounds thanks to the beasts' 2+ save. Aside from a lascannon shot from Squad Pherax missing the Black Legionnaires in the rubble, there was no other shooting to be done.

Lord Chaeron assaulted the Bloodletters, who struck at Initiative 10 as they were defending cover. The Bloodletters' hellblades sang, and a single wound was caused on the Daemon Prince before he in turn dispatched a single Bloodletter back to the Warp. The combat was a draw.

Next up, the Bloodletters not in combat with the Daemon Prince embarked upon

some random vandalising of the Rhino. The transport was stunned by the attack, as well as having a nasty scratch gouged all down one side.

Combat between squad Ophion and the Black Legionnaires who had assaulted them in the previous turn continued, the Iron Warriors being outclassed and wiped out, largely due to the power fist wielding Aspiring Champion.

Things were looking shaky now, but could still go either way if the game ended at an opportune moment. I hoped I could at least contest the objective, and only had to hold on a bit longer to achieve that.

## TURN 6 – BLACK LEGION

**Pete:** Having absorbed the last possible Iron Warrior counter-attack, I was now faced with a race against the clock to push the Daemon Prince and Dreadnought off the breach, first though there was some unfinished business. The Obliterator Cult targeted the Basilisk again and this time there was no mistake as their lascannons cut through its inadequate armour and knocked it out. In retrospect, it occurred to me that I would have been better off morphing autocannons to fire at such a lightly armoured target as the extra shots would have been a better bet than high strength. I'll remember next time.

Lord Nechissar decided to join the Bloodletters in their fight with the Daemon Prince and Shameth's squad, fresh from their victory over Squad Ophion, charged in as well. I have to admit the Daemon Prince fought well, scoring 4 wounds on the Bloodletters of which three were deflected by their Daemonic Auras, but alone and unaided it was a hopeless struggle and he was eventually hurled back into the Warp to brood ruefully on the day he faced the Black Legion. The Bloodletters consolidated into the immobilised Aberus, they were on a roll and the sooner I started hitting the Dreadnought the better.



Bloodletters surround Lord Chaeron.





*Having banished Lord Chaeron, the Bloodletters target their next victim.*

## TURN 7 – IRON WARRIORS

**Andy:** So, it comes down to an immobilised Dreadnought and a vandalised Rhino to contest the objective. I would never claim an empty transport vehicle could contest an objective in a Take & Hold mission, but I was determined the Dreadnought would fight on, and if the game ended now I could at least be content with a technical draw, though a

massive moral victory for Pete. As it was, the random game length roll was made, indicating that another turn was in the offing. It was down to the Dreadnought now. hang on in there Aberus!

The only shooting to be done was from Squad Pherax who killed a Black Legionnaire from the squad opposite them with their lascannon.

In the Assault phase, Dreadnought Cholerus dispatched another Bloodletter, and in return one of the Daemons who had been able to attack it from behind inflicted a stunned result. This meant it wouldn't be able to attack next turn: I just hoped it could survive Pete's Assault phase, and the random game length roll would mean there was no next turn.



## TURN 7 – BLACK LEGION

**Pete:** All I had to do was finish the Dreadnought so I charged in with Shameth's squad, hoping that the Champion's power fist would finish the job. This was actually an error as I had totally forgotten that the Iron Warriors' Rhino was only stunned but as it turned out it didn't matter. Shameth only succeeded in further immobilising the Dreadnought whilst the Bloodletters stunned it.

Predictably that was the moment that the random game length rule kicked in and ended the game. I was all over the objective but there was still an Iron Warriors Rhino there, so the game was drawn. In the context of the larger situation, Iron Warrior reinforcements were more likely than Black Legion help so with the Iron Warriors having kept their foot in the door as it were, the fleet of Warsmith Honsou would be able to make use of the Perdictor Gate to enter the Eye.



## IRON WITHOUT



Andy Hoare

**Andy:** A hard fought draw then, but I'm the first to concede that full gloating rights go to Pete. His defence of the objective caused enough damage to my forces to ensure very few of them could back up my assault on the breach, meaning I only had one wave, which he was able to counter-attack to brutal effect.

Pete's use of his Terminators to deal with the Vindicator and then disrupt my advance was well executed, and would have meant my forces getting completely distracted from the objective if I hadn't been able to deal with them in one turn. Luckily I did, and the damage was contained.

I was pretty pleased with my army, although I'll be making a couple of small

changes to it before fielding it again. I'll try to give the two nine-man squads an Aspiring Champion with power fist each, as these would have backed up the main assault wave nicely if they'd have made it through the hail of fire directed at them. I'll also be changing the multi-melta on Dreadnought Aberus to a twin-linked lascannon, to ensure some more long ranged firepower on the move.

In terms of the execution of my battle plan, things went reasonably well. I managed to keep the advance on track, and wasn't tempted to keep squads stationary in order to fire when they should have been kept moving. I did make a mistake with Squad Pherax though, placing them too far out on their flank to have much effect in the later turns of the battle. As a fire support squad they would have been far more effective climbing up onto the upper floors of the ruined building next to them, from where

their lascannon and plasma gun would have had a clear view of the action.

I really enjoyed this game, and it was particularly memorable because of two dice rolls. The first was the Sorcerer Aum failing to cast Wind of Chaos, and the second was Pete's Icon Bearer making his 5+ cover save after being hit by a melta gun. If either, or both, of these rolls had gone the other way then the last couple of turns might have been very different indeed, as the Lord and the Bloodletters would not have been able to gang up on my Daemon Prince, Sorcerer and Dreadnought.

But that's what makes games like this such fun, and it's one of the attractions of playing a Chaos army - if you sell your soul to the Ruinous Powers then you have to be prepared to accept their dubious blessings alongside their capricious curses.

## I HOPE ABADDON CAN TAKE A JOKE



Pete Haines

**Pete:** The game had been very fast paced and using the trial assault rules helped speed up some quite tricky close combats and things had swung back and forth quite nicely. Looking back, I think if I had been a bit more methodical in the last turn or two I might have been able to pull off a win. I did totally forget about the Rhino when I had an entire cult of Obliterators nearby after all. This is easy to do when you are enjoying a game though and I really enjoyed this one. The armies were well-

matched and did their best to get stuck in and actually achieve the mission.

When the Basilisk wrecked my Chosen squad, things could have very easily gone pear-shaped as losing either my Chaos Lord or Icon Bearer would have been disastrous. Even after surviving the Basilisk blast there was some very nervy saving throws to make as the Iron Warriors tried to finish the survivors off. After the disastrous luck firing at the Basilisk with the Obliterators the previous turn, I suppose I was due a change of fortune but it does go to show that a game of Warhammer 40,000 can turn around very quickly and that you can never relax.

The Bloodletters were devastating when they went in against the Sorcerer's retinue and even managed to trade blows with the Daemon Prince quite successfully. Their limitations were revealed though when they tried to deal with the Dreadnought, Aberus, proving that even the mightiest of fighting daemons cannot win the battle alone.

Ultimately, I wasn't too distressed when Andy managed to dig in for a draw, he had played well without much luck up till then and I would rather have a fun game and draw than a dull game and win. Next time though I get to be the Iron Warriors ...

Sparks flew as the daemons of Khorne climbed the armoured hide of the Iron Warriors' Dreadnought, frenziedly tearing it apart to reach the soft, fleshy remains of the warrior within. Nechissar Van Daal wrenched his shrieking axe from the smashed armour of the Daemon Prince, its dissolving remains spilling from the tears his weapon had ripped and hissing as it mingled with the pouring rain. He and his daemons had defeated a mighty Daemon Prince and he raised his weapon to the stormy heavens, roaring in triumph.

The first volley of shells landed in the centre of the breach, obliterating almost every living thing that stood there. Fire and shrapnel scythed through the air, tearing through daemonic flesh and ceramite with equal ease. The Dreadnought toppled, torn in two by the

string of explosions and the daemons attacking it reduced to a torn mist of stinking ichor. His Black Legionaries vanished in the fire and Van Daal felt agonising pain as his left side was atomised by the blasts. He collapsed in a flood of gore, dropping his axe as the ground continued to heave under the thudding booms of artillery fire. How long the barrage lasted, he could not tell, his entire world suffused with pain and noise. Eventually the deafening thunder ceased and he tried to push himself to his feet, but his legs were severed in mid-thigh, splintered bone gleaming whitely through his armour. He rolled onto his back, reaching for his axe with his one remaining hand.

His fingers closed on the haft as a booted foot slammed down on the weapon. He looked up through dimming

eyes, seeing a warrior in burnished iron armour, chevroned with yellow and black. Van Daal tried to speak, but the words would not come. The Iron Warrior reached down with a glossy, mechanised arm and pulled the axe from his hand.

"This is a fine weapon," said Honsou, Warsmith of the Iron Warriors. He hefted the axe, feeling its balance and weight.

"...the gateway... remain... secret..." hissed Van Daal as his life ebbed away.

Honsou nodded, raised the axe and brought it down on Van Daal's neck. The severed head rolled down the breach, splashing into a water-filled crater.

"It will remain so," assured Honsou.



# THE LORD OF THE RINGS

## THE TWO TOWERS



In This Issue:

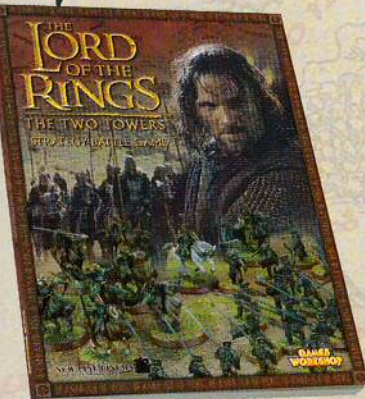
## **New!** The Two Towers Battle Game

Designer's notes • Gamers' models • Painting masterclass • The Two Towers battle report



### THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

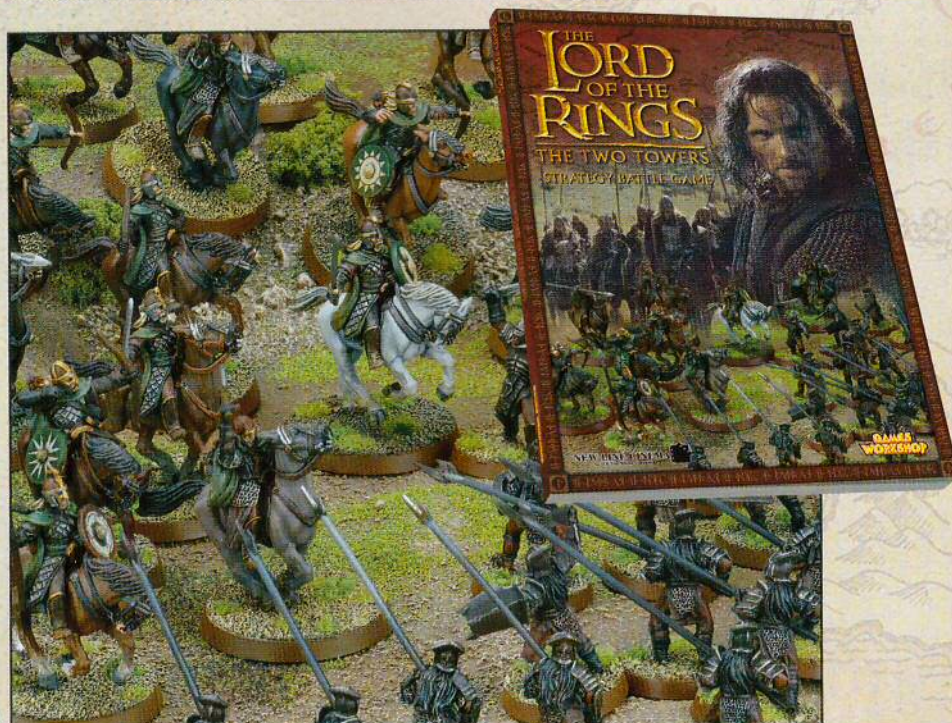
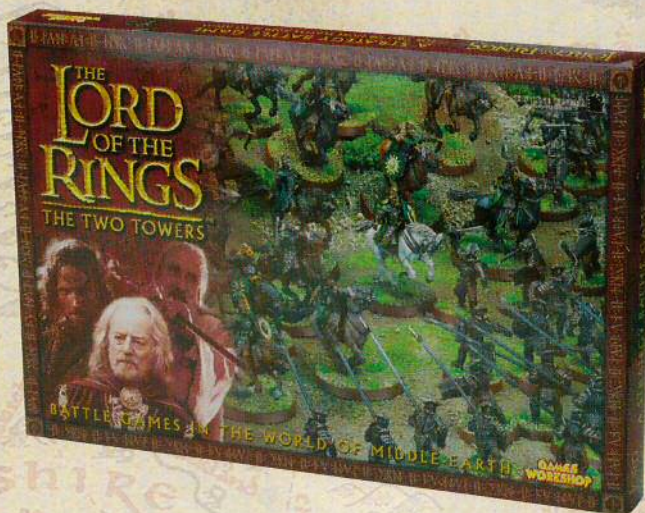
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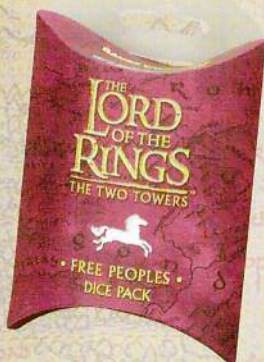


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# THE TWO TOWERS DESIGNER'S NOTES

*Alessio Cavatore talks about the game's changes*

This month the Ring-bearer, Alessio Cavatore, unveils the new The Two Towers battle game and explains how the game has been expanded. He also details plans for the future of The Lord of The Rings game.

Welcome to the second edition of The Lord of The Rings battle game: The Two Towers. Your first question will more than likely be the same one that many enthusiastic hobbyists have kept asking me in past few months: "Has the game changed?"

Well, the answer is "No, it hasn't changed, but it has been improved and expanded". In other words, The Two Towers is the same game you have learned to play in The Fellowship of The Ring edition, its nature and core rules have not been changed (no new game to learn all over!). What we have done, is to go over the game with a fine-tooth comb, to find and clarify any detail we were unhappy with and, most

importantly, we have added some very important new juicy bits that make the rules manual 32 pages thicker than The Fellowship of The Ring one! We have introduced two entirely new sections to the rules: Cavalry and Siege. The Two Towers film has these elements in droves but with another couple of months to wait before you can see this eagerly anticipated cinematic event, you'll have to take our word for it (although aficionados of the book trilogy will have a strong idea of what's in store!).

In the meantime, I'll explain that The Two Towers introduces the Riders of Rohan (also known as the Rohirrim), valorous knights and horse-lords of Middle-earth, and also includes an epic description of the siege of

Helm's Deep, a great fortress in the land of Rohan. The rules presented in these two new sections don't change the game in anyway, but add new layers of excitement to it, building on the existing material and making it more complete.

Allow me now to guide you through this new rules manual in a little more detail, explaining as I go, section by section, the motives for the new material and the reasons behind the changes.

## CORE RULES

As I've said, there are no major changes in this section but let's closely examine its subsections...



*The Riders of Rohan respond quickly to an attack.*



**Move phase:** Experience and feedback from gamers has led us to further clarify some elements of this area of the rules but overall you'll find this section pretty unchanged. Of course, when you find any conflict in the rules between The Fellowship of The Ring edition and The Two Towers edition, the newest (The Two Towers) version always take precedence.

**Shoot phase:** Same as above, except for the introduction of new weapons like crossbows and thrown weapons such as spears and, for the pleasure of Gimli's fans, axes! (Hurrah! Ed).

**Fight phase:** The most interesting subtle change we have made here involves unengaged models that are in the way of friends backing away from a lost combat. These models are now allowed to move to *make way* for friendly warriors to complete their 'backing away' move, making it more difficult to trap enemies in close combat.

Also, remembering their importance in siege warfare, we have reviewed the rules for defending barriers and changed them slightly. It is now possible for multiple attackers to fight against the same defender, but they will do this one at a time and not simultaneously. You may think that this has moved too much in favour of the attackers, but the protection offered by the battlements, combined with the fact that the Uruk-Hai must fight from the top of siege ladders, still makes life very hard for the attackers.

**Cavalry:** This new section now includes all the rules covering mounted models, they have been removed from the subsections of the core rules and bound together in their own dedicated section. In addition, cavalry now get two special combat bonuses when charging infantry. These bonuses make cavalry (both Riders of Rohan and Warg Riders) extremely dangerous on the charge, but rather vulnerable if charged, making priority extremely important! We have also introduced rules for carrying passengers.

## ADVANCED RULES

The Courage section has pretty much been left untouched. In the Heroes section we have added more detail to explain when exactly a model can use Might – which was one of the most debated issues on our The Lord of The Rings message board (take a peek at: [www.games-workshop.com/community/lotrforum.htm](http://www.games-workshop.com/community/lotrforum.htm)). The Weapons section sees the introduction of the terrifying pikes. These follow the same rules for spears, but allow a third model to fight through a model that is already fighting (with a spear or another pike) through a friend engaged in close combat. When you think that such impressive weapons are used by Fight 4, Strength 4 Uruk-Hai, you can see why I describe them as terrifying!



*The Fighting Uruk-Hai ready for battle.*



*As the defenders fall, the Uruk-Hai exploit a weak spot on the wall.*





*Gandalf the White guides the defence of Rohan.*

## SIEGE RULES

The second new section contains the rules for fighting siege battles. I have to say that the skirmishing nature of our The Lord of the Rings battle game is perfectly suited to the difficult task of recreating a siege, with all the problems related to moving models on battlements, towers, etc. Until now, I've yet to see a set of rules coping so well with these problems. In this section you will find rules for moving and fighting within a fortress, rules for assaulting the walls with siege ladders and for knocking down walls and gates with battering rams, and the primitive explosive charges invented by Saruman the White.

## FORCES

In contrast to the previous sections, this one has obviously been changed considerably. The Free Peoples includes a lot of new Heroes like Eomer, Theoden, Eowyn, Faramir and, of course, Treebeard the mighty Ent! The characters from The Fellowship of The Ring film that still have a part in The Two Towers also take pride of place here. The characters that don't appear in this section but did in The Fellowship of The Ring game can still be used in games based on The Two Towers, taking their rules from the previous book. Remember, the game is the same, and so the characters are perfectly compatible. The same goes if you want to fight one of the scenarios from The

Fellowship of The Ring game with models from The Two Towers edition, feel absolutely free to explore any 'what if' situations you can think of (for instance: what if, instead of Boromir, his brother Faramir had been sent to the Council of Elrond and joined the Fellowship?).

It's worth saying a few words here on Gandalf. After his desperate battle with the Balrog, his powers have now grown considerably, putting him above his old superior Saruman. Gandalf is now no longer 'Gandalf the Grey' but quite rightly 'Gandalf the White' now. His statistics profile and magical powers have improved and, of course, if you use Gandalf the White in a game, you cannot include Gandalf the Grey, and vice versa.

Aragorn and Legolas stay the same, with the exception that they now have the options of wearing armour (as they do at Helm's Deep) and riding horses to keep up with the Riders of Rohan. Making Gimli more armoured would have been unbalancing, but after much clamour from gamers we've given him a throwing axe. After seeing him using it so effectively in The Fellowship of The Ring film (can you remember how many times he uses it?) it just had to be done!

The Good Warriors subsection introduces several new troop types: Riders of Rohan and Rangers of Gondor being the most diverse. It also sees the addition of the options for armour and for two-handed



*A fearsome defence faces sheer brute force.*



weapons for the Wood Elves, which increases their fighting ability considerably. The Evil Heroes section now includes the Dark Lord Sauron himself (already seen on the pages of White Dwarf) and Chieftains for the Wild Men of Dunland, but more importantly it has Sharku, Grima Wormtongue and Gollum!

Sharku is the 'Lurtz' of The Two Towers film; a consummate 'baddy', he is the leader of the Warg Riders, a new and exciting troop type consisting of Ores riding ferocious half-wolf/half-hyena monsters as large as horses! The rules for Grima and Gollum are absolutely hilarious. Grima can be fielded only if Saruman is in the force as well. He is quite useless in combat, but Good models cannot strike blows or shoot him as long as Saruman is alive (they still think he's on their side, you see...). The effect of Grima is that any Good Hero within 6"/14cm of him must use 2 points of Might instead of 1 to modify dice rolls by 1! And it's all due to the negative influence and bad advice offered by the treacherous Wormtongue. We had great fun playtesting these rules, with Rick Priestley making an excellent impression of the unctuous squeaky voice of Grima constantly plaguing opponents with "Oh, you don't want to do that!", "Wait, it could be dangerous!" and the like. Great fun!

Gollum on the other hand is nasty in combat, but the fun bit about him is that, to represent his schizophrenia, he is always controlled by the player with priority in the turn! Try to imagine what weird situations that can generate...

The Evil Warriors section introduces the aforementioned Warg Riders and Dunlendings, but also the extra-hard Uruk-Hai Berserkers! We won't give away how these work in the film but rest assured they're devastating!

## SCENARIOS

This section is obviously full of new content, but you'll be pleased to know that it is also longer than in the previous edition, containing no less than ten new scenarios based on The Two Towers film. Many new challenges have been set! Of course, a lot of them revolve around the siege of Helm's Deep, but there's more – you can pitch your Rohirrim against all sorts of bad guys on the plains of Rohan.

## THE HOBBY SECTION

The last part of the book (not considering the rules summaries at the very end) is a very useful guide on how to assemble and paint the models, with lots of pictures and tips from our 'Eavy Metal team. This section also includes several pages that explain how to build your own scenery pieces for your games, focusing in particular on castle walls, towers and gates, for obvious reasons.

## SO, WHAT'S IN STORE FOR THE FUTURE?

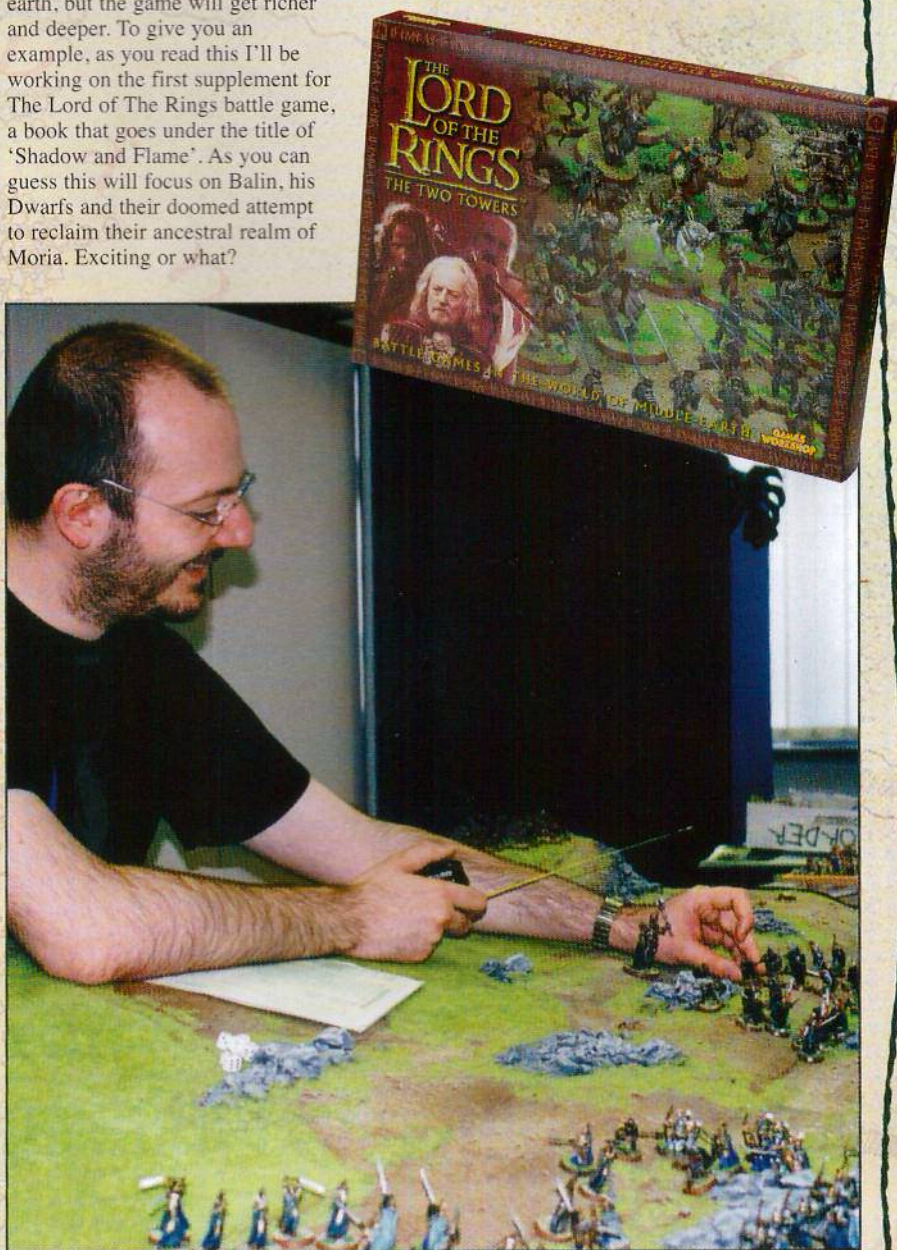
This is where I get to fill you in on all the cool stuff we have planned! Thanks to the phenomenal success of The Fellowship of The Ring edition of the game, we have also secured the rights to produce material for the game that is based on The Lord of The Rings and The Hobbit books rather than only on the films as our two games have been so far!

This is very good news, because it allows us to not only add the characters and creatures that have been left out from the film, but also to expand the game and develop it further, adding new material to it! Of course, we'll have to keep a proper tone and we certainly won't go mad and place Space Marines in Middle-earth, but the game will get richer and deeper. To give you an example, as you read this I'll be working on the first supplement for The Lord of The Rings battle game, a book that goes under the title of 'Shadow and Flame'. As you can guess this will focus on Balin, his Dwarfs and their doomed attempt to reclaim their ancestral realm of Moria. Exciting or what?

And that's not all. The book's appendices will allow me to add a few more important characters to the game – do great yellow boots and a long blue feather on an old battered hat mean anything to you...

At the same time of course, the third edition of the game, 'The Return of The King' will be underway, and trust me, if The Two Towers is going to be majestic, the third instalment of Peter Jackson's masterpiece promises even more!

And last but not least, with our The Lord of The Rings Game Development team increasing in size, we'll also be producing more and more interesting material for you to delve into in the pages of this illustrious magazine. So, keep your eyes peeled and always remember: the road goes ever on and on!



Elsewhere in this issue of White Dwarf, Alessio gives us a working demonstration of The Two Towers rules in action, in this month's battle report 'The Wrath of Rohan'.



This month we asked the 'Eavy Metal team how they painted Haldir and his Elves who play an important part in the siege of Helm's Deep.

# PAINTING MASTERCLASS

## *Haldir and his Elves*

Painted by Seb Perbert



### ASSEMBLING THE MODEL

The model was given an undercoat of Chaos Black spray, before any areas of poor coverage were touched up with thinned Chaos Black paint.

The Elves and Haldir use the same basic painting techniques and colour scheme with only a minor variation on the cloaks.

A basecoat mix of equal parts Scorched Brown and Shining Gold was applied to the scalemail. This was blended up to Shining Gold at the bottom of the robes.



This was then highlighted with an equal parts mix of Mithril Silver and Shining Gold. A thinned wash of one part Flesh Wash to four parts water was

then applied. To finish, a glaze of Chestnut Ink was applied to the top section of the armour.



The inner robes were painted with a basecoat mix of four parts Scorched Brown to one part Shining Gold. This was highlighted by mixing in one part Vomit Brown and one part Shining Gold, to five parts of the basecoat mix.



To paint the cloak, a basecoat of Scab Red, thinned with two parts water, was applied in four layers over the Chaos Black undercoat. An equal part of Red Gore was then added to this for the first highlight

stage, followed by a highlight of Red Gore on its own. A mix of two parts Red Gore to one part Vomit Brown was then added, before being given a glaze of Scorched Brown which had been thinned down with four parts water. To finish, a glaze of equal parts Brown and Red inks, thinned with an equal quantity of water, was then applied.



The red leather under-armor was painted with a basecoat mix of equal parts Red Gore and Scorched Brown. This was then

highlighted by adding an equal quantity of Vomit Brown to the mix, before being given a glaze with a Chestnut Ink that had been thinned with an equal quantity of water.



The armour was painted with an equal parts basecoat mix of Boltgun Metal and Brazen Brass. An equal quantity of Shining Gold was then added to this to highlight the armour. A wash of two parts Black Ink to three parts Green Ink, that had been thinned down with equal parts water, was then applied. Once this was dry, the armour

was given a highlight of Burnished Gold, followed by a final highlight with Mithril Silver.



To paint the bow, a basecoat of Scorched Brown was used. Dark Flesh was added to this in equal parts for the first highlight, followed by a highlight of Dark Flesh on its own. The metal decoration was picked out with Shining Gold and then given a highlight with Burnished Gold that had a very small amount of Mithril Silver mixed in.





Haldir's shoes were painted with a mix of two parts Scorched Brown to one part Chaos Black. One part Bleached Bone to four parts basecoat mix was used for the highlights, adding more Bleached Bone to this for successive highlight stages.



A basecoat mix of equal parts Dwarf Flesh and Bestial Brown was thinned with two parts water to one part mix and this was used to paint

the face and flesh. These areas were then highlighted with Dwarf Flesh, followed by a highlight of an equal parts mix of Dwarf Flesh and Elf Flesh. Elf Flesh on its own was used for the final highlight stage.

The hair was painted with a basecoat mix of three parts Snakebite Leather to one part



Codex Grey. Bleached Bone was added to this mix for each of five separate highlight stages, until a final highlight of Bleached Bone on its own was used. To finish, a wash of Flesh Wash, thinned with three parts water, was then applied.

### BASING

Sand was glued onto the base with PVA and then, once dry, given a Brown Ink wash. This was drybrushed with a mix of Snakebite Leather and Fortress Grey, and was finally flocked with Static Grass.



The cloaks of the Elves were painted with an equal parts mix of Chaos

Black and Shadow Grey. Shadow Grey was then added to this mix in equal parts for each successive highlight stage, applying Shadow Grey on its own as the final highlight stage.



*Haldir and his Elves repel the Uruk-Hai from the walls of Helm's Deep.*



# THE LORD OF THE RINGS

## THE TWO TOWERS

The first of the great new The Lord of The Rings: The Two Towers range of models appear this month. We still have our fantastic The Fellowship of the Rings models, allowing you to re-enact scenes and battles from the first film, The Fellowship of The Ring.



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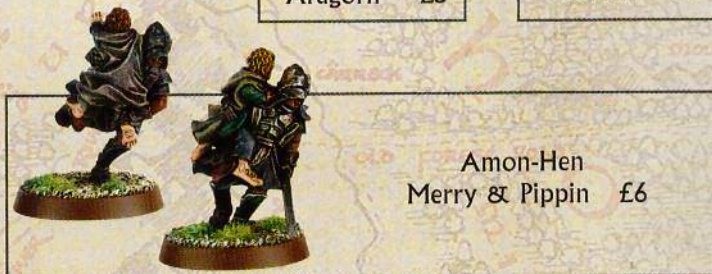
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Heroes of Helm's Deep	£25	kr 250	kr 300	€ 35
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In the first of our The Two Towers battle reports the Riders of Rohan, led by Eomer, confront a group of Uruk-Hai and Mordor Orcs. The Evil force is fleeing with Merry and Pippin across the Plains of Rohan towards Isengard.

**T**he Two Towers introduces a number of new elements to The Lord of The Rings, one of the most exciting being the Riders of Rohan. Of course, in order to use the massed ranks of cavalry in The Two Towers there are a number of important additions to The Lord of The Rings Strategy Battle Game, one of which is the rules for using cavalry in your games.

In The Fellowship of The Ring, the action ends with the members of the Fellowship breaking up and going their separate ways. As The Two Towers begins Merry and Pippin, the irrepressible Hobbits, have been captured by the Fighting Uruk-Hai, and are being taken across the Plains of Rohan to Isengard into the clutches of Saruman. As the Uruk-Hai flee they are joined by a detachment of

Mordor Orcs sent by Sauron who is keen to find out just what Saruman is planning. Although the Evil force is being hunted down by Aragorn, Legolas and Gimli, it is the Riders of Rohan led by Eomer who find the evil ones first skulking on the edge of the forest of Fangorn. The resulting battle is a tense struggle where the Uruk-Hai and Orcs are determined to escape with their captives to the relative safety of Fangorn, whilst the Riders of Rohan are determined to exterminate every last enemy, unaware that Merry and Pippin are trapped in the thick of the action...

In this month's White Dwarf The Lord of The Rings battle report we'll be replaying this desperate struggle between Good and Evil. The heroic Riders of Rohan will be commanded by Dave Cross, who leads our

# THE WRATH OF ROHAN

*A Battle Report for The Two Towers*

The Lord of The Rings team. Dave has been helping to playtest the new The Two Towers scenarios, so he should prove to be an effective foil to Alessio Cavatore's Evil force, which consists of Uruk-Hai and the smaller Mordor Orcs. For this exciting encounter we'll be using the new scenario found in The Two Towers rules manual, 'The Wrath of Rohan'. For those of you who haven't managed to get hold of the new rules manual yet you can find the scenario reprinted overleaf.

The scene is now set for an exciting battle – can Dave and his Riders of Rohan defeat the Mordor Orcs and Uruk-Hai, or will Alessio manage to whisk the Hobbits away to a painful and nasty end at the hands of Saruman? There's only one way to find out!



*Eomer, Third Marshal of the Riddermark leads his Riders into an heroic charge...*







# SCENARIO 2 – THE WRATH OF ROHAN

## DESCRIPTION

In this battle, Merry and Pippin have been captured by a band of Uruk-Hai who are taking them to their master Saruman for interrogation. The Uruk-Hai have been joined by a group of smaller Mordor Orcs – quarrelsome servants of Sauron.

Together they have reached the edge of the Fangorn forest where their camp has been surrounded by Riders of Rohan. The Riders prepare to attack and destroy the evil creatures. The Evil player must try to break out with his captives before he is destroyed, whilst the Good player must attempt to destroy the Evil warriors before they retreat into the forest.

## PARTICIPANTS

On the Good side is Merry, Pippin, Eomer and a Captain of Rohan with eight Riders of Rohan and eight Riders of Rohan with throwing spears.

On the Evil side is Grishnakh and Uglúk (he is a normal Uruk-Hai Captain equipped with armour, shield and sword), ten Uruk-Hai with sword and shield, five Orcs with sword and shield and five Orcs with bows.

## POINTS MATCH

If you want to play this game with different forces choose an

equal points value for each side of at least 500 points per side. No more than a third (33%) of either side may be armed with shooting weapons.

## LAYOUT

The battle takes place at the edge of the forest of Fangorn. One side of the table is the forest itself. The Orc camp is set up no closer than 30"/70cm from the forest's edge. There are a few scattered trees and patches of difficult terrain, becoming greater in number closer to the forest.

## STARTING POSITIONS

The Evil side's models are deployed first in the area around their camp, as shown on the map. The Riders of Rohan are set up along the edge opposite Fangorn Forest on a line no closer than 12"/28cm to the Orc camp as shown on the map.

Merry and Pippin are placed in the centre of the Orc camp where they are being held prisoner. Each Hobbit must be placed next to a nominated Orc or Uruk-Hai 'guard', as noted in the special rules.

## OBJECTIVES

The Evil side wins if it can get either Merry or Pippin off the board on the forest side. Any Uruk-Hai or Orc casualties

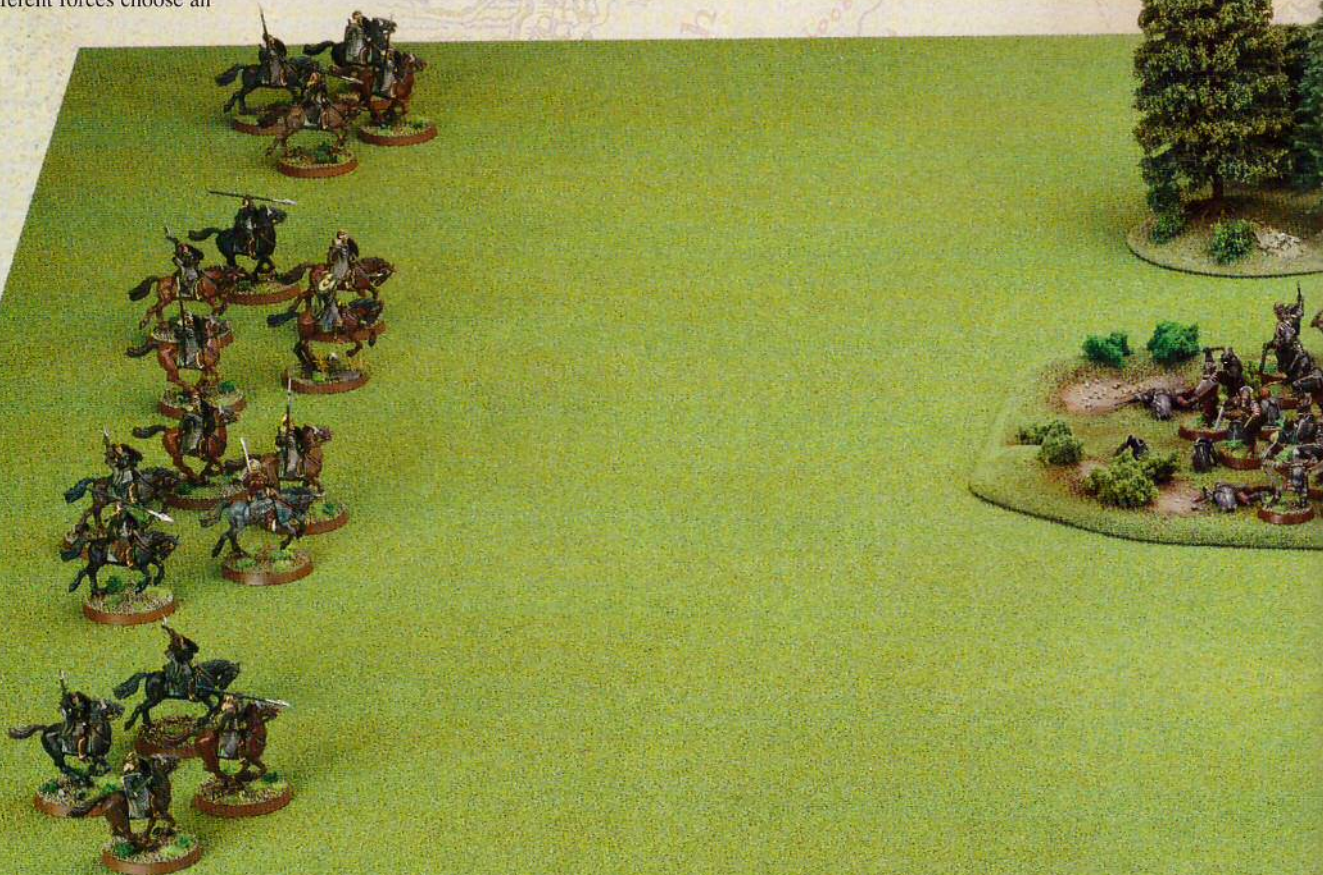
sustained are not important – all that matters is getting the prisoners back to Isengard or Mordor.

If both Hobbits are slain before they reach Fangorn the Evil side loses – the Evil side needs to keep at least one Hobbit alive for interrogation.

The Good side wins if both Merry and Pippin reach the safety of Fangorn Forest by moving off the board on the forest side, unaccompanied by Orc or Uruk-Hai guards. The Good side also wins if it destroys all the Orcs and Uruk-Hai before the Evil side achieves its own victory conditions. Any Orcs or Uruk-Hai that leave the table are considered casualties and so count towards a Good victory.

## SPECIAL RULES

**Hobbit Prisoners** – At the start of the game Merry and Pippin are prisoners in the Orc camp. The Evil player must assign one Orc or Uruk-Hai 'guard' to be placed next to each Hobbit so that they touch (alternatively, you may use the Uruk-Hai models carrying Merry and Pippin if you own them). A Hobbit cannot be moved by the Good player so long as the assigned guard is touching its Hobbit. Instead, the prisoner is moved by the Evil player





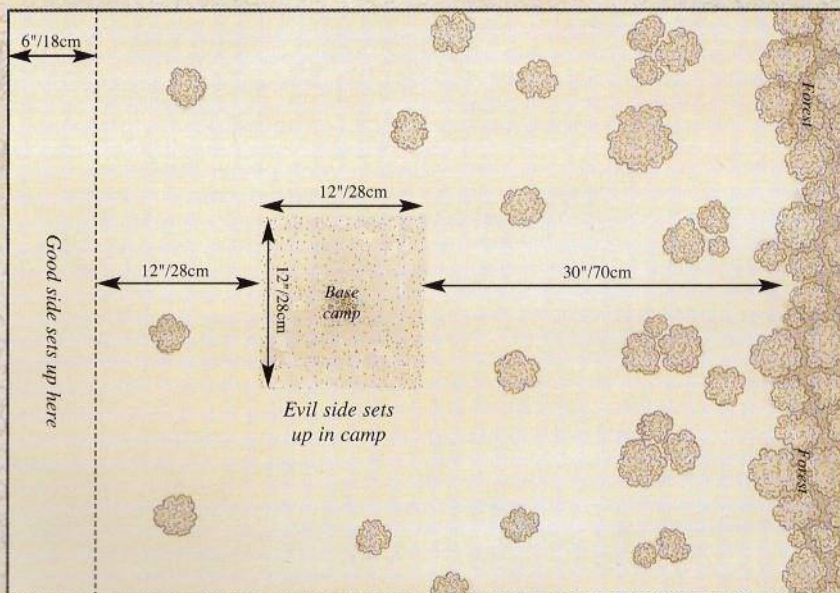
along with the guard and at the guard's own speed. Hobbit prisoners have no 'control zone' and so don't prevent other Evil models moving nearby. If the guard is engaged in combat, move the Hobbit aside to allow the Rohirrim to move in.

A Hobbit prisoner may not fight unless attacked by his own guard. This isn't likely to happen, as the Evil side needs to keep the Hobbits alive to win... but you know what these evil types are like so don't be too sure!

A Hobbit may not be passed from one guard to another. Each Hobbit remains with the original nominated guard until one of them is slain. This means the Evil player must develop a strategy to protect the guards – he cannot rely on simply passing the Hobbits from one to the other.

The Hobbit is automatically freed if his Orc or Uruk-Hai guard is killed. Once free, the Hobbit moves and fights exactly like any other model on the Good side. A Hobbit can be recaptured. Any Uruk-Hai or Orc that defeats a Hobbit in a fight that involves no other Good models will recapture him automatically. The Uruk-Hai/Orc strikes no blows but takes the Hobbit prisoner instead, becoming his new guard.

The Rohirrim are not aware of the Hobbits' presence, so the Good side can shoot at a guard if the player wishes.



However, any hits will be randomised as if Merry or Pippin were in combat with their guard, so this represents a very risky and rather desperate tactic for the Good side.

**Hobbit Wargear** – The Hobbits are captives and so have no wargear at all in this scenario. If they succeed in escaping their guards, they fight with daggers which we imagine they have picked up from the debris of battle.





## INTRO/DEPLOYMENT - GOOD

Having been closely involved with our The Lord of The Rings project during the last year, it's great to get the chance to use the new Riders of Rohan in a battle report. The Riders pose a real challenge, as, whilst they have awesome fighting ability when they charge, they fight as normal infantry if the enemy charge them. The upshot of this is that you have to calculate how you approach the enemy and ensure you get the all-important first charge.

I decided that the way to play this scenario was to use the Rohirrim in an aggressive way to wipe out the foul intruders. With this in mind, no Orc or Uruk-Hai can be

allowed to escape. To achieve this aim my force was split into four groups. Two groups in the centre, one lead by Eomer, the other by the Rohan Captain. These would be the attacking force meeting the Evil force head on and using the characters' abilities to break through. The other two groups were placed on the flanks, and their job would be to outflank the enemy and cut off their escape route into the forest.

## INTRO/DEPLOYMENT - EVIL

I know from playtesting experience that this scenario can prove quite tricky for the bad guys. I think that trying to fight your way through such a massive cavalry force is hopeless. It might be possible if all your

models in the scenario were Uruk-Hai, but the Mordor Orcs have no chance against so many Rohirrim. I therefore decided to split my force into two groups: the slower Mordor Orcs (they only move 5" per turn) were to assume a 'speed-bump' formation and tie up as many Riders as possible, while Ugluk and another Uruk-Hai would seize the Hobbits and leg it as fast as possible towards Fangorn forest, covered by the other Uruk-Hai. Their move of 6" could make all the difference, since in theory they need only seven moves to cover the ground between the camp and the forest edge and escape, while the Orcs need eight turns. A small difference, but one that had proved vital in many playtest games.

## THE FORCES OF EVIL





# THE RIDERS OF ROHAN







*The Riders thunder across the plains towards the Evil force.*

## TURN 1

As the game started, the four groups of Riders started to close in on my worried Orcs. I was hoping they would slow down to shoot my guys with their bows, but then I recalled that Dave helped with the playtesting and he still remembered that this scenario is about speed, any lingering could prove fatal for the Riders. All my Uruk-Hai and Orcs ran as fast as their legs could carry them, with the exception of

the archers that retreated at only half speed, intending to take pot-shots at the Riders.

My models were still out of range of the Men's spears (they can be thrown even after a full move!), so there was no shooting from the Good side. I opened up with my archers, (two of them aimed at the closest Rider and missed), but the other three could draw a bead to Eomer and let loose in a vague hope to down his

horse. If I managed to achieve that, the best model in my opponent's force would be slowed down considerably, a major setback to the Good player. The arrows flew and, luckily, two of them hit. We then proceeded to randomise the hits between the Rider and the steed and both of them actually hit the horse! I now just needed to roll a 5 on either dice to kill the animal. I rolled with high hopes... and failed to wound. Darn!



*Led by Eomer, the Riders of Rohan begin to surround the Orcs and Uruk-Hai.*



## CAVALRY COMBAT BONUSES

When cavalry models charge infantry they get two special bonuses, even if they are subsequently charged by other models on foot (but they lose the bonuses if they are charged by enemy cavalry). The first bonus is that the rider gets an extra attack, which represents both the steed attacking and the extra momentum of the charging cavalryman. The second bonus is that if the cavalry model wins the fight, all infantry models that were fighting it are knocked to the ground. Models on the ground count as trapped and so every strike directed against them gets doubled! This means that if a single model on foot is charged by a Rider of Rohan and is defeated (quite likely, because the Man has an extra attack), he will end up on the ground and suffer four strikes from the Rohirrim.

## TURN 2

The Good side kept priority, and that came as good news to me. You see, it's better if the opponent goes first when the forces are still far away, so that you can see where they're going and react to their moves. That proved untrue for one of my archers, because he happened to be just in

## MAKING A DISMOUNTED RIDER OF ROHAN

If your force consists entirely of Riders of Rohan, then our forthcoming Warriors of Rohan models are perfect to represent Riders of Rohan that have dismounted or whose horse has been killed. If, however, your force is a mixture of Warriors on foot and dismounted Riders, it can get a bit difficult to tell Warriors from Riders. This is important because all Riders have shields, bows and a better Defence value than Warriors due to their heavier armour. There are several ways to distinguish Warriors models representing dismounted Riders from normal Warriors on foot, one of them being to put a small piece of paper on

reach of the closest Rohirrim. The Man of Rohan promptly charged him, throwing his spear as he closed in. He missed and finished the charge against the terrified Orc.

The Riders on the flanks kept up their speed, clearly trying to encircle my force, while the ones in the centre slowed down and readied their bows. Good, I thought, my Defence 6 Uruk-Hai are not afraid of their puny Strength 2 arrows. My force kept running towards the reassuring shadow of the forest, with two notable

exceptions. The bowmen still moved at half speed, and one of the Uruk-Hai that just couldn't resist his feral nature, turned back and rushed in against the Rohirrim that had engaged the Orc archer. I thought that the two of them could take on a single Rider, even if he was charging. That was indeed a gamble, because charging cavalry are really nasty, and that could cost both of my models dearly.

A mix of arrows and spears flew from the central Rohirrim and one Uruk-Hai fell. I was just complaining about how unlucky that was for me, when the bow of the Captain of Rohan twanged. Dave rolled a hit and then a 5 on his roll to wound. At this point, the Captain decided to spend one of his precious points of Might to bring that to a 6 and despatch another of Saruman's servants. So much for my invulnerable Uruk-Hai!

My archers were obviously nervous seeing the Riders so close now and their arrows all missed.

In the Fight phase, my Evil minions managed to win the combat against the charging Rider of Rohan and killed his steed. All Rohirrim are expert riders, which means they get a +1 on the Thrown Rider chart and always land on their feet if their horse is killed, pretty useful when the place is full of angry Uruk-Hai.

## THROWN WEAPONS

Thrown weapons are a new addition to our The Lord of The Rings system. They include throwing spears and throwing axes, which both have a range of 8", a Strength of 3 and can be thrown in the Shoot phase, even after the model has made a full move. Alternatively, they can be thrown during a charge move against the model charged. If the spear/axe kills the target, the charger can redirect its move and charge any other valid target within reach.





### TURN 3

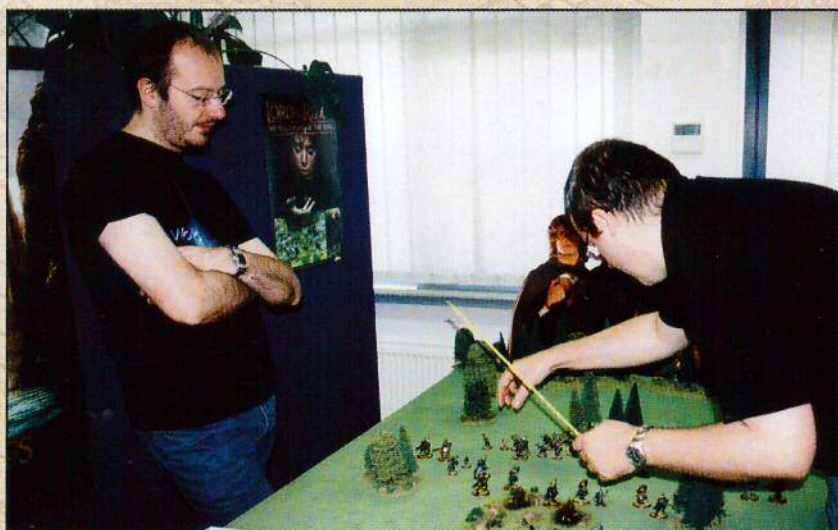
I finally managed to win priority and used it effectively by charging Eomer and another Rider with the Orc and Uruk-Hai that had unhorsed the Rider in the previous turn. Those two had already proved very useful and now, by stopping Eomer in his tracks and pinning him in a fight before he could move, they would be even more precious.

The rest of the Evil models moved at full speed towards Fangorn; the tree line seemed so close now. Here I had to make an important decision. The two models carrying the Hobbits reached a small patch of wooded terrain that was lying in the way of the most direct route of escape and would slow them down if they went through it. I decided to go around the wood, but were Ugluk and the other Uruk-Hai guard to stay together or split up and go around the small wood in two different directions? I could see good and bad points in either choice, but at the end I decided to keep them together, so that they could benefit from Ugluk's Might to get Heroic moves and fights if needed.

The Rohirrim charged viciously into my Orc bowmen, wisely pushing forward and not slowing down to help out Eomer and the other Rider I'd charged.

Unfortunately for me, they remembered that speed is of the essence, and Eomer surely doesn't need much help against a single Uruk-Hai!

There was no shooting as everybody was either moving at full speed, engaged in combat or out of range of throwing spears, so we went straight on to close combat.



*Alessio looks on as Dave's Riders move in.*

Excluding Eomer, who easily dispatched the Uruk-Hai that charged him, there were five fights to resolve, all involving a single Rohirrim against an Orc archer. The turn ended with two dead Orcs and a Rider having his horse killed. At this point I realised that Orcs should attack riders and not horses, since they need a 5+ to kill either and therefore are wasting time targeting the horse. Strength 4 Uruk-Hai and Captains on the other hand have a genuine choice, because they can kill Defence 4 horses on 4+, while they still need a 5+ for the heavily armoured Riders.

### TURN 4

With pretty much all of the Riders of Rohan within charge reach of my main

body of troops I really wanted to win priority. This would mean that I get to move before them and have one more turn of movement towards the forest before the inevitable fight. Alas, it wasn't to be! Dave won priority and was about to charge, when Grishnakh shouted "With me!" (or rather the equivalent in the Black Speech of Mordor) and, spending a point of Might, tried to lead all Orcs and Uruk-Hai within 6" into an heroic retreat out of reach of the horses' charge.

At this point Dave decided that his Captain would also use his last point of Might to prevent the Evil ones escaping just retribution (Eomer was still out of position at the back, thanks to the sacrifice of my Uruk-Hai). We then had to roll off



*Eomer dispatches his opponent with a mighty swing of his sword.*





*"With Me!", Eomer rides down Grishnakh.*

to see who was going to execute the heroic move first. The dice rolled on the table and came up with a 6. Damn it! The Rohirrim followed their heroic Captain, throwing their spears as they charged in (to no avail, thanks to poor rolling). Grishnakh and most of his troops ended up in combat with the enemy, and that unfortunately meant that I had wasted my point of Might (except for forcing the Good side to spend one point as well).

The rest of the Men charged the Orcs straggling at the back and the few of my models that were not in combat continued to move towards the safety of Fangorn. The end line was now slightly more than two moves away!

The Fight phase was going to be decisive. If my models managed to make the charge without suffering many casualties, in the next turn I would have stood a good chance of engaging them again, trying to stop as many as possible from moving past my picket line and towards the two models carrying the Hobbits. We fought hard and, after the dust settled, the body count was against me, but it could have been worse (cavalry charging against infantry is really horrible, but my infantry had lots of ultra-hard Uruk-Hai!). Three Orcs and one Uruk-Hai had been bowled over and killed, but my guys managed to kill one Rider and two horses in return.

Grishnakh had to spend a point of Might to draw his duel with the Captain of Rohan, but the roll off saw him triumphant. He failed to wound the Captain, but did slaughter his horse, leaving the Hero on foot.

## TURN 5

The priority is mine! Muah ah ah aha ha! As my Evil minions prepared to charge the Rohirrim, Eomer suddenly woke up at the back and called for an Heroic move, leaping forward at the head of his Men. This move was useful to seize the initiative at the back and bring forward Eomer and the other Riders that were risking being too late to get anywhere in time. Grishnakh led my other models against the Riders, to buy some time for Ugluk and the Uruk-Hai carrying Merry to try and reach the forest. Only two more moves and I would win...

The remaining Rohirrim (mostly on foot, since I obviously always tried to charge models on horseback to minimise their effectiveness on the charge) joined in fights to help the horsemen. The one lone Rider that managed to sneak past my troops got within range to throw his spear at the Uruk-Hai carrying Merry, since the Good side in this scenario can voluntarily risk hitting the Hobbits. Luckily for the Evil side the spear went wide.

The Combat phase began with Eomer calling a Heroic fight, killing the Orc he was fighting and moving again, taking with him the Rider of Rohan who was involved in the same fight. The two charged against a surprised Grishnakh, which was going to enjoy an easy kill against a single Man and instead found himself fighting the Third Marshal of the Riddermark and two Rohirrim! The Good side won the fight and Eomer scored three wounds on the poor Grishnakh as he was thrown to the ground. Even with the one point of Might and Fate he had left, there was no way the Orc could survive such an heroic onslaught.

The demise of Grishnakh obviously had a strong effect on the Evil troops' morale (or maybe it was my appalling dice rolling...), but I managed to lose pretty much all the fights I had initiated, even if I was the one charging now! At the end of the Fight phase I had lost Grishnakh, three Orcs and two Uruk-Hai (one of them to a Rider on foot!). Disaster! That also meant that my force had been reduced to below half strength and in the next turn I would have to take Courage tests (with only one character left – great!). This was looking bad, but I didn't lose heart (well, not too much), because I still had a completely healthy Ugluk two moves away from the target and only one model needs to reach the forest for the Evil side to win.





*The Uruk-Hai flees for the safety of the woods.*

## TURN 6

I got the priority once more, and that was a really good opportunity to get the two 'guards' to the very edge of the forest, I was confident that at least one of the two would survive. I began by taking Ugluk's Courage test, so that all models within 6" would benefit from his Leadership and not have to test themselves. Since Ugluk's Courage value is 4, I just needed to roll a 6 or more on 2D6, but I rolled only a 4! This would have meant that Ugluk would run away from the closest Rider, right back towards Eomer and his troops. I had no choice but to use both Ugluk's points of Might to make him pass the test. Enraged, the servant of Saruman jumped on the Rider of Rohan that had caused all this pain. The Uruk-Hai carrying Merry moved towards Fangorn and got to within a few inches from the end line!

Most of my other models failed their Courage tests too, so that they could not engage and slow down Eomer and his Riders, who, mostly ignored the scattering

enemies, had closed in on the only two important targets. They let loose with spears and bows against Merry's guard, but failed to wound either him or the frightened Hobbit.

The few fights were inconclusive, except for Ugluk cutting down mercilessly the hated Man.

Now, if only I could get priority next turn...

## TURN 7

And of course, Dave got it! If only I had a point of Might left!

Ugluk and the Uruk-Hai carrying Merry got charged by two Riders each, and Eomer and the other Good models once more closed in for the kill, avoiding my other models. Dave was doing this to see if my models were going to fail their Courage tests and run away where he could safely shoot at them, rather than engaging them in combat, which would stop them from having to test.

Luckily for me, most of my models passed their test and desperately charged against the Men of Rohan.

The Fight phase began with one Uruk-Hai getting killed by a Rider on foot (not again!), but then improved as two more horses were cut down. Ugluk won his fight and unhorsed one of his opponents in a mighty show of skill and brutal force, but unfortunately Merry's guard was trampled under the hooves of the charging enemies and died. Merry was free!

Once again, I badly needed to win priority next turn.

## TURN 8

Good won the roll for priority again, and that spelled doom for poor Ugluk. I wasn't too sad, because even if I had won priority, Eomer still had a point of Might that he could use to call a Heroic move and cut off Ugluk's retreat. The Hero could keep his Might and he led the final charge against the beleaguered Uruk-Hai. Ugluk was attacked by three Riders on horseback, one on foot and Eomer himself... just a few inches from the end line. The rest of the Evil models were too far away to help out their leader out and ended up in combats where the odds were definitely against them. Two Orcs were





quickly finished off, but the two remaining Uruk-Hai decided not to go down without a fight and killed one Rider. Ugluk lost his fight and was slain by Eomer himself.

## TURN 9 AND 10

We actually played on until turn ten, when both Hobbits made it to the forest of Fangorn and the last Uruk-Hai went down after managing to kill a Rider in a last desperate attempt to get to the fleeing 'halflings'.

At the beginning of the turn we wondered what would happen in this scenario if a guard were to fail his Courage test and flee off the table carrying a Hobbit. This seemed to fulfil the victory condition for the Evil side, but it felt a bit wrong because the guard would also count as a casualty, according to the normal rules. In the end I decided that if this were to happen, the game would be a draw, with a Hobbit still prisoner, but in the clutches of an Evil minion with a broken morale and therefore not too likely to make it to Isengard safe and sound, especially in a forest full of very dangerous trees!

## PLAYERS' CONCLUSIONS



*Dave Cross flushed with success.*

### CONCLUSION - GOOD

The field of battle belongs to the noble Rohirrim, the foul Uruk-Hai and Orcs are destroyed! Although I am gloating over the battle it was very close. Alessio's tactics had me in difficulty on a couple of occasions, but I had luck on my side during the crucial moments. My tactics proved to be sound, the central forces, led by the mighty and heroic Eomer, fell upon the main body of the enemy, whilst the flanking forces on the right-hand side just made it in time to cut off the retreat of Ugluk and his henchman. It didn't all go my way however. Eomer, although coming through in the end, did get caught

in combat early on, and was very lucky not to get taken out of the game at this stage. Without his heroic efforts the end result would have been very different!

### CONCLUSION - EVIL

It was so close! If only I'd got priority a couple more times towards the end of the game, and if only I hadn't failed Ugluk's Courage test by two points, the result could have been very different. Certainly Dave played it well, not slowing down to shoot my models (which is a safer option than getting close to Uruk-Hai), but rather keeping up the pressure all the time. The act of going for Heroic move and Heroic fight in the same turn also meant that Eomer got where he was needed just at the right time, eventually killing both my characters. I also think I made some mistakes that in the end weighted heavily against the result, such as often choosing to attack horses instead of Riders, and keeping my Uruk-Hai a bit too much on the defensive: maybe a more aggressive approach would have proved more effective.

Next time, Cross!



*Ugluk is surrounded and hacked to death!*





*The Heroes of Helm's Deep.*



*Sally Forth!*



# THE LORD OF THE RINGS

## THE TWO TOWERS

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# THE LORD OF THE RINGS

## THE TWO TOWERS

