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WORKSHOP

THE TWO TOWERS SIEGE SPECIAL

WHITE DWARF

Featuring
THE
**LORD
OF THE
RINGS**
THE TWO TOWERS

WD278 FEBRUARY £3.50

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SUPPLEMENT & CITADEL MINIATURES' CATALOGUE



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WHITE DWARF

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THE LORD OF THE RINGS THE TWO TOWERS

This month's The Lord of The Rings coverage, which starts on page 97, features a new scenario, a painting masterclass on the mighty Treebeard, extra details for your Helm's Deep model, and tactics for sieges. Plus the thrilling conclusion of our Helm's Deep battle report!

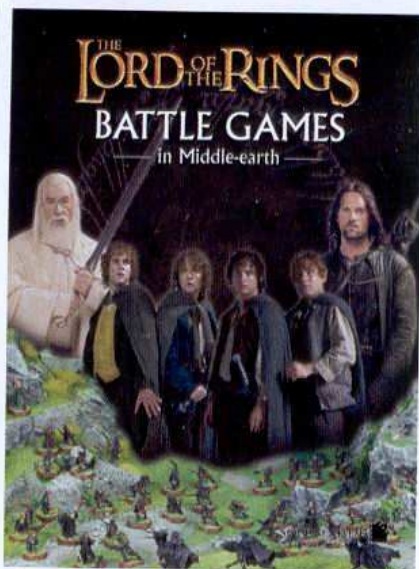


GAMES WORKSHOP

Willow Road, Lenton, Nottingham, NG7 2WS

THE LORD OF THE RINGS HITS TV SCREENS!

Games Workshop is proud to announce that we have given De Agostini a licence to create 'Battle Games in Middle-earth', a serialised gaming supplement available in the UK, based on our The Lord of The Rings table-top strategy battle game. 'Battle Games in Middle-earth' is a great introduction to The Lord of The Rings strategy game, however there is plenty in it to excite and enthrall the experienced hobbyist too. Later



packs will include details on how to set up and run campaigns, features on detailed modelling projects as well as introducing new painting styles and techniques.

The product will not be sold through Games Workshop stores or mail order but you will be able to find it in most high street newsagents.

Make sure you look out for the television advert that accompanies the launch!

To find out more visit the 'Battle Games in Middle-earth' website:

www.the-ring.net

BULLET POINTS

- Check out page 30 of this issue to find out all about our new Battle Bunkers. The new Shrewsbury, Ipswich and Bromley Bunkers are now open!
- Warhammer World will be hosting a preview evening on 19th February, featuring the mighty Grey Knights and the Inquisition in all their splendour. Admission price is £4.00, and you can pay on the day.
- The first releases for the mysterious Daemon-purging Ordo Malleus are now available to advance order. Initial releases include Codex: Daemonhunters, Inquisitor Lord Torquemada Coteaz and retinue and the jaw-dropping new Grey Knights in power armour boxed set. To ensure you are amongst the first to get your hands on this fantastic new range, place your advance order online at:

www.games-workshop.com/ukstore
or Direct on 0115 9140000.

SABERTOOTH ISSUE WARCRY!



Sabertooth Games, makers of the popular Warhammer 40,000 Collectible Card Game, are pleased to

announce the release of WarCry, a mass-combat CCG set in the immensely popular Warhammer Fantasy world.

WarCry will debut in early spring of 2003. Players can start their conquest by purchasing either the Dark Alliance Starter (Chaos, Dark Elves, and Orks & Goblins) or the Forces of Light Starter (Empire, Elves, and Dwarves).

"Ultimately, WarCry is about large-scale warfare in a fantasy world," says Bob Watts, CEO of Sabertooth Games. "Although fans of the Warhammer world will immediately recognise and enjoy the units, characters, and 'feel' of the game."

OUT THIS MONTH: NIGHT LORDS CHAOS SPACE MARINES BOXED SET

The Night Lords are a Chaos Space Marine legion of terrifying reputation. Well-versed in the tactics of terror they are power armour-clad nightmares who visit doom on all that oppose them. Night Lords Chaos Space Marines are a Troops choice, with 5 to 20 models in a unit.

Designed by Aly Morrison, this boxed set contains enough parts to make 8 Night Lords Chaos Space Marines.

These models require assembly.

NIGHT LORDS BOXED SET £15.00

| | |
|---------|-----------|
| Denmark | kr 185.00 |
| Sweden | kr 225.00 |
| Euro | € 25.00 |



SPECIALIST GAMES RANGE

Fanatic are constantly releasing new models to support their Specialist Games Range. Their magazines provide new rules, campaign suggestions, tactics for using your armies, warbands and teams, and lots more for each of the Specialist Games.



NEW: Warmaster Dragon Princes of Caledor
This blister contains 3 bases of High Elf Dragon Princes of Caledor.

£6 NEW: Warmaster Dark Elf Corsairs
This blister contains 3 bases of Dark Elf Corsairs.



Also available for
Warmaster this month:

Dark Elf Hero on Manticore £5

Available for
Battlefleet Gothic this month:

Gorbag's Revenge Ork Ship £15

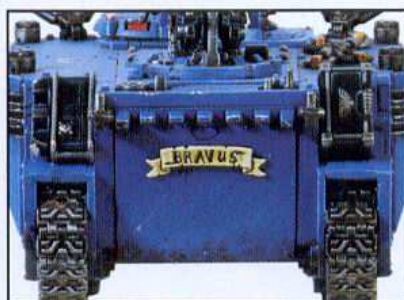
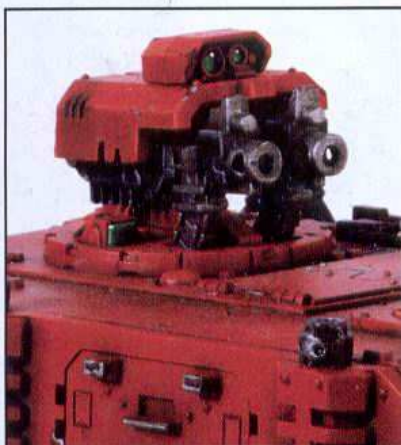
Ork Battleship Kroolboy £15

Ork Battleship Dethdeala £15

Ork Battleship Slambusta £15

OUT THIS MONTH:

SPACE MARINES RAZORBACK



The Razorback combines solid firepower with a modest troop-carrying capacity. While its guns blaze, it speeds into position to deploy a combat squad into the heart of the enemy army.

This boxed set contains 1 Space Marines Razorback, designed by Tim Adcock.

This model requires assembly.



SPACE MARINES RAZORBACK £18.00

Denmark kr 225.00

Sweden kr 270.00

Euro € 30.00



WARHAMMER 40,000 COLLECTIBLES

WARRIORS OF THE IMPERIUM



CLEON

Model shown is not actual size.



This month will see the release of the second series of our 'Warriors of the Imperium' Warhammer 40,000 Collectibles by Sideshow Collectibles. We have continued with three of the most renowned chapters – Space Wolves, Ultramarines and Blood Angels expanding out from just the normal Tactical Space Marine with a Space Wolves heavy bolter, Blood Angel Death Company Marine, and Ultramarines Sergeant. The fourth model is a Dark Angels Tactical Space Marine.

Starting from £20 each model is individually hand-painted and numbered with only 5,000 of each model produced. Each figure released is individually named and has its own character story and background.

You can take a look at these models and read the stories behind them or order now from the Sideshow Toy website at:

www.sideshowcollectibles.com

CLASSIC CHAOS

For all hoary-handed veterans who remember the original Chaos source books, 'Slaves to Darkness' and 'Lost and the Damned', Bulldog have released their Classic Chaos range. Old style Slaanesh, Khorne, Nurgle and Tzeentch Mega badges are now available for direct order from the Battlegear website. Keyrings and pendants are likely to follow.

Bulldog is also offering limited edition Chaos badges (only 50 of each in the world ever!). These are the same classic designs but have been hand-finished, cast in a colour appropriate to that power and presented in a display case with a validation certificate.

See www.battlegear.co.uk for details.

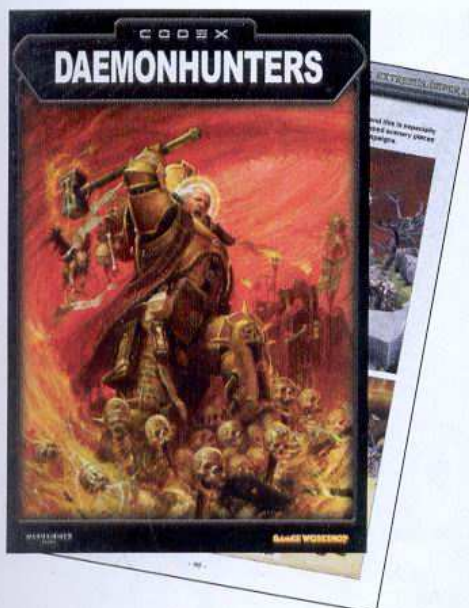


PREPARE FOR CIVIL WAR

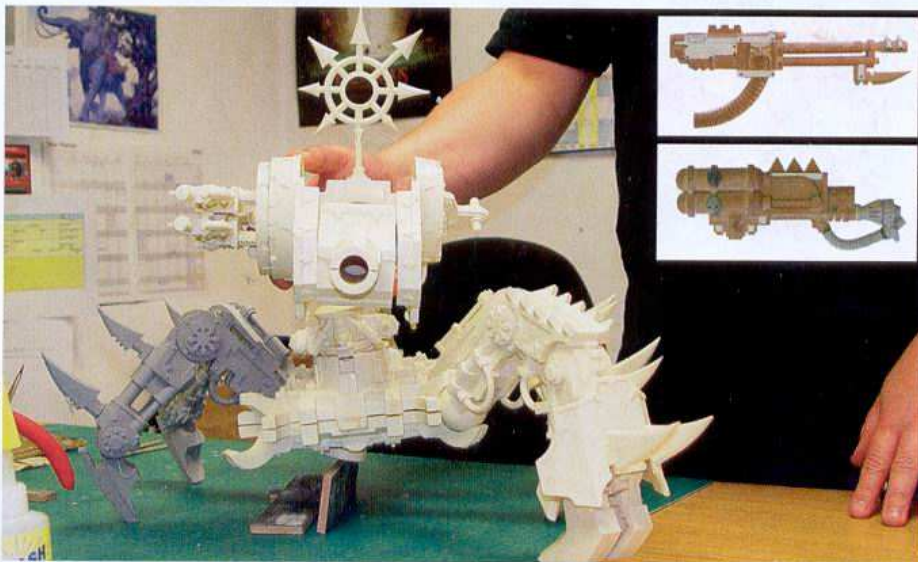
Written by John Stallard, this book contains details on collecting and painting an ECW army. The book also includes army lists for all the major participants of the English Civil War, including Parliamentarian, Royalist and Scottish armies.

Contact your local hobby retailer for order details, or visit the official website:

www.warhammer-historical.com



INTRODUCING THE DEFILER: EXCLUSIVE PICTURES OF THE NEW CHAOS WALKER



It's one of the most eagerly awaited releases for some time, and here we give you a sneak preview of the awesome Chaos Defiler.

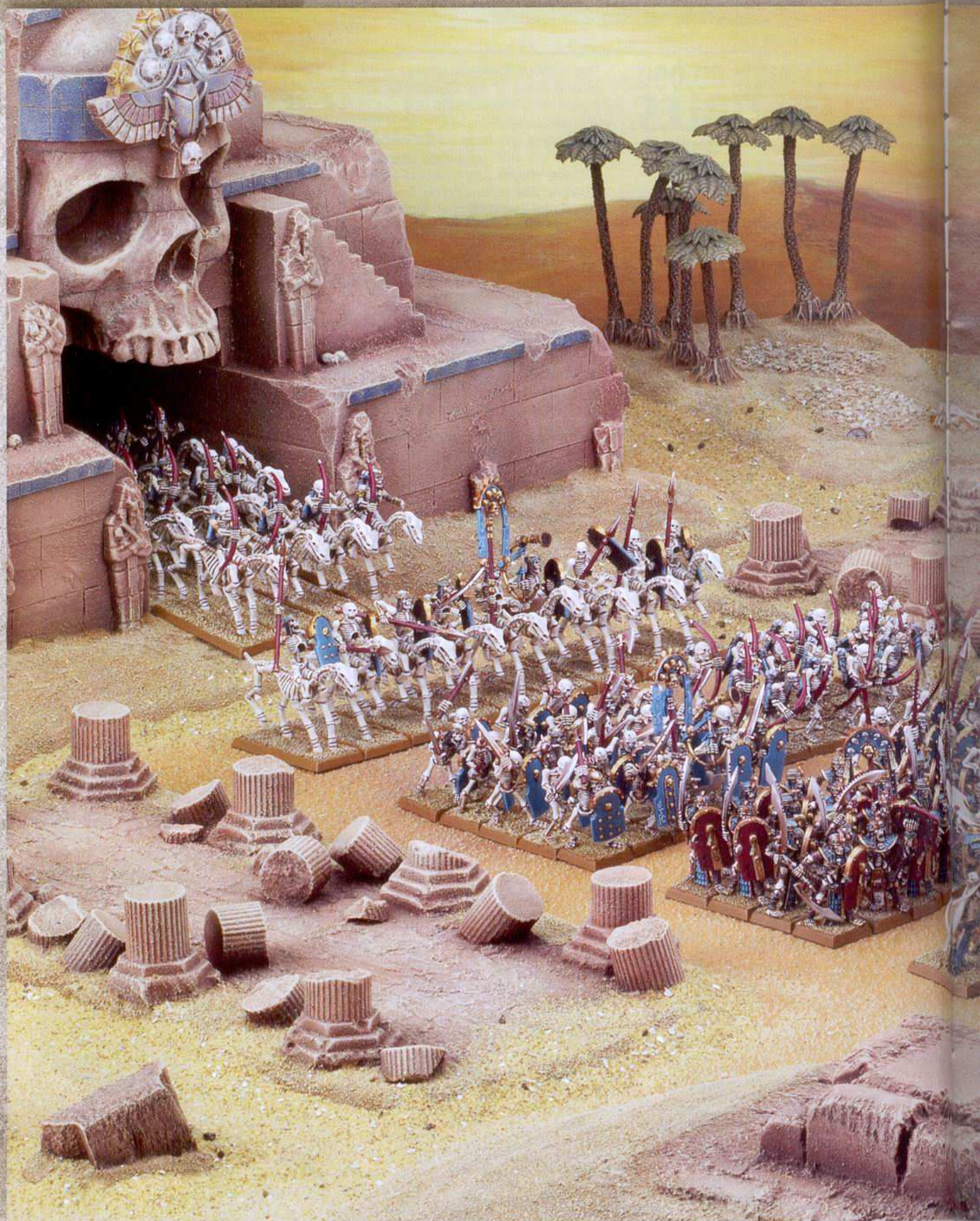
A heavy support vehicle unique to the dark powers of Chaos is something that many gamers have desired for some time and, with the Defiler, those players will have at their disposal one of the most breathtaking models ever to be released by Games Workshop.

Work on the Defiler began back in

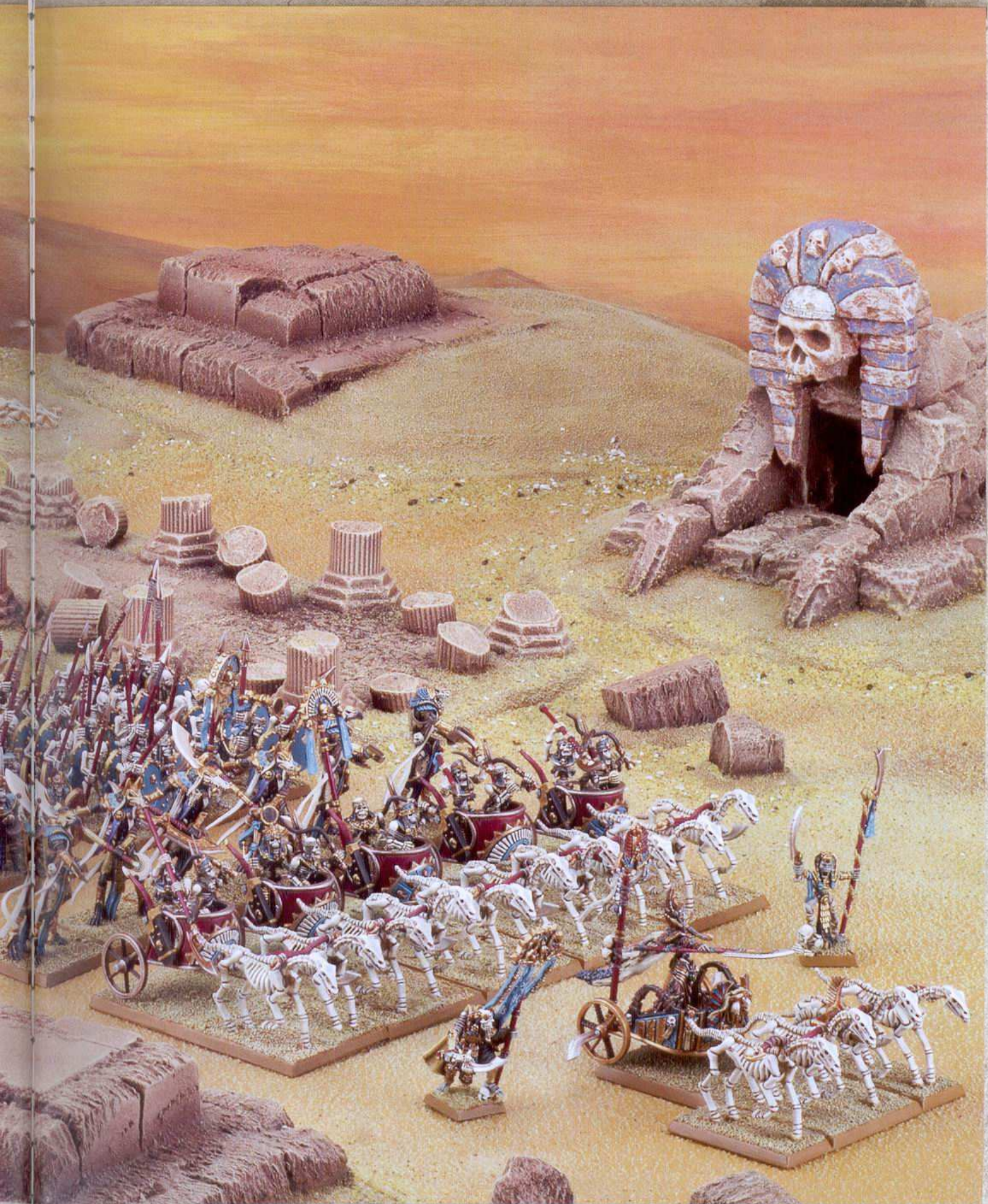
February of this year, with Tim Adcock lending his considerable experience to the task in hand:

"Despite the Defiler being quite different to the other tanks we've released, the process from design through to construction hasn't really differed to the standard routine that we normally follow.

"Work on the Defiler has been really enjoyable and the main reason behind its construction was that another Chaos tank was considered inappropriate."



THE TOMB KINGS OF KHEMRI



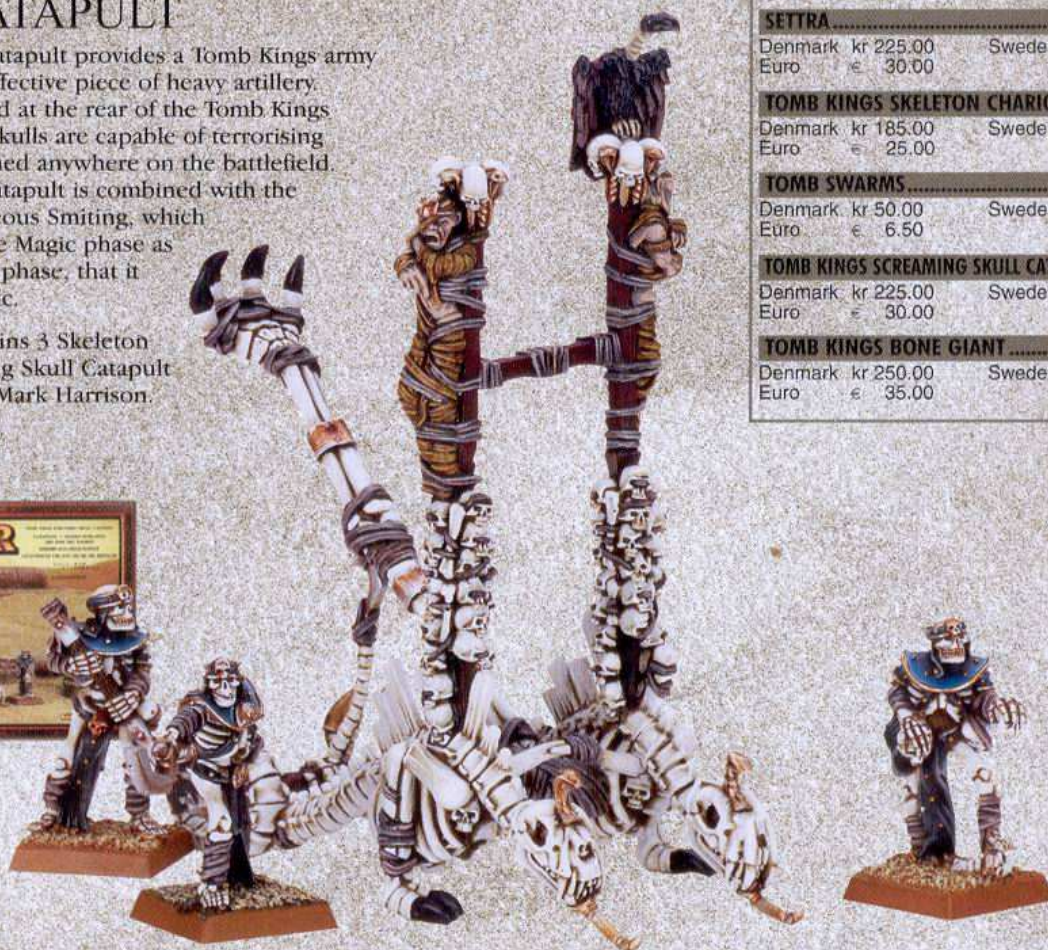
LAND OF THE DEAD

TOMB KINGS SCREAMING SKULL CATAPULT

A Screaming Skull Catapult provides a Tomb Kings army with a unique and effective piece of heavy artillery. While safely deployed at the rear of the Tomb Kings army, its screaming skulls are capable of terrorising enemy units positioned anywhere on the battlefield. But it is when the Catapult is combined with the Incantation of Righteous Smiting, which allows it to fire in the Magic phase as well as the Shooting phase, that it becomes truly horrific.

This boxed set contains 3 Skeleton crew and 1 Screaming Skull Catapult model, designed by Mark Harrison.

This model requires assembly.



PRICE LIST

SETTRA£18.00

Denmark kr 225.00 Sweden kr 270.00
Euro € 30.00

TOMB KINGS SKELETON CHARIOTS£15.00

Denmark kr 185.00 Sweden kr 225.00
Euro € 25.00

TOMB SWARMS£4.00

Denmark kr 50.00 Sweden kr 60.00
Euro € 6.50

TOMB KINGS SCREAMING SKULL CATAPULT£18.00

Denmark kr 225.00 Sweden kr 270.00
Euro € 30.00

TOMB KINGS BONE GIANT£20.00

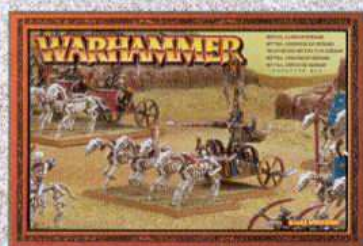
Denmark kr 250.00 Sweden kr 300.00
Euro € 35.00

TOMB KING SETTRA, LORD OF KHEMRI

In life it was Settra's mastery on the battlefield that allowed him to conquer all. In death, it is that same remarkable will and genius that moves his undying army. In addition to his incantations, Settra also has a special version of 'My Will Be Done' which affects all Chariot, Heavy Cavalry and Tomb Guard units in his army. He may use 'My Will Be Done' once on each one of the listed units per Magic phase, regardless of range or number of such units. He must do this before using any incantations and remember that 'Smiting' and 'Urgency' may only be used successfully once on a unit per Magic phase.

This boxed set contains 1 Settra model, designed by Colin Grayson.

This model requires assembly.



TOMB KINGS BONE GIANT

A Bone Giant is not the animated skeleton of a single creature, but a massive warrior built from the bones of mighty desert creatures, bound together with wood and metal by the magic of the Liche Priests. A charging Bone Giant is a terrifying sight to behold, smashing into the enemy. Its Unstoppable Assault special rule means that for every wounding hit that the Bone Giant inflicts when it charges, it also gets to make an additional attack.

This boxed set contains 1 Bone Giant model, designed by Colin Dixon.

This model requires assembly.



TOMB SWARMS

Tomb Swarms are a skirmishing unit and are very good at protecting the flanks of your army. Tomb Swarms do not have to be deployed at the beginning of the game, and can use the 'It Came From Below' special rule. This allows the Tomb Swarm unit to emerge from the ground behind opposing lines and sometimes beneath the very feet of an enemy unit, giving enemy generals a very nasty surprise.

This blister pack contains 1 Tomb Swarm model, designed by Colin Dixon.

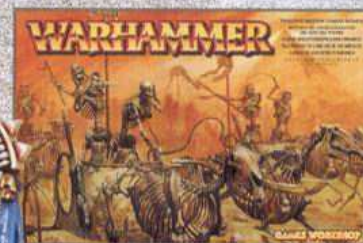


TOMB KINGS SKELETON CHARIOTS

The pride of a Tomb King's army are his charioteers. Unlike other armies, Tomb Kings Chariots form up in units; as such they also gain +1 combat resolution for having a standard. With D3 impact hits for each Chariot, units of Skeleton Chariots can manoeuvre like fast cavalry in the Movement phase and then charge 16" in the Magic phase, making them a unit that a Tomb Kings army should never be without.

This boxed set contains 3 Tomb Kings Skeleton Chariots complete with crew and Command group, designed by Colin Grayson and Dave Andrews.

These models require assembly.



Matt Hutson has just started collecting a Tomb Kings army and he plans to make chariots a big feature of it. Here he shows us how he assembled and then painted them.

PAINTING WORKSHOP

Matt Hutson's Tomb Kings Chariot



ASSEMBLING A TOMB KINGS CHARIOT

The Chariot was assembled following the construction diagram on the side of the box. At this stage the wheels, crew, steeds and base were left off to make painting the model

easier. When assembling the crew, it is worth noting that to fit them in they will need to be positioned alongside each other. With multi-part kits, a dry run is always a good idea.



Chariot construction



COMMAND GROUPS

Tomb Kings chariots come in units and so can include a Command group. The best way to represent this is to change the weapon combination of the second Skeleton. In the case of the normal Chariots in the unit, this second Skeleton was simply armed with a one-handed spear.

STANDARD BEARER

To make a Standard Bearer, the standard was used from the sprue. The standard was then left off the rest of the Chariots in the unit. The second crewman was armed with the one-handed spear.



CHAMPION

To make a Champion model, the two-handed spear was used as it looks more impressive than the one-handed version.



MUSICIAN

A spare horn from the Tomb Kings Skeleton regiment (you'll have plenty of these spare) was swapped with the spear arm on the second Skeleton.



MOUNTING A TOMB KING

A Tomb King or Tomb Prince can easily be mounted in a Chariot by replacing the two crew. To mark the Chariot out, two standards have been stuck onto the back of it.





PAINTING A TOMB KINGS CHARIOT

To paint the gold on the Chariot and standard, a basecoat of Shining Gold was applied. Brown Wash was then painted into all the recesses. To finish, a highlight of Mithril Silver was applied onto the edges.

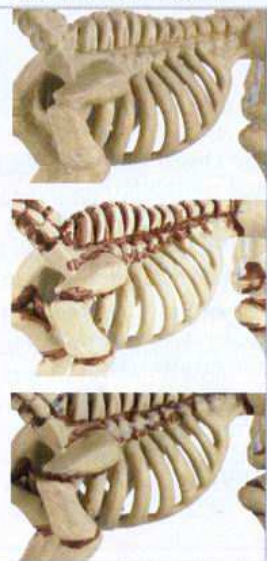


COLOUR PALETTE

| | | |
|----------------|----------------|---------------|
| Hawk Turquoise | Bleached Bone | Bestial Brown |
| Skull White | Brazen Brass | Red Gore |
| Chaos Black | Shining Gold | Flesh Wash |
| Vomit Brown | Mithril Silver | Brown Ink |

The leather areas on the weapons bags were basecoated with Vomit Brown and given a wash of Flesh Wash at the same time as the wood areas. These areas were then painted again with Vomit Brown before being highlighted with Bleached Bone and Skull White. Finally, Chaos Black was painted around the opening at the top.

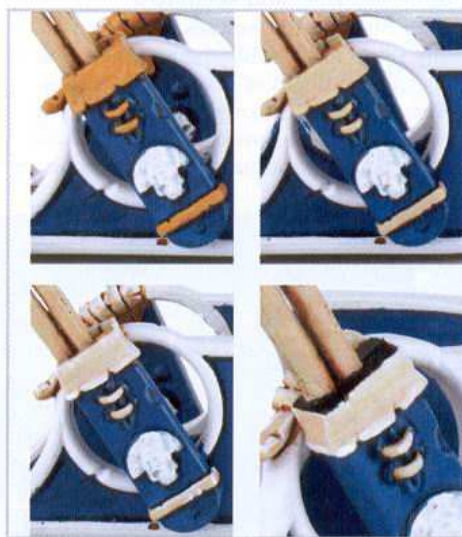
STEEDS AND CREW



The bone areas were given a basecoat of Bleached Bone followed by a wash of Brown Ink. Bleached Bone was then painted onto any high areas that the wash had got onto. Skull White was used to highlight the bones, and at this stage the Steeds were finished.



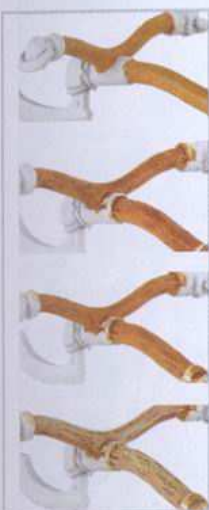
All the parts were given a Skull White undercoat. The first parts to be painted were all the blue areas on the Chariot and the weapons bags. To do this a basecoat of Hawk Turquoise was applied with a Standard brush. These areas were then shaded with a 50/50 mix of Hawk Turquoise and Chaos Black. Finally, a 50/50 mix of Hawk Turquoise and Skull White was applied to the edges of the cracks to create highlights.



The bronze edging on the Chariot, wheels and pole were first basecoated with Brazen Brass and then highlighted with Mithril Silver.



Next to be painted were the wooden areas on the wheels, Chariot floor, spears, pole and yoke. To start with, these areas were all given a basecoat of Vomit Brown and a wash of Flesh Wash was then applied. Once the wash had dried, all the wooden areas were drybrushed, firstly with Vomit Brown and then with Bleached Bone.



All the blue areas on the Skeletons' head-dresses and tunics were painted using the same colours as the Chariot.



To paint the red areas on the head-dresses a basecoat of Red Gore was applied.



The wooden spear shaft and whip grip were painted to match the wooden spear shafts on the Chariot.



The leather straps and bandages were painted exactly the same way as the leather areas on the weapons bags.



Gold and bronze areas were also painted using the same techniques and colours as on the Chariot.

PAINTING THE BASE

The base was first painted with Bestial Brown then immediately dipped into fine sand. The sand was then flooded with a Brown Ink wash. Once completely dry it was drybrushed with Vomit Brown and then Bleached Bone. The sides of the base were painted with Bestial Brown.

Warhammer playtester
(and Tomb Kings guru)
Pete Scholey concludes his
two-part article on the
Tomb Kings, this time
discussing the tactics
involved in this Undead
army.



Following a chat with Paul Sawyer about Tomb Kings and all things Warhammer he asked me if I'd like to put all the things I'd been banging on about into a more coherent format –

an article for White Dwarf to be precise. He seemed particularly interested in how I get the most out of a Tomb Kings army on the tabletop and I have to say I was intrigued...

So I scratched my head and started thinking about the best way to tackle it. You see, there is no prescriptive way to build a Khemri force, there are certain rules you have to follow but like most army lists in the Warhammer World, the composition of your army is only limited by your own imagination.

Last issue I explained the development of the Tomb Kings from an early White Dwarf army list through to the new Army book. What I'm going to do in the following pages is take you through my current 2,500 points army, tell you why I picked it and try to show you how I use it.

GETTING STARTED

The first decision I had to make was whether to lead my army with a Tomb King or a Tomb Prince. You see the Khemri army is unique – it has to be led by a Mummy General but must also have a Liche Priest to act as the Hierophant. The Hierophant is the senior Priest and is responsible for raising the army and keeping it replenished but, if he dies, then the army starts to crumble, having the same effect as the death of a Vampire Lord in a Vampire Counts army. Consequently it is vitally important to protect the Hierophant. I have found the best way

of doing this is to give him the Cloak of the Dunes. This 20 points magical item is priceless. It allows him to fly, he can get out of the way of charging troops, and at critical times can position himself near to a unit to enable him to cast incantations on them.

I decided to go with a Tomb King General for a number of reasons – he is the best fighter in the army and by taking him Chariots become Core choices and one unit of Skeleton Warriors can take a magic standard. However, it is his use of the magical 'My Will Be Done' ability which allows him to cast the two incantations: 'Urgency' and 'Smiting', either on his own unit and/or another within 6" of him that swung it for me.

On the other hand, taking a Tomb Prince as your general only allows him to cast one of these incantations on his own unit, thus Chariots remain Special and the Warriors cannot take a magic standard.



Making your general a Tomb King, rather than a Tomb Prince, means that Chariots become a Core choice, rather than a Special one.



UNIT KEY



Screaming Skull
Chukka



Heavy
Cavalry



Ushabti



Archers



Bone
Giant



Tomb Prince
Chariot Unit



Carrion



Tomb King
Chariot Unit



Tomb Guard

GENERIC DEPLOYMENT

Most people have a general idea of how they want to deploy their army. Place the units in such a way that they support one another. This will then be modified by the army you are playing and the terrain. This is my ideal set up...

The Tomb Swarm will either be deployed as a tunneller if the enemy has war machines or placed in front of the Screaming Skull Catapult to protect it from flyers. This set-up gives me a hard-hitting centre, fast flank attack and missile support to protect the advance from the enemy. The Liche Priest will reside in the Tomb Guard unit, and the Hierophant will start alongside the archers.

The Tomb Kings are very much a magical army. Their magic is not destructive or overpowering but subtle and relentless. You can't go smashing through ranks of heavily armoured troops like Sauron at the beginning of 'The Fellowship of The Rings' film, but if the army is to work well, then you need to master its use.

I have already said that you need a Hierophant, and I always take a second Liche Priest to assist him. The Liche Priests know all four of the incantations and can cast one of them in the Magic phase. You have the option of taking a High Liche Priest, but he is a Lord choice and in smaller games will mean you have to lead your army with a Tomb Prince – but the High Liche Priest can cast two incantations at a power level of 3D6. The incantations of the Liche Priests are cast automatically at a value equal to the roll of 2D6. In fact, all magic in the Tomb Kings army works automatically, whether it be cast with a 1 or 18, it always works. And it is this that makes them relentless.

In my army I have the Tomb King, a Tomb Prince and two Liche Priests. Combined with the Banner of the Undying Legion, it means that I will always cast six spells every turn. That's

not attempt to cast – BUT cast. It doesn't really matter what combination of characters you take, you invariably end up with at least four-five spells per turn and you soon realise that after a couple of Magic phases, your opponent has no dispels and only a few dice to try to stop you.

COMBINED ARMS

Don't fall into the trap of thinking that you can sit there with a pile of dice and run right over your opponent, you can't. You have to think about your army, set it up right and try and get your best troops in the right position to do the most damage, (and we all know this is easier said than done).

I don't know about you, but I always find the most enjoyable games are those which end up being a draw (or there about). If you turn up, roll a load of dice and win in two turns then it might leave you with an inner glow but really, there is no fun in that. It's the cut and thrust of two equally matched armies playing cat and mouse that makes Warhammer such a great game.

In my experience Khemri will give you this excitement. They are an army that has to work in combination. There isn't any one unit that you can send off in

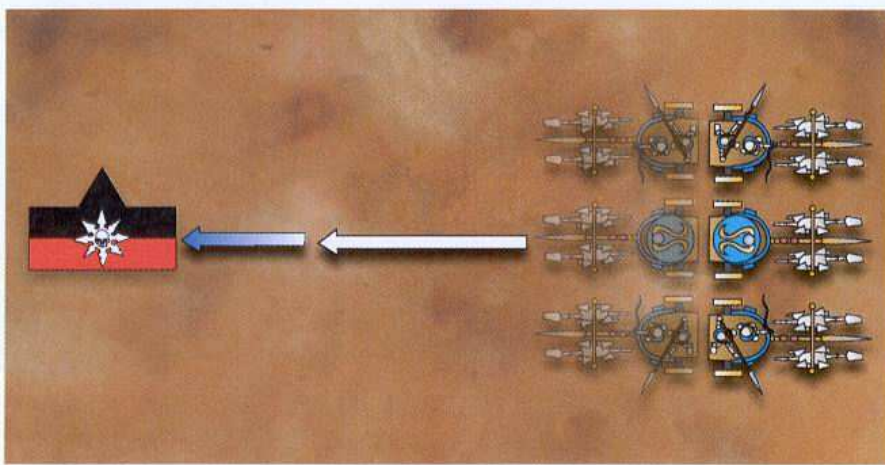
isolation that will steam roller across your opponent's troops. They don't stand up to the charge of hard-hitting units very well either. But they are Undead and so hang around for a while whilst either reinforcements arrive or your Liche Priests replenish the units.

Once you have got the characters sorted out you need an army to put them in. You have a wide choice and can tailor the army to meet your own fighting style. I prefer the fast moving approach, trying to deliver death on my terms and that's why I start with two units of three Chariots, each with a Standard and Champion. The Khemri Chariots are lighter and more manoeuvrable than any other in the game, they are Fast Cavalry but suffer from reduced impact hits (only D3) and a poor Armour save (5+). But never fear, put a Tomb King in one unit and a Prince in the other and suddenly you have units capable of being 24" away from a target, facing the wrong direction at the start of your turn, and still being able to charge.

I was playing a game verses Chaos recently. It was my turn and my Tomb King's unit was about 20" from a unit of Warriors, but facing completely the wrong way. At the start of my

MY WILL BE DONE

One bonus that the Tomb Kings Chariots give you (when combined with some subtle incantations) is the fact that in essence, they have a 360 degree charge arc, with a potential range of 32"! As Fast Cavalry they enjoy a free reform, then after their Movement phase, dependent upon the number of Liche Priests in your army (as well as the Tomb King/Prince) you will have up to five chances to ensure the charging unit reaches its destination through 'Mankara's Incantation of Urgency'.



Movement phase I turned the unit around (Fast Cavalry get free reform) and then moved the unit 8" towards the unsuspecting Warriors. Then in the Magic phase the Tomb King used his 'My Will Be Done' ability to charge the unit. This can be devastating particularly as in this case they hit the Warriors in the flank, negating ranks and after all the fighting, auto breaking them with an outnumbering fear-causing unit.

I have found the magic item 'The Tomb Kings Crown' to be invaluable for the King. It allows him to roll 2 dice when casting 'My Will' and pick the highest. It might only make a 3 turn to a 4 – but that little bit extra might mean your opponent has to roll 2 dice to dispel it, making the rest of your Magic phase easier. And of course the King gets two attempts per turn to cast 'My Will'.

The rest of the fast attack comes in the form of three Carrion, three Ushabti, a unit of Heavy Cavalry and a Bone Giant. The Ushabti and Giant are the hardest hitting troops in the army but they also act like missile magnets – because your opponent has read the book and knows this too. But they are not the game winners, that mantle remains with the Chariots. What they do, and do very well, is act as distractions for those missiles and allow your Chariots to survive the early turns and get into position. Yes I know these are expensive troops but don't forget, you get the chance to restore their wounds in the Magic phase and even bring back dead models.

Of course, what will really make a mess of your Giant, and come to think of it, the Chariots, is your enemy's war machines, and in particular the dreaded cannons. Those Strength 7+ hits and multiple wounds really do

hurt and that's why I use the Carrion to target such units.

Most armies with cannons will only take one. They are a bit temperamental and prone to blowing up, and at 100 points a pop that's not an easy pill to swallow. So I usually take my heart in my hand and on turn 1 send the birds on their mission.

Yes, I know you can't possibly charge a cannon on the first turn if you are 24" away, but let's not forget the Khemri Magic phase which comes next. Push the Carrion up the table, to a point within 20" of the cannon and still 12" from at least one or both Liche Priests, and if you are lucky, 6" from the King.

THE ORDER OF MAGIC

Before we go on, this is a good point to explain how the Khemri Magic phase works. If you remember I started by telling you I had a Tomb King, Prince, two Priests and a magic standard in my army. Well the Khemri Magic phase is based around rituals that have been practised over millennia and are performed strictly in order, something known as 'Hieratic Hierarchy'. So in my army the bound item has to be used first, then the 'My Will' ability of the Prince and then the King, and finally the incantations from the Liche Priest and the Hierophant. If you forget to use one of your characters or items, then too bad, you can not go back, the rituals don't allow it.

So in the example with the Carrion, the Tomb King will have an opportunity to cast 'Urgency' on them, twice if he wants because the Carrion are a unit within 6" of him. If your opponent dispels both attempts then you still have the two

Liche Priests who can also use 'Urgency' to move the Carrion, only this time, they cast with a power equal to 2D6. So that is four attempts to charge in one phase. It is this type of thing which illustrates the relentlessness of their magic, not that it is overpowering but effective and allows you to hit where you want.

However, you always need a back up plan in case the wheels falls off, or in this case, the magic doesn't get off. And my back up plan comes in the form of a Scorpion Swarm. They might be small but these tunnellers have a nasty habit of biting in just the right places and with 5 poisoned Attacks, it doesn't matter that they are only Strength 2, they will wound the toughest target. But they do have a knack of finding the same tunnels that Mike Walkers' Miners use in his WD 270 article on a Dwarf army, in that they can get lost and never appear. However, when all goes to plan they pop up right behind the enemy's war machines and can do just as much damage as the Carrion.

When you continue to look through the army list you will come across an entry detailing 'Heavy Cavalry'. Of course a unit of Heavy Cavalry will always pose problems for the enemy but this Heavy Cavalry is a bit of a misleading description. WS2 S4 on the charge with a 4+ save isn't really heavy. Heavy is Chaos Knights on the gallop, Heavy is Inner Circle Empire Knights when they are just about to smash into your newly painted block of troops. No the 'Heavy' in the Khemri army relates to them being slightly more impactful than the charge of a deranged Goblin with a death wish. But again they have a valuable role to play if used correctly. You can send them off down a flank and hopefully, by about the third turn, they are in a position to charge, because don't forget, Tomb Kings cavalry cannot march and so get prone to being left out on a limb. But you need to use a reasonably large unit to take account of the 'Fear Factor'.

I have a unit of twelve with full command, generally in three ranks of four and giving me a combat resolution of 3, but if I can get the right target, the unit strength of 24 will generally cause an automatic break. Let's face it, most blocks of foot troops are no bigger than twenty, four ranks of five usually with a full command. So if my cavalry charge head on, they have got to do some fair wounding to win the combat. So again, if I can, I will always try and get in a flank charge to maximise my advantage, and don't forget, they have an 8" move and then in the Magic phase a possible further 16" charge with the 'Urgency' incantation. But let's not be reliant on the magic, and this brings me back to my earlier point that to win with Khemri you have to use the army in combination with all its parts playing a role.

The Chariots, Giant, Cavalry and Ushabti will stride across the table in a combined effort to reach the enemy lines before they get shot to bits. The Carrion and Swarm will try to pick off the war machines, or pesky little units that you always find your opponent takes just to make you mad, such as scouts, swarms and other flyers like harpies and eagles that can threaten your war machines and hide near woods, just posing enough of a threat to shoot a stray character or charge a flank. But whilst they are charging off into the sunset it leaves behind your Archers, Tomb Guard and Skull Chukka to hold the army together from the rear. Well at least it does in my army.

The great thing about a Khemri army is its flexibility. You can build it around lots of magic and missile fire, big blocks of foot troops, masses of fast moving units or as I do, a combination of everything. The majority of the time, I play tournament style games, pitched battle head to heads. So you never know what you are gonna come up against when you walk through the door of the wargames club on a Thursday night to find you are playing an all cavalry Empire army or a massed Skaven horde. So in order to cater for every eventuality I try to pick a variety of troops to leave my tactical options open. That is why my last units on the army list are those Archers, Tomb Guard and a Skull Chukka.

FEAR FACTOR

In the normal course of a game when a combat is fought you add up all the wounds, rank bonuses and outnumbering factors to find out who has won. Then the loser takes a Break test as per normal. The great thing about fear-causing units that are fighting troops who do not cause fear (or are immune to psychology) is that if they win the combat and their unit strength is greater than their opponents, then you do not take Break tests to see if the unit stands or flees, it simply flees automatically. That is why I use a large unit of cavalry. Each model has a unit strength of 2 and so my unit starts at unit strength 24. Most, (but not all), blocks of foot troops have twenty models (unit strength 20), so if the cavalry win the combat the foot troops will break automatically.

RAIN OF DEATH

The Archers are great. I use a unit of sixteen with full command and try to sneak a hill onto the table on which to deploy them. The beauty of Tomb Kings Archers, and this applies to the crew of the Chariots, is that they can move and fire and never suffer any penalties. A long time ago the Asp Goddess looked favourably on the Archers of the Khemri army and blessed them with a wonderful ability. To make up for the fact that generally they couldn't hit a barn door from ten feet away she allowed them to benefit from her magical powers and imbued upon them the ability to always hit on a roll of 5. So they can move, shoot at skirmishers, troops in a wood or behind a wall, it doesn't matter, they always hit on a 5. There is a downside though, and that is that they can't shoot at chargers and do not get the +1 to hit when shooting

at large targets but I have found this unit very effective at protecting flanks.

Generally your enemy will send skirmishers or a unit of fast moving troops down a flank to get rid of your war machines or get into a position to mount a flank charge against one of your units. Usually I will form my Archers up in two ranks of eight to maximise shooting, but I still have the flexibility to expand my ranks by two in the movement phase and then shoot with eight men before preparing to receive a charge in my opponent's next turn. And he has got to be pretty sure of winning before charging in, because if you do get your Archers on a hill, with a standard and four ranks, then you are on a +5 combat resolution before you start, and a 6 if you outnumber them.



The cavalry of the Tomb Kings is most effective in charging units from the side, particularly when you consider their potential charge range of 24"!



Your Archers and Screaming Skull Catapult can have a devastating effect on the enemy from afar.

PETE SCHOLEY'S TOMB KINGS ARMY

CHARACTERS

| | |
|--|---------|
| Tomb King (175) in a Chariot (45) with great weapon (6), Crown of Kings (40), Scorpion Armour (40) | 301 pts |
| Tomb Prince (100) in a Chariot (45) with great weapon (4), light armour (2), Brooch of the Desert (25) | 176 pts |
| Hierophant (115) with Cloak of the Dunes (20) and Hieratic Jar (25) | 160 pts |
| Liche Priest (115) with 2 Dispel scrolls (50) | 165 pts |

CORE

| | |
|--|---------|
| 16 Archers (128) with Standard Bearer (10) and Champion (10) | 148 pts |
| 12 Heavy Cavalry (192) with Champion (14), Standard Bearer (14) and Musician (7) War Banner (25) | 252 pts |
| 3 Chariots (120) with Standard Bearer (20) and Champion (20), Banner of Undying Legion (25) | 185 pts |
| 3 Chariots (120) with Standard Bearer (20) and Champion (20) | 160 pts |
| Tomb Swarm (45) | 45 pts |

SPECIAL

| | |
|--|---------|
| 20 Tomb Guard (240) with Champion (12), Standard Bearer (12), Musician (6) and Icon of Rakaph (40) | 310 pts |
| 3 Carrion (72) | 72 pts |
| 3 Ushabti (195) | 195 pts |

RARE

| | |
|---|-----------|
| Bone Giant (220) | 220 pts |
| Screaming Skull Catapult (90) with Armour of the Foes (20) | 110 pts |
| TOTAL | 2,499 pts |

Notes: The Tomb King usually rides in the Chariot unit with the Banner of Undying Legion. The Tomb Prince goes in the other Chariot regiment. The Priests will probably start in the two foot units depending on the type of army I am facing.

On the face of it, Tomb Kings Archers are not the most fearsome of troops, but if used correctly they do form an extremely versatile defensive block that has an uncanny ability to be very accurate when shooting. And don't forget, back to the Magic phase, your Liche Priest, or the Tomb King can use the 'Smiting' incantation to allow them to shoot, and suddenly that's 32 shots per turn, now that really is magic!

The model alone would make me pick a Screaming Skull Catapult every time. A huge imposing machine able to drop skulls on the enemy from almost any point on the table. But give it the Heads of the Foe and suddenly every time you wound your target, they need to take a Panic test at -1 to their Leadership. Yes, the Screaming Skull Catapult hasn't really changed, it still acts like a stone thrower and, if accurate, can destroy anything your enemy has. But the Heads of the Foe is the real bonus. These are the skulls of your enemy that you have kept from previous battles, and now you are sending them back to remind them of the fate that awaits them. Many a game I have sent a pile of Empire skulls crashing into a unit of Knights Panther only to see them roll more than a 7 on their Leadership and flee straight off the table. And now, with magic you can fire the Chukka in the Magic phase and repair any damage or replace fallen crew.



The final unit in my current army was the one that I deliberated most over and that's the Tomb Guard. I wanted a solid block of foot troops to hold the centre of the army together and it was a toss up between these or a bigger unit of Skeleton Warriors. But for 3 points more the Tomb Guard gives you better Strength and Toughness, better WS and the Killing Blow ability. However, the real coup de grace is the fact that they have access to a 50 points magic standard – and the one I use is the Icon of Rakaph. This allows the unit to make a free reform at the start of its turn and then charge. This effectively gives the unit a 360 degree 8" charge every turn. Put this unit in the middle of your army and it can deal with threats from anywhere. And once again don't forget, you can reform, move and then charge in the Magic phase, so this suddenly becomes a 12" charging unit...

MAGIC ITEMS

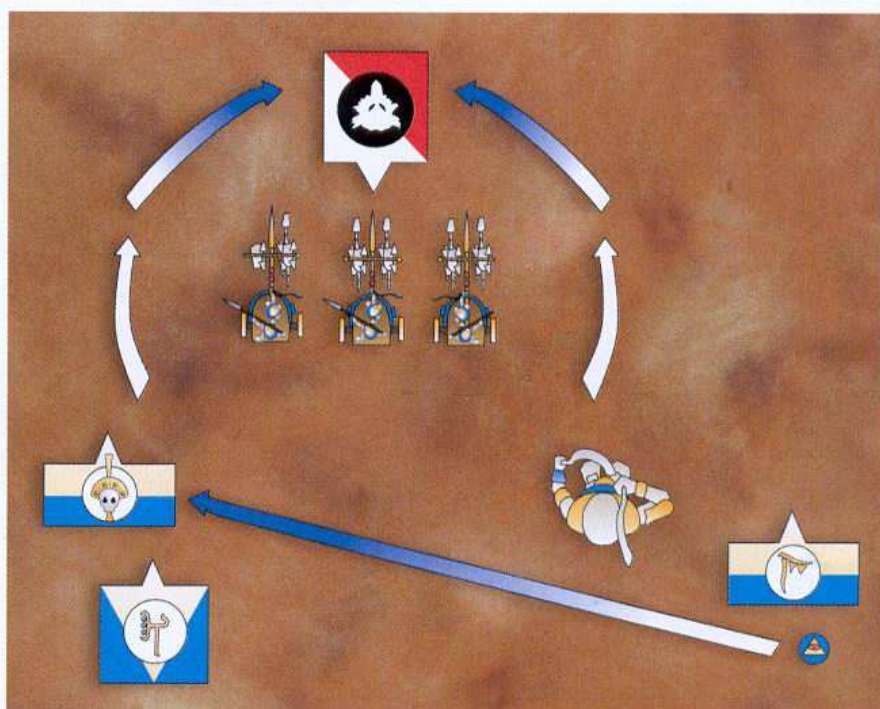
There are so many good magic items in the Tomb Kings army list that you are literally spoilt for choice. In games of 2,500 points I have found it beneficial to have more magic defence and this is where you are in luck with the Tomb Kings. My Liche Priests already have items I consider necessary and essential. Two Dispell scrolls, the Cloak of Dunes and the Hieratic Jar. However, The Broach of the Desert has come in useful on a number of occasions. It is

essentially a Dispell scroll but with one very important distinction, it is an Enchanted item and can therefore be used by a 'non-wizard'. I give this item to my Tomb Prince. It's great to see your opponents mouth drop a few inches when he casts that spell with a roll of 14, knowing you have used your obligatory 2 scrolls, and with only 2 Dispell dice left he thinks he has you.

GETTING OUT OF TROUBLE

In the example to the left, you can see what happens when you are not decisive with a unit. The unit of Carrion residing directly in front of your army's general is a prime target for the opposition – a successful round of combat for your opponent could result in the loss of your flying unit and an overrun straight into your Chariots.

One way to guard against this is shown below. The close proximity of your Hierophant enables you to, if not guard against, at least ensure that your losses are minimal.



In the Tomb Kings turn, the Bone Giant and the Ushabti cannot charge the flanks of the Knights even if they can reach it, because they are in the front aspect of the unit and therefore have to charge there. However, the Chariots frontage completely covers this, so it would seem that the Tomb Kings have reached an impasse.

There is, of course, a way round this. In the Movement phase, the Bone Giant and the Ushabti move towards (and turn towards the flank of) the Knights. The Hierophant flies (using the Cloak of Dunes) from his position within the Archers and joins the Liche Priest within the unit of Tomb Guard.

In the resulting Magic phase, the Tomb King has two attempts to 'Urgency' the Bone Giant and the Ushabti into the flanks of the Knights. If this doesn't work, then you have the Liche Priest's attempt, and finally the Hierophant.

No, just get out the Broach and wipe the smile off his face...

Well there it is, my current 2,500 points army. It doesn't always win, but it fights very well. It took me a while to master but it has been great fun. This is a unique army that is like no other in the Warhammer world, coupled with the fantastic new miniatures I am sure it is one you will want to collect.

THE SPRAWLING NECROPOLIS

BUILDING THE LANDSCAPE OF THE TOMB KINGS

With the release of the Tomb Kings Army book last month, once again our resident scenery designers, Mark Jones and Dave Andrews, have been hard at work creating themed terrain with which to go with our new Tomb Kings army. Here we show you how...

KHEMRIAN COLOURS

The predominant colour scheme of both the sand and the stones is a light sandy brown. There is hardly any vegetation to break the monotony with a dash of green, since plants cannot live here, and the river water has been polluted with foul red dust making it the colour of blood.

There are the polished black volcanic stones like those used to build the Black Pyramid of Nagash, red and purple veined stones favoured by many Tomb Kings for their pyramids, green veined stones used for statues of crocodiles and pillars carved to resemble palm trees, and yellow quartzite favoured for statues of kings and gods.

REPRESENTING ROCKS AND RUBBLE

All this rubble can be easily represented in model scenery using sand, gravel, small stones and pebbles and chunks of cork, polystyrene or balsa wood. A lot of these materials can be found free, on the beach, in the garden or by breaking up packaging material. The rest can be found in garden centres, hardware stores or even pet shops. Some of these materials will already be the right colour, others can be painted or stained with ink to resemble more exotic stones.

In the terrain making methods described in this article, we refer to painting the features 'desert colours' or 'stone colours' or just 'brown drybrushed with yellow-white'. We know that many people would like us to be more specific as to which Citadel colours to use. Well actually, in the confusion of the Studio, where pots of paint often run out in the middle of a project and the new supply arrives after the job is finished, Mark will just use any old colour that comes to hand as long as it's more or less right! Often Mark will change colours like this in the middle of a terrain piece and so this is why we are not too precise about the colour, because it doesn't really matter.



OBELISKS

Originally a Forge World piece, Mark chopped away the High Elves architecture, before utilising one of the custom figures that Dave Andrews designed and cast. The motif at the very base of the obelisk is actually a three-up standard from the new range.

THE SPHINX

The main body of the Sphinx was carved from a block of polystyrene, with the headdress and front of the model created from a separate piece of foam. The actual head of the model was lifted from a resin skull that Mark was able to lay his hands on.



DESIGNING THE KHEMRIAN BATTLEFIELD

Below are some ideas with which to add to a collection of Khemri terrain, with hints and tips on how to create the ideal setting for the Tomb Kings.

Wadi (ravine)

Simply make two river sections and be liberal in your use of sand, gravel and rock along the banks. Do not paint the interior gully as water, but instead cover with sand. Paint brown and drybrush with sand colour for effect. One section could have a tapering end.

Difficult Ground

A fairly common feature and easily represented just by having to hand a

box of stones, pebbles, rock chips or coarse sand to scatter in small patches. A more permanent feature can be made by gluing these materials to an irregular base of card or MDF board.

Jebel (rocky crag)

Quite a common and useful feature, easily made from two or three layers of cardboard or polystyrene packaging or tile. The edges can be rough to look like exposed rock, or smoothed over with plaster and covered with PVA and sand. Paint brown and drybrush with sand colour. Irregular shapes with protruding craggy bits will look most effective.

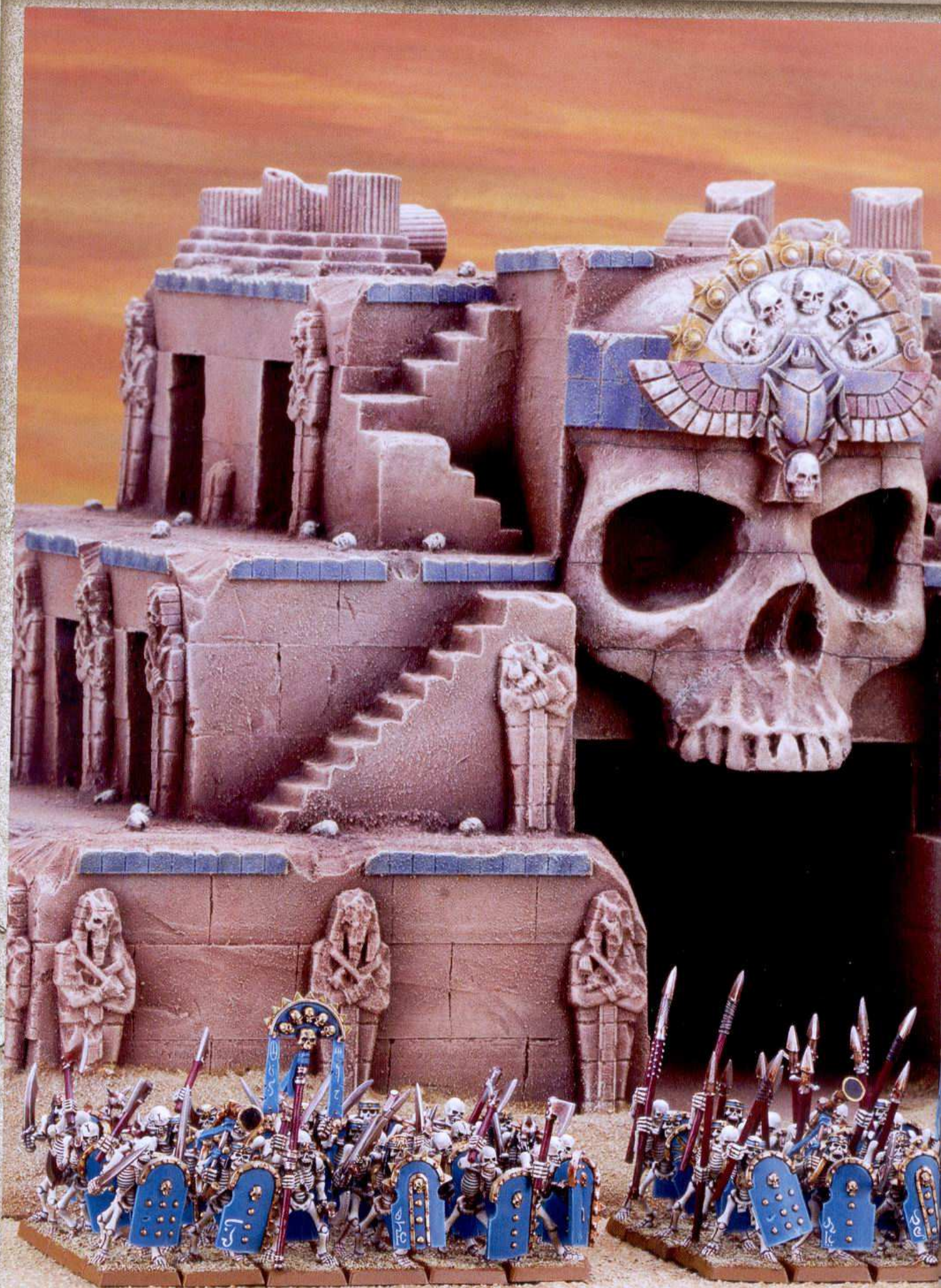
Walls

The kind of walls occurring in the necropolis of Khemri are likely to be

the foundations of ruined temples or the enclosure walls of tomb complexes. Some walls are so thick as to be fortress walls and if you want to use these in your battle then you should perhaps consider fighting a scenario from Warhammer Siege. Lesser walls are made of regular stone blocks, and will vary in height up to three or four courses of stone, with plenty of gaps due to their ruined state.

A Big Pyramid

This is an ambitious project, but don't get carried away and build a pyramid too big to be useful as a terrain feature! The best option is to make a very ruined pyramid, then it can have a large base (about 12" square), and might be able to stand in as a hill with steep slopes.



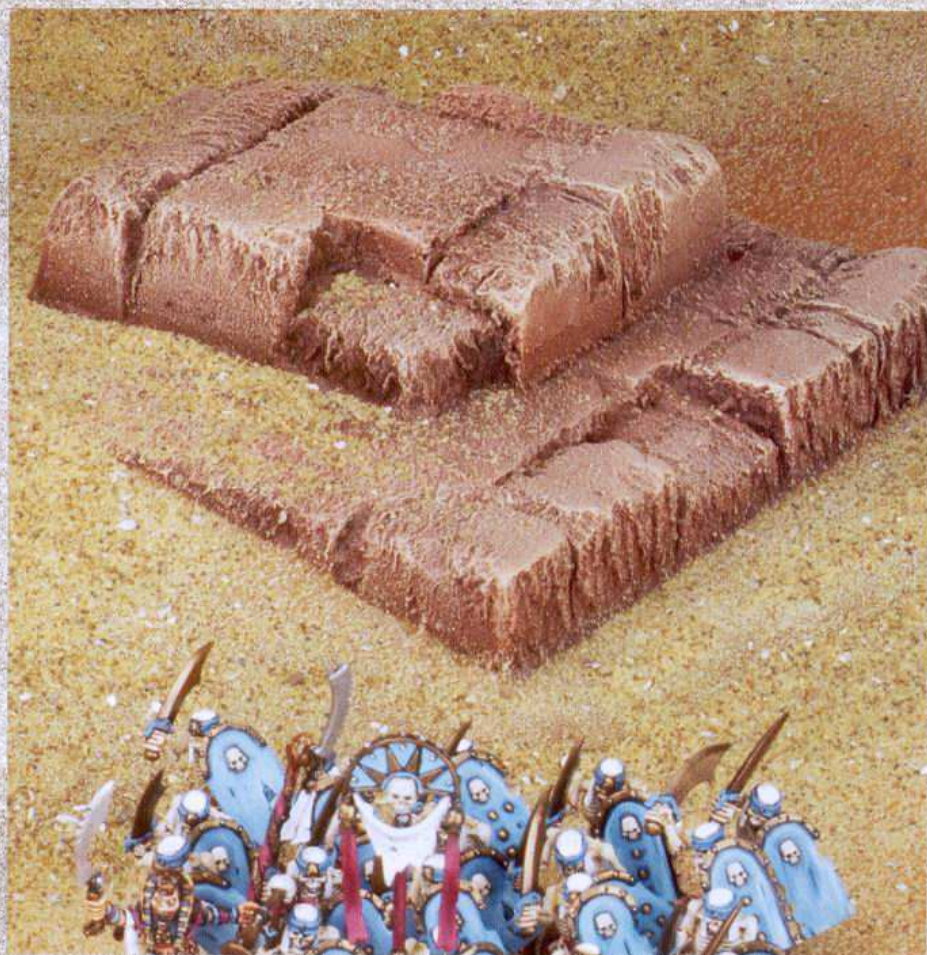
TEMPLE

The basis for this magnificent piece was simply three layers of polystyrene in blocks of three. The entrance and archways were carved from the main construct before it was glued together. The columns at the top and sides of the piece were taken from wedding cake decorations, which Mark snapped into pieces using a metal ruler. The skull was, again, from a resin model that Mark managed to find deep within the bowels of the Games Workshop Studio. The standard was again used from a large-scale version of the Tomb Kings plastic sprues, and finally, Mark cut away some skeleton heads from the sprues to decorate around the temple.



COLUMN BASE

Mark's main reasoning behind the column bases was to create hills that were something more than 'a mound of sand'. Quick and easy to create, the columns are simply two blocks of polystyrene layed on top of one another that have been cut into with a craft knife to represent ancient, weathered stone. This was then simply drybrushed with Bleached Bone.



We take a look at how we painted the most powerful and impressive model from the Tomb Kings army; Settra the Imperishable, Ruler of Nehekhara riding within his chariot of the gods drawn by four Skeletal Steeds.

'EAVY METAL MASTERCLASS

Painted by Seb Perbet

SETTRA THE IMPERISHABLE



ASSEMBLING THE MODEL

The whole model was first assembled in a dry run to work out how the components fitted together. The main chassis of the chariot was then put together leaving the wheels and haft section to be painted separately. Settra, and each of the horses, were then glued. Settra and the chariot sections were given an undercoat with Chaos Black spray, going over any sections of poor coverage with a thinned Chaos Black paint. The horses were all given an undercoat with Skull White.

PAINTING THE MODEL

The main body of the chariot was painted with a basecoat of two parts Chaos Black to one part Codex Grey. More Codex Grey was then added to this so that the next highlight stage was two parts Codex Grey to one part Chaos Black. Codex Grey on its own was then used for the next stage, followed by a final highlight with Fortress Grey.



The gold sections (Settra's armour, the chariot's wheels, frame and the icons on the banner and weaponry) were painted with a basecoat of Shining Gold. These areas were then given a wash with Flesh Wash that had been thinned three parts ink to one part water. This was then highlighted with Shining Gold, followed by Burnished Gold. Mithril Silver was then added to Burnished Gold in equal parts, before a final highlight of Mithril Silver on its own was applied.



To paint the Turquoise sections on both the chariot and Settra, a basecoat of Hawk Turquoise was applied. Skull White was then added to this for each successive highlight stage.



The wooden floor of the chariot, the leather bindings and Settra's robe were all painted with a basecoat of Scorched Brown. Equal parts Bleached Bone were then added to this for the first highlight stage, followed by adding more Bleached Bone for each successive highlight.



The axle of the chariot, the staff of Settra's weapon, the standard pole and the yoke, were all painted with a simple basecoat of Scab Red.

A wash with a mix of two parts Brown Ink to one part water was applied to the horses. They were then painted with Bleached Bone, leaving the Brown Ink wash showing in the joint sections. Skull



White was then added to Bleached Bone in equal quantities as a highlight, followed by Skull White on its own.

FINE DETAIL

Settra's flesh was painted with a basecoat mix of equal parts Snakebite Leather and Chaos Black. An equal quantity of Bleached Bone was then added to this for the first highlight stage. This was then given a wash with Flesh



Wash that had been thinned with four parts water. An equal quantity of Skull White was then added to the highlight mix for the final highlight.



A basecoat of Brazen Brass was used to paint the blades of Settra's weapon and the scythes on the chariot. Equal parts of Mithril Silver were added to this for each successive highlight stage. A wash of Chestnut Ink, thinned with three parts water, was then applied to the bases of the blades and scythes.

To paint Settra's cloak, a basecoat mix of Snakebite Leather, to which one part in five of Chaos Black had been added, was applied. This was highlighted with



Bleached Bone. The whole cloak was then given a wash with a Brown Ink that had been thinned with three parts water and Bleached Bone was then applied once more.

The scarabs on the cloak and inside Settra's ribcage were painted with a basecoat of Chaos Black which was then highlighted with Regal Blue. An equal amount of Skull White was added to the Regal Blue, followed by a final highlight with Shadow Grey.



The skulls and bone sections on Settra and the chariot were first painted with a basecoat of Snakebite Leather. This was then given a wash with Brown Ink that had been thinned two parts ink to one part water. Bubonic Brown was then applied, followed by Bleached Bone. These sections were then given a wash with Flesh Wash that had been watered down with three parts water, before a final highlight of Skull White was applied.

FINISHING TOUCHES

A basecoat of Snakebite Leather was used to paint the scrolls. This was



highlighted with Bubonic Brown, followed by a final highlight of Bleached Bone. Small lines of writing were then painted onto this.



Settra's internal organs were painted with a basecoat of Scab Red. This was highlighted with an equal parts mix of Dwarf Flesh to which Bleached Bone was then added for the final highlight stages.

The gemstones were painted with a basecoat of Red Gore. This was highlighted with Blood Red, followed by a small line of equal parts Fiery Orange and Blood Red on the bottom. Fiery Orange on its own was then used for the



final line of highlights, followed by painting a small dot of Skull White.

The turquoise gemstones were painted in exactly the same manner as the other turquoise sections of the model.



The chariot base, and the cavalry bases, were glued onto a template of plasticard that had been cut to size. The base was then covered with PVA glue and sand was applied over this. The sand was painted with a basecoat of Snakebite Leather and then given a drybrush highlight with Bubonic Brown, followed by a drybrush of Bleached Bone.

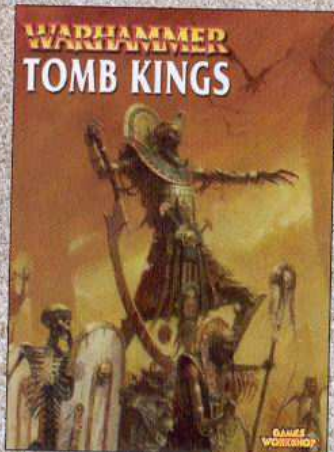


Settra the Almighty, Lord of Nehekhara, Ruler of the Sands, Holy Eagle of the Desert.

WARHAMMER

TOMB KINGS

Across the sands of Nehekhara march the unstoppable armies of the Tomb Kings. Led in vengeance by the Great Kings of the desert, the Tomb Kings summon forth their great Liches to bring Skeletons, Chariots, lumbering, but purposeful, Bone Giants and, striking deep from beneath the sands, swarms and Tomb Scorpions. Held together by ancient and ritualistic magic, these armies are both feared and respected by generals throughout the Warhammer world, for disturb a Tomb King and you will be cursed for all eternity!



WARHAMMER ARMIES:

TOMB KINGS

£10.00

This 80 pages book contains painting and modelling guides, full rules and background for fielding an army of the dreaded Tomb Kings of Khemri. There are also rules detailing Settra the Imperishable, Tomb King of Khemri and High Queen Khalida.

Denmarkkr 150.00
Swedenkr 160.00
Euro€ 20.00

TOMB KING

£6.00

The Tomb Kings are the Generals of any Tomb Kings army, leading the army that they did when alive thousands of years previously.

This blister pack contains 1 Tomb King on foot.

Denmarkkr 70.00
Swedenkr 80.00
Euro€ 10.00

LICHE PRIESTS

£8.00

Through monotonous and ritualistic chanting the Liche Priests of Khemri are able to manipulate their King's armies to his will.

This blister pack contains 1 Liche Priest on foot and 1 Liche Priest mounted on a Skeletal Steed.

Denmarkkr 100.00
Swedenkr 120.00
Euro€ 13.00

TOMB KINGS

STANDARD BEARER

£8.00

Holding aloft the magical symbol of the King the Standard Bearer protects the legions of the Tomb Kings in battle.

This blister pack contains 1 Icon Bearer on foot and 1 mounted on a Skeletal Steed.

Denmarkkr 100.00
Swedenkr 120.00
Euro€ 13.00



TOMB KINGS SKELETON WARRIORS

£15.00

The mainstay of any Tomb Kings army are the ranks of Undead Skeletons, summoned from their sandy graves by the Liche Priests to march forth for their Kings.

This boxed set contains 16 Skeleton Warriors of Khemri.

Denmarkkr 185.00
Swedenkr 225.00
Euro€ 25.00



TOMB KINGS SKELETON HORSEMEN

£15.00

Skeleton Cavalry played an important role in the armies of Khemri, being able to either harass the enemy with asp-like bows from the back of Skeletal Steeds or strike deep into the enemy lines armoured up with light armour and spears.

This box contains sprues to make 8 Skeleton Light Cavalry with full Command group or 8 Skeleton Heavy Cavalry with full Command group.

Denmarkkr 185.00
Swedenkr 225.00
Euro€ 25.00

Available from your local Games Workshop store, in-store order point, independent stockist, www.games-workshop.com/storefront, or direct on 0115 91 40000. Models not shown at actual size.

TOMB KINGS BATTALION

The Tomb Kings Battalion is an ideal way in which to start or expand your Tomb Kings army. This boxed set contains 32 Skeleton Warriors, 3 Tomb Kings Chariots and 8 Skeleton Horsemen.

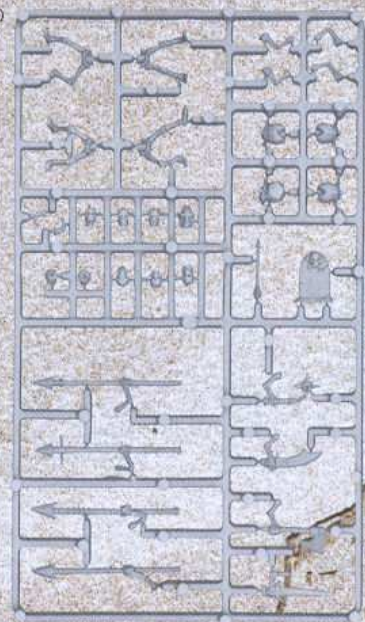
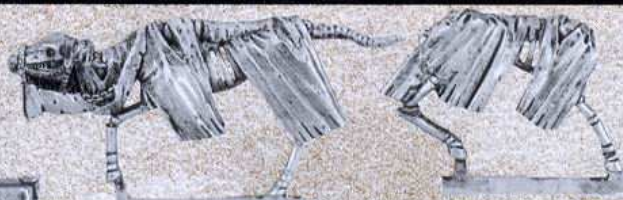
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Euro€ 80.00



The components on this page are only available from your Games Workshop store order point,

Even though the Tomb Kings army is an entirely new and superb model range, there are a number of components from throughout the Warhammer range that you could use to customise your army, making it look more unique and individual. On this page there are a number of parts that we've found for you to use in your Tomb Kings army.



on the internet at www.games-workshop.com/storefront, or by phoning direct on 0115 91 40000.

Many would argue that an Ork army (either Warhammer or Warhammer 40,000) offers great scope for customising your models. Guy Haley is certainly one such gamer who likes to ensure his army is unique. Introducing, Waaagh Duffsnik!

Guy: Looking at these pictures, you won't be surprised to learn that my house is full of Orks. I suppose my girlfriend could blame my dad.

He's the chap who got me into all this wargaming business in the first place. It's only natural I suppose, he is a toy soldier dealer. But he's into that genuine military stuff, and that is not my cup of tea. Or fungus beer, I should say. It was only when the very first edition of Warhammer came out (we're talking 20 years ago, easy) that I found my niche. Now I could play those big battles I'd drooled over when I read *The Lord of The Rings* for the first time!

When you're young everyone wants to be the good guys. More than a few these days start off with Space Marines – I've seen you, getting in the way of my zimmer frame when I pop into the

WAAAGH DUFFSNIK!

GUY HALEY'S SPEED FREES ARMY



Waaagh Duffsnik in all his converted glory.

local Games Workshop store! I was different. When I was knee high to a Grot everyone wanted to be Elves. Not me – I wanted to be the bad guys. So Orks I bought and Orks I still play, in both their Warhammer and Warhammer 40,000 guises.

Warhammer 40,000 Orks are the classic antagonists – they'll fight anybody. Even each other. All they care about is fighting. Not philosophy, not town planning, not poetry. Just fighting. With big guns.

It wasn't until the new plastic warbikes came out that my imagination really caught fire, the roar of a thousand engines echoing in my not so little ears. What's cooler than an Ork? An Ork on a motorbike! Or maybe 'Ard Boys in a truck or a Warboss with his own battle wagon. After two footslogging forces, my third





Guy's impressive Speed Freeks make light work of an Ultramarines Predator.







Clockwise from top left:

1. The Ork Slaver drives his Grots on as the tank lines up the Leman Russ.
2. Ork Warlord Waaagh Duffsnik and his Nobs charge straight for a unit of Imperial Guard.
3. One of Guy's warbikes with a custom-built twin-linked heavy shoota.
4. Guy's unit of Choppa Boyz, supported by his unique battle wagon, attempt to overrun the Black Templars.

edition Ork horde is mounted all in or on something huge, wheeled noisy and unsubtle. No waiting for the bus for these Greenskins. They're at the forefront of every invasion. Always the first in the scrap, often the first to get creamed. But hey – who cares about winning when you're having so much fun?

I'm an Ork player. It's the fighting that counts. My Warboss 'Razgrodd Duffsnik' has been panned by Hive fleet Leviathan so many times he's developed entemoophobia, but he's always back for more! He has every bionik bit the Mekks can make and the Dokks can fit. We don't play campaigns often, but putting together and modifying your army in light of recent games really tells a story. Like the Tyranid Warrior head added to my truk, in my regular opponent's colours of course, after the string of defeats turned to a string of victories. Even an Ork can learn! Or maybe it's his shiny new tin head that's making him smarter.

Ork armies are extremely characterful, a modeller's delight. You can really

customise Orks, so a huge bits box comes in very handy (you may notice an original battle wagon amongst the horde). With Freeks though you have the added benefits of speed and the fact that they can actually shoot straight thanks to a lot of twin-linked weapons. What more could any self-respecting Greenskin ask for?

Now you'll have to excuse me. I have a bug swarm to squash.



In several of our stores, gamers are disappearing through back doors clutching figure cases and army lists only to be seen hours later telling stories of great victory or humiliating defeat! Games Workshop Battle Bunkers are here and more are planned for the future...

IPSWICH

Report by Chris Bone

With hindsight I should have been issued with a two-way radio for the Ipswich battle bunker, as I got lost several times trying to find the Gent's! The place is like the inside of Dr Who's Tardis.

What a great place to come along and have a battle with your mates or get some hot tips on scenery making, which is just what loads of hobbyists did on the official opening day.

So, who was the dangerous looking bloke in the corner with a selection of deadly craft knives and a fully loaded semi-automatic glue gun? Me, of course! There I was munching on a slice of most excellent fruit cake (provided by George the key-timer's mum, especially for the occasion) and enlightening the curious in the art of scratch building an Empire 32-gun 'ship of

BUNKER ASSAULT!

A look at Games Workshop's new Battle Bunkers

the line', His Imperial Majesty's vessel *Unicorn*, a veritable floating fortress for Warhammer. I also made a start on the crew which will form a 2,000 points army for daring shore raids and boarding actions, a great opportunity for plenty of conversions for a really characterful fighting force. See White Dwarf 269 page 92 for my inspiration – it's all Tim Eagling's fault.

Meanwhile, a small blizzard of expanded polystyrene had started blowing from the table opposite me. Tom Harland and Richard Cooper (both from our Hemel Hempstead store) were butchering blocks of polystyrene for their demonstration on how to make Warhammer 40,000 bunkers. They used card templates pinned to the polystyrene blocks to act as a guide for the hot wire cutters, which made for a clean straight line. It made the whole process a lot simpler and you also got to take away the piece of scenery you had worked on.

Upstairs in the bunker, fierce battles were raging. The bunker has space for a total of ten gaming tables – more than enough for a mini tournament. The gaming boards themselves looked great and are available all the time for you to use. There are even rooms for both Warhammer 40,000 and Warhammer gaming. This is how gaming was meant to be, a duel of tabletop generals! You could hear the whir of the participants' brains as they tried to outsmart one another and the litany of filth, I mean faith, as they rolled those 1s and 2s. So, lots of stuff going on all day and this was only the first week of opening.

Finally, after all the cake had gone, I downed tools with only a modicum of superglue on my fingers. What a great day! What are you waiting for? Get down there for a face full of hobby!



Chris Bone constructs his Empire warship.



Gamers both old and new battle it out as the Ipswich Battle Bunker Tournament reaches full swing.



Ipswich Manager Rob Clarke oversees the celebrations at the opening of Ipswich Battle Bunker!



The clash of swords and the din of war... a normal Saturday morning in Bromley Battle Bunker!

BROMLEY

Report by Mark Chambers

Battle bunkers are an extension of our In-store Clubs scheme. The bunkers themselves are custom-made gaming rooms, equipped with all the things you would expect from Games Workshop – club-gaming tables, painting area and tea and coffee making area (plus toilets – which are useful for shedding a private tear when your carefully prepared force is thrashed in battle!).

I arrived at the Bromley store, was welcomed by the staff and after a quick chat was ushered into the upstairs battle bunker.

Not really knowing what to expect I was surprised to hear the place buzzing with the all too familiar sound of gaming. Twenty hobbyists from the Bromley and Croydon store were already embarking on a day of tournament gaming.

The bunker has been furnished with ten gaming tables complete with chairs (essential for an aging gamer like myself) and the first feeling I got was that this was a friendly environment, faces creased in concentration turning into smiles and nods of greeting.

The first person I met there was Paul Reed, the Bromley store manager, and a very interesting man he is indeed! He has a master degree in psychology and has worked for Games Workshop for nearly three years. I asked him what battle bunkers are all about:

"It's simple really, all you need to do to use the 'bunker' is to register for the in-store club card. This means you need to be over 16 and have a basic knowledge of how to game. The 'bunker' is open all day during our trading hours and all you have to do is book a time slot with one of our staff members. Along with the general gaming side of things, we will be putting on regular events such as 'Bunker Assault'

tournaments and weekend events where you can play enormous games on a 30' table (you can leave your figures over night as these games are going to take several hours!).

"The way I see it is that in the store we will be teaching people to collect, paint and game, and upstairs is the perfect place to battle opponents in a very friendly atmosphere.

Today we are running a 1,000 points tournament where you play three scenarios – Cleanse, Recon and then Take & Hold. This is quite a challenge as you have to pick just the right force to do the job."

This seemed very true as players who did very well in the Cleanse mission began to struggle during Recon.

I spoke to Danny Rattigon from the Croydon store, he's been playing for over seven years, plays most Games Workshop games and was last year's 'Winter War' champion. I asked him what he thought of the new battle bunker:

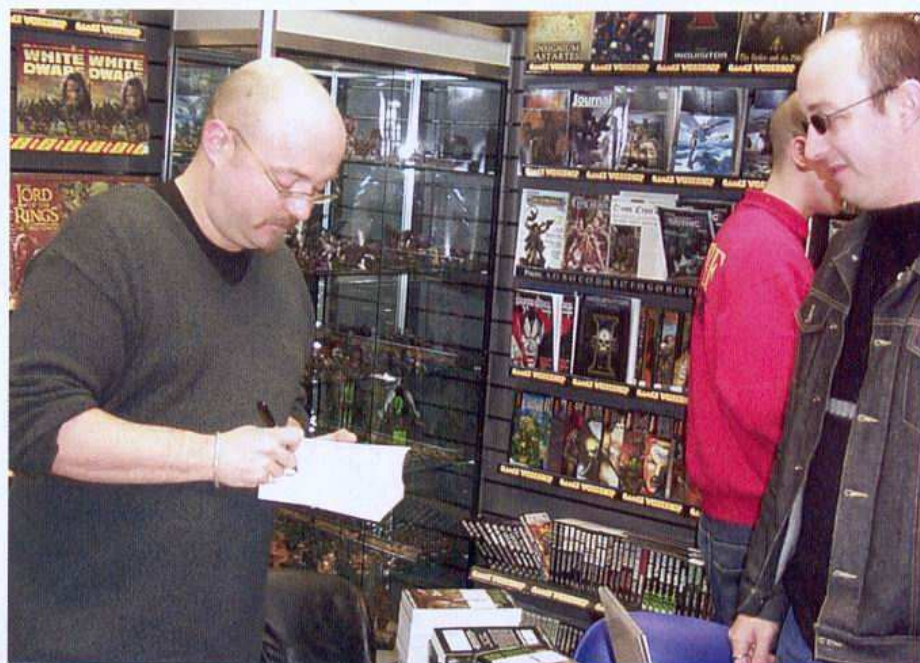
"I'm here to represent the Croydon store and it's all about pride for me, if we don't win this... well, we'll struggle to live it down. The good thing about the place is that it has a good environment, there's no distractions, everyone has a good knowledge of the rules and all you need to do is book a time to play".

Another highlight on the day was the appearance of Dan Abnett. He had found out about the opening and come along to see what it was all about. He even did a session of book signing (on the proviso that we bought him coffee all day!), which went down well!

The day was full of good natured gaming, and I saw some very exciting battle tactics. On one table, the Space Wolves of Jason Grimwood took the assault to Simon Mathews' Tyranids, slaughtering them to an alien.

On another table, I watched as a Dark Elf player held his head in his hands as his general's Cold Ones unit fled two turns on the trot with a roll of 12 on the dice. As I know all too well being a Dark Elf and Chaos general myself... them's the dice!!!

There are now six battle bunkers in the United Kingdom; Middlesbrough, Shrewsbury, Newport, Bromley, Ipswich and Carlisle. With more stores to come, why not pop in and see what's going on?



Black Library author Dan Abnett signs copies of his novels for visitors.

WARHAMMER

This year's tournament heats have given us plenty of opportunity to view a whole host of splendid gamers' armies. Roger Smith recently participated in the Warhammer tournament 1st heat with his Engineer themed Empire army.

THE KARLITZIAN ENGINEERS

Roger Smith's Empire Army



Empire Great Cannons.



Roger Smith has been playing Warhammer for five years, he admits though that this was six months after his now not so young sons insisted he played.

This army started with the Empire models from the boxed set. His favourite part of the army is his Steam Tank which he believes has great all round ability.

Roger's most memorable moment in the tournament came when he rolled six misfires in a row while fighting against a Khorne army!

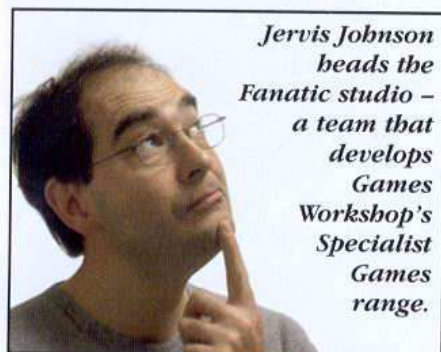


Empire General



Steam Tank armed with a Helblaster volley gun.





*Jervis Johnson
heads the
Fanatic studio –
a team that
develops
Games
Workshop's
Specialist
Games
range.*

NEW ORK BATTLESHIPS

Specialist Games news from the Fanatic studio

Well, it's the dawn of another new year, a time when one takes stock of the past twelve months and looks forward to the next twelve. Not being one to buck tradition I have decided to start this month's Fanatic News with a short Fanatic year end review. 2002 proved to be an eventful year for the Fanatic team, and one in which we set the foundations needed to provide proper ongoing support of the Specialist Games range. Perhaps the most exciting event of the last year was the re-release of Bloodbowl in the stores, giving old and new players a chance to catch this superb game. Amongst our other releases last year were the Vampire Counts and Dark Elves armies for Warmaster, an Amazon warband for Mordheim, a Dark Eldar fleet for BFG and the stunning Eldar Ranger for Inquisitor. I'm sure you'll agree that all are welcome additions to Fanatic's



*Ork Battleship,
sculpted by John Manders.*

range of figures. To say I'm proud of just how far we've managed to come in the last year would be an understatement. Looking forward I can see the results of these labours starting to bear fruit, and I sincerely believe that 2003 is going to be a great year for fans of the Specialist Games range. We're starting off the year

with some superb new releases for Warmaster and Battlefleet Gothic, with plenty more new releases every month, and by the end of the year the Necromunda Redux and Epic Armageddon projects will mean that all seven of the games in the Specialist Games range will be back in print. I, for one, can hardly wait...

But enough self congratulatory back-slapping, and onto what's actually coming out this month. Well, for a start there are three fantastic new units for all the Warmaster generals out there. Mark Bedford, Fanatic's in-house miniature designer, just gets better and better at making Warmaster units, as his Dragon Princes of Caledor prove. Not to be outdone, freelance designer Steve Buddle has produced a very nice unit of Dark Elf Corsairs, while veteran putty-pusher Bob Naismith has come up with a really lovely Dark Elf Hero on Manticore to lead the Corsairs into battle. Background and notes on how to use the new units can be found in Warmaster Magazine 15.

Also out this month is a major release for Battlefleet Gothic in the form of not one, not two, not even three, but four, new Ork Battleships! For a long time budding Ork fleet Kommanders have been frustrated by the lack of some really big ships with which to take on the battleships of the Imperial and Chaos fleets. We didn't think this was very fair either, so commissioned ace BFG miniatures designer John Manders to come up with an Ork Battleship. John came back with a model with so many interchangeable bits and

NEW RELEASES

This section lists all of the latest releases from 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.

| Item | Game | Release Date |
|-------------------------------------|------------|--------------|
| Exterminatus Magazine 5 | Inquisitor | December |
| Purestrain Genestealer | Inquisitor | December |
| Genestealer Magus Conversion Pack* | Inquisitor | December |
| Genestealer Hybrid Conversion Pack* | Inquisitor | December |
| Space Marine Helmet Booster Pack* | Inquisitor | December |
| Town Cryer 23 | Mordheim | December |
| Amazon Warband boxed set | Mordheim | December |
| Amazons blister pack | Mordheim | December |
| Amazon Champion blister pack | Mordheim | December |
| Amazon Priestess blister pack | Mordheim | December |
| Amazon Totem Warriors blister pack | Mordheim | December |
| Blood Bowl Magazine 5 | Blood Bowl | December |
| Nurgle's Rotters Boxed Set | Blood Bowl | December |
| Nurgle's Rotter Booster Pack | Blood Bowl | December |
| Necromunda Magazine 11 | Necromunda | December |
| Warmaster Magazine 15 | Warmaster | January |
| Dragon Princes Of Caledor | Warmaster | January |
| Dark Elf Hero On Manticore | Warmaster | January |
| Dark Elf Corsairs | Warmaster | January |
| Battlefleet Gothic Magazine 13 | BFG | January |
| Deathdeala Ork Battleship | BFG | January |
| Slamblasta Ork Battleship | BFG | January |
| Gorbags Revenge Ork Battleship | BFG | January |
| Kroolboy Ork Battleship | BFG | January |

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:

Q. Will any of the Specialist Games ever be covered by Games Workshop rather than Fanatic?

A. It's a common misconception that Fanatic is a separate company from Games Workshop. This isn't actually the case; Fanatic is part of Games Workshop and the Specialist Games range is part of the Games Workshop range. If you think of us as being simply

a much smaller version of the Studio then you won't be going too far wrong. Or to put it another way, Fanatic is a separate department within Games Workshop, rather than a separate company all together.

This means that just as the Studio produces material for Warhammer, 40K and LOTR, we produce material for the Specialist Games range. The things Fanatic make are then manufactured and made available by Games Workshop. Although availability of Specialist Games range material is still a bit of an issue, it is improving all the time, and soon the whole range will be readily available worldwide.

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 at: 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 we can!).

pieces that we couldn't fit them all in one box, and have ended up making four different named ships instead. What's more, thanks to John's cunning design work, bits from any of the four ships can be swapped round with other ships in the range, allowing Ork players to make literally hundreds of different looking ships if they want. Meanwhile, in Battlefleet Gothic Magazine 13 we're starting a major series of articles about the space battles taking place around the besieged Imperial planet of Armageddon. The first of these articles will describe the four new Ork battleships complete with rules and their exploits in the Armageddon Wars.

LIFE IN THE FANATIC BUNKER

Some highlights of life down here at Fanatic over the last month:

- At the time of writing (back in October) the first copies of the Inquisitor Annual have just arrived in the office. I must say it looks great, and is jam-packed full of useful stuff for Inquisitor players, including a rules review that lays to rest a few niggly little rules issues. Hats off to editor Andy Hall for a great piece of work, and if you haven't checked out the Inquisitor Annual yet I recommend you do so as soon as possible.

- At the moment, the main buzz in the Fanatic office has been about Necromunda Redux. We've had some preliminary meetings about the new Necromunda rulebook, and have just started commissioning the new artwork for the book in October. Our aim is to bring the artwork in line with the rather grittier style used in more recent GW publications like Inquisitor and the most recent WH army books and 40K Codexes. To help us with this we approached Karl and Stefan Kopinski,

who did the cover for Inquisitor amongst many other fine pieces of work, and they have agreed to work with us on the new cover for Necromunda. It really is a very exciting project, to say the least!

- The other big news in the Fanatic office has been the re-release of BFG in the USA. Our colleagues at GW USA have not only made the game fully available again (including all of the ships released by Fanatic previously unavailable in the States), but have also provided many stores with purpose-made BFG gaming tables and fleets so they can run introductory games, and a special supplementary booklet called 'Invasion' that contains new BFG scenarios and rules for running linked BFG/40K campaigns. The guys at GW USA have very kindly allowed us to reuse the material from 'Invasion' in Battlefleet Gothic Magazine and on our website so that BFG players everywhere can get hold of the material. A similar re-release of BFG is planned for the UK later this year. Details will be available soon.

CONCLUSION

And 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 or write to us at **Fanatic, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS UK**, if you have any comments, questions or suggestions about anything you've read. We'd love to hear from you!

Jervis Johnson
Jervis Johnson
Head Fanatic



Dark Elf Hero on Manticore, sculpted by Bob Naismith.

High Elf Dragon Princes, sculpted by Mark Bedford.



Dark Elf Corsairs, sculpted by Steve Buddle.



SURFING THE WEB

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

www.BloodBowl.com
www.Mordheim.com
www.Epic40000.com
www.Necromunda.com
www.Warmaster.co.uk
www.BattlefleetGothic.com
www.Exterminatus.com
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.

Jervis writes a free electronic newsletter every month for news of the Specialist Games range. You can subscribe to the newsletter at the Specialist Games web page at www.specialist-games.com.

The 2002 Blood Bowl tournament was held at Warhammer World in Nottingham last year. In this report coaches Gareth Hamilton and Chet Zeshonski tell us all about it.



Gareth Hamilton

Gareth: In comparison to many Blood Bowl fanatics that I talk to and hear about, I am probably a fairly recent convert to this wonderful game. I was first introduced to it by a Games Workshop store manager just as its 3rd edition was about to be withdrawn from the stores to make way for, I believe, Man 'O War (now there was a great game). From my first game I was hooked and have loved the game ever since. With my love for the game and my self, confessed addiction to events and tournaments, once I heard about the Blood Bowl event I was straight on the phone to book my ticket.

Once my ticket arrived, along with the rules pack, I had to make the decision as to what team to take. I have recently been playing with an Ogre team which, despite not having yet won a game, is great fun to use. However, currently this is not an official team and the event only allowed 'official' sanctioned teams so I had to attend with one of my other teams. Currently, I have Chaos, Orc, Goblin, Chaos Dwarf and Skaven team (like so many Blood Bowl fans it is a dream of mine to have a painted team for each race). The best painted by far was my Skaven team so that is the one that got picked.

BLOOD BOWL RESURRECTION

by Gareth Hamilton and Chet Zeshonski



The Oakland Warriors take on Venomous Breath.

The evening before the event arrives and I sat down to pick a team to take to the event. After much anguish and indecision I plumped for a Thrower, 2 Storm Vermin, 6 Line-Rats, 2 Gutter Runners and a Rat Ogre. The team name as always for my Skaven is 'Ratarsed Revellers'. Confident in the invincibility of my team, it's an early night for me as I need to be up early in the morning to get to the venue in time.

I arrived at Warhammer World in plenty of time to make good use of the free coffee offered to all entrants. Milling

around and talking to the other competitors it's clear that all the real Blood Bowl nuts are here, several I recognise from other Blood Bowl events I have attended. To me the social side of tournaments is as important, if not more so than playing the games. I have spent many a pleasant hour discussing the finer points of Warhammer, 40K or, in this case, Blood Bowl with other equally enthusiastic fanatics. Before I have even scratched the surface on the topic of Rat Ogres and how bad *Wild Animal* is, Jervis interrupts to announce that a free limited edition Blood Bowl figure will be awarded to all the coaches that finish all four games planned for the day. This raises a cheer and round of applause and puts all the coaches in a pleasant mood as we file into the gaming hall to play the first match.

No draw is required for the first game, you just find an opponent, sit down and start playing. At the far end of the hall I spy a likely looking victim for my first victory and I move in and introduce myself. The guy is called Chet and it turns out he has flown all the way over from America to play in the event. Wow! Now that is dedication and fanaticism on a grand scale. It also sends a few alarm bells ringing. He can't be all that bad if he has flown thousands of miles to play Blood Bowl. Sure enough the next two hours see Chet's Amazons slap my rats about the pitch and I am given a real



The pressure mounts as the games progress...



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

lesson in how Blood Bowl is played by someone who really knows what they are doing. Result 3:0 to 'The Manhandlers' and 3:0 in casualties too.

Fortunately, the rules for the tournament have you start each game with a fully restored team, so the casualties I suffered would not have an effect in my next game. Also the tournament system meant that I would play my next game against someone who also lost big time! Not only that, one player from your team could be given a skill. This proved to be a very difficult choice. Normally, SPPs decide who gets the skill, which makes the choice of what skill to award a lot easier. Now I had the whole team to choose from. Finally, I decided (on Chet's advice, and he seems the sort to know what he is talking about) to give Block to my Rat Ogre big guy.

After a spot of lunch it's time for game two. My fellow big-time loser from round one, and next opponent, is Geoff Gibbs who is playing a Goblin team appropriately called 'Da Loozers'. The result was a big turn-around in my fortunes and I pulled off a 5:1 win. Well, they are Goblins after all!

A quick break and we head straight into game three. The good thing with the 'Swiss' tournament system we were playing is that it puts people on similar scores against each other, so after the initial few rounds you can be pretty sure you will be playing against someone of equal skill and luck. So I was surprised that my next opponent James Brown (not the singer, so I was reliably informed) was fielding Halflings 'The Kaseburg Gastronomiacs', which are probably on a par with Goblins. Unfortunately for me his Treeman decided to turn up at the start and his Master Chef robbed me of my re-rolls. Fortunately, I had chosen to give a Storm Vermin the Tackle skill after my last game. In the end, the result was a hard fought 2:2 draw with me just edging the casualties at 4:3.

Blood Bowl fatigue was now beginning to set in but we still had another game to fit in. After a short break it was on to game four. This time my opponent was Sean Hassey who had a Lizardmen team 'Sotek's Pyramids'. I always find Lizardmen a tough team to play against and this proved no different. My Rat Ogre spent most of the time on the

ground faking a bit of concussion on instruction from the coach so he would not go wild against a Kroxigor!

In the end it was a 1:1 draw and 2:2 on casualties, although on the last turn of the match I did have a One in a Million shot of pulling off a win, but as always seems the case with these last gasp scoring attempts it failed at the first hurdle.

With the games over everyone congregated back in Bugman's Bar and Jervis gave a quick Question and Answer session whilst the event organisers worked out the winners. After the awards ceremony, our free limited edition miniature (for Blood Bowl attendees only) was handed out, and what do you know it was a Skaven lineman! A perfect end to an excellent Blood Bowl event. I am already looking forward to next year's Blood Bowl Cup event, promised to be a two day fixture.

I wonder if I'll be able to use my Ogres at this event – the miserable bunch of boneheads!

★ ★ ★ Did you know...

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

BLOOD BOWL MAGAZINE

Gareth and Chet's tournament reports originally appeared in Blood Bowl Magazine. This fine 32 pages magazine is published bimonthly and is jam-packed full of all kinds of Blood Bowl material that no serious Blood Bowl coach can really afford to be without. Contact your local Mail Order department to find out how to order the latest issue or to take out a subscription.





Chet Zesbowski

Chet: On Thursday, March 14th, I went to Buffalo International Airport for my first trip outside North America. The target? Nottingham, England, site of this year's 'unfriendly' Blood Bowl

tournament. I had never been to a GW tournament, and I looked forward to meeting several people I had known only through e-mail. The 100 tickets for the event had all been sold. I could hardly imagine seeing so many coaches gathered in the same place, at the same time, for the same event. Nuffle was certain to smile on us!

'Remember the Titans' was playing on the plane trip from Washington D.C., to Heathrow. What better on the way to a Blood Bowl tournament than a football movie? During practices, the high school kids in the movie would chant: 'Mobile! Agile! Hostile!' It seemed perfect for my Amazons.

I stayed in London on Friday night and met John Lewis and Anthony Watts at the train station the next morning. John is a fellow Blood Bowl Rules Committee member from the States and Anthony Watts helps run the Toronto Blood Bowl Federation in Canada. We chatted about the game during the 90-minute ride to Nottingham, where Andy Hall picked us up.

Now a little aside is in order. Like many of you, I play in a league with about 6-10 coaches in it. If I want to talk Blood Bowl outside of this circle, I go on-line. The Internet is a faceless medium, but it's also a voiceless medium, and if I gained one thing from this trip, it was to hear these people in their own voices. That alone was worth the trip.



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

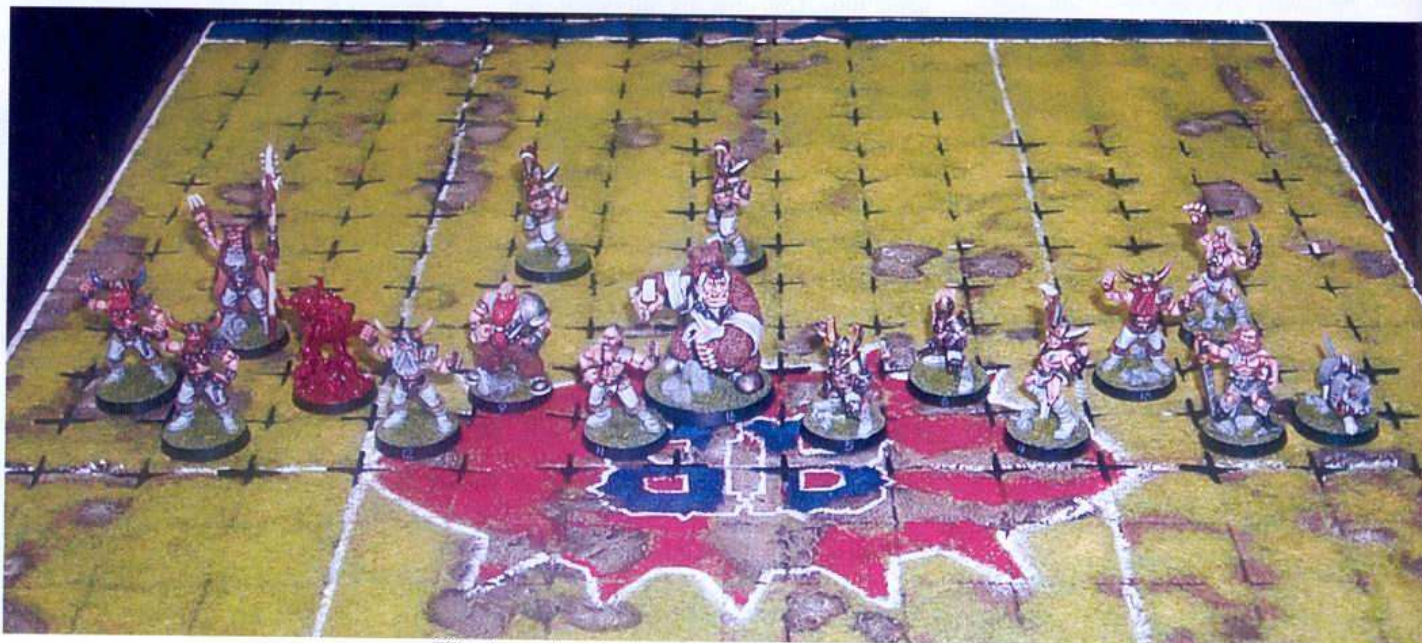
So I heard John Lewis, who was much friendlier than he seemed when I was reading him with my own voice! Anthony Watts sounds a lot like a few friends I've had over the years, so it was easy to talk sports and Blood Bowl, my two favourite topics, with him. And I heard the stentorian diction – quick, run for your dictionaries – of 'Father Blood Bowl' himself, Jervis Johnson. It was quite the kick!

And so I'll say this for Andy Hall: he sounds as wonky as he looks! My brand of nasal noise is nothing to write home about, however, so I'll add that Andy is a great chap. Jervis and Andy gave us a tour of GW HQ. All I can say is...WOW! It was like waking up and finding yourself in Middle-earth. Gorgeous! Once the tour was complete, we went downtown to check out a few gaming

and comic shops. Imagine the scene: you're walking around the upstairs of this place, standing next to Jervis Johnson, 15 minutes from GW HQ, and what do you see? An original red box Blood Bowl First Edition set! Surreal.

After dinner, John and I checked into a small bed & breakfast establishment. Once we were settled into our respective rooms, we took a cab back to GW HQ for a Saturday night pre-tourney coaches' gathering.

It was great! We had a turnout of 30-40 coaches. They had a great time playing Andy Hall's 'Who Wants To Be A Blood Bowl Millionaire' game, drinking at Bugman's Bar, and arranging a few scrimmages besides. (Anthony's Norse wisely decided to let my Amazons win, 2-0).



Winning painted team, Norse Svenska Storm Hammers.

The tournament started early Sunday morning. What a day! I heard more voices, more noises. Cheers, moans, and clattering dice were common.

My first game was against Gareth Hamilton, Skaven schemer extraordinaire. Gareth's team was painted and flocked brilliantly – in fact, it was one of three selected as a finalist for the Best Painted Team award. Unfortunately for Gareth, his team proved unable to slow down the Amazon's 'H' formation (imagine an X with two of the sides filled in and you'll get a better picture of it). Things went south in a hurry on the next drive when his Thrower died trying to push himself upfield for a quicker pass! I went into half time with a 2-0 lead, and a riot to start the second half minimized the damage for Gareth's rats. My Manhandlers walked away with a 3-0 victory.

After the first game, we took a break for lunch and reviewed the three finalists for the painting award. Gareth's team was spectacular, but so was Anthony's Norse squad. The third team, a mighty Orc side, was also very impressive. In the end, I voted for Anthony's team. His outstanding conversion work tipped the scales. He had fashioned his Ogre's bearskin cap and pelt out of Green Stuff, and his converted chainsaw model was outstanding, not to mention his St. Bernard 'apothecary' with a beer keg strapped around its neck!

In the second game, I played against John. His Orc team was built for power, but it was only 11 deep. I managed to score on my opening drive, aided in no small part by an extra player I had accidentally placed on the field! I pointed this out to John in the third turn. He took it in his stride, and we worked out a quick compromise – John randomly rolled up a player, and one of my Blitzers had to sit it out for the rest of the drive. The game was very tense, and I was helped out again when one of John's Blitzers took himself out of the game trying to dodge or go for it, I forget which! A blitz in the second half helped me secure my second consecutive 3-0 victory against a very good foe!

In the third round, I played against a Human team (I can't remember the coach's name!) that featured Griff Oberwald, a Blitzzer with Tackle, and a Lineman with Dirty Player. I started with the ball and prepared for the inevitable Oberwald assault. Griff was feeling mighty jittery, though. He blew a Go for It roll trying to wedge himself into my cage and promptly fell over. We traded fouls, after which our Dirty Players tripped themselves up trying to get at each other! Finally, Griff made a play for the ball and retrieved it, but again fell



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

Top right: Most sporting coach Geoff Porritt.

Above left: The Blood Bowl Resurrection Trophy

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

down trying to extract himself from the maze of Amazons. He was promptly put out of my misery, and my team rolled to another 3-0 victory.

In the final game, I faced Geoff Porritt's Skaven team, the Blight Crusaders. I was treated to three gorgeous spectacles during this game. The first was Geoff's customized magnetic dugout, which folded out to reveal a diorama that looked like a cross between a rat-infested sewer and a scene from Frankenstein. The second was the custom stadium on table one. Made by GW staff members, it had enough room

for some 700 fans, and it lent an epic air to our tilt.

Unfortunately for Geoff, the third gorgeous spectacle was a pair of five-man Pitch Invasions. I won them both. Geoff played a great game, but Nuffle clearly had it in for him. Score another 3-0 victory for the Manhandlers!

Playing four games in a day was a bit overwhelming, but the entire experience was a blast. Those who made it through all four games received a limited edition Skaven Gutter Runner model as a bonus. I'm already looking forward to next year's tournament!

2003 BLOOD BOWL TOURNAMENT

The 2003 Blood Bowl tournament will be held in Warhammer World on the 1st and 2nd of March. This year the Blood Bowl will be a two day event, allowing us to fit in extra rounds, and also to have a grand final to determine which team wins the championship! In addition to the tournament itself we'll be running a pub quiz and other competitions on Saturday night, and the Fanatic team will be in attendance to answer any questions you may have about the future of Blood Bowl.

If you fancy taking part in the 2003 Blood Bowl Tournament – and what serious Blood Bowl coach wouldn't? – then you should get in touch with Games Workshop Mail Order on (0115) 91 40000 and find out how to reserve your place. Tickets will be strictly limited and sold on a first come first served basis, so we recommend booking your place soon. We look forward to seeing you there!

DETAILS

Date: 1-2 March 2003
Venue: Warhammer World
Times: Saturday - Registration 8am, Start 10am, Finish 11pm
 Sunday - Start 10am, Finish 5-6pm
Ticket: £40.00 inclusive of tournament, evening entertainment, Saturday lunch & evening meal and Sunday lunch.

RITES OF EXORCISM:

QUEST CUSTODIET CUSTODES: FORS CLAVIGERA: VICTORUM AUT MORTIS: MORTIS VIRTUS;

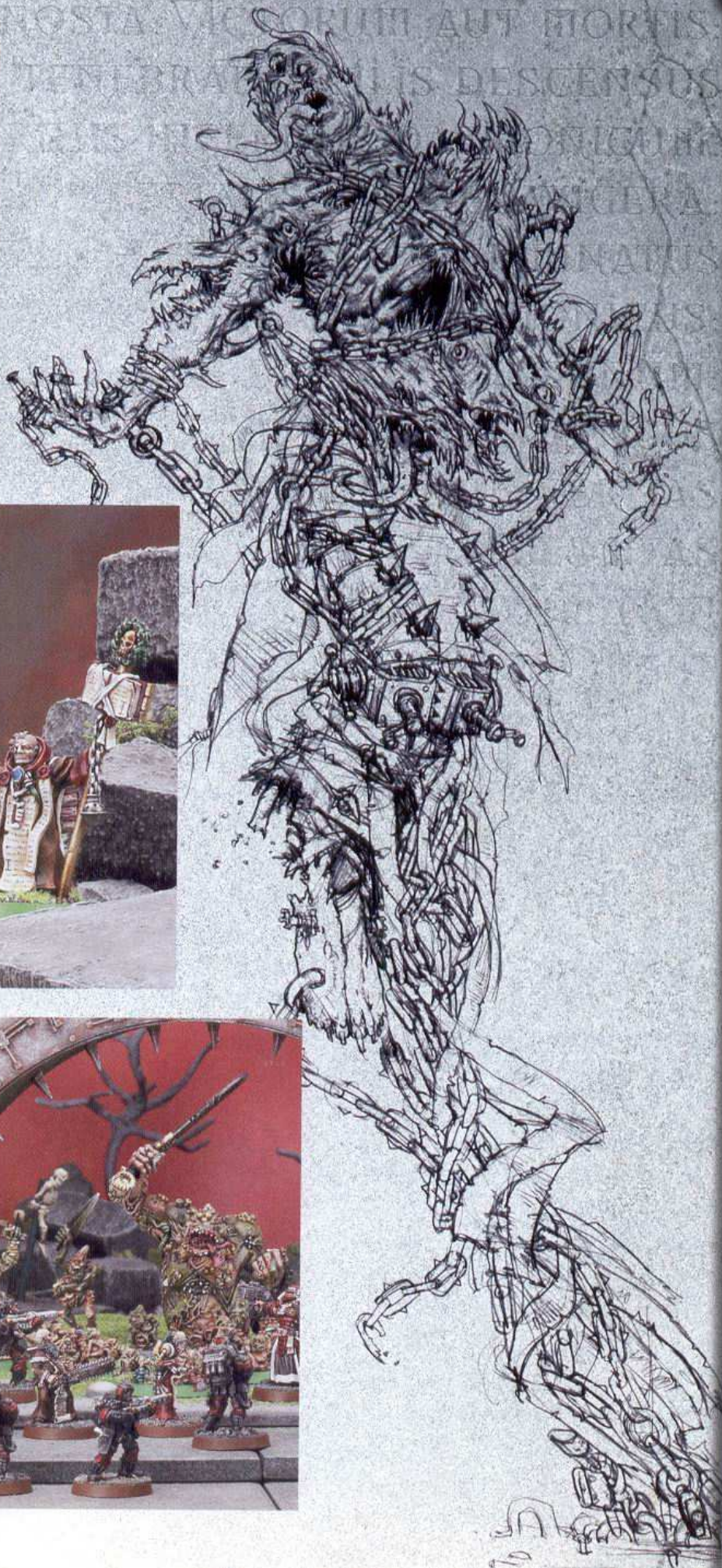


In next month's *White Dwarf* we will be revealing the secretive division of the Inquisition, the Ordo Malleus. Known as Daemonhunters, these exceptional individuals have been waging a covert war for Humanity's survival over the last ten thousand years.

This new Codex will allow you to field an army of fearless Daemonhunters including Grey Knight Space Marines as well as other diverse troop types. Alternatively they can be taken as allies in an existing Imperial Guard or Space Marine army.

SPECIAL PREVIEW

CODEX DAEMONHUNTERS



MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO: MEA VIRTUS:

EXALTOR ILLUMINE

QUEST CUSTODIET CUSTODES: FORS CLAVIGERA: VICTORUM AUT MORTIS: MORTIS VIRTUS:

Despite the brightness of the day, shadows gathered beneath the triumphal arch as Inquisitor Cherone awaited the arrival of his foe. He gripped the wire-wound hilt of his rapier tightly and began reciting the last six verses of the six hundred and sixty Canticles of Detestation to steel himself to confront the foe he must fight. His palm was sweating and he cursed, his rebellious mind dredging up images of the last time he had faced this daemon. He had the hideous scars on his face and neck to remind him of that battle every time he looked in the mirror, and did not need such memories to plague him now. He whispered the mantra of the daemonhunter and pushed them from his mind. Fear and doubt were as great an enemy now as the approaching abomination. From ahead he could hear the swelling cheers of the city's populace as they drew near. Cherone knew their

cries of adulation would turn to ones of terror if they knew the truth of that to which they gave their devotion.

Behind him stood a company of Guardsmen from the Tekarn Iron Fists and five giants in suits of elaborately tooled Terminator armour, fluted curves and ornate scrollwork decorating every greave and vambrace. They carried wide-bladed weapons, their edges crackling with lethal energies, and twin-barrelled guns were cunningly fashioned into their gauntlets. These were the Grey Knights, the elite daemon-hunting force of the Imperium. To either side of Cherone stood hooded Imperial Preachers, arrayed in all their finery and carrying

opened, leather-bound tomes. Smoking braziers strapped to their backs gave off pungent aroma of daemonbane and on holy roots inimical to creatures of the V. Cherone knew as well as anyone that the Immortal God-Emperor was his greatest weapon here and that these holy men would be all that stood between him and death. The roar of the crowd ahead intensified. Cherone looked up to see a floating palanquin round an alabaster statue in the road, and drew his finely wrought psyccannon, its inscribed with hexagrammic wards. Armoured guards marched before the palanquin, in uniforms spotless and stride sure as Governor Leonora's procession slowly made its way towards Cherone. The floating palanquin wreathed in gaudy silks and colourful brocade. Streamers fluttered on high banners and standard bearers clad in dazzling ceremonial armour followed in its wake carrying bright flags. The governor of Volandis waved a delicate hand to the

cheering throng that followed her as she reclined on a luxurious chaise longue, dressed in a sumptuous, flowing gown of scarlet velvet. Handmaidens lounged around her feet, wreathed in diaphanous silks that covered their modesty yet were subtly suggestive of the flesh beneath.

The procession halted as the guards ahead saw the warriors awaiting them. There was recognition in the governor's eyes as she rose gracefully from her repose, her face lighting up with childlike glee. Her handmaidens hissed, but she waved them to silence with a gesture.

"Inquisitor Cherone, it is a most delectable pleasure to see you again," breathed the governor, her voice smoky and seductive. "I had thought you dead on Laurentix."

Cherone shook his head and raised his pistol. "I am not here to bandy words with you, daemon. I am here to destroy you."

Governor Leonora laughed as the two Preachers stepped forward, chanting verses from the books they carried, but the mirth died in her throat as painful spasms wracked her body. She dropped from the palanquin to the floor, shrieking in pain.

Her skin shimmered and undulated with nauseating motion beneath her flesh, a dirty light emanating from her body. The governor roared and the light faded as she drew herself



up to her full height, snapping, "You think to defeat me with your petty magicks and ancient scrivenings?"

"No," replied Cherone, levelling his consecrated psycannon. "With this..."

He pulled the trigger and Governor Leonora was hurled backwards, the psychically-impregnated bolt blasting a bloody crater in her chest and pitching her across the chaise longue. The guards shouted in anger, raising their weapons, but the soldiers backing up Inquisitor Cherone were quicker, fanning out and unleashing a storm of lasfire that blew them apart in an explosion of blood and bone. The Grey Knight Terminators stepped forward in unison as the Governor's handmaidens leapt from the palanquin, their robes parting to reveal creatures of horrifying beauty. Sinuous arms ended in long, barbed claws and their faces were a grotesque hybrid of woman and daemon. Whipping tongues lashed from their mouths and their eyes were the colour of jet.

The Preachers were the first to die, disembowelled by the graceful caresses of razor-sharp claws. They fell screaming, burning coals from their braziers spilling across the daemon woman who had killed them. Its gauzy robes flashed to flame and the daemon shrieked as the holy fire of the Emperor consumed it. Inquisitor Cherone dived below a slash aimed at his throat, blasting one of the fiendish creatures to oblivion with a well-placed shot as the Grey Knights charged with their weapons raised. Cherone drew his rapier— the blade forged by the artificers on Titan and blessed by the holy sisters of St Capilene— and hacked another of the hell-beasts down. He dodged another killing thrust as his soldiers engaged the remainder of the governor's guards in a deadly firefight. The ground suddenly shook with a thunderous impact and Cherone turned, dreading what he would see.

A creature from his darkest nightmare faced him, a beast of monstrous splendour with rippling flesh and four clawed limbs. Standing three times the height of man, the pale creature glistened with scented musks, its new form still dripping scraps of flesh it had but recently shed. The shell of Governor Leonora was no more, and in her place stood a bellowing greater daemon of Slaanesh, revealed in all its hideous glory.

"Come now, Cherone," chided the daemon, "Did you really think I could be defeated so easily..."

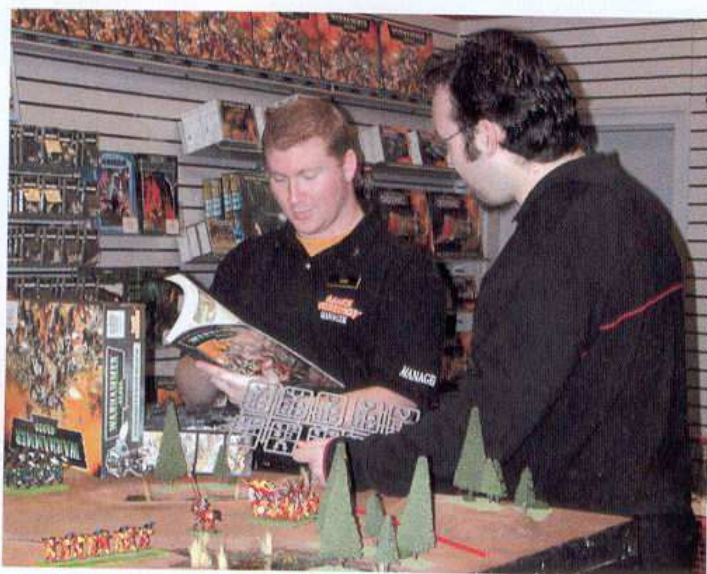


The Games Workshop hobby takes many forms – playing great games of Warhammer, Warhammer 40,000, The Lord of The Rings or one of our other games systems, converting and painting miniatures or collecting and refining a powerful army.

Your local Games Workshop store is the perfect place to try all these things, as well as getting expert advice from our staff. Here's a look at all the different things your local store can offer you...

WHAT'S IN STORE FOR YOU?

A Games Workshop store is more than just a shop...



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All our staff are gaming veterans (after all it's what they do for a living!). They can give you sound tactical advice and help you build battle-winning armies and clear up most of your rules queries.



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No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those improved and might find out something you never knew!



FULL RANGE OF PRODUCTS

All our stores stock a full range of Warhammer, Warhammer 40,000 and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.



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All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products plus components and classic models to customise your armies.



BEGINNERS' SUNDAYS

Sundays are especially devoted to helping those new to the hobby. Whether you want to learn how to charge your Knights into your opponent's battleline or lead a squad of Space Marines into battle, all you need to do is come along! To help those just starting, we run our special Beginners' Programme, where we can teach you how to play and help you take your first steps into the Games Workshop hobby.



VETERANS' NIGHTS

Many Games Workshop stores run evenings for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can play games against equally experienced opponents, share ideas about all aspects of your hobby and also play Games Workshop's more specialised gaming systems. Most of these stores stay open late to enable these players to play well into the evening.



THURSDAY'S GAMES NIGHT

Most Games Workshop stores stay open late on Thursdays so that you can play your favourite games. Thursday's games feature team participation battles for you to take part in, painting workshops for those who want to develop their painting skills, and a forum for gamers to talk about the hobby, particularly for those who have just graduated from the Beginners' Programme.



STORE CLUBS

A development of Veterans' evenings run by some stores (marked with a red dot on the store list below), are special Store Clubs. These are evenings where the store closes to the public, and only club members (age 16+ only) are allowed to come in and play. They are a great way to meet new people and expand your knowledge of the hobby.

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Games Workshop products are sold by a large number of shops spread throughout the UK. What follows below is a complete listing of all the stores that sell Games Workshop products. Alternatively, you can find a list of all our retail outlets on our website at www.games-workshop.com.

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Continued overleaf...

LURE OF THE GODS

THE QUEST FOR GLORY CONTINUES

Each month White Dwarf Editor, Paul Sawyer, is adding to his new Chaos army. This series of articles shows how he collects the army to a budget of £30 a month. Having joined the Studio campaign recently things are getting busy for his spiky horde...



A NEW SEASON

The Studio campaign is in its winter season. This means that most players cannot play full-scale Warhammer battles as the snows hamper all movement on a large scale.

So, instead we get to perform all manner of subterfuge and construction. And this is where alliances are made and broken. 'Friends' stabbed in the back and neighbouring territories coveted.

Vradchuk's newly aquired Realm of Chaos (I took over from Anthony Reynolds who has started a Strigoi Vampire Counts army) is situated in the north-west corner of the map bordered by Space McQuirk's Wood Elf forest kingdom and Pete Haine's Dwarfs. I also have control of another of the highly sought after Stone Circles over in the far east of the map.

My orders this season were to spend the gold I receive for holding territories on mutating those lands into Chaotic terrain. I'm working on a new Terrain Generator table to reflect this and may make terrain to match it.

I'm also paying to supplicate a Chaos Dragon I've discovered in my realm. If I can get this ancient beast to ally with me it'll prove a healthy deterrent to any would-be invaders. Especially the bearded variety.

With my orders placed I am due to play a few games. I may well arrange a couple of games outside of the campaign though as I want to get some practice in with all the new troops I've collected recently. I've been spending more time painting than playing and I want to rectify that as soon as I can. The games in the campaign are as follows:

I'm assaulting Anthony Reynolds' Strigoi as I attempt to regain a territory lost to the Undead when Anthony defected. This will be a Pitched Battle. I've not faced Strigoi before so it'll be a new experience.

The Wood Elf city of Githlorfel has recently been hit by an unnatural earthquake and with one of its defensive walls down it provides a perfect target to expand the Realm of Chaos. A force of Marauders is also heading to the city to aim my attack but those pesky Treelovers have a few tricks up their sleeves it seems. Space has spent time and gold setting traps and trickery in the woods so this means we'll have to play out a 'Shadows in the Forest' scenario (written primarily for Orcs and Wood Elves but easily adaptable for any attacking army) to see if we can even find the city. The scenario is opposite so you can give it a go yourselves. I hate playing Wood Elves with their guerrilla warfare and propensity to hit and run...

The Dwarfs have long coveted the mountains in Vradchuk's realm and have finally stirred from their ale-induced stupor long enough to venture from their retreats underground. Pete's Dwarfs are attacking two of my territories. This will be interesting - I'm primarily a Dwarf player so taking my new army against my old will be an experience.

There seems to be several bands of roaming Trollslayers intent on finding the Dragons rumoured to live in the lands. One of these groups of tragic, orange-haired psychopaths has been seen in my territory and I've sent a force to deal with them before they can thwart my plans to discuss an alliance with the Great Drake.

The humans have ceased their political intrigue long enough to attack my Stone Circle in the Barrowlands to the east. This is a blow as I wanted to use that to gain a foothold in that area (armies can pass through one Stone Circle to another you own them). I'll be playing a 'Reclaim the Stones' scenario for this.

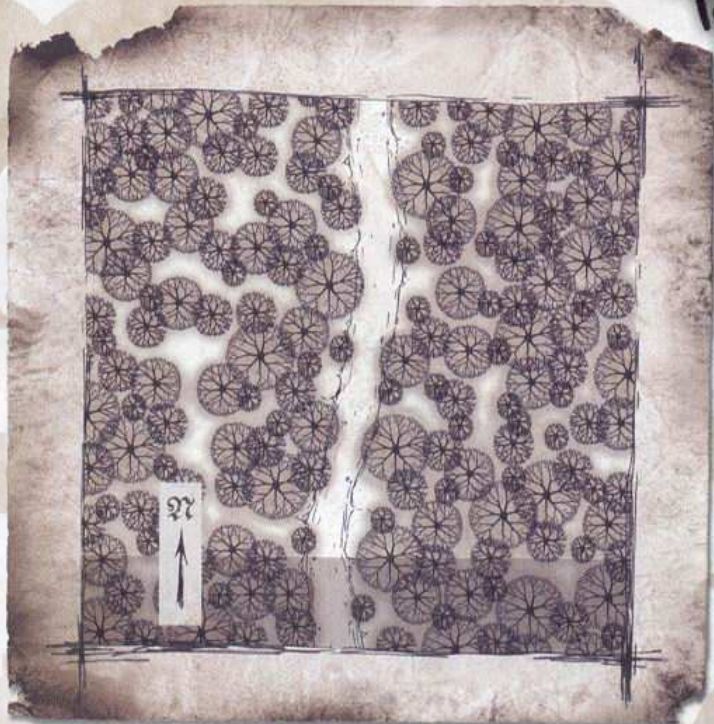
So, it looks like a busy time for the newly crowned Chaos tyrant. Sadly, this is being written a week before a deadline so the details of most of these games will be published next issue with the exception of the preliminary Skirmish game against Space's Wood Elves.

SHADOWS IN THE FOREST

If the Wood Elves had their way they would have little or nothing to do with the other races of the Warhammer world, so they zealously guard the invisible borders to their forest home of Loren. This scenario represents one of the countless border skirmishes that take place on the far edges of Loren as small but well concealed forces of Wood Elves attempt to discourage 'outsiders' from advancing into their homeland.

FORCES

- 6 Wood Elf Waywatchers (120 pts).
- 19 Orc Boyz, each with 2 hand weapons and light armour and 1 Orc Big Boss with up to 25 pts of equipment.



BATTLEFIELD

The playing area should be 36" x 36" in size. The entire area is considered to be covered with dense woods, so stands of trees should be placed liberally throughout the board to give this impression.

There should be a rough pathway through the middle of the field to represent a seldom-travelled path.

OBJECTIVES

For total victory the Waywatchers must eliminate or rout the Attackers before any of their foul numbers get off the northern table edge and deeper into the sacred Wood.

To claim victory for the Attackers, at least 25% of their starting number must make it off the northern table by the 8th turn.

The game lasts 8 turns. The game ends in a draw if some Attackers make it off the northern edge but not enough to claim an Attacker victory.

DEPLOYMENT

At the beginning of the game, each

Wood Elf Waywatcher is considered to be hidden. Mark on a separate piece of paper where each one is, but do NOT set up the models. Because of their special silken cloaks with foliage woven into them, you may place the Waywatchers ANYWHERE, even out in the relatively open areas.

The Orcs start anywhere within 6" of the southern table edge and within 6" of the pathway.

WHO GOES FIRST?

The Attackers go first in this scenario.

SPECIAL RULES

This scenario uses the special rules detailed below:

Rout tests. The Wood Elves are immune to routing.

Did You See That Tree Move? The Wood Elves begin the game hidden. They may shoot from these hidden locations but may not move. They will only be spotted if an Attacker is within 6" of them at the end of the Attacker's Movement phase. Once revealed, the Wood Elves cannot hide again.

Movement. The trees and foliage are so thick that unless they are on the pathway, all Attacker movement suffers a -1" penalty (so naturally a -2" for running or charging).

Shooting. Due to the density of the forest, all shooting is subject to penalties. The Attackers may only target objects up to 12" away and suffer a -1 penalty (thick cover) in addition to normal penalties. The Waywatchers' range is limited to 18", but they never suffer penalties to shoot for ANY reason (yes, they're that good!).

It's a Trap! The Wood Elves of the Loren Forest do not take kindly to

intruders. If there are any Attackers on the road at the end of their Movement phase, roll a D6 for each one. On a roll of a 1 or 2, the unwitting invader has sprung a trap. Roll a D6 and consult the chart below:

- 1-2 Spikes:** The Waywatchers have scattered pieces of long thorn on the forest floor with half-buried spikes around them. These inflict D6 Strength 3 hits on a single Attacker.
- 3-4 Snares:** The Attacker is caught in a snare, preventing them from doing anything until the end of their next turn. Treat the model as 'stunned'.
- 5 Camouflaged Pit:** The ground gives way and the Attacker is greeted by a deep pit lined with sharp stakes. The model takes 2D6 Strength 3 hits.
- 6 The Impaler:** A huge concealed spike springs from the ground and shoots into the Attacker, inflicting a single Strength 7 hit that causes D6 wounds.

ALTERNATE FORCES

The rumours of wealth deep in the Forest are enough to attract all kinds of outsiders, from Bretonnian parties to Dwarfen Miners. But all must face the nearly invisible guardians of the Wood! Attackers may choose up to 225 points of any troops including no more than one Hero.

- You may spend no more than 15% of your total points on flying creatures, such as Harpies, Warhawk Riders, Carrion, Tzeentch Screamer, etc.
- Ethereal Creatures or models that may only be hit by Magic Weapons may not be taken in this scenario.



Wood Elf Waywatchers - can they stop the Chaos raiding force finding their city?

CHASING SHADOWS

With 225 points to spend many options came to mind:

- Spend it all on Chaos Warriors and hope their Toughness and armour would see them home.
- Take a Sorcerer with Shadow Magic (Steed of Shadows) and Screamer so they could fly to the other table edge in two turns.
- Take Marauder Horsemen and Warhounds so their speed would count for them.
- Choose Chaos Knights. Their armour and Toughness would help especially as I'd have to get fewer models off the board (only 25% of the force to win).

I decided on five Chosen Chaos Knights. With a 1+ Armour save the armour piercing (-1 to Armour saves) ability of the Elven arrows wouldn't make any difference. They would also have the speed to get across the board quickly which is paramount.

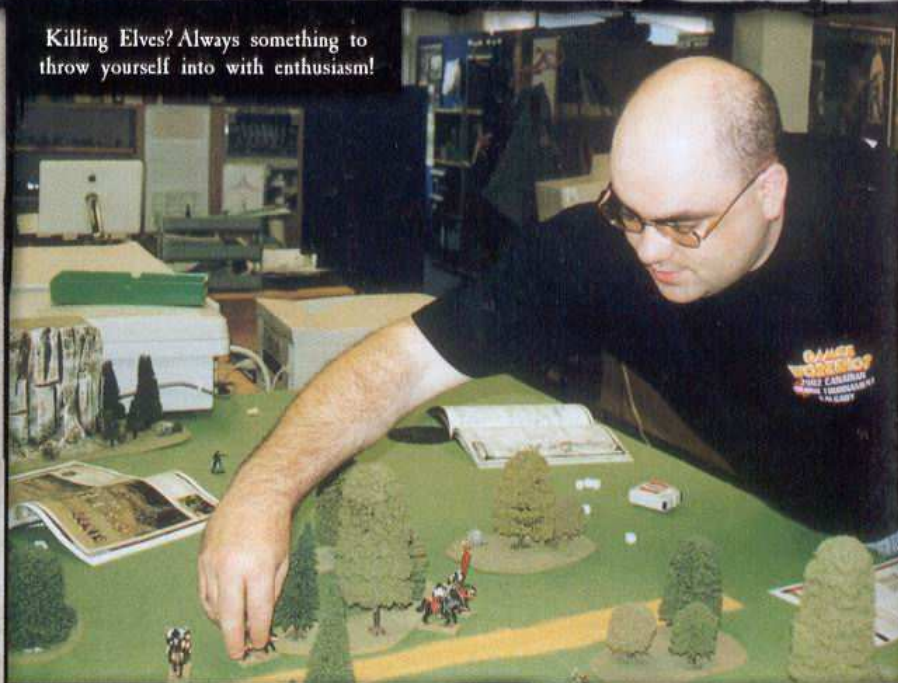
I had initially chosen to use Screamer and fly down the battlefield and be off on turn 2 but in the fine print I noticed only 15% of my points can be flyers in this scenario. No problem – I'll happily run down the Elven whelps under my armoured steeds...

HUNTING ELVIS

36" x 36" sounds a fairly decent-sized area until you see it for yourself. I was very confident going into the game – with a 1+ save and mounted for speed the Elves would have to be very lucky to stop me getting the one model I needed to get off the battlefield. Having seen the set-up though I could well imagine the Waywatchers stopping me march moving and holding me up with spoiling charges.

The game started well enough as I set up alongside the road. There was no

Killing Elves? Always something to throw yourself into with enthusiasm!



way I'd be travelling along it as the traps are more deadly than the Wood Elves! The game kicked off with me taking first turn and surprising the first hidden Waywatcher who elected to flee. A wise move as he narrowly escaped being run down.

The next couple of turns saw the Chosen Knights make full speed to the other side of the table with no ill effects from the feeble Elven arrows (Space didn't help his cause by constantly rolling 1's though...). Once within sight of the table edge and seeing the city of Githlorfel amongst the distant forest, my raiding force decided to have some sport with the Elves. Turning, they charged across the road and in the direction the unseen bowfire had come from.

The Elves ran for their lives once they'd be uncovered with one more foolhardy Waywatcher deciding to take the fight to the black-clad horsemen. He was stunned and smashed, to the ground for his temerity.

With the Elves cornered they had no option but to stand and shoot in the

vain hope they'd take one of the gridders with them to oblivion. It proved an unwise move and they were all quickly despatched (mainly by the Chaos Steeds!).

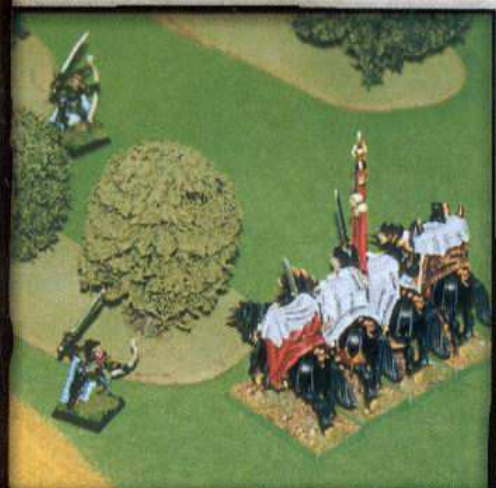
At the start of turn 6 there were no Elves alive and the mission was all complete – the Elven city would be next to fall if His Hatefulness Vradchuk has anything to do with it.

Learning points

1. Any heavily armoured troops will do well in this scenario. If they are also mounted they are going to make life very difficult for the Waywatchers.
2. Skirmish is a LOT of fun.
3. I still hate Wood Elves.

FLOCKING TO VRADCHUK'S BANNER

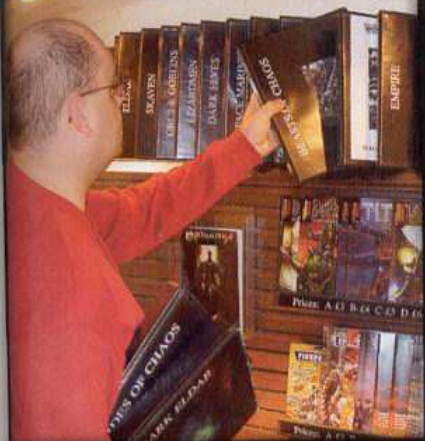
With the Screamer finished and the Daemonettes all but complete I was well and truly back on schedule following a busy time at work a couple of months ago which knocked my painting schedule out. With



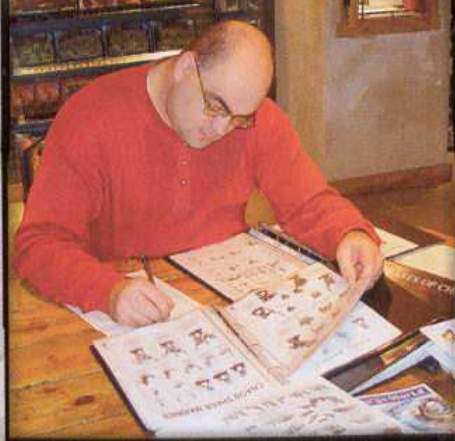
The Waywatchers try to repel the Chaos raiders.



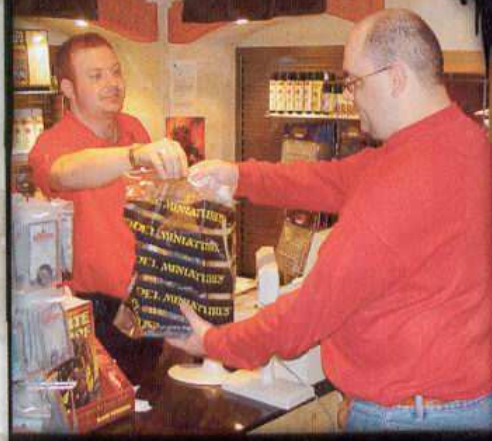
With time on their side the Chosen Knights split up to run down the Elven upstarts.



Getting models through the Warhammer World in-store Order Points is simple. First, trawl through the catalogues to make your selections...



Fill in your order form and one of the staff members will pass it on to our Mail Order department for processing...



Minutes later your order will appear! This gives you time to take a tour around our Warhammer World Exhibition or refresh yourself in Bugman's Bar!

money left over from last issue I have £41 to spend but what do I add to the army next?

For a while now I've been thinking about mounting Vradchuk on a Daemonic Mount or Chaos Steed as this would give him more speed than the Chariot (which can't march move). I've been scouring the catalogues and have a few ideas for a suitable conversion but for now Vradchuk the Heinous will have to stick with his wheels as I have more pressing purchases to make.

Another unit of Marauder Horsemen wouldn't go amiss and these are definitely going to be added before too long.

Last month I highlighted the need for more characters in the army and have decided I need another Sorcerer (I'm undecided as to whether it'll be a Tzeentch Champion or a regular Chaos Sorcerer though).

I enjoyed painting the Daemonettes so much I'm going to be adding more Slaaneshi elements to the army. A block of Chaos Warriors with the Mark of Slaanesh led by an Aspiring Champion will be a start, and I really want an Exalted Champion of Slaanesh riding an incredibly quick Steed of Slaanesh (charge/march 20"!). If I buy two regiment sets of Chaos Warriors I can build a good sized unit and also add to the existing undivided regiment.

I'm very, very tempted by some of the entries in the preview Beasts of Chaos list we ran in White Dwarf 275. A Chaos Giant would be very impressive as would a unit of Dragon Ogres led by a Dragon Ogre Drake. Chaos Trolls and Ogres are also devastating regiments. Gah! Too many choices!

In the end I've decided to go for the Slaaneshi character on Daemonic

Steed. He's incredibly fast and will provide me with plenty of options on the battlefield. So, that's £12, what else have I bought?

Sticking with the Slaaneshi theme I'm going to be making a conversion of a Slaaneshi Champion. To do this I'll need to use the in-Store Order Point at Warhammer World for this month's purchases.

In-Store Order Points are a dedicated section within all of our Games Workshop stores that have the current range of catalogues for all our games systems (including Specialist Games). They are an ideal place for you to order anything from boxed sets to individual components, and Army books to paint. They are very easy to use – just go to your local Games Workshop store and trawl through the catalogues to find what you want. Then simply write out an order form and the products will be sent directly to you via Mail Order. There are only two things to bear in mind – there is a minimum order of £5 and there is a postage charge of £2. Luckily Warhammer World, being situated at Games Workshop HQ, will get the order together while you wait so there's no charge for the postage. Splendid.

The conversion will be based around the Warhammer 40,000 Dark Eldar special character, Lelith Hesperax. I'll need her body, leg and weapon arm. These come to £6. I also need a bike chain from a Dark Eldar Reaver jetbike for 50p and the sword from the new Champion of Slaanesh (another £1). All in all that's £7.50 for the conversion.

I'll also be purchasing a Warriors of Chaos regiment boxed set for £15. I'll be converting these to have additional hand weapons (+1 Attack). The Champion conversion will lead this

regiment. To bolster them to sixteen models, I'm also buying one Chaos Warrior sprue A for £2.50. This has all the bodies, legs, and arms to make four more Chaos Warriors. I'll be adding the Slaaneshi banner icon from Warhammer 40,000, the Rapturous Standard, for £1.

One of the things I learned from putting together the first regiment of Chaos Warriors was how fine an art getting them to rank up was. To remedy that I'm going to buy two of the superbly useful regimental bases. They are either 20mm x 80mm or 25mm x 100mm. For a Chaos army the 25mm version is the one I need. Their beauty is that they allow the models to be positioned in a more flexible way to the usual square bases and this would be a great help with models as big as the Chaos Warriors. At 50p each these are an absolute snip.

So, my spending this month works out as:

| | |
|---|-------|
| Warriors of Chaos regiment..... | £15 |
| 1 Warriors of Chaos sprue A..... | £2.50 |
| Rapturous Standard icon..... | £1 |
| 2 Regimental Bases | £1 |
| Lelith Hesperax body..... | £3 |
| Lelith Hesperax leg | £1 |
| Lelith Hesperax trident arm | £2 |
| Dark Eldar Reaver jetbike chains .. | 50p |
| Chaos Champion of Slaanesh sword | £1 |
| Lord of Slaanesh on Daemonic Steed..... | £12 |
| Total: | £39 |

That leaves me with £2.00 spare which I'll leave until next month as I have quite enough to get on with now!

And on that note I'm off – models don't paint themselves, you know!

HORDES OF CHAOS

The followers of Chaos are tainted and mutated by the Chaos God god they follow. On this page, we provide you with a selection of classic miniatures for your Chaos Warrior units, or you can use them to represent favoured champions and leaders. You can order these models through your local in-store order point, at

www.games-workshop.com/storefront, or direct on 0115 91 40000.

Models shown at 80% actual size.



SWORD 8
73103-29 £2.50



CHAOS WARRIOR 3
020106303 £2.50



SWORD 5
73103-44 £2.50



SWORD 9
73103-25 £2.50



SWORD, WHIP & EXTRA ARM
ENDING IN A CRAB-LIKE CLAW
020102414 £4



MACE 5
73103-33 £2.50



NURGLE CHAMPION
WITH MACE
020102601 £4



NURGLE CHAMPION
FLY MUTATION AND ARMOUR
73167/5 £4



PICKAXE 2
73103-12 £2.50



AXE 4
73103-26 £2.50



CHAOS WARRIOR 1
020106301 £2.50



CHAMPION OF SLAANESH
WITH AXE, 2 HEADS &
TENTACLE ARM
73142-18 £4



KHORNE CHAMPION
WITH SWORD & BONE
ARMOUR
020102303 £4



SLAANESH CHAMPION
WITH SCYTHE
020102416 £4



CHAOS WARRIOR
079901401 £4



CHAMPION OF KHORNE WITH
SWORD & HORNS
73130-1 £4



CHAMPION OF SLAANESH
WITH HUGE MACE &
MINOTAUR HEAD
73142-3 £4



SWORD, BLADE ARM &
HORNS
73130-10 £4

EXPANDING YOUR CHAOS HORDE

The mighty hordes of Chaos are always changing, and no two armies are ever the same. Using these components you can create stunning conversions to make your Chaos Horde totally unique.



CHAOS CHAMPION 1 BODY
020106101 £2.50



CHAOS WARRIOR LEADER MACE
020108302 50P



CHAOS WARRIOR WHIP ARM
020107303 50P



CLASSIC ARCHAON HEAD
020107903 50p



KHORNE CHAMPION HEAD
020113402 £1.50



CHAOS LORD RIGHT ARM
020105004 50P



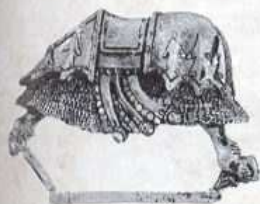
CHAOS CHAMPION MACE ARM
020106102 £1



CHAOS CHAMPION BANNER POLE
020106103 £1



KHORNE CHAMPION AXE
020113403 £1.50



CHAOS STEED BODY RIGHT SIDE
020105006 £2



CHAOS KNIGHT STEED HEAD 2
020107702 £1.50



CHAOS KNIGHT STEED HEAD 1
020107701 £1.50



CLASSIC ARCHAON SHIELD
020107904 50p



CHAOS STEED BODY LEFT SIDE
020105007 £2



CHAOS STEED HEAD
020105008 £1



SLAANESH CHAMPION SHIELD
020113804 £1



CHAOS KNIGHT CHAMPION SWORD ARM
020106604 £1



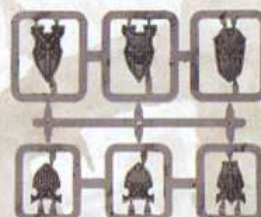
CHAMPION OF CHAOS HEAD AND AXES
020112702 £2

COMPONENT SPRUES

You can increase the size of your units, and customize your army, by buying the sprues from the regiments separately. Each set of two sprues will allow you to build four extra models for your units. You can also buy the shield sprues and the amazing Chaos Mutations sprue separately, to further customize and convert your Chaos horde!



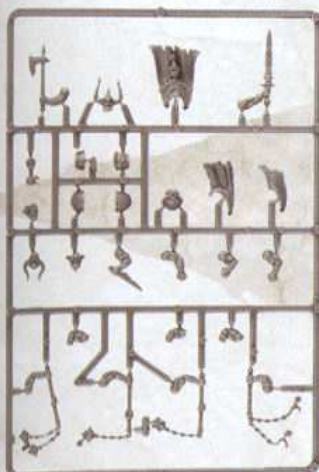
CHAOS MUTATIONS SPRUE £3



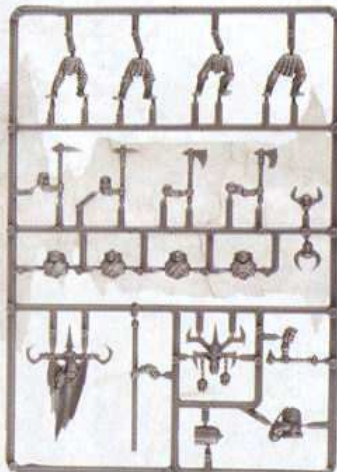
CHAOS WARRIOR SHIELD SPRUE 50P



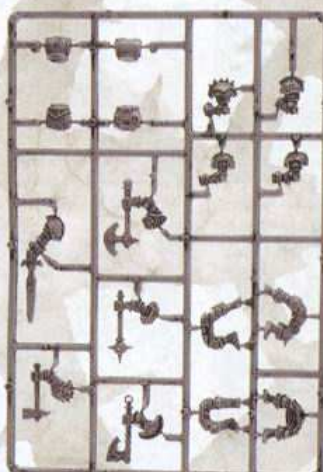
CHAOS MARAUDER SHIELD SPRUE £1



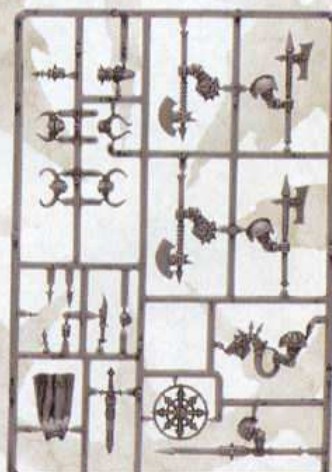
CHAOS MARAUDER SPRUE A £2.50



CHAOS MARAUDER SPRUE B £2.50



CHAOS WARRIOR SPRUE A £2.50



CHAOS WARRIOR SPRUE B £2.50

Available from your local Games Workshop store, in-store order point, independent stockist, www.games-workshop.com/storefront, or direct on 0115 91 40000. Models not shown at actual size.

Tom Hibberd has been collecting his Crimson Fists battle company for some time now. Here's how he went about painting his new Crimson Fists Razorback to which he has added some Forge World reinforced armour.

PAINTING WORKSHOP

Tom Hibberd's Crimson Fists Space Marines Razorback



COLOUR PALETTE

- Regal Blue
- Blood Red
- Blazing Orange
- Chaos Black
- Skull White
- Dark Angels Green
- Bilious Green
- Snot Green
- Boltgun Metal
- Lightning Blue
- Ice Blue
- Bestial Brown
- Black Ink
- Chestnut Ink

THE INTERIOR

The floor plate, driver's door panel and the left internal side panel were stuck together first, using Plastic Glue. This, the other internal panel and rear door, were then spray undercoated with Chaos Black.

Firstly, the interior was basecoated with Dark Angels Green spray, spraying downwards to leave some of the black showing in the recesses to act as shading.

To highlight the green areas, Snot Green was drybrushed onto the very edges of the interior detail. The bolter was given a basecoat of Chaos Black. The bolter barrel and other metallic areas were then painted with Boltgun Metal and

given a wash with thinned Black Ink. Once the ink had dried Boltgun Metal was applied again leaving the Black Ink showing in the recesses.

The screens on the control terminal were painted with Snot Green, and details on the screens were painted on in Bilious Green. To give a more realistic impression of a glass view-screen, several thin coats of Gloss Varnish were applied. To finish, all of the buttons in the interior were picked out with either Blood Red or Ice Blue.

THE EXTERIOR

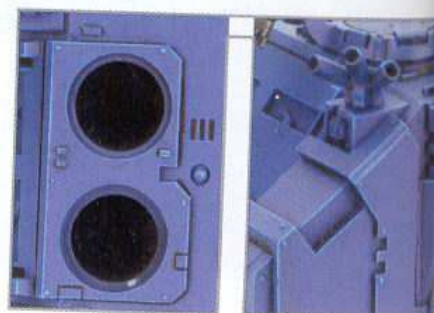
The rest of the tank was now ready for assembly. Following the instructions, the Razorback was assembled using Plastic Glue. The only components not glued onto the hull were the top and side hatches, tracks, driver's visor, command cupola and the Razorback turret. The storm bolter was glued together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

The Forge World reinforced armour set was cleaned up with clippers and files. The parts were then washed with a mild abrasive cleaner before they were attached to the hull with Super Glue. 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 Regal Blue was applied with a Tank Brush using several thin coats to produce a consistent colour.

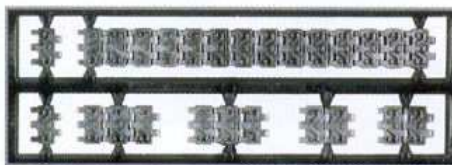
To shade the hull, Chestnut Ink was painted into all the recesses.

Lightning Blue was used for the first highlight for the edges of the hull. This was carefully drybrushed on using a Large Drybrush, being careful just to catch the edges and avoid leaving streaks. The next stage of highlights was applied with Ice Blue, however, this time the paint was applied by running the brush down the sides of the hull just catching the edges that would be caught by a light source above the tank.



THE TURRET

For ease of painting the components of the turret were painted separately. The separate parts were undercoated with Chaos Black. The turret mounting and armoured cowling were painted in the same way as the hull. The lascannons were given a very light all over drybrush with Boltgun Metal. The barrels and the cables were painted with Boltgun Metal, given a Black Ink wash and tidied up with Boltgun Metal again. The turret was then assembled.



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



The headlights were basecoated with Lightning Blue and then given a highlight of Ice Blue. The side lights were painted with Blood Red and Bilius Green and the grating over the lights was carefully painted using Boltgun Metal.



The exhausts and the pintle-mounted storm bolter were painted in the same way as the two lascannons.

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

WEATHERING

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



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



FINISHING OFF



The glass on the driver's view screen, the storm bolter cupola and the turret

were basecoated with Snot Green, shaded with Dark Angels Green and highlighted with Bilius Green and a spot of Skull White. They were then given a coat of Gloss Varnish.

The Imperial Eagle was basecoated with Blood Red. It was next given a wash of Chestnut Ink then highlighted with Blood Red, followed with a final highlight of Blazing Orange.



Lastly, the Crimson Fists symbols and vehicle identification number were applied from the Space Marine Vehicle Transfer sheet.



THE DETAILS

The tank chain, dozer blade, fuel cans and the storage box were undercoated with Chaos Black, sprayed with Boltgun Metal and then lightly drybrushed with Boltgun Metal. To finish off, Chestnut Ink was carefully applied to several areas to represent rusted and dirty sections.



The Crimson Fists deploy from their Razorback transport, ready to start a patrol deep into enemy territory.

PATH TO GLORY

MORE RULES FOR CHAOS WARBANDS BY ANTHONY REYNOLDS

The powers of Chaos offer great rewards to those warriors who fight victoriously in the name of the Dark Gods. Their Champions are bestowed with gifts with which to further glorify their chosen deity, all in the hope of one day themselves achieving immortality in their quest for Daemonhood. Be it physical or psychological, these gifts of the gods can enable a Champion to wreak havoc on his enemy single-handedly.

In Path to Glory, which started in White Dwarf 274, each player takes control of a Champion of Chaos and his warband and battles against their rivals. The players fight each other and the winning Champions gain the favour of their patrons and are rewarded for their service. As Champions grow in strength, followers flock to their warbands and they become more and more powerful. The ultimate aim for these powerful Warriors is to achieve immortality and become Daemon Princes.

Chaos offers powers to the ambitious, to the adventurous and to those who thirst for conquest and glory. To some, Chaos offers hope in an unfair world where wealth, justice and happiness are the domain of a privileged few, and where the only escape for starvation and persecution lies in the favours of Chaos; for they believe Chaos judges only on merit and rewards their faithful followers accordingly.

In this month's Path to Glory, I will introduce some expanded rules to enhance your games. First off, I will present a new bunch of tables for mutations specific to the main Chaos powers. Thanks go to Phil Kelly for these, who was inspired to create these tables after starting his own Tzeentch warband. Secondly, this month I will introduce expanded rules for injuries, giving more of a realistic feel to your warband as they suffer debilitating injuries or get hit in the head once too often and go bonkers. Enjoy!

CHAOS GIFTS:

Mutations – Roll a D6 to determine what mutation has been gifted, rolling on the table that is appropriate for the Warrior's Chaos allegiance. The dice roll can be modified up or down by 1 point per Favour Point expended. Duplicates must be re-rolled.

NURGLE

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Nurgling Infestation:** The Warrior's body is infested with tiny daemons of Nurgle that can swarm from the dripping orifices in his body. Once per game he may direct them to attack an enemy. At the start of any Shooting phase, choose a single target within 2" of the Warrior, even if either model is in combat. The target suffers an automatic Strength 3 hit.
- 3 **Torrent of Foulness:** The Warrior can vomit forth a stream of maggots, pus and slime at his foes. He may use the Breath Weapon template once per game in the Shooting phase; all models completely covered by the template suffer a Strength 2 hit with a -1 to saving throws. Models partially under the template suffer a hit on a 4+.
- 4 **Volcanic Pox:** Boils on the Warrior's skin burst violently and continually, with gruesome results for anyone close by. In any combat that results in a draw, the Warrior with Volcanic Pox will win the combat by one (as if he were a Musician).
- 5 **Secondary Jaws:** The Warrior has a snapping, drooling maw that can shoot out of his own and gift his enemy with the Kiss of Nurgle. The Warrior gains a special attack at Strength 2 which always strikes first, even before charges. If another model has the ability to strike first, the model with the highest Initiative prevails. There are no Armour saves against this attack.
- 6 **Massive Bulk:** The Warrior bulges out of his armour that splits under the strain of his enormous mass. He gains +1 Toughness, and suffers -1 Movement. If the model is mounted, his mount suffers -1 Movement.

TZEENTCH

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Petrifying Gaze:** The Warrior's gaze can cause his opponents' bodies to turn to stone. The gaze is a bound spell with power level 3 and range 8" (needing line of sight, naturally). Any model it affects must pass an Initiative check or stay in place for the remainder of the game. They may not be harmed and can do nothing for the entire game. After the game they recover automatically, and so do not roll on the Injury table.
- 3 **Distended Maw:** The Warrior can dislocate his mouth to an incredible extent. If he hits and wounds with three or more of his attacks against a single target, the opponent is swallowed whole and removed from play with no saving throw, Ward save or Regeneration possible. After the game, roll on the Injury table as normal for the swallowed model.
- 4 **Tendrils of Tzeentch:** The Warrior has thick, ropey tendrils waving around his body that can manipulate the winds of magic. A Wizard with this mutation may re-roll any 1's rolled when casting. The second result stands, even if a further 1 is rolled. This second result may cause Irresistible Force and Miscasts.
- 5 **Protean Form:** The Warrior's substance constantly flows, remoulding itself in ever more bizarre, alluring or horrific forms, and minor wounds merely disappear into the streaming flesh. A model with this mutation has the Regeneration ability.
- 6 Roll once on this table (re-rolling results of '1' and '6') and once on the Chaos Undivided Mutations table.



Mourndark the Bloodrinker leads the charge against a rival warband.

KHORNE

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Bloodfever:** The ruddy mist that surrounds the Warrior induces frenzy in those nearby. The model is subject to frenzy. In addition, any model, friend or foe, that is within 2" of the Warrior at the start of their Movement phase becomes subject to frenzy for the remainder of that turn.
- 3 **Burning Blood:** Any enemy taking the Champion out of action suffers an automatic S3 hit with no Armour save allowed.
- 4 **Deafening Bellow:** The Warrior can cry the name of his god at such volume even the ground shakes. Enemy models in base contact suffer -1 to hit the Warrior on the turn that he charges.
- 5 **Spellgreed:** Each spell cast at the bearer merely fuels his unstoppable anger, the arcane energies coursing through him adding to his Strength. He gets +1S for each spell cast at him, successful or not, for the remainder of the game. This may take him over his maximum Strength value.
- 6 **Mighty Blow:** The Warrior may choose to attack with a single attack with +2 Strength (added after other benefits, from weapons etc) rather than his normal number of attacks. If he chooses this attack, he may not benefit from using a shield in that turn.



A Sorcerer of Chaos, replete with the Tendrils of Tzeentch gift. This enables the Sorcerer to re-roll any 1's when casting.



A Champion of Slaanesh, with the Serpent's Body gift from the Dark Gods. The Champion gains +1 to both its Movement and Initiative.

SLAANESH

D6 Result

- 1 Roll on the Chaos Undivided Mutation table.
- 2 **Pendant of Slaanesh:** A pendant grows from the Warrior's flesh, and pain merely infuses the Warrior with renewed vigour. Whenever the Warrior suffers a wounding hit (whether he saves it or not) he will immediately make one attack on the model that wounded him, rolling to hit and wound with his basic WS and S.
- 3 **Word of Pain:** Slaanesh has gifted the Warrior with the ability to speak one of the true words of pain. He can whisper it to any foe in base contact during the Shooting phase. That model must pass a Ld test or take a wound with no Armour saves allowed.
- 4 **Hellshriek:** Once per game, at the start of any Magic phase, the Warrior can emit a screech that blurs reality and the Realms of Chaos for a split second. All Wizards on the board immediately suffer a Miscast.
- 5 **Conjoined Familiar:** The Warrior has sprouted a Familiar of Slaanesh from his body. He counts as a level 1 Wizard with one randomly determined spell. If he was already a Wizard he gains an extra spell.
- 6 **Serpent Body:** The Warrior's lower body mutated into that of a serpent's. Gains +1 Movement and +1 Initiative (can exceed usual maximum M and I).

CHAOS UNDIVIDED

D6 Result

- 1 **Acid Ichor:** The Warrior can spit a thick ichor of poison and acid at his foe. One of his attacks is always at S4 with no Armour save allowed.
- 2 **Tentacle:** Roll a D6:
 - 1-2 A tentacle replaces one of the Warrior's arms. May not carry a weapon or shield in this tentacle. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1.
 - 3-5 A tentacle sprouts from the Warrior's body. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1.
 - 6 An extra arm has sprouted from the Warrior's body. The Warrior may carry an additional single-handed weapon giving him an extra attack, or carry a shield in his extra hand (a model may only ever carry one shield!) Comes with a hand weapon.
- 3 **Extra Arm:** An extra arm has sprouted from the Warrior's body. The Warrior may carry an additional single-handed weapon giving him an extra attack, or carry a shield in his extra hand (a model may only ever carry one shield!) Comes with a hand weapon.
- 4 **Cloven Hooves:** The Warrior's legs end in cloven hooves. The Warrior gains +1 Movement (cannot be combined with Serpent Body).
- 4 **Horns:** Mighty horns sprout from the Warrior's brow. When charging, the model gains an additional attack, which adds +1 to the model's base Strength value.
- 5 **Bestial Visage:** The Warrior's face is twisted into a bestial or daemonic visage. The model causes Fear.

That's it for this month's article. Keep your eyes peeled for next month's White Dwarf, where there will be an epic multi-player battle between a bunch of us from the Studio, as well as full rules for the scenario for you to re-enact it in your own Path to Glory campaigns. Until then, show no mercy, and may the gods be with you...

INJURY TABLE

D6 Result

- 11-13 **Dead.**
- 14-15 **Captured:** The Warrior is captured by the enemy warband, and is sacrificed to their god. The enemy warband gains +1 Favour Point.
- 16-21 **Multiple Injuries:** Roll a further D6 times on the Serious Injury table, re-rolling any 'Dead', 'Captured' and further 'Multiple Injuries' results.
- 22 **Leg Wound:** -1 Movement (if the model was riding a steed, roll a further D6: 1-3: Steed loses 1 Movement, 4-6: Rider loses 1 Movement).
- 23 **Arm Wound:** Roll a D6.
 - 1 **Severe Arm Wound** The arm must be amputated. The Warrior can only use a single one-handed weapon from now on.
 - 2-6 **Light wound** Miss next game.
- 24 **Madness:** Roll a D6:
 - 1-3 The Warrior suffers from Stupidity.
 - 4-6 The Warrior suffers from Frenzy.
- 25 **Smashed Leg:** Roll a D6:
 - 1 The Warrior may not make march moves anymore, but may still charge. (If the model was riding a steed, roll a further D6: 1-3: Steed suffers the penalty, 4-6: Rider suffers the penalty).
 - 2-6 **Light Wound** Miss next game.
- 26 **Chest Wound:** -1 Toughness.
- 31 **Blinded in one eye:** randomly determine which eye -1 BS. If the Warrior loses all its eyes, it must retire from the warband.
- 32 **Old Battle Wound:** Roll a D6 at the beginning of each game. On a 1 the Warrior must miss the battle.
- 33 **Nervous Condition:** -1 Initiative.
- 34 **Hand Injury:** -1 Weapon Skill.
- 35 **Deep Wound:** must miss the next D3 games.
- 36-61 **Full Recovery**
- 62-63 **Bitter Enemy:** From now on the Warrior Hates the following (roll a D6):
 - 1-2 The Champion of the enemy warband.
 - 3-4 The entire enemy warband.
 - 5-6 All warbands devoted to the Chaos Power that the enemy warband is aligned to (re-roll if they worship the same power).
- 64 **Hardened:** immune to Fear.
- 65 **Horrible Scars:** causes Fear.
- 66 **Survives against the odds:** + 1 Favour Point.

MODELS TAKEN OUT OF ACTION

This is an expanded Injury table that you might like to use when your models are 'killed' in a game. In our Studio campaign, we only used this table for our Champions (keeping things simpler), but if you want a more detailed game, you could extend this to all your models.

To use the Injury table, roll 2D6. The first dice represents 'tens' and the second 'units', so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36 etc. This type of dice roll is referred to as a 'D66 Roll'.

Favour Points can be used to alter the result of this table - it costs 2 Favour Points to alter the first dice rolled (tens) and 1 Favour Point to alter the second (units).

WARRIORS OF THE PUS by Space McQuirk

This month, we take a look at how Space McQuirk's Nurgle Warband came about...

Space: Nowadays I find it difficult to pick up a figure without attacking it with a pair of clippers. It's not that I don't like the models, far from it. The current range of Chaos rates high amongst my all time hallowed favourites, but more than anything I love the idea of owning a truly unique collection.

With this in mind Nurgle seemed to be an obvious choice for my warband. There are endless possibilities to make

the models look grotesque, but it was when I rolled up a Minotaur that my warped mind began to work on overtime. I wanted him to be absolutely repulsive, so using Green Stuff I sculpted a huge Belly on the beast, detailing it with even more foul additions.

The Chaos Warriors were converted using Zombie heads to give them a really diseased and rotten appearance. Having always thought that Nurgle suits a rather direct and unsubtle approach I was pleased to roll Great Weapons for my Chaos Warriors. To my great joy it meant converting the figures, and there

is something about a dirty, spiky mace that fits in well with Nurgle.

I used this spiked mace as a running theme for the warband. I find once you have a theme go, with it as often as you can. I've used bellies, maces, and Zombies, combined with a dark and dirty palette to make my force look cohesive. The boys have proven deadly so far, undefeated on the battlefield and helped by advancement rolls that have obviously been blessed by my patron deity. I relish my next fight but, at present no one seems willing to take me on. Come and have a go if you think you're hard enough!



Although based in Germany, Marco Schulze is an avid attendee of Warhammer 40,000 tournaments, and because of that we had the opportunity to cast a very admiring glance at his Tyranid army that featured in August's Warhammer 40,000 Grand Tournament heats.

Two and a half years after its creation, Marco Schulze's Hive Fleet Moloch has swelled to a very impressive size. His original decision to create the army owes much to the Ridley Scott 'Alien' films, something deeply apparent in his decision to include a unit comprised of 'assimilated' humans in a Mind Slaves squad.

Marco cites the Lictor as his favourite model reasoning that, more than any other figure, it is the closest to Jes Goodwin's original concept sketches.

HIVE FLEET MOLOCH

Marco Schulze's Tyranid army



Marco's Mind Slaves squad.





The Hive Tyrant prepares to impale its victim.



Anyone who visited the last Games Day at the National Indoor Arena in Birmingham couldn't fail to miss Manchester's awesome Games Day table. We sent Mark Chambers to visit the store to get the story...

MANCHESTER'S GRAND PLAN

GAMES WORKSHOP MANCHESTER'S GAMES DAY BATTLE

As soon as you walk through the doors of Games Workshop's Manchester store you get the feeling that the staff there are thinking on a grand scale. From the 10" high Ork warboss in Mega armour that commands their greenskin horde to the huge 16' gaming tables that draw you through the doors.

Two of the Manchester store's tables are definitely worth mentioning – the Warhammer 40,000 table that comprises of a crashed Necron Tomb ship, and a Warhammer table especially made for this year's Games Day (more about that later). Another item of note is a large diorama, which shows (in gory detail!) the last stand of a company of Ultramarines as they are assailed by countless Tyranids before the gates of an Imperial palace. The Manager of the store, Paul 'make it bigger' Evans, is well known for his 'eccentricity' when it comes to the Games Workshop hobby. I took some time to talk to him about his Games Day table, which was one of the highlight games at this year's show. This is what he had to say:

"We started planning for this year's Games Day three months before the event. We were given the task of building a Lustrian

battlefield and making up a story-driven game which would last the whole day. Straight away I thought it would be too easy to do a simple Lizardmen versus whoever battle, so that evening at the pub (it's actually amazing how many ideas have been generated there) we put together a cunning plan! All the staff love the Gotrek and Felix stories by William King as it seems that these two great heroes end up all over the Old World fighting powerful enemies. Two of those enemies are really cool, namely Thanquol and his devious flawed plans and the Chaos brothers from the 'Beastslayer' novel who seek to create a world of Chaos! So a plan began to emerge, but what about a storyline?

LET ME TELL YOU A TALE!

Eons ago a huge meteorite fell from Mordsleib into the Lustian jungle. The Old Ones built a pyramid city over it and sealed it with plaques of power. Recently Thanquol has acquired certain plaques which tell where this Warpstone is located. Thinking of power and glory he promptly steals a Tilean ship, fills it with his troops and sets sail...

In the north the Chaos Sorcerers, Kelma and Lhoigor, are given visions of a Warpstone meteor in the Lustrian jungle and how it would allow the summoning of a daemonhost that could conquer the world. Nine of their greatest Sorcerers are dispatched with an army of warriors to seize this Warpstone. Gotrek and Felix a force of Slayers are once again airborne and seeking a worthy death. They are in search of a great foe in Lustria, which threatens the whole world.

Sound far-fetched? Well, we loved the idea. Now came the time to plan the board. This was done with a pen borrowed from the bar and drawn on the back of beer mats! We decided Thanquol wouldn't be happy with just one meteor of Warpstone but would use it instead to power the biggest Warp cannon ever created to obliterate Mordsleib and send thousands of Warpstone meteors plummeting down onto the Old World (he's mad you know!). So the board consisted of a Lizardmen temple, a Tilean ship and a Warp cannon over 6' long!!! The forces would be Thanquol and 6,000 points of Skaven (lots of Clan Skyre), the nine Sorcerers of Tzeentch and 6,000 points of Chaos, and Gotrek and Felix's Dwarf Slayer retinue.



Ultramarines make a last stand against the vast horde of the Hive mind



Terminators counter-attack the Tyranid flank



Old One-Eye leads the Tyranid assault



Huge crashed Necron Tomb ship



Massive 10" high Ork Warboss in Mega armour

HOW WE MADE IT

The board took three weeks to build. We built it out of MDF and then textured it with sand and PVA. Tiles were made out of monster and Warmaster bases and all the Lustrian glyphs were cut out of thick card. The Warp cannon was made from domestic plastic piping from a hardware store and the cannon frame was made out of hardwood covered in shaped lollypop sticks (much more durable than Balsa wood). Our one extravagance was the Warpstone meteor, which was made from a sound sensitive plasma-ball covered in green plastic gel (it glows when you cheer or the table senses movement – which was all the time at Games Day).

The painting took a single day. We went to a travel agent and asked for some South American brochures within which we found pictures of the South American coast and Inca buildings. We then mixed up paint to match in big tubs and used an airbrush to apply the colour.

So, complete with a great looking table, three great armies and an epic story we went to Games Day...

THE GAMES DAY EVENT

GAME 1 – THE ASSAULT ON THE SHIP

While the Skaven force looked on in awe as Thanquol began to power up the Warp cannon, Gotrek and Felix disembarked their airship along with 30 Slayers and attempted to fire the airship's on-board cannons at the Warp cannon to destroy it! Unknown to them, 20 Rat Ogres burst from the hold. All hell broke loose with Gotrek and Felix attempting to fire cannons and Slayers attempting to cut down their foes. This was played using the skirmish rules from the Warhammer rulebook and ended with all the Slayers being killed and the remaining Rat Ogres trying to tie up our heroes who strategically ran from the boat into tomb tunnels to try and get to Thanquol! All their cannon shots had missed but made a mess of the Skaven between the boat and the Warp cannon itself!

GAME 2 – THE CHAOS ASSAULT

There were some important rules for this battle. Firstly, the forces of Chaos had the element of surprise on their side and got to move their force first against a disorganised Skaven force. Secondly, we made up the following fiendish rule. Basically the temple-city was covered with a green mist and arching electricity from the Warpstone. The Sorcerers knew all their relevant spells, but if they were to roll a miscast, then Warp lightning would erupt from the Warpstone towards the Sorcerer (following all the rules for a normal Warp-lightning cannon). With nine Sorcerers on the Chaos side this meant catastrophe as time and time again they miscast seeing

literally hundreds of their force atomised (calls of "stop casting", followed by "it can't possibly happen again", were heard over and over!). The result was that the Chaos forces were in no condition to fight when they were engaged. A win to the Ratmen.

GAME 3 – THE RIDERS OF CHAOS

The last major engagement of the day saw the cream of the Chaos army – massed Knights and chariots – being met by the Clan Skyre contingent of the Skaven. With all their Sorcerers dead, it was time for some toe-to-claw action. The cheers from the Skaven side echoed through the hall as Jezzeils, Ratling Cannons and Warp cannons (surely blessed by the Vermin Lord himself) destroyed unit after unit. Although the forces of Chaos made the Skaven pay dearly in close combat, they just did not have the numbers to carry the fight and were killed to a man.

MEANWHILE, THE TRICKS OF FATE

The Warp cannon was charged and ready. All Thanquol had to do was pull the lever. Step up our heroes as they leapt from a secret tunnel to engage their arch-enemies. Gotrek made short work of Boneripper (again) but was too far away to help his comrade.

Felix was, however, fairing well and had Thanquol hit and wounded with only his last wound remaining. It was the last roll of the game. Thanquol saved and ducked under Felix's blow which hit the activation lever and set off the cannon...

This is where we left it on the day. William King, author of the Slayer series and creator of our protagonists, watched the game and thoroughly enjoyed the final twist. We hope to play out a 'what happened next' battle at another event with an even bigger table!

Sometimes a lot of hard work is really worth it. Keep your eyes peeled as I hope to revisit in the near future!

Anyone in the Manchester area would be well-advised to visit the Manchester store, if only to see what happens when you start thinking big. You can find the store at:

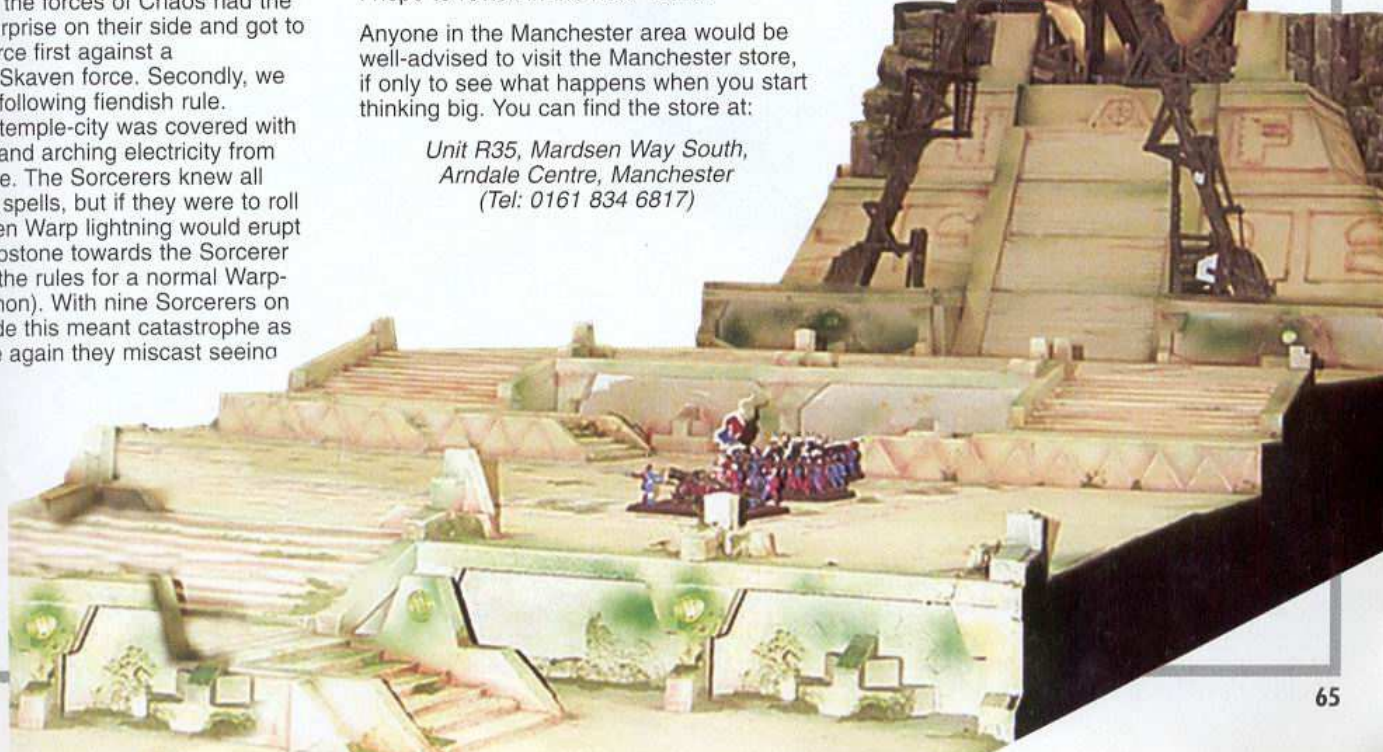
Unit R35, Mardsen Way South,
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The table in all its glory, all 16' from Lizardmen temple to Tilean ship.



The massive cannon only just fits in to the Manchester store.





Clint Moseley

FROM THE BLACK LIBRARY

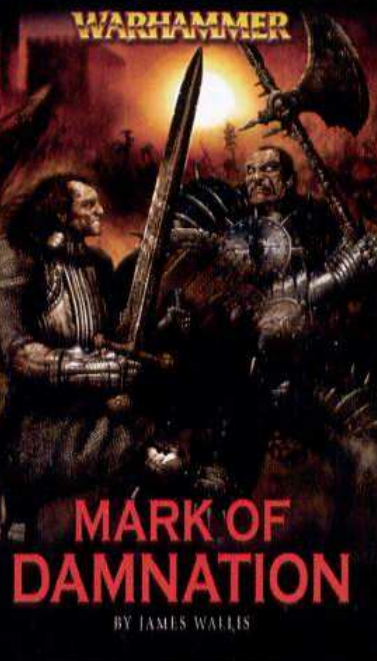
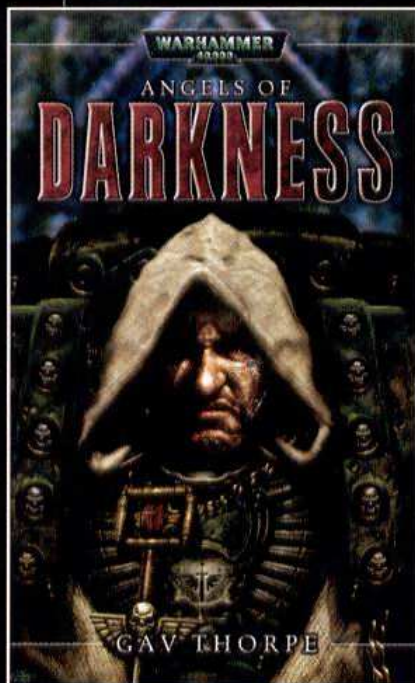
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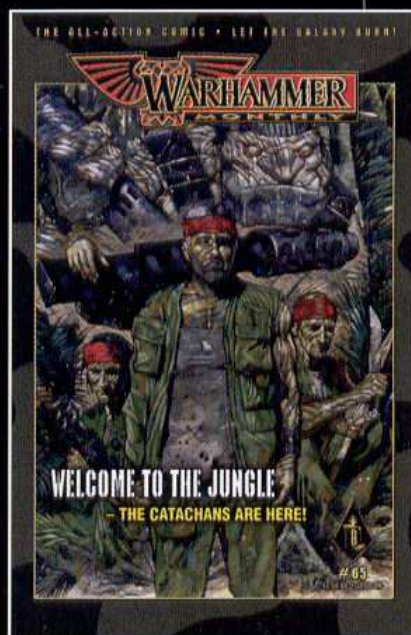
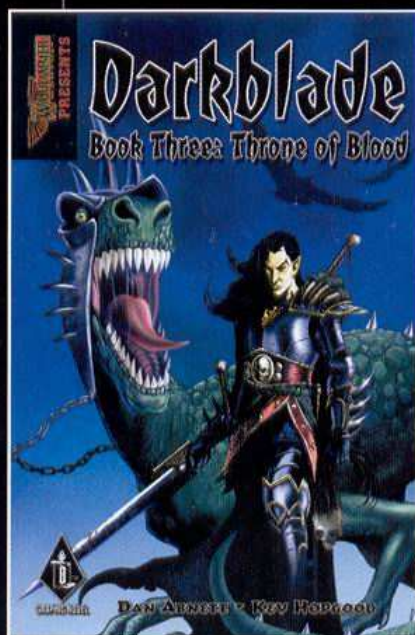
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Chem-master, Primogenitor, Manflyer. Fabius Bile is known as many things in the Warhammer 40,000 universe. As our new series continues, we turn our focus towards a man who claims to have unlocked the secrets of the creation of the Emperor's Primarchs.

HEROES & VILLAINS OF THE 41ST MILLENNIUM

FABIUS BILE, PRIMOGENITOR OF THE TRAITOR LEGIONS

Follow me my children and the glory of victory shall be yours. We shall cleanse ourselves in the crimson waters of the enemy. We shall bring the ecstasy of quick release to those who stand before us. We shall give bloody praise to the Lord of Pleasure and sing his name as we dance across the fallen. Follow me my children, and you shall taste the undreamt joys that lie beyond the bounds of mortal sense.

Fabius Bile

Fabius Bile has travelled the galaxy more widely than any other lord of the Traitor Legions. On Dimmamar he is known as the Chem-master, on Arde IX and in the Bray system he is called Manflyer, to the wretched tribes living among the ravaged hives of Paramar V, he is the Clonelord.

He calls himself 'Primogenitor', claiming that he has unlocked the secrets of the Emperor's work in the creation of the Primarchs and the first Space Marines.

Bile's alchemical knowledge and skills at genetic manipulation can be attested to by every planet he has had contact with, for he has left a trail of foul deviants and twisted abominations wherever his ships have landed.

His name has become a curse to the Adeptus of Earth as his pollution of Mankind's gene-pool has become ever more apparent.

Whole populations have had to be wiped out by the Adeptus Astartes as they attempt to purge Bile's creations with fire and sword. Mostly they find once-civilised planets populated by ragged hordes of debased, shambolic monsters.

However, in several battles the Emperor's Space Marines have



encountered fierce resistance from a hardened cadre of enhanced humans that fight with the strength and cunning of devils. These altered spawn of Bile's experimentation exhibit strength, speed and intelligence many times higher than the human norm and are depraved, psychotic killers. These are Bile's proudest creations, the pinnacle of his arts, the New Man he would see spread throughout the galaxy: fickle, selfish, obsessive, aggressive, treacherous, and murderous. Each of Man's worst traits has been bred into these creatures and married with the psychology of a tyrant and the strength of a madman. Even the Inquisition do not know how many of these abominations have escaped into the galaxy but they do know they are almost impossible to locate until their incipient psychosis sends them on a manic killing spree.

Bile is a renegade even from his own legion. He held the position of lieutenant commander of the Emperor's Children at the time of the Heresy. The Emperor's Children invaded Earth with Horus but took little direct part in the fighting around the Imperial palace. Instead they descended upon the civilian population of the administratum, the complex infrastructure of clerks, bureaucrats, curators and menials who coordinated the efforts of the far flung Imperium. Whole families of staid scribes and haughty prefects fleeing the battle zone were hunted down by the Emperor's Children and incarcerated in dreadful conditions. More than a million prisoners were rendered down to supply an array of stimulants and intoxicants for the corrupt renegades as they sought ever wilder pleasures.

Perhaps it was at this time that Fabius Bile started along the dark pathway which would bring such woe to whole planetary populations. He was certainly foremost in experimenting on living prisoners, keeping them alive in their torment for weeks at a time. Even amidst the carnage of the Heresy his fascination was with life, not death. Bile aided the Emperor's Children as they slipped further into the embrace of Slaanesh, altering their brain chemistry to sharpen their senses and connecting their pleasure centres to their nervous system so that any stimulus would bring them unholy joy. But as the Emperor's Children lost themselves in sensuality, Bile moved further and further from them.

Bile left Earth before Horus's defeat, accompanied by a handful of altered followers. He moved through the wartorn Imperium from planet to planet, system to system offering his assistance to the rebel forces in exchange for prisoners, genetic samples or ancient technical lore. Many ambitious planetary overlords came to rue the day they



Another settlement falls to Bile and his Black Legion cohorts.

RECOVERED EXTRACTS FROM THE PAGES OF
THE GRIMOIRE MUTATIO CURATUS-

THE FORBIDDEN WRITINGS OF FABIUS BILE

ON NEOPHYTE ZYGOTE IMPLANTATION AND THE RITES OF TRANSMUTATION

Each of the legions has now, as ever they did in ages, passed a stream of aspirants seeking to throw themselves upon our mercy in the vain hope that we may deem them worthy to join our ranks. Those loyal to the shrunken corpse on Terra still cling to their own processes by which perhaps one in a hundred neophytes may survive to become a battle-brother. The methods I have developed over the last millennia are more stringent, for we must be pure in our hatred and hard of heart, body and soul. Fewer than one in every thousand survive, and I strive each day to lengthen these odds still further.

Where the loyalist lackeys may take but a short span of years to complete the zygote implantation process, I will draw the process out for as long a period as the aspirant may bear. The strongest of subjects will assert the power of his will upon the process itself, thus speeding the transformation: these make by far the most promising of initiates.

The exact implantation procedure will depend upon the legion by whom I am employed, as I have striven for these long millennia to maintain the individual purity of each. While some legions are missing certain zygotes, and others suffer to varying degrees from mutation and degeneration, each legion seeks to maintain the genetic link to its Primarch.

The Night Lords display the purity of gene-seed in terms of resistance to mutation, yet the gene-stock passed down by the Primarch Konrad Curze is characterised by extremely pale skin and jet-black hair. This is a peculiarity of the Night Lords' Melanchrome and Mucranoid glands and as much part of them as their delightful capacity for pain and torture.

In contrast, the mighty Black Legion is highly prone to physical mutation due to their voluntary hosting of all manner of daemonic entities. On the orders of Abaddon, I have taken steps to ensure the continued survival of the legion in the face of the potentially disastrous effects of this symbiotic relationship. Utilising the prize recovered by the Iron Warriors at Hydra Cordatus, the Despoiler and his legion shall soon stand superior to even the Astartes of old.

Other legions are affected by mutation to varying degrees. The Iron Warriors, the embittered sons of Perturabo, suffer from an asynchronous Biscopoea gland making them prone to occasional minor deformation of the limbs. They routinely substitute mutated extremities with cybernetic replacements. The Thousand Sons were so affected that Ahiriman was forced to invoke his infamous Rubric.

Each of the legions reveres the gene-seed passed down from its creator, and in many ways the smallest of flaws defines the strengths of the legion.

ON GENE-SEED RECLAMATION

I now hold within my grasp the very secret of gene-reclamation! For seven centuries now the Emperor's Children Legion have suffered a gradual wasting of the Catalepsean node, the implant that allows a Marine to endure long periods with little or no rest, induced by the sheer potency of the toxic stimulants imbibed by them over the millennia. This affliction takes the form of hallucinatory episodes and periods of extreme paranoia triggered whenever the subject attempts to sleep. At first the Emperor's Children welcomed this new experience, for there exists within its ranks a cult that encourages its effects. However, for the remainder of the legion, and for new aspirants such an affliction is undesirable. Following the capture of a scout belonging to the feeble Space Wolves Chapter and the subsequent extraction of his Catalepsean node and Progenoid gland I have synthesised a course of corrective therapy, which can be applied to any subject bearing the Primarch Fulgrim's gene-mark. It appears that the Canis Helix of the Space Wolves is able to counter the negative effects experienced by the Emperor's Children, due perhaps to the pitiable Sons of Russ's predominantly nocturnal metabolism. To date, few Emperor's Children have taken up the treatment, preferring as they do to explore every new experience to its very limit.

ON GENOMANCY

At the heart of my reclusium, sealed behind wards of unbreachable power and guarded by the finest of my praetorians lies the means by which Chaos shall win the long war against the False Emperor. Through forbidden ceremonies not attempted in aeons I have called forth and bound a power from the warp, a composite being of mutated flesh and primal spirit. This being serves but one purpose; it is nought more than a massive, bloated, infernal womb, within which I have succeeded in cultivating the next generation of our kind. The process is fuelled by the sacrifice of the Progenoid glands of our erstwhile Brethren in the weakling 'loyal' chapters. Even now, as I create these creatures with which to swell the ranks of the legions, those forces go forth into the Imperium of Man to bring down the Emperor's lackeys. What delicious irony that their very deaths shall fuel our own rebirth!



Fabius Bile makes his escape from Arden IX as his Word Bearers allies attempt to halt the oncoming Salamanders.

joined their fates with Fabius Bile as his atrocities and acts of mass genocide often repelled even their own supporters. Nonetheless the assistance that Bile could offer was potent. His serums could transform mediocre defence troopers into ravening super-soldiers or he could use the black technology of cloning to mobilise thousands of 'perfect warriors' within a matter of months.

But all the spawn of Bile's experiments could not hold back the furious tide of loyalists that boiled outward from ravaged Terra. Retribution finally caught Bile in the Arden system, where he was supporting the excesses of the renegade Lord Tyrell in exchange for foetal material. The Adeptus Astartes plummeted down upon the corrupted world of Arden IX like fiery angels of vengeance. The flesh refineries and cloning vats burned in a single night before the righteous fury of Space Marines of the Salamanders Chapter and Bile had to flee once more. This time, Bile barely escaped with his own life as

his ship was crippled by an Imperial Gothic class cruiser as it fled once more into the dubious safety of the Warp.

Like much of the flotsam of warp space Bile's vessel was drawn into the Eye of Terror. He drifted there for an age until



The sinister presence of Fabius Bile

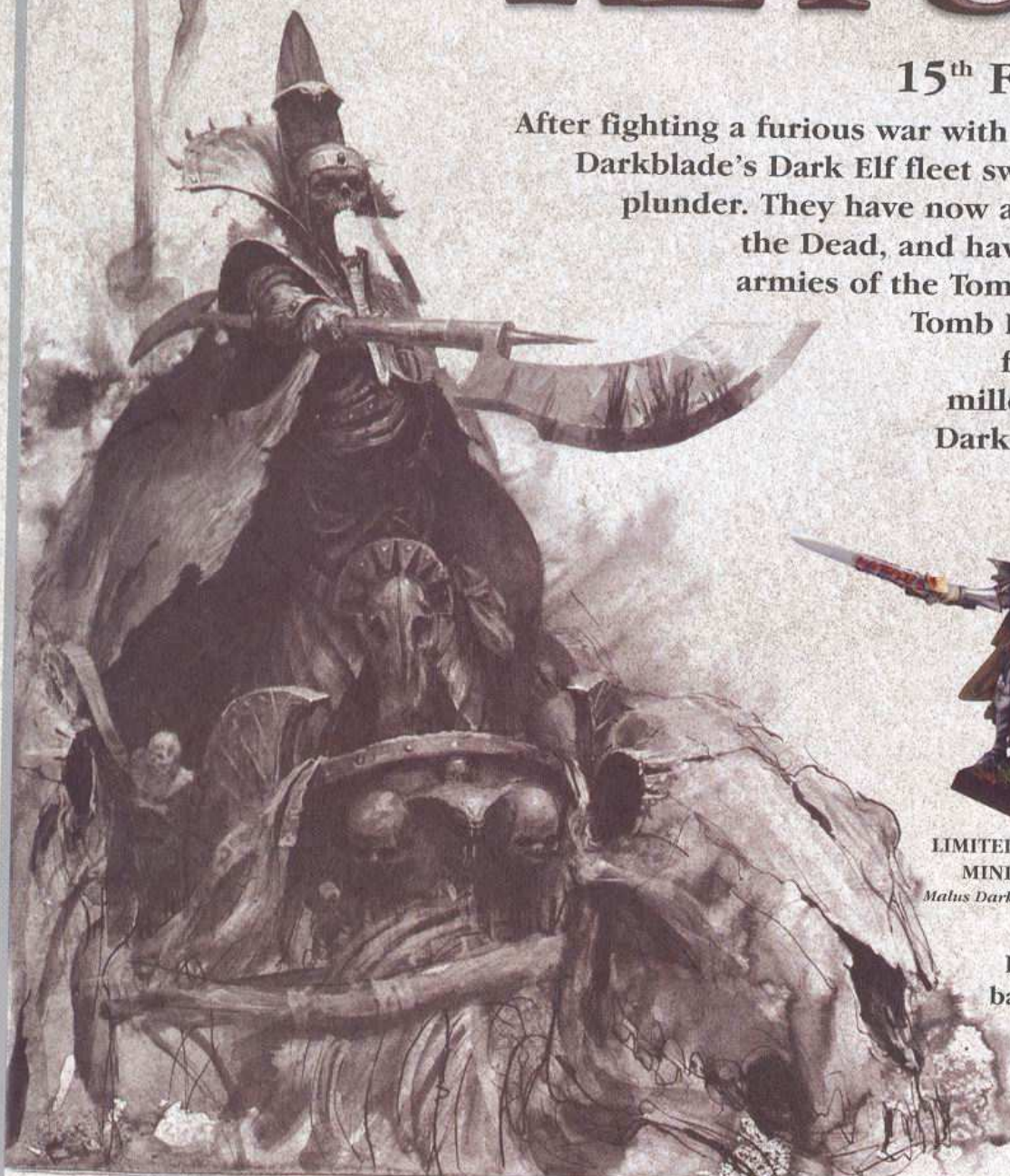
by chance or the design of some dark god his ship was caught in the gravity well of an ancient daemon world. Once it had been one of the planets which harboured the brilliant, scintillating civilisation of the Eldar before their spectacular fall from grace. Now it was a crone world of twisted darkness and crawling madness and here Bile made his new home.

He soon discovered that the shattered Traitor Legions in the Eye of Terror had desperate need of his services: they needed cloned warriors and slaves by the score but most of all they needed the precious progenoid gene-seed organs to create more Space Marines warriors so that they could attack the Imperium with renewed vigour. Fabius Bile eventually negotiated a delicate position with the Traitor Legions. They each needed his services but he refused to aid any one legion more than any other. In this way his safety has, thus far, been assured.

SETTRA'S RETURN

15th February 2003

After fighting a furious war with the High Elves, Malus Darkblade's Dark Elf fleet swings East in search of plunder. They have now arrived at the Lands of the Dead, and have awoken the ancient armies of the Tomb Kings of Settra. The Tomb Kings armies have not fought on this scale in millennia, and the foolish Dark Elves will be the first to feel their wrath!



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The Night Lords have always belonged to the darkness. The black seed of their Primarch infected them with violence and despair. Now you can field a Night Lords army using the new miniatures. The rules for the Night Lords can be found in Codex: Chaos Space Marines.

BRINGERS OF DARKNESS

The Night Lords Chaos Space Marines Miniatures



Night Lords Chaos Lord.



Night Lords Chaos Space Marines squad with Aspiring Champion and heavy bolter.



A sudden shout from one of the forward observers roused Uriel from his melancholy thoughts and he swiftly took his position next to Idacus. He saw movement through the burnt out shell of the Thunderhawk, flashes of blue and gold, and heard a throaty grinding noise. The sound of heavy vehicles crushing bone and armour beneath their iron tracks. Darting figures, also in blue and gold, slipped through the wrecks, their movements furtive.

With a roar of primal ferocity that spoke of millennia of hate, the Night Lords Chaos Space Marines finally revealed themselves. Battering through the wreckage came five ornately carved Rhino armoured personnel carriers; coruscating azure flames writhing within their flanks. Uriel was speechless. They resembled Rhinos in name only. Bloody spikes festooned every surface and leering gargoyles thrashed across the undulating armour, gibbering eldritch incantations that made Uriel's skin crawl.

But the supreme horror was mounted on the tanks frontal sections.

The still-living bodies of the Ultramarines Assault squad were crucified on crude iron crosses bolted to the hulls. Their armour had been torn off, their ribcages sawn open then spread wide like obscene angels' wings. Glistening ropes of entrails hung from their opened bellies and they wept blood from blackened, empty eye sockets and tongueless mouths. That they could still be alive was impossible, yet Uriel could see their hearts still beat with life, could see the abject horror of pain in their contorted features.

The Rhinos continued forwards, closely followed by gigantic figures in midnight blue power armour. Their armour was edged in bronze and their helmets moulded into daemonic visages with blood-streaked wings. Red winged skull icons pulsed with unnatural life on their shoulder plates. Idacus was the first to overcome his shock, lifting his bolter and pumping shots into the advancing Night Lords.

'Kill them!' he bellowed. 'Kill them all!'

Uriel shook his head, throwing off the spell of horror the spectacle of the mutilated Ultramarines had placed upon him and he levelled his pistol. Two missiles and a lascannon shot punched towards the Night Lords. Uriel prayed the tortured souls crucified

on the Rhinos would forgive them, as two of the tanks exploded, veering off and crashing into the side of the bridge. The prisoners burned in the flames of their destruction and Uriel could feel his fury rising to a level where all he could feel was the urge to kill.

Every one of his shots found its mark, but unlike the poorly equipped defence troopers, the Chaos Space Marines wore the finest armour and would not run. The Night Lords had once been the galaxy's finest warriors, the equal of the Ultramarines in all but purpose. Where the warriors of the Emperor fought to defend the Imperium, the Night Lords sought to destroy it, fighting for the joy of slaughter and the material rewards it could bring.

The Space Marine next to Uriel fell, a bolter shell detonating within his chest cavity. He

collapsed without a sound, and Uriel swept up his bolt gun, emptying the magazine into the Traitor Legionnaires. A handful of Night Lords were dead, but the rest were closing the gap rapidly. Two more Rhinos died in fiery blasts. Disciplined volleys of bolter and lascannon fire from Ultramarines in the bunker kept hammering the ranks of Night Lords as they attempted to overrun the gun nests. But few were falling and it was only a matter of time until the traitors reached them.

Excerpted from the short story *Chains of Command* by Graham McNeill, published in the Black Library anthology, *Words of Blood*.



This battle report sees the first appearance of the new Tomb Kings army as it defends its home land against a crusading Bretonnian army.

A QUEST INTO THE UNKNOWN

A Warhammer Battle Report

This really is quite a momentous occasion, not only is it the first time that the Tomb Kings have ever appeared in a battle report but it's also the first time that they have had a dedicated Warhammer Armies book. In this month's battle report, a crusading Bretonnian army comes face to face with the restless undead. We wanted to make this scenario as uncomplicated as possible in order to show off the unique nature of the Tomb Kings army, so it was

decided that the standard tournament scenario and points value would be a good idea. The scenario will be a Pitched Battle with 2,000 points a side.

With the battle being fought under near tournament conditions who better than two tournament players to take command of the armies. Pete Scholey is a veteran general and has been playing with a Tomb Kings army for a long time now. He has also recently been

preparing an army for an article in *White Dwarf*, and was therefore absolutely ideal! We then needed to find Pete some serious opposition, and we found it in the shape of his good friend Adi McWalter. Adi was the winner of the first heat of the 2002/2003 Warhammer Grand Tournament (amongst other titles – ed) and agreed to take part commanding the Bretonnians.

It's shaping up to be a fascinating encounter. You can imagine the scene, gleaming armour and mighty warhorses facing off across a wind blown desert against sand blasted bone and tarnished bronze. There can only be one winner, take it away gentlemen...



usty, tattered robes brushed along the stone floor as Rastaph shuffled from the deep shadows of the dry-temple, leaning heavily on a staff ed in his skeletal hands. Stepping ne burning sunlight, he raised his y face to the sky, staring with milky to the heart of the sun. In a dry, g voice, he intoned the ritual words otion to the mightiest of all the riding his burning chariot across the Rastaph appealed for the holy aid of n god in the forthcoming battle the interlopers who dared enter the ands.

g heavily, Rastaph gazed over the sand the gleaming army of his holy king, op the Second. His liege was standing y on his royal war-chariot, directing gions into formation. It was a well-ed battle line, the long dead warriors fought in hundreds of wars over the nia, and they moved in perfect unison y wheeled forwards, raising their as one and linking their shields.

h whispered to the desert-spirits, and ly a wind picked up where a nt before the air was still. Sand to swirl around him, gently at first rowing stronger by the second. Raising ms, Rastaph lifted his cloak around like a pair of tattered wings as the began to whirl around him fiercely, the biting sand completely obscured rom view and he became as one with ements. The focused sandstorm began ve, carrying Rastaph with it as it ed across the open sand towards the of his Tomb King.

Duke Theuderic wiped his forehead with a cloth before tossing it to an attendant squire. He accepted his gourd as it was passed to him, allowing himself only a mouthful of the tepid water. It barely moistened his dry, sun-baked lips. He held his arms outstretched as another squire tightened up the buckles on his shoulder guards, and tried vainly to brush the sand from between the armoured plates. Waving him away, Theuderic walked towards Lady Aliette. How the fair damsel managed to keep herself looking cool and calm even in these harsh conditions, he didn't know. He bowed to the lady, who curtsied in return, a flash of fey light glinting in her cool eyes.

"Shall I lead the knights in prayer, m'Lord?" she asked, her voice as smooth as velvet.

"If you would, Lady Aliette," Theuderic replied.

The Duke looked over his faithful knights as they dropped to their knees and bowed their heads, helmets held under arms. He saw the young paladin Marc, bearer of Theuderic's heraldic standard, give him a quick smile and nod before he closed his eyes for prayer. Such belief was written in the shining eyes of the knight that he could not help but feel that his quest must end in success.

Turning on his heel, Theuderic dropped one knee to the hot sand. Before he closed his eyes, he stared across the desert. Partly hidden in the haze of heat that blurred the horizon and a swirling cloud of dust and sand, the army of the cursed, dead foe was manoeuvring into position. He kissed the tress of fair, blonde hair

that was pinned to his cloak, and closed his eyes. Lady Aliette's voice carried out across the desert as she began to invoke the blessing of the Lady of the Lake.

King Kerathop the Second turned his skeletal face towards the form of the lich priest Rastaph materialising within the cloud of swirling sand. The whirling eddy of wind dropped to sudden stillness, sand falling to the ground, and Rastaph bowed his head in respect to his king.

"The gods are with us this day, priest?" spoke King Kerathop, his voice unfathomably deep, dry and sepulchral, filled with undeniable power and authority.

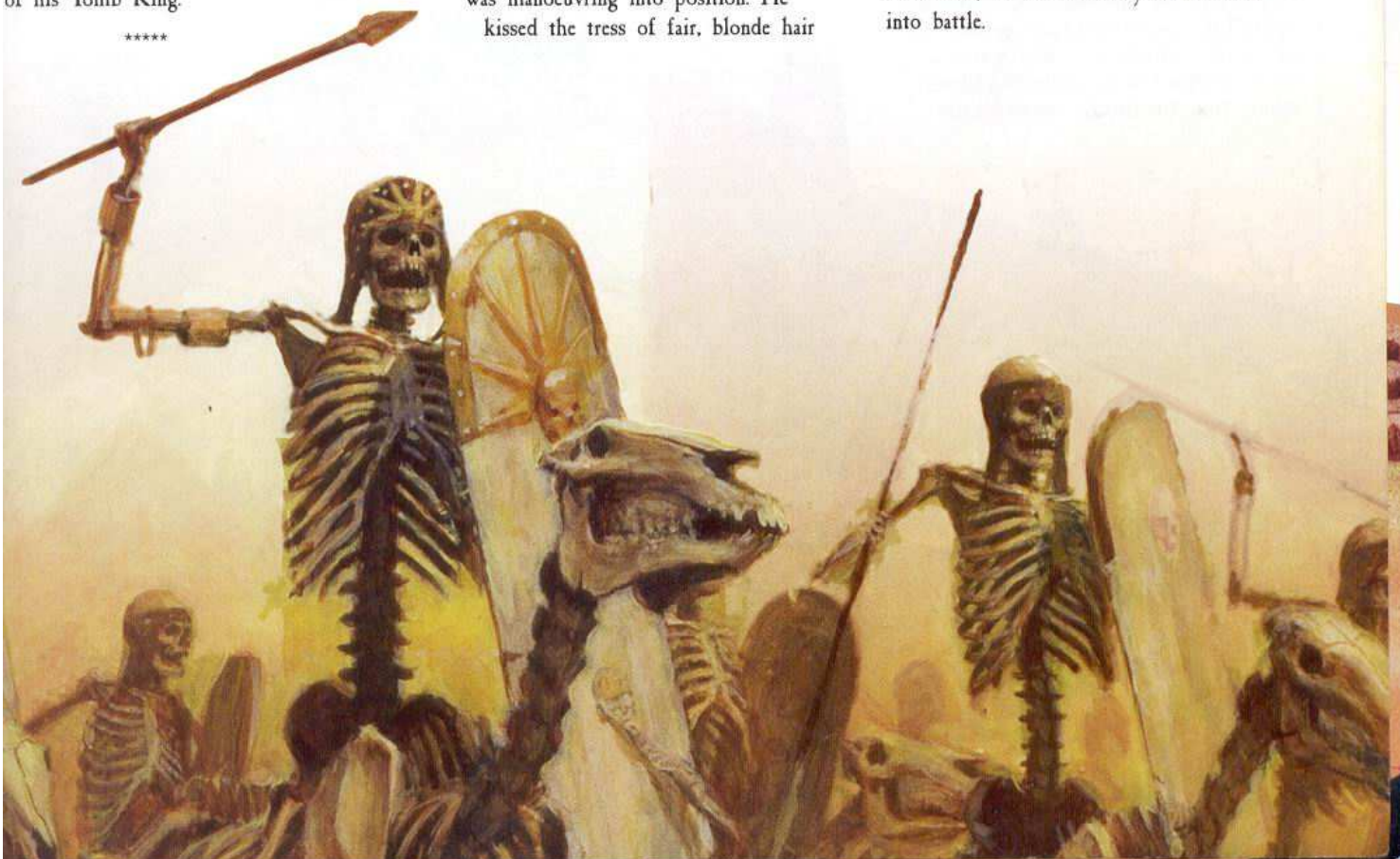
"They are, my king. Yet another victory shall be carved into the walls of your chamber for all time."

The ancient Tomb King made no response. He turned to gaze along the battle line, seeing his warriors standing statue-still, awaiting his commands. They had fought faithfully at his side during their lifetime, and death was no end to their loyalty. For all eternity they would serve him, guarding him and fighting those who would be his enemy.

Raising an arm, tightly bound in preserving cloths, he raised his ceremonial blade. As one, the formations of soldiers stood sharply to attention.

"Join the ranks, priest."

Lowering his weapon so that it pointed towards the heathen foe across the battlefield, he led his army of the dead into battle.



LET THE CHANTING BEGIN



Pete Scholey

Pete: What a great honour it is to launch the new Tomb Kings Army book by being invited to play in their first battle report against my good friend Adrian McWalter. We have fought many battles over the years and there is always a competitive edge to our encounters. The fact that he normally wins is going to spur me on to get the best out of the new army and send his lances back to Bretonnia. However, from the outset I want to demonstrate the abilities of this new army which works quite differently to any other in the Warhammer world.

We would be playing a Pitched Battle scenario which is the type of game we normally play in competitions, only this time we both had the edge by knowing exactly what opponent we would be facing before the game commenced.

Bretonnians, lots of fast moving knights, lots of nasty lances and most worrying of all, the possibility of facing the Sword of Heroes, which really could wreak havoc with my Tomb King and Bone Giant. But you should never let the

threat of something prevent the formation of a battle plan, and you should hopefully have a contingency to deal with anything the opposition can throw at you.

I always take a Tomb King and put him in a Chariot. I wanted to take the fight to the Bretonnians as I know I am going to get charged, and there is very little in the Tomb Kings army that can survive a wounding hit from a lance, even the Tomb King would be hurt. So I decided to go for a very combative force and use minimal shooting power. I expect the Bretonnians to Pray to make my Screaming Skull Catapult and Archers less effective and so I took just ten Archers to supplement the Screaming Skull Catapult. These would deal with any Mounted Squires and Pegasus riders that could threaten the Screaming Skull Catapult.

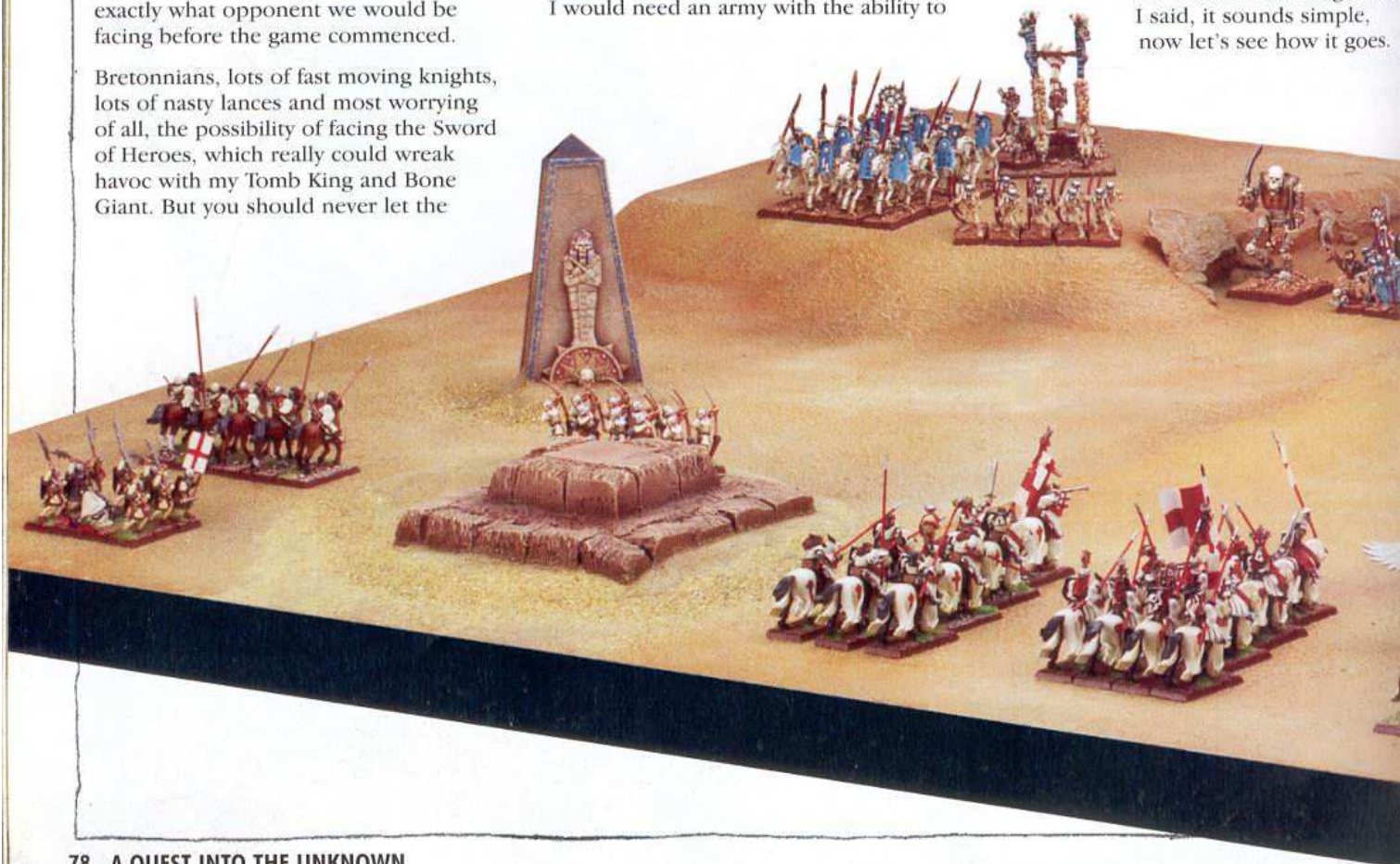
My main plan was to use two units of Skeleton Warriors with hand weapons, shields and light armour. These would hold the centre of my line and push forward to soak up the charge of the advancing Knights. Using blocks of nineteen (leaving a free space for the Liche Priests initially) meant I would have a full +4 combat resolution at the start of fighting. I would hope to survive the charge, rebuild my units in the Magic phases whilst utilising the faster moving and hard-hitting elements of the army to countercharge and inflict decisive damage. Sounds simple.

But things have a habit of going wrong so I would need an army with the ability to

move quickly and hit hard. Knights have a good Armour save and can match me on the charge. So I took the Bone Giant and a unit of three Ushabti to act as my battering rams. Both of these units are constructs and so will last longer when facing outnumbering units. But more importantly is their multiple Strength 6 hits which will slice through the Knights' armour (-3 from their armour save). The Bone Giant has the ability to wipe out a unit of Knights on the charge with his special Unstoppable Assault rule whilst the Ushabti can go toe-to-toe with anything in a straight-up fight.

The Tomb King would join a unit of three Chariots with the War Banner. With his magical ability to move this unit, I could afford to leave him out of range of the Liche Priests and would be looking for him to get around the rear of the Knights' wedges. Finally, a unit of twelve Skeleton Heavy Cavalry with the Icon of the Undying Legion (the unit regains D3 wounds per Tomb Kings magic phase) would take up a flank. I would look to move them slowly down the flank in the first couple of turns before being in range to charge. The Icon would again allow them to remain outside the range of the Liche Priests and repair any wounds at the start of their turn.

So there it is. Soak up the charge, get down the flanks, keep the army moving and replenished whilst using missile fire to reduce the the effectiveness of the Bretonnian charge. Like I said, it sounds simple, now let's see how it goes.



FORWARD, SONS OF BRETONNIA, FORWARD!



Adrian McWalter

Adi: I am really looking forward to this. The chance to get one over on Pete, which is nothing new, as well as giving me the inspiration to paint up my Bretonnians for the first battle report involving the new Tomb Kings army.

It isn't going to be easy. I had been involved in the development of the Tomb Kings list and so I had a good appreciation of their strengths and weaknesses. Not only have they the usual attributes of the Undead, – cause fear, never run away; but they have access to wonderful war machines and rock hard units, as well as being highly manoeuvrable and magically relentless.

Bretonnians are all about charging Knights and my army was going to be built up around three solid wedges which I hope to use to smash into the Tomb Kings ranks and inflict a quick kill. But things don't always go to plan, particularly when facing the Undead. I

would normally take smaller and more numerous blocks of Knights but decided that safety in numbers would be more prudent. Unit strengths of 20 should not auto break if beaten and coupled with the Grail virtue of my characters, the Grail Knights and the Valorous Standard, I hoped to be able to withstand the psychology and fight my way to victory.

The centrepiece of my army will be a unit of Grail Knights which will contain the General and Battle Standard Bearer. The Banner of the Lady (enemy units in contact with the banner bearer get no combat bonus for ranks) and War Banner (+1 combat resolution) will negate the effect of massed ranks of Skeletons and coupled with their immunity to psychology, they should be able to punch their way through anything the Tomb Kings can put in front of them.

Knights of the Realm with the Valorous Standard (the unit rolls 3D6 for all leadership based tests and discards the highest) can usually be trusted to pass most Leadership tests and this will be important in their role for taking out any constructs and Chariots whilst the Errantry Banner, (giving the Knights Errant a Strength 6 charge) should be enough to deal with any cavalry or smaller units of troops.

The threat from war machines is always a worry for costly Knight units. Either the Screaming Skull Catapult or the Casket of Souls offer no Armour saves and so I had to have a contingency plan to deal with them. The best way in a Bretonnian army is to mount a Grail Virtue Hero on a Pegasus and give him the Lance of the Quest. The ability to re-roll his misses and being immune to psychology should ensure he wins the

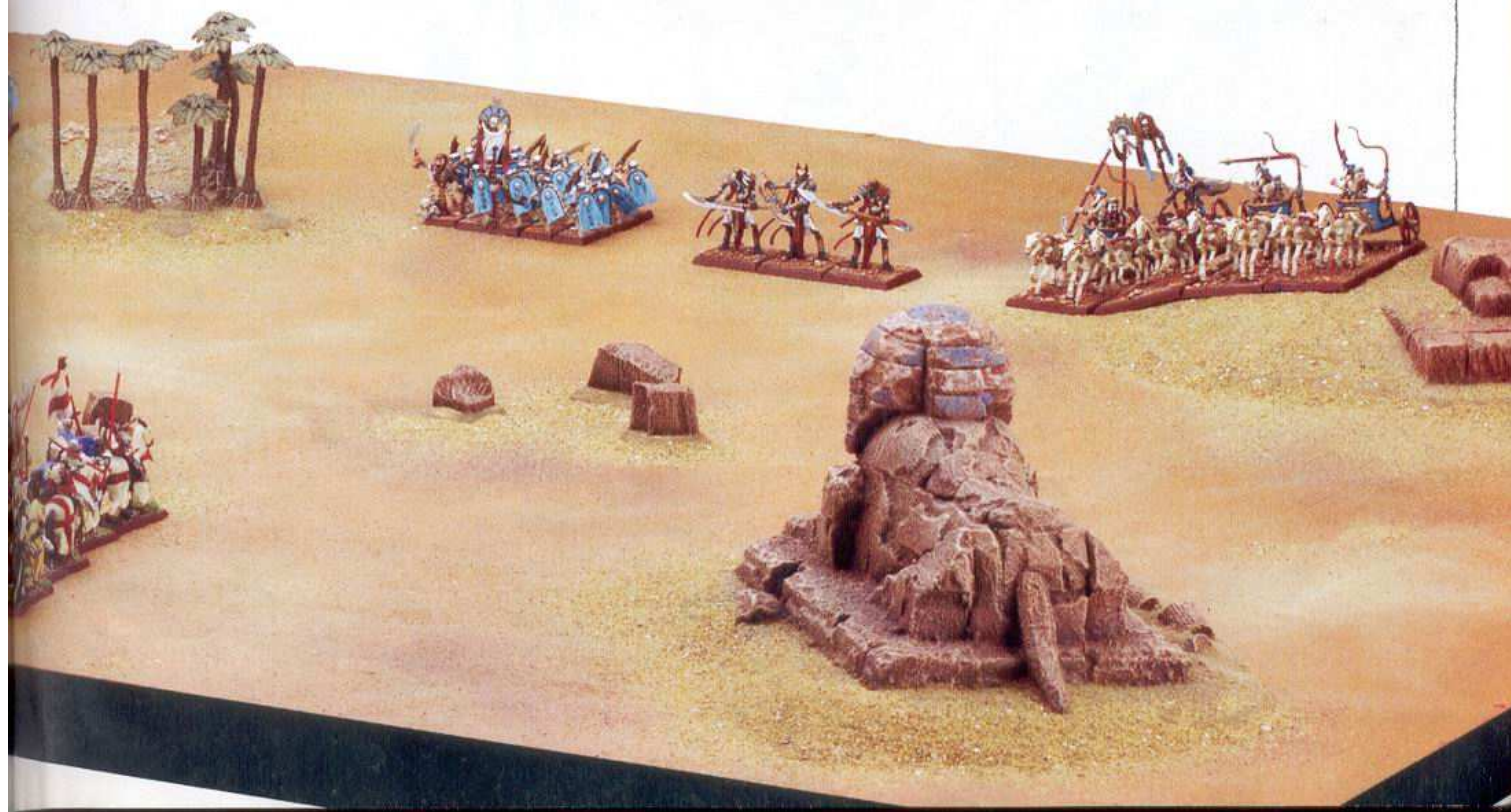
combat and destroys the machines in one go. And if he failed, then the fast cavalry (in the shape of a unit of mounted Squires) would have to quell their fear and finish the job.

But that is fine for offence. Dice rolls can be fickle and will scupper the best laid plans. I knew I had the charge and ability to get into combat but it was defending the Magic phase that concerned me most. Two level 2 Damsels should give Pete enough to worry about but their main job would be trying to stop the relentless incantations of Tomb Kings magic. Three Dispel scrolls should help me get through the first couple of turns, by which time I hope to be in combat and so prevent the ability of the Tomb Kings to get around my flanks and charge in their Magic phase.

I would be Praying at the beginning of the game. The advantage of going first would be with Pete, but the threat of two Screaming Skull Catapults per turn was too great a risk. I have already said I would be using the Pegasus Rider to deal with this, but it only takes one lucky hit, and with its ability to cause Panic tests at -1 Leadership, I was not prepared to take the risk.


The final two units are there to hold table quarters and give Pete something else to divert his attention from my Knights. The Archers and Halberdiers aren't really going to cause too much of a problem to large blocks of fear-causing troops. But we are playing a Pitched Battle scenario, and 200 Victory points might just tip the balance.


So there it is. Not the biggest army, but hopefully every unit has a role, and if they fulfil it, then victory will be mine. We shall see...




Lord Kerathop's Desert Defenders


CHARACTERS


 **LORD: Tomb King**
Great weapon, Chariot and Golden Ankhra. 266 pts


 **HERO: Hierophant (Liche Priest)**
Hand weapon and the Cloak of Dunes. 135 pts


 **HERO: Liche Priest**
Hand weapon and 2 Dispel scrolls. 165 pts

CORE

 **3 Chariots**
Hand weapon, spear and bow, Champion, Standard Bearer with the War Banner. 185 pts

 **12 Skeleton Heavy Cavalry**
Hand weapon, spear, light armour, shield, Skeleton Steed, Champion, Musician and Standard Bearer with the Banner of Undying Legion. 252 pts

 **10 Skeleton Warriors**
Hand weapons, bows. 80 pts

 **19 Skeleton Warriors**
Hand weapon, light armour and shield, Champion, Musician and Standard Bearer. 196 pts



19 Skeleton Warriors
Hand weapon, light armour and shield, Champion, Musician and Standard Bearer. 196 pts



SPECIAL
3 Ushabti
Huge ritual blades. 195 pts



RARE
Screaming Skull Catapult
Skulls of the Foe. 110 pts



Bone Giant 220 pts

TOTAL 2,000 pts





The 4th Quest of Duke Theuderic de Foix

CHARACTERS

LORD: Duke

Great weapon, heavy armour, barded Warhorse, Grail Virtue, Cuirass of Fortune and Tress of Isoulde. 218 pts
* leads the unit of Grail Knights

HERO: Paladin Battle Standard Bearer

Hand weapon, heavy armour, barded Warhorse, Grail Virtue and Banner of The Lady of the Lake. 198 pts
* assigned to the Grail Knights



HERO: Paladin

Hand weapon, heavy armour, riding a Pegasus, Grail Virtue, Lance of the Quest, Enchanted Shield. 164 pts

HERO: Damsel

Hand weapon, Warhorse, extra level, Dispel scroll, and the Chalice of Malfeur. 155 pts
* assigned to the Realm Knights

HERO: Damsel

Hand weapon, Warhorse, extra level and 2 Dispel scrolls. 155 pts
* assigned to the Knights Errant

CORE

9 Knights of the Realm

Hand weapon, lance, heavy armour, shield, barded Warhorses, Champion and Standard Bearer with the Valorous Standard. 293 pts

8 Knights Errant

Hand weapon, lance, heavy armour, shield, barded Warhorses, Champion, Musician and Standard Bearer with the Errantry Banner. 217 pts

12 Men at Arms

Light armour, halberd, shield and Standard Bearer. 94 pts

SPECIAL

10 Bowmen

Hand weapon and longbow. 80 pts

6 Mounted Squires

Hand weapon, spear, bow, shield, Warhorses and Musician. 115 pts

RARE

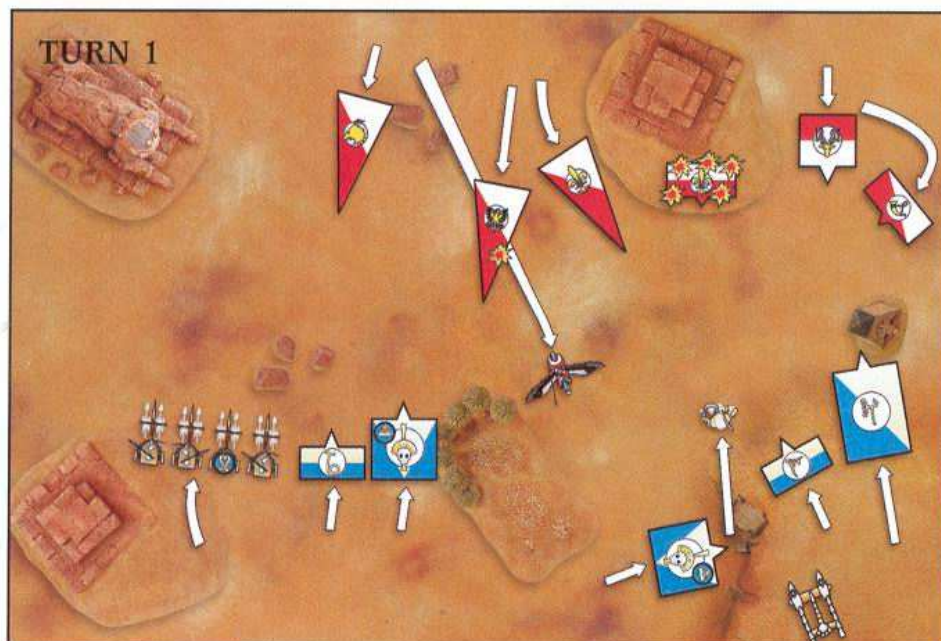
8 Grail Knights

Hand weapon, lance, heavy armour, shield, barded Warhorses, Champion, Musician and Standard Bearer with the War Banner. 311 pts

TOTAL 2,000 pts







TOMB KINGS TURN 1

Pete: Well, the waiting was over and the armies sat across the desert wastes of Nehekhara. As expected Adi asked the Lady for her blessing, giving me the first turn but reducing the effectiveness of my shooting considerably. The Bretonnians were set up pretty much as I expected, with the three main wedges of Knights holding the centre of the battle line. I had split my force either side of the central wood and decided to try and make Adi split his Knights to take me on, one on one. I was frightened of the potential impact of his Knights and knew sooner or later I was going to be charged. I just needed to lure him in and then get him with a strong counter attack.

The army shuffled forward in a general advance towards the Bretonnians. The Hierophant ordered his unit to move nearer the Screaming Skull Catapult to ensure he could cast *Smiting* in the Magic phase on the giant machine. I was going to need to roll a 4 every time I wanted to shoot at the Knights and so would need those two shots per turn.

The Archers took advantage of their Arrows of the Asp and moved down the hill to ensure they were in range of the Bretonnian Bowmen in the distance.

The scene was set for the first Magic phase. Chants rang out across the battlefield as the Tomb King and his Liche Priests started their ritualistic Incantations that they had practiced for eternity. Whilst they were working themselves into a spiritual frenzy one of the Bretonnian Damsels drank from the Chalice of Malfleur. The extra Dispel dice it granted was going to make things more difficult for the Tomb Kings Priests to be heard. The King tried twice to use his 'My Will be Done' ability to move his unit further forward to threaten the left flank, but the Incantation was not

powerful enough, being easily dispelled. The Liche Priest decided to forgo his Incantations, not wanting to advance too near the enemy just yet. Finally, the Hierophant turned his attention to the Screaming Skull Catapult and willed it to shoot at the Grail Knights. His chanting was heard and the mighty machine turned to face the Grail Knights. The crew concentrated on their tasks and their efforts were granted with them overcoming the Lady's blessing and hurling Bretonnian skulls towards the Grail Knights. Their aim was true,

landing directly on the Bretonnian Battle Standard Bearer. However, at the last moment one brave Knight pushed him out of the way taking the impact of the skulls and killing him outright. Others were more fortunate in the unit, as two further Knights were unhurt by the exploding ammunition.

SKULLS OF THE FOE

Screaming Skull Catapults may be upgraded to allow them to hurl the skulls of the very enemy they are fighting. This is even more terrifying than the catapult's usual ammunition, and any unit that must make a Panic test from the Screaming Skull Catapult suffer a further -1 to their Leadership. However, since Grail Knights are immune to psychology, they did not need to take a test.

The Shooting phase came next and the Screaming Skull Catapult, having been accurate in the Magic phase once again overcame the power of the Lady's blessing and aimed for the Grail Knights again. But this time something went wrong with the mechanism, preventing the machine from firing.

The Archers were within range of their Bretonnian counterparts on the hill in the distance. Even though they had moved and were at long range, the Arrows of Asp still only needed 5s to hit. The unit of ten Tomb Kings Archers



killed five Bretonnians in an exhibition of shooting worthy of Wood Elves themselves. The Bowmen passed their Panic test and after the Skeleton Charioteers had failed to hit the Knights of the Realm with their bows, the Tomb Kings turn ended.

ARROWS OF THE ASP

Unlike other races' missile troops all Tomb Kings bow fire hits their target on a 5+ irrespective of range, movement, cover or skirmishing – this is as a result of the blessing of the Asp Goddess.

BRETONNIANS TURN 1

Adi: After checking Pete's army list just to make sure that the Tomb Kings Archers had Arrows of the Asp and not machine guns I sat back to take stock of the situation. With such a small force I could not afford to lose six figures per turn to shooting, especially after I had given up the advantage of going first by allowing my Knights to Pray.

Ah well, looking at the positives, my Bowmen had remained resolute despite the carnage caused by the Undead Archers. I had also managed to deal with the unusual Tomb Kings Magic phase quite well, despite losing a Grail Knight to the awesome power of the magically enhanced Screaming Skull Catapult. I was pleased to see that Pete had split his force either side of the central wood and

his first turn had done nothing to change that situation.

My plan was simple; take advantage of the split in the Tomb Kings force. I would attack on one side of the wood with my best units and refuse the other flank with the rest of my army. With that in mind the Grail Knights and Knights of the Realm spurred their steeds towards what I thought was the strongest flank of Pete's army facing off against the Undead Charioteers, Ushabti and a large block of Skeleton Warriors which contained a Liche Priest.

I really wanted to support these gallant Knights with my Pegasus-mounted Paladin but he had a far more important job to do. The main reason for taking this warrior in my army selection process was to have an effective method of dealing with Tomb Kings war machines. The Pegasus therefore took to the air and headed straight for the Screaming Skull Catapult. I knew that I could charge it in turn 2, if the Paladin could survive the Arrows of the Asp that were surely going to come his way in the next Tomb Kings turn. The rest of my army made moves in keeping with my set battle plan.

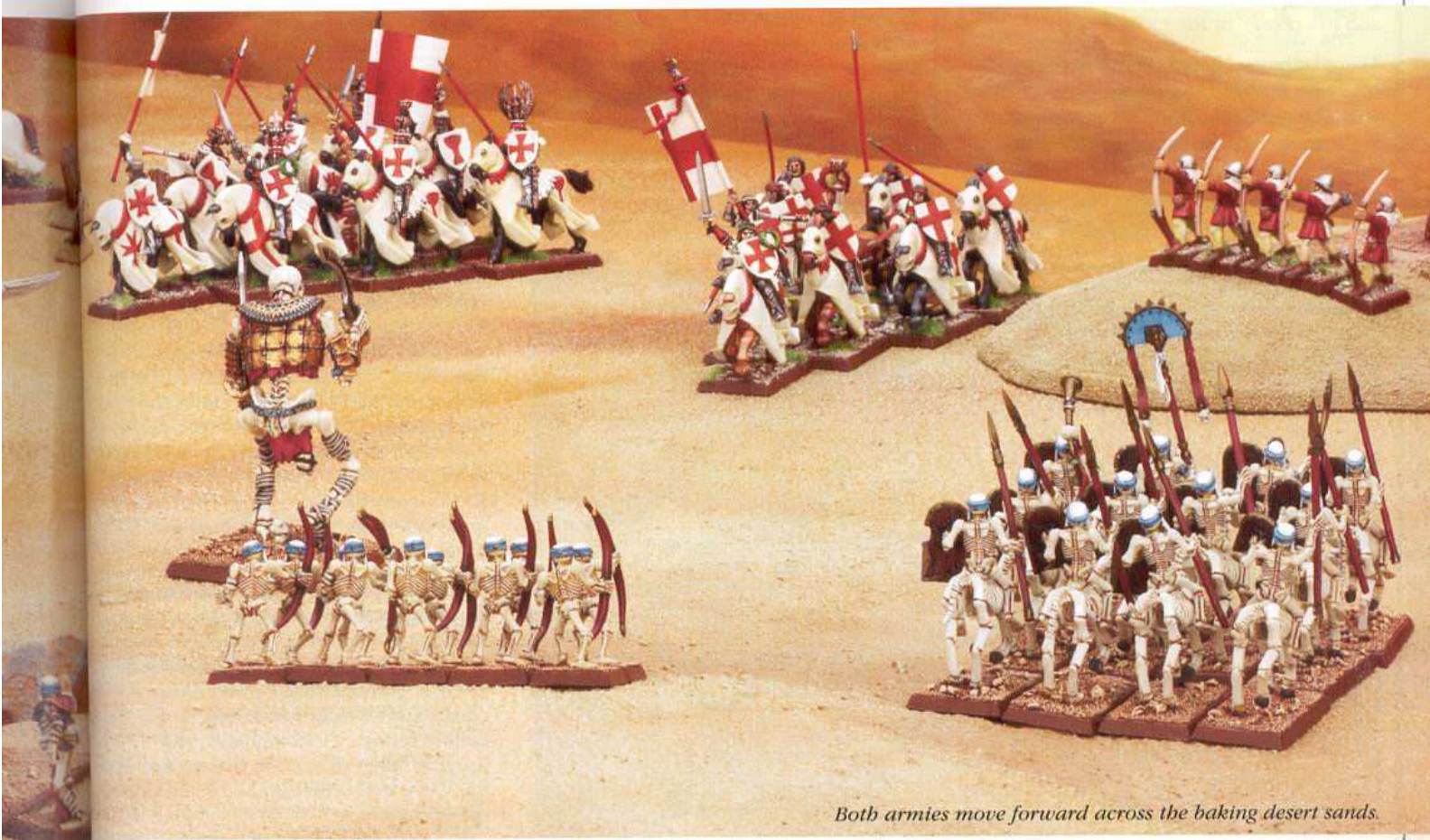
The Knights Errant moved slightly forward so that they couldn't be charged by any enemy unit whilst in turn being in a position to charge any Tomb Kings unit that strayed too far forward. These Knights found support from the mounted Squires who began a flanking

manoeuvre that I thought would make Pete think twice about advancing any further forward.

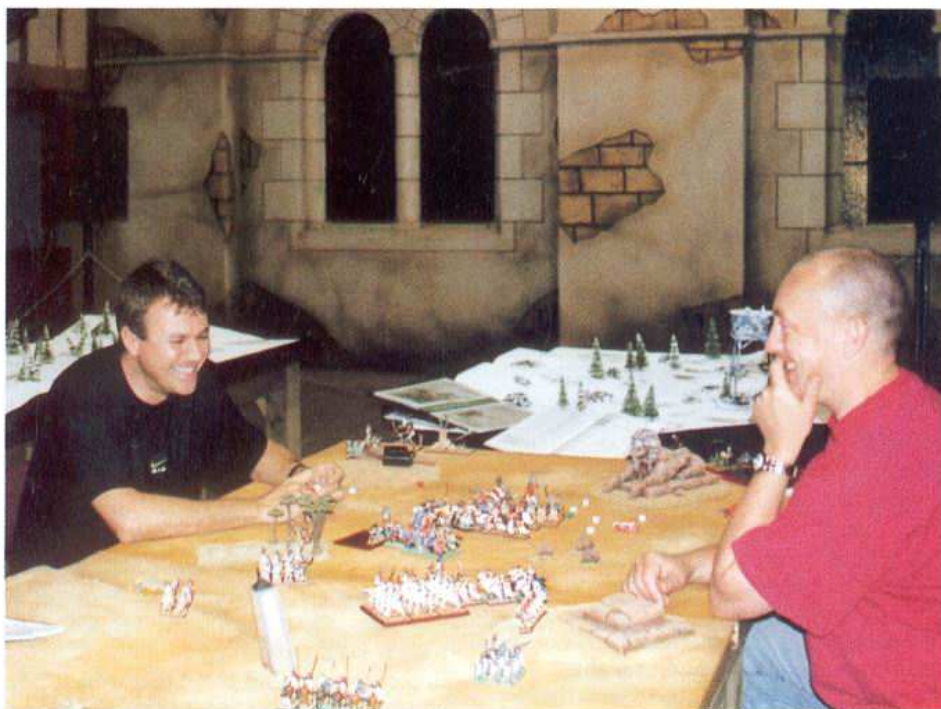
Happy with my initial movement it was time to see if my Damsels could give Pete a magical headache. Now this is the time in the game where one particular Damsel in my army usually starts to scream "No please Adi! Don't make me drink from the Chalice. It's poison." In other words I tend to roll lots of 1s when it comes to the Chalice of Malfleur. That said she had passed the test in Pete's phase and once again passed at the start of my Magic phase. I had chosen Lore of Heavens and had *Second Sign*, *Portent of Far*, *Forked Lightning* and *Uranon's Thunderbolt* at my disposal. Pete allowed me to cast *Second Sign* and I was granted one re-roll. I saw the Tomb Kings Charioteers as the main threat and targeted this unit with *Forked Lightning*; I rolled an impressive 15 with three dice which Pete countered with a Dispel scroll. Lady Luck deserted me though when I rolled the grand total of 3 with two dice in an attempt to cast *Uranon's Thunderbolt*. As this spell needs an 8 to cast I didn't even waste my re-roll, bringing my Magic phase to a very unimpressive end.

I didn't expect much from my Shooting phase and wasn't disappointed when I managed no wounds at all on my chosen target, the Tomb Kings machine gunners, sorry Archers.

With no units in combat my turn ended.



Both armies move forward across the baking desert sands.



Pete's Magic phase gives Adi plenty to think about for his next move.

TOMB KINGS TURN 2

Pete: Well I survived Adi's first turn without any casualties but things wouldn't be that easy from now on. As I had expected the Bretonnians had split their forces and were lining up for the charge, and there was very little I could do to prevent it. I would be hoping to position myself to be able to charge in the Magic phase to prevent the devastating effect of all those lances, but I would be reliant on the Incantations and the power of the Liche Priests.

There were no charges, as I was still out of range, but with the Bretonnians splitting I had to offer them the targets that I wanted them to charge. Knowing he would not survive the onslaught from the Grail Knights, the Liche Priest left his unit and hid in the nearby woods. The

Ushabti and Chariot units moved forward to threaten the Knights of the Realm whilst the Bone Giant took up a position directly in front of the Knights Errant. The Hierophant used his Cloak of the Dunes to fly across and join the nearby Archer unit and out of the way of a potential charge of the Grail Hero on Pegasus (out of his line of sight).

THE HIEROPHANT

The death of the Hierophant can be fatal to the Tomb Kings, since it is his demise that causes the army to slowly crumble, a similar effect to the death of the Vampire Counts' general.

The warriors to the left of the woods, moved forward towards the Grail

Knights, hoping to charge in my Magic phase rather than be charged.

The chanting started again with the Tomb King trying even harder to move his unit, this time in an attempt to charge the Knights of the Realm. With the Bretonnian Damsel again drinking from the Chalice, the Tomb King was thwarted, but he had drawn out two Dispel dice and a Dispel scroll. Perhaps this turn the Tomb King's magic would overcome resistance.

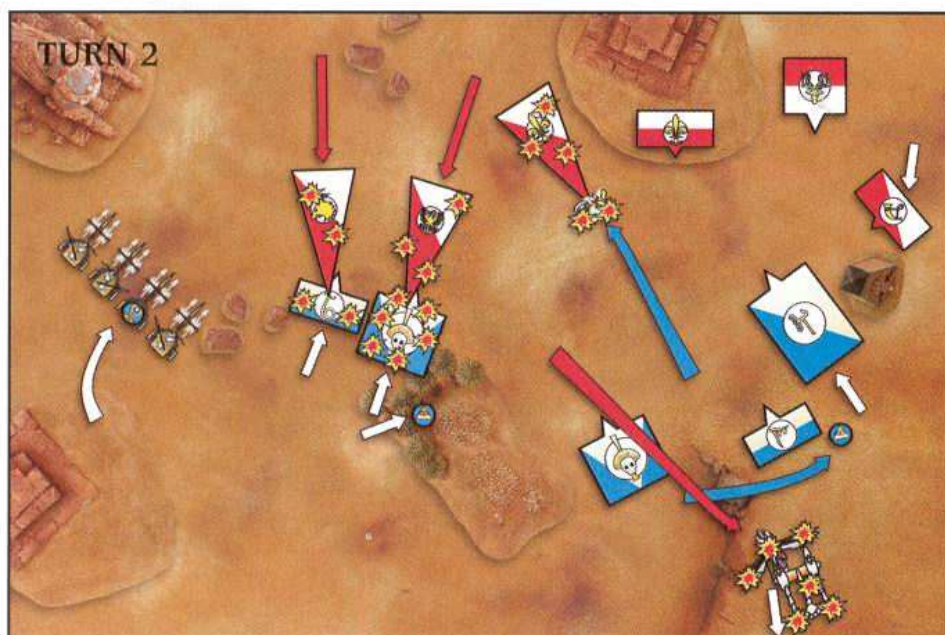
Moving on in strict Hieratical order, the Liche Priest, inside the woods, tried to charge his former guard of Warriors at the oncoming Grail Knights. This again brought out a second Dispel scroll. With only one Priest left to Incant, the Hierophant ordered the Bone Giant into combat, and even using three Dispel dice the Bretonnian Damsels could not stop the will of the Hierophant. Animated once again, the Bone Giant looked towards the Knights Errant and set off on the charge. Proud and unable to refuse the charge for fear of disappointing the Lady of the Lake, the Knights Errant overcame their terror and received the charge of the behemoth.

UNSTOPPABLE ASSAULT

A charging Bone Giant is a terrifying sight to behold, smashing into the enemy and sending them flying with powerful blows. For every wounding hit that the Bone Giant inflicts when it charges (before saving throws), it gets to make an additional attack. Such additional attacks also benefit from the Unstoppable Assault rule.

Once again the Screaming Skull Catapult crew willed their machine into life and overcame the Blessing of the Lady. Targeting the Grail Knights once again, their skulls crashed onto the head of the Bretonnian General, whilst shrapnel lacerated the armour of the Battle Standard Bearer and unit Champion. However, valiant to the last, three noble Knights saw the incoming artillery and sacrificed themselves in the name of Bretonnia. Following the example of the Screaming Skull Catapult, six of the Skeleton Archers overcame the Lady's blessing and shot at the Pegasus and its rider, inflicting 2 wounds on the beast and one on the Hero. The Charioteers bows once again failed to hurt the Knights of the Realm.

The fight between the Bone Giant and the Knights Errant proved bloody but indecisive. With his Unstoppable Assault he inflicted a total of 5 wounds but the Knights Errant armour proved too effective with only two falling to the flailing monster. Hitting back, the Knights failed to scratch the surface of the Giant and with combat resolution the Errants won 3 to 2.



UNDEAD CONSTRUCT

Normally, as per most Undead models, losing a round of combat by 1 would mean that the Giant would suffer 1 extra wound. However, the Bone Giant is an 'Undead Construct' and counts as always being within 12" of the Battle Standard Bearer, even if there is no Battle Standard on the table, so effectively he loses 1 less wound than the actual score.

That then was the end of my turn, I hadn't quite done the magic charging I was hoping to achieve, and feared the worst as I could hear the sound of speeding hooves.

BRETONNIANS TURN 2

Adi: Cursing Pete's luck I once again took stock of how the game had changed during the Tomb Kings turn. There was one thing that I knew for sure, the Lady's blessing was failing me badly. My Pegasus and its rider were severely injured and the combat potential of my Grail Knights unit had been reduced tremendously with the loss of another three Knights to the accursed Screaming Skull Catapult. The Tomb Kings Magic phase had been like a trip to the dentist for me. In his Movement phase Pete had manoeuvred his army in a way that would allow him to charge me in the Magic phase. I tried to prevent this at all costs, but despite using two Dispel scrolls I could not stop the relentless charge of the Bone Giant. My Knights Errant being caught static was very bad, very bad indeed. I had not planned on these warriors being in combat on the second turn; my refused flank strategy was completely out of the window. At least the Errants had withstood the powerful attacks of the Undead construct

What was I to do? I know, do what Bretonnians do best... CHARGE!

The Pegasus Rider, ignoring his wounds, charged the Screaming Skull Catapult, whilst the Grail Knights charged the Skeleton Warriors. The Knights of the Realm, assisted by the Valorous Standard, overcame their fear and charged the Ushabti. I fully intended to destroy my chosen targets in one turn, this would allow me to overrun, redeploy and deal with the rest of the Tomb Kings army. The only other movement that took place involved my mounted Squires moving out of charge angle of the Tomb Kings Heavy Cavalry.

The arrival of the Magic phase saw my Damsel once again pass the Chalice test. I have to say that this was the weirdest phase I have had in a game. It all started so well, with Pete allowing me to cast *Second Sign* I was rewarded with one re-roll. I then cast *Uranon's Thunderbolt* at the Undead Charioteers and believed



The Bone Giant crashes into the heart of the Knights Errants Lance formation.

that my luck was turning when I rolled double 6. Get in! Irresistible force, time to make Pete pay...

I picked up my dice, to see how many Strength 4 no Armour saves I was going to visit upon the Tomb Kings Chariots, praying for a 5 or a 6. I rolled, guess what I got? Yes you've got it – a big fat 1, which also failed to wound. Never mind, I thought, what I really need is some help in the Combat phase, bring on the *Portent of Far*. My attempt to cast this spell on my Knights of the Realm resulted in a miscast, which brought the end of the Magic phase.

My Shooting phase was again un-impressive, I targeted the Tomb Kings Archers and once again my Bowmen proved that they couldn't hit a barn door with a banjo. Surely I would fare better in the Combat phase!

I chose the combat between the Pegasus Rider and the Screaming Skull Catapult to begin the phase. Some impressive rolling saw the destruction of the Undead war machine. As I had destroyed the Screaming Skull Catapult in the first turn of combat I had the choice whether to overrun or not. I did not want to leave the gallant Paladin in a position to get shot at by the Tomb Kings Archers and therefore overran off the table.

The Knights Errant continued the work that they had started in Pete's turn and to my amazement they managed to destroy the Bone Giant through a combination of wounds caused and combat resolution.

We then moved on to the really crucial combats. My Grail Knights unit managed to cause 7 wounds in total on the Skeleton Warriors, this coupled with the effect of the Banner of the Lady of the Lake meant that Pete lost the combat by 9 in total. I hadn't done enough damage and with three Skeletons left my main unit was locked in combat right where I didn't want it to be.

I expected better things from my Knights of the Realm, but these boys had a sudden attack of rubber lance syndrome, only inflicting 2 wounds on the Ushabti. The Undead constructs managed to inflict 2 wounds on the Knights of the Realm in turn. I really needed to destroy this unit but on totalling up combat resolution I had only won by 3, nowhere near good enough. My turn came to an end with my Knights of the Realm locked in combat with a fearsome opponent and a unit of Chariots ready to charge them. My Knights of the Realm were almost certainly in trouble!



The Knights of the Realm hold fast as the Tomb King and his Chariots charge forward.

TOMB KINGS TURN 3

Pete: I could not quite believe that the Bretonnians hadn't broken through my lines. The Screaming Skull Catapult had been destroyed and the Bone Giant crumbled to the sheer number of

Knights facing him, but the Ushabti and Warriors had held, giving me a chance to turn the tide before it was too late.

Seizing his moment, the Tomb King ordered his unit to charge the 'side' of the Knights of the Realm who, already

fighting the Ushabti, passed their Fear test. I was hoping to wipe out these Knights and overrun into the Grail Knights before they could finish off the unit of Skeleton Warriors and move behind my battle line.

Wanting to avenge the fallen Bone Giant, the Heavy cavalry found themselves within charging distance of the Knights Errant and set off to do battle. Once again the Errants overcame their fear, but would have to fight valiantly to overcome the outnumbering chargers. In previous games I have found this large unit of cavalry able to auto break (because of its fear causing ability) nearly any smaller unit of troops, and I was counting on this to be the case this time. The forthcoming fighting could prove decisive for the Tomb Kings because if I forced the Knights to retreat, I could see victory through the heat haze on the horizon.

The Hierophant again used his Cloak of the Dunes to fly back and join his Warriors who, seeing the threat of the Knights Errant diminishing, moved forward to add support to the Ushabti and Chariots.

Once again the Chalice of Malfleur provided a Dispel dice for the Bretonnian Damsel, which proved invaluable in preventing the Tomb King from casting the *Smiting* Incantation on his own unit. Twice the King chanted but each time his power was found wanting. The Liche Priest again prayed inside the wood and this time he was heard. He managed to cast *Summoning* on the nearby Ushabti but only managed to restore one wound to the unit.

Finding himself just within range of the Skeleton Heavy cavalry, the Hierophant cast *Smiting* on the unit to further reduce the resistance of the Knights Errant in overcoming their fear-causing opponents. With no Dispel dice to stop him, the Bretonnian Damsels could only watch the fate of their comrades. Allowing the riders and steeds one attack each, including Strength bonuses for their charging spears, the *Smiting* spell caused two Knights Errant to die, although this did not count towards the ensuing combat resolution.

Shooting was becoming less effective now with only the unit of Archers left. However, the Arrows of the Asp once again sought out their target and killed a further Bretonnian Bowman.

The Warriors were finally wiped out by the Grail Knights whilst the Champion of the cavalry issued a challenge to the Damsel, who was hiding in the Knights Errants ranks. She refused and in the ensuing combat both units lost one member. However, the superior numbers of the Tomb Kings cavalry struck fear in the hearts of the Errants who automatically fled. Pursuing, the Tomb Kings cavalry were unable to catch their living counterparts.

Over on the left of the battlefield the Tomb Kings Chariots unit were inflicting a damaging blow to the Bretonnians. The impact of the charging Chariots

killed four of the Knights of the Realm whilst the remaining crew, including the Tomb King himself, killed a further two Knights. The Knights of the Realm were mortally wounded once the Ushabti had killed a further four Knights and only the unit Champion managed to escape death. However, with no unit to help him, he automatically fled from combat and raced off to the table edge.

Spurred on by their efforts, the Charioteers pursued into the side of the Grail Knights, hoping to inflict the same sort of damage again.

In the ensuing Panic tests caused by the fleeing Knights Errant, the Bowmen held but the unit of Halberdiers, seeing their noblemen defeated, decided to flee from where the carnage had just taken place.

BRETONNIANS TURN 3

Adi: Well what can I say, I took an absolute battering from Pete's forces in his last turn.

With my Knights of the Realm gone, my Grail Knights looking as though they were going to go the same way and the Knights Errant in full flight, I was on the verge of calling it a day and shaking Pete's hand. Hang on, I thought, I have come back from far worse situations than this, after all I am only playing Pete, a founder of the retirement home for washed up Warhammer players. (only kidding!) A bit of luck and I just might get through...

I had also managed to wipe out a unit of Skeleton Warriors; there you see it's not all that bad.

With new resolve I set about formulating a plan to grasp victory from the very jaws of defeat.

At the start of the turn I managed to rally my Knights Errant and Halberdiers. This left my Bowmen and mounted Squires to move. The Bowmen remained

on the hill whilst the mounted Squires moved into a position where they could threaten either the Chariot unit or the rear of the Tomb Kings Heavy Cavalry.

I also moved my Battle Standard Bearer into combat by swapping the figure with a rank-and-file Grail Knight that was in contact with the Tomb Kings Chariots.

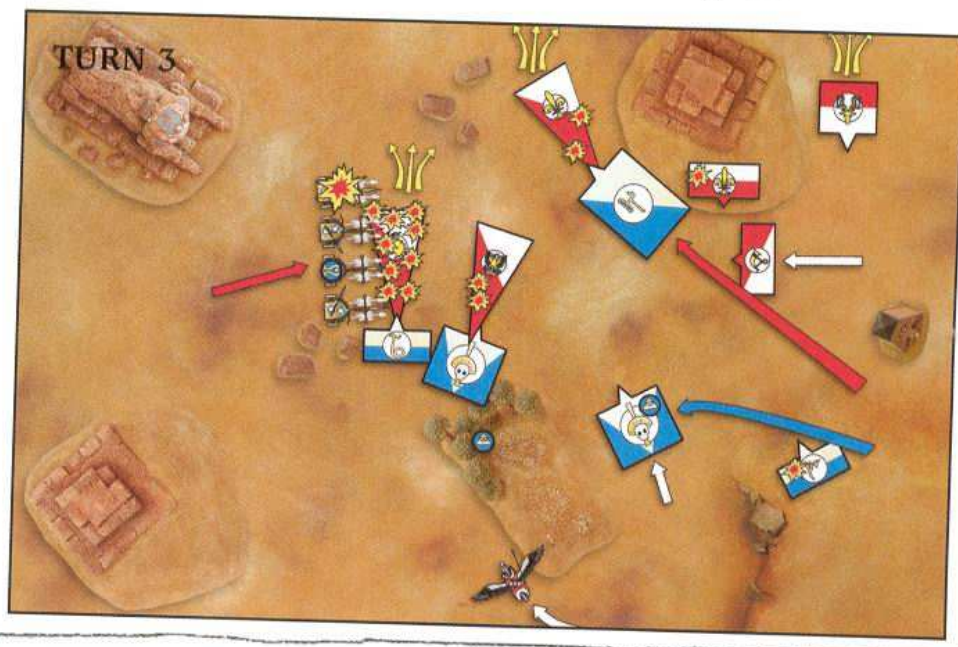
With not that much to move I carried on to my Magic phase. This too was going to be short and sweet as I had lost the Chalice-drinking Damsel with the annihilation of the Knights of the Realm. I was not surprised when I failed to cast any spells.

Things were looking up in the Shooting phase when I managed to kill one Skeleton Archer with my Bowmen; this gave me slightly more satisfaction than it should have really.

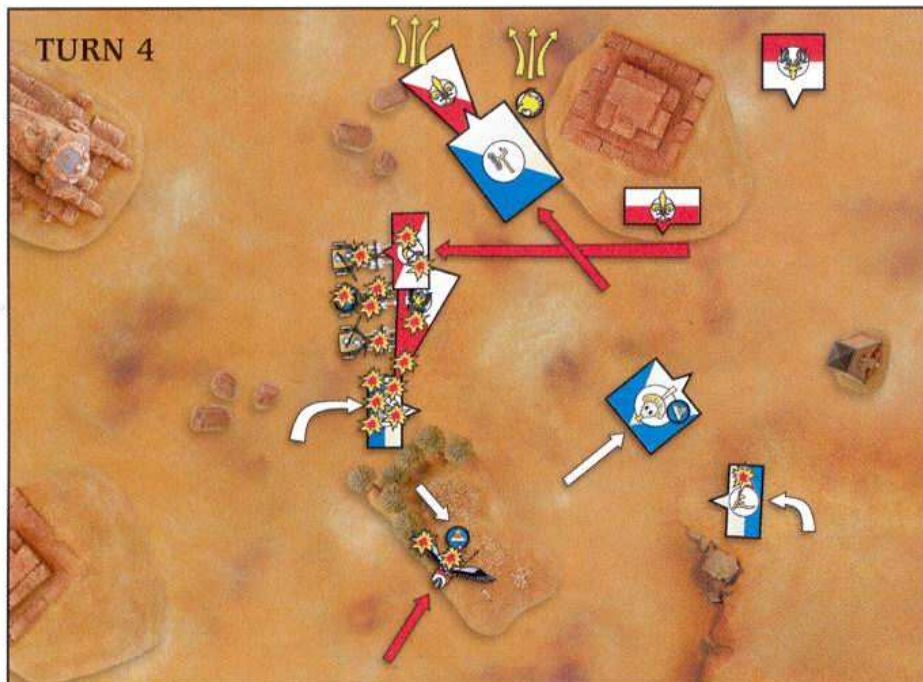
Not wishing to prolong my agony I decided to start the Combat phase with the fight between my Grail Knights and the Charioteers. We started with the Chariot impact hits, Pete caused 5 wounds but luckily I managed to save every one. I then declared a challenge with my Grail Knight Hero in the hope that Pete would accept it with his Tomb King, no luck he accepted with his Champion. The fight between these two proved inconclusive. Pete continued the fight with his rank-and-file Charioteers and managed to kill a Grail Knight, he followed this up by attacking with his Tomb King. This ancient being was obviously feeling its age only managing to kill one further Knight.

In return my General, drawing upon the power of the Tress of Isoulde, (the General strikes a nominated enemy on an unmodified 2+) caused 3 wounds on the Charioteers. The Battle Standard Bearer was unable to cause any wounds but that did not matter as I had won the combat as a whole by 1.

I was still in the game...



TURN 4



TOMB KINGS TURN 4

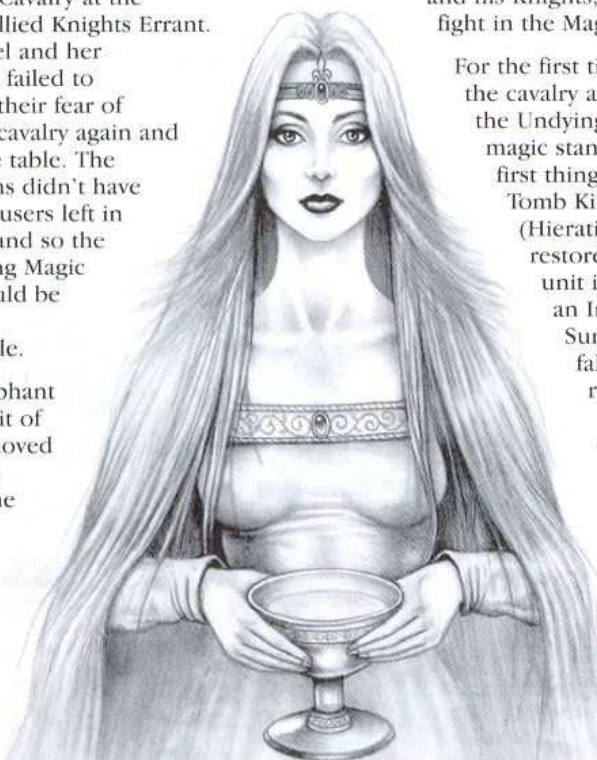
Pete: Quite obviously it would seem that the Tomb King and his Chariots had exhausted themselves when smashing into the Knights of the Realm since they failed to kill any Grail Knights. However, now was the time to gain magical supremacy and use my Incantations to move my units into combat.

I started this quest by charging the Heavy Cavalry at the recently rallied Knights Errant. The Damsel and her bodyguard failed to overcome their fear of facing the cavalry again and fled off the table. The Bretonnians didn't have any magic users left in the battle and so the forthcoming Magic phase should be almost unstoppable.

The Hierophant and his unit of Warriors moved forward to threaten the

mounted Squires which could in their next turn charge the rear of my Heavy Cavalry. The Liche Priest in the wood realised that he had to help his King by preventing the Pegasus Rider and the Grail Hero from charging the Chariots. He moved to the edge of the wood in an attempt to see the Pegasus Rider and to be able to cast the *Vengeance* spell in the next phase. Finally, the Ushabti turned to face the Bretonnian General and his Knights, hoping to join the fight in the Magic phase.

For the first time in the battle the cavalry activated its Icon of the Undying Legion. This magic standard, which is the first thing to be used in the Tomb Kings Magic phase (Hieratical Hierarchy), restores wounds to the unit in the same way as an Incantation of Summonation. The fallen Warrior was restored to his saddle as the Bretonnians kept hold of their two Dispel dice



to prevent any forthcoming movement. With a virtual free reign, the Tomb King cast *Smiting* on his Charioteers. The whole unit made one attack each against the Grail Knights who simply watched as the wretched souls all missed with their swords. Again using his *My Will Be Done* ability, the King cast his second Incantation of the phase and charged the Ushabti into the side of the General. I thought Adrian would have stopped this but he was holding onto his dice.

HIERATIC HIERARCHY

There is a strict order in which Tomb Kings magic must be performed.

1. All Bound items not used by characters.
2. Icon Bearer: Bound items.
3. Tomb Princes: 'My Will Be Done!' and Bound items.
4. Tomb Kings: 'My Will Be Done!' and Bound items.
5. Hieratic Hierarchy – Liche Priests and High Liche Priests must use their Bound items when it is their turn to perform their Incantations.
6. The Casket of Souls.

Next, the Liche Priest sent a burst of energy from his staff at the Pegasus and its rider, killing the monster and leaving the hapless Hero to fight the remainder of the battle on foot.

Finally, the Hierophant attempted to charge the flank of the mounted Knights. Matching the effort of the Priest the Bretonnians successfully prevented their movement, thereby allowing the Squires to escape certain death.

The Archers, who had turned to face the Pegasus Rider in their Movement phase, managed one wounding hit on the Hero but his armour prevented his death, their efforts wasted this time.

The main fight, and the one upon which the outcome of the battle lay, was that between the Tomb Kings unit and the Grail Knights. But surely with the arrival of the Ushabti it would only be a matter of time before the Grail Knights were cut down.

The charging constructs managed to cause one wound on the General, even after his Ward save. But the Bretonnians would not go down easily. Even when the Tomb King managed to kill the Battle Standard Bearer, they still managed to inflict enough wounds on the Charioteers to draw the combat.

If the Squires joined the Grail Knights in their fight with the Tomb King, then the outcome of their battle could be in the balance, so what would Adi do next?



The Liche Priest unleashes his magical powers, killing the Pegasus.

BRETONNIANS TURN 4

Adi: The loss of my Knights Errant and my last Damsel left me struggling. I would be up against it from now on in the Magic phase with only two Dispel dice to defend with. To add to my misery I had also lost my Battle Standard Bearer (a real insult) and the Pegasus Rider was mourning the loss of his mount. Still the Grail Knights were still in the fight and the loss of the Lady's blessing in Pete's turn would now have a limited effect.

The former Pegasus mounted Paladin now being on foot had a 360° charge arc; he took full advantage of this and charged the Liche Priest that had caused the death of his mount. Revenge would be sweet.

In a last ditch attempt to save the game I decided to leave the Tomb Kings Heavy Cavalry alone and charge my mounted Squires at the Skeleton Chariots. The trusty commoners passed their Fear test and spurred their steeds into the fray. The Halberdiers held their ground and the Bowmen prepared to fire.

As I had no Damsels I skipped the Magic phase and again shot at the Tomb Kings Archers with my Bowmen, they again found their mark and another Skeleton was turned to dust.

In the Combat phase, the fight between the Paladin and the Liche Priest resulted in a draw with neither warrior taking damage. In the main combat I fared really well, destroying the Ushabti and gaining a further wound on the Chariots to the loss of only two mounted Squires.

The battle had begun to swing my way; I had won the combat by 4, which saw the near destruction of the Chariot unit.

Pleased with my efforts I sat back and wondered whether Pete would wrest the initiative back from me in his turn.



Alessio Cavatore takes a keen interest as the action hots up.



Animated by the Incantation of Urgency, the Skeleton Heavy Cavalry charge.

his Chariot managed to outrun his Cavalry in their pursuit of the Bretonnians, and cut them down before they escaped the battlefield.

CHARIOTS IN CHALLENGES

The challenge between the Tomb King and Bretonnian General and the subsequent destruction of the King's Chariot brought up an interesting gaming point.

The Tomb King when mounted in a Chariot replaces both crewman and driver. In challenges, characters mounted in a Chariot step out of the machine to fight, leaving the Chariot, remaining crew, steeds and impact hits to be fought against the opposing unit. The unit will fight against the Weapon Skill of the crew. However in this case, with the King out of the Chariot, there was no crew to fight and so the Weapon Skill of the steeds was used. This did make a difference because the Squires rolled 3, which against the King's Weapon Skill of 6 would miss, but the steed's Weapon Skill of 2 meant a hit. And since this was a wounding hit causing the destruction of the Chariot the point was discussed. It was agreed by all that to the spirit of the rules and fairness of the game, the Weapon Skill of the steed was used and so the Chariot disappeared.

As expected the Liche Priest died at the hands of the Grail Hero, but with the battle almost won, he had not died in vain.

BRETONNIANS TURN 5

Adi: I was absolutely gutted, I had taken my knocks in the Magic phase, keeping my two Dispel dice back to stop Pete magically moving his Heavy Cavalry into the main combat as I knew that it would win him the game outright. I could not believe it when he rolled 11 on his two dice and I knew that I had little chance from that point on.

Although I was just left with my Halberdiers and Bowmen, I took solace in the fact that I had finally managed to destroy the Tomb Kings Chariots.

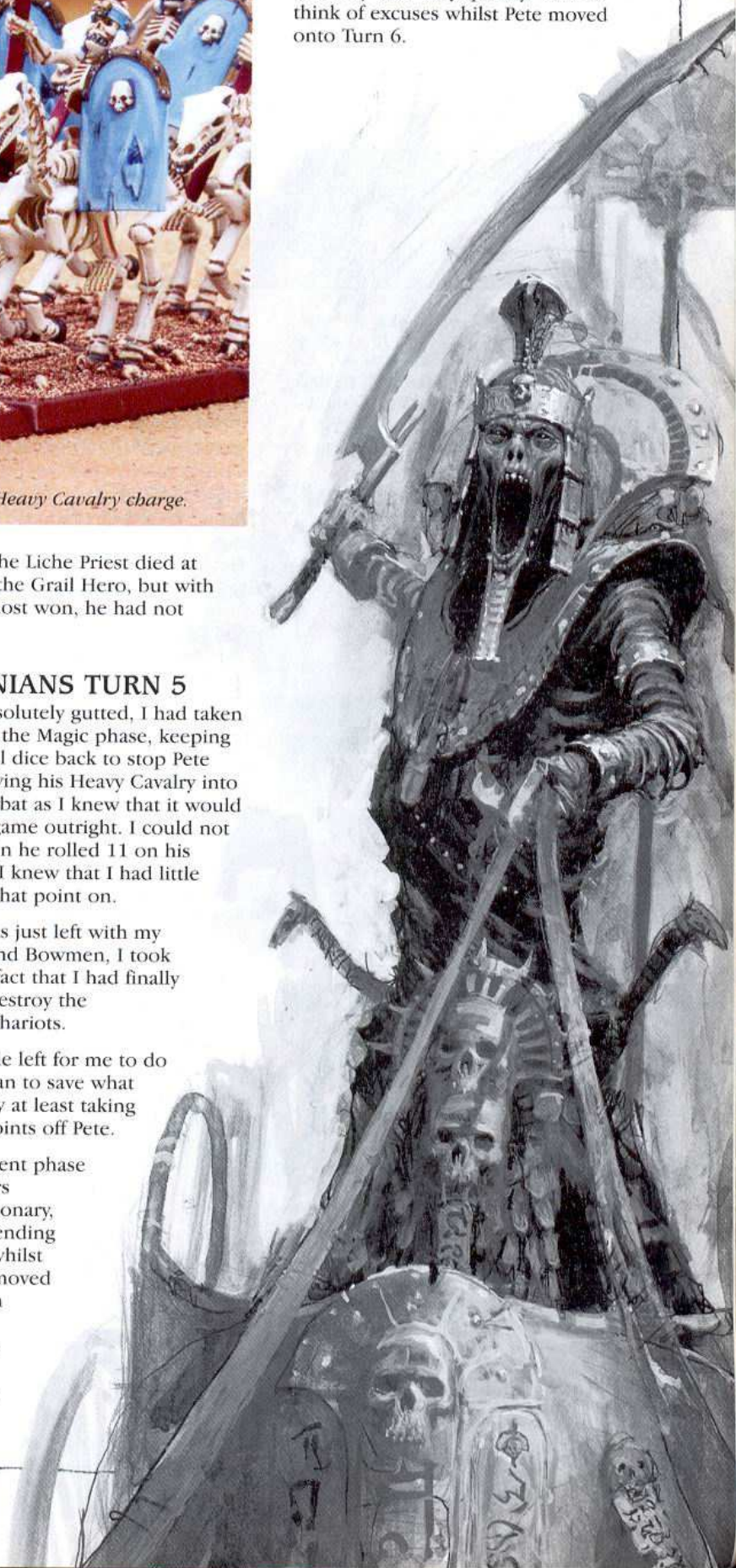
There was little left for me to do now, other than to save what face I could by at least taking a few more points off Pete.

In the Movement phase my Halberdiers remained stationary, 'gallantly' defending my left flank whilst my Bowmen moved into a position that enabled them to shoot at the Hierophant, a long shot I know but if

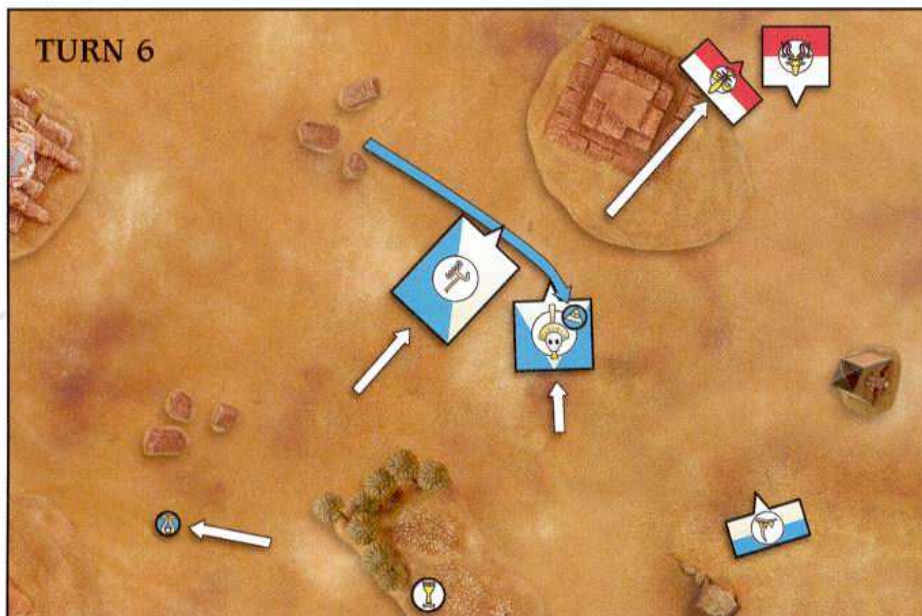
it paid off I would have been able to claim some bragging rights.

I was still mourning the loss of my Magic phase when before I knew it I had rolled my dice for the Bowmen's shots at the Hierophant, and everyone missing the intended target.

With no combats to work out Turn 5 was certainly over very quickly. Time to think of excuses whilst Pete moved onto Turn 6.



TURN 6



TOMB KINGS TURN 6

Pete: The game was all but finished, however, the Tomb King had unfinished business to settle. Over the years I had suffered many a defeat at the hands of Adi and I was savouring the moment. Adi McWalter, current Warhammer Players Society Champion of Champions, Games Workshop's Grand Tournament Heat 1 winner and the holder of more titles than Lennox Lewis, was going to pay.

In my best Russell Crowe voice I looked across the table and said, "I am the

owner of defeated armies, painter of battered troops, and I will have my vengeance in this turn or your next!". Well it seemed like a good thing at the time. So in an attempt to completely rout his army, I moved the Heavy Cavalry towards the few remaining Bretonnian Bowmen hoping to magically charge them. If I could hit them I would overrun into the Halberdiers and the trip home with Adi in the car would be so sweet.

But the Hierophant's Incantation was easily dispelled and my plan was

scuppered. I did find solace in the fact that one of my Archers killed a Bretonnian Bowmen causing the unit to *panic*, but Adi would be able to rally them and with that my turn ended.

BRETONNIANS TURN 6

Adi: Oh dear, even my Bowmen are running for their lives and my Paladin and Halberdiers have no possible charges to make. Ah well, I will just have to rally my Bowmen and reel off my list of excuses to Pete and anyone else who is interested.

I managed to rally the bowmen, this left my once glorious Bretonnian army with a grand total of sixteen figures. I pondered on why things had gone so bad. Bring on the list of excuses...



Pete is slightly relieved to win.

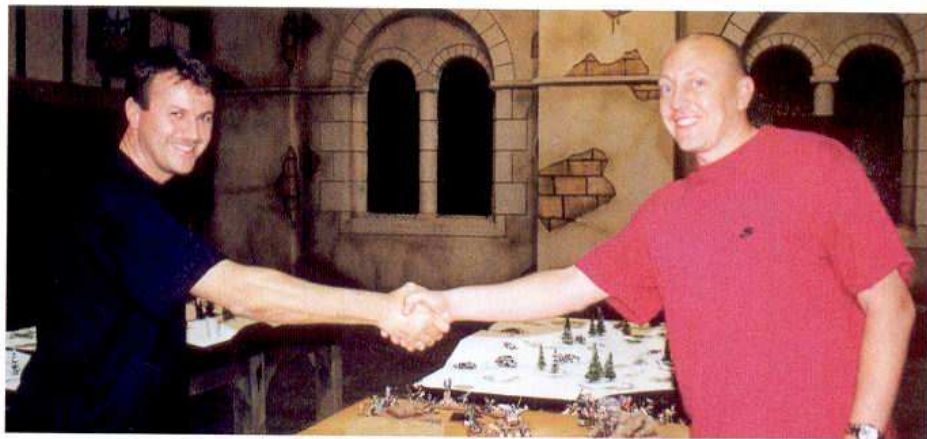


With Adi's options severely limited all he can hope for is that his Bowmen rally.

THE HEIROGLYPHICS WERE ON THE WALL

Pete: By the time it was all over it looked like a convincing win for the Tomb Kings but it could have been so different. Had Adrian managed to wipe out the warriors on Turn Two he would have overrun behind my battle line, and a unit of Grail Knights in your deployment zone is never a good thing. But such is the way of Warhammer. Had I not whittled down the Grail Knights with the Screaming Skull Catapult, then the extra attacks from the unit would surely have swung it for him. But that turn, coupled with the destruction of the Knights of the Realm, gave me the initiative and I thought it would just be a matter of time before I ground him down.

Overall, I was very happy with how the army fought. Everything performed as expected, but it was pleasing to find that it was the basic 'core' troops that had survived in the end: Cavalry, Warriors and Archers were all that I had left. Tomb Kings magic is relentless and it is the combination of moving, summoning and smiting that, when used correctly,



Forget shaking hands! Adi wants his money.

can bring subtle and decisive results. Once I had killed Adi's Damsels I was always going to get off three of my four spells per turn, just allowing me to get into the right position to inflict damage.

I had my fair share of luck. The Archers seemed to be laser-sighted and how often do you roll 4s to overcome the blessing of the Lady? But it is a game of

dice and skill, I just wonder sometimes which has supremacy. This army is great fun to play with, just when you think you are going to take a beating, the line holds and the cavalry turns up, literally.

But credit to Adi and particularly his Grail Knights. They never gave up and but for a fit of luck the outcome might have been very different...

EXCUSES, ER, CONCLUSION

Adi: I really did enjoy this game which was hard fought throughout. Although I had taken a real hammering, things could have been very different.

I could have done without my Knights Errant being pounced upon by the magically moving Bone Giant in Turn 2. Although I managed to topple the great undead construct, it did lead to the knights Errant being outmanoeuvred by the Heavy Cavalry and the Knights Errant's ultimate demise.

The Screaming Skull Catapult had a real effect on the game, killing four of Bretonnia's finest before being destroyed itself. The death of those four Grail Knights had a serious effect on the combat capabilities of the unit, which in turn left it bogged down in combat with the Skeleton Warriors. As for the charge of the Knights of the Realm, I don't even want to talk about them, they are now known affectionately as the King's Own Rubber Lances.

As for the new Tomb Kings army, what can I say? A very different army indeed, something like Vampire Counts with lots of wonderful new troops that gave me a real headache.

The Tomb Kings Magic phase was really different and very hard to combat especially after Turn 4 - my best way of describing it would be relentless.

Anyway, that's me done.

So, Pete, how much did we agree for letting you win?

My Lord Benabit de Bordeaux,

Enclosed below is my translation of the rubbings of Nehekharan hieroglyphics that you had sent to me from the great obelisk to the north of the dead city of Zandri (the fact that your hired adventurer managed to escape Nehekhar is astounding).

And lo, once again did King Kerathop the Second of Zandri, blessed be his name, rise from his sleep of oblivion. He did lead his legions of eternity into battle against an army of the north. Many were their horses, and thunderous was their charge. [Translator's note: I can only assume that this refers to a Bretonnian crusade.] Many loyal soldiers-of-all-time fell beneath the stamping hooves and mighty spears of these foreigners. The statues did rise at the will of the priests to expel the unholy from the chosen lands, and the war-machines of the king did hurl their missiles upon the heathens. Blessed of the Most Glorious Sun-God, King Kerathop did smite his enemies with his righteous fury, and his foes did fall before him, lamentations of woe upon their lips as they were slain. None could stand before his royal war-chariot, and he did ride through them as a scythe through the harvest. The goddess of the foe fled before the wrath of the Most Sacred desert-gods, and her followers were buried beneath the sands for all time. And so, in the 2543rd year since the reawakening of King Kerathop the Second, blessed be his name, he did return to his dreamless slumber, having destroyed the foreigners utterly. Eternal, ever-more, so shall he reign until the end of times.

I fear from this translation that your worst fears are founded, and that this may explain the mysterious disappearance of the renowned Knight, your great-grandfather, Duke Theoderic, and his entourage. The clarity of the hieroglyphs would seem to indicate that they were carved only in recent years, as remarkable as that seems to me.

I regret to bear such dire news, and please accept my heartfelt condolences.

Yours Truly,

Allan Gartner.

Translator and Curator, Great Museum of Altdorf

THE LORD OF THE RINGS

THE TWO TOWERS



In This Issue:

- Siege Tactics
- The Fellowship of The Ring Scenario
- Modelling Helm's Deep
- Treebeard Masterclass
- Helm's Deep Battle Report



Alessio Cavatore, Ring-bearer and head of our The Lord of The Rings Games Development team, waxes lyrical about what's happening in

Middle-earth's gaming community...

THE RING-BEARER SPEAKS...

Alessio Cavatore discusses all things The Lord of The Rings

First of all, I have to clear up an injustice we committed in issue 273. As some of you have correctly pointed out to us the introduction to the Q&A article in that issue neglected to mention that the list of questions had been put together by the two people that run our The Lord of The Rings message board on our website: Tim Huckelbery and Tolkien expert, Khâmul of the Nine, aka Steve Hammatt. They are doing excellent work on the website, providing fans with a place to share their opinions and have their questions answered. They also provide me with vital feedback on our games development. You can check it all out at:

[http://www.games-workshop.com/
community/lotrforum.htm](http://www.games-workshop.com/community/lotrforum.htm)

So, many apologies to Steve and Tim – a breakdown in communication somewhere between me, Paul and the White Dwarf lads caused the omission.

Now for something completely different...

Have you already played your first games with our great new Helm's Deep model? If you have, I'm sure that you'll have appreciated how the model itself has been

made to keep playability in mind. I remember sitting with Rick Priestley and Dave Andrews and talking about what a good castle for wargames should be like.

Our ideas helped inform the design of this Helm's Deep model and the result is, in my opinion, an excellent gaming piece, while still looking very similar to the actual gate as shown in the film. The crenellations on the battlements are the right height: tall enough to shelter your models, but still allowing them to have a good look down at the besieging horde. The space on the battlements themselves is wide enough for models to move behind a line of defenders that are standing right next to the crenellations, allowing you to move reinforcements where needed. There's also a flight of stairs carved in to the back of one of the wall sections, allowing models to move from the courtyard onto the walls.

The gate has an interesting feature, too: it can be opened and closed, and is wide enough for two cavalry models on 40mm round bases to move through it side by side. This also means that the zone of control of a model on foot cannot cover the entire gate, making it impossible for a single foot

warrior to defend the entrance if the gate is wide open.

Another very important point to note is that the length of the siege ladders included in the Uruk-Hai Siege Attackers plastic sprue has been designed to match the height of the walls, so that you won't get that embarrassing "I'm at the top of the ladder but still two metres short of the top of the battlements!" effect.

While we are talking about ladders, you'll notice that we've made them so that the distance between the rungs is perfect to slot the base of your Uruk-Hai in, so that several models can stand convincingly on the ladder without falling off.

The Helm's Deep piece is a great addition to the The Lord of The Rings range, with the added bonus that it also looks very cool!

If case you haven't guessed it yet, this issue of White Dwarf is all about Sieges. Sieges in all aspects, shapes and subtleties. Have fun!

Alessio

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



Gandalf the White returns.

Gandalf the White

Designed by Michael Perry, this blister pack contains 1 Gandalf the White model. This model requires assembly.

| GANDALF THE WHITE£5.00 | |
|------------------------------|----------|
| Denmark | kr 55.00 |
| Sweden | kr 65.00 |
| Euro | € 8.00 |



THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Uruk-Hai Command

Designed by Michael Perry and Alan Perry, this blister pack contains 1 Uruk-Hai Captain and 1 Uruk-Hai Standard Bearer.

URUK-HAI COMMAND£6.00

| | |
|---------|----------|
| Denmark | kr 70.00 |
| Sweden | kr 80.00 |
| Euro | € 10.00 |



*Uruk-Hai
Standard Bearer*



*Uruk-Hai
Standard Bearer*



Uruk-Hai Captain



Uruk-Hai Captain

Gollum, Sam and Frodo

Designed by Brian Nelson, this blister pack contains 1 Gollum, 1 Sam and 1 Frodo models.

GOLLUM, SAM AND FRODO£6.00

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| Denmark | kr 70.00 |
| Sweden | kr 80.00 |
| Euro | € 10.00 |



Frodo



Sam



Gollum

Treebeard

Designed by Trish Morrison and Michael Perry, this boxed set contains 1 Treebeard the Mighty Ent, 1 Merry and 1 Pippin models.

These models require assembly.

TREEBEARD£20.00

| | |
|---------|-----------|
| Denmark | kr 250.00 |
| Sweden | kr 300.00 |
| Euro | € 35.00 |



Last issue saw the release of the new multipart Helm's Deep Fortress model, sculpted by Dave Andrews. This issue White Dwarf's Paul Rudge shows us how you can add a few extra details to this fantastic terrain piece.

MODELLING HELM'S DEEP™

Adding extra details to the fantastic Helm's Deep model



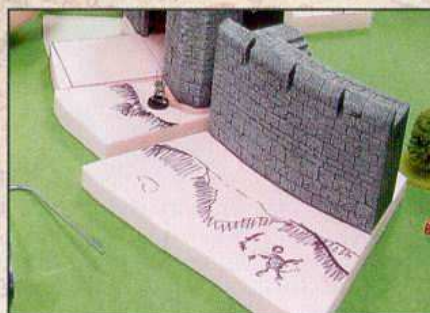
Paul at work on the fortress.

The Helm's Deep Fortress model is supplied fully assembled and painted. Made from resin it's a very solid piece, making it difficult to convert, but with such a great model why would you want to anyway?

So the obvious choices for further modelling were to add battle damage, weathering and a scenic base. The battle damage would be very simple, just a few arrows placed in the hording and gate, as taking a hammer to the wall just seemed a waste of a great model. Weathering would again be very simple, a little bit of drybrushing to indicate the effects of rain and dirt and that would be more than enough, after all the fortress is already painted. A scenic base, however, would require something special.

All three sections of the fortress were mounted on a piece of 1" thick Polystyrene sheet, each piece was cut to match the angle of the fortress sections so that the finished piece would still remain interchangeable. A rough guide as to how each piece should look was drawn onto

the polystyrene. The sections were then roughly cut using a hotwire cutter and then, using sand paper, the contours were sanded smooth. To stop the polystyrene melting when undercoated with Chaos Black spray the polystyrene was painted with a layer of PVA glue which would seal the base. Sand, small rocks and gravel were also applied creating texture and areas of interest.



The exposed rock areas were roughly shaped using a sharp knife. These small areas were not sealed with PVA glue, allowing the undercoat spray to eat into the raw polystyrene to create a very natural looking rock structure.



THE CAUSEWAY

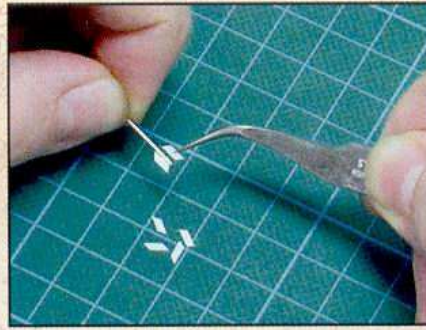
A piece of textured wallpaper was used to represent a cobble-stoned road leading to the gate. A plastic tube, with a small section removed, created a horseshoe shaped stamp, which was repeatedly pressed into a thin layer of poly-filla creating a set of muddy tracks where the cobbles have been worn away over time.



WEATHERING

To recreate the effects of natural weathering and ageing, Bestial Brown and Camo Green were carefully drybrushed onto areas where the effects of rain and dirt would naturally colour the stone. Areas such as below windows, underneath wooden eaves, inside recesses, such as the archway, and in any areas such as the bases of any walls and steps.





ARROWS

A metal wire from a paperclip created the haft of the arrow, the flights were cut from a thin strip of card, and then carefully attached to the metal wire using Superglue.



Having lost his battle with both the defenders of the fortress wall and gravity, the Uruk-Hai lies motionless.



The Uruk-Hai tide crashes against the walls of the mighty Helm's Deep fortress.

One of the most impressive of our new The Two Towers releases is Trish Morrison and Michael Perry's Treebeard miniature. We asked 'Eavy Metal's Mark Jones to take us through the painting process for this wonderful model.

PAINTING MASTERCLASS

Treebeard, with Merry & Pippin

Painted by Mark Jones and Tammy Heye



were then applied as a first stage highlight. The model was given subsequent highlights with more Bleached Bone added to the mix for each successive highlight stage.



A mix of 50% Chaos Black and 50% Camo Green was drybrushed on to the mossy areas of the model. This was then highlighted by mixing an equal amount of Bleached Bone to the basecoat mix, and adding more Bleached Bone for subsequent highlights.

The leaves were drybrushed with Dark Angels Green and subsequent highlights of Goblin Green were used to pick out the raised areas. Final highlights were then applied with a mix of 50% Goblin Green and 50% Bleached Bone.



ASSEMBLING THE MODEL

The model was first put together in a dry run assembly. The joints were pinned for extra strength and any small gaps were filled with Green Stuff before being given an undercoat of Chaos Black spray. Any parts of the model where the spray had failed to catch were then painted with a thinned-down coat of Chaos Black.

TREEBEARD



To give the body of the model a rugged, bark-like appearance, it was first given a heavy drybrush of a mix of 50% Chaos Black and 50% Scorched Brown. Equal parts of Chaos Black, Scorched Brown, and Bleached Bone

MERRY AND PIPPIN

The trousers on both Hobbits were basecoated with a mix of 50% Scorched Brown and 50% Chaos Black. Bleached Bone was added to the basecoat mix in subsequent highlights.



The skin of both Hobbits was given a basecoat mix of 50% Bestial Brown and 50% Dwarf Flesh. It was then highlighted, first with Dwarf Flesh and followed by a highlight of Elf Flesh. To finish, a glaze of Flesh Wash, thinned with four parts water, was applied.



Merry's jacket was given a basecoat of Dark Angels Green and then highlighted with a mix of 50% Dark Angels Green and 50% Bleached Bone.

A mix of 50% Vomit Brown and 50% Bubonic Brown was applied to Merry's vest. Subsequent highlights were then applied by adding increasing amounts of



Bubonic Brown and Bleached Bone to the mix. Finally, the vest was given a thin wash of watered-down Vermin Brown.



Pippin's jacket was given a basecoat of Royal Blue and highlights were then applied using

a mix of Royal Blue and Fortress Grey in equal parts. Final highlights were applied with a small amount of Bleached Bone added to the mix.

The Elven cloaks were first given a basecoat of a mix of 50% Chaos Black and 50% Scorched Brown with a very small amount of Goblin Green. Highlights were then applied by adding Bleached Bone to the basecoat mix.



Pippin's scarf was painted using the same method as on the cloaks with the exception that a small amount of Bleached Bone was added to the mix for the final highlights.

FINE DETAIL



Treebeard's beard was painted using the same method as his body, with the exception of the final stage of highlights – several strands in the beard were highlighted with a mix of 50% Goblin Green and 50% Bleached Bone.

Merry's hair was given a basecoat of Scorched Brown. Highlights were then applied by mixing Scorched Brown and Bleached Bone in equal quantities. Further highlights were applied by adding more Bleached Bone to the mix. Finally, a wash of Scorched Brown thinned with 5 parts water was applied.



Pippin's hair and the hairy feet of both Hobbits were painted in a basecoat of Scorched Brown. This was highlighted with a mix of 50% Bronzed Flesh and 50% Bleached Bone. They were then given a wash of equal parts of Scorched Brown and Brown Ink.



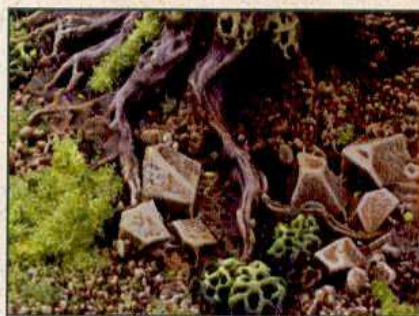
The buttons on Merry's jacket were initially painted with Chaos Black and then carefully picked out in Shining Gold.

FINISHING TOUCHES



The areas of fungus were initially picked out with Snakebite Leather and then highlighted with Bubonic Brown.

To complete Treebeard, a number of small roots and twigs were carefully picked out in Bestial Brown.



Treebeard escorts Merry and Pippin through the forest

This The Two Towers battle report is the concluding part of two battles covering the initial stages of the Uruk-Hai assault on Helm's Deep. Last month the Uruk-Hai were thwarted by the valiant defenders – will they succeed this time?

Last month in White Dwarf we featured the first part of this linked battle report. This month we present the second and concluding part of the assault on Helm's Deep with Scenario Six: Defend the Gateway.

As you will now know from watching the film, the siege of Helm's Deep is one of the most stunning sequences in The Two Towers and we wanted to do it justice as well as demonstrating the new siege rules.

DEFEND THE GATEWAY

The final part of our linked Helm's Deep battle report

Matthew Ward will again take control of the defenders and try to hold off Rowland Cox's assaulting horde of Uruk-Hai.

As the game starts Aragorn, Legolas and Gimli are rushing along the battlements from the Deeping Wall in order to get to the fight in time, and they will join the combat in Turn 6.

Unfortunately for Matthew, Haldir was shot from the walls by a flurry of

crossbow bolts last month and so won't be joining the heroes this time. But, that's not all! Gimli and Aragorn are both low on points of Might and Aragorn has suffered a wound.

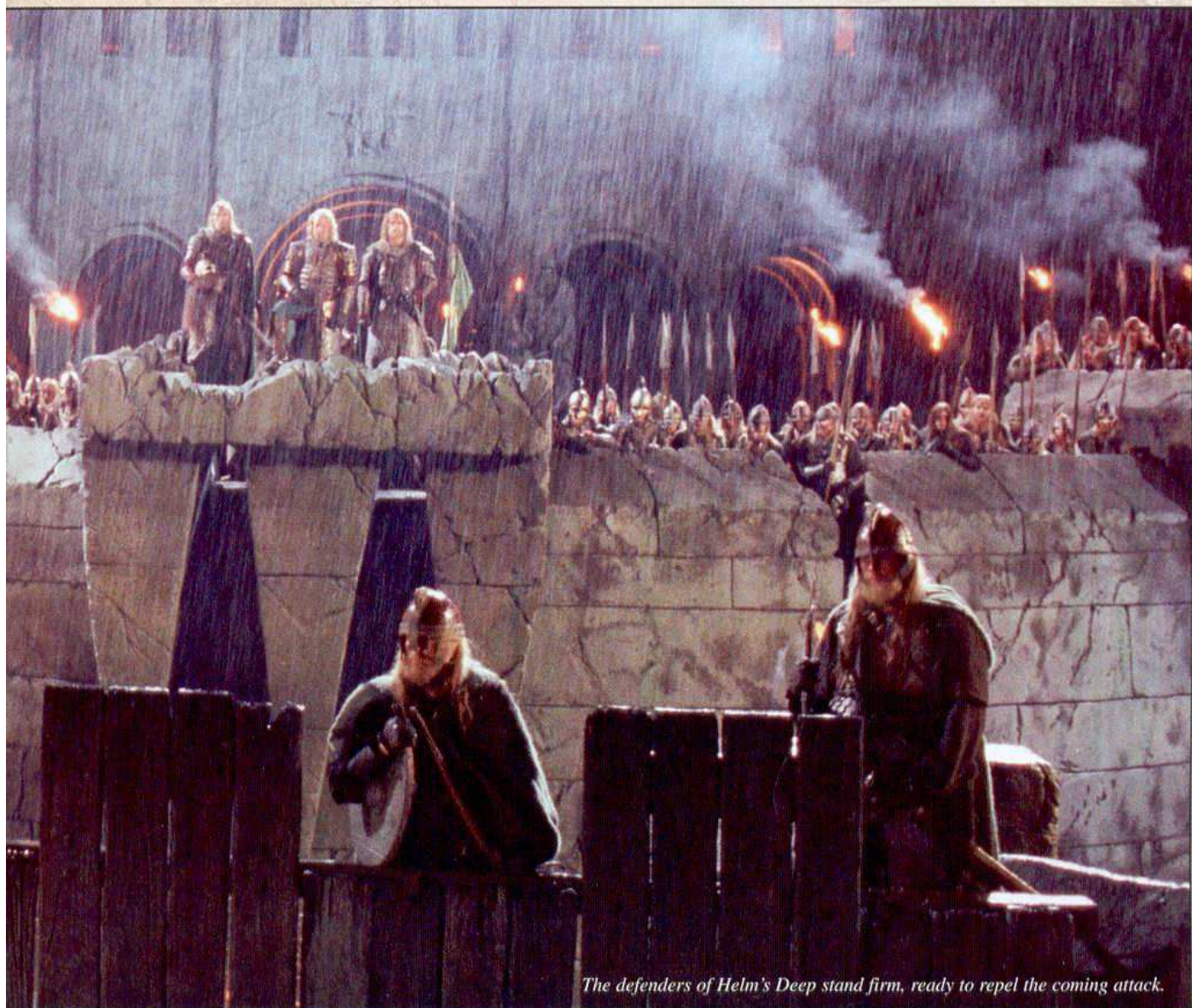
Many of the scenarios in the Two Towers rules manual are entirely suitable for linking like this and it can make for some very exciting games.

Now, the opposing forces are lined up and ready to do battle...





Aragorn and Gimli's heroic fight behind the Deeping Wall in last month's battle report.



The defenders of Helm's Deep stand firm, ready to repel the coming attack.

SCENARIO 6 – DEFEND THE GATEWAY



WE COME TO KILL, BY SUN OR MOON

Rowland Cox:

This game carries straight on from the last scenario, The Deeping Wall. The Uruk-Hai continue

their assault against the old fortress, Helm's Deep, this time trying to take the gateway. If the Uruk-Hai can batter the gateway down then Saruman's forces will be triumphant, and the fall of Middle-earth inevitable. Of course, Aragorn, Gimli and Legolas might have something to say about that...

A veritable horde would be assaulting the defenders, outnumbering them almost 4 to 1. I had plenty of my favourite troop type, Uruk-Hai Berserkers, to throw over the walls. These were handsomely supported by scores of heavily armoured Uruk-Hai and a brace of Captains. Even better, this time I had two war machines to hoist up siege ladders and speed up the assault. And of course, the battering ram. This little beauty would keep Matthew worried throughout the game!

Looking at the defences, I decided to avoid the south wall as that was where the heroic reinforcements would appear from. Instead I decided that I would concentrate on the gateway and the northern wall. This would give me the maximum time to assail the defenders without Aragorn, Gimli and Legolas interfering. I knew as soon as they arrived it would be very difficult to get more Uruk-Hai over the walls. In order for my forces to stand a chance on the ramparts I had to get as many ladders up as possible and keep the

pressure on the defenders. Whereas the passageway to the gateway was relatively easy, if somewhat narrow, the rocky route to the northern wall would take much more scaling. This is where the Uruk-Hai war machines would come into their own, shooting ladders up against the northern wall ignoring the treacherous terrain, and launching Berserkers against dismayed defenders. As in the previous game I would be sending in the Uruk-Hai captains over in the first wave so to best exploit early gains. I would put a strong contingent against the gateway, backed up by crossbow-armed Uruk-Hai, and, of course, the battering ram.

The battering ram would hopefully be my ace card. If I could take down the gateway doors my Uruk-Hai could pour through and overpower the defenders; thus winning the game. I would attach the maximum six Uruks to the battering ram, and make sure there were plenty of others nearby in case of shooting casualties. With no blasting powder this time, opening the gates was my best chance of victory and so I had to keep the defenders fully occupied. Although I wanted to avoid the likes of Aragorn, Gimli and Legolas as long as possible, I knew I would eventually have to pin them in combat to allow my forces to breakthrough.

I was confident that I could seize Helm's Deep, especially after wearing down the Heroes in the last game, although I was painfully aware of what damage Aragorn could inflict. If the dice gods smile kindly I might get revenge on a particular Dwarf, and snuff out the Gimli bomb once and for all. Surely victory for the forces of Evil is at hand...



TO THE BATTLEMENTS

Matthew Ward:

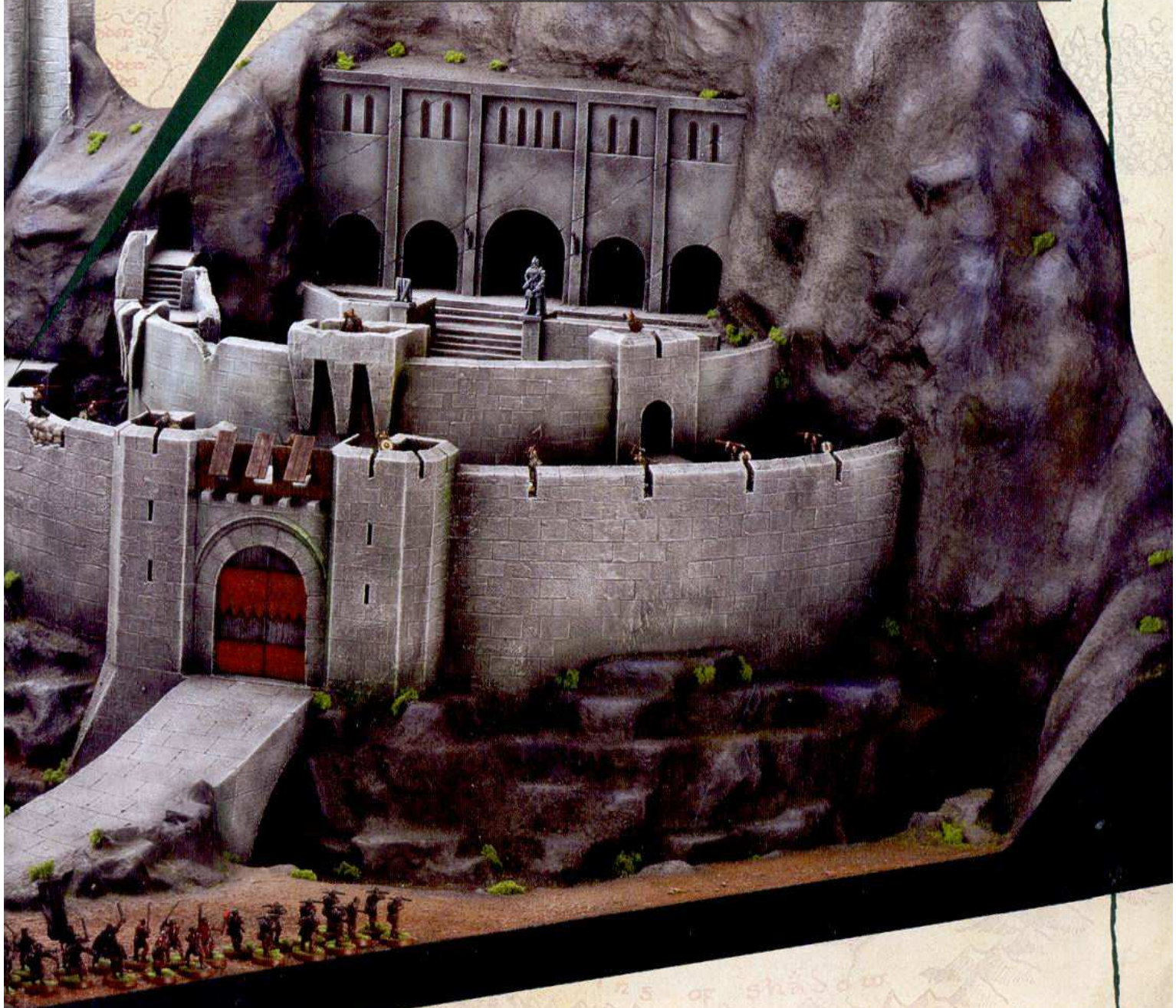
My triumph from a successful defence of the Deeping Wall was to be short-lived it seemed, as I was now

to be thrown back into the fray to defend against the assault on the main fortress of Helm's Deep. Between the tougher Uruk-Hai, less numerous defenders, and my now sadly depleted store of Might, I had no illusions that this was going to be a difficult battle to win, especially after losing Haldir on the Deeping Wall.

Looking on the bright side though, I could still probably count on getting my cadre of heroes into action before it became too late. The battering ram quickly became the key issue for me; if it broke through the gate too early I would almost certainly be scuppered, as hordes of Uruk-Hai poured through the gates and over the wall. As in the first Scenario, I would just have to see what devious schemes Rowland hatched and react to them as best I could and hopefully tot up enough kills to break the Uruk-Hai force.

With this in mind I yet again placed my defenders at even spacings atop the northern wall with Gamling atop the gatehouse. I had little doubt that Rowland's main attack would not be coming at the south wall, as the extra distance he would have to cover meant that he would arrive there at about the same time as my Heroes. Of course, if he did choose to attack the south wall I would have plenty of time to shift my forces back in response.





THE FIGHTING URUK-HAI

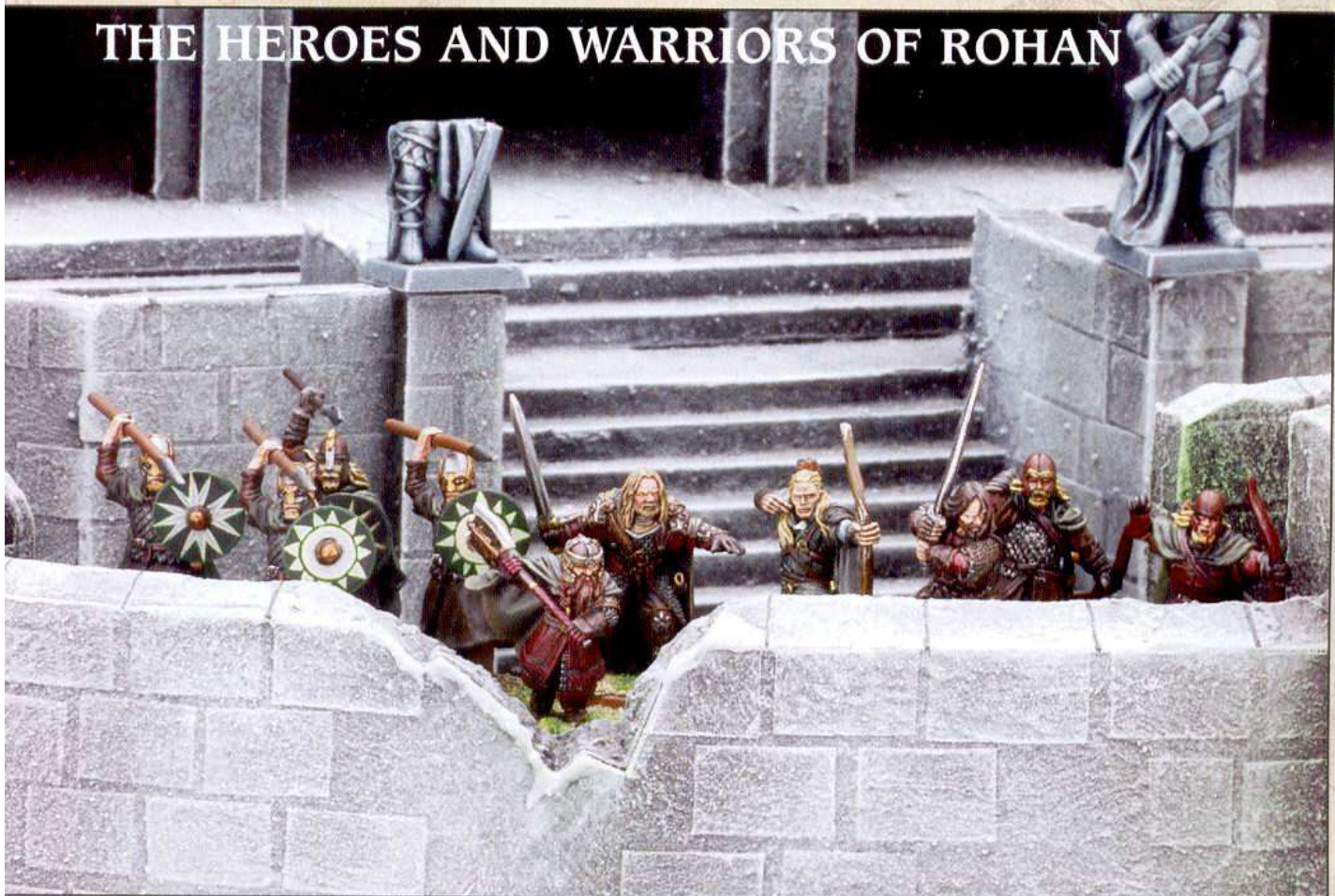


An Uruk-Hai battering ram in action.





THE HEROES AND WARRIORS OF ROHAN





The Uruk-Hai sweep up to the walls of Helm's Deep.

TURNS 1-3

With Gamling and the handful of Rohirrim lying down out of sight of the enemy marksmen, the first few turns were dominated by the relentless advance upon the fortress. One force headed towards the north wall whilst a second force of equal size accompanied the battering ram towards the mighty gate. The assault began proper during Turn 3, as Gamling and a single Rohirrim got to their feet to guard against the imminent threat of siege ladders being propelled into contact with the fortress walls. This foresight proved to be well founded, as the siege engine succeeded in grappling the nearest ladder to the crenelated gatehouse and Gamling suddenly found himself in a desperate combat with an Uruk-Hai Captain. Fortunately for the Rohirrim, Gamling bested his snarling foe and the Uruk-Hai had to scramble furiously to keep his grip on the battlements.

TURN 4

Rowland managed to secure priority this turn and whilst the crossbowmen prepared to sweep unwary defenders from the battlements, most of the Uruk-Hai doubled forward, eager to lay their long ladders against the fortress walls. Meanwhile, the battering ram ended its move a stone's throw away from the gate. A bold Rohirrim warrior charged forward to join Gamling's defence against the Uruk-Hai

Captain on the gatehouse wall. Knowing that the main wave of the assault was imminent, the remaining Rohirrim warriors got to their feet and prepared to repulse the attack. Unfortunately, in doing so they presented themselves as all too tempting targets for the Uruk-Hai below and accompanied by a roar of victory from the attackers, one of their number on the gatehouse was slain by a black-feathered crossbow bolt. Again, one of the siege engines managed to land a shot on the walls and another ladder was winched into place, launching a screaming Berserker towards an unoccupied section of battlements. During the Fight phase, the Uruk-Hai Captain beat back Gamling and slew his other opponent to triumphantly take his place on the battlements.

TURN 5

Once more, Rowland managed to win priority and the Berserker swung himself onto the wall of the Gatehouse proper. Unable to see a target to charge, he prepared to defend himself as his comrades swarmed up the ladder behind him. Accompanied by a succession of rattles and dull thuds, a total of four more ladders were laid against the fortress wall, as the bulk of the Uruk-Hai force gathered in the shadow of the northern wall. Still threatened by Gamling, the Uruk-Hai Captain on the gatehouse charged the experienced fighter as another crazed

warrior mounted the battlements behind him. Far below, the battering ram finally made contact with the gate. With the situation starting to feel more than a little tense, the Rohirrim mustered their defence and one of their warriors charged the Berserker on the ramparts, hurling his spear as he went. The spear struck home, fatally wounding the Berserker and the Rohirrim redirected his charge to combat the Uruk-Hai who had followed his Captain on the gatehouse.

On the north wall the valiant defenders managed to push two of the siege ladders away from the walls, and with both siege engine shots flying wide Rowland was unable to get them back in contact his turn. The Rohirrim cast their spears into the mass of Uruk-Hai at the base of the north wall, but though their aim was true, the armour of the creatures deflected the deadly missiles. In the Fight phase Rowland managed to keep his hold on the captured ground by fending off the attacks of both Gamling and the lone Rohirrim warrior on the gatehouse. Even using both points of Might in an attempt to win the combat, Gamling could not defeat the Uruk-Hai Captain who drew upon his own reserves of Might to win the combat and push the aging Rohirrim back. Finally, the iron-shod tip of the battering ram shook the fortress gates to their very core and, with a scream of wrenching timbers, succeeded in dealing a point of damage.



The Uruk-Hai Berserker finds himself fighting for his life.

TURN 6

With priority finally returning to the Good side, Matthew managed to capitalise on his fortune by casting down the two remaining ladders on the north wall of the fortress, whilst other Rohirrim ran to assist Gamling on the gatehouse. Gamling and his fellow defender steeled themselves and charged once more into combat with the Uruk-Hai Captain and the warrior who had defeated them last turn, while the two Archers moved out of the shadow of the inner wall to add to the defence. Aragorn, Legolas, and Gimli arrived hotfoot from their defence of the Deeping Wall, filling the defenders with fresh hope. Bellowing with frustration as the battlements were temporarily denied to them, the besiegers slammed their ladders once more against the northern wall, whilst the single Berserker on the ramparts charged into combat with a Rohirrim warrior.

In the Shoot phase the air once more hissed with Uruk-Hai crossbow bolts. Four shots found targets, but their force was spent and not a single defender fell. The fighting at the gatehouse erupted once more and although a single warrior was able to hack down the gallant Rohirrim defender, Gamling managed to beat his opponent back towards the ladder and another Rohirrim was able to fend off the crazed blows of the Berserker. Below the gatehouse, the battering ram beat against

the gate once more but the sturdy doors to Helm's Deep held firm.

TURN 7

The Evil force won priority once more, and a veritable tide of Uruk-Hai swept up the ladders on the northern wall, although fortunately for Matthew it would be another turn before they could attack the defenders. Atop the gatehouse the enemy Captain once more charged Gamling whilst the other Uruk-Hai moved in preparation to engage the defenders on the northern wall. The Rohirrim defenders rushed to the ladders and with a mighty effort managed to heave one away from the battlements, two Uruk-Hai falling unhurt to the ground below. The Heroes surged forward with Legolas hanging back in an attempt to take out the unengaged foe on the battlements. Both siege engines missed once more, and with no unengaged targets within sight of Uruk-Hai crossbowmen, the Shoot phase was disappointing for Rowland. Conversely Legolas' deadly skill plucked the unengaged attacker from the battlements, his hide pierced with two elven arrows. Combat raged once more about the gatehouse, with Gamling managing to wound the Captain only to be cheated of his victory by a Fate roll of 6. Along the north wall, the Uruk-Hai were denied a foothold on the battlements as the

Rohirrim warrior elected to shield rather than attempt to strike blows. In the process his opponent lost his footing on the ladder and fell roaring to his death. Below the gatehouse, the Uruk-Hai battering ram once more failed to make an impression on the sturdy gate.

TURN 8

Winning priority, Matthew was able to pin the Uruk-Hai Captain on the gatehouse against the wall by charging him with Aragorn and Gimli, whilst Legolas advanced and awaited a target to present itself. Gamling moved to cover the north wall, whilst the defenders there managed to heave another ladder away, two of the Uruk-Hai on the ladder plunging to their deaths. The Uruk-Hai laid their ladders against the north wall once again, with yet more of the foul creatures charging up the established ladders to assault the defenders, and yet more Berserkers spilled onto the gatehouse. Once more, only the musical hum of Legolas' bow garnered any kills in the Shoot phase, one deadly arrow piercing a Berserker despite the cover of the gatehouse wall.

Caught between Aragorn and Gimli, the Uruk-Hai Captain had no chance to defend himself and was stilled forever by the mighty swing of Gimli's axe. Meanwhile on the north wall a single Rohirrim fended



Boooooom! The battering ram starts to demolish the gate.



The Uruk-Hai start to swarm over the walls.

off a savage Uruk-Hai with his shield, knocking the creature clean off the ladder and to his death far below. The vicious combat continued on the next ladder along, and an attacker managed to beat two Rohirrim defenders, but failing to slay one of them could not mount the battlements. Beneath the gatehouse, and to Rowland's mounting frustration, the battering ram failed once more to cause any damage.

TURN 9

Priority once more remained with the Rohirrim, but before they could use this to their advantage, Rowland declared a Heroic action with an Uruk-Hai Captain who had newly come to the top of the ladder last turn. Seeing the danger, Aragorn also declared a Heroic action, and winning the dice roll Matthew charged the Uruk-Hai Captain with Gimli and a lone Uruk-Hai with Aragorn. Although unable to move himself, the Captain's action was enough to propel a single attacker into action and he leapt a section of wall to land in combat with Aragorn. With so many ladders against the north wall it became difficult for the remaining Rohirrim to defend the wall and to also guard against the Uruk-Hai already spilling over it. Gamling charged into combat with a Berserker and was joined by another Rohirrim.

Remarkably, in the Shoot phase, the deadly skill of Legolas could not deal a fatal wound, as even expending a point of Might he could not pierce the armour on his target. On the gatehouse, Aragorn easily dispatched his foes, his blade

hacking through a weak spot in the armour of the creatures. Gimli fared worse, losing his combat with the Captain, although fortunately his armour saved him from harm. Further along the battlements, Gamling was driven back by the savage attack of the Berserker who turned to dispatch his other Rohirrim opponent with one cut. Further along the walls the defenders fared better, hurling one Uruk-Hai to his doom on the rocks below and fending off a second. Once more, the battering ram failed to do any substantial damage to the gate.

TURN 10

With priority on his side once more, Matthew charged his Heroes forward with Aragorn engaging one Uruk-Hai, Gimli again attacking the Captain, and Legolas charging a Berserker. Even covering as many ladders as they could, Rohirrim losses were starting to tell and several determined besiegers managed to mount the battlements. Two Uruk-Hai charged Legolas and a Berserker charged Gamling. Deciding that things were getting desperate, Aragorn initiated a Heroic combat with his opponent and cutting the Uruk-Hai down, he used his free move to assist Gamling against his crazed opponent. Gimli succeeded in heaving his opponent away from the wall, but unfortunately the Uruk-Hai Captain survived his ignominious fall. Meanwhile, superior skill and a point of Might allowed Legolas to defeat his three opponents and a further point of Might helped him to slay the Berserker. Once more the Rohirrim on the north wall managed to fend off the foes

attacking up the ladders, and upon the wall itself a gallant Rohirrim was able to beat back his Uruk-Hai opponent. Trapped in the press of bodies, the Uruk-Hai could not stave off the rain of blows and perished. Unfortunately for the forces of Good, even the prowess of Aragorn could not save Gamling from the maddened Berserker, and with two vicious cuts the aged warrior was slain. Several feet below his ruined body, the battering ram ineffectually beat once more upon the fortress gate.

TURN 11

Finally reclaiming priority, Rowland moved the remnants of his northern force back up their ladders once more. With very few Uruk-Hai and several defenders remaining on the north wall he would have to get the gate open to let the rest of his force into the fortress if he was to have any chance of winning. With that in mind, all the Uruk-Hai already on the fortress walls engaged the defenders with a vengeance. Aragorn managed to cut down a Berserker and an Uruk-Hai, driving his final opponent along the battlements to avoid a similar fate. Elsewhere, Gimli was forced to use both Fate points and his final point of Might to survive the feral onslaught of a Berserker. Legolas fared no better, with only a Fate point standing between him and a serious wound, while a short distance away, a Berserker swung his great blade in an unstoppable arc to slay another Rohirrim. As even the battering ram managed to score a point of damage on the fortress gate, hope seemed lost for the defenders.

TURN 12

Priority once more proved fickle and the defenders were able to reassault the Uruk-Hai on the battlements. Realising that every defender counted, Matthew charged his Heroes forward to engage as many Uruk-Hai as possible; Aragorn engaged three Uruk-Hai warriors, but Legolas and Gimli were only able to engage a single foe each. Three Rohirrim engaged the beset Uruk-Hai from the north whilst the remaining Archer covered the only ladder with Uruk-Hai still on it. With all his models on the battlements pinned in place, Rowland moved some of his crossbowmen onto unoccupied ladders in the hope that should Gimli be slain by the Berserker, yet more Uruk-Hai would be able to swarm onto the walls. It was not to be however, as during the Fight phase, the tenacious Dwarf easily cut down the maddened Berserker. Aragorn continued the success,

effortlessly slaying another two maddened creatures, but Legolas was unable to kill his single foe. The three Rohirrim managed to hold their ground against the Uruk-Hai, but only just, whilst the Archer on the north wall managed to shove a snarling attacker off the ladder, and although the creature survived, the two that he swept off as he fell did not. The battering ram again failed to do any damage to the gate, but the onerous pounding seemed to underline the desperation of the defender's position.

TURN 13

With the defenders now down to the three Heroes, two Archers and two Rohirrim warriors, the handful of Uruk-Hai remaining on the battlements was more than sufficient to pin them into combat, as priority returned to Rowland. Aragorn

found himself beset on all sides by snarling warriors and every other defender was blade to blade with either a Berserker or an Uruk-Hai warrior! As the battering ram pounded weakly on the gate below, Aragorn used a point of Might to slay one opponent while elsewhere Legolas was unable to even penetrate the guard of his opponent. Rather than face the fury of Aragorn, one of his surviving opponents jumped down the inner face of the wall, miraculously surviving the fall! Gimli's victory at the head of the gatehouse ladder failed to translate into wounds, but as his opponent fell from the wall he swept off all five Uruk-Hai on the ladder behind him, two of which did not rise again from the ground. The remaining four Rohirrim warriors had mixed fortunes: two won their combats but the only wound inflicted was when a Rohirrim warrior backed too hastily away from his opponent and tumbled off the battlements to his doom.

TURN 14

Priority was once more in the hands of Rowland and he moved quickly to pin the defenders. Thus engaged on the battlements, none of the defenders were able to try and intercept the Uruk-Hai behind the walls who started to run for the gates. Although in the resulting combats Aragorn managed to kill another two Uruk-Hai, the odds against Matthew's forces increased as an Uruk-Hai beat down the remaining Archer. Gimli and Legolas, fighting side by side managed to win their combats, but fatigue was obviously beginning to tell as neither managed to kill their opponent. Below, the gate stood firm and the sonorous beat of the Uruk-Hai battering ram continued.

TURN 15

With Matthew regaining priority, he first needed to take Courage tests as the defenders were now under half strength, but Aragorn passed with ease, and his example kept the remaining defenders fighting. Horribly outnumbered, the remaining Rohirrim warrior retreated to the stone causeway. Gimli was left to hold the battlements by himself as Aragorn and Legolas jumped off the ramparts in a desperate attempt to stop the Uruk-Hai from opening the gates. Ignoring the Rohirrim, Rowland concentrated on attacking Gimli and opening the gates. The Uruk-Hai managed to get as far as the gate and was outside of Aragorn's charge range and so would certainly open the gate in the following turn. As the final blow, attacked on all sides by two Uruk-Hai, a Captain, and a Berserker, the valiant Gimli was overmatched and died at the head of the battlements he had tried to protect. With no troops left to defend the battlements and the gate certain to be opened at the start of the following turn, Helm's Deep had fallen!



Aragorn and Legolas arrive too late to stop the gates being opened!



THAT DIDN'T GO VERY WELL

Matthew: Actually, I exaggerate the case somewhat and for a long time there it looked like I was going to be able to

do it. Alas, the numbers of the Uruk-Hai were too great. Early on, the efforts of my gallant Rohirrim were superb, especially given that they were overmatched in almost every aspect by the stronger and better-armoured Uruk-Hai. That said, Gamling proved to be a bit of a disappointment (I don't think he actually killed anything during the entire battle) and just couldn't hold his section of wall against a determined Uruk-Hai Captain.

One thing I did discover was the wonderful effectiveness of shielding in a fight like this. The ability to roll an extra dice in combat really helped my overmatched humans when they were defending the walls. Normally this can be a fairly desperate tactic as your warrior cannot strike if he won the fight by shielding, but when your opponent is on a ladder there is a 50% chance that he'll lose his grip and fall, certainly taking him out of the fight and quite probably killing him (and some friends if you're really lucky).

At the end of the day though it was the collapse of the gate that caused my downfall, as by this stage I just couldn't hold the battlements and was still well shy of breaking the Uruk-Hai force. In hindsight I was just lucky that Rowland didn't barrel his Uruk-Hai off the back of the wall earlier and force me to abandon the defence to hunt them down. Still, that was well won by Rowland and I look forward to taking my revenge sometime in the future with the 'Theoden Rides Out!' scenario. Look out for this rematch on the web site!



KING OF THE CASTLE

Rowland: The might of the White Hand has conquered the ancient fort of Helm's Deep. Saruman is

triumphant, and the assault on the rest of Middle-earth can begin! Matthew put up a stoic defence, and came within a whisker of repelling the attacking horde of Uruk-Hai. His downfall came not from the battering ram as I originally thought, but instead from a lone Uruk-Hai who fell off a wall, and managed to let the whole evil army through the gates



Sorry Matthew, I think you'll find that I'm king of the castle!

whilst no one was looking. He'll definitely get a double portion of man flesh for supper!

Concentrating my forces on just the gateway and northern wall proved to be successful. I managed to avoid the Heroes until Turn 8, when Aragorn and Gimli finally charged my Uruk-Hai Captain on the gatehouse. By leaving the south wall uncontested I was removing an avenue for attack, but I knew that unless I concentrated my effort the evil forces would be repelled. An attack on both the south and the north walls would have permitted Matthew to take out my forces piecemeal, and would have allowed Aragorn, Gimli and Legolas to enter the fray more quickly. Instead I managed to gain a foothold that Matthew could not break.

Make no mistake, winning as the besieger is hard work, and Matthew almost kicked my Uruks into touch. Between Turns 6 – 10 I only gained priority once, and this allowed Matthew to keep me on the back foot. However by maintaining constant pressure on his defenders I did manage to get over the northern wall eventually. I didn't make it any easier for myself by stacking both my Captains on one ladder. By the time the first one had been killed by Gimli and Aragorn, the only thing the second one got to do was get thrown off his ladder! I would have been better placing him against the north wall. In many ways the biggest let down was the battering ram. I thought it would smash through

the gates, instead it just provided a background rhythm for my Uruk-Hai to hit Rohirrim to!

Crucially I was able to gain priority on Turns 4 and 5, essential as this was when my assault began in earnest. Getting an Uruk-Hai Captain over the wall at the gatehouse was vital, as much of the fighting happened around this vital position. It helped draw attention away from the northern wall, where I struggled to get over for many turns. However by keeping the pressure on several fronts, and constantly pressing at the defenders, I managed to get a sizeable force of troops on the northern wall. The highest praise should go to Berserkers who were truly magnificent in this game, felling Gamling, overpowering Heroes and dispatching Rohirrim with gory abandon. Matthew very wisely dispatched them with throwing or bow weapons where possible. However the greatest asset a besieging commander has is to take advantage of opportunities when they appear. When the lone Uruk-Hai fell off the wall and survived, I was presented with an opportunity to open the gateway uncontested. No one had been left to guard it! Admittedly I'd killed most of the defenders by then...

Pleasingly though, not only did the Uruk-Hai triumph but revenge was had against Gimli, who with Aragorn had been a force to be reckoned with. Well all that's left to do is give the big pot of man flesh a stir, and perhaps add a few Dwarf dumplings.

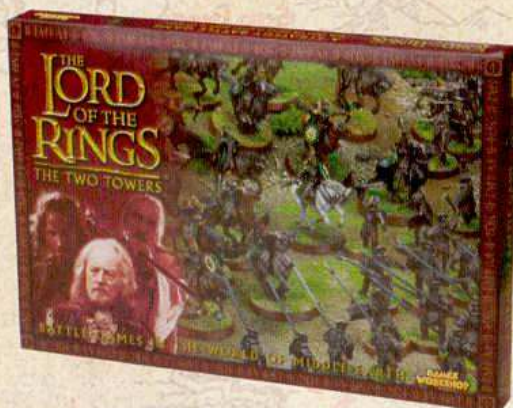
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THE TWO TOWERS

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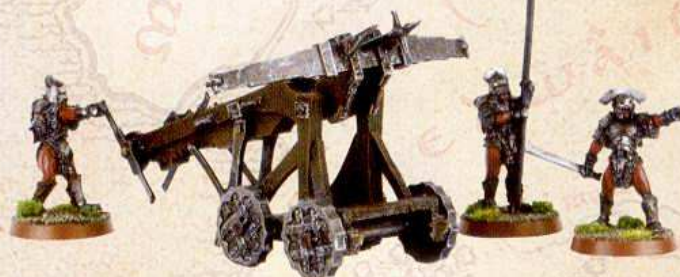
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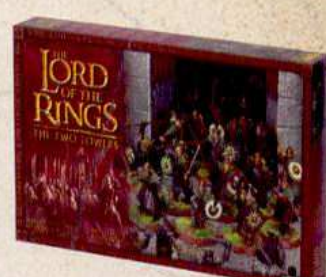


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Alessio Cavatore focuses on the one of the most exciting new areas of the The Lord of The Rings: The Two Towers battle game – siege warfare!

SIEGE TACTICS

Tactics for The Lord of The Rings strategy battle game

The Two Towers edition of our The Lord of The Rings game includes a section of rules entirely dedicated to siege warfare. To be more precise, these rules are about the bloodiest affair that can happen during a siege, the actual assault against the defended walls. Such a tactic was historically seen as an extreme measure, to attempt only if all other methods, such as starvation, destruction of the walls through bombardment or mining, diplomacy, bribery etc. had failed. To commit his troops to assault well-defended walls with ladders and battering rams was certainly a hard decision for any general to take. Often only news of a relief force approaching would force a commander to try it and take the extremely high rate of casualties involved in such attacks, but certainly Saruman didn't have any such scruples about sacrificing the lives of his minions!

In this article I will take you through what I think make sound tactics for a defender and then for an attacker in our game. Let's begin with...

THE DEFENDER

From a defender's point of view, the first thing to do is to make sure that your forces, normally heavily outnumbered by the enemy, are evenly spread on the battlements of the perimeter you have to defend. This will allow you to quickly move them to react to the attacker's moves, so that there will always be someone ready to intercept any scaling attempt. If the enemies make it to the battlements, you're in trouble.

There is an exception that you should keep in mind though. You can be sure that some of the attackers are going to go for the weakest part of any fortification: its gate and any other access doors. It is then a good measure to make sure you have a few extra models on the battlements overlooking these passages and, most importantly, standing in the courtyard and ready to defend a possible breach and stop the enemy from swarming into your fortress. If you don't leave anyone in the

courtyard, it could take too long for the defenders to get down from the walls if a gate is breached.

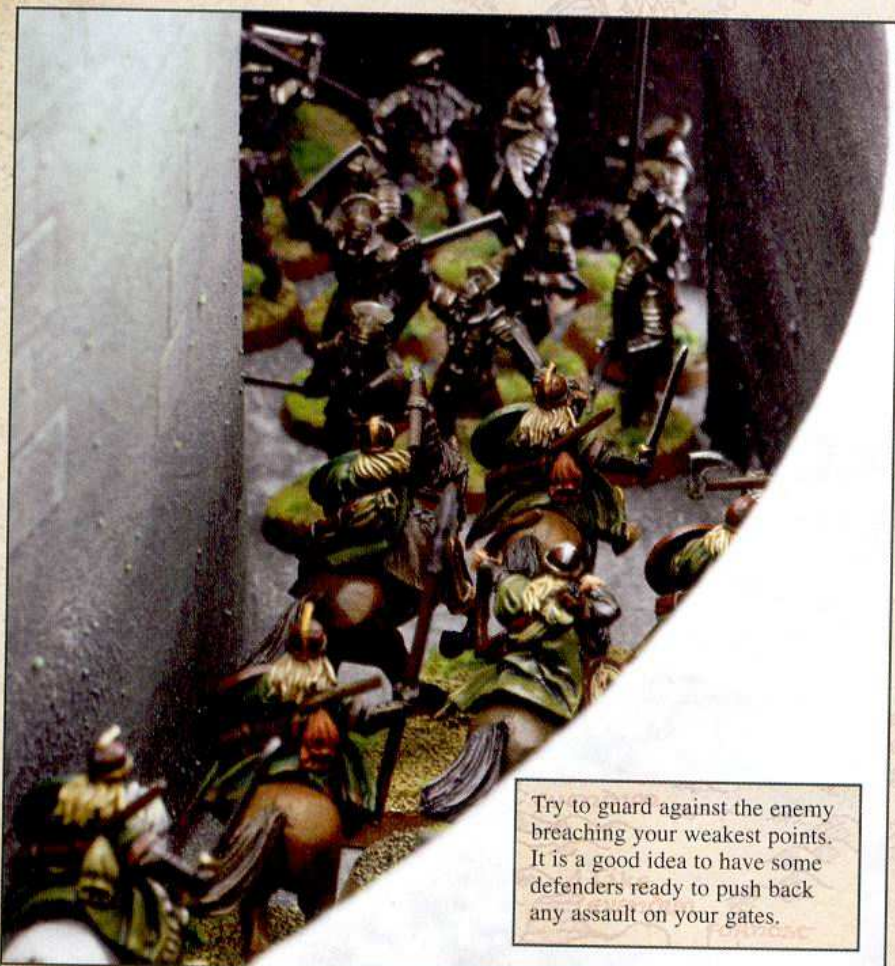
As the enemy approaches the walls, it is a good idea to leave any of the defenders that are not carrying a missile weapon lying down on the battlements, hidden from view of the enemy archers. Your bowmen on the other hand should all be positioned so that they can open fire on the incoming attackers, while still benefiting from the cover offered by the crenellations. They will certainly be shot, but they can return fire and their solid cover gives them an advantage, because half of the enemy arrows will break harmlessly on the walls next to them.

It is vital to concentrate your fire on the most dangerous foes first, and I'm pretty sure that if you're being besieged by Uruk-Hai, your target must be their deadly bomb teams. If these evil contraptions make it to the walls, or even worse to your gate, they can blow a hole into your defences, denying you all the advantage you have in your defended position.

Of course, even if you manage to kill the warriors carrying the explosive device, other Uruk-Hai can still pick it up and sooner or later they'll have it against your fortification. It is good though to delay the inevitable, as stopping to pick up such a heavy burden will slow down the enemy a great deal, and every turn gained is a boon in these tense games.

If the enemy has no bomb teams, then concentrate your fire on any battering rams for the same reasons as above. Though less powerful than Saruman's crude bombs, they can still break through your gates and so deserve special attention from your bowmen. If no rams are present, (this enemy must have really come unprepared to the siege...), then go for the ladders.

When the assault comes, make sure your men are ready to intercept any of the attackers that make it to the top of their ladders. This can get a bit tricky if the enemy has Uruk-Hai siege assault machines, since they can allow several ladders to be raised at the same time, with screaming Berserkers riding them to make things worse! The only way to prevent them from reaching the battlements is to deploy your defenders well in advance in front of the ladders and making sure that their control zones are enough to close any gap where the



Try to guard against the enemy breaching your weakest points. It is a good idea to have some defenders ready to push back any assault on your gates.



When the assault comes, make sure your men are ready to intercept any of the attackers that make it to the top of their ladders

enemy can place his ladders. Always try to have your hardest models (such as Heroes) facing the enemy ones, so that you won't have to try and stop these combat-monsters with your ordinary warriors.

Once the ladders are up against the wall, the best thing to do is to drop them back on the heads of the attackers, and your troops must try and do it as quickly as possible, before the weight of several warriors has made it all but impossible. If you can, try to direct two of your men to push down each ladder. Often, in the turn after the ladders are raised it is down to priority if the ladders can be thrown back empty (the defender gets priority) or if the attackers can charge the defenders on the ramparts, stopping them from pushing the ladders down (the attacker gets priority). It is so important to go first in this circumstance that I recommend using your Heroes to call Heroic moves if you have to. I definitely think it's a good use of your Might.

When you are actually defending the battlements from enemy models that have charged up the ladders and engaged your men, it is wise to use the shielding rule if you can, because you just need to win the fight to have a fifty-fifty chance of seeing your enemy plummeting down from the top of the

ladder to its death, maybe knocking down a few of his comrades in the process...

THE ATTACKER

Well, the advice I'd give to the attacker in many cases is simply to carefully read my recommendations for the defender and try to do exactly the opposite and tackle them all! Luckily there's more to it than that...

First of all, set up as close as possible to the fortifications, so that you get there as quickly as possible. The exception to this

is, of course, your siege assault machines, if you have them. These should sit more than 24" away from the walls, in order to be out of range of enemy missiles, safe to concentrate on their vital job.

The main thing to keep in mind for any attacker worth his salt is one thing and one thing only: go for the gate! If you manage to destroy it, you won't need to go through all the extremely painful 'ladders thing' except as a secondary means of attack. It is far easier to break



This Rohirrim is deployed in such a way that his control zone enables him to fend off any Uruk-Hai that climb the ladders.



Uruk-Hai bomb teams top tip:
They shouldn't be allowed to
get this close!

through, even against a resolute defence, if you are not perched atop a wobbly ladder high above the ground!

To this result, try to protect your bomb teams and battering rams as much as you can, by marching a couple of your warriors with the highest defence just in front of them, for example. This should ensure that your precious crew are either hidden or at least partially covered by the models in front. Don't forget to place a group of models behind them as well, so that they can replace these living shields or the carrying models if they get shot.

Of course, the best defence is attack and a bit of counter-battery fire is always good. So have your missile-armed warriors target the enemy bowmen first. This will certainly help your important stuff reach the gate in no time.

If you have to go up the ladders, remember that your siege assault machines are great, since they allow you to propel models directly into combat with the defenders, engaging them in combat and preventing them from trying to push down your ladder, an immense advantage. Always make sure that the models ending up at the top of the ladder are your Heroes and other very hard troops first (Berserkers are ideal for this job!).

It is exceedingly difficult to scale the battlements if the enemy is defending them, because you don't need only to win the fight against multiple opponents, but you must also kill them and they get the special save offered by the barriers. A

really tough one, and the habit of those pesky defenders to use their shields to bash you down from the top of your ladder (the accursed shielding rule!) makes it even more hazardous. This is why you really need your Heroes to stand a chance of making it, thanks to their

better stats and especially to their Might. Of course, there is always the unfortunate chance of meeting Aragorn or Gimli at the top of the ladder... life is hard when you're a minion of Evil!

URUK-HAI QUESTIONS AND ANSWERS

How many points does an Uruk-Hai bomb team cost? And what about a battering ram, a ladder or a siege assault machine?

This is the same as asking how many points does a section of wall or a gate cost - the answer is that we have decided not to quantify their cost. The reason is that they can be used only in sieges and not in normal games, so we left it up to the players to agree how many assault tools they would give to the attackers. The value of the siege equipment is relative, really depending on the nature of the defences that have to be attacked. It is up to the players to make sure the game is fair and balanced if they are going to play a different scenario from the one we have included in our *The Two Towers* book. Even if they are just going to play those very same scenarios with different forces, they must take the amount of assault equipment included in the scenario's Participants section as a guideline only, and be prepared to alter it according to the different forces they have chosen.

After all, a siege game is a complicated matter and requires a lot of terrain, not something that your average beginner would try and design, so we assume that the people designing their own sieges are experienced enough to decide for themselves the amount of siege equipment they want in their game.

How many Uruk-Hai form the crew of a Siege Assault Machine?

Each Siege Assault Machine has a crew of three Uruk-Hai warriors armed with swords. As long as there are at least two of these crew members within 1 1/2cm of the machine, and they are not engaged in combat, they can fire the machine as normal, otherwise the machine cannot fire.

What is an Uruk-Hai bomb team?

Err... well... yes, we meant to say but we actually never did. Whoops! A bomb team consists of a demolition charge and two Uruk-Hai armed with swords carrying it (see above).

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