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THE TWO TOWERS

WD284 AUGUST £3.50

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



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WHITE DWARF

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EDITORIAL

FAREWELL TO ARMS

Since the release of the Warhammer Armies: Hordes of Chaos book I've been having a great time collecting a Chaos army and chronicling its progress in our Lure of the Gods series. Now, however, time has come to hang up my paintbrush for a while as other more pressing needs impinge on my time. It's been a great project and I finally have the Chaos army I've been after for so long.

My Chaos general, Vradchuk the Heinous, isn't gone forever as he'll pop up on occasion and I have some modelling projects in mind for the army (not least of which will be including the new Beasts of Chaos army book released this issue!) in the future so watch this space. This month we put him on the main stage in a battle report against the mortals of the Empire. Next month will see the last of the series.

The whole project has been a rollercoaster ride of ups and downs but it's always been fun.

The best parts have been in the painting and modelling in my opinion. The models these days are just so good they are a delight to work with.

The downs have mainly been in the early days on the battlefield. This stemmed from having to get used to a totally different playing style as my other Warhammer army is Dwarfs. Getting used to magic, cavalry, monsters and at the same time coming to terms with neither war machines nor any discernable missile troops was an 'education'.

Another reason for the rocky time I had on the tabletop in the early days of the army was that my opponent always had a full army to choose from whilst I was bringing everything I had painted. It gave the opposition



Check out the series finale as I take Vradchuk on tour to Chicago...

great flexibility to deal with my meagre force, and that leads me nicely onto another learning point later in this editorial, namely playing low points games...

BORDER PATROL

One of the things that became evident early on in my collecting series was that until you get about 1,000 points on the tabletop you struggle to have a decent game of Warhammer. Of course, you can play Skirmish but as much fun as that is it doesn't have the same feel of a game with ranked up units and banners unfurled in the wind.

Happily our UK Events team have come up with a great little twist on the Warhammer rules that allow small points games, very much in the same vein as '40K in 40 minutes' which you will have seen in White Dwarf. We'll be bringing you these new rules next issue but until then you have my recommendation that they are a great way to get playing with a new army whilst

you build it and also a refreshing change of pace for veteran Warhammer generals. You won't be disappointed...

40K IN 40 MINUTES

Did you notice those seamless links between each item in this editorial? Enough self-publicism and on with the show...

This issue we bring you an update to the '40K in 40 minutes' rules with a definite Eye of Terror campaign slant. There are three new scenarios plus rules for multi-player games. Keep your eyes peeled for more material for this very popular rules set in future issues of White Dwarf.

Until next month,

Paul Sawyer
Editor



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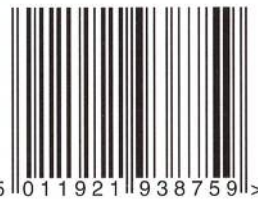
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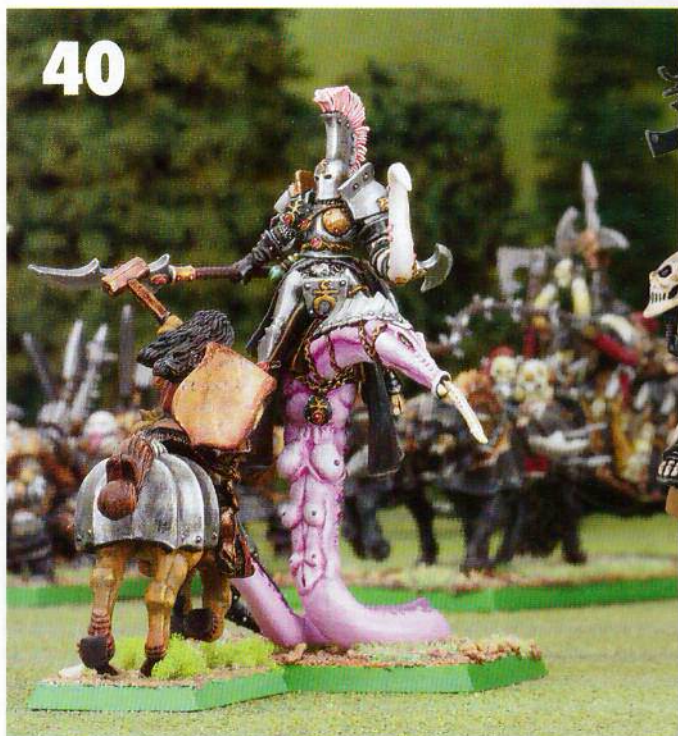
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THE NEWS

WARHAMMER 40,000 GRAND TOURNAMENT

● The Warhammer 40,000 Grand Tournament final was fought at Warhammer World on the weekend of the 7th and 8th of June. A fantastic weekend was had by all, and the standard of this year's entries was simply jaw dropping!

Overall Champion
Max Horseman
Chaos Space Marines

2nd Place
Henry Chown
Eldar

3rd Place
Bo Tolstrup
Chaos Space Marines

4th Place
Stephen Lawrence
Eldar

Best General
Daniel Bromberg
Space Marines

Best Army
Gary Marsh
Slaanesh Chaos Space Marines

Most Sporting
Colin James
Space Marines

Stephen Lawrence
Eldar

Consolation Prize
Jo Parker
Kroot Mercenaries

Eye of Terror Campaign Awards
Rob Cullen
Space Marines
Matt Hooton
Chaos Space Marines

For more details and photographs of some of the superb armies that participated check out the GW website at the address below.

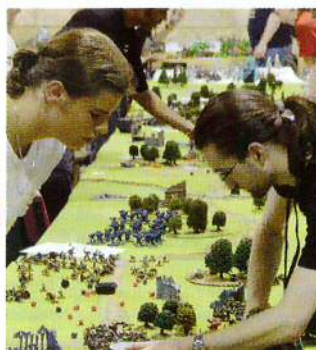
http://www.games-workshop.com/news/uk/events/tournaments/40k_grand_tournament2.htm



▲ This year's Overall Champion, Max Horseman, receives his prize – quite appropriately – from the author of *Codex: Chaos Space Marines*, Pete Haines.



▲ This Avatar was one of the many superb conversions to be seen.



PAGES FROM THE PORTAL

EYE OF TERROR

● Keep checking the UK news pages for all the latest Eye of Terror information, releases, events and sneak peeks.

www.games-workshop.com/news/news.uk

<http://www.games-workshop.com/news/uk/EOT/Site/Index.htm>

SHADOW & FLAME

● The Lord of The Rings section of the site has been getting loads of good updates, including new scenarios, gaming, painting and scenery articles!

www.games-workshop.com/lotr

BEASTS OF CHAOS

● With the latest Warhammer release, the Beasts of Chaos are terrorising the lands of men in the Old World. Check out the Beasts of Chaos homepage for loads of useful information, downloads, a full miniatures gallery and loads of hobby articles, designed to make your gaming experience richer.

www.games-workshop.com/warhammerworld/warhammer/beastsofchaos/beastsofchaos.htm

IMPERIAL GUARD

● Keep checking out the website – the Imperial Guard are making a massive comeback next month!

LIFE-SAVERS!

● Ever been stuck on a plane or a train with nothing to do? Heading on your holidays or a lengthy business trip? If you're gagging for something to while away the time, and all you can think about is the worldwide Eye of Terror campaign, then a Black Library novel is the tailor-made answer to all your problems!

The Black Library have produced several novels, which capture all the horror and devastation of Abaddon's 13th Black Crusade. And also, those striving to save the Imperium.

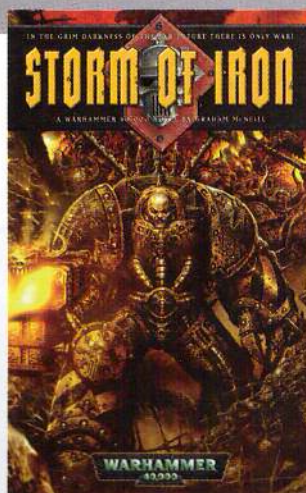
Of particular interest is the impending release of the latest Gaunt's Ghosts novel, *Sabbat Martyr*,

which is available this month – check it out below.

So, whether you are stoically trying to defend the Imperium of Mankind from the predations of the Despoiler and his heretical troops or you are hell-bent on destroying everything the followers of the false Emperor hold dear, there is plenty to get your teeth into here...

● Gaunt's Ghosts author, Dan Abnett will be signing copies of his latest book, *Sabbat Martyr* on 2nd August in the Games Workshop Bromley & Plaza stores, and 9th August at Waterstones in Manchester.

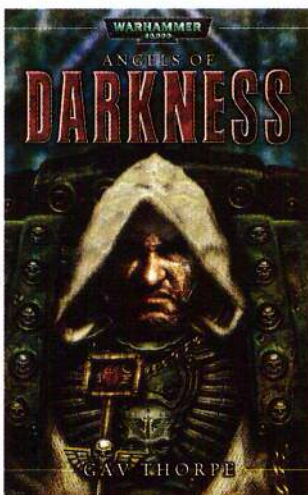
For more information check out the Black Library website at:
www.blacklibrary.com



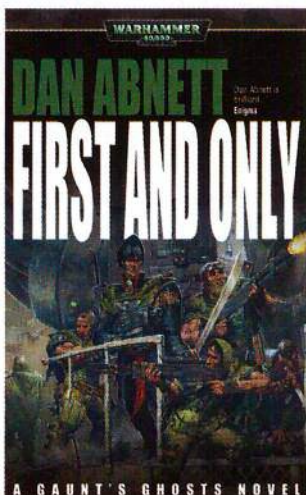
Hell has come to Hydra Cordatus, for a massive force of terrifying Iron Warriors, brutal assault troops of Chaos, have invaded the planet and laid siege to its mighty Imperial citadel. But what prize could possibly be worth so much savage bloodshed and destruction?



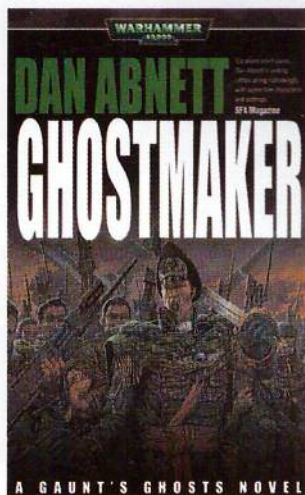
The psychotic Warmaster, Abaddon the Despoiler launches a savage Black Crusade – his goal is to capture the immeasurably powerful Blackstone Fortresses. In desperation, the Imperial warship *Macharius* is despatched to form its own alliance with the enigmatic Eldar with the ultimate prize at stake – the entire galaxy.



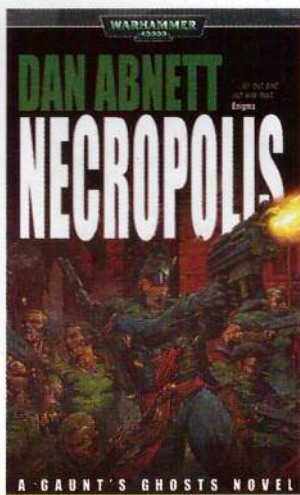
The Dark Angels Space Marines are amongst the most devout of the God-Emperor's servants, but the Chapter holds a dark secret stretching back over 10,000 years to the Horus Heresy. This secret threatens to be unleashed when Interrogator-Chaplain Boreas discovers that the line between good and evil is too easily crossed!



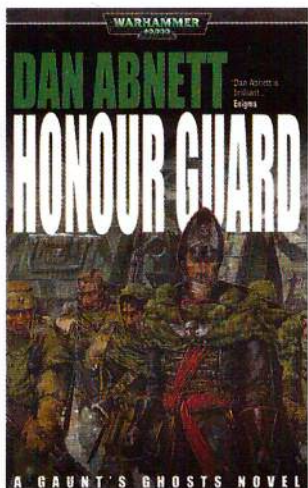
The Sabbat Worlds Crusade has begun. Commissar Ibram Gaunt has vowed to lead the men of the Tanith First-and-Only safely through this campaign against the forces of Chaos, but they must evade the treacherous scheming of rival regiments just as much as the lethal firepower of the enemy.



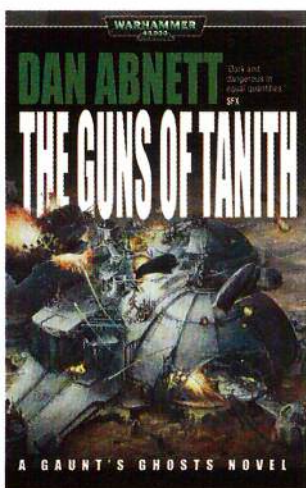
The tide of war begins to turn in the Sabbat Worlds Crusade as beleaguered Imperial forces begin a fierce counter-offensive against the dark armies of Chaos. For Commissar Ibram Gaunt and the Tanith First-and-Only, it is the beginning of a battle that may force them to sacrifice not only their lives, but their very souls.



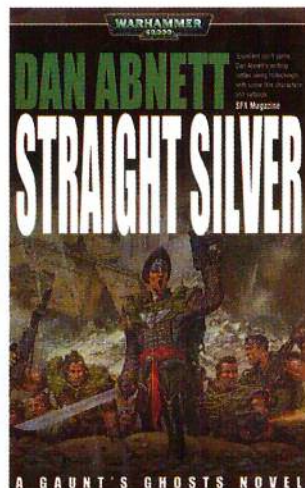
On the war-torn planet of Verghast, Gaunt and his men find themselves caught up in an ancient and bloody civil war. When betrayal and treachery bring the walls of a besieged hive city crashing down, bitter rivalry and corruption surface, bringing the Tanith Ghosts to the brink of destruction.



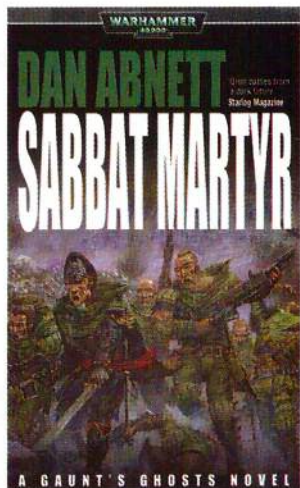
Gaunt and the Tanith First-and-Only are ordered to defend a shrine world, vital to the morale of Imperial forces in the Sabbat system. As the raging maelstrom of battle begins, Gaunt and his men discover the real reason for the planet's importance: the remains of the ancient Imperial saint.



The forces of Chaos are fighting back hard. Dangerously overstretched, their supply lines cut by enemy troops, the Imperial forces grind to a halt. Gaunt and the Tanith First-and-Only must recapture a world rich in promethium but so ruined by pollution that the only way to attack is via a dangerous and untried aerial assault.

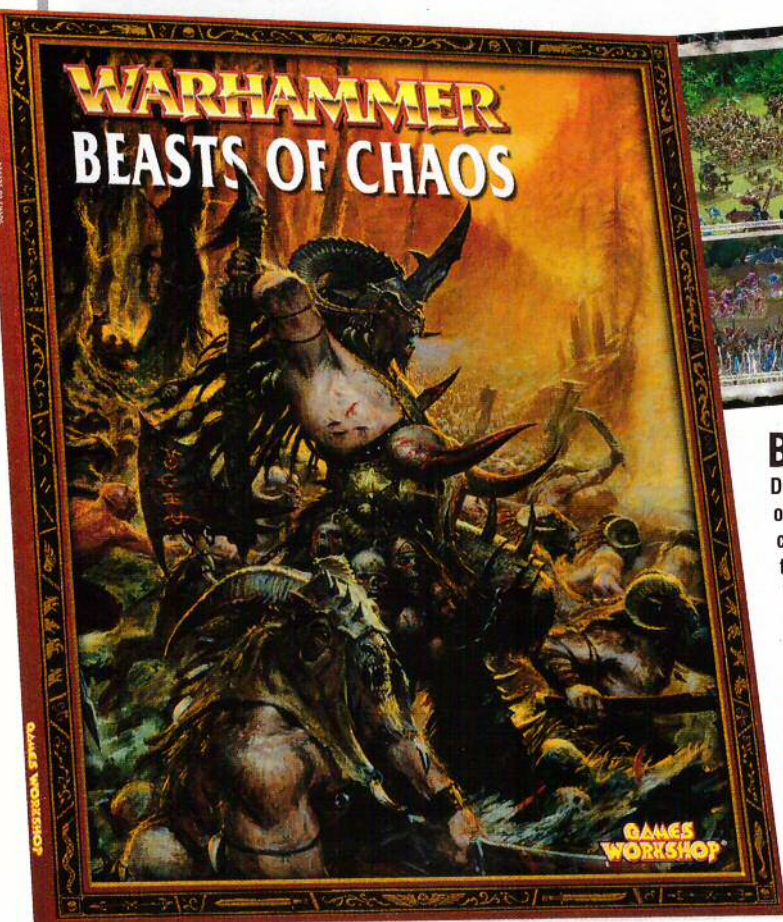


On Axe Cardinal, Gaunt and his regiment are thrown headlong into a living hell of trench warfare, where death from lethal artillery is always just a moment away. The only chance for Gaunt and his lightly armed scouts to survive is to volunteer for a mission so dangerous that no one else dares accept it!



A new hope is unleashed in the Chaos-infested Sabbat system when a girl claims to be the reincarnation of Saint Sabbat. The dark forces of Chaos are not oblivious to this new threat and when they order their most lethal assassins to kill her, it falls to Gaunt and his men to form the defence!

CHILDREN OF THE DARK GODS



BEASTS OF CHAOS ARMIES BOOK

Deep within the dark heart of the most twisted and dangerous forests of the Old World dwell the countless hordes of the Beastmen, the true children of Chaos. Preying on the weak and striking without warning, the Beastmen are a plague on the civilised world.

This 80-page book contains background, painting and modelling guides, and full rules for fielding a Beastmen army.

The Beasts of Chaos is a truly varied army that contains all manner of disturbing and powerful creatures. Their bestial appearance belies the cunning intelligence of the Beastmen, and their ambushes are enacted with brutal swiftness. A Beasts of Chaos army can contain all manner of fearsome creatures such as Minotaurs, savage Centigors and the horrendously powerful Dragon Ogres. Their vicious raids strike without warning and they are intent only on mayhem and slaughter before disappearing back into the forests.

CHAOS TROLLS

Massive twisted parodies of the human form, Chaos Trolls are ugly monstrosities possessed of enormous strength. A single Troll is a deadly foe and capable of rending a soldier limb from limb – when they gather in packs to feed, Trolls can be counted amongst the most dangerous creatures in the Old World. But it is their Regenerate special rule that allows them to recover any lost wounds on a D6 roll of 4+ that makes them almost indestructible and rightly feared.

This blister pack contains 1 Chaos Troll, designed by Trish Morrison.

These models require assembly.



CHAOS BEASTMEN REGIMENT

To the fearful eyes of the outside world all Beastmen appear the same – an unruly mass of flesh, fur and teeth. Beastherds fight as a disorganised mass rather than ordered ranks and files and use the Raiders special rule which allows them to move and fight, similar to skirmishers but with the added advantage that they gain rank bonus for combat resolution just like normal units, up to a maximum of +2. This combined with a 360° charge arc and the ability to move quickly through terrain makes a Beastherd a very flexible unit.

Designed by Alex Hedström, this multi-part boxed set contains enough parts to make 12 plastic Beastmen Gor armed with either hand weapon and shield or, alternatively, an additional hand weapon and 8 plastic Beastmen Ungor armed with spear and shield. The boxed set also includes parts to make a Champion, Standard Bearer and Musician.

These models require assembly.



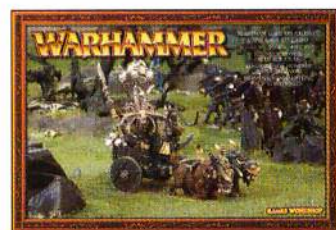
Models shown at 80% actual size.

GORTHOR, BEASTMEN LORD IN CHARIOT

Gorthor the Cruel was the greatest Beastlord ever to have lived. Over 1,000 years ago, during the time of the Crusades, his warband ravaged the forests of the Empire and all but destroyed the provinces of Ostland and Hochland – his name can still be found on some of the most ancient herdstones. Gorthor rides to battle on a Tuskgor chariot and carries an array of rare and magical weapons and equipment such as the spear Impaler. The Impaler is a magic weapon that follows all the normal rules for spears. In addition, if any of Gorthor's to hit rolls are doubles, triples or quadruples, each of those attacks will wound automatically even if they would normally have missed, proving that Gorthor is truly blessed by the gods!

This boxed set contains 1 Gorthor Beastman Lord in Chariot, designed by Alex Hedström, and Trish Morrison.

This model requires assembly.



NEW RELEASES

BEASTS OF CHAOS ARMY BOXED SET

The Army box is the best way to collect a complete Beasts of Chaos army in one go, containing the Beasts of Chaos Armies book, 1 Lord choice, 2 Hero choices, 2 Core choices and 3 Special choices. It has everything you need to create a balanced Beasts of Chaos army and launch your attack on the civilised races of the Old World, preying on the weak and striking without warning in a rampage of killing and destruction.

The Beasts of Chaos Army boxed set contains:

1 Beasts of Chaos Armies book

1 Beastlord

1 Bray-shaman

24 Beastmen Gorgs

16 Beastmen Ungor

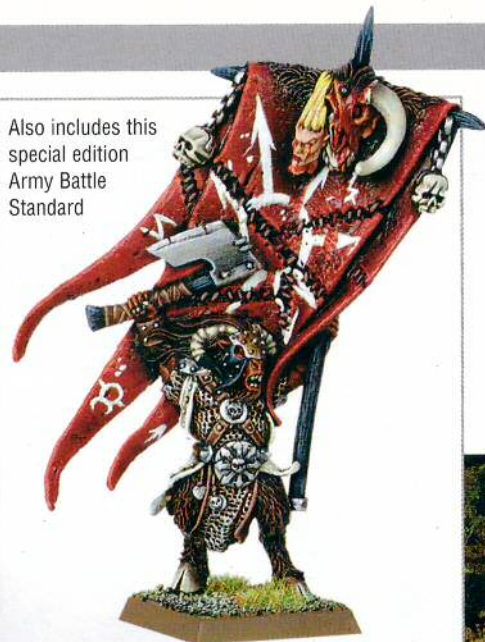
5 Beastmen Centigors

3 Chaos Ogres

3 Chaos Trolls

These models require assembly.

Also includes this special edition Army Battle Standard



Wargor Army Battle Standard, designed by Alex Hedström.



BEASTLORD

A powerful Beastlord is rightly feared both by his own kind and by other creatures for his warband will be large, savage and a deadly scourge on the settlements of Men. Beastlords have access to powerful magic weapons, such as the Axes of Khorgor, which increases his already impressive attacks from 4 to 5 and allows the Beastlord to re-roll any missed rolls to hit in close combat, making him an extremely efficient killer.

This blister pack contains 1 Chaos Beastlord model, designed by Alex Hedström.

These models require assembly.



CHAOS MINOTAURS

Minotaurs are massive bull-headed monsters. They can be over twice the height of a man and are far greater in bulk. Their gigantic heads are broad and ugly, and their horns are sharp and dangerous. Extremely destructive, they will cause horrendous casualties against any unit they fight. This combined with the fact they cause *fear* usually results in the enemy turning and fleeing from combat, only for them to be run down by the Minotaurs who can use their special Bloodgreed rule that allows them to pursue broken enemies 3D6" rather than the normal 2D6". This ensures an enemy will rarely survive an encounter with a unit of Minotaurs.

Designed by Trish Morrison, the blister packs contain either 1 Chaos Minotaur Standard Bearer or 1 Chaos Minotaur armed with either a great weapon or an additional hand weapon.

These models require assembly.



Chaos Minotaur Standard Bearer



Chaos Minotaurs with an additional hand weapon



Chaos Minotaur armed with a great weapon



PRICE LIST

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Euro	€ 20.00		

BEASTS OF CHAOS ARMY BOX SET£125.00

Denmark	kr 1,550.00	Sweden	kr 1,850.00
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CHAOS BEASTMEN REGIMENT£15.00

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BEASTLORD£6.00

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CHAOS PESTIGOR MUSICIAN & STANDARD.....£6.00

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CHAOS SPACE MARINES COLLECTORS' GUIDE£5.00

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Euro	€ 8.00		

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CHAOS BEASTMEN CHARIOT

In battle, Tuskgor chariots surge towards the enemy at breakneck speed, driving through the ranks of the foe with unstoppable force and scattering them as the Beastmen and Tuskhors strike out with hooves, horns and blades. As with all scythed chariots, the Tuskgor chariot causes a destructive D6 +1 impact hits, however, on the turn the chariot charges the Tuskhors receive a Strength bonus of +2, giving them an increased Strength of 5 and allowing the chariot to simply smash through enemy units with multiple high Strength attacks.

This boxed set contains 1 Chaos Beastmen Tuskgor Chariot, designed by Alex Hedström, and Trish Morrison.

This model requires assembly.



CHAOS PESTIGOR HERD

The toughest, strongest and most disciplined of Beastmen are known as Bestigors. The most favoured of all Bestigor may even bear the Mark of one of the Great Powers such as Nurgle. Bestigor marked by Nurgle are called Pestigors and, due to the horrible array of putrid disfiguring diseases blessed upon them they cause *fear* in their enemies, allowing them to automatically break any enemy unit they defeat in combat.

These models require assembly.

Gouge-horn: *This blister pack contains 1 Pestigor Champion, designed by Aly Morrison.*



Musician & Standard: *This blister pack contains 1 Standard Bearer and 1 Musician, designed by Aly Morrison.*

Pestigor: *This blister pack contains 2 Pestigor, designed by Aly Morrison.*

CHAOS OGRES

Ogres are large monsters, with the basic form of a Man but twice as tall and infinitely more savage in appearance. They can be armed with double-handed weapons increasing their basic Strength of 4 to 6 and this combined with their 3 Attacks gives a unit of four Chaos Ogres an impressive 12 Strength 6 attacks, allowing them to easily deal with the toughest of opponents.

Boxed set: The Chaos Ogres Command boxed set, designed by Aly Morrison, contains parts to make 1 Chaos Big Ogre, 1 Chaos Ogre Musician and 1 Chaos Ogre Standard Bearer.

Blister pack: Designed by Aly Morrison, the blister pack contains 1 Chaos Ogre.

These models require assembly.



Big Chaos Ogre (Unit Champion)



Chaos Ogre Standard Bearer



Chaos Ogre Musician



NEW RELEASES

DAEMONETTES ON STEEDS

Mounted Daemonettes are the hunters of the Darkling Prince – one lure among many that he uses to ensnare new souls. These siren-hunters use the speed of their steed to toy with their mortal prey, oft-times delaying the moment of the kill in favour of prolonging the suffering of their quarry. Mounted Daemonettes are fast cavalry with a movement of 10" and a charge of 20", making them an extremely flexible unit that can easily out-maneuvre an enemy and strike at weak points within its battle-line.

This blister pack contains 1 mounted Daemonette, designed by Juan Diaz.

These models require assembly.



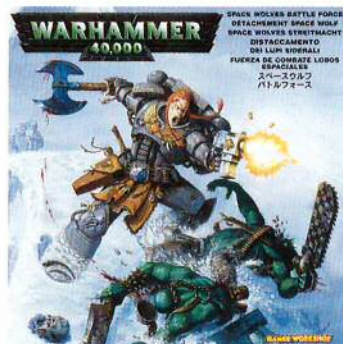
SPACE WOLVES BATTLE FORCE

The Space Wolves Battle Force boxed set is the ideal way to start your Space Wolves army or expand an existing one. Grey Hunter and Blood Claw packs form the core of any Space Wolves force. Extremely versatile, they can easily hold a defensive position, unleashing a deadly rain of bolter fire as the enemy move forward. They can also be carried within a Space Marine Rhino transport vehicle or ride powerful Space Marine bikes, allowing them to quickly take the fight to the enemy.

The Space Wolves Battle Force plastic boxed set contains enough parts to make:

- 10 Space Wolves Grey Hunters
- 10 Space Wolves Blood Claws
- 1 Space Wolves Rhino
- 3 Space Wolves Bikes

These models require assembly.



CHAOS SPACE MARINE MEGA FORCE BOXED SET

The Chaos Space Marine Mega Force boxed set is the best way to collect a complete Chaos Space Marine army in one go. Containing 1 Elites choice, 2 Troop choices, 1 Fast Attack choice and 1 Heavy Support choice. It has everything you need to create a Chaos Space Marine army and start your campaign of terror against the forces of the Imperium.

The Chaos Space Marine Mega Force plastic boxed set contains:
8 Khorne Berzerkers
12 Chaos Space Marines

1 Chaos Rhino
3 Chaos Space Marine bikes
1 Chaos Defiler
These models require assembly.



CHAOS SPACE MARINES COLLECTORS' GUIDE

WARHAMMER
40,000

GAMES
WORKSHOP



CHAOS SPACE MARINE COLLECTORS' GUIDE

The *Chaos Space Marine Collectors' Guide* is the definitive tome for anyone interested in the Chaos Space Marines miniatures range. It's ideal for anyone who collects Chaos Space Marines, containing the full range of Chaos Space Marines models and their component parts. The *Chaos Space Marine Collectors' Guide* is far more than a simple catalogue – it also includes a number of other features such as painted examples of Chaos Space Marines Traitor Legion colours, some fantastic armies painted and collected by Games Workshop staff, conversions, Golden Demon winners and great dioramas. So, whether you are a hardened Chaos Space Marine veteran or building your first army, this is one book you really can't do without!

As is traditional with the release of a new Armies book, Gav Thorpe explains some of the thinking behind the latest addition to the Warhammer world – the new Beasts of Chaos book.

Warhammer chronicles

Beasts of Chaos Designer Notes

Only the newest members of our gaming community (or perhaps a blind, deaf troll hidden under a bridge) would be unaware of the growing threat of Chaos in the Warhammer world. As declared in the Hordes of Chaos book, we continue the documentation of these dread legions in Beasts of Chaos. This volume works as a stand-alone Armies book just like any other, but can also be used with Hordes of Chaos. I'll explain more about this later.

LEGACY OF THE BEASTS

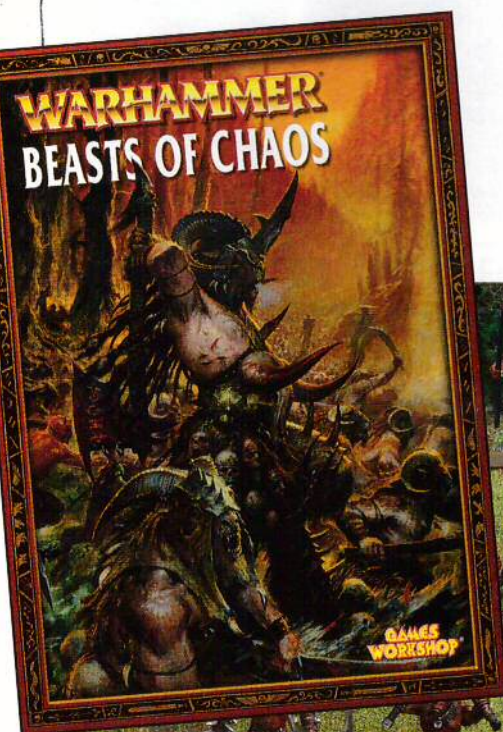
The first things I looked at when it came to writing the proposals and briefs for Beasts of Chaos were our previous renditions. As with Hordes of Chaos, my aim was very much to capture the chaotic essence of the original Realm of Chaos books from 3rd edition Warhammer. In truth, the Beastmen have evolved less in the last fifteen years than their warrior and daemon counterparts, and much of that original material still holds as true today as it did then.

This made the job a whole lot easier, as you can imagine. Rather than spending time re-presenting background, or trying to 'massage' the history into something that was more fitting to the present day depiction of the Warhammer world, I could focus my efforts working on the army itself.

ROMANS AND GERMANS

It has been my goal, since taking on the mantle of Loremaster, to make sure that each Warhammer army not only looks different, but plays differently as well. I think players should choose their armies based not only on their aesthetic values, but also their playing style. I fondly imagine that we're doing a pretty good job of that at the moment, and I was sure that I wasn't going to buck the trend with the Beastmen. So, what would make for a really characterful army?

Well, like many things Warhammer-orientated, my inspiration came from history – and the original Beastmen background. In essence, the Beastmen are akin to the Germanic tribes that fought against the Roman legions two thousand years ago; tribes such as the Goths, Saxons, Visigoths, Angles,



A mighty Wargor leads the herd to battle.

Ostrogoths, Alamanni and Jutes. I found particular interest in the defeat of the Romans by Arminius in 9AD. Accounts of this tell us that the Germans painted their bodies, made a great clamouring with their weapons and shields, and generally 'psyched themselves' up for the battle before descending on the Romans. This is pretty much the archetypal barbarian image we have today. However, the important point is that it fooled the Romans into thinking that the forests were swarming with Germans, unnerving them even further. So, when Arminius attacked, his foes were already on the back foot and scared.

Which is all very interesting as a history lesson, but what's that got to do with Beastmen? Well, let me explain. The Beastmen are the German tribes of the Warhammer world. They lurk in the deep forests, raiding settlements, attacking supply caravans, ambushing armies whilst they're on the march (incidentally, Orcs are Warhammer Scots, raiding out from their highland homes, but that's not important right now). I wanted the Beastmen to fight on the tabletop the same way. I wanted someone who was facing a Beasts of Chaos army to be unsettled, unsure of what they're facing, unable to predict the direction of attack.

To this end, I invented the Ambush rule, which many of you will have seen in the preview in White Dwarf 275. This enables certain Beastmen units to be set up in ambush. These units are not deployed as normal, but instead can be brought on in a later Movement phase when the General gives the signal.



A bloody standard is raised triumphantly in the smouldering ruins of an Empire farmstead.

Although Beastmen are quite adept at this type of warfare, I didn't want them becoming too efficient – it didn't suit their Chaotic character. Basically, each ambushing unit has to take Leadership test, if it fails the unit appears, not where you want them, but at a random point on the table edge!

BEASTS IN THE FOLD

Another thing that nagged me about earlier attempts at a Beastmen army was its lack of, well, 'Chaos-ness'. Beastmen moved around in orderly units, with the little ones over there, the medium ones over there, and the big ones all together in another orderly unit. This wasn't really doing the Beasts justice, as they certainly

WHAT ARE THE BEASTS OF CHAOS?

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

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

Shunned and abhorred by every other race, the Beastmen are bitter creatures, driven by animal rages and a highly destructive instinct. They do not seek conquest or glory, they fight only to bring ruin to others, to sow destruction and discord and bring other races to their knees. In particular, they despise the humans who they can never be, filled with self-loathing that turns to aggressive hatred. They are a constant threat, hiding out in the wilds of the world, favouring heavy woodland areas where they can remain hidden from the eyes of civilised races. But even in the lands of the south, in chivalrous Bretonnia and the bright lands of Tilea, and far to the east across the Mountains of Mourn, the ancient forests and desolate foothills harbour hidden Beastmen lairs. In the Old World they are particularly populous in the Drakenwald and the Forest of Shadows, but are found as far afield as Cathay, the Southlands, and the massive forests west of Naggaroth.

Beastmen live in roaming warbands led by the strongest among them.

Beastmen hordes are extremely dangerous in battle; a ferocious horde of brutish warriors, great lumbering chariots, packs of slaving Chaos Hounds and bands of larger beasts eagerly tear apart any enemies that dare to stand in their way. The Beastmen pour from their forests in endless masses, stretching across the horizon. Often the horde breaks quickly into warring factions, for the Beastmen are children of Chaos and organisation so order is an alien concept to them.

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



Tuskgor chariot



Chaos Ogres



Pestigors

don't make such distinctions themselves, and it also meant that they fought a bit like a brown Orcs & Goblins army (like 'Beastie Boyz', I guess).

So, combined with the Ambush rule are the Raiders rule and mixed Beastherd. Dealing with the Raiders rule, this means that units that have this rule operate using a cross between the normal rules and the skirmishers rules. They have a great deal of flexibility of movement, but lack some of the sturdiness of a fully ranked unit. To further push the wild nature of the Beastmen, I introduced the 'unruly' into the Raiders rules, which means that every turn these units have a 1 in 6 chance of haring off after the enemy rather than doing what they are told. This seemed to fit well with the headstrong nature of the Beasts, and because it emphasises movement rather than staying stationary, isn't too similar to the greenskins' Animosity.

To get across the eclectic nature of the Beastmen, I also created the Beastherd, which means that players field Beastmen Gors and the smaller Ungors in mixed units. Though the rules for dealing with all of these seem quite long on paper, the army's actually quite straightforward to use.

NUMBERS OF THE BEAST

In addition to revitalising the existing Beastmen units, it was time that a few old favourites were brought back into the army list. The two most prominent of these are the Centigors and the Dragon Ogre Shaggoths.

Back in the Realm of Chaos days (when everything was made of wood), Centaurs were an integral part of any Chaos army. However, over the years, they fell out of the army list. To make something distinct for this list (after all, some people think that perhaps Centaurs should be in the Wood Elf list!), and to continue making Warhammer as unique as we can, I opted for Beast-centaurs.

Traditionally, Centaurs have been imagined as half-man, half-horse. I thought that Beast-centaurs should be half-Beastman, half-quadruped creature. Thus, the Centigors were created, another variation on the Beastmen theme like Bestigors and Minotaurs. I think their speed is an important factor for any Beastmen general, and I suspect that most Beasts of Chaos armies will include at least one unit. However, just like the Centaurs of Greek legend who indulged in bacchanalian rites, Centigors are quite frequently drunk to the point of nearly falling over. In game terms, this has the effect of them being prone to bouts of *stupidity* or drunken rages (becoming subject to *frenzy*).

Shaggoths were another axe I had the opportunity to grind. The Dragon Ogres

as portrayed in Realm of Chaos were behemoths – literally half-Dragons who could break entire armies. Over the years, they became a unit type, and over subsequent editions of the Chaos army, have been lessened in power. Now, I didn't want to do away with Dragon Ogres altogether (I might get lynched by existing players), but I did want to go back to that original image. I wanted to do a proper Dragon Ogre, like what they used to be...

Enter the Shaggoth! This monstrous beast is the granddaddy of all Chaos creatures. Almost as big and tough as a Dragon, able to smash a swathe through entire regiments, the Shaggoth is what an ancient Dragon Ogre becomes. There are two ways of using a Shaggoth in your army. The first is as a monster just like a Giant or War Hydra. So powerful are these creatures that they take up a Rare and a Special. They also refuse to fight for a daemonic general, stopping the practice of fielding a Greater Daemon and Shaggoth in a 2,000 points army! Alternatively, you can field a Shaggoth Champion, which gives the Shaggoth a Mark of Chaos like Beastlords or Doombulls. The Shaggoth Champion uses up a Lord and a Rare choice, and is treated just like any other character – in fact, it can even be your army general!

WALKING WITH BEASTS

Of course, Beasts of Chaos isn't just about the Beastmen themselves. There's all kinds of other creatures in there, including Minotaurs, Chaos Giants, Chaos Trolls and Chaos Spawn. Not only that, but as mentioned earlier, all of these units can be fielded to a greater or lesser degree in any Chaos army, and units from Hordes of Chaos can be taken in a Beasts army.

This works exactly the same way as outlined in Hordes of Chaos. If you have a Beasts General, then any Mortal or Daemonic units count as Special, while Beasts units count as Special in an army led by a Mortal or Daemonic General. In addition, Beasts characters can't join Mortal units, and vice versa, as they don't get on too well with each other (trust the followers of Chaos to be able to fall out over anything!).

All of which made it a lot trickier to balance the army, obviously, as the possible combinations of magic items and troop types grew vast. However, I believe that on the whole, a Chaos army has its benefits and its downsides. One of the benefits is the vast array of different units and monsters you can field, the downside is that there never seems to be quite enough points to get everything you want.

BRINGING THE BEASTS TO LIFE

Finally, a mention has to go to the superb design work that was put into the project. The quality of the miniatures, the artwork and graphics of the book, are the best in any Army book to date, and since we're following on the heels of Hordes of Chaos, Tomb Kings and Lizardmen, that's quite an achievement! Alex Hedström has excelled himself with the plastic regiment, the fearsome Centigors and Beast characters, and I expect his Shaggoth to cause even more drooling than the Archagon miniature! Also credit to Aly Morrison for the Khorngor, Pestigor and Chaos Ogres, and Trish Morrison for the noisome Chaos Trolls.

The book itself is lavishly designed, with some entertainingly disturbing graphics by Nuala Kennedy and Alex Boyd, and some fantastic artwork by all of the illustrators. I know this is starting to sound like an awards acceptance speech, but when you see Karl Kopinski's depiction of the creation of the Chaos Wastes, Paul Dainton's Shaggoth or Adrian Smith's 'The Challenge' you'll know why they deserve the praise.

Well, so long and thanks for all the fishmen...

Erm, I mean Happy Gaming!



Gorthor the Beastlord brings ruin from the depths of the forest.

With Beastmen attacking all along the Empire frontier and laying to waste everything in their path, 'Eavy Metal's Mark Jones shows us his step by step guide on how to create a ruined farmhouse for use in your games of Warhammer Fantasy Battle.

MODELLING WORKSHOP

Building a Ruined Farmhouse



Mark adds the final details.

MATERIALS NEEDED

- 5mm thick foamboard
- Thick card
- Sand/gravel/flock
- Ready-mixed Polyfilla
- Thin balsa wood/ Lollypop sticks
- Texture paint

TOOLS REQUIRED

- Modelling knife
- Steel ruler
- PVA glue
- Templates

A ruined building is such a classic image that it will happily fit into anybody's collection of wargame terrain. As well as creating atmosphere on the gaming table, it has the advantage of being easy to build. This particular ruin is a burnt out Empire farmhouse, built by Mark Jones for the Beasts of Chaos Armies book. We were lucky enough to be able to tear Mark away from working on his latest project long enough to produce this guide to building a set of ruins for yourself.

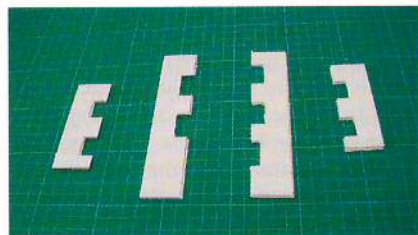
After the dimensions of the building were carefully calculated, a set of templates for all of the sections were drawn onto a piece of paper. A copy of the templates can be downloaded at:

www.games-workshop.com/beastmen

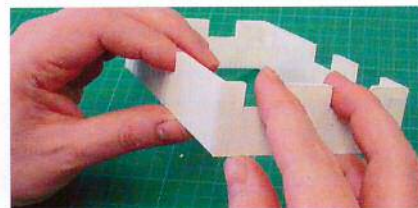
CONSTRUCTION

Trace the outline of the templates onto the sheet of foamboard. You should end up with two end walls, one back wall and one front wall with a door marked on it. Cut out the walls using your craft knife, always making sure to

cut away from yourself to avoid accidents. At this stage, the walls will be easier to assemble if you don't cut out the door.

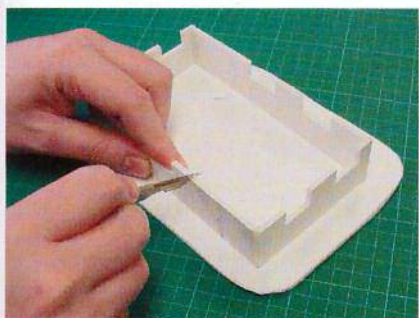
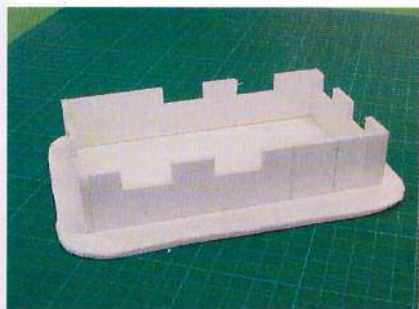


Glue the walls together with PVA glue. You can also use tape on the corners to help hold them together. There's no need to worry about taking the tape off, as it will be covered up when you texture the walls later on.

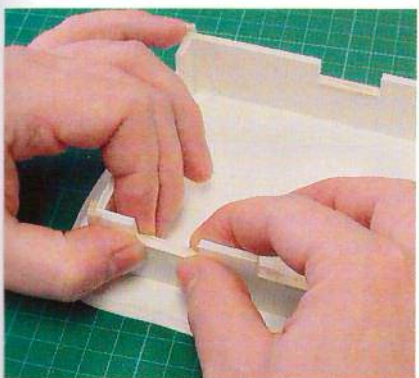


The Beastmen move through a ruined Empire village

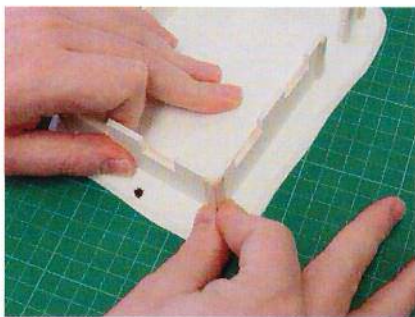
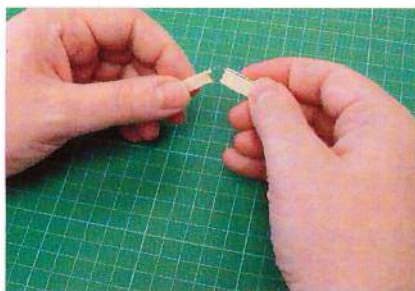
Cut out a piece of thick card or foamboard to act as a base for the ruins. The base should be at least 20mm wider (all around) than the ruins. Glue the walls to the finished base. Once the glue has dried completely, carefully cut out the doorway with your craft knife.



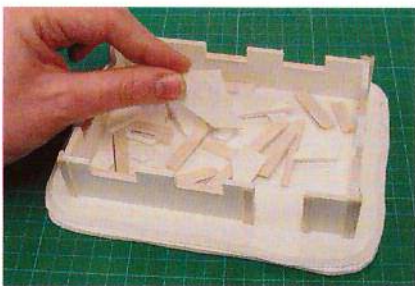
To give the house a more realistic appearance, use small strips of wood to show the remains of window ledges and the wooden framework of the walls. Cut out a set of balsa wood strips, four of them 6mm wide and 25mm long and another four, 6mm wide and 20mm long. The long strips will act as the window ledges on the front and back walls, while the shorter ones will do the same for the end walls. Glue the window ledges in place using PVA glue.



Make another four strips, 6mm wide and 70mm long for the remains of the timber frames of the house. Take each strip and break it roughly in half, this will give the tops of the frames a splintered and broken appearance. Glue these pieces to the corners of the ruin.



Now that you've finished assembling the basic structure of the house, it's time to start turning it into a proper ruin. First, use your craft knife to cut into the tops of the walls, giving them an irregular, broken shape.



Then use the filler to build up an uneven floor inside the ruins and around the outer walls. With the level built up a little, gather up any scraps of foamboard from earlier, along some more strips of 6mm wide wood, broken into varying lengths. Glue the strips of wood into the ruin to represent fallen wall and roof timbers, along with bits of foamboard as pieces of collapsed wall.

PAINTING THE RUIN

Paint the ruin with textured paint, being careful to avoid the wooden parts. When the textured paint has dried, undercoat the model with Chaos Black spray. Once the undercoat is dry, paint the walls with Dark Flesh paint.

To keep the burnt-out appearance of the ruins strong, allow the black undercoat to remain on the inside of the walls and drybrush Chaos Black back onto the area near the tops of the walls when you've finished painting them.

Drybrush the walls, first with Red Gore and then Blood Red paint, to build up the remains of the original colour of the farmhouse. Some of this colouring can also be used on the foamboard pieces inside the ruin, to make it look more like collapsed pieces of wall.

Drybrush a mixture of equal parts Chaos Black and Codex Grey, with a small amount of Rotting Flesh, onto any of the wooden parts of the ruin. The same mix can be used lightly on the inside walls and on any debris inside the ruin which has not been painted to look like wall fragments.

With the ruin itself finished, paint the base of the model to suit your own gaming table.



SUMMARY

As you can see, building the ruin is pretty straightforward. Once you've built your first model, it's easy to introduce variations, like higher walls or the remains of a shattered door. For our table, we decided to make a ruined barn to go along with our farmhouse. We even added a trampled field later on. The fun of building ruins is that you get to experiment with building scenery in new ways without worrying too much about the results. After all, it is ruins you're creating.

There's always lots to see and do at the biggest hobby show of the year. We've made some changes so you'll have more opportunities to see some of the highlights of the event, like Golden Demon and the Design Studio. From awesome Mega-Battles to hanging out with the heroes of the hobby, there's almost too much to see and do!

WHERE TO GO & WHAT TO SEE

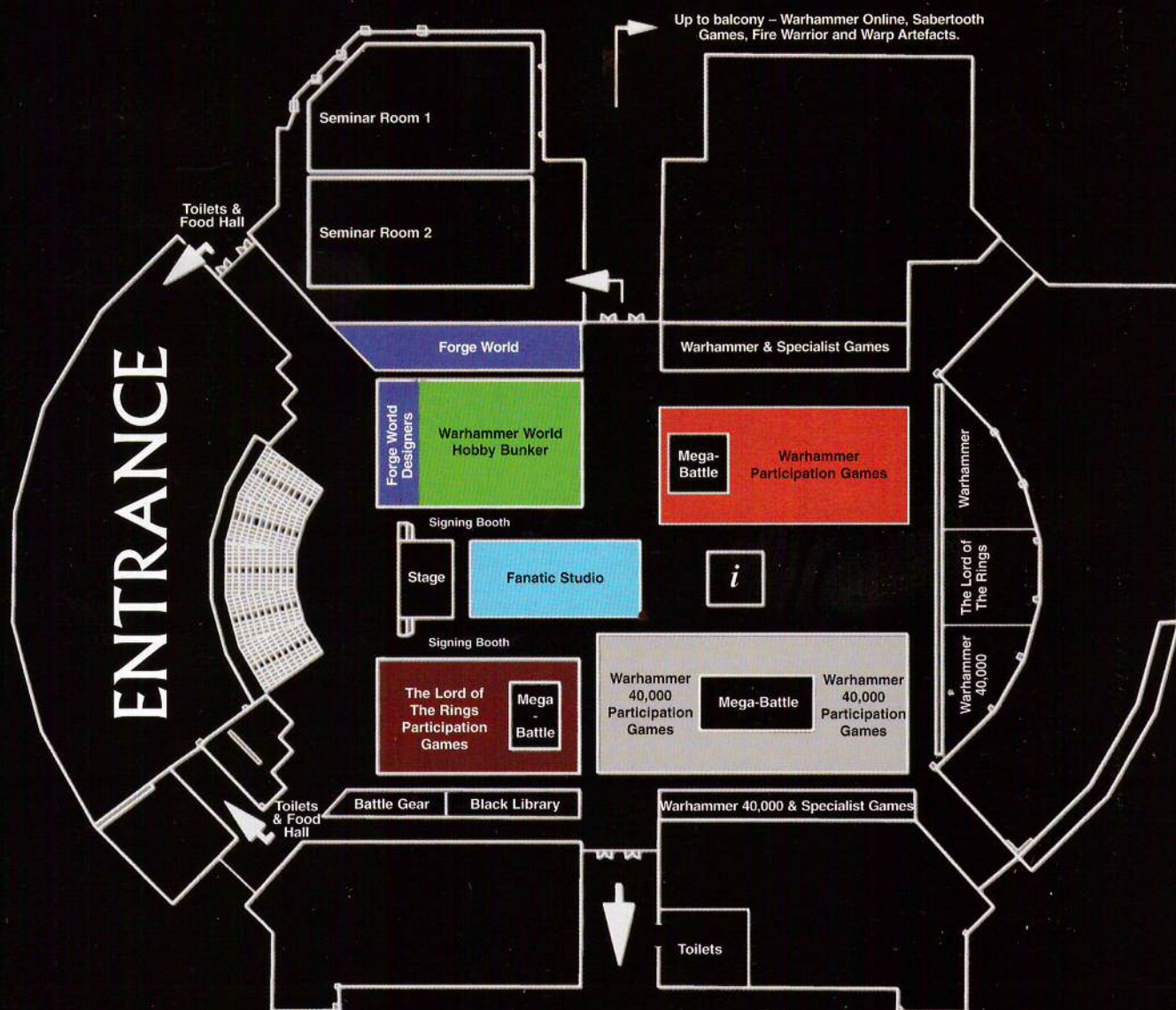
How to find everything at Games Day 2003

The Main Arena

To help you find your way across the vast area of the National Indoor Arena, we've drawn you a detailed map of the area with everything marked on it.

If you have any trouble finding any of these areas on the day, don't forget to make your way to the centre of the arena where you'll find the Information Point (i).

	Forge World		Warhammer
	Hobby Bunker		Warhammer 40,000
	The Lord of The Rings		Studio & Displays
	Fanatic Studio		Golden Demon



Lower Hall
(Golden Demon, Design Studio & Games Workshop Archive.)

MEGA-BATTLES



The Sundering of the Elven Kingdoms

Witness the battle that shook the Warhammer world! The High Elf kingdoms were once torn asunder when brother fought brother in a bloody civil war that led to the creation of the evil Dark Elves. We recreate the epic final conflict as the legions of Malekith the Witch King confront the noble armies of Prince Calador in an attempt to seize the Elven throne by force.



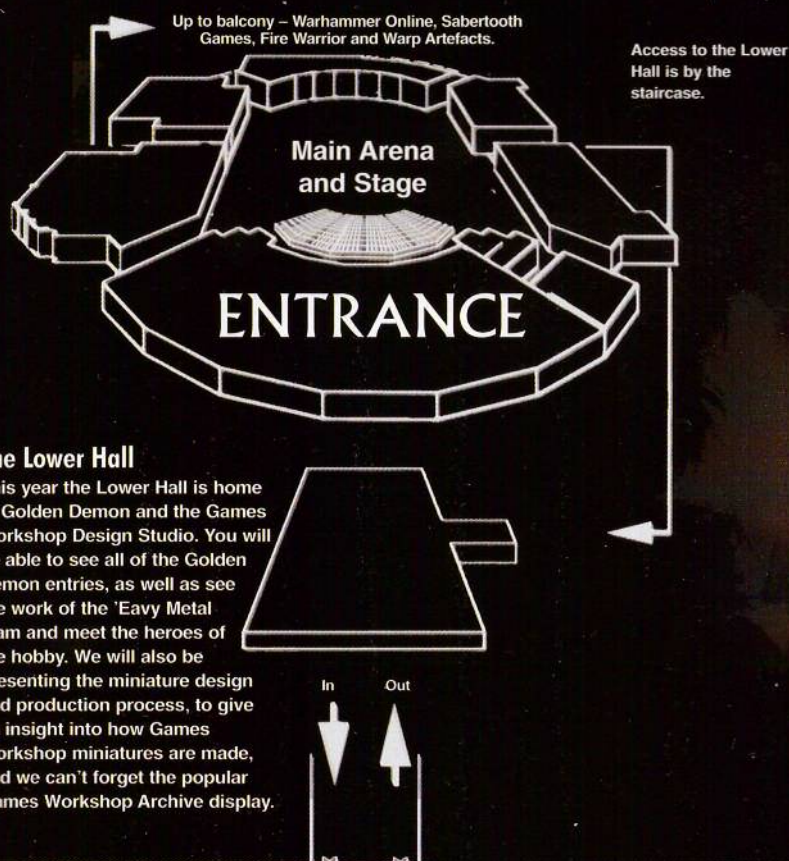
Titan

As Abaddon's forces rampage across the galaxy, Imperial forces launch a daring ploy to halt the relentless advance of Chaos. With the forces of the Warmaster drawing nearer, a contingent of the Adeptus Titanicus is ordered in to blunt the traitor force's spearhead and buy time for this desperate mission! Join in this game of literally titanic proportions and take control of one of the 20 Warhound Titans featured in this mega-battle.



The Defence of Helm's Deep

We recreate the siege of Helm's Deep, including both the massive gateway of the fortress and the extensive Deeping Wall fortifications. Will you side with Saruman and his fighting Uruk-hai or take up your sword to defend Rohan with the heroes of Helm's Deep?



The Lower Hall

This year the Lower Hall is home to Golden Demon and the Games Workshop Design Studio. You will be able to see all of the Golden Demon entries, as well as see the work of the 'Eavy Metal team and meet the heroes of the hobby. We will also be presenting the miniature design and production process, to give an insight into how Games Workshop miniatures are made, and we can't forget the popular Games Workshop Archive display.

Golden Demon Registration

To book in your entry please go to door CH10 on the Ground Level of the North Car Park at the NIA. You can register your entry between 9.00am and 12.00pm.

- 9.00am - 12.00pm Entry Registration.
- 12.30pm Golden Demon First Cut.
- 1.00pm Miniatures not in the winning entries area may be collected.
- 2.30pm Final judging complete.
- 2.45pm Category Winners assembly by main stage in the Arena.
- 3.45pm Golden Demon Slayer Sword award.

DEFENDERS OF THE IMPERIUM



The Imperial Guard is the largest and most diverse organisation the galaxy has ever seen. It contains billions of men from a million different worlds. Half-feral savages march alongside former hive plant workers. Men whose home was blistering desert, tropical jungle, icy steppe or desolate moorland are united under the banner of the Imperium of Man. The entire diversity of the massive Imperium is encapsulated in its ranks.

Of all the armies in Warhammer 40,000, the Imperial Guard has the potential to field the most models. This needn't be the case, but if an impressively large army is what you are looking for then you need look no further than the Imperial Guard. Even with a generous amount of vehicles, an Imperial Guard army can field upwards of a hundred men in a standard 1,500 points game, and the sight of so many figures arrayed in close order firing lines beneath their standards is an awesome sight.

Next month sees the the release of this splendid new codex. In it you will find full rules for fielding the Imperial Guard as well as rules for creating your own unique regiments.



CODEx IMPERIAL GUARD PREVIEW



Dust and smoke fogged the street and the distant booms of artillery had merged into one continuous rumble. Stone chips jittered on the ground, shaken loose by the passing of the clanking iron monsters advancing cautiously down the centre of the street. Lieutenant Ressoan led his infantry platoon of the Cadian 175th strung out along the line of Leman Russ battle tanks and a Hellhound, warily scanning the buildings to either side of his men. Any one of them could contain Orks, and enough tanks had been lost to infiltrating greenskins for them to be anything less than totally vigilant. Only Commissar Daskim did not watch the buildings, his gimlet gaze never leaving Ressoan, alert for any signs of cowardice or weakness. The bass rumble of the tanks' engines

deepened as they halted, some hundred metres before an intersection. A fallen statue, blackened by fire, lay broken in the centre of the junction and flames flickered from smouldering piles of smashed rubble. Ressoan held up his fist and signalled his squads to move up with a chopping gesture. As the infantry hurried forwards to secure the junction, the top hatch of the lead Leman Russ opened and a crewman took position on the pintle-mounted storm bolter. Ressoan jogged to the corner of the crossroads and crouched, risking a quick glance around the corner. He saw yet another ruined street, shelled to oblivion by Ork and Imperial artillery, a score or more potential lairs for Ork Kommandos armed with rokkits.

No sooner had he formed the thought than a string of bright flashes erupted from the building before him. Wildly corkscrewing rokkits slashed from a blackened window, two miraculously managing to impact on the armour of the nearest Leman Russ with an almighty clang. One ricocheted upwards and Ressoan flinched as it detonated above the tank, lethal shrapnel shredding the pintle gunner to red ruin. The second found its mark, slamming through a hastily welded replacement armour plate and exploding within the vehicle. The charge had not the power to destroy the tank completely, but it shook and rang as shrapnel pulped everything inside to a red mist. Black smoke boiled from the top hatch as the Hellhound behind gunned its engine, slewing



around the stricken Leman Russ. 'Spread out!' yelled Ressoan, shouldering his rifle. 'Return fire!' A weapons team sent a missile sailing into the building where it detonated with a hollow boom. Smoke belched from the window and puffs of dust were thrown up by lasbolts as the crack of gunshots echoed along the street. Crude small arms fire rattled from the building, ripping across the street and cutting down three of Ressoan's men. The Hellhound drove up to its front, fire flickering at the nozzle of its weapon and Ork projectiles ringing from its hull, as the Leman Russ tanks spread out and brought their turrets to bear.

"On your feet!" shouted Ressoan as he saw what would happen next. He and his platoon charged towards the

building as an enormous tongue of flame whooshed from the Hellhound into the building. Arrows of fire blasted from each window as the sticky promethium filled the interior. Another sheet of liquid fire bathed the upper floors and howling greenskins hurled themselves from windows, desperate to extinguish the flames. Twin detonations from the following Leman Russ blew the front of the building clear, huge chunks of grey stone toppling to the street and crushing flaming Orks as the battle cannon shells hammered the structure. Lasfire from Ressoan's platoon ripped through the few survivors, cutting down those who, incredibly, still lived despite the searing flames. An Ork, blazing from head to foot charged from the rubble, bellowing its defiance

even as it burned to death. Its massive fist clubbed a weapons' team to death before a shot from Ressoan's lasgun blasted the back of its head clear. Still it fought on, cleaving Commissar Daskim in two with a swipe of its cleaver before a volley of heavy bolter fire dropped it to its knees.

After Ressoan's platoon had made sure the rest of the junction was secure, the tanks rumbled back into line and he ordered his men to gather the weapons and ammunition of the dead. He consulted the soot-stained map he'd been given before leaving the forwards base of operations this morning, and glumly realised they had another two junctions to clear before they reached their objective.



SWIFT AND DEADLY

MOUNTED DAEMONETTES ON THE WARHAMMER BATTLEFIELD

The wind carried haunting cries through the raging blizzard from all around the archers, strange musical calls that danced through the air. As they gained in volume, Kobach gave the command to halt, and his bunched fist brought the soldiers to a stop on the icy road. "Form up!" Kobach barked, his breath frosting the cold air. His men complied with a military precision learned over many campaigns. Despite the bulk of their cold-weather furs, the Kislevites swivelled as one to face the woodlands that bordered the road. The Boyer, Kobach, ignored the

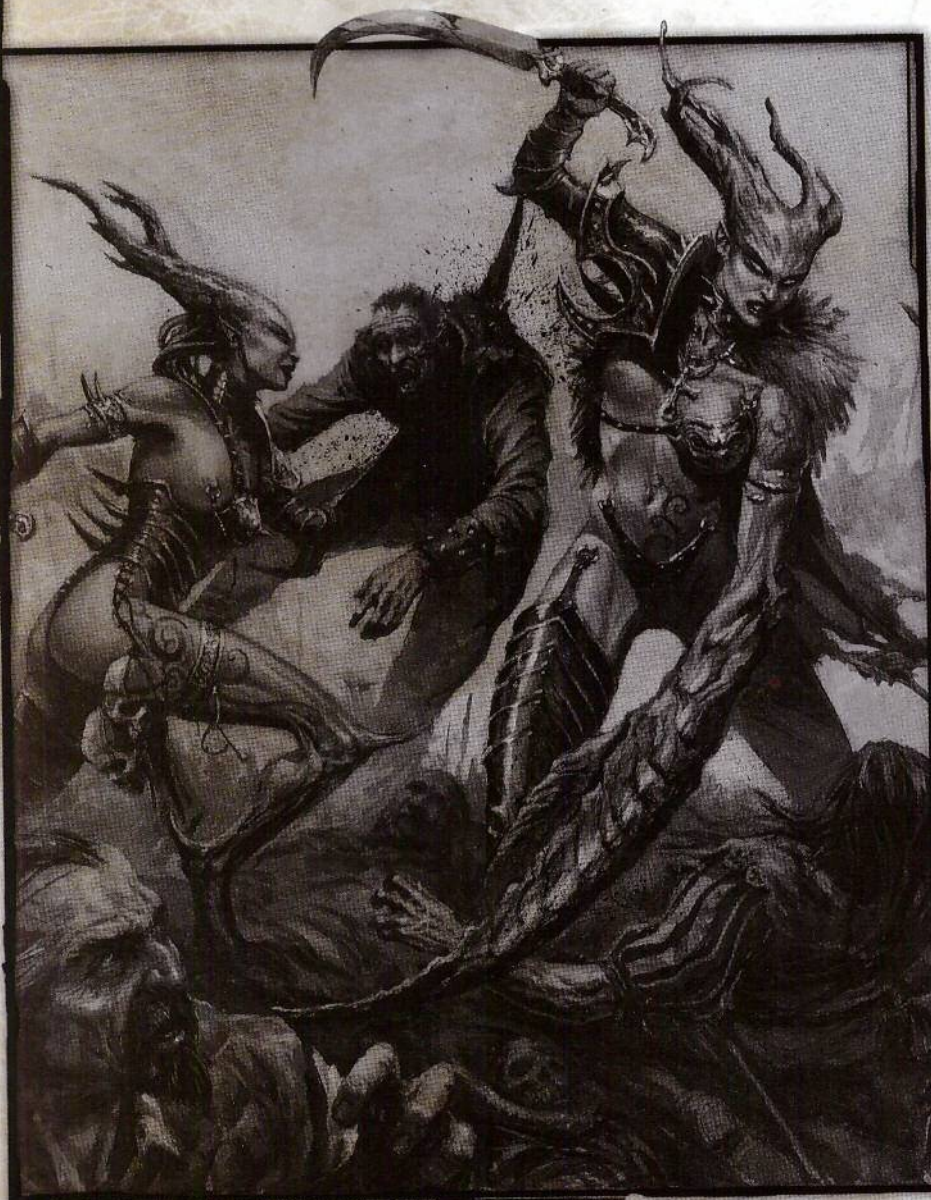
chill wind that whipped across his face and instead listened to the strangely enchanting sounds that drifted on the raging blizzard. They spoke to his deepest fears, echoing those he had heard in dreams ever since his patrol had entered the white wilderness north of Praag.

The lilting melody increased in intensity, reaching a crescendo, the strange otherworldly sounds at once jarring and caressing Kobach's nerve. A cry of alarm made Kobach's head snap to the left, breaking his reverie, his eyes glimpsing for a second a dark shadow through the snow.

The silhouette was gone before he could focus. Around him now he heard the mutterings of his men as they recalled the old tales of the she-daemons, whose enchanting songs could rob a man of his senses. Here and there a handful of men tore strips of cloth from blankets and coats to bind their ears against the sound, desperate to block out the siren song. "Steady lads," Kobach called to his men, his calm voice masking his own fears as he tried to dispel the unease that spread like wildfire through the ranks.

As the blizzard continued to rage around the beleaguered Kislevites, unease swiftly turned into near panic as tendrils of mist rose and coiled around them. A cloying and pervasive perfume rose with it, heightening senses and fears. Visibility, which had already been poor, now deteriorated to the point where Kobach could no longer see the edge of the roadway, though he knew it to be mere feet away. The scent of the mist tugged at Kobach's mind and soul, at times numbing the fear he felt, at others heightening it to near unbearable proportions. As he struggled with his own terror a warrior fled the ranks, his form swallowed in mist and snow before Kobach could react. The otherworldly cries instantly ceased as Kobach lost sight of his comrade. A deathly silence settled over the huddled company, and Kobach strained to hear a sound, any sound, other than that of his own frantically beating heart and the howling torrents of snow. Then suddenly, without warning, the blizzard ceased, the winds died away and an eerie silence fell.

The silence was broken as a musical bellow split the chill air. Screams of terror and warning came from Kobach's left. He watched frozen with horror as sinuous creatures dashed out of the mist, thin heads twitching from side to side in quick movements like unearthly raptors. Astride them rode lithe female figures, their pale skin in stark contrast to the brilliant patterns and colours of their steeds. The attackers darted forward, the hues on the skins of the mounts rippling and flowing like oil on water. Behind them an almost impossibly tall shadow of a lithe, four-armed form appeared through the mist that





now receded as quickly as it had come. As his terrified mind raced, Kobach recognised the Soulrender of half-believed tales.

The Kislevites retreated almost as one before the attack, leaving a handful of men behind, their bound ears deafening them to the shouted warnings of their comrades. Unable to help, Kobach watched as the bird-like Daemons flitted forwards, their riders imparting delicate slashes that took the eyes of their victims before they were even aware of the danger. As he ordered his terrified soldiers to ready their bows, Kobach's last sight of those that had been left behind was the Soulrender tearing each man limb from limb in a graceful dance of carnage. As the last man died, the Daemonettes gazed across at the surviving soldiers, predatory smiles and needle-sharp teeth visible even at that distance. They started towards Kobach's men while the Soulrender remained where it was, toying with the entrails of the slain. Faced with a target, Kobach's training took over and he readied his surviving men to fire a volley. He opened his mouth to give the command but with a freak gust of wind his target was lost in a flurry of snow. When it cleared, the Daemons were gone.

Without warning, the screams began from the rearmost ranks as the Daemonettes cut into the unprepared soldiers. As his men reformed to face the threat, Kobach attempted to understand what had happened. Although his conscious mind knew that the creatures must have skirted around his unit during the flurry, the speed that their steeds possessed almost defied belief. Trying to quell his fear, he pushed his way to where the Daemons were slaughtering his men. Kobach found himself gazing up at a pale-skinned Daemonette but, as he raised his axe to cut down the delicate abhorrence, his gaze met that of the Daemon.

His conscious mind tried to goad his body into action as he stared, ensnared by the perverse beauty of the creature, but the seductive power of the Daemonette was too strong, too pervasive. As he stood enraptured, the steed lashed out with its impossibly long tongue. As it enfolded him in its glistening embrace, Kobach was started from his reverie. Frantically he struggled with all his strength, his desperate efforts pitching him into the mud, and the beast released its grip. Still on the ground, Kobach lashed out with his axe, the keen blade cutting into the leg of

his opponent's steed. The creature screamed in shrill pain and flinched away, the Daemonette rider gracefully maintaining its balance atop the bucking creature.

Taking the opportunity, Kobach clambered to his feet, and swung his axe once more. This time the steed dodged aside from the blow, faster than Kobach would have believed possible, and the axe cut only air. The Daemonette vaulted gracefully from its mount, eyes glinting. Again Kobach felt the tug of its horrific allure, but with a supreme effort of will was able to resist the call. Unfortunately, his brief hesitation was all the Daemonette required. It darted forward and slashed Kobach from groin to chest with a disturbingly delicate stroke that severed flesh and bone. Kobach collapsed backwards into the mud, his axe abandoned as he tried to prevent his innards slipping out onto the roadway. The Daemonette flashed a predatory smile, its tongue flicking across pointed teeth before dashing towards its next victim. A comfortable warmth spread through Kobach's body as he lay on the ground, and a sudden tiredness pressed at his consciousness. As his men were butchered around him, suddenly the pain didn't seem so bad.

Daemonettes often ride into battle upon elegant mounts that are swifter than any mortal steed. Like all Slaaneshi creatures, these lithe daemonic mounts possess a disturbingly hypnotic appearance and unmistakable sinuous beauty. While at rest subtle colours and hues play

over the skin of the beast, beating out a hypnotic and seductive rhythm. As the creature moves, these patterns swirl and pulse in time with the skittering gait of the beast, smoothly and almost imperceptibly flowing from one form to the next. Mounted Daemonettes are the hunters of the Darkling Prince –

one lure among many that he uses to ensnare new souls. They will often stalk armies for days, preying upon the unwary, their haunting cries echoing in the dreams of those they hunt. These siren-hunters use the speed of their steed to toy with their mortal prey, oft-times delaying the moment of the kill in favour

of prolonging the suffering of their quarry. The steeds themselves fight with a ferocity at odds with their lithe appearance. Their barbed tongues lash out with deadly accuracy and speed, while the Daemonette's claws and swords slash and tear with exquisite precision and grace.



DAEMON UNIT

If the General of your army is a Mortal or Beast then Mounted Daemonettes count as a Special choice. If your General is a Daemon (ie, he has the Daemonic special rule) then Mounted Daemonettes instead count as a Core choice. Mounted Daemonettes count as having the Mark of Slaanesh for the purposes of choosing an army.

MOUNTED DAEMONETTES

Points/Model: 30

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	5	4	0	4	3	1	5	2	8
Mount	10	3	0	3	3	1	5	1	8

Unit Size: 5+

SPECIAL RULES

Aura of Slaanesh: Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any enemy unit in base contact with one or more models with the Aura of Slaanesh reduces its Leadership value by -1, to a minimum of 2.

Daemonic: Mounted Daemonettes are Daemonic creatures and are therefore subject to all the rules for Daemons included on the next page and on page 29 of the Hordes of Chaos Armies book.

Tongue Attack: The barbed tongue of the mount secretes an oily venom, a single drop of which can drive a man insane with delusions before killing him. Attacks from the mount count as Poisoned Attacks.

Swift Steed: Mounted Daemonettes count as Fast Cavalry. In addition, because of its preternatural dexterity, the mount always strikes first in close combat even against a charging enemy. If an opponent has the same ability, resolve the strikes in Initiative order – if these are the same, roll a D6 to see who strikes first. Note that this ability applies only to the mount, not to the Daemonette rider.



DAEMONIC SPECIAL RULES

The following rules apply to all Daemonic creatures. Non-Daemonic models may not join a Daemonic unit, and a Daemonic model may not join a non-Daemonic unit. The only exception to this is a character riding a Daemonic Mount, Steed of Slaanesh, Juggernaut of Khorne or Disc of Tzeentch.

Instability and Break Tests: When daemons lose a round of combat they must take a special Daemonic Instability test instead of a Break test. In multiple combats, each Daemonic unit must test separately. Use the following procedure to take a Daemonic Instability test:

1. Calculate combat resolution as normal.
2. Roll 2D6 and compare this to the daemons' Leadership value, with no combat resolution modifiers. If the roll is higher, the daemons lose their grip on the mortal world and

disappear from the battlefield. They count as destroyed.

3. If the unit does not instantly disappear, compare the dice roll to their Leadership value, taking into account any modifiers for combat resolution. For each point the unit fails its Instability test by, the unit suffers one additional wound. No saves of any kind are allowed against these wounds, including Ward saves, regeneration, etc. If characters are present in the unit, the controlling player can decide how to allocate wounds between the character/s and the unit.
4. If a Daemonic unit is wiped out by instability in the first round of combat, the enemy may overrun as normal.

Example: A unit of Mounted Daemonettes loses a combat by 4. The controlling player scores 7 on his 2D6 roll. This is lower than their Leadership of 8, so they don't disappear totally.

However, because combat resolution modifiers count for Daemonic Instability, their Leadership is reduced to 4 for the second part of the test. This means that the Mounted Daemonettes have failed the test by 3, and so the unit suffers three wounds.

Immune to Psychology: Daemons are immune to psychology.

Fear: Daemons are otherworldly entities that cause *fear* as described on page 81 of the Warhammer rulebook.

Daemonic Aura: Daemons are not of mortal flesh and have some immunity to mundane weapons. Daemons get a 5+ Ward save. However, this Ward save cannot be used against magical attacks (ie, spells and magic items).

Daemonic attacks: Being corporeal manifestations of Chaos, daemons' attacks are magical and can wound ethereal creatures, etc. This includes any special or ranged attacks they may have.





Ever since the publication of White Dwarf 274 containing Tim Eagling's '40K in 40 Minutes' article, players from across the UK have been enjoying this revolutionary approach to games for Warhammer 40,000. Now that we are ready to embark upon The Eye of Terror campaign we felt it was time to update those rules.

40K IN 40 MINUTES REVISITED

Eye of Terror Edition



Che Webster

WHAT'S IT ALL ABOUT?

Patrol Clash is short-form Warhammer 40,000. The games are designed to take around forty minutes to play (or less) and are meant to be fast

and fun. This is a set of rules to help players get a regular game when time is the most limiting factor. This is not a light set of rules but rather a fresh way to use the armies you already have.

RULES OF ENGAGEMENT: ARMY LIMITATIONS

Each player will need an army that conforms to the rules below:

- Armies are no more than 400 points.
- You must have one Troop choice.
- You may have one HQ choice, but no more than one.
- You may spend remaining points from anywhere in the Codex.
- No model can have more than 2 Wounds.
- No Special Characters.
- No 2+ saves.
- No vehicles with a total Armour value greater than 33. This is calculated by adding the Front, Side and Rear armour numbers. (Only count the Side once).
- All models must be WYSIWYG - 'What you see is what you get'.
- All models must be painted Citadel miniatures.

COMMANDERS

As you might not pick an HQ choice, the patrol should still have a commander who gives the orders and against which Leadership tests are made. This, of course, would be the most senior ranking figure. In the case of two figures being of an equal rank then the player may choose which is the patrol's leader, and only that figure may confer its Leadership bonus to friendly squads.

SCENARIOS

There are a number of scenarios in this pack which you can use. See the scenario sheets enclosed for more details.

TEAM PLAY

There is another way to use these rules if you have around an hour to play a larger game. Players can team up with two armies allied together for the battle and play against two other opponents.

TEAM ALLIANCES

Players will fight a battle with two armies allied together. Each army may ally only with the armies shown on the Alliances chart shown opposite:



	Space Marines	Imperial Guard	Eldar	Tau	Tyranids	Chaos Space Marines	Dark Eldar	Ork	Sisters of Battle	Daemon-hunters	Necrons
Space Marines	B	T	D	D	X	X	X	X	T	T	X
Imperial Guard	T	B	D	D	X	D	X	D	T	T	X
Eldar	D	D	B	X	X	X	X	X	X	D	X
Tau	D	D	X	B	X	X	X	D	X	X	X
Tyranids	X	X	X	X	B	X	X	X	X	X	X
Chaos Space Marines	X	D	X	X	X	B	D	D	X	X	X
Dark Eldar	X	X	X	X	X	D	B	D	X	X	X
Ork	X	D	D	D	X	D	D	B	X	X	X
Sisters of Battle	T	T	D	X	X	X	X	X	B	D	X
Daemon-hunters	T	T	D	X	X	X	X	X	D	B	X
Necrons	X	X	X	X	X	X	X	X	X	X	B

Simply cross-reference the races with whom you wish to ally. The following notations represent:

B = Battle Brothers — same army, so no problems.

X = Disallowed — cannot ally under any circumstances.

T = Trusted allies — no special rules, alliance is permitted.

D = Distrustful allies — permitted, but allied units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

You may only select to play with a team-mate who has an army you are permitted to ally with. Each player selects an army using the above Patrol Clash limitations. Taken together, the two armies should total no more than 800 points.

Before each battle the Command HQ must be decided using the following rule:

- Each player on the team rolls a D6, with the opponents witnessing the roll — re-roll any ties.
- The highest rolling player will lead the army in this battle. They are the Command HQ player.
- The Command HQ player will determine the sequence in which the combined armies' units move and fight.

TEAM SCENARIOS

Each game can use one of the following scenarios. To determine the scenario played, roll a D6 and consult the following table:

D6 Roll	Result
1-2	Recon
3-4	Cleanse
5-6	Patrol

SCENARIO 1: RECON

- Use the scenario on Warhammer 40,000 rulebook page 142.

SCENARIO 2: CLEANSE

- Use the scenario on Warhammer 40,000 rulebook page 139.

SCENARIO 3: PATROL

- Use the scenario on Warhammer 40,000 rulebook page 141.

Models will be deployed in an order decided by the respective Command HQ player in each team.

BEWARE ODDITIES

When you play Patrol Clash it's important to remember that these games approach Warhammer 40,000 in a way that was not originally conceived by the designers. This means odd stuff will crop up,

especially in Team Play battles, which you need to sort out 'on the fly'. The best way to resolve these issues is to ask yourself the following:

1. Is there any existing Warhammer 40,000 rule you can use as a precedent?
2. What is the most reasonable thing that would happen in this situation?
3. What are the two most likely outcomes and then roll a D6: 1-3 = Go with solution 1; 4-6 = Go with solution 2.

PARTING WORDS

All that remains to be said is that we hope you enjoy the Patrol Clash stuff and we challenge you to try it out. Even if you are a hard-bitten veteran player we think there is something for you to experience that will stretch your mind more than you might expect. Enjoy!



Simon and Warren battle it out in Games Workshop Bluewater.

FORWARD PATROL

by Tim Eagling

OVERVIEW

Both sides have unexpectedly collided with an enemy force whilst patrolling a disputed area.

SCENARIO SPECIAL RULES

Patrol missions use the Random Game Length and Infiltrators scenario special rules.

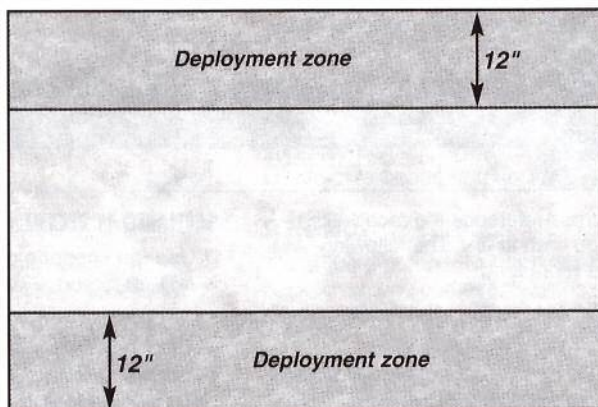
SET-UP

1 Both players roll a D6; the winner gets to choose his deployment zone. Units must be deployed within 12" of the table edge. The player that scored the lower result now deploys one unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

D No unit can be deployed within 24" of the enemy at the start of the game (unless the board is less than 4' deep, then no unit may deploy within 18").

\$ If either side has any infiltrators, they may make one move after deployment but before the game starts.

4 Roll for who gets the first turn. Highest score may choose whether to go first or second.



\$ Table size for this mission is usually between 4'x4' and 4'x3'. If using a rectangular table then deploy along the long edges of the table.

MISSION OBJECTIVE

Both players must attempt to eliminate the enemy without losing too much of their own strength.

When a patrol takes 50% casualties (based on numerical strength) it must start to take Leadership tests based on the commander's ability at the start of its turn, or break and lose the battle. If neither force breaks at the end of the game then the patrol inflicting the most damage in points wins.



RESERVES

None.

GAME LENGTH

The game lasts for a variable number of turns or until one side is broken.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.



THE CAMP

by Paul Bridges, Warren Crowhurst and Simon Odd

OVERVIEW

One force has bunked down for the night in no man's land, little realising that their foes have their position and are lying in wait for their opportunity to spring an attack.

SCENARIO SPECIAL RULES

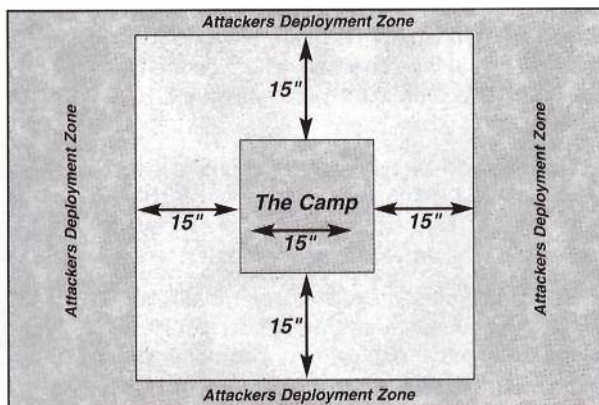
The Camp uses the Strongpoint Attack scenario, with these modifications: The Camp uses the Night Fighting rules, and does not use the Deep Strike rules. Instead of only the Defender's Troops, HQ and Heavy Support deploying in the Camp, all his army is deployed in the Camp. No side uses more than 6 sentries. Every sentry has the stats of an Imperial Guardsman; just assume the 'sentries' are Guardsmen, slaves, servitors, drones, psychic projections of the army's psyker, etc.

SET-UP

1 The Camp is a 15" zone in the centre of the table. The defender sets up his camp as a 15" square zone in the middle of the table. Any amount of scenery can be placed to represent the camp.

2 The Defender positions his sentries. These are placed within 15" of the outside of the camp.

3 The Camp itself is a collection of loose fortifications and picket lines, coupled with a central billet building in the centre of the camp itself. The Defender can place as many obstacles and defensible obstacles in that 15" zone as he likes. This building counts as a bunker, but has an Armour value of 9, and no parapet or firing holes.



MISSION OBJECTIVE

There are no Victory points for destroying/keeping the Camp; instead, victory conditions are amended as follows: The Attacker has one aim, and that is to eliminate or drive off all enemy forces on the table. The Defender has to hold out fighting until the Attacker takes 50% casualties and is driven off. To aid him, the Defender does not have to roll Leadership tests if his army is reduced to 50% casualties.



RESERVES

None.

GAME LENGTH

The game lasts for five turns once the alarm is raised; if neither side has been driven off or wiped out in five turns, the scenario is decided by Victory points.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.



SEARCH AND RETRIEVE

by Paul Bridges, Warren Crowhurst and Simon Odd

OVERVIEW

A lost item – an artefact, a holy relic, a high-ranking official – has been lost in no man's land, and both sides are here to find it/him and retrieve it/him at all costs!

SCENARIO SPECIAL RULES

Search and Retrieve is a version of Rescue, but has the following two modifications: There are only three objective markers on the table, and each one is exactly 15" from the other, as close to the centre of the table as possible.

SET-UP

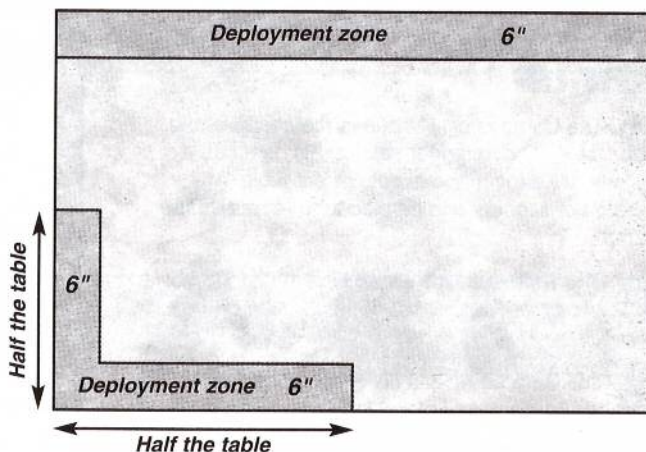
1 Before choosing table edges or deploying any forces the players place 3 counters, numbered 1 to 3, face down anywhere on the table, (without looking at the numbers on the counters!).

2 Determine which one of these counters is the objective by rolling a D6. The counter with that number on it is the real objective and must be discovered by the armies during the battle.

3 Both players roll a D6, the player that rolls highest chooses where he will deploy. He can choose to either deploy from a corner or a long board edge; he may not choose a short board edge. He may deploy up to 12" onto the board. His opponent gets the opposite deployment zone, so either both forces start in the corners or along either long board edge.

4 Both players roll a D6, the lowest roll deploys first. He may set up any or all of the units from his Troops allowance in his deployment zone. He does not have to deploy all his Troops, but he must deploy at least one unit. Any Troops not deployed are in reserve, as is the rest of his force. The winner then deploys his force.

5 Both players roll a D6; the highest score may choose whether to take the first or second turn.



RESERVES

None.

GAME LENGTH

The game lasts for five turns once the alarm is raised; if neither side has been driven off or wiped out in five turns, the scenario is decided by Victory points.

MISSION OBJECTIVE

Exit the nearest board edge of your deployment zone with the item.

If one side pulls out due to a failed Leadership test for having less than 50% of his army left, then that side does not win; it abandons the item on the field, believing it will slow their retreat.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.



We thought you might like to see some sample army lists for the four new armies in Codex: Eye of Terror that are suitable for Patrol Clash. Here then are the lists, with thanks to Paul Bridges, Warren Crowhurst and Simon Odd.



Paul Bridges
Store Manager
of the Year 2003

Paul: Ground Recon Force Delta was very much inspired by a mention in the 2nd Edition Codex: Imperial Guard of Cadian Shock Troopers battling Chaos in the northern woodlands of Cadia.

A platoon of men carrying some serious weapons that can be fired on the move; the Sharpshooter upgrade certainly makes them more reliable. The Commissar promises to be a powerful close-up fighter; in 400-point games, anyone toting a power sword becomes a man to be feared! And, if anyone does get close, my demo charges and Hellhound are waiting...

CADIAN SHOCK TROOPERS: Ground Recon Force Delta

UNIT	DESCRIPTION	POINTS
Commissar	Bolt pistol and power sword.	53
Infantry Platoon	Command section with plasma gun and grenade launcher. Sharpshooters. (Lieutenant has no wargear.)	61
Squad 1	Plasma gun. Sharpshooters.	78
Squad 2	Meltagun. Sharpshooters.	78
Special Weapons Squad	2 x Demolition charge and a meltagun.	70
Hellhound	Standard fit.	60
Total		400

Warren: Writing a list for the forces of Ulthwé Craftworld proved something of a challenge. The Eldar transport tanks aren't generally used by Strike Forces. Unfortunately, opening a Wraithgate on the battlefield was a serious drain on my points so my Black Guardians would be forced to walk. Even the lowest Farseer has a mighty 3 Wounds, so I'd have to delegate command of the Silent Blade of the Watcher to the humble Warlock. I decided to go for all-out weapon superiority. The extra range of the sniper rifles and heavy weapons should give me an edge. If they get close, I can unleash the Storm Squad. Fragile, but lethal if played wisely. With Eldar, there isn't any other way to play!

ULTHWÉ STRIKE FORCE: Silent Blade of the Watcher

UNIT	DESCRIPTION	POINTS
1 Warlock	Enhance, Witchblade, shuriken pistol	42
5 Rangers		95
6 Guardian Defenders	Starcannon	98
8 Guardian Storm	2 x Flamer	70
1 War Walker	2 x Scatter laser	95
Total		400

For the Lost and the Damned I wanted numerous, and I wanted gribbly. I mean *really* gribbly. Serious gribble factor!

For the Hateful, Mutants were the obvious choice! Thirty of the blighters should scare anyone. Backed up by some Big Mutants for muscle, the Gibbering Hordes for some Nurgling-like padding and the Champion to keep my tentacled hordes together, these guys charge across the table and they don't stop. It might look like there's no tank-killing power, but those Big Mutants can tear through light tanks easily, once they get their claws on 'em!

THE LOST AND THE DAMNED: The Hateful

UNIT	DESCRIPTION	POINTS
1 Chaos Space Marine Champion	Bolt pistol, power sword, Mark of Chaos Undivided	68
30 Mutants	Firearms, 2 flamers	186
3 Big Mutants	Sharp implements, 1 flamer	96
5 Gibbering Hordes	Claws and teeth	50
Total		400

Simon: I've been more than enthusiastic about Space Wolves on bikes after reading the Lone Wolves comic strip in Warhammer Monthly. The chance to include a bunch of rock-hard Storm Claw bikers in the Saga of Beowulf was too good to pass up! Armed with a pair of plasma guns, they can scythe through most heavily-armoured opposition, with the Grey Slayers covering their back and the Wolves chasing off anyone who might slow them down. The Wolf Guard are both easily a match for other enemy commanders. The fact that there's two of them is fine with me.

SPACE WOLVES 13th COMPANY: The Saga of Beowulf

UNIT	DESCRIPTION	POINTS
6 Grey Slayers	Wolf Guard Pack Leader, meltagun	146
4 Storm Claws	Wolf Guard Pack Leader (in general command), 2 plasma guns	182
6 Fenrisian Wolves		72
Total		400



Simon Odd

Games Workshop's Collectable Card Game company, Sabertooth Games, have taken the CCG world by storm with their Warhammer-based game, WarCry. Not content with that, they also have two superb expansions in the pipeline. Sabertooth's Luke Peterschmidt tells more...

WINDS OF CHANGE

SABERTOOTH BRING MAGIC & WAR MACHINES TO WARCRY

Shortly after the launch of the WarCry collectable card game, Sabertooth Games released the first of a series of planned expansions to the game. The first expansion, Winds of Magic, was released in June and added rules and units to let you add the might and splendour of magic to your games of WarCry.

The second expansion, Siege of Darkness, is due for release in September and focuses on the colossal war machines in the Warhammer world. So, with such exciting changes happening we thought it would be a good time to take an in-depth look at these two releases and how they change the WarCry game environment...

WINDS OF MAGIC – WHAT'S NEW?

Winds of Magic is really more of a 'part 2' than a classic CCG game expansion. It takes the card pool up to 300 cards and adds the rules for using magic in your games. Obviously, you can't have a complete Warhammer experience without a stout Runesmith or a Goblin Shaman shaking his spooky

stick mumbling as the foot of Gork stomps your enemies.

The rules for magic in WarCry are remarkably simple. At the start of each battle, each player gets 5 Spell Points, +1 extra point for each level of Wizard he has present at the battle. These points represent the player's ability to channel and focus the Winds of Magic that permeate the Warhammer world. These Spell Points are used to unleash the power of magic in powerful combat tactics and in other unpleasant-for-your-enemy ways.

This is the first time we have been able to touch on the magic side of the Warhammer world, opening up a whole new world of cool characters. Teclis, Morathi, Wurrzag, Greater Daemons of Tzeentch, and Balthasar Gelt, are all in the set, as is the Anvil of Doom and many other familiar characters. In addition, a few new characters are released in this set that you will be hearing more about in the future. We also did a series of special cards for our gold piece redemption system that represent some of the most powerful spells in the Warhammer world.

HOW DOES IT CHANGE THE GAME?

The original release of WarCry was a pretty straightforward game of big armies fighting a series of pitched battles. Winds of Magic didn't change the focus of the game (there are no new victory conditions for example), but it did add an 'in-battle' resource to the game. When to use a Spell Point, especially in the later battles, is a really important decision to make. Since abilities that cost Spell Points tend to be more powerful than cards that don't require Spell Points, you have to be very careful not to spend your Spell Points at the wrong time.

A few individual cards in this set are exceptionally powerful. Winds of Death, Mass Confusion, and Bane of Forged Steel are cards that players will need to be aware of, if you don't see one of these coming, they can absolutely turn a battle. Luck and Hex are two cards that allow 'after the roll' dice modification and are great cards to ensure rout and Leadership checks go the way you want, very helpful as they can also be used to modify combat rolls.

A few deck types received big boosts in this set as well. Cards like Sacrifice and Ellekiel, Bride of Ha'asek bring discard decks a ton of power. Magnify Terror, Threaten, and Heroic Presence give a huge boost to Terror decks – those decks are now very scary. Ranged attack decks also get a boost with the



inclusion of the mighty Dwarf cannons, The Pride of Karak-Hirn.

SIEGE OF DARKNESS – WHAT'S NEW?

While we've released war machines in the past, this set really showcases some of the most powerful and devastating ones like the Steam Tank, The Cauldron of Blood, Chaos War Mammoths, Night Goblin Doom Divers, and Dwarf Gyrocopters! The life of the lowly foot soldier isn't going to be a happy one...

Also new in this set is the idea of a 'Support WarCry'. Used just like a support tactic, with the only difference being that it counts as your Warcry for the combat (ie, must be played first and you may only play one per combat). These abilities are very strong, but you don't want to deploy too many in a battle as you'll only ever be able to use one in any given combat. It also affects how you build your action deck as you won't want to put as many Warcry combat tactics in your deck if you plan to use support Warcry abilities. This set also introduces the first Skaven and Bretonnian units to the game...

HOW DOES IT CHANGE THE GAME?

Any time you add cards to a CCG, the environment is bound to change, and Siege of Darkness is no exception. There is immense power in these new war machines, especially the huge ones like Angkor, Father of Mammoths – a super powerful Chaos unit that wrecks decks full of super small units.

Some other individual cards that change the environment significantly are the Night Goblin Doom Divers (with their sneaky ability to stop your enemy from playing WarCry cards and other abilities), Tighten the Noose (an action



WarCry? In Bugman's? It must be time for the Dwarfs to whip the High Elves again!

card that lets you search your enemy's deck and discard all copies of one card), and the uber-powerful Moral Victory (a WarCry that lets you add a card from your discard pile to your hand if you win the battle). Even the straightforward +2 Strength Doom Axe will be found in many decks when this set is released. Tyrion and Slayer King Ungrim Ironfist add some big power to the Grand Alliance decks, while Mal'Angor (Greater Daemon of Khorne), and Malekith bring the Hordes of Darkness decks some high strength flying, pounding power.

As for deck styles that get a boost in this set, there are quite a few. If you are afraid of coming up on a 'one-trick' deck (like the classic 'Archaon deck' of infinite routs), this set gives you all the ammunition you need to neuter one-dimensional decks. Decks that utilise mid and high cost units also get a good

boost as well with the inclusion of a few key action cards that reward you for winning combat by a good margin, making your victories over small units count for more. A few races get cards that make mono-race decks more powerful as well (like the Cauldron of Blood, which brings the all-Dark Elf deck some serious anti-rout and strength power).

WHAT'S NEXT?

After Siege of Darkness, you can look forward to our next release with 'of' as the second word: Dogs of War. This set will contain lots of mercenary units that can be used by either side. In addition, there will be some faction-specific actions to give single-race decks even more potency.

Keep an eye on Sabertooth's WarCry website for more news!

WWW.WAR-CRY.COM





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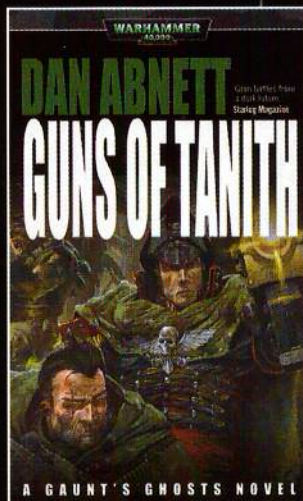
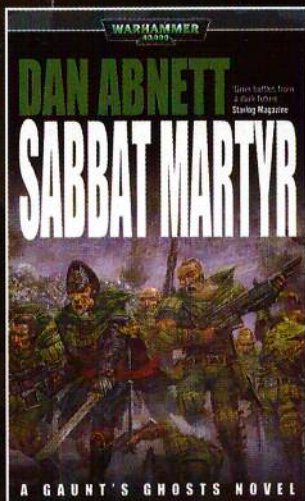
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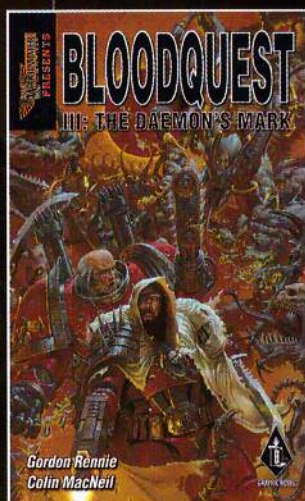
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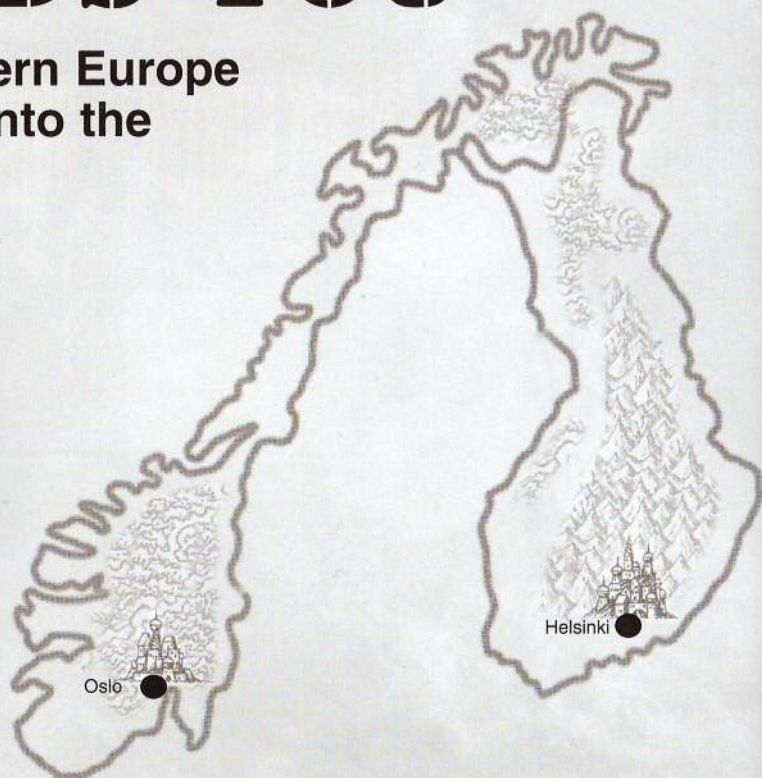
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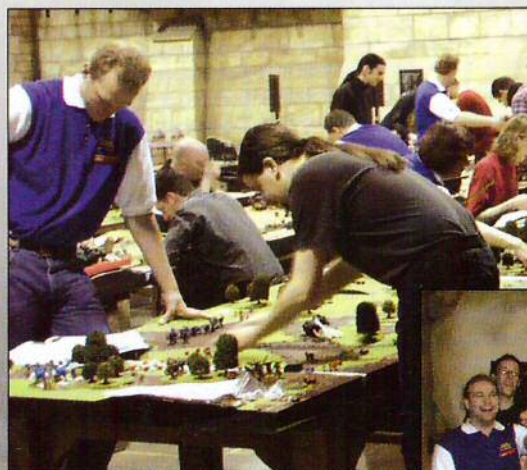
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In this multi-player Warhammer battle report presented by Phil Kelly, Paul Sawyer's impressive Chaos army must face off against five Warrior Priests of Sigmar led by Luthor Huss and the young hero, Valten.

THE SEVEN SIGMARITES

A Warhammer multi-player battle report

With battle raging throughout the Eye of Terror, White Dwarf took some time out to put together a fun Warhammer multi-player battle report, but what scenario and who would fight it? Flicking through the Warhammer rulebook, the scenario that instantly caught our attention simply for its unusual force selection was The Seven Knights scenario which, as it sounds, pits

seven valiant characters against a standard army. As you may have read from his Lure of the Gods articles, Paul Sawyer has gained a measure of confidence with his Chaos army after a recent spate of victories and has volunteered himself to play the part of the evil force. So with a Chaos horde on the rampage, combined with the recent arrival of the new Empire hero, Valten, in the Warhammer world, we

thought it only fitting to give him a chance to strut his stuff against his hated foe. Accompanying Valten would be Luthor Huss and five loyal Warrior Priests. But to add an extra dimension to the game, each one of the seven valiant warriors will be commanded by a different player. With such an unusual balance of forces and players, this battle report promises to be very interesting indeed.

His face grim, Luthor Huss stared down across the smouldering ruin of the village in the valley below. Houses and barns had been reduced to piles of blackened timber and ash, crops had been trampled and burnt while cattle had been slain or scattered. Smoke still rose from the ruins, stinging Luthor's eyes, and glowing embers crackled and rose in the wind. Even from this distance he could see the charred forms of human bodies, people of the Empire, scattered amongst the devastation, and he felt his doom-laden hatred harden within him.

"Your pardon, Prophet Huss."

Interrupted from his reverie, Luthor turned to see that one of the devoted priests who had rallied behind him had drawn near, although he kept at a respectful distance.

"Yes, brother Krieger?"

The heavy-set priest raised his hammer, pointing to the east.

"There is more smoke to the south." He frowned, then added, "Another settlement nearby burns, I fear."

Luthor nodded his head, his features cold bar his blazing eyes.

"I feel the hated taint of the heinous powers on the wind," he growled.

Another figure climbed up to stand next to Luthor Huss. Holding himself proudly, Valten, the young blacksmith's son, gazed down the rocky embankment on the ravaged village. Standing well over six feet tall, the young man's long blond hair fell over broad shoulders, tempered by years working on a forge. As the soot-filled wind blew, it opened his shirt slightly, exposing the fateful birthmark upon his chest. His features hardened. Just weeks previously, his own village of Lachenbad had very nearly been destroyed by the forces of Chaos.

"Should we continue on? There is little we can do here now," said Krieger.

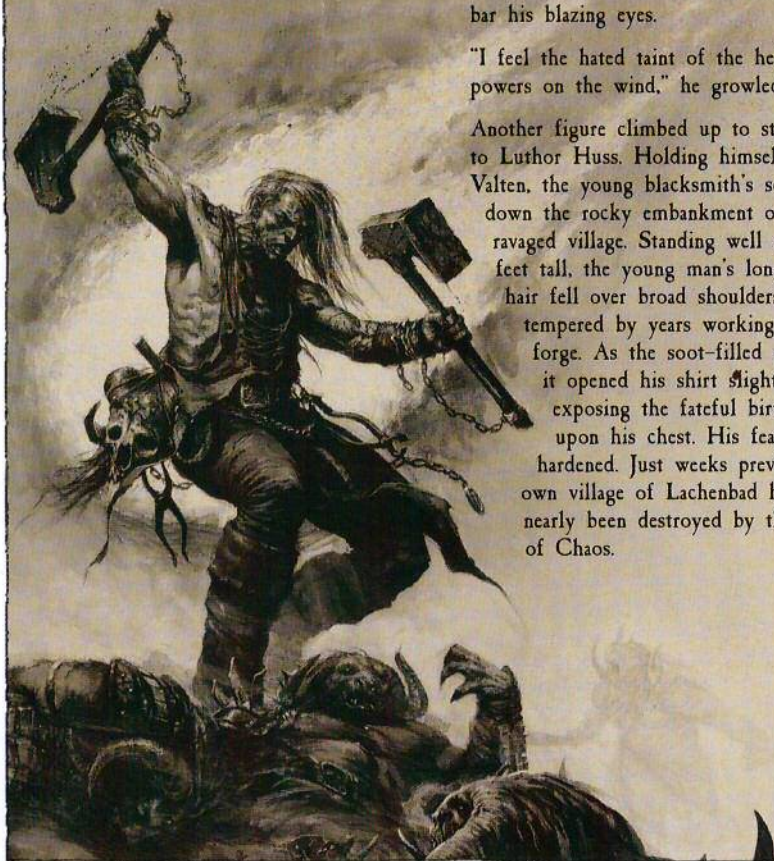
Valten raised a hand to silence the warrior, indicating down amongst the ruin with a tilt of his head. At first, Luthor could not see what had caught Valten's attention. Then, as the wind picked up and dispersed some of the smoke hanging in the air, he saw movement on the far side of the village. Large, armoured shapes were picking their way through the ash, marching forward in perfect unison. Heavy chariots rolled forwards, their black steeds stepping uncaring through hot ash and cinders. Movement caught at the corners of his eyes, and Luthor strained to see as the wind turned into his face, obscuring his view once more.

The other warrior priests travelling with Luthor and Valten stood nearby, hefting their weapons in eagerness.

Valten turned to look at Luthor. The prophet of Sigmar felt struck with awe, as he often did in the presence of Valten, though this time was something different. Barely checked, awesome power was in the gaze of the young man, and Luthor felt a spark of hope within him grow, a feeling he had not felt for many years.

Turning to the gathered Warriors of Sigmar, Valten unslung his hammers. The falling sun lit him up from behind, so that it appeared as though he were lit up with an aura of divine glory. Any doubt over Luthor Huss' claims about Valten were instantly wiped from the minds of the priests, and they felt their battle spirits rise.

"Kill them," spoke Valten, his voice deep and resonant, filled with anger and power. "Kill them all".



VRADCHUK'S IMPERIAL PLAYTHINGS



Paul Sawyer

Paul: Over the past few months I've been building my Chaos army with mixed success on the battlefield. However, as the army has grown, and my opponent is no longer certain of

what my force will consist of, my results have become more acceptable. I'm much more confident with the army now and when we started to talk about doing a Seven Knights game I was eager to provide the opposition.

Of course, taking Chaos against Warrior Priests will mean I'm giving the Empire characters plenty of advantages as they face their most hated foe, but giving them some small hope and then dashing them against a spike-laden wall of steel makes victory even sweeter.

Do the Empire clerics really have the temerity to think that they can challenge

the might of Vradchuk the Heinous, to stall his inexorable charge towards glory? Pathetic! I shall show them my disdain for their kind by sending one of Vradchuk's champions to deal with them, for it is not worth his attention to deal with such inconsequential matters...

The scenario means that as independent characters, the Empire models will have 360° charge arcs – this means manoeuvrability will be the key to my success and so I'll be picking fast regiments. First on my list were the Screammers which coupled great speed and slashing attacks. Next were the two Chariots as they not only have good speed on the charge but also have great staying power and a devastating charge. A regiment of Marauder Horsemen armed with throwing axes and replete with the near-mandatory Musician for those inevitable flee-and-rally tactics would prove vital to my plan. As a centre to the army, and providing the anvil on which I expect to break the Warrior Priests, would

be a block of Chaos Warriors of Slaanesh led by an Aspiring Champion. To lead the force Vradchuk has despatched one of his most potent champions – Qae'larne, Enraptured of Slaanesh. Sat astride his lightning fast mount and flanked by his trusty Fiend of Slaanesh he should prove an irresistible force.

I expected lots of magical nastiness in the shape of obscure magic items and Prayers but you can't argue with a great weapon through the skull, and I'd be relying on force of arms rather than the fickle Winds of Magic.

My battle plan would be to try to split the Warrior Priests up and deal with them as small groups rather than en masse. The Marauder Horsemen will try to feign attacks to draw out the mounted Priests and let the Screammers and Qae'larne deal with them before eradicating the rest.

Tonight the carrion crows will feast on pious Empire flesh...

Qae'larne's Doomraiders

CHARACTERS



HERO: Qae'larne, Exalted Champion of Slaanesh
Great weapon, shield, Chaos armour, Helm of Many Eyes, Mark of Slaanesh and a Steed of Slaanesh. **191 pts**

HERO: Syrenne Soulflayer, Aspiring Champion of Slaanesh
Additional hand weapon, Chaos armour and Mark of Slaanesh. **104 pts**

CORE



Chariot of Chaos
The crew are equipped with halberds and the Chariot has scythed wheels. **120 pts**



Chariot of Chaos
The crew are equipped with halberds and the Chariot has scythed wheels. **120 pts**



5 Marauder Horsemen
Hand weapon, throwing axes, shield and Musician. **101 pts**



16 Chaos Warriors of Slaanesh
Halberd, heavy armour, Mark of Slaanesh, Champion, Musician and Standard Bearer. **322 pts**



SPECIAL
5 Screammers of Tzeentch **165 pts**



RARE
1 Fiend of Slaanesh **75 pts**

TOTAL **1,198 pts**



IT'S A MATTER OF FAITH



Anthony Reynolds

Anthony: Having been elected the overall Empire general, I grabbed myself Luthor Huss to use in the battle report. He's a really hard bloke, really, as well as being my favourite of the

Warrior Priest models. His three Strength 6 attacks (combined with his *hatred* of Chaos) should come in handy, and with his 4+ Ward save and 3 Wounds, he won't be an easy man to kill. Because of his Armour save, Ward save and wounds, I'm more concerned about Luthor running away if beaten badly in combat (not through taking wounds, more likely through lack of ranks, banners and outnumbering) than actually being killed. We, on the side of good, were going to have to be very careful and as cunning as a cunning thing to survive this battle. We will need to work as a

team, and pick the fights we want to get involved in – if we start reacting to Paul, then I think he'll have us – if we can be the more proactive ones, then we might just scrape through...



Matt Hutson

Matt: As I would be using Valten, any decisions about what equipment to take were taken out of my hands. Valten isn't the best at dishing out destruction, but boy can he take it. When

he loses his last Wound all he has to do is pass a Leadership test and he gets straight back up again. Another very useful special rule is that any enemy fighting in a combat that he is involved in won't get the combat resolution modifiers for outnumbering or rear and flank attacks, making Valten very useful to have around in a scrap.



Dylan Owen

Dylan: Always one to buck the trend, I decided to field my favourite Warrior Priest model from my Empire army, a Priestess to be precise, Abbess Hildegard von Spite. She was a veteran at

smiting Chaos and had proved time and again that Sigmar blesses the brave in battle, whether man or woman.

Equipped with her Armour of Meteoric Iron and great hammer, she is primarily designed to protect Valten, taking on challenges by the powerful Champions of Chaos so that Valten could concentrate on massacring the rank-and-file, but in the heat of battle who knows where she will take on the forces of Chaos which she so despises.

Seven Warrior Priests of Olde

V	Valten Two warhammers.	215 pts	T	Matthias von Tzeskagrad Great hammer, heavy armour, Doomfire Ring and Helm (Hat!) of the Skaven Slayer.	148 pts	B	Brother Barnabas Warhammer, heavy armour, barded warhorse, Orb of Thunder and the Enchanted Shield.	163 pts
L	Luthor Huss Great hammer, heavy armour, barded warhorse.	300 pts	R	Robertus Krieger Heavy armour and Hammer of Righteous Steel.	144 pts	H	Ludwig van Horstman Great hammer, heavy armour, barded warhorse, Van Horstman's Speculum and the Bronze Shield.	167 pts
A	Abbess Hildegard von Spite Great hammer, Armour of Meteoric Iron and Crimson Amulet.	149 pts						
TOTAL								1,286 pts





Phil Kelly

Phil: A nice, simple brief: come up with a Warrior Priest character, provided it's within the usual restrictions. Too simple. I generally like to have a sneaky trick or two up my sleeve. With this in

mind, I trawled through the Empire army book looking for the trickiest magic item I could think of: Van Horstmann's Speculum. This gilded mirror allows the bearer to swap his Strength, Toughness, Attacks and Initiative characteristics with anyone unfortunate enough to enter a challenge with him, and I reasoned that Paul would be taking a hitty Chaos Hero or two. With the inherent *batred* afforded by the Warrior Priest's skills, and the great hammer I was planning to invest in, the stat-swap would tip the balance.

A horse would allow far more manoeuvrability and boost my Warrior Priest's Armour save, and the Bronze Shield would discount the first hit my character suffered, lessening the chances



of him losing that challenge. The model itself was half-flagellant, half-knight, and the Speculum just an icon from the Inquisitor range, flipped so its blank side was uppermost.

So Ludwig van Horstmann climbed into the saddle complete with the magical mirror that his brother, an Astromancer of some repute, had promised would save his life.



Graham McNeill

Graham: As a hoary old Empire player, I was already in possession of a painted Warrior Priest, and though they're extremely useful characters to have in your army, I'd never got round

to painting up a mounted Priest yet. This battle seemed like the perfect opportunity to get round to doing just that, but, alas, deadlines on a short story meant that that plan fell by the wayside. So I fell back on trusty Robertus Krieger, the sole survivor of the destroyed Empire army that was annihilated by Alessio's Skaven in the Vermintide battle report (WD 268). Burdened with the shame of that defeat, Krieger came north to fight the hordes of Chaos with his mighty two-handed hammer. A Warrior Priest's ability to re-roll missed attacks in the first round of combat against Chaos is very useful, but I guessed that since

most of these combats would probably go on for more than one round, I'd need to make sure my blows kept landing in subsequent turns. To that end, I equipped Krieger with the Hammer of Righteous Steel, which allowed me to always hit on a 2+. That should see me doing pretty well in the Close Combat phases...



Matthew Ward

Matthew: As my chequered career as a Warhammer general has never really taken me that close to the Empire (or its model range) I couldn't resist the opportunity to convert my Warrior Priest, Matthias von Tzeskagrad. First of all, I decided that the hammer just wasn't large enough, so I replaced the hammerhead with one from the plastic Dwarf sprue. The cloak was floating aimlessly in my bits box, although I'm



fairly sure it originally came from the Chaos Marauder sprue, but even with this, something was still missing. In a moment of inspiration I modelled a hat – complete with ribboned cockade – out of Green Stuff. Perfect!



As accoutrements de guerre I chose a Doomfire Ring, heavy armour, and a great weapon. With this combination of survivability and hitting power with a modicum of ranged attack, I was sure my Warrior Priest would prove fairly flexible. With all this decided, I still had 25 points left in my magic items allowance and I couldn't resist spending them. Alas! The usual suspects for such a task (Van Horstman's Speculum, and the Crimson Amulet) had been claimed by other Warrior Priests, leaving Matthias with his family heirloom – the fabled Hat of Skaven Slaying (as per Helm of the Skavenslayer) to complete his wargear.



Paul Rudge



Rudgie: Games Workshop don't currently make a mounted Warrior Priest, so inspired by the battle report I thought I'd have a go at converting one. For a head I used the Champions

head from the Knight sprue with the laurel leaves filed off. The body is again from the Knights sprue (fittingly it has the word Sigmar already sculpted on the chest-plate). Of course he needs arms and legs, and these



were taken from the Mordheim Hairy Head sprue and the Empire Command sprue respectively. The ornate hammer was taken from the Empire Hero riding a Griffon.

The horse is a standard Empire horse that has been cut through the body and then repositioned and reattached using a piece of waste sprue to hold the body together. The gap was filled using Green Stuff following the shape and contours of the horse.



As the body of the horse is rearing up, the posture of the rider also has to be changed to avoid the rider staring up into the sky. The body was therefore attached to the legs at an angle leaving a gap at the base of the rider's spine that was filled with Green Stuff. The head



was also attached at an angle, the gap at the back of the neck again filled with Green Stuff. The litanies are simply excess pieces of Green Stuff roughly shaped and then attached to the model.

With the construction completed, Brother Barnabas just needed a coat of paint and a few choice items from the Empire armoury. Mounted on a barded warhorse and wearing heavy armour, his Armour save was an already impressive 3+. However knowing that I was likely to be facing Aspiring Champions of Chaos and Chariots, I decided to spend a large chunk of my points on the Enchanted Shield giving me a very safe 1+ Armour save. So with my Priest safe I turned my thoughts to protecting the rest of the warband. Knowing how Paul loves his Screamer of Tzentch and how much damage they could do to single Warrior Priests, I decided that our band of warriors would be needing the protection of the Orb of Thunder which grounds all flying units and will stop Paul using the Screamer to destroy our little band of heroes one-by-one...



Ludwig stands his ground as Qae'larne charges forward

SIGMARITE DEPLOYMENT

The Sigmarrite players had a long and messy debate about where to deploy (it's a tricky business getting seven generals to agree on the same plan), but eventually settled on a consensus. Given that they faced an enemy that outnumbered them five to one, it was agreed that the best strategy would be to take out one of the flanks of the Chaos force and swing round to finish off the rest. Paul had cleverly positioned his Chaos forces so that the fastest units were on the end of his battleline; in this manner he could minimise the effect of any refused flank tactics that the Sigmarrite players might spring on him.

The burnt-out barn on the right of the field looked like an excellent place to stage a defence, being that any model defending the shattered building would only be hit on a 6, and also that those nasty spiky Chariots in Paul's line could not enter. With that in mind, the good guys on foot set up just behind the barn, with Valten accompanied by Robertus

Krieger, von Tzeskagrad and Abbess von Spite. To their right, Luthor Huss was flanked by Ludwig van Horstmann and Brother Barnabas, facing off against not only Paul's Exalted Champion but also his Spawn of Slaanesh.

SIGMARITE TURN ONE

The Sigmarrites on foot began their turn by moving unhindered into the building, chanting prayers to their warrior god in unison. The players controlling them arrayed them at the front of the burnt-out barn; for Paul to charge an obstacle controlled by such powerful characters would be very foolish indeed. To their right, the mounted characters moved up, with Phil sending the suicidally bold Ludwig van Horstmann galloping ahead. Ant and Rudgie decided not to move quite so far; if Phil's plan fell through they'd need to be ready for a counter-charge. The Magic phase rolled round, and although Luthor Huss' Prayers fell on deaf ears due to Paul's Dispel dice, the other Warrior Priests successfully invoked Sigmar. Graham, Phil and Dylan

all decided to conjure 5+ Ward saves with *Armour of Righteousness*, whereas Rudgie was feeling a little more altruistic. He cast *Hammer of Sigmar* upon Phil's Warrior Priest, allowing van Horstmann to re-roll wounds if the Exalted Champion Qae'larne charged him in the Chaos turn. Finally, Matt W used von Tzeskagrad's Doomfire Ring to send a thin spear of flame into Qae'larne causing two wounds on his Daemonic Steed and one on the Chaos Champion himself, which Paul duly saved.

CHAOS TURN ONE

Paul was damned if he was going to pass up the opportunity to pick off one of the Seven Sigmarrites so early on in the game, and without hesitation declared a charge into van Horstmann with Qae'larne, Enraptured of Slaanesh. Left behind by the snake-like speed of Qae'larne's mount, the Fiend of Slaanesh shambled forward to provide support for its master. The rest of Paul's moves were also pretty straightforward, with his battleline swinging round and moving toward the Sigmarrites in the ruined barn. The Screammers on his flank sped around the side of the stonewalled field, ready to bear down on any lone Heroes in Paul's next turn.

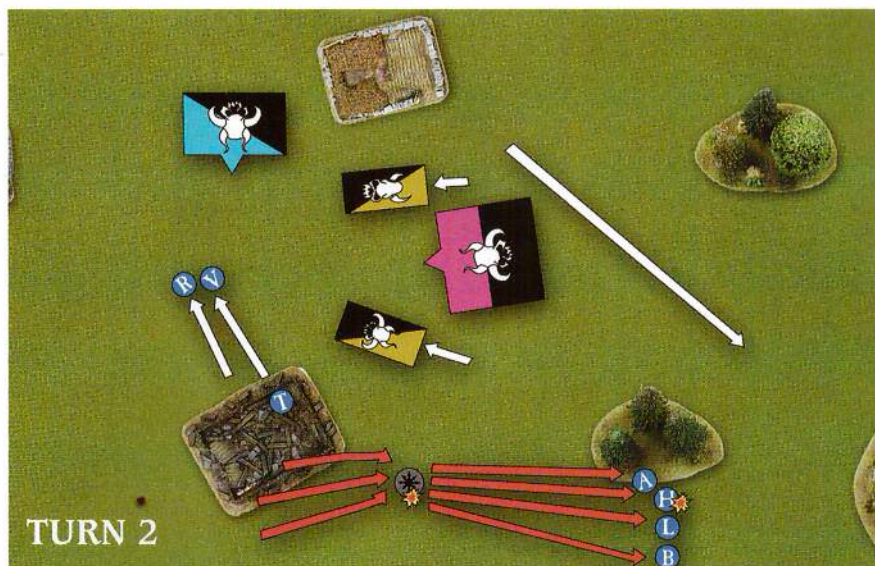
As Paul had no magic-users or missile fire to speak of, the players eagerly moved on to the Close Combat phase. Phil's Warrior Priest, van Horstmann, issued a challenge and Paul gladly accepted, eager to put the upstart Warrior Priest in place. He was about to throw out a ton of attacks from the charging Qae'larne when Phil mentioned that he was using Van Horstmann's Speculum. With a sinking feeling, Paul asked what exactly the strangely-named trinket did. He was not ecstatic to find that it swaps the Strength, Toughness, Initiative and Attacks characteristics of the two combatants in a challenge. In the combat, the Daemonic Steed's hit was cancelled by the Warrior Priest's Bronze Shield, so the players moved on to the title fight. Qae'larne now had a measly two Attacks, and although he still managed to cause two wounds with his great weapon, he was unable to finish the job due to a lucky save on Phil's part. Grinning evilly, Phil prepared to reply: his Warrior Priest now had four Attacks with re-rolls to hit (*batred*) and to wound (*Hammer of Sigmar*) at an effective Strength of 7. Needless to say the Chaos Champion was smashed out of his saddle, broken in two by the power of Sigmar. Furthermore his sinuous Daemon Steed was banished back to the hell it was conjured from. The victorious Warrior Priest overran into the Chaos Spawn lurking just ahead, and prayed for some backup from his compadres...



SIGMARITE TURN TWO

Both Brother Barnabas and Luthor Huss charged in to support van Horstmann in his fight against the Spawn of Slaanesh, as Rudgie and Ant were more than happy to add their character's great weapons to the cause. Dylan also couldn't resist a bit of carnage, and so Abbess von Spite also charged out of the ruined barn and into the beast's flank. After all, if the characters were sufficient to take down the beast, they could overrun past the copse of trees and come back round the rear of the Chaos lines. Graham and Matt H also decided to commit to an offensive, sending Robertus Krieger and Valten into the open to take on the Screammers. It may have seemed like a suicidal move to Paul, but Rudgie had another nasty little surprise from the treasure vaults of the Empire. Matt W, however, was a little more inclined towards caution, and stayed in the burnt-out barn as a reserve.

The Magic phase saw an outburst of Prayers fit to make any Chaos unbeliever quail in his spiky boots. Ant's attempt to cast *Armour of Righteousness* was again dispelled, despite the fact that Luthor Huss cast his benedictions at a Power Level of 4 rather than 3. Matt W used von Tzeskagrad's Doomfire Ring on the Screammers this round, causing a wound, whilst Phil used *The Healing Hand* on his Warrior Priest to heal the damage caused by the Exalted Champion Qae'larne. Rudgie decided to cast the *Hammer of Sigmar* on his Warrior Priest this round, as did Dylan in preparation for some serious Spawn-bashing. Graham played it safe and cast *Armour of Righteousness* on Krieger, and after the Sigmarite players were sure that all dispel attempts were behind them, they played their next trump card. The Orb of Thunder was invoked by Rudgie's



Warrior Priest, grounding the Screammers and denying them their charge next turn. Paul's face fell almost as far as the manta-like Daemons, but he was determined to have his revenge.

The Combat phase was short and brutal, with Luthor Huss, Abbess von Spite, van Horstmann and Brother Barnabas all smashing into the Chaos Spawn. Before it could attack, great hammers and flailing hooves had smashed it to a pulp. Phil, Dylan, Anthony and Rudge elected to overrun, hoping to charge Paul's Marauder Horsemen in the next turn.

CHAOS TURN TWO

Paul was less than impressed by the petty magicks thrown at him by the so-called Warrior Priests. The Chariots trundled towards Valten; Paul knew full well that D6+1 Strength 5 impact hits backed up by Chaos Warriors with halberds were a perfect way to dispose

of lone characters. His Screammers, instead of howling across the battlefield on the Winds of Magic, flapped and flopped like fish out of water. It looked like the Sigmarite players were in a good position to charge the Tzeentchian Daemons next turn, but if the Daemons held in place, Paul reasoned that the addition of a Chariot or two would most certainly tip the balance.

On the right flank, Paul was determined to exact a measure of revenge on the Sigmarite responsible for taking down Qae'larne. To this end the Marauder Horsemen whipped their steeds around and galloped to within throwing axe range of van Horstmann, three axes smashing into him and causing two wounds. Phil managed to save one of these, his Warrior Priest cheating death for the second time. The Sigmarites were looking in a strong position, but Paul's battleline was getting dangerously close...



With throwing axes at the ready, the Marauder Horsemen move within range

SIGMARITE TURN THREE

The trap had been sprung, and Matt H and Graham took their chance: both Valten and Krieger charged the Screammers. On the right flank, Phil, getting a little carried away, declared a charge on the Marauder Horsemen that had wounded his Warrior Priest last turn. This was a gamble, as van Horstmann was wounded and would be risking a 'stand and shoot' charge reaction killing him off entirely. To offset this Dylan also declared a charge at the Marauders, confident that von Spite's Armour of Meteoric Iron would protect her. Paul declared a 'flee' reaction: being fast cavalry, if the Marauders rallied next turn, they could wheel their steeds around and reposition. As a result the charging Sigmarites fell short, bellowing curses and levelling accusations of cowardice. Behind them, Luthor Huss and his bodyguard, Brother Barnabas, about-faced and advanced on the Chaos battleline, lining up on its flank next to the Slaaneshi Chaos Warriors alongside von Tzeskagrad. Huss led Barnabas in the *Hammer of Righteousness* Prayer as they went.

Later in the Magic phase, Dylan and Matt W reinstated their Priests' 5+ Ward save whilst Phil once more healed van Horstmann back to full Wounds with *The Healing Hand*. The Orb of Thunder and the Doomfire Ring were also used, the latter causing a saved wound on one of the Chariots, but still Paul held onto his Dispel dice. And rightly so: Graham intended to use the destructive *Soulfire* power on the Screammers, and was just reaching for the large Blast marker when

Paul dispelled the Prayer. It was imperative that the Screammers stayed in place for his plan to work.

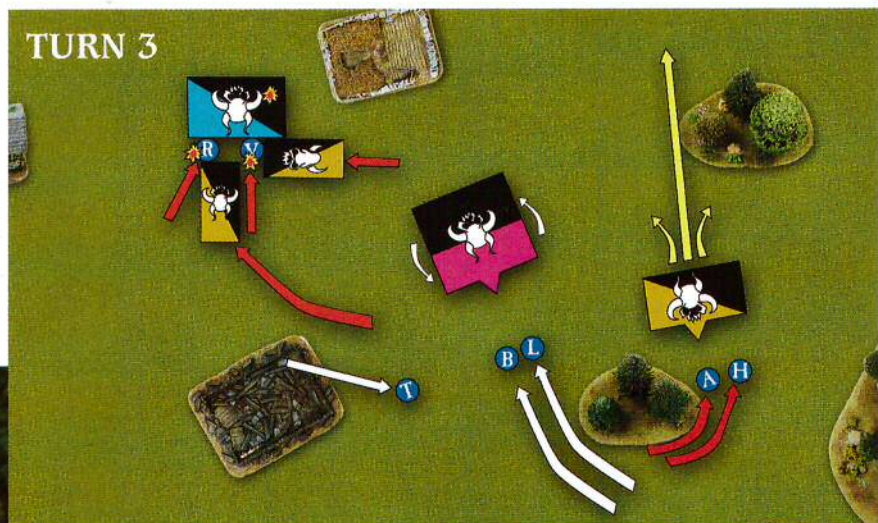
The Combat phase rolled round, and although Valten had a very impressive five Attacks, he caused only a single wound. Thanks to an earlier wound caused by the Doomfire Ring, this was enough to fell one of the Daemons. Graham's Warrior Priest, Krieger, also caused a wound with his *Hammer of Righteousness*. Krieger took a wound in return, and because the Screammers outnumbered the pair of Heroics, the combat was a draw. Paul chuckled evilly and prepared for his turn.

CHAOS TURN THREE

Paul kicked off his turn by declaring charges with both of his Chariots, one into Valten and one cutting around into Krieger as they desperately tried to break the Screammers. Graham visibly winced; his character was bereft of the potent special rules that could see Valten through such a terrible vice of

steel. Paul's grin turned to a frown as his Marauder Horsemen failed to rally, and sped off toward the table edge. His Chaos Warriors aligned to face the meddlesome Priests on their flank, and after quickly dispelling the Orb of Thunder, Paul moved on to the Combat phase.

Said phase started very messily indeed, with one of the heavily armoured, scythed Chariots slamming into Krieger and causing five wounds, killing him outright. One down, thought Paul, six to go. The other Chariot caused a healthy four wounds to Valten, but although Matt H didn't save any of them with Valten's 5+ Ward save, he passed his Iron Resolve Leadership test at the end of the combat round. This meant that the boy-warrior Valten got to his feet with one wound left, bloody and bruised but refusing to give up. He also passed his Leadership test to ascertain whether he fled from the combat, due to counting as being *stubborn*. The battle was hotting up.



Two Chariots of Chaos and a unit of Screammers should be more than a match for the two Warrior Priests...



The situation seems to go from bad to worse as Brother Barnabas flees from the combat

SIGMARITE TURN FOUR

Valten was in deep trouble. The Sigmarite players acted quickly, with Ant and Rudgie sending Luthor Huss and Brother Barnabas into combat with the Chaos Chariots. Round the back of the wood, Phil and Dylan's Sigmarites wheeled about into the rear of the Chaos battleline, intent on rejoining the fight.

The Magic phase saw yet another outburst of Prayer, with the Huss/Barnabas pairing once more casting *Hammer of Righteousness*, and van Horstmann conjuring up his Ward save. The Orb of Thunder was activated, and although the Doomfire Ring caused three hits on the Chariot it was unable to wound. Rudgie's Warrior Priest cast *Hammer of Righteousness* on Valten, hoping he could make it count, and although Matt W also decided to help out Valten by casting *The Healing Hand* on him, Paul was quick to dispel it. He wanted Valten's head on a spike, and had every chance of getting it.

The Combat phase saw the charging Brother Barnabas hit the Chariot but fail to wound. Huss's great hammer smashed into the Chariot, wounding it, and his steed also managed to wound, but Paul saved both. In return the Chaos Warriors in the Chariot put a wound on Brother Barnabas. It looked like the glorious charge of the Sigmarites would amount to nothing.

However, given the reprieve he desperately needed, Matt H managed to cause three wounds on the Screemers with Valten losing his last wound to the Daemons in return. Nonetheless Matt H

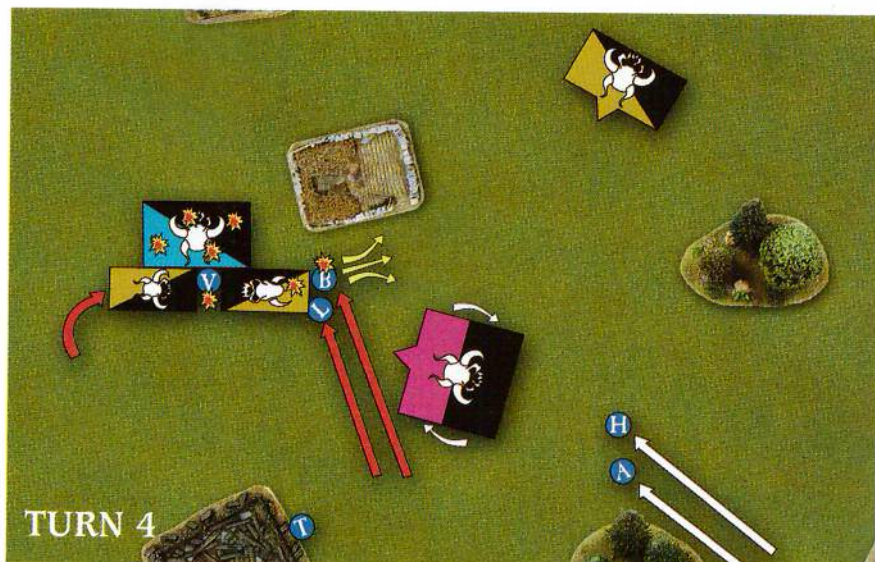
passed his Iron Resolve Leadership test and the combat continued, Valten again rising to his feet despite the damage he had been dealt.

CHAOS TURN FOUR

Paul's second Chariot, no doubt picked the remnants of Krieger from its wheels by the crew, rumbled into Valten with bone-crushing force. The Marauder Horsemen at the back of the battlefield rallied due to their Musician and turned to face Dylan and Phil's Warrior Priests. The Chaos Warriors, contemptuous of the threat posed by the Sigmarites behind them, turned towards the congested combat with the Chariots. Paul was hoping that by pouring in more troops he could tip the balance.

After dispelling the troublesome Orb of Thunder in his Magic phase, Paul launched into the main combat.

The charging Chariot caused a healthy four impact hits on Valten, enough to kill him were it not for his Iron Resolve. Matt H once more passed Valten's Leadership test and the divinely-blessed warrior stood back up at the end of the phase, bloody but unbowed. Meanwhile the Warrior Priests and the Chariot exchanged blows, with Luthor Huss's great hammer finding its mark and wounding the Chariot. This was not enough to win the combat, however, and although Matt H and Ant passed the resultant tests, Rudgie was not so fortunate. Brother Barnabas turned his steed and galloped off, just as it looked like the Sigmarites needed him most.





Having witnessed the true power of Sigmar, the Chaos Chariot flees

SIGMARITE TURN FIVE

Desperation forcing his hand, Matt W finally committed von Tzeskagrad to the fight, charging past the fleeing Brother Barnabas into the Chariot's flank. Phil and Dylan, having finally manoeuvred into a position to charge, sent their characters into the rear of the undamaged Slaaneshi Chaos Warriors. A reckless ploy, as they were extremely unlikely to win the combat, but it would delay the unit so that they could not charge Huss and von Tzeskagrad in Paul's turn. Rudgie rallied his Warrior Priest, and aligned Brother Barnabas so that he could atone for his lapse of nerve by breaking some skulls in the next turn.

This turn's Prayers saw Brother Barnabas restore himself to full Wounds and reinstate The Orb of Thunder's effects. Unable to use the Doomfire Ring now he was in combat, von Tzeskagrad contented himself by casting *Soulfire*, the large Blast template unfortunately failing to wound the daemonic Screamer nearby. Phil and Dylan cast *Hammer of Righteousness*, hoping to claim some Chaos Warrior lives. Luthor Huss, incanting syllables of power, attempted to heal Valten. Paul's dispel attempt amounted to a paltry three, not enough to stop the Prayer due to Huss' Prayers being cast on a 4! Valten's many injuries miraculously disappeared, and the Sigmarite players began to hope the tide would turn once more.

The Combat phase saw Matt W, despite hitting twice, failing to wound the Chariot in the main combat. Valten took down one of the Screamers with a hammer blow, and though Matt H saved the wounds from the Chariot's Chaos Warriors, Valten's last wound was taken by one of the Chaos Steeds. He passed his Leadership test, yet again, and so was not removed from the battle. However, Matt H failed the test for losing the combat, and so Valten fled, only to be run down by the Screamers – despite only having a movement of 2" due to The Orb of Thunder, they still rolled higher on 2D6 for pursuit! This was a total disaster for the Sigmarites, and Paul could hardly disguise his glee as Matt H removed the muscle-bound warrior from the table. Meanwhile, Huss had put another wound on the Chariot, but it was not enough. Ant also failed his Leadership test, and fled, leaving Matt W to take on the Chariot on his own, with another waiting nearby. It wasn't looking too hot for the good guys...

However, all was not bleak for the Sigmarites this turn. At the rear of the Chaos battleline, van Horstmann and Abbess von Spite smashed into the rear of the Slaaneshi Chaos Warriors. Both Dylan and Phil hit with all their attacks,

and with the help of the re-roll afforded by their Prayers, wounded with them all as well. Due to the fact that they were wielding great hammers, the Chaos Warriors could not save the wounds, and four were smashed to the ground. Van Horstmann's steed also rode down one Chaos Warrior, meaning there were none left to fight back! Due to Valten's contribution to the combat resolution (wounds caused by Valten count for all combats within 12"), the two Sigmarites actually won the combat 6 to 5 against sixteen ranked-up Chaos Warriors! Unfortunately for Phil and Dylan, Paul passed his test and the battle continued.

CHAOS TURN FIVE

Paul capitalised on his good fortune by charging the fleeing Luthor Huss with his Marauder Horsemen, forcing the mighty Warrior Priest to flee again automatically, this time back towards the wood. The main fight, now whittled down to a Chariot on one wound and the Warrior Priest von Tzeskagrad, saw a Chaos Warrior with a halberd slice down directly onto von Tzeskagrad's head. Luckily, Matt W made his resultant save even at the -2 modifier: the 'Hat' of the Skavenslayer had saved the Warrior Priest's life. In return, he swung his massive warhammer into the chassis of the Chariot, destroying it utterly! The icing on the cake was Paul's subsequent failure of the second Chariot's Panic test after seeing a friendly unit within 6" destroyed in close combat. The war carriage wheeled and fled, leaving von Tzeskagrad roaring his defiance.

Behind him, Paul decided to put pay to the bothersome pair of Warrior Priests in the rear of his Chaos Warriors unit, and moved his Aspiring Champion, Syrenne Soulflyer, into the fighting rank. He accepted Phil's challenge, reasoning that Syrenne was woman enough to cope with anything, when Phil gleefully announced he was using Van Horstmann's Speculum for a second time.

After Paul had taken a few long, deep breaths and counted to ten, he calmly rolled for his Aspiring Champion's meagre two Attacks, wounding the infuriating van Horstmann but not killing him. In return, the great hammer fell, causing three wounds and totally bypassing Syrenne's Armour save due to the Warrior Priest's borrowed Strength. The Aspiring Champion collapsed, broken and bloody. The Slaaneshi warriors that struck Abbess von Spite rebounded harmlessly from her Armour of Meteoric Iron, and despite losing the combat both Dylan and Phil passed their Leadership checks. The tide had turned once more.

Paul took it quite well, considering.



SIGMARITE TURN SIX

Matt W, flushed with his success in the previous turn, sent von Tzeskagrad in against the Screamers who had chased down Valtan. Rudgie, eager to make amends for Barnabas' earlier flight, charged his Warrior Priest into the Marauder Horsemen, weathering the stand-and-shoot reaction and slamming into their Champion. Ant was aghast to see that even with a Leadership of 9, he still failed Huss' test to rally: another nice juicy chunk of Victory points for Paul, as this was the last turn. Huss would play no further part.

In the Magic phase, the remaining Priests prayed for their patron's favour for the last time. Phil healed van Horstmann back to his full Wounds for the third time, it looked like the battle-crazed Warrior Priest could put a troll to shame with the regenerative powers running through him. Dylan decided to contribute, casting *Armour of Righteousness* on Phil's Priest – after all Abbess von Spite had her Crimson Amulet to fall back on. Rudgie, well aware that he would need all the help he could get, cast *Hammer of Sigmar* on his Warrior Priest. Although Matt W would have dearly liked to cast *Soulfire* on the Screamers he had charged, Paul was wise to his priestly tricks and dispelled it easily. Resorting to more traditional methods, von Tzeskagrad smashed one of the Screamers to the ground with his great hammer, causing two wounds. He won the combat, but the Screamers stayed put. Over on the other side of the battlefield, Rudgie's Warrior Priest smashed two of the Marauder Horsemen from their saddles with his warhammer. Although they could not fight back, the Horsemen passed their Leadership test – they weren't giving in just yet.

Dylan and Phil, determined to keep ploughing through the Slaaneshi Chaos Warriors, killed a warrior each, and although van Horstmann and von Spite both sustained a wound in return, their armour proved up to the task. Unfortunately, van Horstmann's nerve did not; Phil flopped his resultant Leadership test and spurred his steed from the more numerous foe, leaving von Spite to fend for herself. Without another turn to rally in, the tide had swung in Paul's favour once more!

CHAOS TURN SIX

Paul also proved he could fall prey to spells of horrendous misfortune at the start of his turn by failing his Rally test with the fleeing Chariot, and then rolling nice and high for its flee distance, sending it off the table. His Magic phase went unused; there was little point in dispelling the Prayers of the four fleeing Priests. In the Combat phase, Paul failed to cause any damage

TURN 6



on Matt W's Warrior Priest, and in return the great hammer smashed another Screamer to the ground. Beaten, the remaining Screamer dissipated back to the Warp in an explosion of stringy ichor. Von Tzeskagrad had proved to be a killing machine!

In the battle between von Spite and the Slaaneshi Chaos Warriors, quantity won out. Despite smashing another Chaos Warrior's skull with her great hammer, and although the good old Armour of Meteoric Iron deflected the two wounds caused by the scions of Chaos, Dylan lost the combat due to rank bonus and failed the resultant Leadership test. His flee roll was a paltry double 1, the pursuit of the Warriors double 6;

another Sigmarite bit the dust. Brother Barnabas, meanwhile, could not land a blow on the Marauder Horsemen. Paul reciprocated with an equally poor roll, but because of the outnumbering bonus Rudgie lost the combat. Another critical Leadership test was failed, and Brother Barnabas fled from the combat, escaping the horsemen's pursuit but effectively taking himself out of the game. It looked like it was all over for the Sigmarites. Despite the fact that only three of them had died, the only Warrior Priest not fleeing was von Tzeskagrad. After a quick count of the Victory points, the Sigmarite player's worst suspicions were confirmed. The forces of Chaos, although battered and bruised, had won a Minor Victory.



Ludwig and Abbess Hildegard continue to strike down warrior after warrior

A LAPSE IN FAITH!



Phil Kelly

Phil: Wahey! My plan couldn't have worked any better (aside from the bit where van Horstmann ran for his life, of course). Due to a lapse on Paul's part, not only was I able to take

out his general, but also his second-in-command. Bonus! The real surprise, however, came when van Horstmann and von Spite charged an unharmed unit of Chaos Warriors, an act roughly equivalent to a pair of pitbulls charging a rhino, and still came out on top. Sigmar bless Valten and his lovely special rules. Nevertheless, numbers won out in the end, with most of the Warrior Priests abandoning the fight. Despite the fact that van Horstmann ended the game fleeing, he still accounted for over a quarter of Paul's points, so a moral victory if nothing else. Over to my fellow Sigmarites...



Anthony Reynolds

Anthony: I can't believe it! We were doing so well, and then it all went to pieces! Failing to rally at the end with a Leadership of 9 was a kick in the teeth really – if I'd

rallied, we might have scraped a Minor Victory, or at least a Draw. Burn those dice! Personally, I blame the others, of course. If the other Warrior Priests had managed just one more wound in that combat, then Luthor wouldn't have run off at all! (he only failed his Break test by 1). Everything seemed to falter when Valten finally succumbed to his countless wounds – I guess that had such a catastrophic effect on Luthor and the other Priests that they kind of lost the plot. Ah well, he'll be back. A mere flesh wound.



Matt Hutson

Matt: Although eventually run down, this game really showed just how hard it is to kill Valten. Not many (if any) 2 Wound characters with no armour can survive the charge of two

Chaos Chariots. Holding up Paul's Chariots for so long was really starting to frustrate him. Valten's special rules are quite powerful and mean he can tie up a lot of points; for a while it looked like we could snatch a victory. A few more kills on Valten's behalf could have really changed things, though, and made for a very different ending. Now where's that *Hammer of Sigmar!*



Matthew Ward

Matthew: Well! They all laughed at Matthias and his Hat of Skaven Slaying, but didn't he show 'em? That extra pip on his Armour save really did help, allowing him to win a fateful

combat with a Chariot (which ultimately drove the other Chariot off the table) and go on to squash the Screemers. Unfortunately this good fortune didn't continue across the battlefield, but for a long time it really looked like the Sigmarites would win the day. Oh well, there'll be other opportunities for Matthias to smite the hordes of Chaos...



Graham McNeill

Graham: Ouch. Not the most glorious performance from a Warrior Priest, it has to be said. One of the biggest problems in battles where there are a lot of commanders is the fact that often

everyone has a different idea of the best course of action. This meant that Krieger met a rather brutal and squishy ending as roadkill under the spiky



With nearly every Warrior Priest fleeing the field of battle, it was always going to be close...

wheels of a Chariot due to myself and Matt's inability to hit or wound anything. With hindsight, maybe we were a bit optimistic in thinking we could destroy an entire unit of Screamer on our own, but it would have been nice and dramatic if we had. Oh, and it would have had the added advantage of taking us out of the charge arcs of the Chariots. Oh well, at least Krieger died doing what he loved, hitting Daemons from a hell dimension of Chaos with a big hammer...



Dylan Owen

Dylan: Although our valiant attempt at crushing the Chaos horde with but seven pious heroes failed, I believe it was a hollow victory for the foe, as the Priests had reduced

the once mighty force to a pitiful state. My favourite part of the battle was teaming up with Phil's Warrior Priest and together butchering almost an entire unit of Chaos Warriors from the rear. The two of us carved a bloody hole into the unit, and I'm sure we would have decimated them all had we not unluckily failed our Break tests in the penultimate turn.

May Hildegard rest in peace, her soul at sleep knowing that she had died taking a multitude of Chaos scum out with her.



Paul Rudge

Rudgie: Just goes to show when you only need a 2+ to pass your Armour save you're guaranteed to roll a 1. That combined with my inability to wound both the Chaos Chariot and

the Marauders when it counted most caused Brother Barnabas to flee from combat twice (including the last turn, costing us 163 Victory points). In hindsight a great hammer would have given my Priest the Strength bonus needed to wound the Chaos Chariot and have practically guaranteed the two wounds against the Marauders in the final turn, winning me the combat (learning point: great hammers are a must for Warrior Priests). At least The Orb of Thunder did its job really well, grounding the Screamer of Tzeentch as soon as they left the Chaos battle-line and allowing the other Priests to charge them at their leisure. Who knows how much damage they could have caused if they'd been allowed to fly around the battlefield striking down individual Warrior Priests at will!

BLESSED BY THE TRUE GODS



Paul Sawyer

Paul: Ah yes, the warm glow of victory – especially satisfying since my cowardly opponents had turned up with nearly 100 points extra for the game than we'd agreed

on. This wasn't evident until after the battle but let them have their petty trinkets as in the end the result was the same – humiliating defeat for the Empire clerics and their new boy wonder, Valten!

Despite all my posturing the game was a cracker, the advantage twisting from one side to the other and back again. I thought the loss of Qae'larne and the Fiend of Slaanesh so early in the game (van Horstmann's Speculum indeed!) would prove my downfall but the rugged Chaos followers did their liege proud. I do have a habit of charging in with my

Champions too early and if there was one learning point from this game, that was it.

Although the first turn didn't go the way I planned, the rest of my strategy to draw off the mounted Warrior Priests worked a treat with the Marauder Horsemen leading them a merry dance for two to three turns.

The Orb of Thunder proved to be a wise choice by Rudgie especially as I would be saving my Dispel dice for the potentially Daemon-killing *Soulfire* Prayer. In the end, though, the Screamer's durability held Valten and his lackey up long enough to sandwich them between the Chariots. Even then I was surprised at how long 'yo-yo' Valten stayed in the game.

All in all a great game and especially as I now have full gloating rights around the Studio. Now then, where's that bacon butty and coffee, you losers...

Luthor Huss rubbed a hand over his face. Gore and grime covered him from head to toe, and he could taste the foul blood of the Chaos worshippers on his lips. Raising his right leg, he swung himself off his warhorse, and dropped into the mud. He staggered forward, his face contorted in despair, and approached the broken body sprawled facedown on the ground. He dropped his gore-covered hammer and fell to his knees beside the body of the fallen Valten. Countless wounds covered the young man's body, any of which would have proved fatal.

The Prophet of Sigmar lowered his head, tears cleaning a path through the mud and blood on his cheeks. He neither heard nor cared that the surviving Priests of Sigmar had drawn near, shock, disbelief and confusion written on their faces. Hope was shattered – doom would be the only certainty in the coming wars with the incarnation of Sigmar slain. Surely the world would now be lost to Chaos?

With a start, Huss opened his tear-stained eyes, his breath catching in his throat. Valten gave another slight twitch. Filled with desperate wonder and hope, Luthor placed a hand on the neck of the young blacksmith. He gasped in awe – miraculously, there was a heartbeat, albeit weak and erratic.

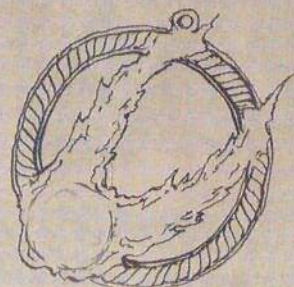
With a gasp of awe, he rolled the fallen Valten onto his front. The young warrior was covered in deep cuts and thrusts from the brutal weapons of Chaos. Nevertheless, his eyes flickered open, unwavering and defiant. Without even so much as a groan of pain, he pushed himself to a sitting position, even as blood streamed from his wounds. Even as Luthor watched, the blood flowing from the injuries seemed to slow.

Reaching out with a bloody-knuckled hand, Valten clasped the hammer that Luthor had dropped. He hefted it, testing its weight and strength. Nodding slightly, he handed it to the prophet who accepted in mutely.

"That's a good hammer."

Gripping Luthor Huss' arm, Valten raised himself to his feet. The priests uniformly sunk to their knees, their eyes wide.

"Now you truly believe," spoke Luthor Huss in a hushed whisper.

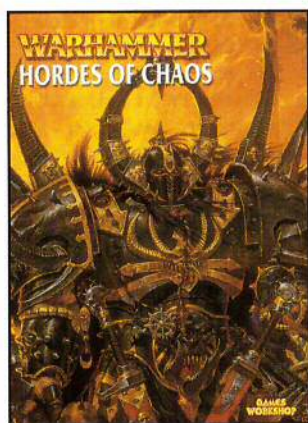


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They epitomise the ideals of the Adeptus Astartes by dutifully protecting the Imperium of Man from alien and heretic alike. The Ultramarines Chapter are a force to be reckoned with not only on the battlefields of the 41st Millennium but also in the depths of space. Matt Keefe tells all...

COURAGE AND HONOUR

Ultramarines fleets in Battlefleet Gothic

The Ultramarines were part of the First Founding Space Marine Legions, which means that they are older than the Imperium itself. The genetically engineered warriors of the First Founding were the elite shock troops in the Emperor's armies way back in the Age of Strife. Ultramarines were one of the twenty vast Space Marine Legions that took part in the Great Crusade to reconquer the galaxy under the leadership of their superhuman Primarchs – Roboute Guilliman in the case of the Ultramarines.

The warlord of the Emperor's armies was the Primarch known as Horus, Commander of the Lunar Wolves Space Marine Legion. He manoeuvred the loyal Ultramarines far from Earth then led more than half the Space Marine Legions west across the galaxy in an invasion of Earth to mount a coup against the Emperor. Horus and the rebels had been utterly corrupted by the dark powers of the Warp.

ROBOUTE GUILLIMAN

Roboute Guilliman was a Primarch, one of the genetically engineered supermen created by the Emperor to lead his armies. When the Primarchs were still in their incubators they were stolen into the Warp by the Dark Powers and scattered throughout the galaxy. Many of the Primarchs were damaged by warp stuff, a fact that was not to become clear until the catastrophic Horus Heresy, but Guilliman avoided this fate.

His capsule fell onto Macragge where it was discovered by noblemen out hunting. The semi-divine child was adopted by Konor, one of the two Consuls that ruled Macragge. Roboute Guilliman, as he was named, astonished his tutors and while still young led a successful campaign against Illyrium barbarians. Returning home in triumph, Roboute discovered that the second Consul, Gallan, had conspired against his adopted father and assassinated him in the very Senate House itself. Guilliman crushed the rebellion swiftly and completely and assumed power as sole Consul, an office he held when Macragge was rediscovered by Imperial forces fighting the Great Crusade.

Advancing along the southern Galactic axis, the Ultramarines missed most of the heavy fighting of the Horus Heresy that occurred to the galactic north-west, so were in better condition than most of the loyal Marines when Horus fell. The Ultramarines legion held the Imperium together immediately after the revolt and was instrumental in the reconquest of rebel planets and the reconstruction of Mankind's empire. The Heresy confirmed Roboute Guilliman's conviction that strict adherence to orthodoxy was vital for spiritual fortitude, and hence orthodoxy has been the Ultramarines' strict policy ever since.

Seven years after the Horus Heresy the Space Marine Legions were broken up into smaller formations called Chapters. The Ultramarines contributed twenty-three new Chapters including the Aurora Chapter, Black Consuls, Doom Eagles, Eagle Warriors, Genesis Chapter, Inceptors, Libators, Mortifactors, Novamarines, Patriarchs of Ulixis, Praetors of Orpheus, Silver Eagles and White Consuls. Most of these Chapters follow the strict orthodoxy of Guilliman, but not all – the Mortifactors are an example of a radical Chapter. Orthodox Marines are known as 'Codex Chapters'.

It is believed that Guilliman was one of the first High Lords of the Imperium and that he personally laid down the structure of the Imperial Guard and the Imperial Navy at the same time as developing the Codex Astartes to govern Space Marine doctrine in future. In the eyes of the Ultramarines, this makes the Codex Astartes a religious instrument of supreme authority and they are extremely reluctant to challenge or modify any of its precepts.

ULTRAMAR

The Ultramarines are unusual in that they control and rule the entire sub-sector of Ultramar. Most Space Marine Chapters have a single base of operations, usually a planet but sometimes another orbital structure. Ultramar consists of eight major inhabited systems that share a common cultural heritage with the primary world, Macragge. It is reckoned to be one of the most peaceful and Justly governed places in the galaxy. The worlds of Ultramar are unusual in that they are held in ecological balance, and are not characterised by the typical industrial desolation common across much of the rest of the Imperium. The Ultramarines recruit from all eight

inhabited systems so they have a huge pool of potential recruits to ensure the highest possible quality in their candidates.

All the worlds of Ultramar could be classified as 'civilised' because of their high technological infrastructure base, but they are otherwise quite distinct. They are largely self-sufficient in food and basic products but merchant traders have a flourishing business in specialities and delicacies between the systems.

Macragge, the prime world, is a wind-blown mountainous place. Three quarters of the main landmass is largely uninhabited bare rock and moorland. Castra Magna, the Ultramarines fortress, is located in the centre of this continent built upon a granite crag surrounded by black, impenetrable, splintered mountain ranges. At the heart of Castra Magna is an awe-inspiring adamantium and marble Gothic temple that is one of the holiest places in the Imperium. It is roofed by a multi-coloured glass dome – the largest ever created by human hands. Inside the Temple is the shrine to Roboute Guilliman where the Primarch sits upon a marble throne within a stasis field, his mortal remains held out of time for all time with the fresh blood of his wounds glistening upon his torn throat. Pilgrims travel from all over the galaxy to pray at the throne and many priests claim that Guilliman's mortal wounds are slowly healing, something impossible in a stasis field.

The Ultramarines venerate Castra Magna as the heart of their fiefdom and the second most important sacred site in the Imperium after the Holy Throne-Room of Terra. The fortress contains the Ultramarines headquarters and primary monastery; the Ultramarines Admiralty and Primus Signalis is also based here. The Macraggan civil population lives in modestly sized cities of fewer than fifty million people along the coasts of the continent and on the larger islands.

The second most important planet of Ultramar is the forge world Calth. This is an airless world with a surface of bare metallic-blue frozen rock illuminated by the lethal rays of a blue star. The large population live in huge caverns constructed deep underground. These are so enormous that they have their own internal weather. Basic foodstuffs are grown in nutrient vats in sufficient quantities to feed the population but luxury 'natural' food is imported from

CODEX SPACE MARINE FLEETS – STRATEGY, ORGANISATION AND TACTICS

After the Horus Heresy, Guilliman took steps to ensure that no single person or group could ever again hold enough military power to attempt to seize sole power. To this end, the Imperial fleet and the Imperial Guard were split into two distinct organisations with quite separate lines of command up to the highest levels of the Imperial Government, and inhabited planets were garrisoned by independent Planetary Defence Forces. The idea was that rebel governors or generals would be unable to move their forces and spread heresy. Similarly rebel admirals would lack armies to conquer planets. The Space Marine Legions represented both a serious potential threat and a uniquely powerful force, capable of policing other Imperial military formations... but who would guard the guards?

Guilliman's solution was to break the Legions down into smaller units (now called Chapters) so that the guards could guard each other. In this way, the Chapters could be allowed to keep their own space fleets. A Space Marine fleet has four functions: (i) to patrol Imperial space to watch for rebellion, heresy or xeno-intrusion – the investigation of space hulks is a vital Space Marine duty. (ii) to provide an immediately available lift capability to move Space Marines and their equipment anywhere in human space at a moment's notice. (iii) to assault defended planets and space

installations to safely deliver Space Marines and their equipment into combat, (iv) to support Marines fighting in ground combat. The Ultramarines, as a Codex Chapter, adhere to these guidelines rigidly, unlike some other Chapters which may choose to alter the role of their fleet to increase their effectiveness in space.

A Space Marine fleet is not designed to fight naval battles – that is the function of the Imperial Navy. A Chapter would normally only accept a general fleet action under the most favourable circumstances. Marine ships are equipped with bombardment cannon, boarding torpedoes and Thunderhawk gunships. These heavily armed, armoured assault shuttles perform tolerably well as space fighters but have little in the way of anti-shipping weaponry.

Marine ships lack the populous crews of Navy vessels that are like moving cities. Machinery and servitors carry out much of the work. The rest of the crew are mostly Chapter serfs up to junior officer level; Space Marines make up only the senior officers and assault troops. Codex Chapters traditionally do not train specialist naval officers; any senior Space Marine is expected to captain a starship or lead a fleet as necessary. The only outsiders in the crew of an Astartes vessel are the families of the Navis Nobilite who are bound by ancient

blood oath to supply Warp navigators for the Astartes.

A classic Space Marine engagement would involve: (i) reconnoitring a rebel world with rapid strike vessels before commitment of capital ships, (ii) closing with capital ships and suppressing orbital defences, preferably by capturing them in a lightning assault using boarding torpedoes and Thunderhawk assault shuttles, but destroying them if necessary, (iii) suppressing ground defences with orbital bombardment and drop pods, (iv) reinforcing the assault with waves of Thunderhawks, (v) once a landing zone is secure, ferrying down larger war machines.

Traditionally, Space Marine Codex Chapters hold themselves aloof from the Imperial Navy, often flatly refusing to engage in joint manoeuvres or even to give information about their warships' capabilities to Navy planners. They see little point in giving assistance to potential opponents especially when they fail to envisage circumstances where Navy and Space Marine fleets would fight a joint fleet action. This short-sightedness has been proven to be a crucial error on several occasions, such as the Third Armageddon War where the very particular circumstances meant that the vast majority of available vessels were in fact Space Marine ships, not those of the Imperial Navy.

neighbouring Lax. Calth is the primary manufacturing centre for Ultramar. It is famous for its shipyards that build and service the Ultramar fleets of starships, both merchant and Space Marine vessels. These docks are unusual in being located on the surface of the airless planet rather than in orbit. The inhospitable smooth surface is perfect for starships. The dockyards are protected by tall surface-to-space torpedoes and puissant plasma cannon batteries and armed battle stations hang overhead in geosynchronous orbit.

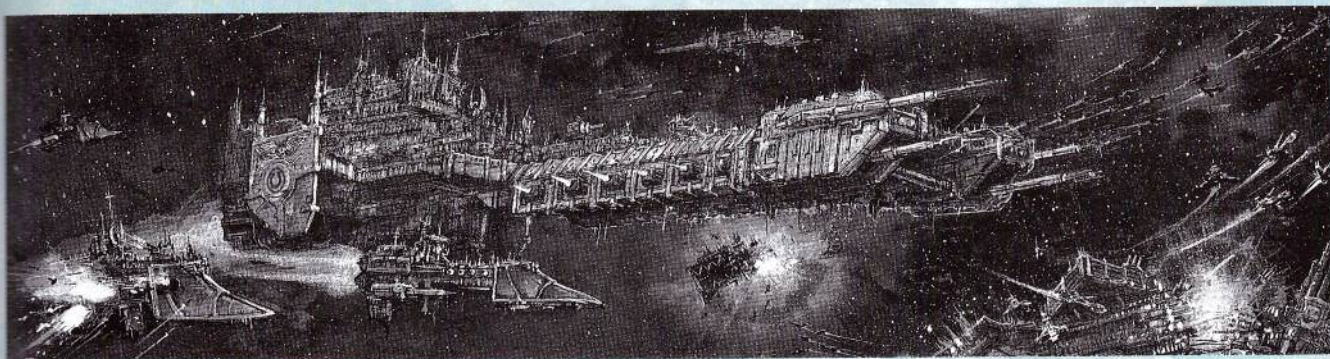
Lax is known as the Garden of Ultramar as it is a verdant, fertile, agricultural world. The world has a low population split into

small towns dotted amongst farms and parklands. The only city is the ancient Citadel of First Landing. This adamantium fortress is protected by clusters of megaslaser and a detachment of Ultramarines. Lax is also famous for the fast efficient hydroway transport systems that link the market towns to First Landing.

Talassar is a water planet. Ninety percent of its surface is covered by the world ocean which teems with sea life. Talassar is a productive marine agricultural world with rich plankton fields and kelp beds. The fins of the giant sunfish are considered to be one of the great food delicacies of the Imperium. There is a small continent, Glaudor, where the

capital is located. This was the site of a famous Ultramarines victory over Ork invaders not long after the Horus Heresy. Much of the modest population is dispersed among the rocky islands.

In complete contrast to Talassar are the Three Worlds, Quintarn, Tarentus and Masali that orbit a common centre of gravity. These are largely desert worlds but, nevertheless, they are a major agricultural centre for the more populated worlds of Ultramar. The soil is rich and food is grown in vast farm domes abundantly equipped with water condensers on the roof, which fill capacious underground reservoirs. Similar domes enclose the cities of the Three



Worlds and they are famous for their parks and lush gardens. The odds against the natural formation of a stable triple-planet arrangement are infinitesimally low and members of the Inquisition have often speculated that the Three Worlds are the artificial construct of a powerful, lost xeno-race but, if so, no trace of this lost civilisation has ever been found.

Prandium has the most biodiverse planetary ecosystem of all the worlds of Ultramar. It was settled late, soon after the Horus Heresy, by colonists from Macragge itself. Prandium is known as the Jewel of Ultramar because of its wide range of biohabitats and subsequent

bewildering array of species variety. Hunting lodges for rich off-worlders dot the Prandium outback.

The last important settled world is Espandor, also colonised from Macragge. The story goes that a flotilla of traders was blown off course by a warp storm in the Age of Strife and was then stranded. It has two large continents, the eastern one is left as a wildlife reserve and even the western is sparsely populated.

Ultramar is located in Segmentum Tempestus in the galactic south where the stars are thin and mostly concentrated in a single galactic arm which spirals lazily

out of Segmentum Solar, through Tempestus, and out into intergalactic space beyond the reach of the Astronomicon. There are no significant naval assets in the sub-sector. The nearest major naval station is at Bakka. In truth, before the Tyranid incursions Ultramar had little need of naval assets. Tempestus tends to be troubled by raiding rather than outright invasions or Black Crusades like those sectors unfortunate enough to be closer to Ork empires or the alien intruders and raiders who are brave or foolish enough to prey on Ultramar have to face the wrath of the Ultramarines.

BEHEMOTH

The Tyranids were first encountered at an Adeptus Mechanicus outpost at Tyran Primus in Segmentum Ultima, 60,000 light years from Sol to the galactic east. They are assumed to have invaded the galaxy from somewhere east via intergalactic space in the vast empty distances between the galaxies.

This first recognised fleet was labelled Hive Fleet Behemoth by the Inquisition. Behemoth drifted through the southern sectors of Ultima, fortunately missing the densely packed Imperial worlds in the spiral arm, but destroying hundreds of thousands of planetary ecosystems in its passage until it came to Ultramar.

After some initial skirmishing with Tyranid vanguard flotillas the main hive fleet launched an assault on Prandium. The Ultramarines massed in force in an uninhabited system with a warp gate to Prandium and then moved into the system to meet the invasion under the leadership of the Lord of Macragge himself, Master of Ultramarines, Marneus Calgar.

The battle was little short of a disaster. Calgar followed the Codex Astartes to the last full stop and allowed the Tyranids to reach Prandium while harassing and picking off their flank guards. The Master had set up Space Marine units in defensive fortified positions on the planet. He intended to catch the invaders between the anvil of the forts and the hammer of marine drop pods. Meanwhile the fleet would assault the Tyranid ship creatures when they deployed to invade.

Everything went wrong. Hit and run raids on the Tyranid ships suffered an unacceptable number of casualties for the little damage caused. The inside of a Tyranid ship was heavily defended and a living hell – literally. The ship creatures dropped invasion spores without deploying in any sense that the Imperials understood the term and their fighting potential appeared undiminished. The Ultramarines ships in orbit were soon in

TYRANID INCURSIONS

a major naval action and were unable to reinforce their forces on the planet. The latter were assaulted by wave after wave until they were destroyed one by one despite wiping out thousands of attackers with disciplined fire volleys.

The indomitable Chaplain Cassius led the last survivors of the Prandian expeditionary force back into orbit in just three Thunderhawks. The battered fleet disengaged and retreated back to Macragge leaving Prandium to its fate. The world was completely destroyed and stripped back to its bedrock by the gorging hiveships.

The Ultramarines were dismayed by the defeat and the abandonment of one of the Ultramar worlds that they were honour-pledged to defend. None was more desolate than was Marneus Calgar himself. For five days and nights he prayed in full armour to the shrine of Guilliman taking neither food nor drink. On the fifth night he had a revelation and realised that the Ultramarines had been guilty of the sin of pride. The Codex Astartes was made for the Space Marines not Space Marines for the codex. The codex contained no direct answer to the xeno-things because they were unknown to the Blessed Primarch when he wrote his divine tome. The Ultramarines were going to have to improvise by using the principles enshrined in the Codex Astartes to devise novel tactics.

New plans were devised to defend the next world in the path of the creatures, sacred Macragge itself. Lord Calgar sent urgent astropath messages requesting help from the nearest Navy Base, Bakka. The Inquisitor Lord Kryptman arrived to offer invaluable advice about Tyranid physiology. Macragge would be defended by the combined might and wisdom of the Imperium.

Calgar struck hard, fast and smart at the Tyranid fleet in true Ultramarines style, destroying the largest hive creature on the advice of Kryptman. The creatures immediately became uncoordinated without the controlling hive mind and the

Ultramarines reaped a vicious toll of them, harrying the Tyranids out of the system to the ringed gas giant of Circe. There the creatures rallied with a new hive mind established and began to force the Space Marines back. Battlefleet Bakka arrived at the critical juncture, no doubt with the guidance of the Emperor, and despite taking fearsome losses including their flagship, destroyed the Tyranids totally.

NEW TACTICS

The Ultramarines and Ultramar had survived Hive Fleet Behemoth but only just. Lord Calgar initiated an energetic programme of retraining for the Ultramarines fleet. He instigated new training for Space Marine naval commanders to familiarise them with the manoeuvres required for open space fleet actions and created a new title with new status, Master of the Fleet. The fleet practised tactics with allies from Battlefleet Bakka and the Emperor's servants vowed never again to abandon Imperial worlds to the foul hungers of the beast. The Ultramarines also added pure gunboats (albeit in limited number) to their fleet, something that they had always eschewed as incompatible with the Codex Astartes and their holy purpose.

KRAKEN AND LEVIATHAN

Behemoth turned out to be little more than a reconnaissance in force, the mere advance guard of the Tyranid invasion of the galaxy. Hive Fleet Kraken later emerged and swallowed whole sectors on the eastern fringe of halo stars which form the edge of Segmentum Ultima. Inquisitor Lord Kryptman, arguably the greatest authority on Tyranids, has come to the unwelcome conclusion that a new and even larger hive fleet is attacking the galaxy. Apparently random attacks across Segmentum Ultima, Tempestus and Solar have suggested to Kryptman that Leviathan is attacking from beneath the galactic plane, its fingers reaching up to grasp at Imperial Worlds. The Imperium and the Ultramarines face a fearsome and merciless foe.

SHIPS OF THE ULTRAMARINES

BATTLE BARGES

These are the capital ships of the Ultramarine fleet. They are large bombardment and assault carriers designed to act as an invasion headquarters and control centre. They are fearsomely equipped with bombardment turrets to support landings. Much of their internal area is given over to assault and landing shuttles of various types including the armoured and heavily armed Thunderhawks and drop pods. Battle barges can deploy three companies of Space Marines with support weapons and vehicles in a single drop. They also have massed lateral weapon batteries to deal with orbital defences. Normally, Chapters would only possess two or three of these crushing vessels but Ultramarines can often field as many as five as Ultramar traditionally depended on them for sector naval protection.

ULTRAMARINE

BATTLE BARGES INCLUDE:

Pro Merito: Lost in the Warp while in transit to put down a rebellion on Tar Centiri. The planet was declared exterminatus by the Inquisition when the full extent of daemoniac possession of the aristocracy was realised.

Aeternus: The most venerable battle barge on the Ultramarines ship list.

Emperor Incarnatus: Considered to be an unusually holy and hence lucky ship

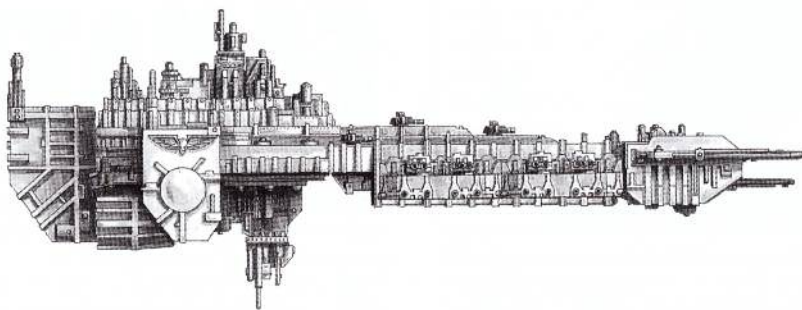
Asidus: This ship was Lord Canastra's fleet headquarters for the Hydra-9 strike where an entire planet was subdued during three days of continuous battle.

Seditio Opprimer: Destroyed the heretic cruiser *Sporespitter*.

Lord Laomedon: Built to replace the *Pro Merito*.

SEDITION OPPRIMER

450 pts



SEDITION OPPRIMER

The *Seditio Opprimer* was reduced to a near hulk at the battle of Prandium. It was rebuilt as a gunship with powerful long-range plasma lances to give the Ultramarines stand-off fire support when fighting Tyranids using the new fleet tactics. This severely compromised the ability of the barge to deploy troops.

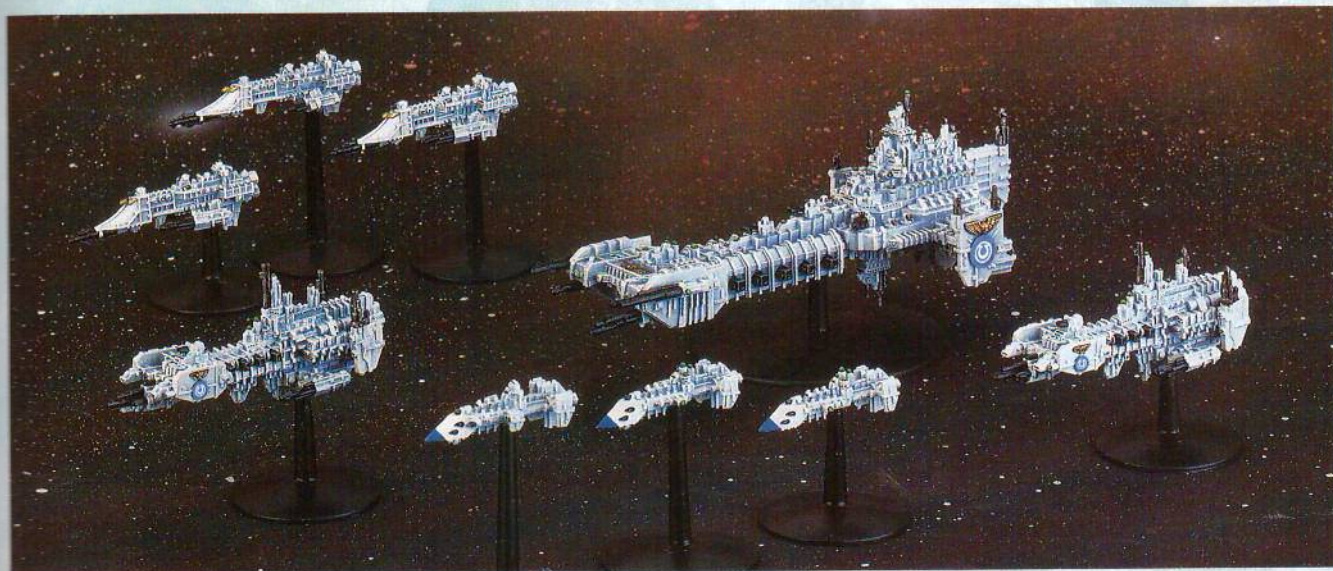
Note: To model the *Seditio Opprimer* remove the lateral gun batteries from a battle barge and replace them with lance batteries from the plastic Imperial Navy weapons sprues.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port lance		60cm		6	Left
Starboard lance		60cm		6	Right
Dorsal bombardment cannon		30cm		8	Left/front/right
Prow torpedoes		Speed: 30cm		6	Front
Prow launch bays		2 Thunderhawk: 20cm		2 squadrons	Front

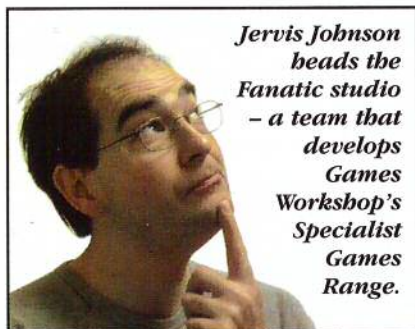
STRIKE CRUISERS

Strike cruisers are Space Marine rapid response vessels, usually with a full company of Space Marines onboard and the equipment to get them on-planet immediately upon reaching the target. They also carry bombardment cannon to support ground forces. The Ultramarines

maintain a permanent fleet of ten strike cruisers, though this number has been known to increase as demand requires. The most famous, the *Vae Victus*, is often used on detached duties. Other famous strike cruisers include the *Iter Splendere*, the *Fidelis*, the *Interneccio*, and the *Accipiter*.



▲ Battlegroup Constantinus of the Ultramarines, en route to the Gothic sector.



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AUGUST'S FANATIC NEWS

Specialist Games news from the Fanatic Studio

It's been pointed out that I seem to start all of my Fanatic news columns off by saying "It's another bumper month of releases..." or words to that effect, so for once I'm going to say that this is a fairly quiet month in terms of releases from the Fanatic studio. But don't panic, fans of the Specialist Games Range, the only reason we're slowing up now is to allow us to get the full Epic range ready for when the game is re-released at the end of the year. More of that in another newsletter, because although we've eased up a little bit we still have half-a-dozen new models to tell you about this month.

For Battlefleet Gothic we have three new Space Marine escort vessels in the shape of the Hunter class destroyer, the Gladius class frigate, and the Nova class frigate, all of which have been designed by John Manders. Resin versions for all three ships have been available from Forge World for some time now, but we've decided to make new metal versions to make it that little bit easier for Space Marine players to use these ships in their fleets. Players that already have resin models needn't worry, as the different resin and metal models represent different patterns of ship so both

can be included in the same fleet if desired. As I mentioned last month, we're currently working on a new supplement for BFG called 'Battlefleet Gothic Armada', and this will include the Space Marine fleet list and details of all of the different types of Marine Escort vessel. In addition, BFG Magazine 16 has background, gaming and painting information about the new ships.

Two months ago we released the Warmaster Skaven army and army list, and this month we follow up the release with three new units for the army. The new units are a Screaming Bell, Warp-lightning Cannon and Doom Wheel, all designed by Warmaster miniatures designer 'par excellence' Colin Grayson. The models each represent different war engines produced by the Warlock-Engineers of Clan Skryre and I have to say represent some of Colin's best work so far. I especially like the Doom Wheel, representing as it does the kind of model we'd have liked to make for Warhammer but never could as it would simply have been too large. And speaking of great stuff for Warmaster, I'm happy to announce that the 'Warmaster Mighty Empires' campaign system has just been



The new Screaming Bell



Warp-lightning Cannon



The brand new Doom Wheel for Warmaster

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 online store at: www.games-workshop.com/storefront.

Item	Game	Release Date
Exterminatus 7	Inquisitor	July
Navis Nobilite	Inquisitor	July
Imperial Navy Boson	Inquisitor	July
Town Cryer 26	Mordheim	July
Stage Coach Set	Mordheim	July
Highwayman	Mordheim	July
Road Warden	Mordheim	July
Blood Bowl Magazine 8	Blood Bowl	July
Elf Team	Blood Bowl	July
Elf Team Booster Pack	Blood Bowl	July
Elf Team Cheerleaders	Blood Bowl	July
Necromunda Magazine Volume 2, Issue 2	Necromunda	July
Hunter Class Destroyer	BFG	July
Gladius Class Frigate	BFG	July
Nova Class Frigate	BFG	July
Battlefleet Gothic Magazine 16	BFG	August
Warmaster Magazine 18	Warmaster	August
Screaming Bell	Warmaster	August
Doom Wheel	Warmaster	August
Warp-lightning Cannon	Warmaster	August
Redemptionist Gang	Necromunda	September
Redemptionist Champion Booster Pack	Necromunda	September
Redemptionist Gang Booster Pack	Necromunda	September

QUESTION OF THE MONTH

Every month a message is plucked from the dozens sent to us to be answered in the newsletter. This month I've decided to answer a commonly asked question.

"What exactly is the Specialist Games Range?"

This is a commonly asked question, and although I've answered it before in White Dwarf I think the answer is worth repeating for those that missed it the first time round. Simply put, over the years Games Workshop has produced some great games, other than The Lord of The Rings, Warhammer and Warhammer 40,000. Up until now these games were only released for a limited period of time and then taken off sale.

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!).

However, such has been the demand to keep those games in print that we've decided to make seven of them available permanently. We've called this range the Games Workshop Specialist Games Range. The range currently consists of Inquisitor, Warmaster, Mordheim, Battlefleet Gothic, Blood Bowl, Necromunda and Epic. If Games Workshop produces new Specialist Games then they will be added to the range as soon as they come out.

We've decided to use the term 'Specialist Games' to cover these titles as all of the games tend to appeal to older and more experienced gamers who have 'cut their eye-teeth' on either The Lord of The Rings, Warhammer or

40K and are looking for something new to try out. Or to put it another way, we see the Specialist Games as primarily for veteran players with specialised tastes. In addition the Specialist Games tend to cover more specialised subjects than Warhammer or 40K. Mordheim, for example, is set in one city in the Warhammer world in a specific period of the Warhammer world's history, while Battlefleet Gothic deals with spaceship combat in the 40K galaxy, and so on.

If you are interested in getting hold of any of the Specialist Games then the full range can be ordered direct from by Games Workshop, and can be viewed online at the Games Workshop online store.

posted on the Warmaster website. This is a fabulous new resource that allows Warmaster players to easily set up and run a map-based campaign. What's more it is completely free – you just need to download it from the website and use it. Go to:

www.warmaster.co.uk

and follow the links to Mighty Empires.

And that is all for this issue of Specialist Game News. Please don't hesitate to get in touch with me at:

fanatic@games-workshop.co.uk

or write to me 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. I'd love to hear from you.

Best regards,

Jervis Johnson
Head Fanatic

SNEAK PEAK: TAU FLEET



In a couple of months time we'll be releasing a Tau fleet for Battlefleet Gothic. Here's a sneak peak of the master miniature for one of the ships, hot from top Citadel designer Tim Adcock's workdesk!"



The new releases for Battlefleet Gothic in all their glory.

SURFING THE WEB

All the Specialist Games have great websites full of free downloads, resources and up-to-date news. Here are their URLs:

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 rules are experimental, official or House rules. Some can be downloaded as free PDFs. Check out the website for more details.

Campaigns are a great way to develop a grander scale to your battles, and we here in the Studio are no different. Dylan Owen has reprised his role as campaign coordinator for one such conflict, and here he reveals some of his secrets.

The first Studio Warhammer campaign which I ran began over a year ago, and the final battle was fought just after the new year, 2003. This was the Seven Realms campaign. Some of the battles from that campaign were documented in Paul Sawyer's articles concerning the evolution of his Chaos army. That campaign started out as a straightforward map-based game with simple rules governing army movement and empire expansion, but developed into a full-scale conflict of wits and diplomacy as the players outmanoeuvred each other, not only on the battlefield, but also using their powers of intrigue and subterfuge. Realms played each other off against their rivals, plots were hatched and alliances forged and broken.

Crazy schemes were planned, such as the breeding of a giant mutated squid by the forces of the Skaven and Chaos designed to wreak havoc amongst their enemies but, being totally uncontrollable, it escaped and marauded the Skaven lands. Catastrophies occurred, such as the Wood Elves collapsing a circle of stones of power with an unintentionally massive *Comet of Casandora*. This released a horde of Daemons from the subsequent void of Chaos which erupted from the shattered stones – a

menace which could only be vanquished by a warband of Skaven and Wood Elf heroes joined in an unholy alliance (the Wood Elves were subsequently cut to pieces by the Skaven as soon as the Daemons were routed into the Realm of Chaos!). Magnificent inventions were created, such as a High Elf flying ship which soared above the battlefield, reaping carnage with its bolt throwers, a wonder of the world eventually destroyed by a lucky shot from a Dwarf ballista.

The beauty of a narrative campaign is that you are limited only by your imagination. All the events above were the result of the players hatching grandiose plans to outdo their rivals. As the referee of the campaign, I invented special scenarios, inspired by the players' plans, and the games we played moved away from being straightforward battles and became part of an ongoing epic.

Integral to the different realms were the characters who led the Realms' armies and ruled the lands. As these characters accrued fame for their victories, or harboured grudges after their defeat, the players became more and more attached to them, and took great pains to rescue a favourite general captured in battle, or to avenge the death of a beloved leader.



Campaign organiser Dylan Owen warms up with a game.

THE BLOODLANDS

The Studio Warhammer campaign

With the end of the Seven Realms campaign (the conclusion of which you can find on the next page), we were so fired with enthusiasm for continuing a Warhammer campaign that we decided to run another one! Rather than allow the heroic tales and feats of the previous games to be forgotten, we let the previous campaign shape our new one, setting the Bloodlands a thousand years after the final battle which marked the fate of the Seven Realms, although the world is a very different place. At first the players are in the dark about this new era, but as they explore the world, their knowledge of the secrets of the ancients and the fall of their empires will become more apparent.

To enable you to share the players' exultant victories and humiliating defeats, and so that you can see how much fun a long-running campaign can be, we decided to chronicle the events that would shape the Bloodlands in the pages of White Dwarf, complete with overviews of the progression of each player's empire and hints on how to run your own map-based campaign. Also included are the rules which we used to govern our campaign. We hope you have as much fun watching the progression of this campaign as we have had playing it.

CAMPAIGN RULES

What follows are the basic rules we used for the campaign. In order to add flavour to the campaign we added other rules, such as events, subterfuge, fleets and so on, and these will be included in future articles.

THE REALM

At the start of the campaign each player begins with a city (the capital, protected by a great wall, wherein dwells the empire's ruler), three towns (bustling centres of commerce where the majority of your people live) and two garrisons (outposts securing control of those parts of your empire which have not yet been populated by your civilisation). Your city provides you with an army which you can use to invade enemy territories. All the action is recorded on the campaign map, which is updated after each battle by the campaign referee. We'll discuss the role of the referee, and how to design maps in the next issue, but for now take a look at the map of the Bloodlands overleaf to see how we set up the realms in the Studio campaign.

A thousand years before, the Bloodlands was known as the Land of the Seven Realms. After seven years of bitter conflict, the scourge of the ratfolk spread across the lands, and the Skaven were on the brink of total domination of the world. Their influence was felt everywhere: granaries teeming with rats, springs and wells befouled - sickness everywhere and the sky turned dark with incessant thunder clouds.

The Skavens' enemies, foremost among them the Dwarfs, had to unite to eradicate this pestilential foe. The Skaven themselves sought allies to help them finally conquer the world, winning them over with promises of power should they help bring about the dominance of the rat. The two sides amassed for battle in the foothills of the Askulban Mountains, a battle that would determine the fates of the Seven Realms...

That fateful day, the Dwarfs had thought they had won the alliance of the Men of the South, the High Elves and the Wood Elves. However, the forces of good were betrayed by the shifting temperament of the wild Sylvan folk, who chose winter over summer and sided with the twisted forces of the Skaven, Chaos and Dark Elves! Outnumbered, the lawful races were forced to make a desperate ambush as the huge army of darkness marched northward to invade the Dwarf realm, the only obstacle to their dreams of ultimate power.

Artillery, bullets and arrows fell heavily on the column of evil troops, but then the sky, which had been brooding and black, opened up with flashes of lightning. Thunder rolled ominously across the field of battle as a sheet of rain poured down, dampening bowstrings and ruining gunpowder. A dank fog suddenly enveloped the land; no one could see further than his own outstretched arm! In trepidation the ambushers waited, fearing such devilry, but when the fog dissipated the enemy were upon them! Chaos warriors charged forward, hacking apart all who stood before them. Skaven wizards tried their foes with unnatural lightning of their own and spread a wind of plague across the enemy lines: those caught up in it choking on their own vomit. At the rear, Dark Elf riders harried the Elven artillery which had tried to cut them down, and the treacherous Wood Elves rained death on their High Elf cousins, cutting them down with razor-edged arrows. A Treeman lumbered forward to finish off the survivors who preferred to risk drowning in the swamp that had formed behind them rather than face the wrath of this monstrous, moving oak.

The ambush wavered and failed. The very crops rose up to attack the knights who tried to outflank the column - pumpkin headed daemons which snapped and tore at the unprotected bellies of their horses with preternatural ferocity, and the rats which had been feeding in the fields were summoned by the Skaven to swarm over their enemies.

Victory belonged to evil. The High Elves, Dwarfs and Men were massacred. The Skaven and their allies marched northward and ransacked the southern Dwarf realms. The Hold of Askulban was reduced to rubble, and all lowland Dwarf territories were razed to the ground by the howling horde. The Dwarfs were

forced to retreat to their ancient mountain strongholds, too well-defended for even this massive invading army to penetrate.

A similar fate befell the southern confederacy of Men. With the Dwarfs holed up in their tunnels far in the north, the tide of Chaos pressing against them, the Skaven could now concentrate on reducing the lands of the Humans. The entirety of the southern peninsula fell to a combined onslaught of Wood Elves and Skaven, the strength of the southern Men spent at the Last Battle. Only their island realms remained, the ocean their only defence against annihilation.

The Empire of Manzarek had opted to remain neutral during this final conflict, in the hope that they could bargain with whoever emerged the victor. This plan seemed to pay off, for as the weakling Dwarfs and Elves and the Empire's dullard southern kin retreated from the stage of politics, the amassed treasury of Manzarek did well in earning the Emperor the amity of the ratfolk. The truce was renewed between man and half-rat, and the Empire prospered as the Skaven victory brought peace to the rest of the Known World (for that is what the men of Manzarek called the desolation that the ratmen had brought on their foes). Trade between the two empires flourished, and the high society of the Empire particularly enjoyed the new vogue for exotic jewelry from the south, crafted with consummate skill from a precious new green metal which glowed like the moon in the dark.

But then a sickness spread across the Empire, a terrible plague, one of the first victims of which was the Emperor himself, then his heir, his heir's heir and in quick succession, the entirety of the royal family, along with most of the nobility. With the throne empty the Empire was plunged into crisis. At this point Lord Finkel, ruler of the Skaven nation, revealed the last royal proclamation of the Emperor before his unsightly death, a parchment bearing his seal which when broken revealed that in the event of the death of his entire family, the throne was to go to... Gizzardlick, the 657th son of Finkel and ambassador to the Empire of Manzarek, who Finkel claimed the Emperor had grown increasingly fond of during his last days. The people, riven by disease, their lives increasingly becoming revolved around the very act of staying alive, had not the strength to oppose their new ruler, who was crowned in Manzarek's robes and crown in the Cathedral of Sigmar (the more observant would notice that the statue of the patron god of the Empire had been refashioned to sport between his legs a long and prehensile tail...). These people, Gizzardlick would find use for within the warpstone mines that dotted this now rotting land.

It was at this point that the High Elves decided to depart to the east, leaving the land of the Seven Realms to its fate. In their dragon ships they migrated into obscurity, taking their wisdom and knowledge with them. Their hearts were broken at leaving their beloved Isle of Light and with their passing a shadow fell upon the land.

The Wood Elves paid the price for their betrayal. The promises of the Skaven fell on dry ground and failed to germinate. The slaves

of Vradchuck the Chaos Lord were sent with axes to the edges of the northern Wood Elf territory, and the two rivers which fed the northern reaches of the great forest began to run fetid and bubbling. The forest began to wither, and with the counterweight of Dwarf, Human and High Elf power gone or rendered negligible, there was no one for the feral Elves to call on. The Wood Elves were forced to retreat deep within the most ancient parts of their forests, which not even the pervasive power of the Horned Rat could corrupt. The impenetrable forest swallowed this race from the annals of history.

As for the Dark Elves, their old enemy, the Vampire Morkilluk rose again to assault their lands. Oberon's Wall was no defence against the hordes of shambling dead which swamped them. They had hoped that their allies who they had helped to pre-eminence, the Skaven, would in turn aid them in restoring the Isle of Shadows to their control. But no help was forthcoming. Messengers sent to Lord Finkel to plead for contingents of rats to defeat the dead returned bearing but two words from the Overlord of the Known World "Later... later..."; the northern Isle of Shadows disappeared in a sea of walking dead, and the fate of the Dark Elves remains forever unknown...

Once the Skaven achieved total domination, the days were shrouded in a disheartening grey light as clouds perpetually thundered overhead. Night was swathed in an impenetrable darkness lit only by the leering, gibbous moon which seemed to grow in size with every passing cycle, or by the incessant, terrifying lightning bolts which split the skies. No stars shimmered in the heavens. The unceasing drizzle, which occasionally erupted into a torrent that flattened crops and churned the green fields to mud, chilled to the bone, and even the thickest cloak would not shelter you from the dreary damp. Starvation wracked the entire land, and rats fed on the corpses, ever multiplying as they consumed everything at hand. Strange lights were seen in the skies, burning a hole in the black canvass of the heavens with a piercing green glow. Showers of comets fell to earth, and where they landed, growth withered and greenery shriveled to brown.

At this point, history ended, for there remained no one who could write it. The Skaven scratched their obscene runes on stones, for what purpose none could ascertain. Vradchuck the Great of the Chaos Realms had no truck for written words, for the sword was mightier than the pen in his eyes. The Elves and Dwarfs had vanished and with it their great tomes of knowledge. The contents of the libraries of Manzarek fanned the flames that kept the slave population of that once proud nation from dying of cold, the elaborate leather bindings cooked and eaten out of sheer desperation. Beyond the seas, the remnants of the southern states returned to obscurity - none from those islands dared trespass on the realm of rain.

It would not be for another thousand years that heroes once more emerged to carve civilization into this ruined land, a land now known as the Bloodlands...

THE CAMPAIGN YEAR

Each Campaign turn is called a year, and each year is divided into the Campaign season, and the Winter season.

WINTER SEASON

The Winter season is when armies are forced to retreat to their barracks as snow and bitter storms make journeys hazardous to even the most hardened veterans, cutting off supply chains and turning roads into impassible mires.

During the Winter season, players concentrate on spending the Revenue they earn from their settlements. As Spring approaches and the ice melts, it is time for armies to be deployed ready for when the paths of invasion are once again open. The Winter season is divided into three phases:

- 1) Revenue
- 2) Construction
- 3) Order Armies

After the third phase a new Campaign season is started.

REVENUE

In this phase each Realm gathers revenue from its towns and cities. During Winter, resources are collected to enlarge your empire and consolidate your gains.

- Cities and towns provide 2 Revenue.
- Garrisons provide 0 Revenue.

Any revenue not spent during the Winter is lost, so it pays to spend as much of your revenue as possible. This excess revenue is used to hold great banquets in honour of the generals, or to erect mighty statues of the realm's illustrious leader, frivolities which have no effect on game play.

CONSTRUCTION

During the relative peace of Winter you can spend Revenue to found new towns or construct cities.

BUILDING SETTLEMENTS

- You can spend 4 Revenue to turn one of your garrisons into a town. This strengthens your hold over

the territory, improving defences and making it more difficult for enemies to invade.

- You can spend Revenue to upgrade a town into a city. This fortifies the town with a strong defensive wall that can only be taken by siege, and provides the means to raise and maintain a new army.

It costs a variable amount of Revenue to build a city. The more cities you have, the more expensive it is to construct new cities. The cost is determined by the City Building chart below. No Realm can have more than six cities.

CITY BUILDING CHART

Cities in Realm	Cost of new City	Support (SP) for new City
1 City	8 Revenue	6 SP
2 Cities	12 Revenue	9 SP
3 Cities	20 Revenue	16 SP
4 Cities	32 Revenue	20 SP
5 Cities	52 Revenue	30 SP

A town that has been built this Winter season cannot be upgraded to a city in the same season.

A new city can only be built if, at the end of the Construction phase, the Realm has enough Support Points (determined by looking at the chart above). Each town provides 1 Support Point. Garrisons and cities provide 0 Support Points. So, for example, to build a second city in their realm, a player will need seven turns in total, six to provide enough Support Points and one to upgrade to the city.

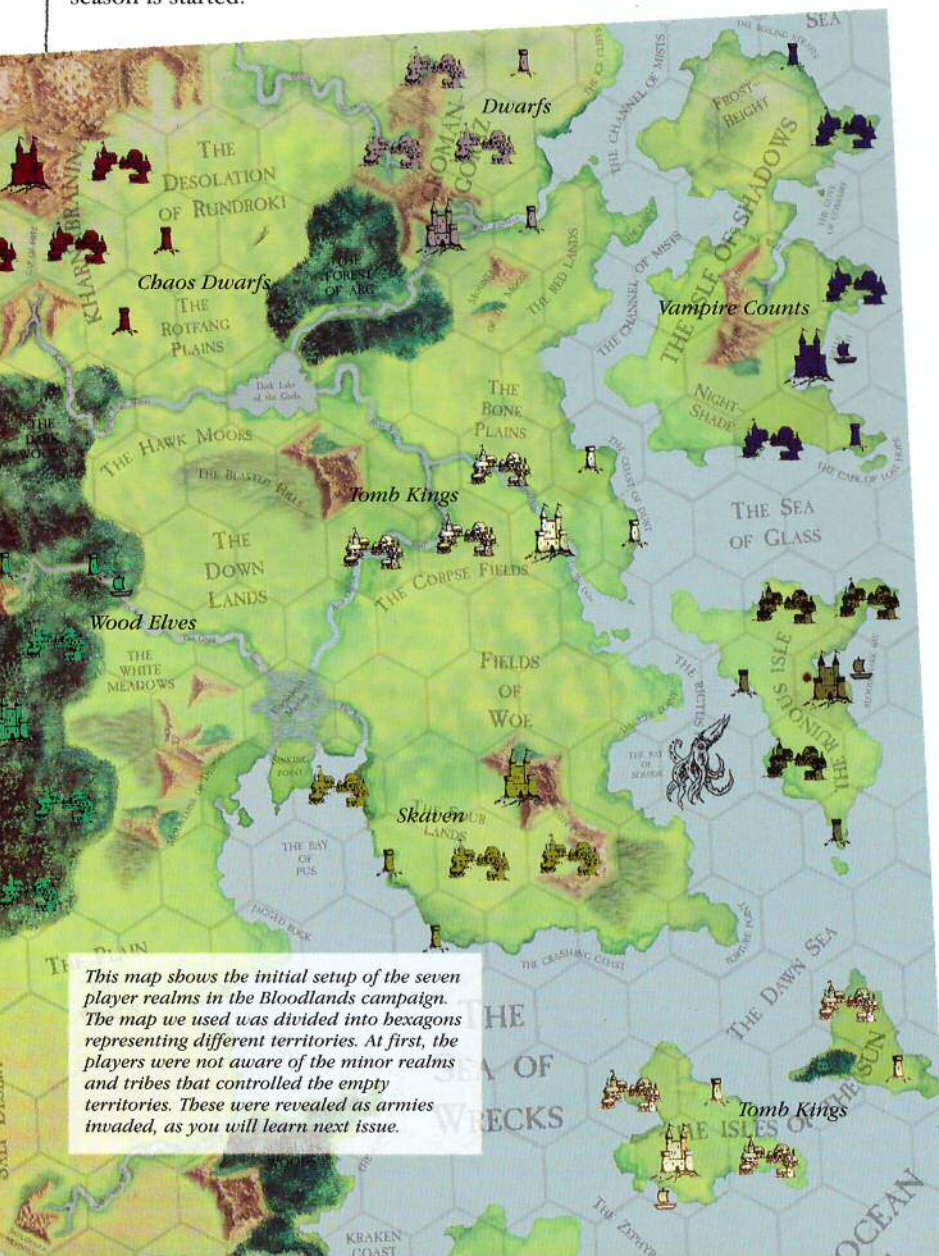
A Realm cannot build any cities if it does not have a capital – so if it is ever reduced to no cities, it cannot build any more! The player is effectively out of the campaign.

ORDER ARMIES

In this phase, players declare the orders they want to give to their armies and the territories they want them to invade. This is best done in secret, each order given to the referee of the campaign. After all orders have been announced, the referee can reveal the position of armies on the map.

Each city provides the manpower and resources to maintain one army, and each can be given an order in this phase.

- You cannot order more than one army to attack from a territory, unless you are attacking a city, in which case you can order two armies to attack from the territory.
- Armies can only be ordered to attack from a friendly territory.
- Declare which adjacent enemy territory each of your armies will be invading.



This map shows the initial setup of the seven player realms in the Bloodlands campaign. The map we used was divided into hexagons representing different territories. At first, the players were not aware of the minor realms and tribes that controlled the empty territories. These were revealed as armies invaded, as you will learn next issue.



The final battle of the Seven Realms Campaign under way.

CAMPAIGN SEASON

It is during the Campaign season that players implement the orders they gave in the Winter and fight their battles.

BATTLES

When fighting a battle, a Pitched Battle is usually fought, but you can agree to fight any scenario if you want, or even design your own! We played the campaign using invading armies worth 2,000 points. As you need two armies to attack a city, a siege game is fought using double the number of points, or 4,000 points for our campaign. Depending on the size of your collection, you can decide to use armies worth fewer or more points.

INVADING A CITY

This is always played out as a Siege. The defenders have half as many points as the attackers (so in our campaign, besieged armies were 2,000 points in size). If the invaders win then they raze the city and loot 4 extra Revenue which is added to the Revenue they get next Winter season. The invaders replace the captured city with one of their towns. The invaders can also pillage two territories belonging to the loser.

INVADING A TOWN OR GARRISON

This is usually a Pitched Battle. The defenders of a town have an army of equal points value to the invading army.

The defenders of a garrison have an army worth only 3/4 the points value of the attackers, so for example, 1,500 points of defenders versus 2,000 points of invaders (garrisons are weaker forces).

- If the invaders score a draw or worse then they fail to take the settlement.
- If the invaders score a winning draw, they can only pillage the settlement (see below).
- If the invaders score a Minor Victory, they take the settlement and replace it with one of their own garrisons.
- If the invaders score a Solid Victory, they take the settlement as above and can also pillage one of the adjacent territories belonging to the loser.
- If the invaders score a Massacre, they can pillage two of the adjacent territories belonging to the loser in addition to taking the settlement.
- If the invaders are unlucky enough to be massacred by the defenders, their defeat is so thorough that the defenders pursue them and pillage the territory they invaded from with no resistance. Such is the penalty for utter defeat!

INVADING A MINOR REALM

Territories not controlled by a player are inhabited by a minor realm of any race, controlled by the referee. Minor realms are treated as garrisons – for more information see next issue.

PILLAGING

The scale of victory determines how much resistance the victors will meet when their army splits up and roams the surrounding enemy territories, burning, looting and spreading terror.

TOWNS

When an army pillages a town, the town is reduced to a garrison, but remains under control of the defender.

GARRISONS

When an army pillages a garrison, the garrison remains a garrison, but under the control of the pillaging army.

CITIES

No army can pillage a city. It is too well defended.

YEAR END

When the final battles have been fought it is time for another Winter season. It is best for the campaign referee to set a time limit for each Campaign season to keep the campaign running smoothly. Any invasions not played by the end of the deadline are put off as Winter encroaches, making attacks impossible. You can continue the campaign for as long as you like, perhaps stating that the winner is the first person to control a certain number of territories, or playing for a set number of years. It is always best to end the campaign with a massive final battle involving all the players, as was done for the Seven Realms campaign described earlier in this article. This means that the campaign will end with a bang, remaining a memorable event for all the players involved.

NEXT ISSUE

Campaign maps, referees, minor realms and allies, and closer look at the Kingdom of King Phat.

THE REALMS OF THE BLOODLANDS

Here are the seven great Realms of the Bloodlands, the main protagonists of the Studio campaign, who seek to carve themselves an empire forged with the blood of their rivals.

THE KINGDOM OF THE EVERLASTING SUN – GARETH RICHARDS

I started collecting Tomb Kings as soon as I saw the new models for them. My painting table was soon covered with sprues of skellies as I madly got my army painted for the start of the new campaign, after so many army lists and

countless changes that I have now lost count. Due to these many changes, I now have 5,500 pts and am building it up to 7,000, and who knows how many points from there?

The ruler of my army goes by the name of Vizier Karhan. He was the High Liche Priest to Lakhashar of the 4th Dynasty. After being exiled for supposed treachery by his pupil, he currently

searches for the resting place of his former master. Along the way he has found tablets depicting the workings of the sun and has plans to harness this natural power...



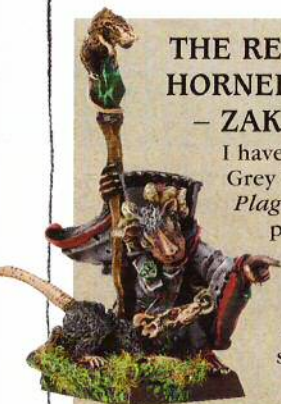
THE REALM OF THE HORNED RAT – ZAK GUCKLHORN

I have just witnessed my Grey Seer cast the *Plague* spell, which proceeded to spread through five units, three of which are my own. The powerful spell has caused

more of my troops to fall at the hands of a fatal pox, and I couldn't be happier. This is just an example of why I play with a Skaven army. They are so much fun, and can cause as much havoc amongst your own horde as they do to your enemies.

I have based my army around Clan Mors. Warlord Queek has always been my favourite character, so it made sense to me to build a force from his Clan. The General of my

Clan is one of Queek's underlings, Warlord Quiksnif. However, as you may have noticed, the picture of my general is actually a Grey Seer, Fahr'Reeq. This is because Quiksnif is a complete coward and has sent the powerful mage in his stead. You will see him in the future though, as he knows he must make an effort before his superior finds out about his lack of action.



THE KINGDOM OF PHAT – PHIL KELLY

I decided to play Khemri because, not only are they nice and evil, but the army plays in a completely unique way that really appeals to me. The first take I had on the army was one comprised primarily of constructs, and being as one of my favourite colours to paint is weathered gold, I went for them in a big way.

To tie this in with the history of my realm in the Bloodlands campaign, I decided that the wealthy warrior elite of my realm had taken to worshipping graven idols, and their enraged gods had struck them down with a series of plagues. The last and greatest of these was the curse of Undeath, and now the armies of the realm are nothing more than a legion of skeletons and the giant golden statues they once worshipped. In the cursed city of Auropolis, the ground quakes beneath the tread of monstrous metal colossi and thundering chariots crewed by the living dead. Only the foolish or the greedy dare to trespass on the cursed lands of King Phat the Indefatigable.

King Phat himself is a right nutcase, careening around the battlefield in his specially modified chariot like a Formula

NECRACH REALM

– MARTIN ISAKSSON

I went for the Undead army because I like the vampire theme, a dark creature controlling legions of Undead marching to war against all good.

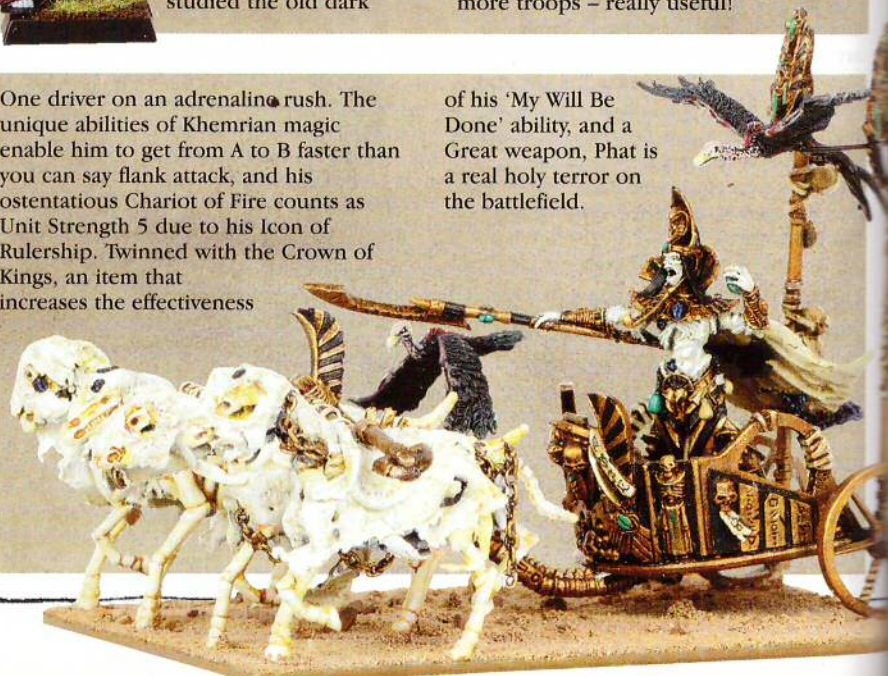
Especially like the Necrachs as they have studied the old dark

secrets of the necromantic magic. My army is quite mobile thanks to the Dire Wolves and Black Knights. I like the fact that the Wolves and Knights can make the hard-hitting attacks thanks to their high charge movement. It's great when they smash into something expensive and pursue it down. I also have Necromancers to boost my magic. They can raise more skeletons or move more troops – really useful!



One driver on an adrenaline rush. The unique abilities of Khemrian magic enable him to get from A to B faster than you can say flank attack, and his ostentatious Chariot of Fire counts as Unit Strength 5 due to his Icon of Rulership. Twinned with the Crown of Kings, an item that increases the effectiveness

of his 'My Will Be Done' ability, and a Great weapon, Phat is a real holy terror on the battlefield.



THE KINGDOM OF THE DWARFS – GIL SUREPI

I play Dwarfs because the stubborn attitude they have in Warhammer appealed to me, which also reflects in my playing style (no close combat units are allowed to flee from charges).

My General is Morgrim Fireforge, the latest in the long line of Fireforge characters that have led my armies.

Morgrim is as stubborn and grudgebearing as they come, and will do his utmost to expand the realm of Gromankoraz and right any wrongs

done to the Dwarfs, especially reclaiming any lost Dwarf Holds or property. He is equipped with an Ancestral Rune weapon (Blade of Shining Death, S5 no save) making him very capable of killing most opponents.

On top of that his Gromril armour is engraved with the Rune of Stone, combined with a shield, for a 2+ Armour save, and to top it off he has a Talisman with Master Rune of Spite (4+ Ward save).

Like any Dwarf he despises magic and his army is usually accompanied by two Runesmiths, with some magic-stopping equipment.

He is also a very young Dwarf Lord, and therefore has tried, and come to like, some of the newfangled weapons, like the Flame cannon and Dwarf handgun.

Using these new weapons to soften up the enemy, and then leading his troops as they charge in for the kill, or receiving the charge and then killing or driving off the enemy is his favourite tactic.



THE WOOD ELF KINGDOM OF FELLHALLOW – MATTHEW WARD

When I first started playing Warhammer, I did so with the intention of fielding Wood Elves. However, being an easily distracted and weak-willed type (come to think of it, not much has changed) I was instead lured into the clutches of Skaven, Chaos and Undead.

More than a decade later, I at last have the Wood Elf army I've always wanted. Eager to make up for lost time, and despite my less-than-successful record with the noble inhabitants of Loren, I jumped at the

chance to lead them into battle as part of the campaign.

The realm of Fellhallow lies far in the west of the Bloodlands. Once a mighty kingdom whose power spanned far and wide, but a thousand years ago its power began to diminish as the forests declined. The ruler of the time foolishly pledged his support to the Skaven in an attempt to preserve Fellhallow.

He was, of course, deceived, betrayed and finally murdered. Over the centuries, the forests grew back to a portion of their former glory and, as they did, Fellhallow began to rise once again.

Unafraid to dirty his hands, my General, Iseldi Valerin, can often be found in the thick of the fight, wielding the Sword of Ages with consummate skill and accuracy.

However, recognising that only fools rush in, he is content to bide his time and wait for the right moment, using his deadly skill at archery from the cover of the woodlands.



THE KINGDOM OF KHARNABRANINAZ – MARK OWEN

When I joined this campaign, I decided that I wanted to field a completely new and unique army, and since I've never collected them before – and no one else around here collects them – I decided to plump for the Chaos Dwarfs.

This has caused no little sniggering and pointing in the direction of the little fellows, but I'm looking forward to seeing how a Ravening Hordes army will fare against the might of all the new army lists, and just maybe... well, you know the old saying about laughing last...

Choosing the army has been pretty straightforward – I'm a big believer in massed units of infantry, so the obvious choice was to take a couple of big units of blunderbuss-armed Dwarfs (three ranks deep, so all

their shooting is at Strength 5!), and a good solid Warrior unit to get into the thick of the fighting. Of course, being Dwarfs means that they're not the most mobile or speedy of chaps, so some support was necessary.

To harass the enemy on the flanks I have a couple of cavalry units, one of Hobgoblins (led by a Hero) and one unit of Bull Centaurs (plus, again, a Hero) which get placed depending on where enemy war machines or stronger infantry units are deployed.

Also running around ready to deal with lighter infantry units is a unit of Sneaky Gits – you really can't argue with all those poisoned attacks...

Finally, I had to have one big fun toy: an Earthshaker. The way it slows down the enemy is just about worth the price of admission, before you even think of blowing things up with it.

Gulgamesh, my army general, will spend most of his time sitting in the large Warrior unit shouting orders. I'm not expecting him to turn the tide of a battle, but to hold everyone there while the combination of massed fire and artillery does the job.

When he does get into combat, I want him to be able to at least dish out a couple of wounds, so he carries the Obsidian blade, and to give him a little more protection he's got heavy armour and an Enchanted shield.

As for the background of the army – that's a little secret I'm going to let Dylan reveal in his own good time...



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.

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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.



BATTLE BUNKERS

Battle Bunkers at these Games Workshop stores (Bromley, Carlisle, Newport, Middlesbrough, Shrewsbury and Ipswich) offer a free gaming room for veteran hobbyists. Please contact your local Battle Bunker for more details.

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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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week and open late for gaming evenings, but please contact your local store for more details. Stores with a red dot (•) represent those with In-store Clubs.

Just to be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. All stores in a **yellow box** are brand new stockists. If you're still unsure as to where your nearest stockist is located, why not give us a call on **0115 916 8200**.

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This month, Phil Kelly examines one of the mysterious Phoenix Lords of the Eldar. The founders of the Aspect shrines so integral to the Eldar way of war, Phoenix Lords are immortal warriors who walk the stars, living in reality just as they do in legend. In times of great need, they lead their mortal brethren to war.

HEROES & VILLAINS OF THE 41ST MILLENNIUM

MAUGAN RA, THE HARVESTER OF SOULS



Red moons waxed and waned above the heartlands of the Eldar; the sands of time fell. The Harvester of Souls came to the place of his death, once-fair Merichen, maggot-world, but his people had been destroyed or scattered on the tides of the warp.

His cry was felt in the dreams of all.

The Harvester of Souls swore a dark and bloody vengeance; he was too late.

A great and desperate gamble had failed to bear fruit, he told his acolytes, and we must pay the cost.

But blade-swift Saroniel had found the Way.

A Gatewraith, ancient and forgotten portal to the children of Asur; forgotten no more.

They arrived on the hex-world of Belial the Crone as an avenging comet, into the black heart of battle.

The evil ones ahead were without number.

The Maugetar spat death: it was as an invisible god wielding a scythe.

Alirienne sent blossoming clouds of fire into red-hued flesh; Saroniel killed like quicksilver, taking a life from one unworthy of such a gift with each heartbeat.

The horde faltered and turned as one.

*Excerpted from "The Pilgrimage",
an Eldar mythic cycle.*

Maugan Ra, known by the Eldar as the Harvester of Souls, is one of the legendary Phoenix Lords. The Eldar god Khaine was a master of all aspects of war, and Eldar warriors will typically follow a path that leads to excellence in one of these aspects. The Phoenix Lords embody these war-aspects of the Eldar.

The Aspect Warriors of the Eldar craftworlds have a religious adherence to their particular way of war, devoting their lives to maintaining and learning their chosen creed within the shrine of their Aspect. It was the Phoenix Lords who originally founded the Aspects themselves, and their shrines are hallowed places on the craftworlds where that aspect of war is taught. Being the father of one of the most widespread and well-respected Aspects in the Eldar war-panthéon, the Dark Reapers, Maugan Ra's teachings are observed on practically every Eldar Craftworld across the galaxy.

PHOENIX LORDS

A few of the most ancient Exarchs of the Eldar Aspects have no shrines, for they have no craftworld to call home. They wander from world to world, instinctively driven by war, attracted intuitively to places of great danger and need. During moments of desperation they appear, sometimes just one but often several depending on the perils faced. Using the Eldar Webway they move from craftworld to craftworld and from planet to planet, following in the path of the Bloody-handed God.

These Exarchs are known as the Phoenix Lords and they are great heroes amongst the Eldar race. Their names are well known throughout the craftworlds, and their deeds form part of the legends of the Eldar. They were the first Aspect Warriors, they became the first Exarchs and founded the very first shrines. In time their craftworlds were destroyed, or else their shrines were overtaken with disaster. No one knows exactly how many Phoenix Lords there are, for some are seen once or twice a century, while others disappear for millennia only to reappear suddenly and



Maugan Ra leads an Ulthwé Strike Force to war.

unexpectedly. Some have undoubtedly perished far away, their armour lying on some hostile world, awaiting discovery by some predestined Aspect Warrior doomed to don it and become the ancient hero for another cycle of his existence.

When a Phoenix Lord dies his place is taken by another Eldar who assumes his identity. His suit incorporates a spirit stone which contains the spirits of all the Eldar who have become that Phoenix Lord. Yet, no matter how many different individuals a Phoenix Lord may have been, his mind is forever the same, driven by the dominant personality of the first and greatest to wear the suit. They are the most fearsome of all Exarchs, and the most powerful warriors of all the Eldar.

The Dark Reapers are the most sinister and lethal of the Warrior Aspects. They portray the Eldar War God in the aspect of Destroyer, and their armour portrays death as the dark reaper of souls. Their original shrine, consecrated by Maugan Ra upon the craftworld of Altansar, was destroyed when the craftworld was slowly dragged into the Eye of Terror, but hundreds of subsequently consecrated shrines thrive to this day.

Like their founding father, Dark Reapers excel at ranged combat. They are equipped with reaper launchers, potent and rapid-firing missile launchers that can burst apart the heaviest of enemy troops in a string of incandescent explosions. Dark Reapers are unique among the aspects in that their armour, doctrine and tactics are optimised for engaging the enemy at extreme range, a role in which they effortlessly surpass support infantry of other races.

THE BIRTH OF THE REAPERS

When Asurmen, the first and oldest among the Phoenix Lords, taught his brethren the arts of war it was the Harvester of Souls that fell furthest from the fold. He recognised the fact that the Fall had decimated the Eldar race, and that their numbers could never reach the peaks that they had once scaled. Together with one of his brothers who is now lost to even the long memory of the Eldar, he believed that no matter their skill, the Eldar could not match the teeming hordes of Ork and Human, man for man and blade for blade. With this in mind, he fashioned great baroque weapons from purest wraithbone, just as Asurmen had taught him. But these were

not the swords or scimitars of his brothers. Each of the weapons Maugan Ra created were great cannons capable of spitting death into the ranks of the foe from leagues away. As his craft progressed, Maugan Ra learnt that even a great cannon could be used as subtly as a scalpel, and strove for power twinned with precision. This led to the creation of the Maugetar, and later to the philosophy of the Dark Reaper Aspect a whole.

ALTANSAR

The Harvester of Souls originally came from the craftworld of Altansar, often referred to as The Lost in Eldar mythology. Altansar was one of the many craftworlds, both large and small,

THE MAUGETAR

Maugan Ra carries an ancient weapon called the Maugetar. Loosely translated as the Harvester in the Eldar tongue, this powerful relic is so large only the strongest of the Phoenix Lords can wield it. It consists of a shuriken cannon fashioned from darkest wraithbone, augmented with a deadly scythe-shaped power blade. This blade, when combined with the supernatural might of the Harvester of Souls, can cut through the hull of a battle tank. Such is the Phoenix Lord's skill with this cannon that he can send a single shuriken ricocheting through a building into the throat of its target, or slice through hordes of enemies with a sweeping stream of bladed discs. The number of souls which have been reaped by this ancient weapon over the millennia are beyond counting.

Many of the features built into a Dark Reaper's armour enables him to

mimic the father of their Aspect and the supernatural abilities that have made him a legend in Eldar society. It is said that Maugan Ra is so attuned to the ancient Maugetar he uses that he can feel and see as if he were the weapon itself. Similarly, the helmets of the Dark Reapers contain a receptor linked directly to their reaper launcher, allowing them to see exactly where their weapon is pointing. Maugan Ra is said to be able to become immovable at will, standing resolute even as a tide of enemies breaks around him. To this end, the heavy lower leg armour and boots of the Dark Reaper are fitted with sensitive stabilisers, as well as clamps which secure the Aspect Warrior to the ground. In this way they echo their forefather's implacable nature, lending their shot's pinpoint accuracy even in the confusion of battle.



Maugan Ra and his Dark Reaper Bodyguard engage the Tyranid Swarm.

that survived the psychic apocalypse that doomed the Eldar race. In their hedonistic pursuit of excess in all its forms, the Eldar race had unwittingly brought about the existence of the Chaos power Slaanesh, and the birth cries of this new god ripped the fabric of the galaxy apart, consuming the majority of the Eldar homeworlds. This great wound in reality is today known as the Eye of Terror.

Like the craftworld of Ulthwé, Altansar stayed close to the Eye of Terror after the Fall to better guard the galaxy against whatever horrors might emerge from it. However, during a period of warp storms half a millennia after the Fall, a brief expansion of the Eye of Terror caught Altansar in its grip. Despite battling fiercely against the pull of the massive warp storm that had ensnared them, the Altansar Eldar were doomed, slowly dragged into the Warp over five centuries.

It is widely believed that the only survivor was Maugan Ra, the first of the Dark Reapers. However, as with much of the Eldar past, this matter is certainly not as black and white as it first seems.

THE DEFENCE OF IYANDEN

Perhaps the least known of the legends that surround Maugan Ra's millennia-long lifespan is the tale of his part in the

defence of Iyanden against the all-consuming alien menace of the Tyranids. Shortly before first sightings of the countless bio-ships of Hive Fleet Kraken drifting toward Iyanden, Maugan Ra stepped through the webway portal at the rear of the craftworld with a massive bodyguard of Dark Reapers. He was present at the great conclave called to discuss Iyanden's course of action in the Place of Answering, but kept his own counsel, preferring to observe. His only contribution was a slow nod when the Eldar of Iyanden finally decided to fight rather than attempting to flee.

Days later, the first wave of Tyranids hit the stranded craftworld, and the war that began against the innumerable tide of alien monstrosities was desperate and intense. The Harvester of Souls and his hundred-strong bodyguard established a perimeter around the greatest of the shrines upon Iyanden, for if it were to fall, the spirit of the craftworld's defenders would be broken and they would be consumed. Every one of the reaper host knew they could not retreat, could not give an inch despite the horrific odds they faced.

The black tide of Tyranids that came pouring across the Fields of Sanctuary would have frozen those of lesser resolve, the noise of a hundred thousand chittering, screaming beasts blending together into a deafening roar.

Maugan Ra uttered a single word into the minds of each of his disciples.

As one, the Dark Reapers opened fire, a bright fan of reaper missiles streaking across the acres of open ground into the Tyranid lines. Before the first salvo of missiles had struck home another was loosed, then another. A roiling inferno of white fire erupted across the crest of the enemy advance, blasting clear great chunks from the Tyranid lines. With each detonation, a spray of chitin marked yet more deaths, but still they came. The wall of fire burst into life again, then again, each nearer than the last, for the aliens showed no sign of stopping. Each Exarch, armed with long-barrelled missile launchers of ancient design, sent precise strikes into the monstrous, armoured craniums of the larger creatures with inhuman speed, reloading and picking new targets with the ease another might draw breath. Maugan Ra himself stood at the foremost point of the line, the Maugetar's low wail cutting through the din of the screaming aliens as he mowed down brood upon brood of hissing Genestealers and slithering Raveners. And on they came.

As the aliens drew closer, their numbers barely thinned, Maugan Ra sent a pulse-thought to his warriors. Another devastating salvo was launched, the missiles arcing gracefully across the ever-shortening gap between the Eldar

and the foe. But the resultant line-of-explosions did not take a single alien life. Instead, the detonations sent up great clouds of earth as they opened a gaping trench across the battlefield. The smaller Tyranid organisms crossed it effortlessly, some flying, some leaping, but the behemoths lumbering amongst them were slowed, easy pickings for the krak missiles of the Exarchs. The Dark Reapers shifted their fire back to the swarm, for Maugan Ra knew that without the proximity of the larger organisms the smaller Tyranids would falter and retreat. But they did not pause, not even for a second.

A shortening gap of barely a hundred metres lay between the battlelines. In desperation, Maugan Ra became a blur, each shuriken spat from the mighty cannon in his hands accounting for a Tyranid life. Under the sussuration of the swarm, Maugan Ra could hear a low rumbling. Without warning, the ground in front of the Reapers burst open in a shower of verdant earth. A serpentine beast so vast it blotted out the sky reared over the Eldar line, curling back down to spit twin streams of pus-coloured bile into the ranks of the Reapers. Maugan Ra felt the agonising deaths of his charges as they spasmed and boiled, the alien ichor reducing them to skeletons in seconds. Maugan Ra put a pair of shuriken into each of its six segmented eyes, and began to run.

In the space of a few heartbeats, Maugan Ra had sprinted around the massive trunk of the alien behemoth and, slinging the Maugetar over his back, began to climb the chitinous plates ridging its back. Below, the alien horde crashed into the Eldar lines, and desperate hand-to-hand fighting ensued as the Reapers desperately tried to fend off the wave of Gaunts that had reached them. The snake-beast reared up once more, twisting and shuddering, scrabbling claws trying to dislodge the Phoenix Lord as he climbed laboriously up its back. Maugan Ra swung with one hand, desperately trying to bring the blade of the Maugetar to bear. Suddenly, a taloned claw whipped across from the monster's midsection and speared Maugan Ra through the chest. He lost his grip as the serrated claw ripped free, and fell into the sea of aliens below.

The alien beast reared up once more, filling Maugan Ra's vision as its fang-ringed maw plunged toward him. Faster than thought, the Phoenix Lord rolled aside, stood and swung the Maugetar so its blade faced upward, directly in the path of the beast. Uttering a single syllable, the Harvester of Souls became as immovable as rock. Down the

monstrosity plunged, straight into the blade of the Maugetar and burrowing into the ground beyond, its momentum and colossal weight carrying it down under the earth once more. Maugan Ra remained immovable, and the beast ripped itself open on the ancient, powered blade of the Maugetar. It shuddered, screamed, and died.

All around the Phoenix Lord, the small knot of surviving Dark Reapers gave a great shout, for the smaller aliens were fleeing in panic at the psychic shockwave caused by the death of the great beast. Once more, they took up their reaper launchers, and began to drive off the remainder of the swarm with methodical, disciplined volleys.

Hours later, when reinforcements were able to arrive from the main battlefield, the once-verdant Fields of Sanctuary were covered by a sea of alien bodies that stretched almost to the horizon. Ultimately, Iyanden was saved, although the cost in Eldar lives was great indeed. The craftworld has never recovered, and despite the valour of its inhabitants, still heads toward a slow, painful extinction.

The reason this legend is little known is simple, for it raises more questions than it answers, and none wish to blaspheme against the Phoenix Lords. Nevertheless, it is thought by many Eldar seers that the presence of the Harvester of Souls precedes a great disaster. Many of the greatest laments in Eldar history have a mention of Maugan Ra arriving with a bodyguard of chosen Dark Reapers, and some have hinted that his connection with death is closer than the Eldar race imagines. In the long hours of the night, some of the oldest Eldar have asked themselves whether it is only the souls of the enemy that the dark Phoenix Lord reaps.



Maugan Ra, Phoenix Lord

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Maugan Ra	130	6	5	4	4	3	7	3	10	3+

An Eldar army may include one or more Phoenix Lords. Each Phoenix Lord counts as one of the HQ choices for the army. They must be used exactly as described in their army list entry, and may not be given any additional equipment. Phoenix Lords may only be used in a battle where both players have agreed to the use of special characters; however, Maugan Ra may accompany an Ulthwé Strike Force regardless of opponent's consent.

Aspect: Dark Reapers.

Wargear: The Maugetar, a shuriken cannon with a built-in Executioner (a power weapon that confers +2 Strength).

Warrior Powers: Crack Shot (shots re-roll to wound, enemy may not take cover saves) Fast Shot (may fire 4 shots with the Maugetar instead of 3, may not be used the same turn as Crack Shot) & Crushing Blow (+1 Strength to all close combat attacks, for a total of Strength 7).

SPECIAL RULES

Independent Character: Maugan Ra is an independent character and therefore follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Fleet of Foot: Despite having a save of 3+, Maugan Ra is an exception to the normal rule and may still benefit from the Fleet of Foot special rule. This means that if Maugan Ra does not shoot in the Shooting phase he may instead move an extra D6', ignoring difficult terrain.

Fearless: Maugan Ra has travelled the galaxy for millennia and is utterly fearless. He will never fall back or be pinned – even by attacks that do not normally allow a Morale check to be taken. If Maugan Ra is leading a squad of Dark Reapers, then the whole squad becomes fearless.

The Ulthwé Strike force is lead to battle by their Seer Council of Farseers and Warlock Bodyguards. The Eavy Metal team's Seb Perbet and Neil Green lead us through the techniques of painting these potent Eldar psykers.

'EAVY METAL MASTERCLASS

ULTHWÉ SEER COUNCIL

Designed by Jes Goodwin, Juan Diaz and Adam Clarke.



PREPARATION

The models were glued onto their bases and the sword of the Warlock glued into place. All of the models were then undercoated with Chaos Black spray. Any sections of the models missed by the spray were painted with watered-down Chaos Black paint. Once the preparation was complete, all of the models were painted together in the same way.

BLACK CLOAKS AND ARMOUR

The basic black undercoat was covered with a layer of Chaos Black, to provide a deeper base colour with a smoother texture. A mix of seven parts Chaos Black and three parts Codex Grey was applied to the cloaks and armour, adding more grey in successive highlights until the proportions had reversed.



WRAITHBONE AND RUNES

Bronzed Flesh was painted over the black undercoat to allow the later stages to cover the black effectively. Watered-down Bestial Brown was then applied to the recesses in the wraithbone. A second coat of Bronzed Flesh was applied, avoiding the shaded areas around the recesses. Bleached Bone was then applied to establish the dominant colouring of the wraithbone. Finally, a highlight of Skull White was applied to the edging.



The bone coloured designs on the cloaks and face masks were painted in a similar way. Starting, as before, with a basecoat of Bronzed Flesh, but then going directly to the Bleached Bone and Skull White highlights.

LEATHER POUCHES AND HOLSTERS

The leather parts of the model were given a basecoat of Scorched Brown, followed by a highlight mix of six parts Scorched Brown to four parts



Bleached Bone. The leather was then finished off with a highlight of three parts Scorched Brown to seven parts Bleached Bone.

BELTS, TUBING AND GEMS

Scab Red was applied as a basecoat to all of the red parts, followed by successive layers of Red Gore and Blood Red. A mixture of equal parts Blood Red and Fiery Orange was used



for the first highlight, followed by a further highlight of pure Fiery Orange. In the case of the gems, the final highlight was followed by a dot of Skull White, to give the gems a shining appearance.

EYES

The eyes were painted with a basecoat of Scaly Green, highlighted first with a mix of

equal parts Scaly Green and Skull White, then with a mix of three parts Scaly Green to seven parts Skull White. The eyes were completed with a dot of Skull White in the corner.



The Seer Council bear deadly psychic weaponry.



The Ulthwé Seer Council lead the Black Guardians into Battle.

EYE OF TERROR

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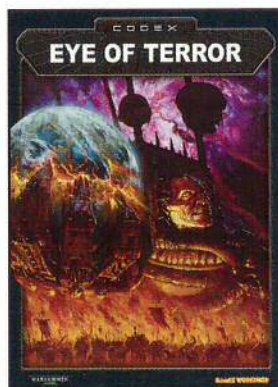
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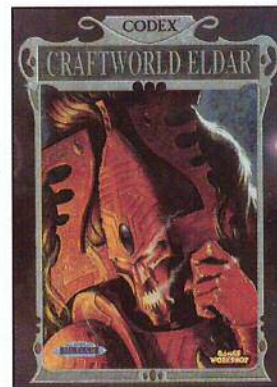
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MARK OF THE WULFEN

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Matt Hutson continues his fight for the forces of Order in the Studio 'Fast and Furious 40k in 40 minutes' campaign. This month he discusses what he plans to do next to turn his fledgling 13th Company into a 1,500 points force.



Matt: With the full Eye of Terror campaign fast approaching the '40k in 40 minutes'

campaign has ended as people have started to turn their attention towards bigger 1,500 points forces. With six wins under my belt I finished in third place behind Matthew Ward's Eldar (second place) and Alex Boyd's all-conquering Orks (first place). Not a bad result especially as I'd never played a game with the 13th Company beforehand (I'd also managed to beat the eventual winner twice!).

With the end of the campaign I've turned my attention towards how I want my 1,500 points army to look. From the 400 points games I've played I have learned that the 13th Company is actually quite fast. This always surprises my opponent

as they expect them to be quite slow because of the lack of transport vehicles. The fastest pack in the army, and one I've not used in a Space Marines force before, are bike units. In my old Black Templars force I never really rated them because of their lack of close combat attacks compared to units such as Terminator close combat units and Assault Marines. The 13th Company Storm Claws Biker packs, however, have 2 Attacks on their profile making them as good as Assault Marines and their Chaos Space Marine Biker units counterparts, and they also come with the Skilled Riders skill. Two units of these should make a hard-hitting close combat force for my army. By adding two power fists to each pack they should be able to take on all types of enemy. To give them a real edge I've tooled up the Wolf Guard Pack Leaders by giving them each a master-crafted power weapon and a

wolf tooth necklace. This will give each 4 power weapon attacks that always hit on 3+ and have one re-roll. It's vital that they do some damage to reduce any incoming nastiness before the power fists get a chance to strike.

As this army is 1,500 points I need two characters. The first of these has to be a Wolf Lord. I've mounted him on a bike and given him 2 Fenrisian Wolves. My second character just has to be a Rune Priest (*The Gate* is a vital part of my tactics). I've given him a Belt of Russ (4+ Invulnerable save) rather than giving it to my Wolf Lord as his psychic power can sometimes put him in sticky situations, and the added protection could mean the difference between him surviving or not. It's also quite useful for protecting him against Perils of the Warp tests.

As usual I've got carried away and picked my attacking units before my core troops. For my Troop choices I've gone for two units of 8 Grey Slayers. One unit has 2 meltaguns and one has 2 plasma guns. The pack with the meltaguns has got a Wolf Guard Pack Leader equipped in the same way as the Storm Claw Biker ones to give them an edge in close combat. I'm planning on using the meltagun unit together with the Rune Priest to take out anything nasty, such as



▲ A Dark Apostle of Chaos desperately summons a pack of Tzeentch Daemons to fight off the Wulfen.



▲ A pack of Storm Claws Bikers patrol an industrial complex.

Dreadnoughts, that threaten my Biker packs. They are also fully capable of winning a ruck... they are Space Wolves after all.

To complete the army I've taken a pack of 15 Fenrisian Wolves. Although not as quick as the Bikers they are cavalry and are just as good as Grey Slayers in close combat.

There's a few things you'll notice about this army. Firstly I've dropped the Wulfen out of my army list. Lately they've become a bit too predictable; a wily opponent can easily make them charge the unit they want them to which usually results in them either getting wiped out or getting stuck fighting a *fearless* unit. I'll probably go back to them sometime in the future though. The second thing is that this force is pretty small, but what it lacks in quantity it makes up for in quality. To use it well is going to take coordination.

My plan for using it involves splitting it down into groups. The first part includes the Wolf Lord and the Biker packs. I was tempted to include the Fenrisian Wolves in this group but in the end I thought they would slow this group down. This group is my hard-hitting close combat force and my plan for these is to attack on one flank using as much cover as possible. If they do have to actually go into cover their Skilled Rider ability should prevent them from failing their Difficult Terrain tests.

The second group is composed of the Rune Priest and both Grey Slayer packs. The plan for these is to move them about using *The Gate* to get them into good firing positions on the flanks of dangerous enemy units, such as Dreadnoughts. The trick is to do this just before my assault units charge in to protect them from the enemy's shooting or assault troops. They can then be used as a second wave in close combat.

The final group is composed of the Fenrisian Wolves. Although Toughness 4 they only have a 5+ save which makes them quite vulnerable to enemy shooting. If I deploy them on a flank they should be able to use cover to avoid the enemies shooting and bring those 45 attacks to bear in close combat.

NEXT MONTH

Although last month I said I planned to paint a second unit of Grey Slayers so that I could start playing legal games of Warhammer 40,000, I couldn't resist painting a pack of Storm Claw Bikers.

I've already got my first game arranged for when I finish painting my first 1,000 points against Graham Davey. Graham will be playtesting some new rules for the Sisters of Battle so I'm not sure what I will be up against. I've also heard that there are some quite interesting rules concerning psychic powers. Next month I'll tell you how I got on against him.

SPACE WOLVES 13TH COMPANY FORCE LIST

HQ

Wolf Lord

Runic armour, runic charm, wolf tooth necklace, Space Marine bike, master-crafted frostblade, frag grenades, meltabombs & 2 Fenrisian Wolves.

215 pts

Rune Priest

Runic armour, Belt of Russ, runic charm, wolf tooth necklace, master-crafted rune axe, plasma pistol & frag grenades.

221 pts

Troops

Grey Slayers Pack

Wolf Guard Pack Leader with master-crafted power weapon, bolt pistol & wolf tooth necklace, 2 Grey Slayers with meltaguns, 5 Grey Slayers with bolters and close combat weapons. All have frag & Krak grenades.

228 pts

Grey Slayers Pack

2 Grey Slayers with flamers, 6 Grey Slayers with bolters and close combat weapons. All have frag & Krak grenades.

188 pts

Fast Attack

Storm Claws Biker Pack

Wolf Guard Pack Leader with master-crafted power weapon & wolf tooth necklace, 2 Storm Claws with close combat weapons, 2 Storm Claws with power fists. All have bikes, frag & Krak grenades.

250 pts

Storm Claws Biker Pack

Wolf Guard Pack Leader with master-crafted power weapon & wolf tooth necklace, 2 Storm Claws with close combat weapons, 2 Storm Claws with power fists. All have bikes, frag & Krak grenades.

250 pts

Fenrisian Wolf Pack

15 Fenrisian Wolves

150 pts

1,502 pts

FAMOUS REGIMENTS OF THE IMPERIAL GUARD

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Andy Hoare and Graham McNeill take a look at some of the famous Imperial Guard Regiments currently fighting in the Cadian Gate against the forces of the Despoiler.

NECROMUNDAN 8TH 'THE SPIDERS'

The 8th are drawn from the Spider Clan of the Palatine Hive complex on the Hive world Necromunda, and are famed throughout the Necromundan sub-sector for the ferocity bred into them from an early age amidst the lawless levels of the underhive.

The Spider Clan is the dominant gang of the lower levels of the Palatine Hive, and for many centuries has been supplied with weapons and equipment by the Hive Governor in return for keeping the criminal activities of other gangs under control. The Spiders are, on paper at least, considered a standing unit in the Necromundan Planetary Defence Force, and have been tithed to fight off-world on many occasions throughout their long history.

When the Spiders are recruited into the Guard, they are organised into platoons that comprise an entire gang. The officers are prominent individuals in the Spider Clan, and command enormous respect, and sometimes fear, from the gangers under their

command. This organisation has proved highly effective, as the troopers bring with them a level of expertise in close combat and weaponry seldom seen in a Guard regiment until months of specialised training have been completed.

BATTLE OF DEUCALION

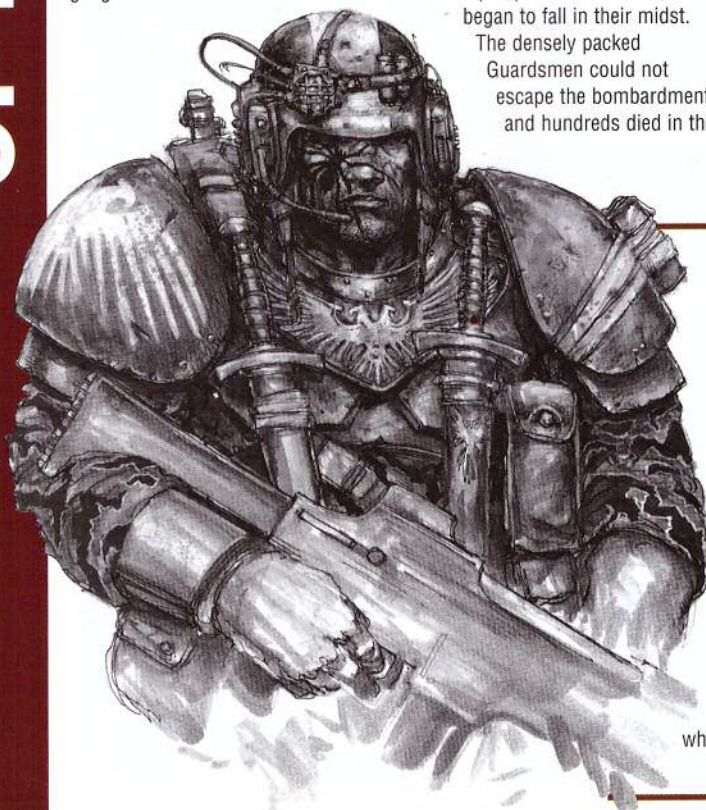
The most famous battle honour earned by the 8th was for its actions at the Battle of Deucalion. The 1st Army of Warmaster Solon had been driven back at the planet Deucalion, and he had reluctantly ordered his forces evacuated. The entire army, consisting of at least thirty regiments organised into three massive divisions had gathered at the landing site where super-heavy troop transports were landing by the score to ferry them to the fleet waiting in orbit. As the troops filed aboard their ships, the enemy broke through the Warmaster's perimeter and quickly brought up their mobile artillery and assault guns into range of the landing field. As the final flight of troopships touched down, shells began to fall in their midst.

The densely packed Guardsmen could not escape the bombardment, and hundreds died in the

opening salvo. Then the first of the troop transports was struck a glancing blow by an airbursting shell, and listed to one side as its pilots fought to keep it airborne. But the damage was too great, and the hundred metre high vessel ploughed into the ground, crushing an entire regiment beneath it before exploding, taking many hundreds more with it.

The scene at the drop site was one of utter chaos, as officers and commissars sought to keep order amongst their men. In a matter of minutes, almost half the landing ships were destroyed, and the death toll was catastrophic, by far the highest the Warmaster's forces had suffered. Something had to be done, and Colonel Raevan Mortz of the 8th was to earn the regiment its place in history with his actions.

Seeing that the Warmaster and his own troops had yet to evacuate, Colonel Mortz ordered the 8th to advance on the enemy. Relinquishing any hope of evacuation, the Spiders charged through the acrid smoke and churning dust thrown up by the bombardment, never to be seen again. Within minutes the force of the bombardment lessened, allowing the last of the super-heavy transports to land in relative safety. The last transport to leave Deucalion was that of Warmaster Solon himself, who, despite the strenuous protests of his staff officers, risked all to give the 8th one last opportunity to escape. But, as the shells fell closer and closer, the Warmaster had no choice but to order his transport to lift off, abandoning the Spiders with a heavy heart.



This trooper sports the identifying mark of his gang, the Necromundan Spider tattooed across his face that is worn by every member of the 8th. The armour and uniform of the 8th are standard issue for Necromundan regiments, featuring sturdy flak armour chest and shoulder protection, and hard-wearing combat fatigues. The helmet this trooper wears is a variant issued to the regiment during its involvement in the Sytemus Dusk Wars, and features an integral lamp and extended range squad-to-squad vox link. The regiment was to be relocated to a rear echelon warzone after the end of the Dusk Wars, but was rapidly redeployed when the Thirteenth Black Crusade began.

MORDANT 303RD 'ACID DOGS'

Mordant Prime is a world situated to the north west of the Eye of Terror, and is known for the mining of bioluminescent bacteria from which a unique, highly corrosive acid is extracted.

Mordant is classed by the Adeptus Terra as a night world, and its surface is a barren wasteland, totally unfit for human habitation. The only reason Humanity exists at all on the world is to mine the strains of luminescent bacteria that grow beneath the surface. These strains live off the phosphorite content in the rock, secreting a corrosive acid that breaks down the rock into a digestible form. Over the millennia, this process has formed a vast chain of caverns and tunnels that connect across the entire world. Within these tunnels mining clans extract the bacteria, culturing it in vast cavern-vats, to bleed off the most corrosive acids known to the Imperium. These extracts are shipped to forge worlds across the sector, where they find use in all manner of esoteric industrial processes.

The peoples of Mordant can be split into two broad categories: the acid miners, and everyone else. The miners are organised into an ancient clan structure, and have total control over their business. They exploit cheap local labour; paying the workers barely enough to survive in the rundown shanty-caverns they call home. Many of the disenfranchised citizens of Mordant turn to a life of organised crime, and gang violence is the only authority acknowledged amongst many of the deeper settlements.

The Imperial Guard regiments drawn from Mordant are raised from amongst those citizens disaffected with life on their world. They cannot live on the pittance paid by the mining clans, and they will not sink so low as to leech off their own people as the gangs do. The 303rd regiment is just such a unit, and, as with any other Mordant force, is generally fielded in warzones where the troopers' native affinity with darkness and confined spaces can be best utilised. Mordant regiments are often fielded on night worlds, and are known to make excellent tunnel fighters when the need arises.

THE DELPHIC INFESTATION

The 303rd regiment was originally a Planetary Defence Force unit tasked with keeping the peace in and around the deep core mining

settlement of Delphic Sink. The local gangs and the heavies employed by the mining clans had, for many years; engaged in a violent struggle against one another for control of the many hundreds of subsidiary tunnels in the area, the gangs for smuggling and the clans for access to the rich acid-seams. When a work party failed to report back at the end of their shift, no one paid any heed, assuming that the miners had fallen prey to an outlaw gang using the tunnels to circumvent the arbites and militia patrols.

But over the course of several months more and more men went missing, and soon the problem could be ignored no longer. The troopers of the local PDF garrison were sent to investigate. In command of the garrison was a Captain Saul, who set off at the head of a company of his militiamen into the deepest ways beneath Delphic Sink, determined to discover the cause of the mysterious disappearances. After-action reports logged by Saul tell of a deep reconnaissance of tunnels aglow with bioluminescent bacteria, through which humans had never passed. Vast caverns were discovered, the vaults of which formed a pulsing fluorescent sky many hundreds of metres overhead.

Four days into the mission, Saul's company was ambushed in an area devoid of even the dim glow of the acid bacteria. The attackers were small and highly dextrous, adept at fighting in the low-light conditions of the tunnels. They employed a bizarre form of weaponry, a long rifle that projected an actinic goblet of highly volatile energy. Saul lost almost a third of his company in the ambush, but rallied his men, who discovered that the attackers lacked the stomach for close-in fighting and disappeared into the dark tunnels as soon as they were engaged. The captain sent forward his most able men to scout the depths of the catacombs up ahead, and within hours reports of more fighting came flooding back.

Saul sent his entire force forward to relieve his scouts, and found them engaged in a desperate battle in a complex honeycomb cave system. The tunnels were infested with the same creatures that had ambushed them earlier, but this time they fought with the savagery of cornered beasts rather than sly ambushers. Ordering his flamer teams forward, Saul and his men

scoured the cave system of the twisted creatures, immolating hundreds as they poured down the tunnels towards his squads.

The battle took a horrific toll on the militiamen, but against terrible odds they succeeded. Not one of the foul aliens escaped, though only one quarter of the company emerged from the catacombs to return to Delphic Sink. Saul ordered patrols sent into all the cave systems surrounding the settlement, and several more of the alien infestations

were discovered and cleansed. Three years later, Abaddon unleashed his Thirteenth Black Crusade against the Imperium, and Saul's militia were tithed into the Mordant Imperial Guard regiments as the 303rd. The regiment maintains a cadre of specialised tunnel-fighters; the original survivors of that first action against the aliens infesting the tunnels of their homeworld, and these hard-bitten men and women have gained a fearsome reputation with the enemies of the Imperium.

This illustration shows a sergeant of the 303rd, and the extensive adornment and decoration of her wargear marks her out as a veteran of the original Delphic Sink Militia. As is common within the Mordant regiments, she carries a range of equipment to battle, much of it scavenged from past warzones and personalised heavily with symbols unique to the culture of her homeworld. Her main armament is a Triplex-pattern lasgun, a rare model in the regions the Mordant regiments have fought in, so it is probably stolen, or traded illegally from a member of another regiment. The Triplex-pattern would be a much sought after weapon for any trooper expecting to face the nightmare of tunnel fighting, as it can be adjusted to fire at a high energy setting, crucial when a trooper is only likely to get one shot at an enemy before the assault.

She also carries a variety of frag and krak grenades, communications gear and side arms, none of which are standard issue for her regiment. Only a veteran of many campaigns would have built up as varied and personalised a collection of wargear as this individual.





DROOKIAN FEN GUARD

Hailing from the storm-wracked world of Drookia VI, in the northern extremes of Segmentum Obscurus, the Fen Guard are a predominantly light infantry regiment, but their rekhorn-mounted cavalry squadrons are well known for their infiltration and scouting skills. The regiment's homeworld is covered almost entirely with mist-shrouded bogs and swamps, and only a handful of cities provide an Imperial presence. This means that the population occupying the wilds are left almost entirely to their own devices, except when, once a generation, they are called upon to provide men for the Imperial Guard.

The people of Drookia live for the honour of their family name, viewing any outsider as an enemy, barely worthy, in their eyes, of drawing breath. The families wage a constant war upon one another, raiding into the ancestral lands of neighbouring folk, committing murder and pillaging whatever they can make off with upon the backs of the shaggy rekhorn riding-beasts.

The bulk of a Drokian Fen Guard regiment will consist of standard line infantry, often deployed in areas where their native abilities can be utilised. The most skilled, and often the most violent of the troopers make ideal skirmishers, scouts and infiltrators. Commissars serving with Drokian regiments

have found the best method of motivating their unruly charges is to take advantage of their hatred of strangers, to identify the enemy with an opposing clan and, if necessary, infer that some unforgivable insult has been issued regarding the regiment's ancestry. Mounted Drokian units favour tactics centred on a rapid and stealthy infiltration, followed by a lethal close assault if the odds are in their favour. It has been noted however, that Drokian cavalry are not famed for steadfast discipline in the face of a superior foe, and will often melt away as stealthily as they arrived rather than risk a confrontation they believe they cannot win. This has led to a high number of desertions in the past, and a regiment is never deployed without a high proportion of commissars in attendance.

THE BATTLE OF TRAITOR'S MOSS

By the end of 448.M41, the seventeenth year of Warmaster Komanov's crusade against the separatist Canis Hegemony, Imperial forces found themselves overstretched and cut off from effective logistical support. The Imperial Navy had become embroiled in a policing action against the reavers and smugglers of the Opaline Veil, and the ground forces of the Imperial Guard found themselves unsupported and incapable of timely

This Fen Guard trooper is a member of the 3rd Company of the 83rd regiment, as indicated by the numerals stencilled on to his left shoulder armour. Drokians tend not to utilise unit markings lower than the company level, as they maintain a fluid organisation appropriate to their light infantry role. He wears the traditional skelt of his family, the pattern being that of the Breneks and their extended kin that make up the men and officers of the 83rd.

This particular trooper is equipped with a Mark VII Armageddon-pattern rebreather, which was issued to those regiments posted to Amistel Majoris at the outset of the Thirteenth Black Crusade. The rebreathers proved only a limited defence against the virulent filth unleashed by the followers of the Plague God invading the world, but no doubt far more lives would have been lost without them.

redeployment. The Warmaster needed to unlock the stalemate, and when the opportunity came, it was from a completely unanticipated quarter.

The Drokian 72nd, commanded by Colonel Woortan was scouting the world of Aelian VII in preparation for a push into the Aelian system. The Navy's inability to prosecute the pirates of the Opaline Veil had stalled the push, leaving the 72nd cut off from the main body of the crusade, forcing the troopers to rely on their survival skills to live off the terrain. It was at this point that the enemy, the 12th Army of the Canis Hegemony, moved on Aelian VII.

The first sign that a planetfall was imminent came when a patrol of Drokian light cavalry encountered a unit of enemy pathfinders scouting the lowlands of Aelian's central veldt. Colonel Woortan ordered his patrols increased, but instructed his men to observe the enemy from a distance rather than engage them directly; he needed to find out what they were planning, and did not want to reveal the presence of his own small force until he had the measure of his foe. Woortan realised that if he could draw the enemy onto Aelian, notably into the boggy areas bordering the low grasslands of the veldt, he could use the superior abilities of his force to hold the enemy until the crusade could arrive to finish them off. He also knew that his men were unlikely to prove effective unless they had the advantage of determining the time and place of the battle. Woortan ordered an enemy patrol captured, and after a necessarily brutal interrogation, used captured authentication codes to ensure the enemy landing occurred at an area of his choosing.

The area Woortan chose was a vast belt of swamps and bogs that became known as Traitor's Moss, and the army of the Canis Hegemony

fell for his trap. As the Fen Guard took position amidst the swamps, the enemy began their landing. Huge troop transports homed in on the signal beacons he had captured from their pathfinders, each ferrying hundreds of men and tanks. As the first touched down, it immediately became apparent that the ground would not support the gargantuan dropship's weight, and as it began to list, then sink into the soft ground, the remaining ships attempted to alter their course. But the approach vectors were set, and the vast bulk and momentum of the troopships made it impossible for them to pull up in time. In minutes, the dropships were mired, their passengers desperately trying to escape. As the enemy troops attempted to get clear of their doomed ships, the 72nd attacked. Ghostlike figures emerged from the bogs, cutting down the disorganised enemy in swathes. Mounted Fen Guard charged through the mists thrown up as the dropships' retro thrusters vaporised the swamps, ruthlessly felling the separatists with their hunting lances. In less than an hour, those enemy troops not butchered by the Drokians were fleeing through the swamps, routed by the merciless attack. In less than a week the refugees had all been rounded up, those not slain as they fled taken prisoner to be presented to Warmaster Komanov when the crusade arrived three months later.

The action went down in the annals of the Canis Crusade, gaining, as it did, a foothold into the inner systems of the hegemony and ultimately leading to the Imperium's victory seven years later. The 72nd had achieved a kill-ratio unmatched by any Drokian regiment before or since. At the battle of Traitor's Moss, less than 900 Fen Guard routed a force of over 20,000 separatists, earning Colonel Woortan the command of an entire battlegroup in honour of his victory there.

FINREHT HIGHLANDERS

The peoples of the mountainous feral world of Finreht Three-Seven are proud and noble, and their taciturn nature is a reflection of the rugged highlands they call home. The highlanders are a nomadic people, who follow the migrating herds of mountain-dwelling grox introduced to the world many ages before, making their homes wherever the thousands-strong migrations settle, and moving on as the seasons change. Each tribe has a hereditary claim to a particular herd, though they have no control over its movements. This means that the tribes of Finreht Three-Seven place no value on claims to ownership of land, as the herd will go where it will paying no heed to lines drawn on a map. Each tribe makes a living off its herd, taking only the weakest grox as food, and trading the cured hides with other tribes when they have a surplus.

A tradition dating back to pre-Imperial times states that once every five seasons, the tribes are required to make a tribute to the Imperial overlords that reside in the world's only permanent population centres: vast walled spaceports situated in the valleys. When the tribute time comes the tribe's most skilled herdsman must separate a portion of the herd, and drive it towards the distant valleys; a difficult task considering the nature of the beasts they must steer. At the tribute the overlords take possession of their share of the herds, where they are slaughtered, packed and shipped off across the entire Agripinaa sector to provide food for overpopulated worlds. On occasion, the tribe will be unable or unwilling to provide the tribute demanded of it, and the overlords will take it in a different form: the service of the tribe's young men and women in the Finreht Imperial Guard regiments.

An officer cadre drawn from the Imperial ruling classes who reside within Finreht's walled spaceports leads the highlander regiments. The tribes of Finreht are primitive in comparison to most Imperial citizens, and receive only basic training in the use of the standard pattern lasgun and man-portable support weapons of the Guard. The officers have access to the more advanced weaponry and equipment, and vehicle crews and support personnel are also recruited from amongst the more 'civilised' populations of the Imperial ports.

THE PACIFICATION OF SIGMA-AGRIUS

The teeming worlds of the Agripinaa sector are fed by the scores of agri-worlds scattered throughout the region, and Sigma-Agrius was for many centuries amongst the most productive and fertile sources of foodstuffs available. But the world's long standing reputation was laid low when the population, made up almost entirely of Ratlings – diminutive abhumans scorned as mutants on many worlds – declared the planet independent of the rule of the Adeptus Terra.

The Departmento Munitorum calculated that a single Imperial Guard regiment would be sufficient to pacify the agri-world, considering the poorly equipped and notoriously undisciplined Ratlings no serious threat to a well-led Guard unit. The leaders of the rebellion realised this too, and the rebels went to ground as soon as the 122nd's troopships touched down.

Colonel Serat, the commander-in-chief of the invasion ordered his vanward companies to form a perimeter around the landing sites, to ensure the super-heavy transports

carrying the regiments heavy equipment could touch down safely. The advance companies spread out through the verdant pastures, but were struck by the total lack of any enemy contact. Soon they were marching down the streets of eerily quiet, deserted pastoral villages, uneasy with the lack of an enemy to get to grips with.

It was a week before the first contact was made with the enemy, as a Highlander patrol came under fire as it crossed a bridge over the river Karlina. Forced to fall back, the commanding officer awaited reinforcements to pursue the ambushers into the countryside. This was the first action of a war that saw the rebels engage in a hit and run, guerrilla-style defence of their world. The Highlanders were forced onto the defensive for many long months before the senior regimental commissar ordered a change in tactics that horrified Colonel Serat and his men. The Highlanders were ordered to raze every farm and village they came across in an effort to deny the rebels their supply routes

and draw them out into a battle they had no chance of winning. The colonel accepted the necessity of the change in strategy, and put the commissar's orders into action.

The end came only after a sustained campaign of brutal suppression; one that saw the rebels pushed back into an area that became known as the Antranine Pocket. Within the pocket, an area of gently rolling hills some ninety kilometres square, the rebel army was completely surrounded, bombarded day and night and eventually destroyed utterly.

The Highlanders, who had suffered severe casualties in the first phase of the pacification sustained minimal losses once they had brought the enemy to battle. They were awarded the stewardship of Sigma-Agrius, and eventually settled it, forming a new ruling gentry over the abhuman workers. Once again, the world is a highly prolific centre of food production, though the descendants of the Highlanders still keep an ever watchful eye over the abhuman population of Sigma-Agrius.



Shown here is a trooper of the 37th Highlanders, depicted during the Durst's Reach counter-push, which took place shortly before the Battle of Cadia began. He carries a standard issue, Mars pattern lasgun, with additional bayonet fitted, and has been equipped with an unusually bulky pack, due to the extended period the regiments taking part in the push expected to be operating without logistical support. In addition to his mass-produced, munitorum-supplied fatigues, the trooper wears traditional armour padding, and various totems that mark out his feral world heritage. His extensive tattoos indicate he is a lower caste member of the Jarus tribe.

JOURAN DRAGOONS

The Jouran regiments are primarily mechanised infantry, with the bulk of their soldiery being carried into battle in Chimera armoured fighting vehicles. The Jouran regiments maintain large armoured formations and in keeping with this, have close ties with many Armoured Companies of the Imperial Guard, such as the Narmerians and the Ketzok 17th. These long standing associations have seen the Jourans part of the forward elements of many campaigns, exploiting the gaps smashed in enemy lines by the heavier tanks of the Armoured Companies and holding the ground gained against all odds. The officers of the regiment are primarily those born to one of the many noble houses of Joura and, unlike many of the ruling aristocracies of other worlds, those of Joura are – in the main – well respected and honourable. Those born to nobility have to earn the respect of their fellow soldiers by serving in the PDF regiments and those selected to join the Guard are of proven courage and ability. As such, the Guardsmen of the Jourans trust their officers not to lead them into harm's way without good reason and have followed them through many horrific battles where other regiments with perhaps a lesser faith in their commanders might have faltered, exemplifying the Jouran regimental motto: 'The brave man may fall, but will never yield.'

The Jouran system has three habitable planets and it is from these

worlds that the regiments of the Jouran Dragoons are raised. Jouran III is a hot, industrialised world, where the bulk of the regiment's strength is drawn and where the many of the locally produced munitions and vehicles are forged. Jouran V is an agri-world with a small, but hardy population and where a great many of the ruling families of the system own extensive estates and hunt the native carnosaurus. The system capital, Joura, is a verdant and wealthy world, ruled over by a hereditary aristocracy whose highborn sons and daughters form the majority of the officer class of the regiment. It is seen as part of every family's duty to send at least one of their scions to serve in the world's Planetary Defence Force, where they will spend at least five years training and fighting in and around the system. The very best will be mustered to join the regiments and it is a source of great pride to have a son or daughter chosen to join the Jouran regiments. Each noble house maintains its own records of its ancestors' heroic deeds and the sprawling Hall of Heroes on Joura also contains every record of service, listing the actions of each regiment raised on Joura, with each officer, guardsman and tank crew

who has earned a commendation, whether posthumously or still serving, listed on that regiment's roll of honour. An army of scribes, quill-servitors and notaries spend their entire existence cataloguing their world's regiments' exploits across the galaxy – though given the time dilation inherent in communication and travel over such vast distances, this is a never-ending task of cross-referencing, backtracking and updating – and every regimental adjutant is meticulous in their sending back of detailed after-action reports.

Currently, the Vercacitors of the Hall of Heroes are attempting to confirm the fate of the 383rd Regiment, from whom they have received nothing in the way of records or after-action reports for nearly a decade now. Last listed as being seconded to the Adeptus Mechanicus for an indefinite time, requests for their current status have been ignored by the priests of the Machine God, who repeatedly deny that any such regiment has ever been attached to their order. However, in the most recent days, a lone soldier who has been returned to Joura by the Imperial Fists Chapter of Space Marines has repeatedly claimed that the regiment was annihilated by a force of Chaos Space Marines on a distant desert world, but this man is of known low character with a history of repeated drunkenness and disciplinary infractions and his claims are not taken seriously.

THE ELEGAN SALIENT

During the final stages of the Urweint Campaign, the 327th Jouran Dragoons took part in a massive, combined attack on the fortifications and trench-lines surrounding the last pockets of resistance around the rebel held capital. The Jourans were part of a force given the task of attacking an area of the line known as the Elegan Salient. Intelligence had claimed that repeated bombing sorties launched by Marauders of the Imperial Navy had disrupted supply columns to such an extent that the forces defending the salient had ammunition for perhaps a few volleys at most. Normally Armoured Companies would undertake such an attack, but the decision was taken to send in the Jourans given that resistance was expected to be minimal.

The attack commenced at dawn after a lengthy bombardment from a dozen artillery platoons attached to the 327th. The Chimeras carrying the Jouran Guardsmen sped across the cratered ground at speed towards the enemy lines but, as the gap closed, a concentrated fusillade of anti-armour fire decimated the lead vehicles. As volley after volley hammered the Jourans, it quickly became clear that the rebels here were as well supplied as any other part of the line. As casualties continued to mount, a blazing Jouran Chimera crashed down into a portion of the enemy trenches and collided with an ammo gurney transporting heavy ordnance, levelling a huge portion of the trench and blowing a gap in the defences. Seizing their chance, the Jourans drove with all speed towards the gap and, anchoring themselves at the breach, debarked in their hundreds to flank the defenders on either side. For a bloody three hours, fierce hand-to-hand fighting raged through the labyrinthine trench network until the Jouran battle flag was raised over their shattered remains.

Rebel forces counter-attacked three times during the course of the day in an attempt to dislodge the Jourans from their position, but were repulsed each time, and as dusk drew in, Narmerian Armoured Companies arrived to relieve the Jourans. Follow on forces arriving to consolidate the breach allowed the Jourans to pull back and assess their losses, which amounted to nearly two thirds of their strength. In the aftermath of the campaign, every man and woman who had taken part in the battle was awarded the Medallion Crimson and the regiment's colonel was awarded the Macharian Cross.

In battle this soldier would be wearing a bulky flak vest, with layered chest protection and flexible shoulder guards, but for formal occasions and normal day-to-day wear, he wears this sky blue uniform jacket. He is armed with a standard Mars pattern lasgun and a ceremonial Jouran fighting blade. His helmet is close fitting, with flash and spall protection for the eyes for when the Guardsman is travelling within a tank. This trooper also sports a black armband on his right arm, representing the missing, presumed lost, 383rd regiment.



EYE OF TERROR

++File ET/778/K2230z++

Summary battle honours- Mordant 303rd
Macharian Cross awarded: 2nd Lt Drake
Acts of exceptional valour whilst commanding
withdrawal from Space Hulk codified '*Scion of
Anguish*', providing 3rd Platoon time to engage
seismic detonators. Awarded posthumously.
Medallion Crimson awarded: WO Nestel
Wounded in action during destruction of '*Scion
of Anguish*', held the boarding point until the
last moment in an attempt to allow Lt Drake
time to escape.

++Killed in action- see sub-file 322++

++Missing in action see sub-file 932++

++Wounded in action- see sub-file 839++

++Recommended for promotion-
see sub-file 844++

++Mentioned in despatches- see sub-file 221++

>>Continue?

+ Necromundan 8th
defeat Alpha Legion
raiding force

O Nemesis
Tessera

+ Mordant 303rd board & destroy
Space Hulk '*Scion of Anguish*'

O Cadian
Sector

+ Jouran 103/9 engage
Jenen Ironclads

O Belis Corona Sub-sector
451st Finreht Highlanders
resupplying at Belis
Corona fleet facility

O Agripinaa Sector
1st - 3rd Companies
Drookian Fen Guard Lost

↗ Jouran
112th & 87th

↗ 81st Finreht
Highlanders

↗ Battlegroup 'Vindict' under
Brigadier Malak -
Jouran General Staff

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The forces of Cadia have been hastily reinforced as it has become apparent that this is no simple incursion of Chaos forces out of the Eye of Terror. There is now no doubt that Abaddon has amassed the full fury of the combined warhosts of Chaos with one thought in mind – to destroy the forces of Cadia, to enslave all the planets of the Cadian sector and to clear a path to his real objective...Terra itself. Already the plague of disbelief has laid waste to whole populations, great heroes of Chaos have caused massive destruction, the Warp itself seems alive and Abaddon's very own 'Planet Killer' flagship has been spotted.

But all is not lost. As Craftworld Ulthwé has released its strike forces into the webway, chapters of Space Marines speed to the rescue and even the dreaded Necrons seem to have their own agenda – attacking the forces of Chaos...

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EYE OF TERROR

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26th July:	GW Edinburgh, GW Cardiff, GW Nottingham, GW Kingstone.	16th August:	GW Manchester central, GW Birmingham, GW Maidstone, GW Portsmouth, The Hobbit (Leeds).
30th July:	Borders Books (Ellesmere Port).	18th August:	Comics Unlimited (Letchworth), The Generals Store (Evesham).
31st July:	Waterstones (Manchester).	20th August:	Blundells (Sittingbourne), D&E Knowles & Sons (Buxton).
1st August:	Trinder Bros (Banbury).	21st August:	Dark Matter Trading (Pontefract), Jade Martial Arts (Hastings), Gentle Gallery (Horsham).
2nd August:	GW Metro, GW Leicester, GW Ipswich, GW Bristol.	22nd August:	Wargames World (Ilkley).
5th August:	Giles Sports & Toys (Carterton), Replay Games (Bangor).	23rd August:	GW Liverpool, GW Stoke, GW Exeter, GW Plaza (London).
6th August:	Byte Size (Ashton under Lyne), World of Wonder (Lisburn), Minehead Toys & Models (Minehead).	27th August:	Questing Knight Games (Telford).
7th August:	Hammicks Bookshop (Bracknell).	28th August:	Artists Corner (Monmouthshire).
8th August:	Austins (Newton Abbot), Gamers Realm (Co. Galway), Wight World of Wargames (Isle of Wight).	30th August:	GW Dublin, GW Guildford, GW Peterborough, GW Bluewater.
9th August:	GW Leeds, GW Oxford, GW Milton Keynes, GW Hammersmith.	2nd Sept:	Sports & Model Shop (Dingwall).
11th August:	Cyberdyne (Stroud), The Gathering (Limerick).		
12th August:	Morningstar (Camberley), Cyberdyne (Trowbridge), Noddy's (Co. Cork).		
13th August:	Cuddlers (Leighton Buzzard), Cyberdyne (Newbury), Play & Learn (Co. Wexford), Dibs Toymaster (Llandudno).		
14th August:	A&B Games (Chorley), Time & Space (Broadstairs), Battlezone (Barnstaple), World of Wonder (Co. Kildare).		
15th August:	Toy Wonderland (Aylesbury), Nimble Fingers (Stillorgan), Micro Markets (Lancaster).		

EYE OF TERROR

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WARHAMMER

BEASTS OF CHAOS

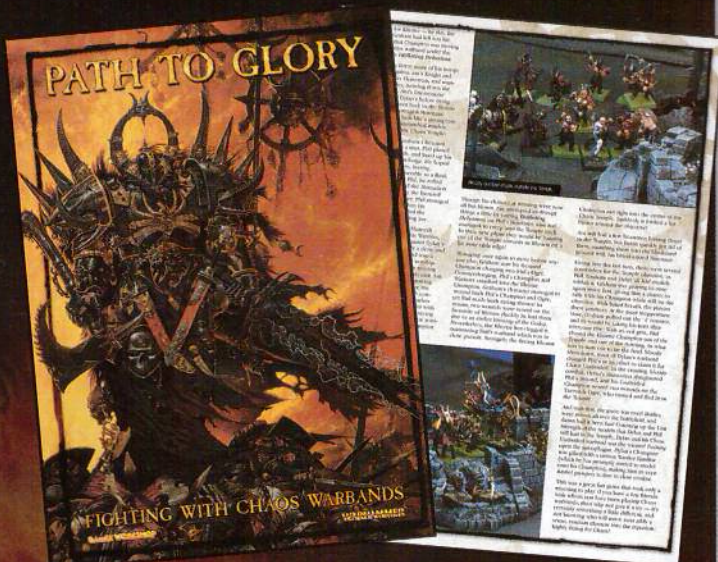
With the release of the new Beasts of Chaos armies book, you'll naturally see Beastmen armies appear on tables across the land. However, there's much more for the Warhammer enthusiast in our stores across the summer months.

GAMING LEAGUE

It's not too late to take part — ask for details in your local store! Each store is hosting a Warhammer Gaming League to find local champions worthy of leading their faction in the eternal struggle between the forces of Chaos and evil and the mortal races. Sign up now in your local store and find out more.

CHAOS WARBANDS

White Dwarf 283 featured a compilation of all the Path to Glory articles plus brand new rules and material for running a Chaos Warbands campaign over the summer. Updated for the Beasts of Chaos release, this campaign is ideal for Warhammer beginners and veterans alike in its use of warbands made up of a small number of models and its linked battles (similar in style to the concept behind Necromunda and Mordheim). Pick up a copy of White Dwarf 283 from your local store, or order one from direct sales, and check out the campaign your local store will be hosting.



WARHAMMER WORLD

2nd – 3rd August: INTO THE EYE OF TERROR (WARHAMMER 40,000 CAMPAIGN)

Massive task forces assemble to do battle across a dozen warzones in this two-day campaign event for veteran Warhammer 40,000 players.

16th – 17th August: WARHAMMER FANTASY BATTLE GRAND TOURNAMENT HEAT ONE

Known around the globe, this grand mêlée brings together some of the toughest and shrewdest Warhammer generals. This is the first of the two Heats, where you separate the Men from the Snotlings!

14th September: GAMES DAY & GOLDEN DEMON

The biggest day on any Games Workshop enthusiasts' calendar, this year's Games Day looks set to be huge, with displays, personalities and some of the largest participation games in the country. Add to this the Golden Demon painting competition and you've got the quintessential hobby day out!

27th – 28th September: WARHAMMER 40,000 GRAND TOURNAMENT HEAT ONE

The most fiercely fought and largest tournament in the Warhammer 40,000 players' year starts here. Entrants from all over the world will descend on Warhammer World in order to battle it out for a chance to go through to the Grand Final and prove themselves the mightiest Warhammer 40,000 Commander of 2004!



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

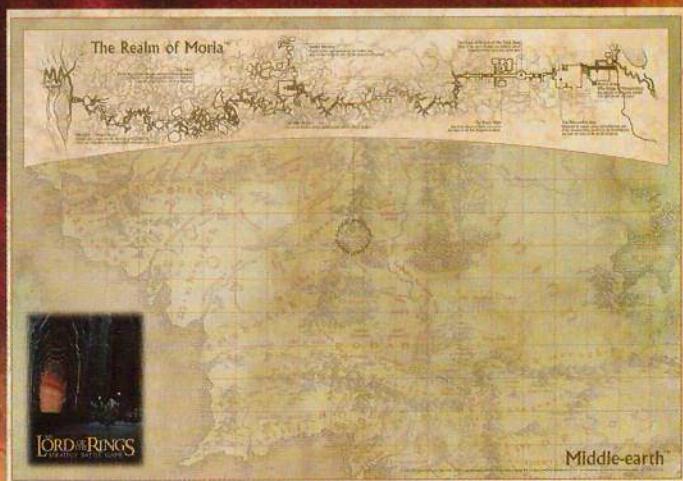
SHADOW & FLAME

To celebrate the release of Shadow and Flame, we have arranged a grand campaign and nationwide painting competition in every store across the country.

The map-based campaign is based around the environs of Moria, allowing you to fight in the deep caverns of the mines itself. Not to worry if you don't have Moria Goblins, or plan on painting up some of the new Dwarfs from *Shadow & Flame*, the campaign allows the use of any of the Free Peoples or Forces of Darkness, including Elves, Gondorians, Rohirrim, Uruk-hai or Mordor Orcs. Check out your local campaign now to join the fight.

PAINTING COMPETITION

In addition, each store is allowing their local enthusiasts to flex their painting muscles in a prelude to Golden Demon itself, with a nationwide painting competition focusing on The Lord of The Rings.



For more information on what is going on in your local Games Workshop store, look on our website at: www.games-workshop.com or ask a member of staff.

Index Astartes



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

HUMANITY'S SHIELD

Chapters involved in
the defence of Cadia

by Andy Hoare
& Pete Haines

With the forces of Abaddon the Despoiler flooding through the Cadian Gate, the Imperium's defences are hard-pressed to stem the tide of Chaos threatening to overwhelm them. But, amongst the defenders stand at least twenty Space Marine Chapters: the very finest warriors in all the armies of Mankind. Scriveners Haines and Hoare report from the front lines on a selection of the Space Marine Chapters standing resolute before the invasion.

Untold thousands of Imperial Guardsmen man the defences of the fortress worlds of the Cadian Gate. Though they stand before the teeming hordes of Chaos with courage and honour, they are but men, and subject to the limitations of a man's flesh. There is however, another force set before the Despoiler, though they number but one warrior for every battalion of Imperial Guard. The superhuman Space Marines of the Adeptus Astartes stand above the rank and file of Humanity, ready to sacrifice all in the name of the immortal God-Emperor of Mankind.

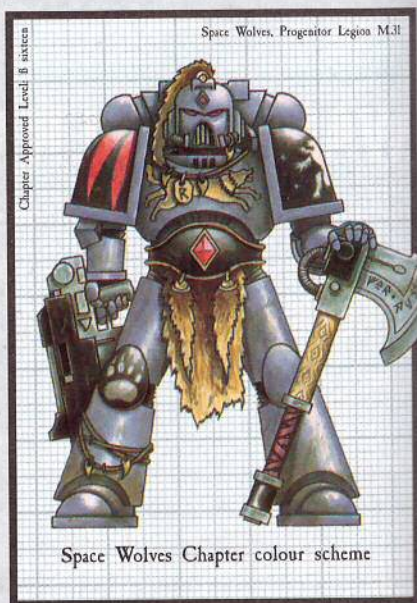
Space Wolves

When the Governor Primus of Cadia sent out his plea for aid to the sectors surrounding the Cadian Gate, the Space Wolves were amongst the first to answer. Mobilising his entire chapter, Logan Grimnar, the Space Wolves' Chapter Master, recalled every one of his twelve Great Companies from whatever missions they were engaged upon, and set course for the Cadian Gate. Grimnar arrived at Cadia at the head of a grand fleet consisting of the ships of five of the Great Companies, and wasted no time in calling for a council of war with the Governor Primus and the Lord Castellan of Cadia.

The council decided that the skills of the Space Wolves would be best utilised by dispatching individual Great Companies to specific areas, where they could respond as and when a threat appeared. Grimnar's own Great Company attached itself to the fleet of Admiral Quarren and first saw action within weeks of their arrival at the battle of Ormantep. It is reported that Grimnar's Rune Priests had forewarned him of the intervention of the legendary, long-lost Space Wolves 13th Great Company at the ground battle for the listening station that preceded the space battle. The Great Wolf himself would not be drawn to comment on the matter, and no trace of the 13th Company was discovered.

When the full force of Abaddon's Black Crusade broke, Grimnar and his Great Company fought alongside Quarren as the fleet attempted to forestall the invasion of Cadia. The last confirmed contact with Grimnar reported that his Great Company was set to attempt

planetfall on Cadia as the last of the orbital defences fell. Whether or not the action was successful is not yet clear, but it is known that the Old Wolf's fleet withdrew to Kantrael alongside Admiral Quarren's ships without the warriors of the 1st Great Company.



Howling Griffons

Seven of the eight companies dispatched by the Howling Griffons are currently engaged in a gruelling trench-war on Amistel Majoris. Having broken through the Plague Fleet blockading the world, the 2nd to 8th Companies arrived in time to bolster the Drookian Fen Guard, who were suffering horrific losses to the hell-spawned epidemics unleashed by the traitor forces facing them. Within days, the Howling Griffons and the Legio Astorum Titans were the only force able to man the extensive defences constructed by the Drookians. Any warrior caught in the open and not protected by power armour when the plague winds hit could be sure of an excruciating death, and an eternity of servitude as a plague zombie in Nurgle's legions.

The 1st Company of the Howling Griffons, including Chapter Master Alvaro, are currently based on the battle barge *Force of Destiny*, and are engaged upon a mission to track down and persecute a company of Night Lords

under the command of the infamous Daemon Prince Periclitator. It is widely known that the Howling Griffons harbour a particularly deep hatred of this Daemon Prince. While that hatred serves the greater needs of the Imperium's defence against the forces of Chaos, no other authority has sought to question Alvaro's actions.

Death Spectres

When an apparently small-scale cult uprising on Lelithar turned into bloody revolt, the Lelithar Planetary Defence Force found itself unable to challenge the leader of the rebellion, a shadowy individual referred to as 'The Voice' by his followers.

The Imperium's response to the uprising was swift and brutal. Three companies of the Death Spectres Chapter, alongside the Imperial Guard of the Jouran 146th Regiment and the Titans of the Legio Ignatum, carried out the Gorgosa Landings, encircling and laying siege to the world's capital. Within weeks, concentric lines of trenches and gun positions circumvallated the city. Hundreds of square miles of minefields were laid, and the entire area riddled with razor wire.

As the siege grinds on, the Death Spectres are adopting a fluid style of warfare allowing their jump pack equipped Assault squads to react quickly to any gains the Imperial Guard can force. In this manner they have succeeded in infiltrating a number of breaches in the massive city walls, carrying out sabotage missions deep within the citadel before withdrawing under the cover of another assault. However, despite these successes, the Siege of Gorgosa shows no sign of immediate conclusion, and the Death Spectres are set to remain engaged on Lelithar indefinitely.

Subjugators

The Subjugators Chapter despatched three companies direct to Cadia within days of receiving word that the Despoiler had returned, vowing that the remainder of the chapter's resources would be mustered as soon as was possible. The chapter arrived aboard two mighty battle barges just as the Chaos fleet was commencing the invasion of Cadia. The Subjugators threw themselves straight into the conflict, during which the 3rd Company distinguished itself by triggering the reactor overload that destroyed one of the Ramilies star forts orbiting Cadia, at the very moment the forces of Chaos gained control over it. Only a handful of the 3rd Company



escaped the subsequent explosion, but their heroic sacrifice undoubtedly saved the lives of many thousands of Imperial defenders on the surface of Cadia, who would otherwise have found themselves facing the might of the fort's guns.

Dark Angels and the Unforgiven

All the so-called 'Unforgiven' Chapters are known to be heavily active throughout every warzone around the Eye of Terror, though they are not fighting as part of any coordinated defensive strategy, and do not acknowledge the authority of anyone other than Azrael, the Grand Master of the Dark Angels.

The Dark Angels are based upon a massive, space-borne fortress monastery built upon a continent-sized fragment of their destroyed home world of Caliban. This mighty vessel has been sighted on a number of occasions, in widely separated areas of space. The chapter is a secretive and shadowy force, and the nature of their base is the subject of myth and legend. Thus, the scattered reports of it have, in most instances, been dismissed as the ravings of over-stretched and over-tired ships' crews.

The battles in which the Dark Angels and the other Unforgiven Chapters have

taken a hand appear unconnected to Imperial Strategios, and unconcerned with the needs of other Imperial forces. Others have pointed out that the Unforgiven are, as they have done many times in their history, pursuing a strategy of their own. The only pattern noted to date is that a large number of actions have been fought in the vicinity of the ruins of Caliban, though the nature of the enemy, and the objective is as yet unclear.





Doom Eagles

Upon arriving at the Cadian Gate, the Doom Eagles Chapter dispatched forces to a number of warzones, notably areas that had already suffered terribly at the hands of Chaos. The largest of these detachments, under the command of Captain Luctus of the 3rd Company, is currently involved in operations within the Belis Corona sub-sector, where the notoriously pious chapter are battling those who have fallen to the Curse of Unbelief. Only those without the strength of faith to resist are afflicted by the plague, and it has been noted that not a single Doom Eagles battle-brother has been touched by its blight.

The Doom Eagles have proven effective in combating the plague zombies infesting many worlds of the sub-sector, though, typically for this aloof chapter, they have refused all offers of support in consolidating these successes.

Marines Exemplar

Led by their Chapter Master, Commander Maxim Absolon, the Marines Exemplar committed all but a single reserve company to the defence of the Cadian Gate early in the conflict, arriving less than a week after the Space Wolves Chapter. Accepting Grimnar as the more experienced commander, Absolon allowed his companies to be deployed according to the Great Wolf's strategy, which saw them despatched across all the warzones to bolster those defences most in danger of falling.

Tragically, Absolon was lost in the opening phase of the conflict, as his company attempted to extract the senior staff of an Astropathic way station before the forces of the Despoiler overwhelmed the jungle moon on which it was located. The 5th Columnus, a Traitor Imperial Guard unit led by the demagogue, Colonel Jobe, were making a push towards the Belis Corona system, but had first to secure the jungle moon. Greatly outnumbered, Absolon led his force in a desperate breakout, and although the majority of the company escaped, the commander's Thunderhawk gunship was shot down, exploding as it failed to clear the jungle canopy.

The commander is listed as missing in action, though the Marines Exemplar have not given up hope that he may have survived the crash and is active behind enemy lines. However, Absolon's second in command, Captain Raoul has distanced the chapter from Logan Grimnar's Council of War, preferring instead to deploy the companies as his own advisors see fit.

Harbingers

Although they have most recently been heard of purging Orks from the Piscinan Belt the Harbinger Chapter has an old score to settle with the Death Guard. The Chapters' origins can be traced back to a raid on their Black Planet home world by the Death Guard, aided by Fabius Bile. Their Chapter Master, Nimrod Grudge, received early word of the Plague of Unbelief and mobilised the Chapter accordingly. Leaving most of the Chapter either in the Piscina system or on the Black Planet the Harbinger 1st, 4th, 7th and 9th Companies boarded their battle barge, *Unrelenting Fury*, and set course for Nemesis Tessera.

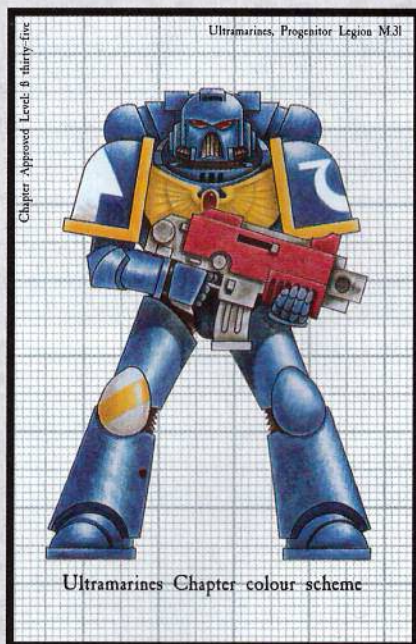
Immediately upon their arrival they were recruited for a special mission. As the Harbingers are known for their skill in the arts of boarding space hulks and launching planetary assaults, it can only be assumed that their mission involves the use of these particular skills.

Ultramarines

Ten thousand years ago, in the aftermath of the Horus Heresy, Roboute Guilliman, the Primarch of the Ultramarines, decreed that his chapter would stand ready to oppose the Traitors that fled to the Eye of Terror should they ever return to plague the Imperium. The Ultramarines took no part in the Battle of the Emperor's Palace, as they were fighting half a galaxy away, and Guilliman was determined that his chapter would never find itself unable to respond to such a threat again.

The solution was to ensure a continuous presence in the vicinity of the Eye of Terror, by maintaining an honour guard made up of individual squads from different companies. In time, the chapter's commitments across the Imperium necessitated that the other Primogenitor chapters – the second founding successors of the Ultramarines, should also provide squads.

For the last ten thousand years this guard has maintained a presence at the Cadian Gate, standing firm alongside the other chapters stationed there to challenge any Black Crusade that threatens Cadia's defences. At the outset of the 13th Black Crusade, the force is comprised almost entirely of Ultramarines squads, alongside which stand a number of detachments from the chapter's successors. The honour guard has already seen action in a number of engagements, notably the Defence of Narsine and the Sarlax Reprisals, lending the legendary courage and honour of the Ultramarines and their kin to the defence of the Cadia Gate.



Reinforcements

The call to arms has been issued across the Segmentum Obscurus and beyond, and the warriors of the Adeptus Astartes have been at the forefront of those to answer. As Abaddon's blasphemous hordes smash into the defences of the Cadian Gate, battle barges belonging to at least a score of chapters are even now ploughing through the Immaterium, making best speed for the warzones surrounding the Ocularis Terribus. Amongst these chapters are known to be the Blood Angels, the Imperial Fists, the Salamanders and the Black Templars, each of which is sworn by ancient oaths to defend Humanity against those traitors who foreswore their own vows ten millennia ago. The beleaguered defenders of the Cadian Gate can only pray that these legendary warriors arrive in time to stem the tide of filth.



BATTLE FOR THE BASILICA

Written by Graham McNeill

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The second part of a massive, multi-player Warhammer 40,000 battle report fought between the followers of the Ruinous Powers and a combined force of warriors loyal to the Emperor and a mysterious force of Eldar. Played in Warhammer World, this battle was so huge it took an entire day to fight from start to finish.

Welcome back to the Battle for the Basilica Dufaux, a titanic clash between ten players and 18,600 points worth of models. Last month the armies of the Despoiler and his nefarious allies attacked the Imperial forces stationed on the world of Xersia, with Abaddon himself leading the charge into the ruins of a saint's holy temple. The Despoiler knows that it is faith in the Emperor that keeps the Imperial forces fighting so bravely against them, and that by destroying the visible symbols of that faith, he hopes to destroy their will to fight.

To this end, the forces of Chaos have landed on the hive world of Xersia to defile the

sacred Basilica Dufaux, holy sanctum of the Confessor-saint Dufaux, who famously came to Xersia a thousand years ago to purge the planet's corrupt clergy before moving on to continue his great works. The Basilica Dufaux was raised upon the site where the saint burned the guilty clergy at the stake, and numerous shanty towns, filled with self-mortifying zealots, sprang up around it. Abaddon knows that the destruction of this holy site will send a powerful message to Imperial citizens that their doom is near.

As part of the ongoing Eye of Terror campaign, this huge battle was fought over the course of an entire day in Warhammer World, with three games of Warhammer

40,000 played over 8'x4' tables and one massive game played over a 16'x8' table. Each of the smaller tables had a specially written narrative that made the outcomes much more important, as each table's result would have a direct impact on the main table. On the main table, Andy Chambers led a Lost and the Damned army alongside veteran Chaos Space Marines player, Graham Davey. Facing them was Pete Haines, using the Cadian Shock Troops, and Owen Rees leading the valiant Dark Angels.

The first of the smaller battles saw Phil Kelly's Ulthwé Strike Force lying in wait for Michael Andresen's Dark Eldar force moving to attack the Imperial forces in the rear, while the second saw Andy Hoare's 13th Company attempting to wrest control of a Thunderhawk gunship from the traitorous control of Rowland Cox's rebel Imperial Guard army. The final table involved a force of Word Bearers, under the command of Matt Hutson, attempting to summon daemonic beasts to aid Abaddon's attack. Bo Tolstrup's Daemonhunters would attempt to stop him.

Smoke billowed from the ruined building, thick and choking, pungent with the stench of charred flesh. Haz Loker of the Cadian Troopers ran crouched over alongside his fellow soldiers, following the upraised Cadian battle flag carried by Sergeant Kell once more into harm's way. Rattling gunfire and the crump of heavy shell impacts echoed weirdly in the shattered rockcrete canyons of the city and flames rippled from the ruins as white-hot shell casings and explosions ignited the clothing and ammo of the fallen. His breath heaved in his lungs and his heart hammered so hard he felt it would break his chest.

Ahead he saw a hulking figure standing tall and silhouetted in the flames, a monstrous cigar chomped between his teeth. His leather storm coat billowed behind him and from the rank bars on his epaulettes, Haz realised with a start that he was looking at the

Lord Castellan of Cadia himself, Ursarkar E. Creed. Cries of pain sounded, shrill and piercing over the noise of battle and a group of bloodstained Guardsmen tumbled from the ruins, dragging their wounded and dead behind them. The distinctive barks of bolter fire chased them from the ruins as the clanking footsteps of a Sentinel armoured walker emerged from the smoke. Its lascannon fired into the building and a huge explosion blossomed in the ruins.

"Men of Cadia!" bellowed Creed in a voice that brooked no argument. "Hold!"

No sooner had the words left his mouth than the bloodied squad turned and raised their weapons once more. Even as the Cadians regrouped, a tremendous roaring, like the bellow of an ancient monster echoed and a blur of shapes burst through the smoking building, hurtling through the

air and landing in a grinding squeal of sparks. The bikes were midnight black, with gold trims and fairings that ran with blood. A warrior sat atop each one, a giant in power armour with cruel eyes filled with the desire to shed blood. The bikes slewed into the street, one hammering into the legs of the Sentinel and smashing it to the ground. The lascannon fired as the walker fell and the pilot's cabin exploded in a lethal shower of flaming shrapnel and wreckage. Haz fell to the ground, feeling the fire of the explosion wash over him and burn his skin as he scrambled behind cover.

The bikes threw up dust and stone from their back wheels, and Haz desperately rolled to his feet as the Cadian flag was raised once more. The bikes' engines roared, the reek of molten rubber strong as they surged towards the Storm Troopers. Haz Loker screamed and fired his lasgun.



LAST MONTH IN THE BATTLE FOR THE BASILICA

HOLD THE BASILICA

The battle for the Basilica Dufaux has been brutally fought, with no quarter being offered by either side. Hordes of mutants and traitors infest the ruins surrounding the shattered remains of the Basilica, charging the battle-lines of the Imperial forces with blasphemous curses spilling from their lips. The western lines are anchored around a mighty Baneblade, whose multitude of weapons has proven extremely

effective in clearing the way for an Imperial advance. The Chaos advance has been largely stymied to the west, thanks to the Dark Angels, though the followers of the Ruinous Powers have proved incredibly tenacious in their single-minded desire to reach their foes and tear the flesh from their bones.

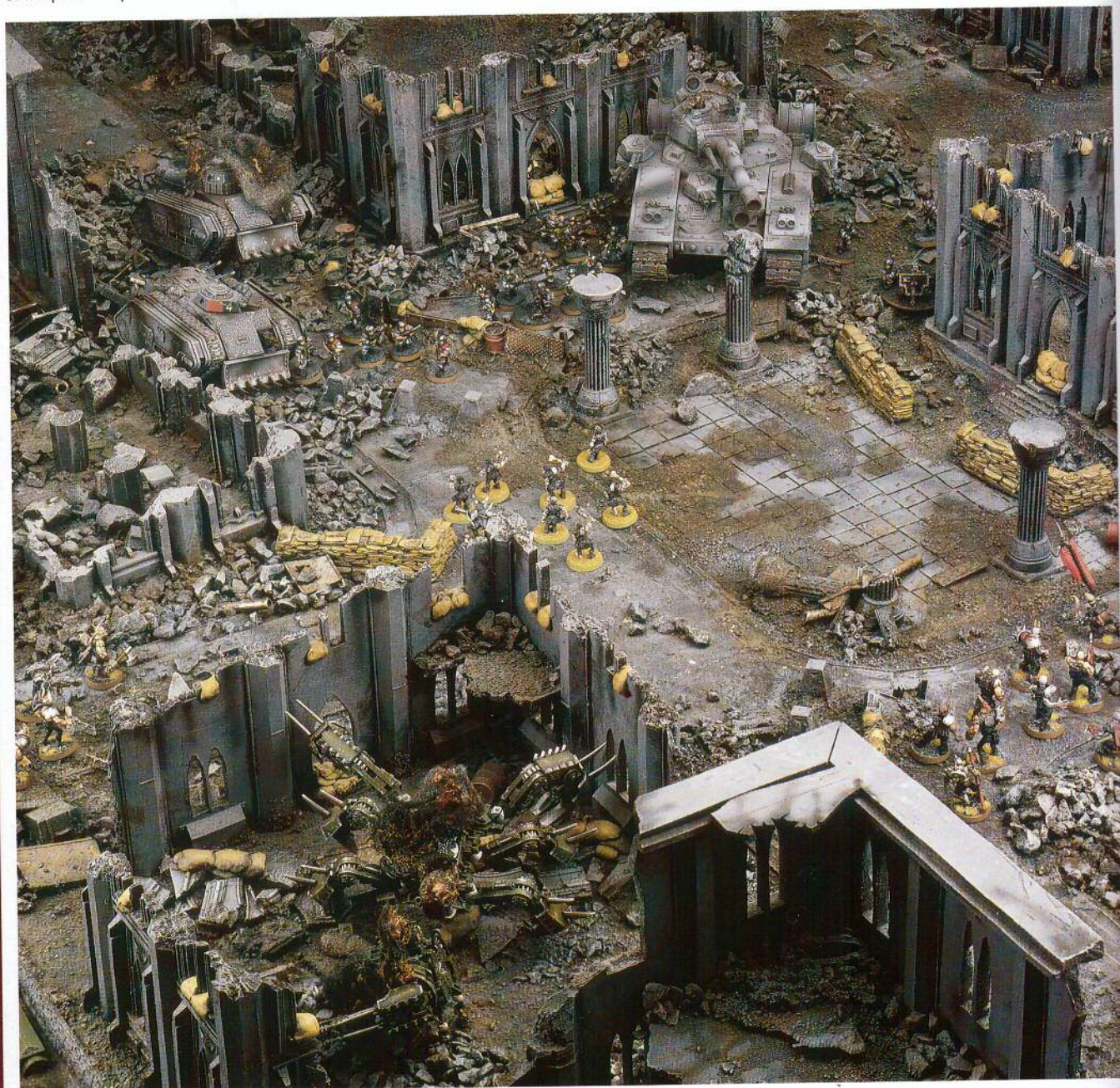
Openly defying the defenders ranged against him, Abaddon and his accompanying warriors have blasphemed the holy stones of the Basilica, advancing behind the thrashing, monstrosities of a pack of Chaos Spawn. The smoking remains of a Dark Angels'

Dreadnought (killed by a Defiler) and the corpses of Space Marine scouts were grim testimony to the lethality of firepower of the Obliterators and Thousand Sons, who also joined Abaddon in his desecration of the Basilica. The Dark Angels stood resolute at the transept of the Basilica, ready to meet their enemies face to face.

The eastern flank of the Basilica had seen the bloodiest combats thus far in the battle, with the conscripts fighting a brave, but ultimately one-sided battle as they were butchered without mercy. But their deaths were avenged as the

Dark Angel Assault squad and Jarran Kell, holding the Cadian standard aloft, slaughtered their killers in return. And in response to desperate pleas for aid from within the Basilica itself, the Assault squad triggered their jump packs and moved to flank the attackers within.

The battle for the Basilica Dufaux has reached a critical point, but who will gain the upper hand is not yet clear. Both forces have the strength to carry the day, but only time will tell who will emerge victorious.



▲ The Cadians utterly dominate the western approaches to the Basilica.



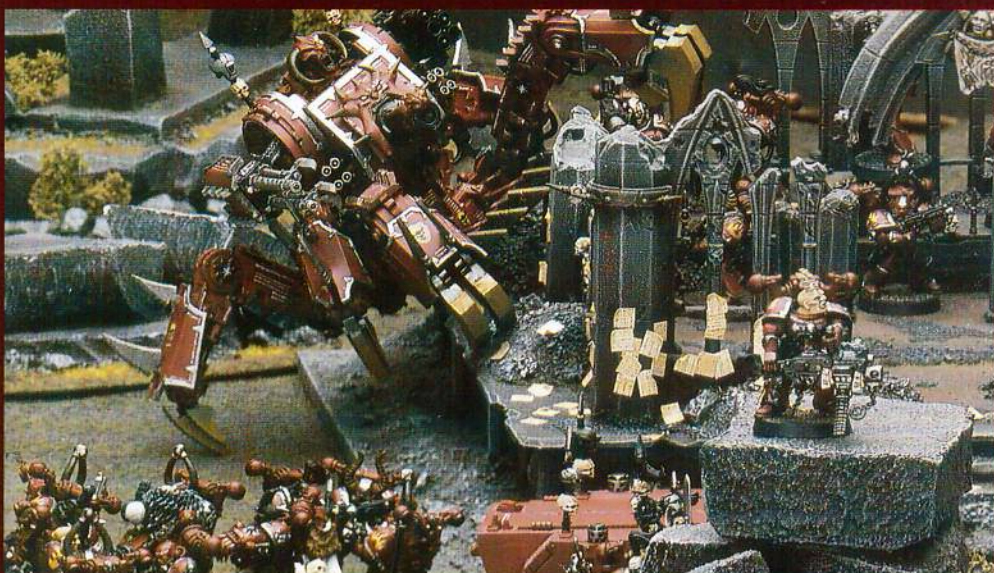
SHADOWS IN THE JUNGLE

The forces of Ulthwé are sorely pressed on both flanks by the Dark Eldar, though reinforcements have just arrived in the formidable shape of Maugan Ra, the Phoenix Lord of Altansar, and a squad of Jetbikes. Many have already fallen before the spite of the Dark Eldar, but with a Seer Council and the might of a Phoenix Lord to call upon, the forces of Ulthwé can still prevent the Dark Eldar from breaking their lines.



CAPTURE THE GUNSHIP

The 13th Company, having lost the element of surprise, came under a punishing barrage from the well dug-in forces of the traitor regiment of Imperial Guard. The uncontrollable rage of the Wulfen saw them chasing down an enemy tank, but no amount of damage could halt its rampage through their numbers. The objective is in sight, but can the Sons of Russ fight their way through so numerous a foe?



STOP THE RITUAL

Though faced by one of the most infamous of the fallen legions of Chaos Space Marines, the Word Bearers, the forces of Inquisitor Moerk have fought their way through the ash storms to reach the ruined temple upon which a Greater Daemon is to be summoned. A mighty daemon engine stands atop the blasted church, but there are none more able to destroy it than the Ordo Malleus and the warriors of the Adeptus Astartes.

BATTLE FOR THE BASILICA – PART TWO

HOLD THE BASILICA TURN 3

After the bloodbath on the eastern flank of the Basilica, the Assault Marines of the Dark Angels leapt forwards into the cloisters on the side of the massive structure, ready to charge within through the shattered stained-glass windows. Eager to continue the slaughter, Jarran Kell followed as Ursarkar Creed joined the Storm Troopers and Sentinel as the jagged, bladed forms of Black Legion bikers emerged from the ruins of the building before them, closely followed by a shambling horde of mutants. Creed's authoritative voice cut through the gunfire, his parade-ground-trained tones steeling the nerves of the platoon that was falling back, but now rallied in time to face the threat. Across the river a squad of traitors moved towards the bridge, and at the command of Creed, a volley of fire from the Anti-tank squad cut down two of their number.

The Dark Angels' Rhinos gunned their engines and, supported

by the Lion's Sword Land Speeder, advanced around the buttresses of the portico to reach the ruined steps that led to the nave of the Basilica. But a hail of auto-cannon shots sprayed from the building and smashed the Land Speeder from the air in a flurry of explosions. Unable to draw a bead on the Land Speeder's killers, the Rhinos could only see a pack of baying hounds and opened up with their storm bolters, blowing one away before they vanished into the cover of a smoking building. As the Rhinos ground to a halt, their access doors rumbled open and the Grand Master of the Dark Angels himself, Azrael, took to the field of battle, mounting the rubble towards the Basilica.

Within the Basilica itself, the Chaos Spawn were almost upon the defenders, their disgusting hides peppered with shell fragments and burned by lasfire. One of the repulsive creatures was finally put down, but the other would not stop and continued to shamle down the nave, followed by Abaddon and the



▲ Battle intensifies between the two warring Eldar factions.

SHADOWS IN THE JUNGLE TURN 3

Strobing flashes of gunfire lit up the jungle as the Dark Eldar continued their encirclement of the Ulthwé Strike force. Splinter rifle fire slashed through the greenery, wiping out the Defenders and

wreaking bloody carnage amongst the Storm Guardians. The Dark Eldar Ravager struck the Vyper a glancing blow, but the pilot was able to guide the damaged bike away from its attackers as the Eldar

hunkered down to receive the charge of the Dark Eldar. Hellions, screaming over the ruins of the warp gate attacked the Guardians, killing one of them before the Jetbikes were able to come to their rescue and drive away the skyboard riders. But there was to

be no rescue for the crew of the D-cannon who were hacked to pieces by the frenzied Wyches as the combat continued between the Seer Council and the Dark Eldar Lord. Only one of the Ulthwé Seers fell, though three of the Incubi retinue were cut down.



▲ The Seer council and Maugan Ra battle against the Archon and his retinue.

CAPTURE THE GUNSHIP TURN 3

The Grey Slayers and the Bikers moved into cover as the second Leman Russ came around the Thunderhawk and the smoking Demolisher tank continued to rampage among the Wulfen, Storm Claws and another pack of Grey Slayers. Feeling safer now that they had put some distance between them and the Demolisher, the Fenrisian Wolves regrouped as

their kin attacked the mighty tank. Faced with an enemy in their midst, the Wulfen and the Storm Claws hoped to smash its tracks and tear through its armour. But once again the vehicle was proof against their attacks and the engine roared as the tank lumbered away from its attackers and ploughed through the wolf pack again, sending them fleeing from the battlefield. The

second Leman Russ tracked its main gun around, but was prevented from firing as two lascannon shots impacted and blasted it apart in a huge fireball. The weight of fire from the Long Fangs caused an Infantry Platoon to fall back in disarray as a Chimera containing the Command squad roared onto the battlefield from reserves. The Wulfen and the Grey Slayers came under fire from the Armoured Fist squad and its

Chimera, the Grey Slayers losing three of their number. The third Leman Russ, concealed behind the Thunderhawk, fired its battle cannon on the Wulfen, but the shell flew wide, blowing apart a nearby hangar. The Wolves of Russ were closing on their objective, but traitor reinforcements were beginning to arrive and time was against the 13th Company.



▲ To the west of the Basilica both sides dig in.

TURN 3



▲ TURN 3 – Forces to the west of the Basilica dig in.

STOP THE RITUAL TURN 3

As the Daemnhunters closed on the Word Bearers, the Chaos Space Marines fought to hold the ritual together. The Blood Angels advanced into the swirling ash with the Storm Troopers in support as an enemy Rhino emerged through the ash with its havoc launcher preparing to fire. Squad Annihilator shot at it, but their fire went wide and it was left to the Storm Troopers to finish the job, blowing the Rhino apart with a well-placed plasma shot before losing five of their number to a lethal volley from the Havocs stationed in the ruined church.

The combat between squad Demolisher and the Bloodletters continued, with neither side able to gain the upper hand as the Chosen and one of the Inquisitor's Death Cult Assassins duelled. The Eversor Assassin was sorely pressed, but managed to hold off the Chaos Space Marines' blows until the Aspiring Champions of Chaos finally despatched the agent of the

Officio Assassinorum. Inquisitor Moerk caught sight of the leader of this coven and strode through the ash to smite him down with his daemonhammer. The combat that followed was brutal and without mercy, but it was the Dark Apostle of the Word Bearers who emerged triumphant, Inquisitor Moerk's broken body crushed at his feet.

But as the Dark Apostle took stock of his losses, he realised that their plan to summon a Greater Daemon to fight alongside Abaddon had failed and, using the cover of the storm, retreated with his surviving warriors. As it became clear that their foe had withdrawn, the forces of Inquisitor Moerk realised they had won a victory; pyrrhic perhaps with the death of their master, but a victory nonetheless. Vowing that his death would not be in vain, Veteran Sergeant Adequin of the Blood Angels activated his teleport homer, sending both him and Squad Annihilator towards the Basilica Dufaux to fight once more for the Emperor.



▲ Though Inquisitor Moerk is killed, the ritual is halted.

Thousand Sons who gunned down a Dark Angel and rocked their Dreadnought back on its heels. A rippling haze of magical power filled the Basilica and a coruscating nimbus of multi-coloured energies pooled in the nave, like a brilliant light pouring through the few remaining panes of stained glass. For the briefest second, the defenders of the Basilica believed that the Emperor had sent a miracle to save them, but such was not to be the case as a cluster of brightly patterned daemons, balefires dripping from their writhing appendages, manifested before them. Magickal fires spurted from their cone-like limbs towards Azrael and his retinue, but Space Marine armour is amongst the strongest in the galaxy and not a single enhanced warrior fell.

The western approaches to the Basilica had become a death trap to anything that moved. Covering fire from the Dark Angels, the Cadians and the Baneblade had turned the streets into a killing zone. Mutants and traitors were gunned down mercilessly if they so much as showed their head above the rubble and against such staunch resistance, there could be no advance. It finally penetrated the thick skulls of the larger mutants that there was no way through and

they turned around and headed back the way they had come.

Finally clear of the eastern building that had delayed their advance for so long, the Black Legion Bikers roared forwards to engage the Sentinel, the mounted

warriors charged into the fragile walker with an unstoppable fury that saw it smashed to the ground in a heartbeat. A spark ignited the ruptured fuel cells and a huge explosion blossomed from the wrecked machine, the flames

immolating one of the bikes and the shrapnel cutting down one of the advancing Storm Troopers. The bikes continued their headlong charge, barrelling into the elite Guardsmen and blood ran in the streets of Xersia once more.



▲ Players from the various tables catch up on the action on the main table.

HOLD THE BASILICA TURN 4

Nothing moved on the western flank of the Basilica, for to do so was a death sentence, as a group of mutants found out when they rashly attempted to charge their way

across the rubble-strewn ground. Concentrating their firepower, the entirety of the western flank opened up on them and, in a deadly firestorm, wiped them from the face of the planet. Only a Sorcerer of Chaos survived the deadly volley,

protected by daemonic magicks and, in retaliation, he unleashed a coruscating bolt of power that disintegrated the barrel of the Baneblade's main gun.

The traitors attempting to cross the river again came under a

punishing barrage from the Anti-tank squad, losing four of their number, but pressing on regardless. The Dark Angels' Rhinos moved up to the edges of a building, firing on the mutants they saw moving to join the Black Legion Bikers, but such



▲ The warhounds leap upon Azrael and his bodyguard.

SHADOWS IN THE JUNGLE TURN 4

The bloodied Seer Council pressed their advantage against the Dark Eldar Lord's Incubi and Wyches, killing yet more of them and forcing the Archon himself to flee. Maugan Ra set off in pursuit while the Seer Council consolidated their position as Dark Eldar warriors slipped past them. More Dark Eldar warriors turned back to face the way they had come as the Vyper sped through the trees, ready to secure a vantage point behind them. The remaining Dark Eldar, the Hellions and the Wyches moved past the Ulthwé forces. With the Archon fleeing for his own lines, Maugan Ra caught sight of the Mandrakes

and charged them with all the ferocity the Phoenix Lords are famed for. Before they could do more than scream in horror, the Harvester of Souls cut a swathe of them down with the lethal blade of his Maugetar before the rest fled in panic. The Seer Council then turned its attentions to the Dark Eldar warriors who had just slipped past them, drawing the power of their alien magicks to summon up another fearsome storm that smashed two warriors to their deaths. Despite these losses, the Dark Eldar advance continued unabated and it looked as though nothing could stop them.

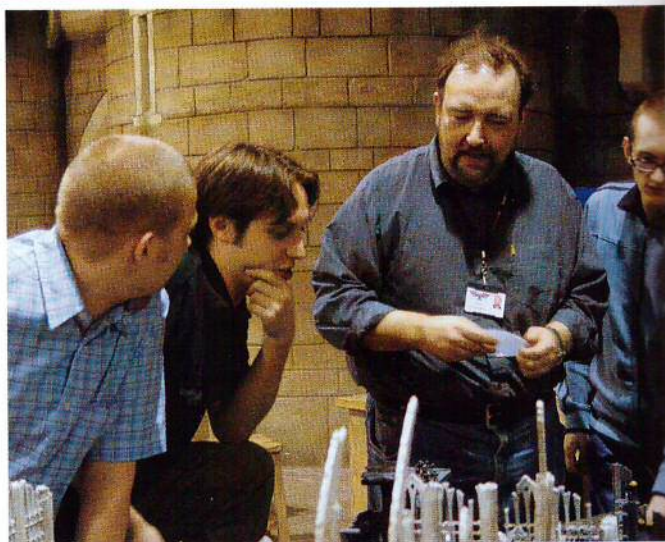


▲ The Seer Council move to assault the remaining Dark Eldar Wyches.

was the amount of debris between them and their targets that they were unable to score any kills. Before the echoes of their shots had even faded, the hounds looped from the building and charged towards Azrael and his retinue, who had just gunned down six of the daemonic creations which had recently manifested within the Basilica. Though the hounds were little more than an annoyance, Azrael's force was nevertheless forced to halt their advance and deal with these beasts.

The Black Legion Bikers killed four of the Storm Troopers before any could fight back and, faced with such an implacable foe, only the formidable leadership qualities of Ursarkar Creed kept them fighting on. In response to his general's

summons, Jarran Kell turned and, instead of heading for the Basilica, sprinted towards this combat. The Dark Angels' Assault squad dropped through the blasted roof of the Basilica, eager to wreak the same kind of havoc amongst Abaddon's bodyguard as they had amongst the Black Legion. But such was not to be the case as the Dark Angels found themselves assaulted by the combined might of Bloodletters and a mighty Champion of Chaos armed with a midnight-dark daemon blade. The battle was bloody and within seconds the might of the Astartes had been humbled, each warrior butchered like animals to sate the lust of the Warp-spawned abominations.



▲ Tension grows in the battle for the Basilica.

CAPTURE THE GUNSHIP TURN 4

As the Grey Slayers, Wolf Lord and Bikers finally reached the runway apron, the Rune Priest drew great power within him and opened a rift in the fabric of reality, allowing both himself and the Storm Claws to instantly teleport across the battlefield. But eddies in the Warp threw them off course, causing them to reappear at the nose of the gunship where they were horribly exposed to the weapons of their enemies as the third Leman Russ drew a bead on them. Their hail of mass-reactive bolter shells and

plasma blasted clear the weapon of one of the walkers and killed the pilot of another. The thrill of the kill was tempered as an Imperial Guard officer staggered from the Chimera before them, a whirlwind of change rippling through his body. Before the Grey Slayers could react, the true nature of the foe was horrifyingly revealed as a monstrous, bronze-armoured Bloodthirster ripped through the officer's skin in an explosion of blood and flesh. The Greater Daemon of Khorne bellowed its

challenge to any who would face it, its axe and whip dripping in gore.

Determined to kill the Demolisher, the Wulfen loped back to their own lines as the tank charged on towards the Long Fangs. A flurry of lascannon fire and missiles reached out towards it, blasting clear its lascannon, and blowing off huge chunks of its armour, but not enough to stop its inexorable progress and a pack of the Long Fangs were forced to quit the battle before its charge.

In response to the death of the Sentinels, a battle cannon shot from the third Leman Russ landed

in the midst of the Storm Claws, killing eight warriors as a hail of fire from the nearby Infantry Platoons finished off the rest of the squad and ignominiously cut down the Rune Priest. The Grey Slayers and the Bikers engaged the Armoured Fist squad and the Sentinels, with the last Biker falling to the Chimera's multi-laser and two Grey Slayers cut down by enemy fire. More reinforcements were sure to arrive soon and the 13th Company had a truly heroic struggle ahead of them if they were to achieve victory.



▲ A monstrous Bloodthirster of Khorne is summoned to the battlefield.

TURN 4



▲ TURN 4 – The violence and bloodshed summons Daemons to the battlefield.



▲ The Dark Angels Assault squad is massacred by the Bloodletters.

SHADOWS IN THE JUNGLE TURN 5

Just as aid was needed most by the forces of Ulthwé, the wraithgate pulsed once again and with a piercing shriek of battle-lust, the Howling Banshees emerged in the shadow of the ruined warp gate. Unprepared for such a terrifying opponent, the Dark Eldar warriors in the surrounding woods were cut down without mercy, the survivors fleeing before the wrath of the Banshees. A furious exchange of gunfire between the Seer Council and a squad of Dark Eldar warriors left a Farseer and a warrior dead as, once again, the Vyper and Ravager duelled, but neither could score a damaging shot. Both darted into the cover of the jungle as Maugan Ra charged another squad of warriors, cutting down two of the dark kin and

forcing them to flee in terror from his Maugetar. Following the Phoenix Lord's example, the Seer

Council charged the Dark Eldar Wyches before them and, in a flurry of blows from singing witch blades, killed five of their foes. The will to fight of the Dark Eldar force

was crumbling, but these warriors managed to hold their ground. The Farseers could sense a shift in the fates, but would it be enough to secure victory?



▲ The Howling Banshees finally appear from the portal.

HOLD THE BASILICA TURN 5

The fighting in the Basilica had seen the Dark Angels' Assault squad wiped out by the daemonic minions of Abaddon, with only the Scout squad remaining. Reinforcements in the shape of Veteran Sergeant Adequin and the few remaining warriors of Squad Annihilator (who had teleported from the ash wastes after thwarting the plans of the Word Bearers) hurried to join them, but facing them were the daemonic minions of the Blood God, the

Thousand Sons and the Despoiler himself. Despite a veritable fusillade of gunfire, the Bloodletters could not be halted and charged the Blood Angels, sending them all to meet Sanguinius. The Champion of Chaos who had been so instrumental in butchering the Dark Angels single-handedly slew the remaining Scouts. And, with the defeat of the Space Marines, the Basilica belonged to the Despoiler.

The western flank of the Basilica Dufaux was virtually cleansed of mutants and traitors,

with the Baneblade and the battered, but unbowed remnants of the Cadian Shock Troops advancing to begin the mopping-up operation as the last of their foe fell back before them.

Unaware of the carnage taking place within the Basilica, the Black Legion Bikers continued the fight with Jarran Kell and the Storm Troopers as the mutants who had been following close behind charged towards Azrael and his retinue. The Dark Angels had forced the hounds to flee after slaying another three of

them and set off to meet the vile mutants. The Traitor unit crossing the bridge from the far eastern flank of the battlefield finally fought their way through the punishing barrage they had been suffering to charge the Anti-tank squad, and in a brutal, close quarters building clearance, the outnumbered Cadians were overwhelmed and slaughtered.

Neither side was in any doubt that the last moments of the battle were upon them, but there was still much death to be done before the outcome would be decided.

TURN 5



▲ TURN 5—Chaos forces take Basilica.



▲ Having slaughtered the Dark Angels, the Bloodletters attack the newly arrived reinforcements.

CAPTURE THE GUNSHIP TURN 5

Driven by their hatred of the Ruinous Powers, the Grey Slayers and the Wolf Lord charged towards the roaring Bloodthirster, determined to send this spawn of the Warp back from whence it came. Though volley after volley of bolter shells hammered the foul beast, no single one harmed the daemon, its Warp-spawned form able to resist every impact. Faced with the battered and roaring form

of the Demolisher right in front of them, the Long Fangs finally destroyed it with a point blank lascannon shot just as the Wulfen charged towards it. Cheated of their prey, they turned back to the main arena of battle, ready to tear their foes limb from limb.

The Chimera and Armoured Fist squad moved along the flank of the gunship, seeing their opponents moving away from

them, as the remainder of the traitorous Guard units moved up in support of their daemonic master. Yet more daemonic monstrosities came to the aid of the Guard as a ravenous pack of Bloodletters manifested behind the gunship and charged towards their master.

Realising that their guns would not fell the Greater Daemon, the Wolf Lord led his warriors in a glorious charge towards the monster. Flashing blades and energy-sheathed claws tore at the

daemon, but the daemons of Khorne are avatars of war and battle, and only a single blow could penetrate its defences. Laughing as it slew, the Bloodthirster hacked down warrior after warrior, killing seven in as many strokes. Faced with such a brutal evocation of primal violence, the squad of Grey Slayers broke and fell back. The daemon was killing them all, but help was on the way in the shape of the Wulfen.



▲ The battle for the Gunship enters its final stage.

CAPTURE THE GUNSHIP TURN 6

All tactics were lost now as howling warriors of the 13th Company and the traitorous Imperial Guard fed bodies into the meat grinder of combat before the gunship. Blood ran in rivers across the runway as the Grey Slayers and the Wolf Lord finally succumbed to the inevitable and were hacked to pieces by the Bloodthirster. Taking to the air, the Bloodthirster swept onwards,

crashing into the howling Wulfen, its axe hewing through the armour of five of the afflicted warriors. The swirling combat around the gunship spilled outwards as more and more warriors sought to get to grips with their foes. Bloodletters hacked their way through their supposed allies in a frenzied attempt to spill the blood of their enemies. The Grey Slayers held a

pair of Sentinels at bay as the battle for the gunship grew fiercer.

Undaunted by the ferocity of the Bloodthirster, the Wulfen attacked with animal ferocity, tearing at the Greater Daemon with no thought for their own lives as they dragged the mighty creature down. Its howl of rage echoed to the Immaterium as the sole surviving Wulfen ripped its daemonic heart from its chest and howled in atavistic triumph. With the death of their diabolical

master, the fight went out of the traitorous Guardsmen and the surrounded Grey Slayers were able to hold out long enough for the victorious Wulfen to tear forward and leap into the combat, its claws and teeth reaping a great tally of the dead. Faced with such ferocity, the remaining members of the Guard fled before the wrath of the 13th Company, leaving the few battered survivors to claim the prize of the Thunderhawk gunship.

HOLD THE BASILICA TURN 6

A rippling nimbus of light appeared beside the Storm Troopers and Jarran Kell as they fought the warriors of the Black Legion. Fearing that some new daemonic devilment was upon them, they readied their weapons to face this new foe, but as a black and bone armoured warrior strode from the shimmering light and unleashed a volley of shuriken into the Chaos forces before charging to fight them, the Cadians knew that they had an ally in this fearsome figure. As the Bikers reeled from this unexpected attack, Jarran Kell led the Storm Troopers in a fearsome counter-attack, bellowing words of defiance. Pistols blasted, swords hacked through armour and flesh and blood sprayed the ruined shanty towns of Xersia. The mighty Phoenix Lord clove four of the bikers in two and Jarran Kell smashed another foe to destruction with his power fist as the Storm Troopers dragged down the last of their enemies.

Azrael and the Dark Angels met the charge of the mutants, fighting with all the strength and ferocity the warriors of the

Adeptus Astartes are famed for and cut down the mutants without mercy, hacking down those not quick enough to disappear into the ruins as the roaring shape of a Dark Angels' Thunderhawk (piloted by the 13th Company) swooped low over the ruined Basilica and fired a stream of heavy calibre ordnance inside. The shells blasted the nave apart, splitting apart flagstones that had been laid over a thousand years ago and obliterated a handful of Abaddon's retinue. But it was already too late for the defenders of the Basilica and, as the gunship banked away through the billowing clouds of smoke, the Cadians mustered their strength for a final push to clear the holy building.

But the Despoiler had no intention of giving battle now. He had achieved his goal and that hundreds had died for its completion mattered not at all. Planting his blasted standard in the ruins of the defiled Dufaux altar, he and his retinue teleported back to his flagship, *Harbinger of Doom*, secure in the knowledge that word of the holy Basilica's desecration would spread fear and panic throughout



▲ Maugan Ra materialises and helps massacre the Chaos Space Marine Bikers.

SHADOWS IN THE JUNGLE TURN 6

Though still reeling from the fury of the Banshee's assault, the Dark Eldar warriors were able to regroup and, for hate's sake, turned their weapons on the Banshees along with that of the Hellion skyboard riders who moved into position to attack. A Raider lifted high above the treetops as a howling gale of shrieking souls was released from the Dark Eldar Archon's Crucible of Malediction. The insane souls of tortured psykers howled across the

battlefield and every seer in the Ulthwé host felt icy fingers of death on their souls. But steeled against such horrors, only a single Warlock fell prey to this diabolical attack. The Raider unleashed a hail of fire against Maugan Ra, but its weapons failed to wound the Phoenix Lord, who calmly raised his Maugetar and brought the skimming vehicle down with a hail of shuriken. After despatching the few remaining Dark Eldar warriors, the Seer Council

darted through the jungle like predators to charge the Wyches who had managed to get behind their position. Driven into a fury of vengeance, the Seers cut down their foes in droves and as the Wyches fled their flashing blades, they were caught and slaughtered by the vengeful Eldar.

The Banshees stood their ground as the Hellions swooped in, and in an orgy of bloodletting, both foes managed to wipe each other out, so that the blood of both Eldar races mingled on the gore-soaked

earth. With the destruction of the Hellions and Wyches, the Dark Eldars' last hope of breaking through the Ulthwé lines was gone and, shaking his fist in impotent rage, the Archon vanished into the shadows with the shattered remains of his army. With the Dark Eldar threat defeated, Maugan Ra nodded to the Seer Council and stepped through the wraithgate to go to the aid of the Imperial defenders of the Basilica. Though that battle was in its last stages, the intervention of a Phoenix Lord was sure to be welcome.

Elkanah Ormayne's chest hiked and he coughed blood, a froth of bubbled and pinkish fluid gurgling from the hole torn in his chest. His lungs were punctured and his belly lay open to the skies, the ropes of his intestines strewn about him in the dust. Where once had been the scythe-like blade of an arm the gods of Chaos had granted him, there was now only a burned and cauterised stump, the charred end still smoking. He felt his life slipping away and knew nothing but bitterness as he offered up a final prayer to the Ruinous Powers and felt their abandonment of him in the absence of their mercy. From the corner of his eye he saw a flash of colour and turned his head to see the billowing fabric of the battle flag he had seen earlier.

Tears welled in his eyes as he tried to summon a last shred of energy to spit at it.

The thing was still alive. Though its arm was missing and blood pulsed steadily from the ruin of its flesh where the holy blades of the Dark Angels had cut, it defied all reason by being alive. Haz Loker supported himself on the butt of his rifle and stared in horrified fascination at the dying abomination on the ground. Its umber uniform was covered in glistening blood, and its helmet had been beaten into the shape of a snarling monster. But for all the hideous changes worked upon its form, it had recognisably once been human. He knelt by the mutant and pulled at a scrap of cloth that had been crudely stitched to its

uniform. It came loose without difficulty and beneath it he saw the familiar sight of the Imperial Aquila, the same one that was stamped on his and almost every other Guardsman's uniform in the Imperium. Not only had this creature once been human, it had once been a soldier in service of the Emperor.

Haz looked deep into the thing's eyes, searching for some clue as to what would make a man turn from the light of the Divine Master of Mankind and embrace the Dark Powers. He saw nothing but hatred staring back at him and realised that to seek answers from one such as this was pointless. Haz pushed himself up to a standing position and raised his rifle, ready to put a las round through its chest and send it to whatever hell awaited it. But as his finger tightened on

the trigger, he saw that it was unnecessary. Whatever had kept it alive this long had exhausted itself, and the mutant was dead. Haz lowered his weapon as falling rubble from the Basilica wall crashed to the ground, throwing up a cloud of grey dust. He glanced over at the massive building and as the smoke cleared, he felt a tightness in his chest and a building nausea cramp his stomach. Through the smoky gap in the walls, Haz could see a standard planted amid the ruins of the Basilica's altar, with a dread rune atop it that chilled him to the marrow. It hurt his eyes to look upon it and he realised they had failed. The Despoiler had blasphemed the holy Basilica Dufaux and Haz dropped to his knees, retching at the thought that the worst was yet to come.



BATTLE FOR THE BASILICA – CONCLUSIONS

HOLD THE BASILICA – FORCES OF ORDER



Pete Haines:
Well, what can I say? We did have a plan. The Cadians were charged with keeping the

Chaos hordes at bay outside the cathedral while events inside were left in the hands of the Dark Angels. It seemed logical enough, in the close confines of the Cathedral superior close combat abilities and lots of power armour seemed to be a really good idea whereas outside the Guard would be able to unleash its heavy weapons at range and the Baneblade would be able to romp around. The outside stuff went OK, but sadly the Dark Angels were thwarted by the Despoiler himself. Oh well you can't whine too much



Owen Rees:
What an awesome game and a sheer spectacle! By the end the Dark Angels had

captured one quarter of the city alone and helped defend another. They had also succeeded in keeping the majority of the Chaos forces in the Cathedral preventing them from reinforcing the Chaos defenders in the city. However, the Cathedral proved to be the grinder I poured my troops into, and our victory was bittersweet for losing the holy sanctuary. Early on, my serious firepower had been removed by a few well placed battle cannon shots from Graham's Defiler. Not fretting I carefully positioned my troops flanking the Cathedral for a joint attack from all sides, which would have surely cracked the nut. But a combination

if the biggest bad guy in 40K messes with your plans.

The Cadians did well, the Whiteshields drew the Black Legion into a trap from which Jarran Kell did not let them escape. The trick worked so well that I repeated it later with the Kasrkin on Graham's Black Legion bikers. Meanwhile the heavy weapon teams pounded the enemy ruthlessly and the Baneblade got to pick its targets and destroy them just as you would expect a 634 point tank to do. The problem however was that I lacked the means to help the beleaguered Dark Angels inside the Cathedral. The enemy Defilers simply ignored the Baneblade and lobbed their shells into the Dark Angel firing lines, proving that options are often more important than raw power.

of a screen of Daemons holding Azrael up and bad difficult terrain tests for Emarziel and the Scouts meant the Assault squad were all alone. Squad Rapier jetting over the high sides of the Cathedral was one of my favourite moments in the battle and very evocative, truly angels of death! Their subsequent demise to the Bloodletters, along with the death of the faithful Interrogator-Chaplain Ezra, was a serious blow.

Overall though, I was pleased how the battle went. Despite the lack of plasma weapons from early enemy action, the Tactical squads still gunned down plenty in the Cathedral as the Chaos tide surged forwards. If I were to change anything, I would've deployed the devastators in the Cathedral. On the left flank, the Assault squad, Rhinos and Azrael dominated and, together with the Cadian top brass, it secured our victory.

HOLD THE BASILICA – FORCES OF DISORDER



Andy Chambers:
Ok, so screaming horde vs Baneblade is a bad mix! I was dumb, dumb, dumb to go up

against that behemoth at all, let alone without much of a plan to try and do something about it (Boss Mutants with melt bombs and a few Bolts of Change was... optimistic). However, late on in the battle Graham's Obliterators started to reveal just how vulnerable any tank is to sustained lascannon pounding as they started to knock out weapons in a most methodical manner. An armour attack like this can always be stopped with enough firepower – mine was weak and I should have imposed on my Black Legion allies to help out more.

In general my deployment spread out my forces across a very wide area and robbed me of enough real strength to make a decent impact in any one place. Honestly, I should know better than this by now – when you have a force made up of comparatively weak but numerous units they need to be concentrated to give a numerical superiority and gain an impact. Of course it wasn't too helpful that the Loyalists got the first turn and smoked my Traitor Leman Russ. A distressing third of my supporting battlecannon fire was gone before it got a chance to engage the Imperial lackeys.



Graham Davey:
It was a mighty struggle. My fast assault units ran into trouble straight away as one of the

Rhinos was blown up before it had even moved, taking numerous casualties with it. The remaining Assault squad and my bikes were both forced to charge weak Cadian squads, allowing the enemy to counter-attack with Assault Marines, Creed and even Maugan Ra. Any support for these units had been left far behind, so eventually they were wiped out without earning their worth.

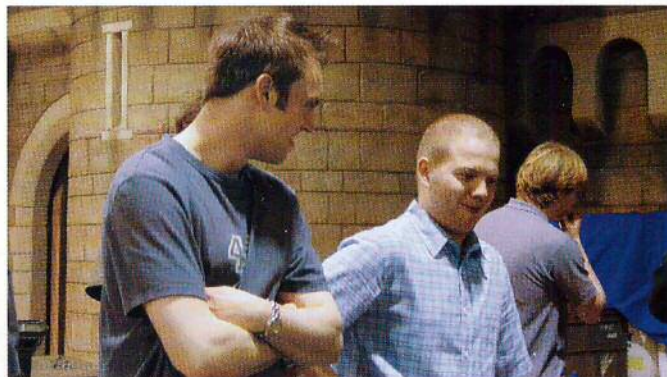
In the Cathedral I think we probably had too many troops. We weathered the storm of fire from the Imperial defenders, then

Fortunately our own counter fire and bad terrain slowed down the Imperial armour enough to prevent them pushing through really quickly and intervening in the Cathedral. I was quietly rather proud of the way my mutants clung onto their cover in the ruins despite being so seriously outgunned. Only in the last couple of turns did it turn into a rout, though the Traitors unit allegedly supporting them were noteworthily pathetic, three 1s in a row for their first lascannon shots, bah – they will all drown in lakes of blood for their lack of success! Could it be mere coincidence that the other unit, led by the Chaos Space Marine Varlus, were devastatingly accurate?

Of course the one place I did get it right was putting my very toughest troops, the Thousand Sons and Chaos Spawn into the Cathedral, the main objective. With them screening Graham's elite Black Legion force and Abaddon Himself we drove the loyalist out of there. Everywhere else the Emperor's lapdogs did that annoying turn-things-around-at-the-last-minute good guy thing. So a kind of forces of disorder moral victory – mountainous casualties to achieve some unfathomable (to most of their eyes) goal. Plaudits to Pete Haines and Owen Rees defence; Pete's Guard were stoically unflappable and those damnable Dark Angels just kept coming!

smashed the Assault Marines, Bo's Daemon Hunting squad and the Scout squad with ease. However, half of my troops, including Abaddon himself, never even made it into combat. Andy's Flamers, Hounds and Mutants did a good job of preventing Azrael and his retinue from charging our forces in the cathedral from behind, but in retrospect I wonder if we should have let him come, and given Abaddon something to tear apart.

In the end, both flanks (and the other tables) were lost. Abaddon will be taking his revenge on all those who failed him in due course. Still, the cathedral was our prime objective and that remains undeniably in the hands of Chaos.



▲ Late in the day, Matt discovered that by standing on the good side Owen failed his armour saves.

SHADOWS IN THE JUNGLE – FORCES OF ORDER



Phil Kelly: What a game! Both Michael and myself were convinced I was a goner by about

Turn 3, but if there's one thing a Strike Force excels at, it's counter-attacking. The Strike Force played its party trick on Turn 2, with most of my army turning up from reserve. I was really hoping for a swift, decisive strike on the Archon with the Seer Council and Maugan Ra, but the dice conspired against me. This gave Michael the opportunity to take apart the rest of my force with his own counter-attack, and things looked very grim.

When the Banshees finally burst through the wraithgate, I was

able to effect what I thought was going to be a valiant last stand, but turned out to tip the game in my favour. The Seer Council took everything that Michael could throw at them and still kept going, albeit halved in strength. Maugan Ra finally showed what he could do by scything down no less than three straggling Dark Eldar units, then blowing a Raider out of the sky with his Maugetar.

I've never affected such a dramatic comeback, but then, the Strike Force was created with an eye to excelling in the latter stages of the game. Maugan Ra's inclusion on the Basilica table was the icing on the cake. All in all, a great day's gaming.

CAPTURE THE GUNSHIP – FORCES OF ORDER



Andy Hoare: I was really pleased with the 13th Company's performance, particularly for

the first couple of turns. I took the gamble of deploying the two Long Fangs pack directly in front of the Leman Russ Demolisher in order to take it out in the first Shooting phase. I was able to get enough Stunned and Shaken results on the other tanks to limit their effectiveness due to the Long Fangs' ability to split fire.

Things started to get wobbly when the Rune Priest and the Storm Claws used The Gate to teleport across the table, but managed to deviate, landing right

on the objective in front of Rowland's entire army. One ordnance template later and it was all over for them...

The finale was one of the most tense I've ever experienced, and certainly one of the most cinematic. After Rowland's Bloodthirster wiped out my Wolf Lord, it performed a Sweeping Advance towards my Wulfen, and killed all but one of them. In the next turn, the single surviving Wulfen actually killed the Bloodthirster and swept right on to the objective, in time to inflict the casualties that resulted in me winning the final round of combat that would decide the winner of the whole game. One 3+ saving throw and it was all over – a narrow, but hard-fought victory.

STOP THE RITUAL – FORCES OF ORDER



Bo Tolstrup: I'm still not sure Matt knew what hit him but in fairness to him he had a difficult

mission to achieve. Although Matt surgically removed my Assault Marines with his Bloodletters (10 Wounds in a charge – ouch!) it never stopped my assault; it just made it weaker.

The fact that the Eversor was deployed from the other side of the board made it difficult for Matt. With the Eversor I locked him in close combat from my Turn 1 and he could really have used that big squad to bolster his defence on the other part of the circle. Another fact was the Defiler. Even Alex Boyd's

famous Ork Warlord (WD277 Battle report) was Mr. Longlegged Swiftness in comparison.

At the end of the game though I was not left with much of a squad and leader to bring onto the main table. In the end it was decided that my full 6-man Tactical squad and the Space Marine Sergeant (the only surviving character) would get the honours of meeting Abaddon.

Not a shocker: it was brief but fun on the main table and yet again Bloodletters became my bane.

I enjoyed myself thoroughly. My best experience of the day though, was playing Matt. He is a real gentleman player, but still keeps a competitive eye on the battlefield. Any day, any time Matt, I'd love another go.

SHADOWS IN THE JUNGLE – FORCES OF DISORDER



Michael Andresen: Argghhh! So close to victory; sweet victory. A great game

where the scales tipped from one side to the other throughout the entire game.

I was feeling pretty confident when I won the first turn. Army selection turned out sound as well, though I could have used less vehicles and more troops.

What decided the game in the end though was experience. Phil knowing the strength of his Seer Council, moving in to finish off my Wyches, thus winning him the game. I should have drawn my Wyches back into the jungle,

stayed out of sight, collected my Recon bonus and cheated Ulthwé of the Victory points they collected from killing them.

As a last note I'd like to encourage anyone who doesn't do so on a regular basis, to try out some of the different settings that Warhammer 40,000 allows you to play in. I have read the Jungle rules before, but hadn't been encouraged to try them out before now. When this chance came around and I did try them out, it turned out as one of the best, most challenging, games I have played in a while.

Good job Phil! Please make an appointment with my splinter cannon in the reception before you leave...

CAPTURE THE GUNSHIP – FORCES OF DISORDER



Rowland Cox: WHAT! How did this happen? Well, all I can say is well done to Andy, who never

once took his eye off the objective. It just goes to show that even if you've had your army blown to bits you can still win. Many other players in Andy's shoes come Turn 5 would have given up, but to Andy's credit he never did.

So how did the game go from crushing victory to humiliating defeat? For me there was one crucial misjudgment on my behalf. My misjudgment was in placing the Bloodthirster too close to Andy's army in the turn it was summoned. In placing the

Bloodthirster close to the objective I was ensuring any Marines who survived the Shooting phase would be facing certain death in the assault phase. In the end I had more than enough firepower to clear the objective. Surely the objective would be mine. How wrong I was. In the next turn Andy seized the initiative and pined the Bloodthirster in combat, away from the objective. On the plus side I have to say this game was very enjoyable, full of incident, individual heroics and a charging Demolisher. This toweringly heroic crew Tank Shocked two units off the board, and totally ruined Andy's battle-line. The Wulfen chased around after it for practically the whole game!

STOP THE RITUAL – FORCES OF DISORDER



Matt Hutson: Well that didn't go exactly to plan. In fact the result was a lot closer than you think. If I had

killed the Servitor (4 Marines with close combat weapons usually does the trick) before he had had a chance to hit me with his power fist, I would have been in a great position as I had managed to completely stop the rest of Bo's army from attacking the circle. The best units in my army were probably the Bloodletters and Chaos Havocs. The Bloodletters annihilated the Assault Marines (this really shocked Bo) and one of the Tactical squads. At this point I really had Bo on the ropes. The

Chaos Havoc's firepower was awesome, singlehandedly holding up the centre of the Daemonhunters' line, making up for the Defiler's bad luck. I could have done without it getting stuck in the building. It got to point where I could have bet my car on the dice being double 1s for the Difficult Terrain tests. Reduced to firing its Havoc launcher and reaper autocannon, what with the battle-cannon being blown off on the first turn, it certainly had a tough day. In the end though credit has to go to Bo for selecting an incredibly balanced force and not losing sight of the objective at any point during the game. I can't wait for a rematch.

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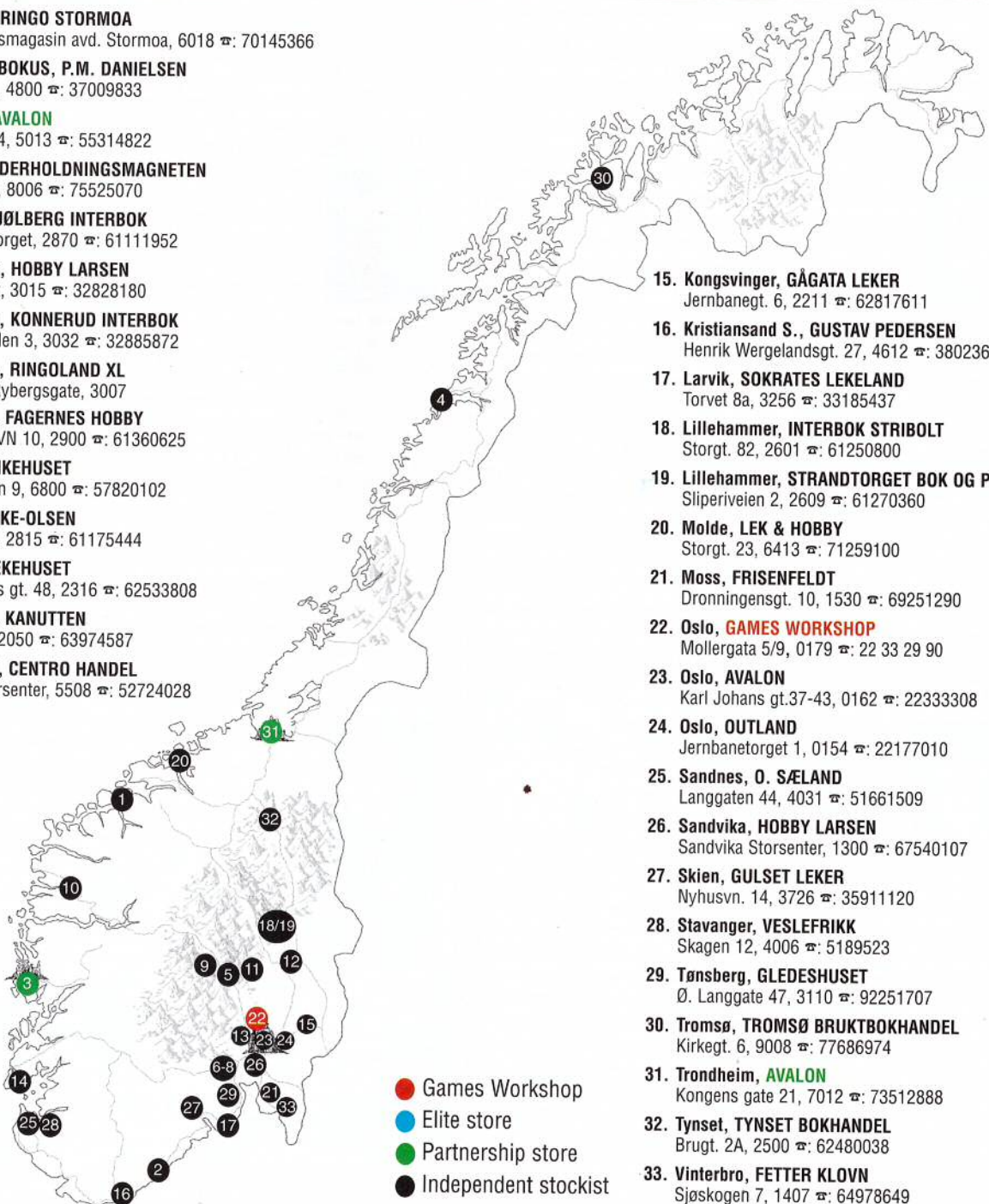
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The calendar provides you with the freshest information on what's happening in the Northern European regions as and when it becomes available. We are updating the calendar every three months but if you want more information about upcoming events and tournaments, please contact either the shops directly or keep your eye on these pages.

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2-3	FANATIC TOURNAMENT Warhammer 40,000 Fantasia, Umeå +46 90 77 03 60
9-10	FANATIC TOURNAMENT Warhammer Fantasia, Umeå +46 90 77 03 60
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OCTOBER   	
3-5	GIANT FANATIC VI Fanatic, Copenhagen www.fanatic.dk
11-12	GRAND TOURNAMENT Warhammer 40,000 Games Workshop, Tilburg
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME™



In This Issue:

• Fell Beast Rules • Fell Beast Scenario • Building Moria Terrain • Moria Goblin Tactics



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...

This month sees the release of one of the most majestic pieces ever for our The Lord of The Rings strategy battle game – the Ringwraith on the fell beast!

It is a truly magnificent model, one that makes a great centrepiece for your Evil force and, differently from the Balrog, you can have nine of them if you really want!

If you're wondering why they were not included in The Two Towers rules manual, the reason is very simply that we did not know they were going to appear in the film. New Line managed to keep them secret until the very last moment, and we've been taken completely by surprise.

After seeing the film, we immediately set to design and produce this astonishing monster, and this month is the soonest we've been able to release it (this gives you an idea of how much in advance we normally work...). Personally, I would have loved to have the Ents added to the range as well, but they are a little trickier to handle. You see, it's practically impossible for us to produce models to represent the Ents as they are portrayed in the film. They have far too many minor branches, leaves, strange twists, cavities etc. in the trunk for our casting technology to cope with. A shame really, but we're still considering how to tackle the problem to include them in a future woodlands-themed supplement.

Going back to the Ringwraiths, many people have complained that in gaming terms the Nazgûl are not very powerful in their The Fellowship of The Ring incarnation.

I think that's fine, and quite loyal to the book and film. The Ringwraiths are not sent to the Shire to reveal themselves and fight openly. Their mission is more secretive in nature – they are very discrete, using bribery and 'persuasion' to get to the mysterious Baggins.

When they do strike, they attack like assassins, always using the cover of darkness and retreating almost immediately if opposed with sufficient strength.

In gaming terms I think that they are quite useful in an Evil force, as long as the player does not stick them in combat where they don't last long. Instead it's best to keep them safe at the back, using their magical powers when most needed to help the rest of your force.

THE RING-BEARER SPEAKS...

Alessio Cavatore discusses all things The Lord of The Rings

In The Return of The King, the Nazgûl are quite different – not stealthy infiltrators, but Captains of the armed might of the Dark Lord. They are now very visible indeed, mounted on huge flying beasts, casting terror and despair on the Free Peoples.

Furthermore, at this point Sauron has begun his war in earnest and the Nazgûl don't need to wait for the night, because the sorcery of their Master has covered his armies with the perpetual gloom of black, billowing clouds from Mordor.

In gaming terms, apart from giving them the new majestic fell beasts to ride, they also have an increased reserve of Will, making them last longer and allowing them to use their powers far more often. I've also given them an attack spell, the *Black Dart*, which is a reduced version of Sauron's *Chill Soul* and is based on two occurrences in the book when Tolkien mentions that their enemies are 'pierced by a black dart' (I'm thinking Faramir first and Snowmane later...). I could have given them some form of missile weapon, but I thought that a magical power would have been more appropriate.

They also have 2 points of Fate, which makes them more resilient, and 2 points of Might, very useful to improve their overall performance and allowing them to lead the Evil forces more effectively.

To conclude, let's have a look at the fell beast itself. The first impression is that its 12" flying move is quite slow compared with Gwaihir's 24", but I can already disclose to you that Gwaihir will be reduced to move exactly like the fell beasts in The Return of The King, so enjoy it while it lasts!

You could also say that they are not too powerful in combat (especially people that are used to Warhammer Wyverns), but if you think about it, in the book Legolas kills one with a single arrow and Eowyn decapitates another with a single stroke of her sword!

I'm confident though that their ability of knocking down both riders and steeds, coupled with their mighty riders' new heroic profile, makes them more than a match for normal warriors. Just watch out for super Good Heroes like Aragorn, who are still able to make mincemeat of the beasts and their riders, as is right and proper!

Enjoy!

Alessio



THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



Ringwraith on Fell Beast

Designed by Michael Perry and Alan Perry, this boxed set contains 1 Ringwraith on fell beast model and 1 Frodo Baggins model. These models require assembly.

RINGWRAITH ON FELL BEAST ...£30.00

Denmark	kr 350.00
Sweden	kr 400.00
Euro	€ 50.00



Mounted Ringwraiths boxed set

Designed by Michael Perry and Alan Perry, the Mounted Ringwraiths boxed set contains 3 Ringwraith models. *These models require assembly.*

MOUNTED RINGWRAITHS£18.00

Denmark	kr 185.00
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Euro	€ 25.00



Moria Goblin Shaman

Designed by Alan Perry, this blister pack contains 1 Moria Goblin Shaman. *These models require assembly.*

MORIA GOBLIN SHAMAN£5.00

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Moria Goblin Drummers

Designed by Alan Perry, this blister pack contains 2 Moria Goblin Drummers models and 1 Drum model.

MORIA GOBLIN DRUMMERS£6.00

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Euro	€ 10.00



Khazâd Guard

Designed by Michael Perry and Alan Perry, this blister pack contains 3 different Khazâd Guard models.

KHAZÂD GUARD£6.00

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Euro	€	10.00



Warg Riders boxed set

Designed by Michael Perry and Alan Perry, the Warg Riders boxed set contains 5 Warg Riders. These models require assembly.

WARG RIDERS BOXED SET£20.00

Denmark	kr	250.00
Sweden	kr	300.00
Euro	€	35.00



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To mark the release of the new Nazgûl riding Fell Beast, Alessio Cavatore presents the rules for using these fantastic models in your games of The Lord of The Rings Strategy Battle Game.



The Witch King

The nine Ringwraiths were once Kings of Men, the bearers of magical rings created by Sauron in the fires of Mount Doom. Their rings granted endless life, but gradually enslaved the Kings to Sauron's will. All that remains of them now are their twisted spirits, their bodies having long faded into empty nothingness. The Nine are the most deadly of all the captains of Sauron and the most dangerous among them is the Witch King.

The Witch King is the leader of the Ringwraiths. Like the others he is cloaked and armoured, and has no physical body, only a shadow-like existence held together by the force of his will. The Ringwraiths cannot be killed in the normal sense because they are not alive – but they can be banished. A Ringwraith that has been banished in this way will gradually reform as its embittered will shapes a new form for it to inhabit. This takes many days depending upon how far the Ringwraiths are from the influence of their master.

Away from Sauron they are secretive shadows that prowl the night, mostly relying on fear and deception to achieve their mission. Close to Mordor and to the rising power of the Dark Lord their role changes greatly, they are the mighty Captains of Sauron's armies. Mounted on large flying monstrosities, they cast their sinister shadow over the warriors of the Free Peoples, as terrifying harbingers of death and despair.

Note on choosing Ringwraiths:

As there are eight ordinary Ringwraiths the Evil player can have up to eight ordinary Ringwraiths in his force. The Ringwraiths are not named – we suggest you paint a number under the base of each so that you can readily distinguish them on your record sheet. There is only one Witch King, but we will not reveal his new profile yet. He will be unveiled in all his might in The Return of The King.

WRAITHS!

WRAITHS ON WINGS!

Rules for Ringwraiths and fell beasts

The Ringwraiths

Points Value: 120

	F	S	D	A	W	C	Might	Will	Fate
Ringwraith	5/-	4	8	1	1	6	2	14	2

Wargear

The nine Ringwraiths carry wicked swords or maces (hand weapons). At an additional points cost, Ringwraiths can ride horses or fell beasts.

Horse

10 pts

Fell beast

50 pts

Special Rules

Will. Ringwraiths rely on Will far more than other Heroes. It is only by Will that they maintain corporeal form. The further they are from Sauron the weaker is the bond between them and the lower their Will value.

A Ringwraith must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that Ringwraiths touching enemy must fight, as all models must; they cannot choose not to fight!

Once a Ringwraith suffers 1 Wound or has 0 Will remaining, it is banished. Ringwraiths cannot be destroyed completely in this way – their spirits slowly regenerate – but as this takes several days they are removed as casualties.

Terror. Ringwraiths are terrifying supernatural creatures. They evoke terror in their enemies as described in the Courage section of The Two Towers rules manual.

Darkness. Ringwraiths do not see by the light of the world as we know it, but by the inner light of the life of living things. They are not affected by darkness and can see as well in pitch black as they can in daylight.

Ringwraiths and the Ring. If any Hero should put on the Ring he then becomes part of the twilight world of the Ringwraiths. He is both visible and vulnerable to them! A Hero wearing the Ring is not invisible to a Ringwraith as he is to other models. A Ringwraith does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemy are included as part of a multiple combat.

To represent this in a pleasing visual way, all Ringwraith models can be replaced by Twilight Ringwraith models as soon as the Ring is put on. The Twilight Ringwraiths

are used whilst the Ring is worn. This is not necessary – but it certainly emphasises the point!

Magical Powers

Ringwraiths can also employ their Will to use magical powers and to resist the effect of magic just like other Heroes. They have the following powers:

Transfix. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Compel. Range 12"/28cm. Dice score to use: 4+. The victim can do nothing further that turn as described for Transfix, except that the Evil player can move the victim up to half a move as soon as the power takes effect, even into base contact with an enemy. The player can do this even if the model has already moved that turn. The model cannot be moved out of a combat if it is already engaged. The model cannot be forced to perform any actions that would cause direct harm to it (such as jumping down a cliff...). If the victim has the Ring he must put it on if the Evil player wishes.

Drain Courage. Range 12"/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

Sap Will. Range 12"/28cm. Dice score to use: 4+. The victim's Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by Strengthen Will or Will of Iron magical powers.

Black Dart. Range 12"/28cm. Dice score to use: 5+. The victim suffers a hit with a Strength of 9. If a cavalry model fails to resist this power, the Ringwraith can choose whether the Dart hits the rider or the mount.



HORSE

F	S	D	A	W	C
0	3	4	0	1	3

The Ringwraiths ride huge black horses that carry them over Middle-earth as they search for their master's ring. Only a Ringwraith can ride these evil beasts – they will not permit any other creature to mount them. Full rules for horses and riders are given on page 35 of *The Two Towers* rules manual.

FELL BEAST

F	S	D	A	W	C
5	6	6	1	3	3

Only a Ringwraith can ride these foul creatures – they will not permit any other creature to mount them. Rules for cavalry are given in the main rules section. If the Ringwraith riding them is killed, the fell beasts will always take to the air and flee the field.

Fell beasts move by flying – their move is 12"/28cm. They can fly over the top of any models or terrain without penalty. They cannot enter woods, buildings and other terrain that has been deemed impassable, but can land on top of any of these if the players so agree at the beginning of the game.

In combat, fell beasts follow the same rules for normal cavalry, apart from the exceptions noted below.

When resolving a fight involving a fell beast, simply apply the rules for multiple combats, treating the mount as a separate model involved in the fight. As normal for multiple fights, add the dice for the mount's Attacks to the ones of the rider and other friends involved in the fight. Remember to roll separately for the Attacks of models who have points of Might, two-handed weapons or other factors that can influence the result. In resolving the fight, use the best Fighting value available (including that of the mount), as normal for multiple fights. If the fight is won, the mount will strike the enemy using its own Strength value.

Fell beasts and their riders never get the Extra Attack bonus when charging, this being replaced by the mount's ability to contribute its own attacks to the fight.

On the other hand, such is the mass, strength and ferocity of the fell beasts, that they can Knock to the Ground even enemy cavalry if they win the fight when charging. This bonus is not lost if the fell beast is itself engaged by enemy cavalry. When a cavalry model is knocked to the ground, the mount is knocked to the ground and the rider is automatically thrown, knocked to the ground next to his mount and immediately suffers a Strength 3 hit. This represents the chance of the rider injuring himself in the fall or even being crushed under the weight of his own steed.



The mounted Ringwraiths pursue Arwen and the Ringbearer.

SCENARIO – THEY'RE HERE

DESCRIPTION

The fighting at Helm's Deep and Isengard is over, Saruman's army slaughtered and drowned. Rohan is free once more, but what of the larger cause? Faramir holds the Ringbearer and his companions in Osgiliath. Torn by duty, the young Captain of Gondor decides to send Frodo and his burden to Denethor, the Steward of Gondor but, before he can do this, a Nazgûl arrives and Faramir and his men dive for cover. As the Nazgûl searches for

the Ring, the Orcs on the eastern bank summon their courage and launch an attack. While Faramir's men fight desperately to repel the Orcs, Frodo is overcome by the power of the Ring and is slowly but surely drawn towards the searching Ringwraith.

PARTICIPANTS

The Good side consists of Frodo (although Frodo is actually controlled by the Evil

player at the start of the game), Sam, Gollum, Faramir, Damrod, 6 Rangers of Gondor with bow, and 24 Men of Gondor (8 have shields and spears, 8 have shields, and 8 have bows).

The Evil side has a Ringwraith (mounted on a fell beast), 2 Orc Captains, 4 Warg Riders with shield and throwing spear, and 36 Orcs (12 with shield, 6 with bow, 12 with spear, and 6 with two-handed weapons).



Frodo is left helpless as he succumbs to the power of the ring.

POINTS MATCH

If you want to fight this battle with alternative forces, choose at least 400 points for each side. Both sides must include at least two Heroes. When playing a 'Points Match' game the Evil player chooses one Hero to take the role of Frodo – Frodo's deployment and all of Frodo's special rules for this scenario will apply to that Hero, as will any victory conditions normally bound to Frodo. Similarly the Good player can choose an Evil Hero to take the role of the Nazgûl.

It is recommended that Gollum is always used in this scenario.

LAYOUT

The scenario is played on a board 48"/180cm by 48"/120cm. The ruins of Osgiliath cover the entire board – the more ruins, the better.

STARTING POSITIONS

The Good player deploys Frodo, Sam and Gollum in deployment area A. Faramir is then deployed along with Damrod and the Rangers in deployment area B. The remaining Good models are then placed in deployment area C.

The Evil player then deploys an Orc Captain and 20 Orcs within 3"/6cm of the east board edge. The remainder of the Evil force is kept to one side and may be available as reinforcements later in the game.

OBJECTIVES

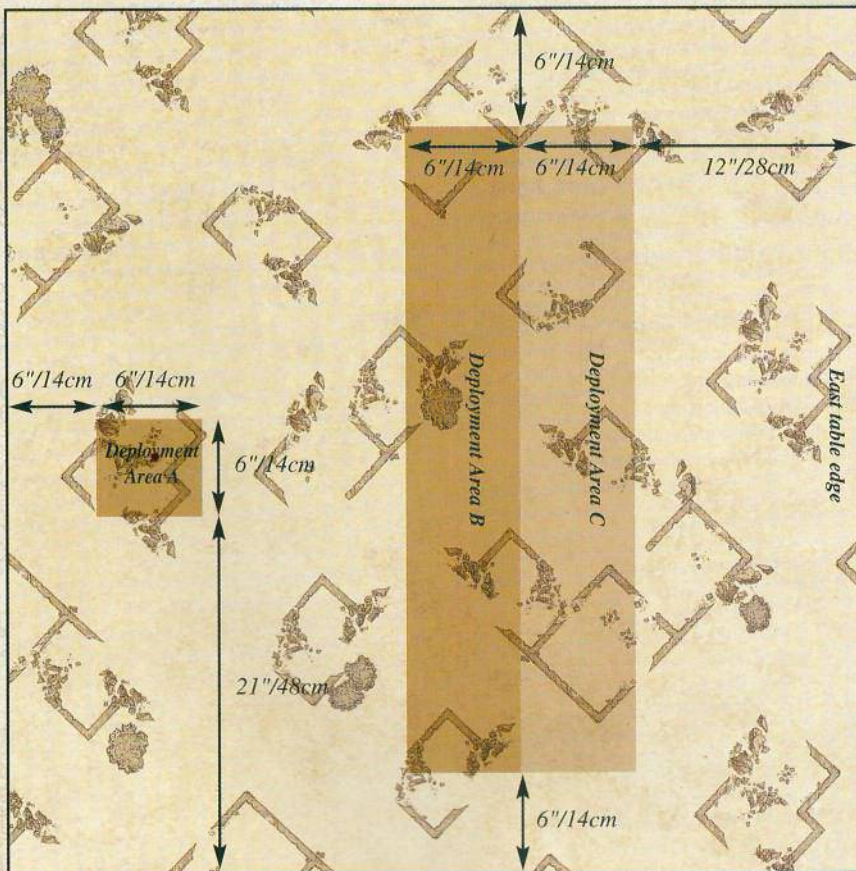
The Good side wins if the Evil force is reduced to 50% of its starting strength or less.

The Evil side wins if the Ringwraith is in base contact with Frodo at the end of any turn. If this happens Frodo is then carried away to Barad-dûr where he suffers a very unpleasant lingering death (Sauron also regains the Ring and covers the world in darkness, but that probably won't matter to Frodo at that point). The Evil side also wins if Frodo leaves the table from the eastern edge.

If both sides satisfy their victory conditions in the same turn or if Frodo is slain, the Evil side wins.

SPECIAL RULES

Tide of Darkness. As the Nazgûl flies across Osgiliath, more and more Orcs are drawn to his presence. From the second turn onwards, the Evil player may roll a D6 at the end his Move phase and place a number of Evil models equal to the dice roll move onto the board from the east table edge. These models may not charge, but may otherwise act as normal. The most expensive Hero (the Nazgûl) may



not be placed in this way until all other models have been placed. However, if the D6 roll is a 6, the Nazgûl has arrived early and may be placed as one of the six reinforcements if the Evil player wishes.

Heavy Armour. The troops defending Osgiliath are amongst the best equipped in all of Gondor. To represent this, all the Men of Gondor (not Faramir, Damrod, or the Rangers) are wearing heavy armour. The bowmen therefore have a Defence of 5 whilst the warriors with shields have a Defence of 6.

The Call of the Ring. Frodo has succumbed to the call of the Ring and is trying to reach the Nazgûl. To represent this Frodo is controlled by the Evil player at the start of the game. No Good model may shoot or attempt to strike Frodo. They may still charge Frodo (to represent them trying to prevent him reaching the enemy) but may not strike any blows. If the Nazgûl is slain, the call of the Ring diminishes and Frodo begins to reassert control of himself – from that time onwards Frodo is controlled by the player who loses Priority. The Ring may not be used in this scenario.

Bombardment. As the battle rages, the Orc siege engines continue to hurl boulders at the Men, heedless of their own troops. At the start of his Shoot phase, the Evil player rolls a D6. On the roll of a 5 or

6, the Orc catapults have found a target, shattering a building and sending out a wave of crushing shrapnel. The Evil player may nominate any Good model (remember that Frodo is actually an Evil model) on the board. That model and any other model, Good or Evil, within 1 1/2 cm takes a single Strength 6 hit as they are pummelled by rubble, and any survivors are knocked to the ground. If the Evil player rolls a 1 or 2, the same effect occurs, but the Good player may nominate the target instead. Either player may target a model in combat (this is an exception to the usual rule that Good may never shoot into combat – it is actually the Orcs who are firing, after all), but neither player may target the bombardment in such a way that Frodo is hit. If a cavalry model is hit both rider and steed take a Strength 6 hit, the rider is thrown and both models are knocked to the ground.

Gollum. Gollum is as anxious to see the Ring out of the hands of Sauron as anyone, but daren't take it for himself while the Nazgûl still circles above. While the Nazgûl is still alive, Gollum is controlled like any other Good model and will not strike blows against Frodo if he wins a fight. If the Nazgûl dies, Gollum reverts to his normal rules.

On the wings of the fearsome Fell Beast, Sauron sends his Ringwraith minions to snatch the Ring from the Fellowship. Tammy Haye took a look at how the 'Eavy Metal team went about painting this model.

ASSEMBLING THE MODEL

The arms and tail of the Fell Beast were pinned and any gaps were filled with Green Stuff. The Ringwraith was assembled separately and glued to a flying stand for easier access when painting. Both models were then undercoated with Chaos Black.

PAINTING THE MODEL

The skin, spines and pinions of the Fell Beast were painted with a mix of equal amounts of Dwarf Flesh and Codex Grey with a little Chaos Black added. For the shading of the model Chaos Black was added to the mix, while Bleached Bone was added in equal amounts for the highlight. The neck and tail were given an additional highlight by adding in even more Bleached Bone to the original mix.

FELLBEAST MASTERCLASS

The Ringwraiths return



The same mix was used for the underbelly with more Dwarf Flesh added. For the next two highlights, Bleached Bone was mixed in with this and dappled onto the skin. A final glaze of a watered down Black Ink mixed with Brown Ink was applied.



The claws were painted with a 30/70 mix of Codex Grey and Chaos Black. This was then highlighted by adding more Codex Grey to the mix and painting in lines converging towards the tips of the claws.

The lines were then highlighted with Codex Grey on its own and finally with Fortress Grey.

FINISHING TOUCHES



The eyes were painted Chaos Black and a little dot of Skull White was painted in the middle.



Bestial Brown was used as a basecoat for the teeth, which was then highlighted with Bubonic Brown.

A further highlight of Bleached Bone was added, followed with a final highlight of Skull White.

RINGWRAITH



The Ringwraith riding the Fell Beast was drybrushed with a mix of 30/70 Codex Grey and Chaos Black. This was then highlighted by adding in more Codex Grey to the mix and after

that with Codex Grey on its own. A final highlight of Fortress Grey was applied before the whole miniature was given a wash of watered down Black Ink.



Weathering was applied to the bottom of the robes by drybrushing Bestial Brown carefully around the edges.



The weapons and the armour of the Ringwraith were painted Boltgun Metal first, followed by a wash of Brown Ink mixed with equal parts Black Ink. This was then highlighted with Chainmail.



The mix used for the underbelly was also used to drybrush the membranes. These were then highlighted further by adding Bleached Bone to the mix. A thin glaze of Black Ink mixed with Brown Ink and water was then applied on top.



The saddle, the bit and the straps were left black and highlighted with an equal parts mix of Chaos Black and Codex Grey. This was then highlighted again with Codex Grey on its own and finally with Fortress Grey.

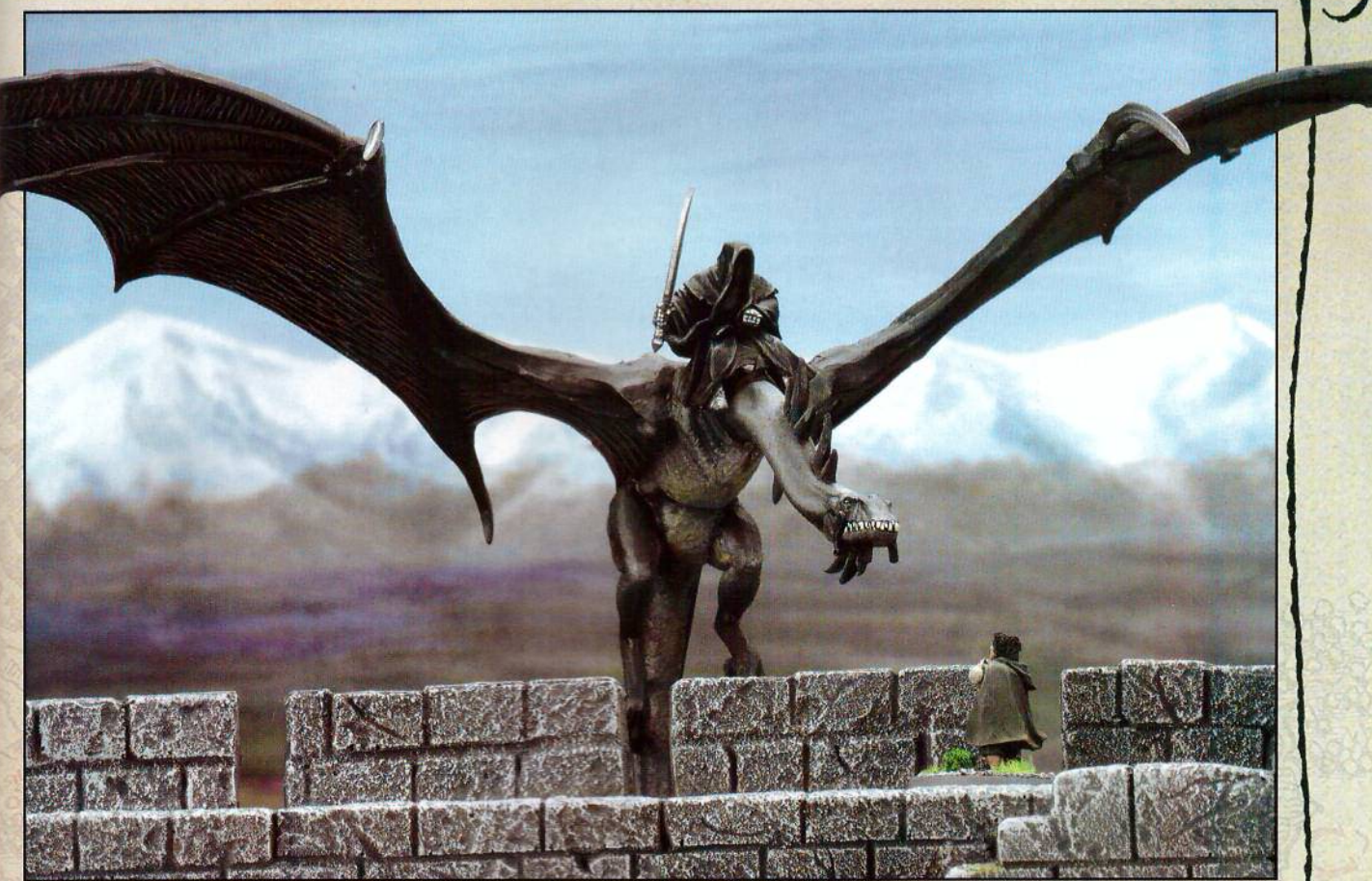


FINE DETAIL

The back of the saddle is painted with an equal parts mix of Dark Flesh and Chaos Black. This was then highlighted by adding Bleached Bone to the mix.

*Painted by
Kirsten Williams
and Seb Perbet.*

*Designed by
Michael Perry and
Alan Perry.*



The Ringwraith tries in desperation to halt Frodo's journey at Osgiliath.



Sand was glued on the base with PVA glue, and after that had dried, painted with Codex Grey. This was then drybrushed with Fortress Grey and finally with Skull White. Small tufts of static grass and flock were glued to the base with super glue.



FRODO

Frodo's trousers were given a basecoat of Chaos Black mixed in equal amounts with Scorched Brown. Bleached Bone was added to this mix for the next two successive highlights.



Graveyard Earth was used as a basecoat on the shirt, and highlighted with Bleached Bone. This was then highlighted with

Skull White and a thinned down glaze of Black Ink mixed with equal parts Brown Ink was applied over the top of this.



The cloak was painted Chaos Black mixed with equal parts Dark Flesh. This was then highlighted with Dark Flesh and, for the final highlight, Dark Flesh was mixed with a little Bleached Bone.

The dirt on the cloak was drybrushed on, using Graveyard Earth. This was then lightly drybrushed again with Bleached Bone.



Dwarf Flesh. Dwarf Flesh was then used on it own, and finally a highlight of Dwarf Flesh mixed in equal amounts with Elf Flesh was applied.



The hair was painted Chaos Black and then a light drybrush of Scorched Brown was applied.

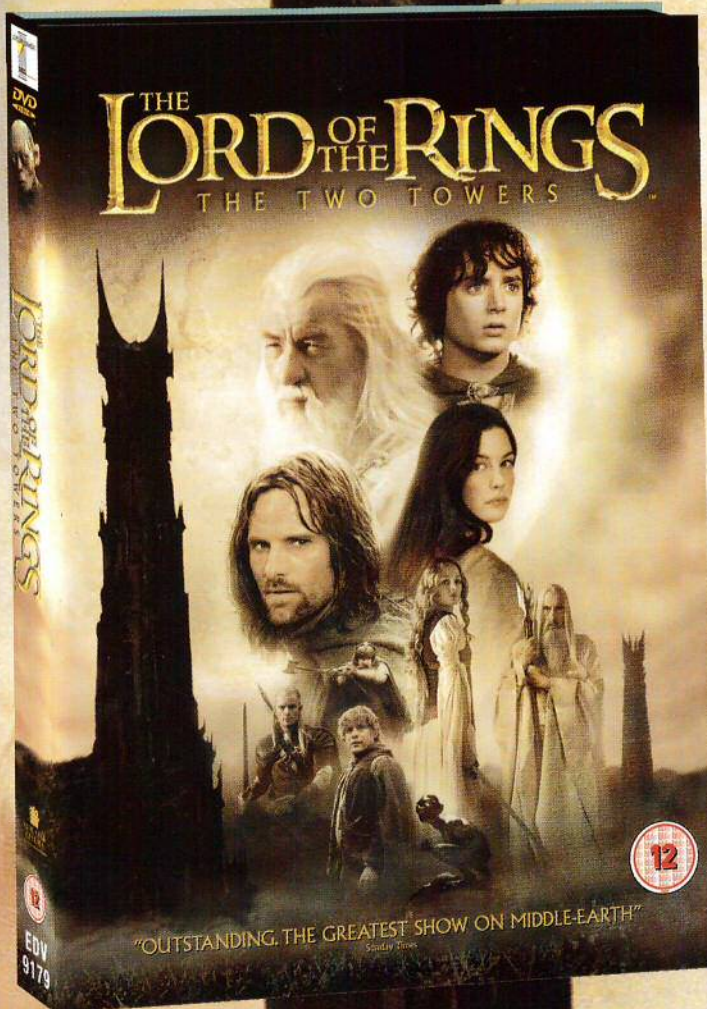


Chaos Black mixed with equal parts Dark Flesh was used to basecoat the waistcoat. This was then highlighted with Dark Flesh and, for the final highlight, with Dark Flesh, to which a little Bleached bone was added.



Finally the buttons were painted with Mithril Silver and the Ring with Shining Gold. The base was painted the same way as the base for the Fell Beast.

THE JOURNEY CONTINUES



THE LORD OF THE RINGS

THE TWO TOWERS

OUT TO OWN ON DVD & VHS AUGUST 26TH!



To celebrate the release of The Lord of The Rings: The Two Towers (out to own on DVD & VHS on 26th August), Games Workshop have teamed up with Entertainment In Video to offer 5 people the chance to win the fantastic The Lord of The Rings: The Two Towers DVD and a fantastic goody bag packed with exclusive film merchandise! PLUS 5 lucky runners-up will each receive a goody-bag.



New Line Cinema presents the next instalment in The Lord of The Rings trilogy: The Two Towers, on VHS and DVD. This instalment follows the continuing quest of Frodo Baggins and The Fellowship who have joined together to destroy The One Ring and stand against the evil of The Dark Lord, Sauron.

TO ENTER, ANSWER THE THREE QUESTIONS BELOW CORRECTLY:

1. Where was the first Games Workshop store?
2. Who was Arwen's Grandmother?
3. What is the Fighting value for Aragorn—Strider (Human Ranger)—from The Lord of The Rings: strategy battle game.

Closing date: 15th August 2003

Send entries to: DVD competition, White Dwarf, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS

1. Only residents of UK and Eire aged 16 years or over are eligible for prizes, excluding employees of the Promoter, their families, agents or any other person connected with the administration of this competition.
2. Entries are limited to one per household.
3. Eligible entries must be received not later than 15/08/03. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. 5 winners will be chosen at the judges' sole discretion on 21/08/03 from the list of complete and correct entries.
5. There are 5 first prizes, each consisting of a copy of The Lord of The Rings: The Two Towers DVD and a Goody Bag, and 5 runners-up prizes of a Goody Bag each. No cash alternative.
6. Winners will be notified by post by the 25/08/03. Winners must confirm receipt of the prize notification and provide all details requested by the Promoter within 1 week of the above date, failing which the Promoter reserves the right to draw alternative winners.
7. By accepting the prize, winners agree and give their explicit consent (for the purposes of any data protection legislation) – unless otherwise stated in writing – that the Promoter can use their name and likeness for advertising and promotional purposes.
8. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the rules as final and legally binding.

NEW LINE CINEMA
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With the release of Shadow and Flame, the range of tactical options open to Moria Goblin generals has increased dramatically. The time is now right to teach your opponents to be fearful of the dark places under the mountain. Adrian Champion explains why.

The basic Moria Goblin profile is fairly uninspiring at first glance. If you are commanding a force of these creatures you will notice that they are the worst fighters and archers in the game, that they are physically unimpressive, and that they exemplify cowardice. At this point you might well be wishing for the armour clad reliability of the fighting Uruk-hai, but wait! It's not all bad news. In fact these vicious little monsters have a lot going for them.

As one of the cheapest troop choices in the game at 4 points each, a Moria Goblin force is going to outnumber every opposing army they ever face. Aside from the obvious benefits such as being more able to surround and trap your foes, or being able to roll more dice in combat, never underestimate the sheer psychological impact of seeing a massive wave of Goblins being deployed. No player likes to start a battle with the realisation that he is outnumbered by a ratio of at least 2 to 1!

MOVEMENT

Moria Goblins, in common with all lesser Orcs, have a massive disadvantage in the Movement phase. As they can only move a maximum of 5"/12cm per turn, most of the Free Peoples forces, be they Elves or Men, will outpace them even without the use of cavalry.

If you venture beyond the safety of the roots of the mountains you will have to get used to your opponents being able to choose when and where they fight. In scenarios that involve your opponent escaping from the table or breaking through your lines, think very carefully when deploying your troops.

Any redeployments to shore up the weak points in your lines will take time to cross the battlefield. Needless to say, mastering the art of the counter-charge will be key to your successes in overground battles.

It is a different story in the dusty ruins of Dwarrowdelf however; Moria Goblins have three major advantages that turn battles in their favour. Firstly, their main enemies, the Dwarves, also move only 5"/12cm a turn, putting them on an equal basis in the move phase.

DENIZENS OF THE DARK

Tactics for using Moria Goblins in your games

If you keep a careful watch on the Priority rolls, you will have the privilege of selecting who and when to attack for a change. Heroic movement will help with this, an added bonus as Goblin Captains and Heroes (with their precious Might points) are so much cheaper than their Dwarven counterparts.

The second major advantage the Moria Orcs have in the Movement phase is their incredible jumping skills. Gaps up to 2"/4cm across can be traversed without the risk of falling, and chasms and pits can be used to block pursuing enemies that will have to decide whether or not to gamble on leaping across to follow you. Knowing that there is a 1 in 6 chance of plummeting to their doom is enough to put fear in the stoutest heart! Even if they make it across safely, most of the time they will be slowed in their progress, allowing you to make good your escape.

If you are on the attack, such trivialities as finding a bridge to safely cross a gap can be ignored in favour of crossing where YOU want to, perfect for outflanking the defenders on the other side. If they don't know where to expect the attack to arrive from, their ability to respond to it is greatly lessened – a tactic you can put to good use in the Battle for Dwarrowdelf scenario.

Last and not least, do not forget how important the climbing ability of the Moria Goblins is. The vertiginous staircases and many levelled walkways of Khazâd-dûm can make for an extremely three dimensional battlefield. This is the best thing a Goblin general could ever hope for. Whereas troops of other races must trek along a ledge, then wind their way down a stairway in order to join the fight on another level, Moria Goblins can simply climb straight down the wall! Sending reinforcements quickly from one part of the battle to another is a key part of why the Goblins are now rulers of the eternal night under the Misty Mountains.

FORMATIONS

There are only a few basic rules you need to follow to maximise the Goblin's potential. Firstly, keep a line of shield-armed models to the front. Their higher Defence value will mean that more

Moria Goblins make it into close combat and your opponent will be looking to target your weaker spearmen and archer Goblins. Keep a line of spearmen just behind the front line, as when combat is joined the extra attacks will greatly increase your chances of winning. Outnumbering your opponents is the fundamental strategy of the Goblins after all!

Keep your important troops screened behind the warriors to keep them safe from incoming fire, and make sure the Trolls and Heroes are close enough to the front to be able to hit back in a counter-charge if your foe is bringing the fight to you.



ARCHERS

Goblin archers are without a shadow of a doubt the worst bowmen in the game. Their Orc bows only have an 18"/42cm range, hit on a 5+ and are a lowly Strength 2! To add insult to injury the lack of a shield makes these Goblins very tempting targets to enemy archers who will invariably win any long distance duel.

So should you include some Moria Goblin archers in your force?

Absolutely! Even Goblins can rack up the kills if they fire enough shots at the enemy, an easy task when you have twice as many bow-armed troops as your opponent.

With the Goblins' terrain climbing and jumping abilities it is also very easy for them to take up positions on the top of walls and ledges where they can rain down black-fletched arrows with impunity.

Just remember not to try this against enemy archers though; you are probably better off engaging them in close combat.

A note for all commanders out there: it is an adage that you must 'know your enemy.' Target the weakest of your opponents when shooting; most likely this will be the opposing archers. When shooting at a Dwarf armed with a bow for example, you will need to roll a 6 to wound, but when shooting at a Dwarf with an axe and shield you will need a 6 followed by a 4. That is only half as likely to succeed! Your overall chance of hitting and wounding drops from a 1 in 18 chance to just 1 in 36!

DURBURZ

Durburz, the 'dark ruler' of the Goblins is king of the underground realm. Now at last your Goblin army has a leader worthy of the name. He is the strongest, toughest and bravest fighter they can field. His high Courage value will hold the force together when the critical 50% casualty point is reached, and combined with the motivational effects of the Goblin Drum you will find that your troops keep on fighting to the bitter end.

Durburz is as unsubtle in his usage as you would expect from one of his kind. Keep

him shielded from harm while closing with the foe, then once combat is joined he will provide one of the toughest challenges for your opponent with his 3 Might points and 2 Attacks turning the combats to his advantage. His only major weakness is that like all Goblins his Fight value leaves much to be desired. As I will describe a little later, teaming him up with a Cave Troll can counter this.

GOBLIN DRUM

Drums, drums in the deep. With the ceaseless pounding of the Goblin Drum your warriors will fight much more aggressively. The Courage modifiers count across the entire battlefield, but the all important re-rolls only take place within 18"/42cm of the Drum itself. In the first few turns therefore, before battle is joined, move the Drum as far forward as possible. This way you will receive the greatest benefit in the coming fight.

Remember to place the Drum in a position that allows you to move it forward easily, and make sure the enemy does not get a clear shot at your irreplaceable Drummers. Without them the Drum is useless!

Moria becomes a battleground as the Dwarves try to reclaim their ancient home.



SHAMAN

The new Goblin Shaman is perhaps the most difficult of the new troops to use effectively on the tabletop. You have to finely balance the need to get as close to the action as possible, whilst also keeping him from being engaged by the enemy. Don't be tempted to use his Might points in combat – the Shaman is there purely and simply to keep the Goblins from running away or taking wounds thanks to his Fury spell (which should be cast at the earliest opportunity).

Remember that the spell's effects are cancelled if he loses a fight or suffers a wound from shooting, so keep plenty of Goblins between the Shaman and the enemy. Make sure that the Fury spell's area of effect covers the front-line troops as this protection will keep a lot of Goblins alive. Used in combination with the effects of the Goblin Drum, it will make combats a lot more deadly for your foes as it makes the Moria Goblins fight harder and for longer.

If you are up against a seriously dangerous character, then the Transfix ability will freeze them in place while your humble troops cut them to pieces. It can be worth taking along an extra Shaman just with this in mind sometimes.

CAVE TROLLS

It is now practically a tradition for your opponent to say 'they have a Cave Troll' when you place your model on the table. To which of course your response should be 'actually I have TWO Cave Trolls.' (I even know of someone who fields seven!) These monsters represent the real muscle of a Moria force and they make excellent linebreakers.

Three Strength 6 attacks can go a long way towards carving a hole through even the toughest of opponents, and with 3 wounds each and a Defence of 6 they can withstand a lot of punishment before being brought down. They will need to though, as such is the fear these creatures instil in opponents that they tend to attract a lot of bowfire.

The only real trick in using Trolls is keeping them alive long enough to actually reach combat. Try and deploy them in such a way that any terrain features will block line of sight to your Trolls as they close with your foe. Either that or be sure to keep a few Goblins in front of the Trolls to soak up some of the incoming fire. When you get them into range, your Trolls will go through normal troops like a hot knife through butter.

Watch out for opposing Heroes though, as their extra Attacks and Might points can

really make a difference in a close fight if your Troll is unsupported.

If you are facing enemy Heroes, then teaming up a Troll with a Goblin character such as a Captain makes for an excellent combination. The Goblin Captain has Might points for making heroic actions and altering his dice rolls and the Troll contributes his massive 6 Fight value in addition to his other skills. Even Aragorn could only equal this, giving both sides an even chance of winning the combat in a roll off.

Remember, even though the Captain can only increase his own dice roll in order to try and win the combat, if he can increase one to match his opponent's roll, the Fight value of the Troll in the same combat counts when deciding who wins in a tiebreaker. The captain effectively has the Troll's Fight value of 6 for the duration of the combat! Keep one close to Durburz and together they'll make life very difficult for your opponents.

And there you have it, victory is now yours for the taking. It will have to be a very determined foe that wrests the halls of Moria from your clutches, and if things ever do start to go against you, there is always the mighty Balrog to call upon...



Durburz the Goblin King leads his army of Goblins to defend Moria from the noble Dwarves.

With the legendary Balin felled in Mirrormere, the Goblins seize their opportunity to reclaim the halls of Moria. One lone group of Dwarven guards stands surrounded by the minions of evil. Can they survive?

THE SECOND HALL

A scenario for The Lord of The Rings

DESCRIPTION

We have suffered a great sorrow. Balin, Lord of Moria, has fallen in Dimril Dale. He went to look in Mirrormere and was slain by a Goblin arrow, surely guided by a cruel fate. His death is an evil blow to us, and our hopes may have perished with him. The drums in the deep sound once more, and every beat tolls in my empty heart. I fear we will once more lose Moria, but Balin we shall honour as Lord of this place while we may.

We shall lay him to rest in the Chamber of Mazarbul, evermore to dwell in the very heart of Durin's realm. Even as I write, the foul Goblins seek entrance to our realm, our guardposts are overwhelmed by their numbers and our warriors in retreat.

Balin is dead, and the halls of Moria are assailed once more by the Goblins. Against such numbers the Dwarves cannot hope to stand and one by one their guards are withdrawn to the centre of the realm. One such group is slow to fall back and surrounded by the invaders – can help arrive before they are overwhelmed?

PARTICIPANTS

The Good side consists of 2 Khazâd Guard, 9 Dwarves with shield, and 6 Dwarves with Dwarf bow.

The Evil side consists of 8 Moria Goblins with bows, 8 Moria Goblins with spears, 8 Moria Goblins with shields and 1 Moria Goblin Drum.

POINTS MATCH

If you want to play this game with other forces, choose 150 points of troops for the Good side and 150 points for the Evil side. No more than 33% of either force may be spent on warriors with bows.

LAYOUT

This game is played on a board 48"/120cm x 48"/120cm. A broad chasm at least 6"/14cm wide lies across the centre of the playing area. The chasm is too wide to jump across. It is spanned by a bridge 50mm wide (ie, equivalent to two base widths). This is wide enough so no more than two models can fight side by side but one model can block the bridge and prevent passage across it.

There are three exits to the chamber itself. Each exit is a broad tunnel that lies 16"/36cm from the chasm. The entrance is another tunnel that lies the same distance on the other side opposite the bridge. Each opening is approximately 4"/10cm wide.

The area between the bridge and entrances is strewn with rubble, forming obstacles to movement. Note that Moria Goblins can move over this without a Jump test.

STARTING POSITIONS

The Good player deploys 5 Dwarves up to 12"/28cm in from the exit edge of the board and the remainder of his force up to 12"/28cm in from the entrance table edge.

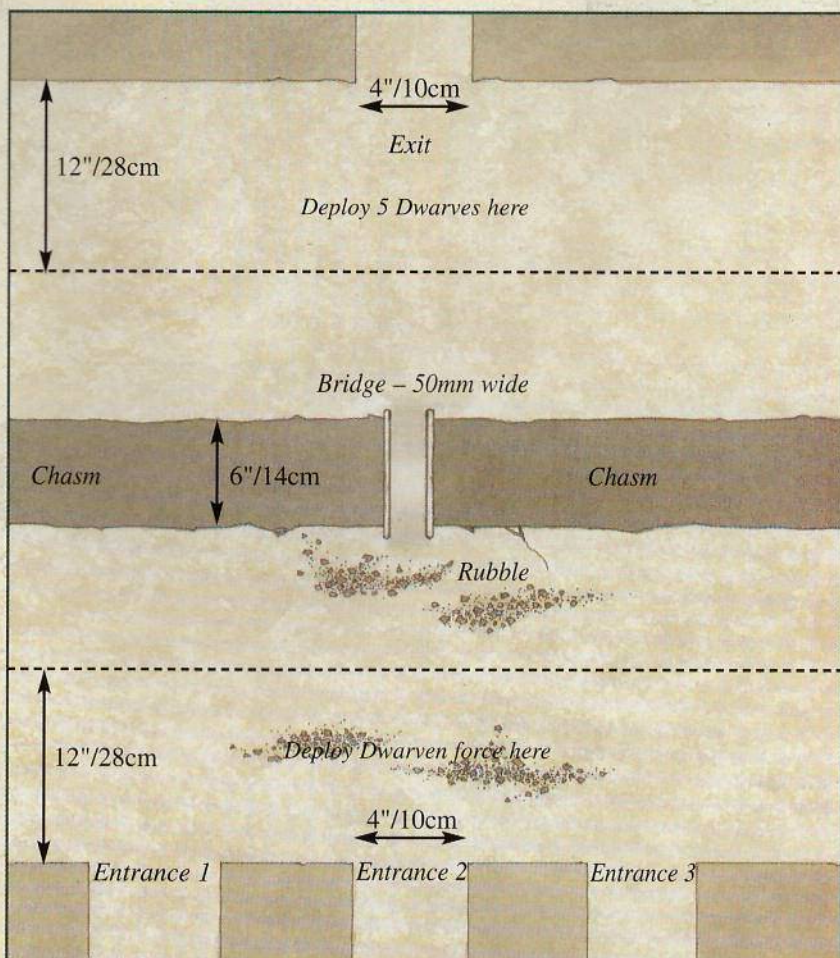
The Evil player may then deploy his Goblins anywhere on the board at least 12"/28cm from any Dwarf.

OBJECTIVES

The Good side wins if the Dwarves reduce the Goblins to 50% of their starting force or less. The Evil player wins if the Goblins reduce the Dwarves to 50% of their starting force or less. If both forces achieve their victory conditions in the same turn, the game is draw.

SPECIAL RULES

The Bridge of Khazad-dûm. The bridge is very thin and treacherous, designed to thwart attackers. The Goblins are perfectly capable of traversing the obstacle without harm. However, the Dwarves have to take greater care. If a Dwarf loses a fight while on the bridge, the Good player rolls a dice. On the roll of a 1, the Dwarf has lost his balance and plunges into the chasm below (remove the model as a casualty).



MODELLING PILLARS OF MORIA

Making terrain from the Dwarf Hold of Moria.

As we've come to expect, working on the Shadow and Flame supplement for The Lord of The Rings game has inspired Mark Jones, the Studio's scenery builder, to create a striking Moria table. As you can imagine, it's an elaborate scene with large-scale structures, remains of mining equipment and a great staircase.

While such a fantastic table makes for some great photography, what most of us really want is a practical gaming table. A table that is flexible enough that we can play any of the Moria scenarios on, and is reasonably easy to build and set up.

One of the most distinctive features of Mark's table, and the mines themselves, are the pillars. On a gaming table you only need a handful of these pillars, along with a few other bits and pieces, to create a Moria battle scene. The pillars themselves are relatively easy to make, and the other pieces are either already in your collection or are easily made from the leftovers of pillar construction.

This is a guide to building your own pillars, and using them to create a table for battling in the Mines of Moria.

Materials Needed

- Thin foam board (10mm)
- Thick polystyrene
- Sheet of card
- Ready-mixed polyfilla
- Cocktail sticks
- Texture paint

Tools Required

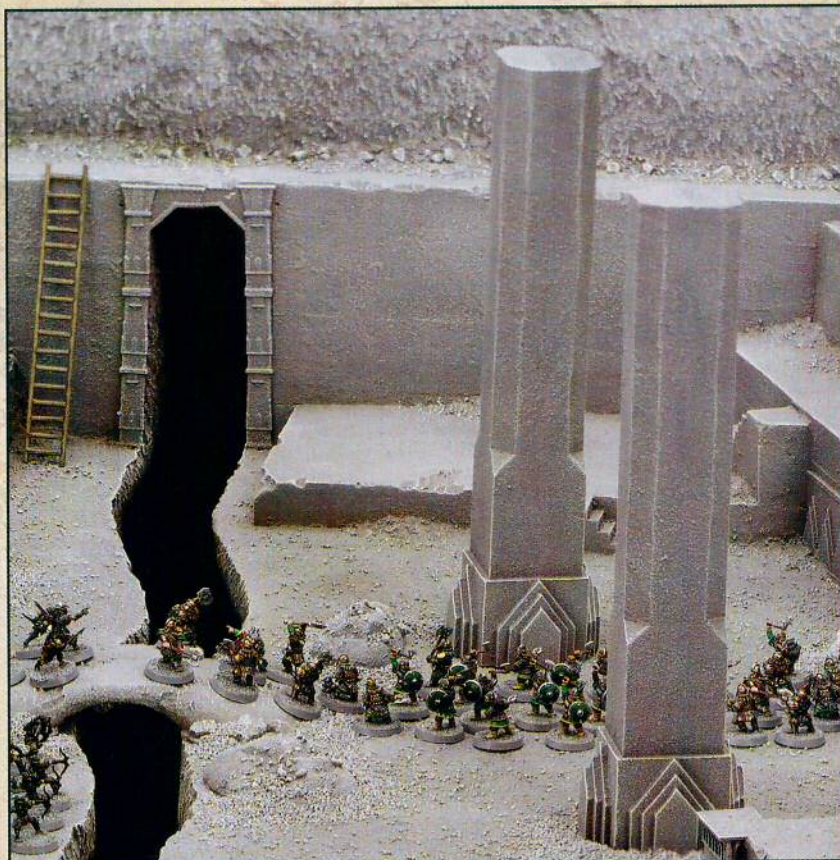
- Modelling knife
- Steel ruler
- PVA glue
- Templates

THE TEMPLATES

After the dimensions of the pillars were carefully calculated, a set of templates for all of the sections were drawn onto a piece of paper. A copy of the templates can be downloaded at:

www.games-workshop.com/lotr/moriapillars

Photocopy the paper templates at double their current size, and glue them onto some scrap foam board or stiff card. Doing it this way, instead of just gluing the templates directly to the parts and cutting them out,

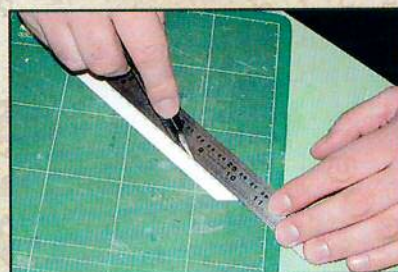


The studio's Moria gaming table complete with pillars.

means that you can make as many pillars as you want to without having to spend a lot of time (and money). The card backing on the templates will make the templates tougher and make it easier to draw out patterns from them.

It's as easy to make several pillars as to make just one. By doing a few at once (between four and six is a good number), you make the job even more straightforward.

After gluing the templates to the card, carefully cut them out, making sure to cut away from yourself to avoid accidents. Score the corner marking and bevelled edge templates down their centre lines with the back of the blade of your modelling knife.

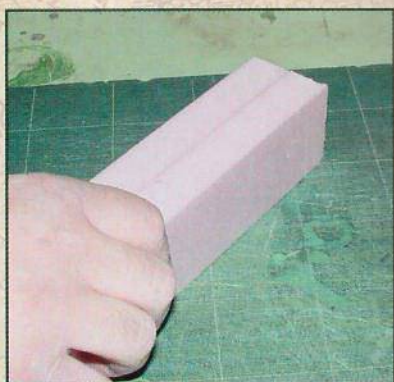
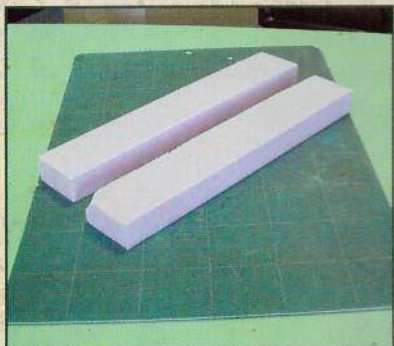


THE COLUMN

Mark out two column strips on the polystyrene, 5cm wide and 30cm long. Once combined, these two strips will form a single column, 5cm square. Once you've completed the marking out, cut the columns out of the sheet. Using a modelling knife. This will leave a slightly

ragged edge on the columns. This is not a problem, as any dents or rough bits will be taken off when you start the sanding and filling later. Once the column strips have been cut out, it's time to stick the two halves together. Before you glue the two column strips together, insert three shortened cocktail sticks into one of the

Before you start gluing, take a look at the two strips you've got. On both of the strips, one end will be a little bit more damaged than the other. Place the most damaged ends of both strips together. When the base of the pillar is complete, the damage will be covered, making the filling of the rest of the column a little bit easier.



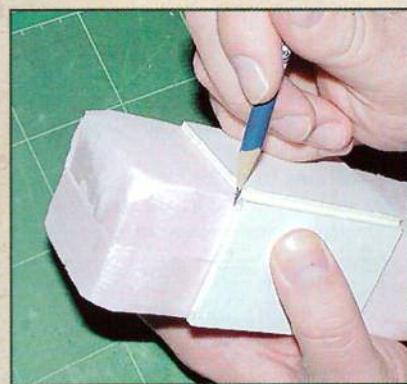
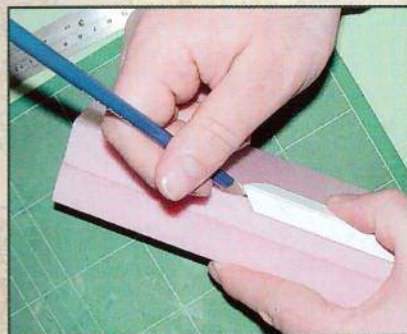
strips. This will help hold the two strips in the correct position until the glue is dry. Place the bevelled edge template at the top of the column and mark out the design on each edge of the pillar.

Marking the bevelled edge

Before you start cutting out the bevelled edges, it is a good idea to finish any marking out on the column. Mark a point on one corner of the column, 26cm from the top. This marks the place where the base of the pillar will be.

To draw the line evenly around the column, first place the corner template at the marked point.

Then, using the template, mark the line on the first two faces of the column.



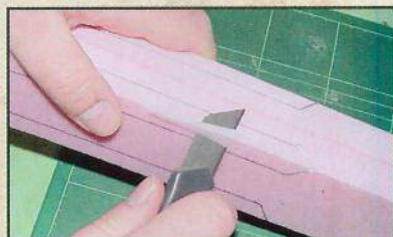
Finally, place the template on the other side of the column, level with the previous line, and mark the other two faces.

Cutting the column

After all the marking out, it's time to start cutting. First of all, cut into each of the points of the bevelled edges, this is to help you to stop cutting too far into the pillar when you are cutting out the corners.

Cutting into the points of the bevelled edges.

Once you've cut the points, begin to slowly shave the bevelled edges down to the marked lines with the knife, always making sure the knife is moving away from your body. To keep the line straight, make sure to cut inside the marked lines, rather than on the lines.



For anybody who may be wondering why we cut out the columns with a knife, rather than a wire cutter, this is because it's easier to cut straight with a knife.



The Fellowship make haste!

Cutting out the bevelled edges.

Once the cutting is complete, sand the column to remove ridges and ragged edges.

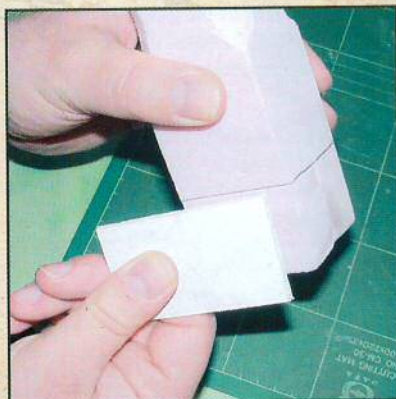
MAKING THE BASE

Use the base square template to mark out four base squares. Onto a sheet of foamboard cut them out with your knife. Take the first of the squares and line it up with the line you drew earlier and one edge of the column.

Gluing on the first part of the base.

Note that the edge of the square should be level with the adjacent side of the column.

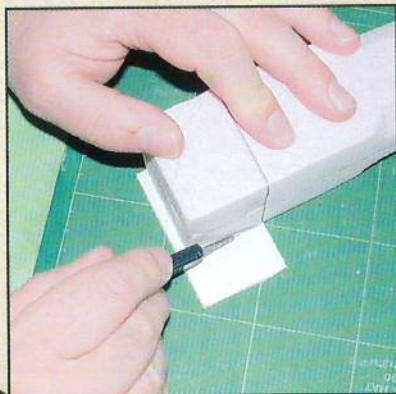
When you have the square glued into place, cut it back to match the width of the column.



When you do this (if you haven't noticed already) you will see that the base square is about an inch too wide for the column and a little bit too long. The reason for this is that the polystyrene is rarely exactly the right width. The square projects slightly below the column to give it a more even base. The width of the square means that you can position the square and then cut it to size more easily.

Cutting the square to match column width.

Position the next square in contact with the first. Make sure they form a continuous collar round the base.

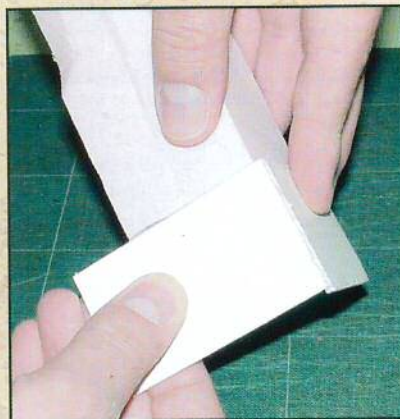


Gluing the second square

Note that the edge of the new square is level with the face of the first square.

As before, once the square has been glued in place, cut the square to the width of the column.

Repeat this process with each of the squares, one at a time, until all of the squares are in place. When you have all of that done, the pillar should be able to stand up without wobbling (too much).

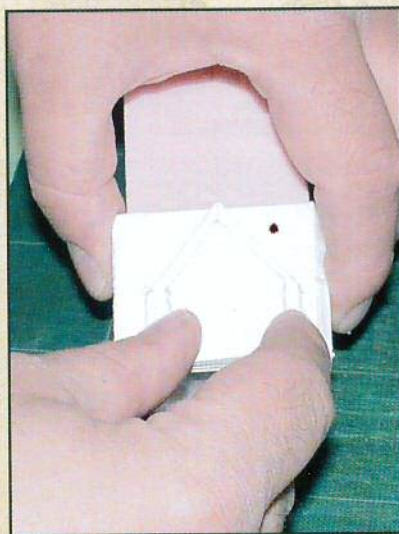


THE BASE DECORATIONS

As with the base squares, mark out four sets of each of the triangular decorations on a sheet of foamboard and cut them out with your knife. Starting with the largest of the decorations, glue it to the middle of the base square, with the bottom of the decoration level with the bottom of the base.

Gluing the base decorations in place.

Then start on the next largest size until all of the decorations are in place.



Final preparations

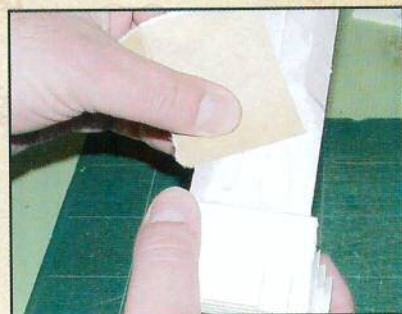
Once all of the decorations are in place, use the polyfilla to fill in any gaps or dents in the pillar. When the gaps have been filled, make sure to smooth off the surfaces of the pillar.

Smoothing down the filler with a piece of card

When the polyfilla is dry, paint the entire pillar with textured paint. It's a good idea to use a colour of paint that stands out from the material the pillar is made of, that way you can see any parts of the pillar you miss. The paint will seal the model so that when the pillar is sprayed the polystyrene will not melt. Once the textured paint is dry, undercoat it with Chaos Black spray.

PAINTING THE PILLAR

Once the undercoat is dry, paint the entire pillar with Codex Grey paint, mixed with a very small amount of Bestial Brown. The Bestial Brown adds a degree of warmth and natural colouring to the rock of the pillars that would not come from the grey alone. This will provide a basic coat for the pillar.

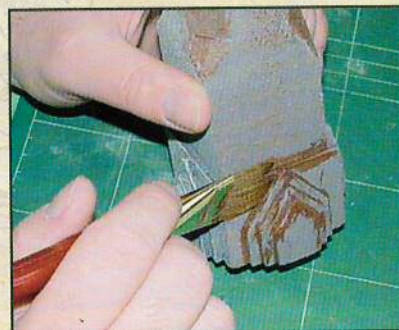


Shading the pillar

With the base coat in place, it's time to start adding some shade. Mix up a colour, equal parts Bestial and Scorched brown. Water down the mixture, so that the paint will be able to flow into the corners of the pillar and then paint this colour on in areas of the model where we want to add shading or depth. Don't worry about the messy appearance of the pillar for now. The next coat of paint will tidy it up.

Adding the first layer of Codex Grey

Once the shading is in place, begin the first highlighting coat. This is a coat of pure Codex Grey, drybrushed onto the pillar. To get the correct effect of stonework, it's necessary to use very little paint but to apply the paint very thoroughly. Don't be afraid to cover the shading — most of it will still show enough through the drybrushing.



Painting on the second layer.

For the second layer of highlighting, add some Rotting Flesh to the Codex Grey. Apply the new layer in a similar way, but pay more attention to the base of the pillar and the area of the pillar just above the base.

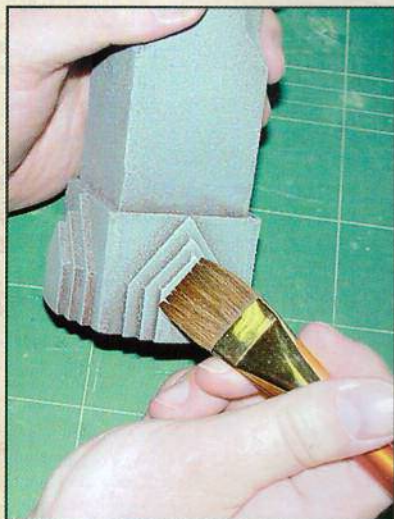
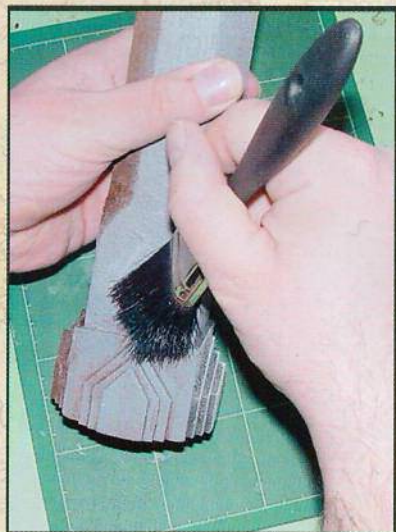
Defining the edges

Taking a smaller brush with pure Rotting flesh paint, begin defining the details of the pillar more clearly. Pay special attention to the base and its decorations along with the edging, both of the corners and the pillar itself. To give the impression of the top of the pillar disappearing into the shadows above, try to avoid taking the precise detailing right to the top of the pillar.

Finally, use the smaller brush to apply some final touches of Skull White. The white here, along with the brown shading,



will help prevent the pillar from taking on a flat grey colour, or greenish appearance from the Rotting Flesh. Concentrate the final highlights on the base and the very bottom edges of the corners. Don't be afraid to go back to the grey stage if the lighter stages are not looking how you want them to.



ADDITIONAL SCENERY PIECES

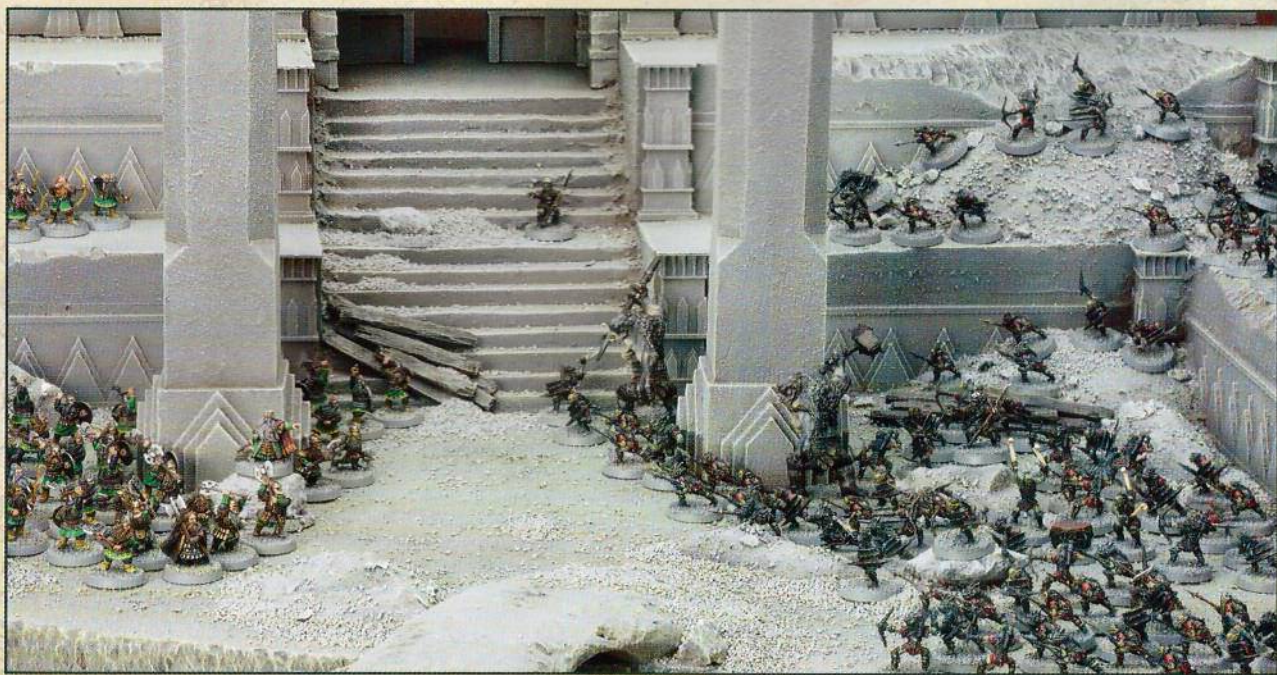
Once you've built as many pillars as you think you'll need, you can turn your attention to the extra pieces of terrain that will bring your games to life. Piles of rubble and debris are easy to make. Take some pebbles (making sure they aren't too smooth), or spare chunks of polystyrene and glue them to a base. Use the same textured paint from before, to seal the rubble, then glue additional sand or bits of debris to the base. When the glue has hardened, spray the rubble and then paint it in the same way as the pillars.

The same painting process can also be applied to the plastic scenery from The Lord of The Rings game box. The plastic pieces can also be mounted on a base and surrounded by debris, for extra realism, if you wish.

By combining these pieces of scenery with a grey cloth, or a grey painted gaming board, you have all that you need to create evocative battle scenes for The Lord of The Rings game.



Dwarf King Balin amongst the debris.



The Dwarves and Goblins clash in the Mines of Moria

THE LORD OF THE RINGS

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Paul Crowcroft gives full rules for creating your own unique Fellowship of The Ring and a campaign system for using them in your games.

One of the best things about The Lord of The Rings game is that it allows you to see what would have happened if the events depicted in the films and books had turned out differently. For instance, imagine if Gondor had failed to attend the Council of Elrond and Rohan had gone instead. You may well have been left with the story of Theodred as a member of the Fellowship. And what if Gandalf had met the Hobbits in Bree, leaving Aragorn to stay in Rivendell whilst the quest went on without his help. What if Aragorn had been killed in Balin's Tomb? Any of a thousand separate things could have occurred which would have led to an entirely different story.

This concept is the inspiration behind this campaign system. It allows you, the gamer, to form your own Fellowship of The Ring and see how far along the Quest to Mount Doom they can get. It also means that you can take the original Fellowship and see if they survive longer than in the story.

STEP 1: SELECT THE RINGBEARER

The single most important member of the Fellowship is the Ringbearer. Without him there is no Quest and indeed no story. With this in mind you need to select a Ringbearer from the following list:

Frodo Baggins; Bilbo Baggins; Isildur

STEP 2: THE RINGBEARER'S COMPANION

After the Ringbearer, the second most important member of the Fellowship is the Ringbearer's companion. This is the character that keeps the Ringbearer on the right track throughout, guiding them to the end and helping them all the way. Your choice of companion is determined by your choice of Ringbearer;

If your Ringbearer is Frodo, the companion will be Samwise Gamgee.

If your Ringbearer is Bilbo, the companion will be Gandalf the Grey. As Gandalf is responsible for Bilbo finding the Ring in the Misty Mountains, he will make sure the Old Hobbit is kept safe from harm.

If your Ringbearer is Isildur, the companion will be Elrond. This campaign assumes that Isildur changes his mind at some time after surviving the Gladden Fields. Elrond is determined that he will not allow Isildur to make the same mistake twice.

A FANTASY FELLOWSHIP

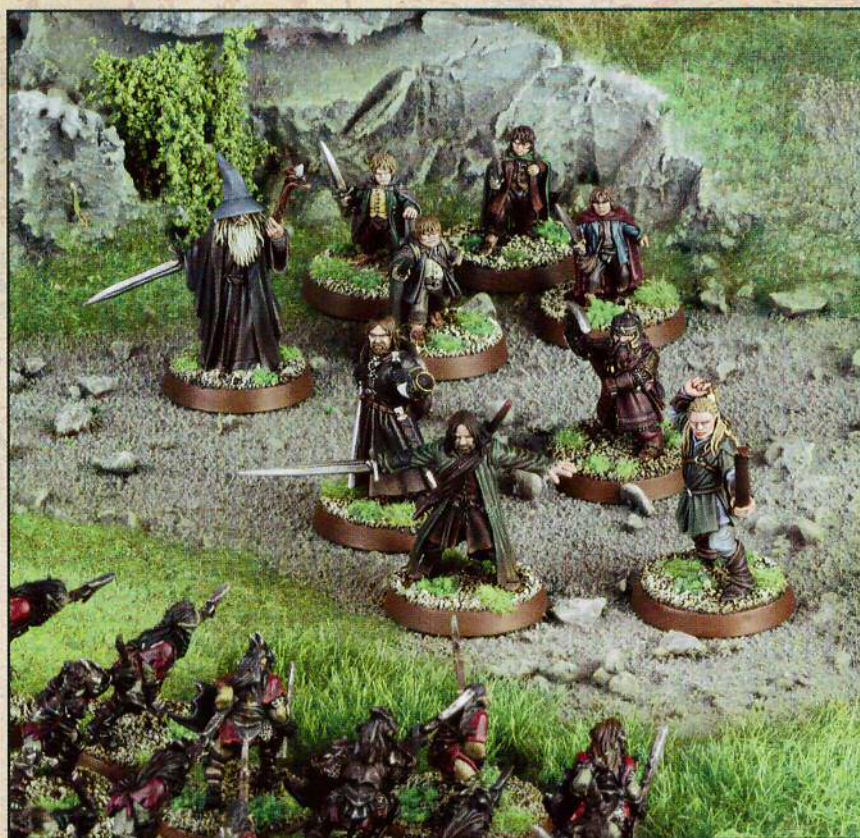
Creating your own Fellowship and using them in a campaign

STEP 3: THE REMAINING MEMBERS

It is only by the efforts of the entire Fellowship that the quest is victorious. Without them the Dark Lord's minions would surely have recaptured the Ring.

Therefore the next stage is to select the remaining members of the Fellowship.

Any Good Hero may be chosen as a member of the Fellowship, including Captains of Men and Elves. If Gandalf is chosen, he will be the Grey and NOT the White. As a



The Fellowship of The Ring

FANTASY FELLOWSHIP ROSTER SHEET

No.	Original Member	Replacement	Stat Line	Equipment
1	Frodo Baggins			
2	Samwise Gamgee			
3	Merry			
4	Pippin			
5	Gandalf the Grey			
6	Aragorn			
7	Boromir			
8	Gimli			
9	Legolas			

challenge you may also take Saruman and Grima Wormtongue (assume that Saruman does not have the Palantir and that any references to Good and Evil in their descriptions are switched). Any characters not named should be given an appropriate name and background.

No more than 700 points may be spent on the Fellowship including the Ringbearer and companion. The Fellowship must contain exactly nine models.

No Hero may be taken more than once.

The replacement members of the Fellowship will fight in all scenarios where the original protagonists fought: eg, Faramir replaces Aragorn. Faramir will fight in all scenarios where Hero no.6 is listed. In return, Aragorn will fight where Faramir is listed as a participant.

Once a member of the Fellowship is killed, they are removed from the roster permanently. If a non-Fellowship character is slain, they will not be available for any further scenarios.

If the Ringbearer is slain, the Quest is over.

Extra equipment may be chosen for your Heroes, but it must be shown on the model.

NOTES ON FELLOWSHIP SELECTION

An important thing to remember when selecting your Fellowship is that the heroes assigned certain positions will then be stuck in these roles throughout the campaign. Eg, if Aragorn replaces Merry, he will be available to fight alongside Frodo in the first scenario, but he will not be available to fight in Helm's Deep. Another thing to remember is that while it is very tempting to select all of the most powerful characters in the game, this will leave you with very few points to spend on your cheapest members.

CAMPAIGN BONUSES

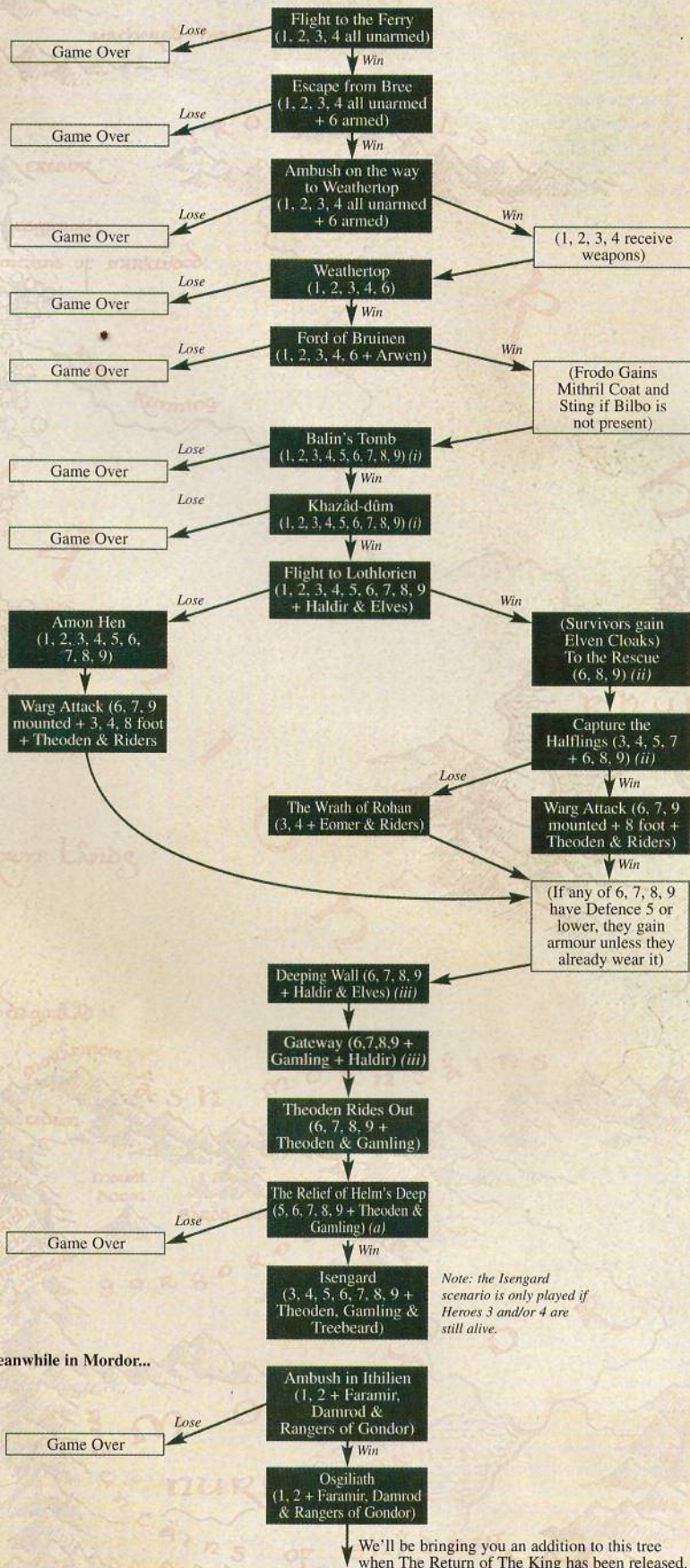
Although you can select extra wargear for your Fellowship, one of the most rewarding parts of playing in any campaign is to see your forces change and grow. This is especially true of this campaign where you gain bonuses as the characters in the book and films. For example, if the Fellowship reaches Lothlorien, they will all be given Elven Cloaks. This means that if Gandalf survives Khazâd-dûm, he will never become Gandalf the White, but he will receive an Elven Cloak as if he were any other Fellowship member.

CAMPAIGN TREE KEY:

- (i) No Wounds, Might, Will or Fate are replenished between scenarios.
- (ii) No Wounds, Might, Will or Fate are replenished between scenarios.
- (iii) No Wounds, Might, Will or Fate are replenished between scenarios.
- (a) If Gandalf the Grey dies at Khazâd-dûm, he will return at The Relief of Helm's Deep as Gandalf the White.

CAMPAIGN TREE: FRODO BAGGINS OR BILBO BAGGINS

Numbers correspond to members of the Fellowship

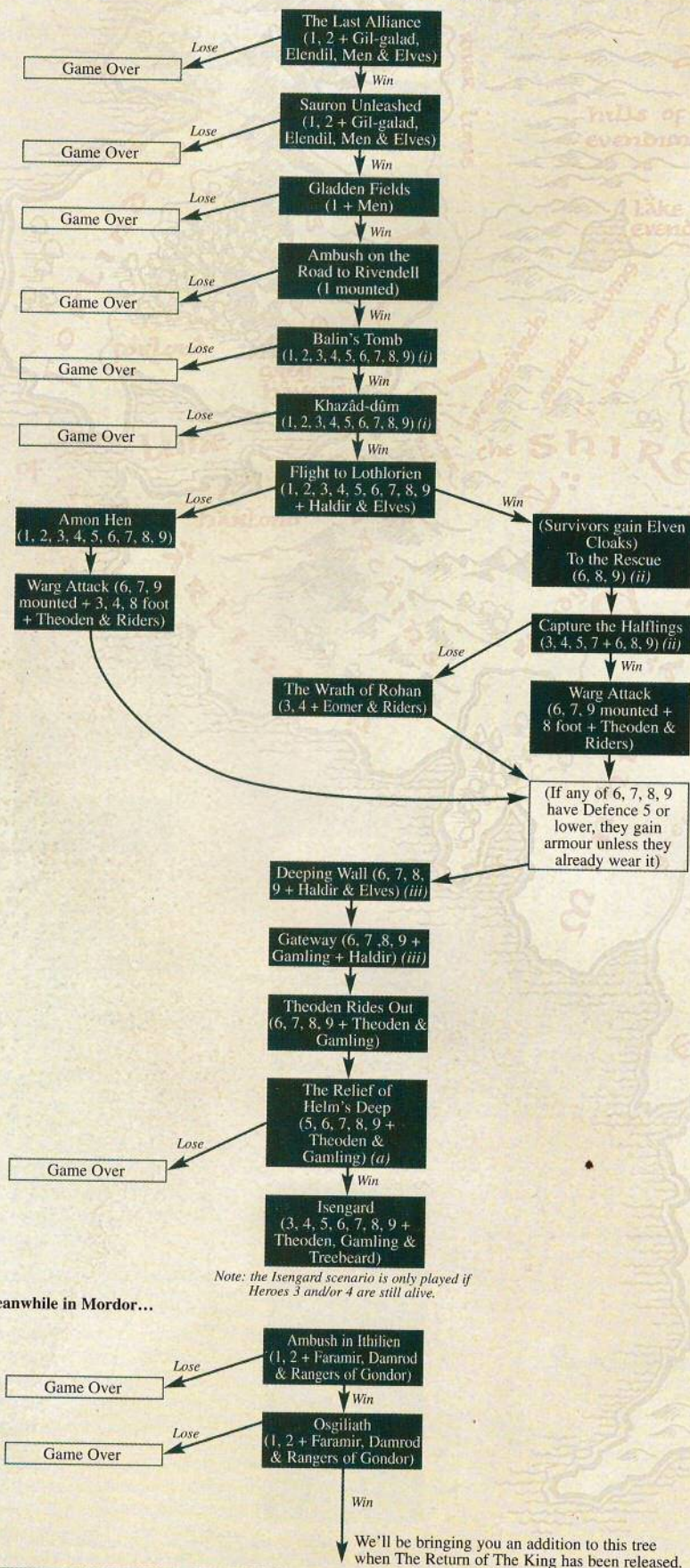


Meanwhile in Mordor...

Note: the Isengard scenario is only played if Heroes 3 and/or 4 are still alive.

CAMPAIGN TREE: ISILDUR

Numbers correspond to members of the Fellowship



TACTICS:

Don't be afraid to run away. Many of the scenarios in The Lord of The Rings involve the Fellowship running for their lives. Whereas in a one-off game you can afford to lose one or two characters and still triumph, during a campaign the same two casualties can spell disaster on your quest. This adds to the sense of impending doom, which stalks the Heroes throughout. After all, losing Boromir in Balin's Tomb may not seem too bad, but by the time you get to Amon Hen you may well feel the pinch as no one is left to guard the Hobbits. Remember the scenario victory conditions at all times and don't get distracted by unnecessary combats and enemies.

Don't go overboard on wargear. While tooling up your characters initially may seem to give you the edge in early games, you will quickly find yourself at a disadvantage as opposed to an under-equipped Fellowship. This is because the points limit for the Fellowship is based upon the nine members carrying no extra wargear.

Protect the Ringbearer and companion. These two characters are the most important of all as they determine whether your quest triumphs or fails. After all, if the companion dies early on, you will find getting the Ringbearer (even Isildur) all the way to Mordor very difficult.

Play in character. Don't try to do anything that the Fellowship wouldn't do. After all, the Fellowship didn't stand around fighting the Balrog in Moria, and neither should you.



FANTASY FELLOWSHIP ROSTER SHEET

No.	Original Member	Replacement	Stat Line	Equipment
1	Frodo Baggins	Frodo Baggins	F:3 S:2 D:3 A:1 W:2 C:6 M:3 W:3 F:3	
2	Samwise Gamgee	Samwise Gamgee	F:3 S:2 D:3 A:1 W:2 C:5 M:1 W:1 F:2	
3	Merry	Merry	F:3 S:2 D:3 A:1 W:1 C:4 M:0 W:0 F:1	
4	Pippin	Pippin	F:3 S:2 D:3 A:1 W:1 C:4 M:0 W:0 F:1	
5	Gandalf the Grey	Saruman the White	F:5 S:4 D:5 A:1 W:3 C:7 M:3 W:6 F:3	
6	Aragorn	Gandalf the Grey	F:5 S:4 D:5 A:1 W:3 C:7 M:3 W:6 F:3	
7	Boromir	Boromir	F:6 S:4 D:6 A:3 W:3 C:6 M:6 W:1 F:0	
8	Gimli	Haldir	F:6:3+ S:4 D:4 W:2 C:5 M:3 W:1 F:1	Elven Bow, Armour
9	Legolas	Legolas	F:6:3+ S:4 D:4 W:2 C:5 M:3 W:2 F:2	

Total Points spent: 660.

The Fellowship here was chosen with the idea of what would have happened if Saruman had never found the Palantir, and instead Radagast the Brown took up residence in Orthanc. Therefore Gandalf would not have sent Aragorn to meet Frodo in Bree and would have gone himself. Saruman, having not been corrupted by Sauron, would have met up with them in Rivendell. It also assumes that Haldir of Lothlorien chose to go to Mordor whereas Gimli chose to return to the Dwarves instead.





The wild herd gathers at the Oak of Skulls ready to launch yet another devastating raid.