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SUPPLEMENT & CITADEL MINIATURES' CATALOGUE



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EDITORIAL

BUILDING A WORLD

The World of Warhammer Online continues to evolve apace. In a recent visit to the Warhammer Online offices there was talk of growing villages, rolling landscapes and insidious creatures dwelling in the forests. All very intriguing, so we sought out Robin Dews, head of Warhammer Online and former White Dwarf editor, to ask him a few questions as to how the project was progressing:

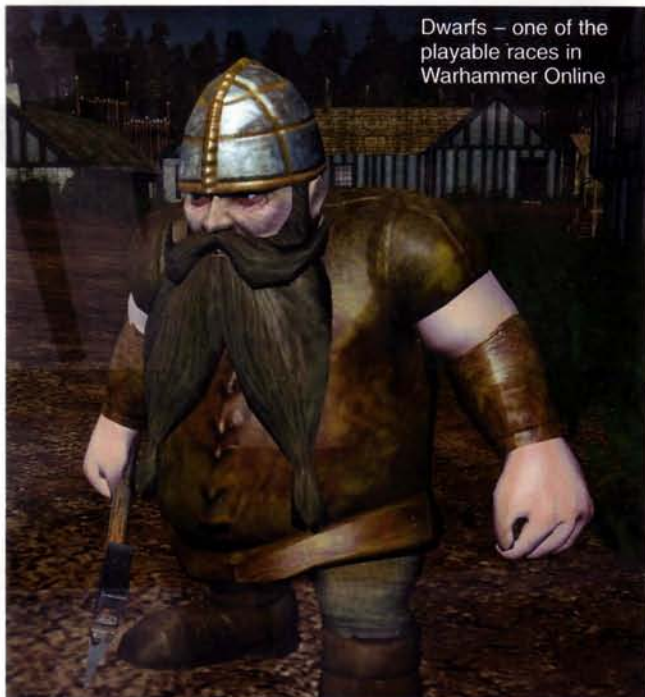
Q. What's new in the world of Warhammer Online?

A. At the last milestone we got our first view of the whole of the landscape of the game. What this means is the Design team have now completed their first pass over the terrain and you can actually fly over the landscape all along the river Reik from Marienburg to Nuln. The only problem is the Graphics team haven't placed the water texture in yet and so it's a bit like flying over the Grand Canyon, but nonetheless, it's a very exciting feeling to see the map that we've known for all these years as a flat drawing rendered out as a 3D landscape.

About a dozen or so of the villages are also now in place and so the Creature team are hard at it populating the woods with Orcs, Beastmen and other fearsome monsters.

Q. What's the one thing you're working on that stands out as particularly special?

A. We've finally reached the last of the playable races and the team have started work on the Ogres. Once the game is launched, players will be able to create characters from five different races – Humans, Dwarfs, Elves, Halflings and Ogres. We'd



Dwarfs – one of the playable races in Warhammer Online

previously seen the work in progress on all of these apart from the big guys, and boy do they look evil. The art team have really pulled out the stops to match these characters to both Dave Gallagher's concept work and some of the latest design sketches coming out of the Studio. Given that they are going to be big, strong and stupid in-game, I believe that as soon as we release the screenshots, a lot of players are going to want to follow that route! As a bonus, they also have a special 'I'll eat anything' skill – very cool!

Q. What part of the project has really pleased you (recently), while going from planned idea to reality?

A. I have to come back to the first question. At the outset, the challenge we set ourselves was to 'realise' – literally to make real – a section of the Warhammer world and the landscape and the villages do just that. I've been a fan of Warhammer and Warhammer Fantasy Roleplay for many, many years and to be able to fly along the Grey Mountains and visit the town of Bogenhafen is just awesome. The game is just looking fantastic!

Warhammer Online are about to launch their brand new game-related e-mail newsletter. The exclusive monthly newsletter will feature all the very latest information on the game along with links to new stories on the website, competitions, recruitment opportunities and stacks more. Sign-up is available now at:

www.warhammeronline.com

Well, that's me all out of space for this month's editorial – we'll keep you posted on further Warhammer Online developments as we find out about them.

Until next month,

Paul Sawyer

Editor



Right: A Skaven emerges from his underground sewer complex

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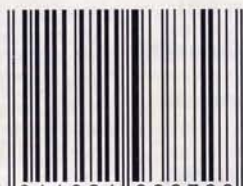
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You can find Games Workshop on the World Wide Web at the following Internet address:

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



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THE NEWS THE PLAGUE SPREADS

The third tome in the Liber Chaotica series is now available! This pus-ridden artefact is dedicated to the foulness of old Grandfather Nurgle and is packed with detailed information about his warriors, weapons, diseases and cults, as well as many previously unseen sketches and drawings. Also, look out for the awesome special limited edition version of the book. This hardback edition is encased in an envelope of slime and pus, and because of the

contagious diseases contained within, we have deemed it necessary to contain it within a wooden box branded with Nurgle's foul icon and sealed with a metal clasp.

This ultra-cool edition is only available from the Black Library's webstore and is strictly limited to 300 copies.

www.blacklibrary.com/shopping.htm

SPACE WOLF DIORAMA

The howling fury of the Space Wolves has been unleashed as we unveil our awesome Ragnar Blackmane diorama, which sees him locked in savage battle with his arch-nemesis Madox of the Thousand Sons. Master model maker Aly Morrison has pulled out all the stops to make it something special. If you want to get your hands on this cool diorama, you'll need to collect a token from issues of Warhammer Monthly and send it along with payment to the Black Library. You'll find all the details in Warhammer Monthly! Make sure you don't miss out as the model is limited to only 500 castings and comes complete with a numbered collectors' certificate.



WHITE DWARF PRICE CHANGE

Don't forget the cover price of White Dwarf will be changing soon. From WD288 the price of your favourite hobby magazine will be £4.00. The price of subscriptions will remain at the current price in the short term so now is a good time to either start subscribing or extend an existing subscription to save yourself some cash.



GAMES WORKSHOP ONLINE

Updated news on your computer every week! Each week it is our mission to bring you all the latest news and information on what's happening in Games Workshop and the hobby via the UK's very own GW website! Here's just an example of what you'll find:

- New releases
- New hobby articles
- Rumours
- Reviews
- Event info.
- Poll of the week
- Sneak peeks of upcoming miniatures
- White Dwarf contents preview and much more...

We also bring you all the news from other exciting areas such as Forge World, Specialist Games, Black Library etc.

Don't miss out on the latest news weekly, visit:

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



WIN A COPY OF FIRE WARRIOR

In conjunction with THQ, White Dwarf offer you the chance to win one of five copies of the new computer game, Fire Warrior, for either the PS2 or PC (reviewed last issue).

All you have to do to win a copy of the game is answer the following two questions correctly:

1. What is the name of the Tau character you control in the game, Fire Warrior?
2. What is the range, in inches, of a Tau rail rifle?

Entrants should send their answers along with their name, address, age, telephone number and preferred game format (PS2 or PC) to:

**Fire Warrior Competition,
White Dwarf,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS**

Entries must be received no later than 28/11/03.

1. Only residents of UK and Eire 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 28/11/03. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. Ten winners will be chosen from correct entries at the judges' sole discretion by 5/12/03 from the list of complete and correct entries.
5. The prize consists of either one 1 PC or 1 PS2 format of the Fire Warrior computer game. No cash alternative. Limit of one prize per entrant.
6. Winners will be notified by 19/12/03. Winners must confirm receipt of the prize notification and provide all details requested by the Promoter within one 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.
9. Promoter: Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS.

CAREER OPPORTUNITIES AT GAMES WORKSHOP

We are always looking for keen & enthusiastic staff to work in our retail chain of 120 stores in the UK & across Europe, and also have vacancies at our head office based in Nottingham at all levels of management.

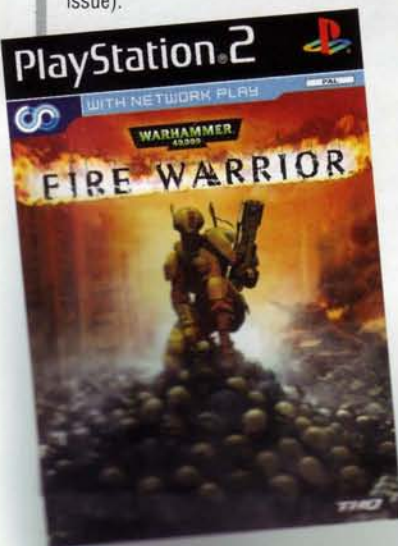
All you really need to work for Games Workshop is the right attitude and the desire to have a great career. A knowledge of the Games Workshop hobby is obviously desirable.

In return, we can offer competitive rates of pay and a comprehensive benefits package. Check out our current vacancies on our website at:

www.games-workshop.com/employment/employment.UK

A small example of the vacancies currently available are:

- Regional Field Account Manager
- Trainee Store Managers
- Associate Project Manager
- Trade Sales Representative (Benelux)



EVENTS DIARY

WHAT'S ON AND WHERE

Are you running a tournament or organising a campaign day? If you want your event advertising in this fine publication all you need to do is drop us a line to:

eventsdiary@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are as follows:

- 5th November for WD289 (January 2004)
- 10th December for WD290 (February 2004)
- 7th January for WD291 (March 2004)

NOVEMBER

WARHAMMER PLAYERS SOCIETY WARHAMMER GRAND TOURNAMENT

Date: 8th & 9th November 2003
Venue: Arthur Terry School, Kittoe Road, Sutton Coldfield, Birmingham, B74 4RZ.
Details: For further details write to (remembering to include an SAE): For the attention of the Tournament Organiser, at the above address or download the entry form from: www.players-society.com/events/entryforms/wfbgt2003.pdf

GAMES WORKSHOP OPEN DAY

Date: 16th November 2003
Venue: Warhammer World, Lenton.
Details: Great participation games for many of our games systems, latest releases and sneak previews, 'Eavy Metal painting advice, Fanatic Specialist Games Conversion Corner (make it and take it away with you!), Design Studio guests and seminars. Tickets £10, on sale from September.
Contact: events@games-workshop.co.uk
Website: www.games-workshop.com/events

WARHAMMER 40,000 GRAND TOURNAMENT 2004: HEAT TWO

Date: 22nd - 23rd November 2003
Venue: Warhammer World, Lenton
Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. You will require a 1,500pt painted Warhammer 40,000 army - full details will be sent with tickets. The weekend will include six games and ticket price includes two lunches and Saturday's evening meal. Tickets on sale from 23rd August 2003, priced at £40 each.
Contact: 40kgt@games-workshop.co.uk
Website: www.games-workshop.com/gt

GAMES WORKSHOP WARHAMMER HISTORICAL GAMING WEEKEND

Date: 29th & 30th November 2003
Venue: Warhammer World, Lenton.
Details: A range of period events for Warhammer Ancient Battles and Warhammer English Civil War. These will be campaign based, with a number of linked battles or scenarios leading up to a larger multi-player battle for each of the campaigns. For further details write to (remembering to include an SAE): Warhammer Historical, PO Box 5226, Nottingham, NG7 2WT.
Telephone: 0115 916 8466
Email: historical@games-workshop.co.uk

DECEMBER

HEREFORD ANNUAL MODEL EXHIBITION & SWAPMEET

Date: 7th December 2003
Venue: The Hereford Leisure Centre, Holmer Road, Hereford.
Details: The Hereford Model Centre will be hosting its annual Model Exhibition & Swapmeet. Games Workshop will be attending and running participation games of 40K, WFB and The Lord of The Rings. The action kicks off at 11.00am. For more information on facilities and other displays please contact the Information Line on: 01432 352809.

THE LORD OF THE RINGS STRATEGY BATTLE GAMES DAY: THE RETURN OF THE KING

Date: 14th December 2003
Venue: Warhammer World, Lenton.
Details: Take part in the adventure and join us for a day of The Lord of The Rings battles, painting and scenery-making workshops. Also there's the opportunity to meet the artists and designers of the game. 'Bring & Battle' tables will be available for your painted 250pts armies, whilst all other games are participation with miniatures provided.

Tickets £10, on sale from September.

Contact: events@games-workshop.co.uk
Website: www.games-workshop.com/events

FANATIC TOURNAMENT

Date: 14th December 2003
Venue: Zwolle, The Netherlands
Details: Warhammer Fantasy Battle & Warhammer 40,000 one day tournament, 20 places allocated for each system. 2,000pt & 1,500pt armies respectively. Also on the day, there will be a Youngblood (Under 15s) 500pt tournament for both Warhammer Fantasy Battle & Warhammer 40,000. 40 places allocated for each system.
Contact: Games-N-Us, TEL: 038 42 16 385
Website: www.gamesnstuff.com

JANUARY

SPELLENDAG

Date: 17th & 18th January
Venue: Maastricht, The Netherlands
Details: 17th January - take part in the Giant Warhammer 40,000 Bring & Battle day. 18th January - take part in the Fanatic one day tournament for both Warhammer Fantasy Battle & Warhammer 40,000 (2,000pt & 1,500pt armies respectively). Also on the day there will be a Youngblood (Under 14s) 500pt tournament for both Warhammer Fantasy Battle & Warhammer 40,000.
Contact: Vlieg-Er-Uit, TEL: 043 32 51 653
Website: www.vliegeruit.com

DEN FØRSTEVINTERKRIGEN (TRANS: THE FIRST WINTER WAR)

Date: 24th & 25th January
Venue: Teknikerkroen, Bergen, Norway
Details: Warhammer 40,000 Swiss Draw (GT style). You will require a 1,500pt painted Warhammer 40,000 army. The weekend will include six games and the entrance price includes lunch on both the Saturday and Sunday. Entrance fee: 350 Nkr (payable at door, or in advance).
Contact: Chris Birks
Avalon Bergen A/S, Fortunen 4, N-5013 Bergen, Norway.

THE LORD OF THE RINGS: THE TWO TOWERS DVD

Following our exclusive competition in White Dwarf 284, the copies of The Lord of The Rings: The Two Towers DVD were won by:

Calum Brennan (London)
Meredith Hopkins (Surrey)
Mr S. Harris (Dorset)
Colin Hagreen (Croydon)
Steve Wells (West Yorkshire)



RUNNERS UP

The following readers have each won themselves a runner up prize of a fantastic goody-bag packed with exclusive film merchandise.

Diana Smith (Surrey)
Chris Sharp (Hampshire)
Eva Huth (Middlesex)
Fred Hedditch (West Sussex)
Anjaneya Bapat (Merseyside)

THE HERESY BEGINS

The constant rumbling of guns heralds the release of the new Horus Heresy Collectible Card Game from Sabertooth Games.

The 150-card base set brings us into the Heresy at its very beginning with the bombing of Istvaan III and the Space Wolves' invasion of Prospero. The exciting, fast paced gameplay will let you recreate the great battles of the Heresy. For the first time, command the forces of the Legion Astartes, from the Sons of Horus to the mighty Space Wolves, and even bring Magnus the Red and Leman Russ into battle for your side.

We're especially excited to present some of the never-before-seen images of the Heresy. From the mysterious Sisters of Silence to the glorious Legio Custodes, protectors of the Emperor himself, experience the history of the Warhammer 40,000 universe as it has never before been presented. You think you know what happened... think again!

Declare your loyalty and prepare for war!

For more information, and a closer look at some of the fantastic new artwork from the game, turn to page 46 or visit:

www.sabertoothgames.com

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We now have a dedicated team to take care of the Northern European market (Scandinavia, Benelux, and Eastern Europe), so customers in these territories should now call these telephone numbers:

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(+44) 0115 916 8255
(+44) 0115 918 8506

You can also fax the team using the following number:

(+44) 0115 916 8162

On the team we have people fluent in English, Swedish, Danish, Norwegian, Dutch, French and German.

WHAT'S NEW THIS MONTH ?



IMPERIAL GUARD COLLECTORS' GUIDE

WARHAMMER
40,000

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IMPERIAL GUARD COLLECTORS' GUIDE

The Imperial Guard Collectors' Guide is the definitive tome for anyone interested in the Imperial Guard miniatures range. Containing the full range of Imperial Guard models and their component parts, the Imperial Guard Collectors' Guide is far more than a simple catalogue – it also includes a number of other features such as painted examples of Imperial Guard regiments reflecting the varying cultures embodied in this force; some fantastic armies painted and collected by enthusiasts; conversions; Golden Demon winners and great dioramas. So, whether you are a hardened Imperial Guard veteran or building your first army, this is one book you really can't do without!

CADIAN SENTINEL

The Sentinel's principal function is to range ahead of the main force as a scout vehicle. There are numerous variants of this highly versatile walker employed by the Imperial Guard. The Cadian variant is mounted with a powerful Strength 7 autocannon that is equally adept at destroying small vehicles and well-armoured infantry.

This boxed set contains enough plastic and metal parts to make 1 Cadian Sentinel, designed by Tim Adcock and Martin Footit.

This model requires assembly.



CADIAN MEDIC AND STANDARD BEARER

The Cadian Standard Bearer and Medic perform a vital battlefield function as part of the army's Command Platoon. The Cadian army draws great courage from its glorious banner billowing defiantly in the breeze and all units within 12" of it may re-roll any failed Morale checks. The Medic is on hand to tend to battlefield injuries and will improve the longevity of your Command section by allowing you to ignore the first failed Armour save each turn.

*This blister pack contains
1 Cadian Medic and
1 Cadian Standard Bearer,
designed by
Mark Harrison and
Brian Nelson.*



IMPERIAL GUARD BASILISK

The Basilisk is highly effective at long-range engagements. Its principal weapon, the awesome Earthshaker cannon, is capable of laying down a withering barrage, decimating vehicles and infantry with deadly ease with Strength 9 ordnance blasts. Upgraded with an indirect fire option, the Basilisk can be stationed at the army's rear and out of line of sight, laying down heavy artillery fire with impunity. Coupled with a hull-mounted heavy bolter as a reserve weapon, it pounds the enemies of the Imperium with the resonant din of war and fire ringing across the battlefield.

This plastic boxed set contains enough parts to make 1 Imperial Guard Basilisk tank. The kit also contains the new Tank Accessories sprue and Cadian Heavy Weapons Crew sprue, designed by Tim Adcock and Brian Nelson.

This model requires assembly.



IMPERIAL GUARD PSYKERS

Due to its close proximity to the Eye of Terror, the Cadian army utilises Sanctioned Psykers in an effort to ward off hostile psychic intent emanating from the Warp. Up to five Sanctioned Psykers can be included in an Imperial Guard army and may be assigned to Command squads, HQ squads and even standard infantry. They wreak havoc upon the battlefield, blasting apart infantry with deadly D6 Strength 3 lightning arcs and disabling, or destroying, vehicles with a lethal machine curse.

This blister pack contains 3 Imperial Guard Psykers, designed by Brian Nelson.



PRICE LIST

IMPERIAL GUARD COLLECTORS' GUIDE£5.00

Denmark	kr	55.00	Sweden	kr	65.00
Euro	€	8.00			

CADIAN MEDIC AND STANDARD£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

IMPERIAL GUARD PSYKERS£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

IMPERIAL GUARD BASILISK£20.00

Denmark	kr	250.00	Sweden	kr	300.00
Euro	€	35.00			

CADIAN SENTINEL£12.00

Denmark	kr	150.00	Sweden	kr	180.00
Euro	€	20.00			

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

The Dark Elves are one of the most popular armies in Warhammer yet many players felt they weren't all they could be. Not being one to stand idly by, Warhammer Loremaster Gav Thorpe came to the rescue.

DRUCHII REVISITED

An update for the Dark Elves

Gav: Being a Games Developer is one of the most entertaining and rewarding jobs you can have if you're into playing games. However, it's not without its challenges. As a Games Developer you face one of the greatest challenges after a game, book or article hits the shelves, because as soon as something is in black and white, that's it and everyone is going to have a chance to look at it, pick it apart at their leisure and analyse your every decision...

So what do you do when, after a couple of years, it becomes more and more evident that something needs changing? You don't have a magic wand to make

the instant changes everywhere. And you certainly don't have a magic doo-dah that means that everyone agrees on what the changes are to be. Finally, you don't have infinite time and resources to make sure that the changes are the right ones to make.

So that's the heady decision I faced with the Dark Elves revision. Thanks to the

players at www.Druchii.net, and feedback from players worldwide at events and through the post, a few common factors became clear. Dark Elves could be a 'competitive' army, and showed well at tournaments. However, it became apparent that those armies were not using a sizeable proportion of the beautifully sculpted miniatures range.

Warhammer Armies: Dark Elves update

There was one overriding concern for the revision: to ensure that the modifications are straightforward and do not introduce any further contradictions with existing rules or Q+A, and easy to implement and remember for players. In light of this, I have focussed the update on what I perceive to be the most deserving cases.

The updates are detailed below. If you want 'cut & paste' entries to stick into your Dark Elves Armies book you can download them for free from our website at:

[www.games-workshop.com/white dwarf](http://www.games-workshop.com/white_dwarf)

- P7, 31, 80. Replace Black Guard Hatred with Eternal Hatred:

Eternal Hatred: Black Guard are vicious killers and *bate* everyone and everything. In addition, *batred* continues to have an effect in second and subsequent rounds of a combat.

Gav: For the elite Black Guard, I wanted to increase their abilities to match their points value, rather than reduce their points value to match their existing abilities. Combined with the fact that they are stubborn, and have a high Initiative, Eternal Hatred makes engaging the Black Guard a daunting prospect.

- P8, 29, 80. Increase Ld of Cold One Knights to 9.
- P29. Two Cold One Chariots may be taken for a single Special choice.

Gav: Stupidity is a factor of the army – just like animosity is for Orcs and Goblins. I didn't want to do anything dull which would effectively make it pointless giving certain things stupidity in the first place. This way I hope that players who want to reduce the effect of stupidity can do so, without negating it totally. There were all kinds of suggestions here for Cold One Knights re-rolling their Ld

for stupidity, or cancelling it out after the first combat round, and so on. I decided on the direct route of increasing their Leadership (as befits elite Elven cavalry anyway) so that players no longer have to include a Noble to 'babysit' the unit.

The Chariots change is to make it a more viable tactic to build some anti-stupidity redundancy into the army – I could justify a Ld increase for the elite heavy cavalry of the army, but I prefer offering people a tactical option to mitigate Chariot stupidity, rather than many of the suggestions that were put forward such as Beastmaster special rules to re-roll or ignore stupidity within a certain range.

- P10. Add following to Frenzy rules for Witch Elves:

While frenzied Witch Elves still *bate* High Elves although normally immune to psychology.

Gav: This makes Witch Elves tie-in with Dwarf Trollslayers with regard to their psychology.

- P10. Change line of first para of Cauldron of Blood from "Any shooting hits scored against the unit are divided evenly between the Guardians" to "Any shooting hits scored against the unit are randomised between the



Therefore, the primary goal of the update was not to increase the power of the army significantly, but to allow players to field a wider selection of their miniatures collection and feel that they were not somehow handicapping themselves by doing so.

The other major part of the update came about from inconsistencies that had developed between the rules and the miniatures. For example, an almost daily clarion call could be heard for Har Ganeth Executioners to have heavy armour – the miniatures certainly have heavy-looking armour.

So after much thought, conversations and exchanged e-mails with the guys at Druchii.net, I had a list of errata (such as the heavy armour thing) and a list of updates. In the end, I chose the simplest,

most easily implemented and remembered rules. There were many more fine-tuning ideas but those will have to be saved for when we get back to the Dark Elf Armies book in the future. The last thing I wanted to do with an update was to cause confusion amongst Warhammer players. The update itself is given here, along with a few brief notes from myself on why the particular changes were made.

Since news of the Dark Elf revision has begun to spread, there have been growing voices for us to revisit other Armies books. One in particular, the High Elves, has had a great deal of ideas passed back and forth. However, at the moment I have no plans to revisit any of the other armies until we have the opportunity to do a proper revision by updating the book. I admit that the Dark Elves were a

special case, not least because as the author of the book I was growing more unsatisfied with some of the opportunities that had been missed. All-in-all, I'd rather we spent our time making sure that the next army, the Bretonnians, are top notch, that the many variant army lists planned for Storm of Chaos are entertaining and challenging, and that we press on expanding the scope of Warhammer games rather than get bogged down revisiting the past. We constantly strive to improve, but there's a time and a place for everything, and sometimes that isn't just yet.

We've asked the chaps at Druchii.net for their thoughts on how they went about helping on this project, and what the revisions means to them as Dark Elf players.



Executioners now have the armour their models suggest.

turn of casting, in their next Magic phase, and then again in the Magic phase after, assuming that you actually charged into combat in your next turn... Now it can be used to bolster a unit already in combat.

- P19. Blood Armour, add "total save" before 1+ in the last sentence.
- P27. Give Beastmaster a light armour option for +2 pts, and sea dragon cloak option for +6 pts. Add lance option to Beastmaster for +4 pts.

Gav: These now represent the equipment on the Beastmaster model and afford him extra protection against enemy shooting.

- P30. Executioners have heavy armour as standard, no points change.

Gav: The most obvious change of all! Of course they have heavy armour, just look at 'em!

- P28. Decrease Dark Elf Warriors points to 7 points each.

Gav: The most contentious and debated of the revisions, the Warriors points reduction was made in context of the whole army list, not just the individual troop type, so cross-list comparisons aren't necessarily useful. When putting together 2,000 or 3,000 points for your army, investment in Warriors with spears (supposedly the core of a Dark Elf force) gives you a points break for other units, magic items, upgrades etc. This means that one adjustment can be made, rather than half a dozen.

Hopefully we'll be seeing other kinds of Dark Elf armies appearing on the battlefield by the end of the year.

Guardians and Cauldron in the same manner as war machines (discounting any hits against the Cauldron itself)".

- P10. Increase range of Cauldron of Blood's Red Fury to 24".

Gav: With increased range and a little more protection against shooting, hopefully the Cauldron will stop being an arrow-magnet! Note that we will also change the Dwarf Anvil of Doom to resolve shooting in the same way.

- P11. Add to first para of Assassin Hidden rule: "Alternatively, he may deploy as a Scout".

Gav: This just seemed sensible and means that they can be used to pick on

war machine crews, skirmishers, etc, rather than just enemy Hero-level characters. This does mean that they can also be deployed with a unit of Shades (although not Hidden, of course).

- P13, 31, 80. War Hydra Apprentices' Movement increased to 6.

Gav: This gives them the same Movement as their monster, which seems eminently sensible!

- P17. Word of Pain spell. Add, "including units in combat" to the end of the second sentence.

Gav: Because Word of Pain couldn't be cast into combat, this meant that the enemy had a chance to dispel it on the



DRUCHII.NET

It was a great day for Dark Elf players when Gav agreed that we at Druchii.net could work with him to make some much needed amendments to the Dark Elf army list. Many Dark Elf players and their opponents were in agreement that the list had some areas which needed to be addressed to make the army more fluid, and to make the whole range of Dark Elf units viable choices. After all, the Druchii have some of the best looking miniatures in the game!

The project itself was administered on Druchii.net with regular communication with Gav via e-mail and the odd meeting or two in Bugman's (where we thrashed out the merits of casting *Word of Pain* into combat), and a great number of players, both Druchii and their opponents, were given the opportunity to both voice their opinions about what changes were most necessary and to playtest suggested changes.

The end result of this year-long project you now see before you. The 'Petition team' at Druchii would like to thank all those who took the time to help out, from the many posters and play-testers at Druchii.net, to the hundreds of posters all over the internet and most of all to those at Games Workshop, who were a pleasure to work with.

Gary Moore AKA Dark Alliance, Admin on Druchii.net

PUTTING IT ALL INTO PRACTICE

So, now you've seen what the updates are, but how do they affect Dark Elves on the field of battle? We've asked Caillin Langmann, moderator from Druchii.net, to give us an insight on what these changes mean to Dark Elf lords.

Caillin: Most Dark Elf players prefer to play their armies in an agile and offensive style because expensive T3 troops cannot afford to constantly suffer attrition each round.

WARRIORS

When considering the obvious advantages of each core troop type, Dark Riders and Corsairs seemed to be the most effective choice whilst the Warrior equipped with a shield, costing the same as a Corsair, never really seemed to have a place. The Corsair, with two Attacks on the charge, a 5+ Armour save (4+ vs shooting) was clearly the most advantageous choice, even if you thought that you might get charged.

Consider the army background. The Warrior is the mainstay of the Dark Elf army. Each Dark Elf citizen spends his or her life training for battle and thus even with a relatively smaller population than some of the other

races, the Dark Elves can field a large contingent of well-trained Warriors. Knowing this, and being conniving and heartless, a Dark Elf general should not be afraid to sacrifice a unit of Warriors for the greater good of the race. Alas, in game terms, who would sacrifice a unit of Warriors when, for the same price, you could buy a Corsair unit to use for flanking?

Seven point Warriors fit the background and the game mechanics perfectly. Now each Core unit has a role. Warriors are a decent group of fighters (WS4), quick (15) and effective in battle, yet more defensive in nature as expected from trained citizen militia. Warriors cover a broad diversity of roles from large blocks of rank boosting units to small units for feints and sacrifices on the battlefield. This also has beneficial effects on other units. Small units of Corsairs, resistant to being reduced by enemy shooting, can serve as rapid flankers when teamed up with larger units of Warriors. This also

reflects the background as the Corsair is supposed to be rarer than the Warrior and more specialised for assault.

Here is a simple tactic to take out a more powerful unit that can be effectively employed with the Warrior unit. Prepare a bait unit of 10 Warriors for 70 points. Place them in front of another 10 to 15 Warriors with shields for 80 to 120 points. Add a third unit of 10 Corsairs with full command or 5 Dark Riders, or even a heavier hitting elite unit on the flank of the Warriors with shields. Our rapid movement can allow us to set up a flank charge on a more powerful enemy by marching our bait unit right up to the front of the enemy providing him with almost no choice but to charge the bait or get outmanoeuvred. The bait unit will surely be run down, but if you have placed your shield Warriors correctly, he will overrun into them. Now it is your turn and you can charge in with the flanking unit of your choice, negating his ranks and gaining a flank bonus. This can usually be enough to win combat depending on which flankers you have chosen to use. If he holds after chasing off your bait, you should be able to charge in with the shield Warriors and flank in with your flanking unit provided you have moved properly.

Variations of this tactic can be employed using the now cheaper Warriors armed with repeater crossbows, Warriors that can be used as both your bait and to harass the enemy with shooting.

In the context of the Warrior, the other elite units get that much better. Nothing gives better frontal charge support than a Chariot. Combine the Chariot charge with that of a unit of Warriors, even repeater crossbow armed Warriors with

The Cauldron of Blood is more potent with the new update.





With their lower points cost Dark Elf Warriors should form the basis of most Dark Elf armies.

shields, and you have a recipe for mayhem. Now that Chariots are a two for one Special choice, you can bring two into a game and reduce the effects of *stupidity*.

EXECUTIONERS

Executioners are an excellent flanking unit. They hit hard and are capable of bringing down even Knights. However they were very vulnerable (T3 and only a 6+ Armour save). Now they have heavy armour, making them more resilient to those pesky S3 shooting or close combat attacks. Bring a small unit of 10 into battle and team them with Warriors and you have flankers that can damage even Chaos Warriors and will crush Dwarfs and other such rabble with certainty. Put the Banner of Murder on them and watch your enemy be stunned as they flank him when he thought he was out of range!

BEASTMASTERS

The Hydra is capable of setting up flank charges now as well. This beast with 5 WS4 S5 attacks combined with 4 more WS4 S3 attacks is the perfect assault unit. Now that the Apprentices can move as fast as the Hydra, your beast with a 12" march and 6" move can be in the right place at the right time, and the Apprentices can charge as far as the Hydra meaning that they get into combat right away. With a large charge arc and mobility, the Hydra can support more than one unit at a time.

Speaking of flanking, a Beastmaster on a Manticore is quite capable of getting behind enemy lines, causing *terror* and wheeling about to charge the enemy in the rear. However, the Beastmaster was quite vulnerable to shooting, and when he was killed the Manticore didn't have the Unit Strength to negate ranks. Now with light armour and a sea dragon cloak the Beastmaster has a 4+ Armour save against shooting and magic

missiles. Moreover he can carry a lance for a devastating two WS4 S5 attacks! Hitting most enemy units in the rear with this negates all his ranks, and likely causes enough wounds to break them! You can take him and a Highborn on a Manticore as well in a 2,000 points game causing *terror* and the collapse of the enemy early in the game. Evil.

COLD ONE KNIGHTS

How frustrating is *stupidity*? Enough that the deadly Cold One Knight requires constant babysitting by at least a Noble in order not to be rendered *stupid* two turns in every game! Now your Cold One Knights have Leadership 9 and do not require a Noble, meaning you can take more than one unit into a game and use them to provide support. Smash through enemy units, such as Empire detachments, to get behind the enemy and equip them with the Banner of Murder so they can get the jump on most enemy knights in the game. In terms of background, Cold One Knights have no sensation due to the poison of the Cold One. Therefore feeling no wounds and being of noble birth, fleeing from battle is beneath them. Ld9 reflects this well.

BLACK GUARD

To many the Black Guard are the most beautiful man-sized models in the game. Now they are even more potent in battle as well. When your Black Guard are hit hard by knights, Eternal Hatred will allow them to re-roll all misses on subsequent rounds meaning that you get the combined benefits of *hatred* and *stubborn* instead of usually one or the other. Moreover Eternal Hatred makes them more survivable since you tend to strike first, and now cause more hits each round. Each kill means one less enemy to hit back at you, which for T3 Elves makes all the difference. That's better than armour if you ask us! Eternal Hatred makes the Black Guard deadly in

the subtle and lithe way of Elves instead of the brute strength of the other races, and we felt that was perfect.

CAULDRON OF BLOOD

The Cauldron was rarely used, as all missile fire hit the Guardians, meaning it could be taken out very easily by shooting. Add to that its limited range of only 18" and you can see why Dark Elf generals left it at home. Now with a 24" range and shooting randomised, you can place this in the forefront of your army and expect to reap the rewards.

Re-rolling wounds with every unit can mean the difference between the enemy making or failing his Combat Resolution rolls.

ROUNDING OFF...

Finally, let's consider some of the more subtle changes. The *Word of Pain* spell can now be cast into combat. Previously, if you wanted to affect a close combat round, you had to cast the spell the turn before charging the enemy. Not good when they get three attempts to dispel it, two of which are at the basic casting value. Now you can charge with a unit and then cast *Word of Pain* into the combat causing the enemy to stumble in battle before you (you hit on 3s and they hit on 5s!).

Tired of enemy mages hiding in forests, beside units, or war machines? The Assassin can now be deployed behind enemy lines singly or in a unit of Shades (he cannot be hidden in Shades but can join that unit). With a charge of 12" the Assassin can outmanoeuvre any single character, chasing the wretch down. Also he can charge into a war machine crew and, with the help of some Shadow magic, maybe even on the first turn!

With some simple changes, the Dark Elf army becomes more deadly, subtle, and manoeuvrable than ever before. We couldn't ask for more than that.

The 2003 UK Grand Tournament showcased some amazing armies, including Scott Goldstein's Dark Elves, Saldirmek's Soulcrushers. It is a great example of how old and new models can work to create a distinctive looking force.

SALDIRMEK'S SOULCRUSHERS

Scott Goldstein's Dark Elf army

Scott Goldstein has been playing Warhammer for about five years but has been a collector and painter of miniatures for nearly twenty-two years. In that time he has amassed five armies, the latest of which you are feasting your eyes upon now.

He attends tournaments whenever he can, even travelling all the way from North America to the UK if the opportunity arises. At one of these events, the 2001 Seattle Grand Tournament, Scott first saw the Corsair Champion and the Witch Elf models by Chris Fitzpatrick and was hooked.

So, he set about collecting and painting his new Druchii force. The army has so far had great success; at the 2003 Seattle Grand Tournament it took the awards for Best Painted Army and Players' Choice, as well as coming 3rd place for Best Army at this year's UK Grand Tournament final.





The Dark Elf Sorceress, Basasbia.

At first glance, some of the models may look unfamiliar, part of the reason for this is Scott's preference for metal figures over plastic. This requires him to delve into the Citadel archives to find suitable models to fulfil the requirements of his army. The Cold One Knights and their leader, the High Born Noble Aitor Saldirmek (the army's General), have all been mounted on metal Cold Ones. For the Dark Riders Scott has gone back even further and used the classic Elven Cavalry models and remodelled them with repeater crossbows and spears. The Harpies he has used are the latest Daemonettes of Slaanesh converted with Fell Bat wings. The story behind these is that they were once Witch Elves that had been lured away from Khaine by the Slaanesh.



The Standard Bearer of the Soulcrushers Cold One Knights.



The Tainted Ones. To represent that they had been lured away from the service of Khaine by Slaanesh, Scott converted Daemonettes with wings to represent his Harpies.



Corsair Standard Bearer.

The remainder of the army is made up of models from the current Dark Elf range: Shades, Witches, Corsairs and the Reaper Bolt Thrower 'Inescapable Destiny'. The last model, Scott's only war machine, was named because he didn't want to have the usual complement of bolt throwers that accompany most Dark Elf armies. After a few games he found that not having it was a hindrance so it was re-introduced, now Scott can happily riddle enemy armies with lethal bolt fire.

When it came to painting the Dark Elves, Scott opted for the classic black

and purple colour combination that has proved so popular for the Druchii. He also has a fondness for checked patterns, a common occurrence in some of his previous armies, which he modified into a diamond design for the Dark Elves (take particular note of the legging of the Shades).

Scott was also inspired by a motorcycle magazine to paint skulls on the shields, cloaks and banners of the various units in the army. He has taken great care to paint the gruesome faces into the surface they are on, instead of just overlaying them like a transfer. A great



The Harbingers of Despair, Scott's Dark Riders.

WARHAMMER ROSTER SHEET

Saldirmek's Soulcrushers

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
Aitor Saldirmek Highborn	7	7	6	4	3	3	8	4	10	2+	Cold One, Sea Dragon cloak, heavy armour, great weapon, Seal of Ghrond	210
Talika Sorceress	9	4	4	3	3	2	5	1	8	6+	Level 2, Dark Steed, Darkstar cloak	162
Basashia Sorceress	5	4	4	3	3	2	5	1	8	na	Level 2, Two Dispel Scrolls	180
Talons of Fear 20 Corsairs	5	4	4	3	3	1	5	1	8	5+	Musician, Standard, Reaver, Standard of Slaughter	260
Harbingers of Despair 6 Dark Riders	9	4	4	3	3	1	5	1	8	5+	Repeater crossbows, Muscian	151
Harbingers of Doom 7 Dark Riders	9	4	4	3	3	1	5	1	8	5+	Standard, Musician	147
Soulcrushers 9 Cold One Knights	7	5	4	3	3	1	5	1	8	2+	Standard, Musician, Dread Knight, War Banner	331
Brides of Khaine 16 Witch Elves	5	5	4	3	3	1	6	1	8	na	Musician, Standard, Hag, Witchbrew, Banner of Murder	308
Silent Steel 5 Shades	5	4	4	3	3	1	5	1	8	na		70
The Tainted Ones 6 Harpies	4	3	3	3	3	1	4	1	6	na		78
Inescapable Destiny Reaper Bolt Thrower	5	4	4	3	3	1	5	1	8	6+		100
	-	-	-	-	7	3	-	-	-	-		

TOTAL 1997

Witch Elf Standard Bearer, belonging to the Brides of Khaine.



example of this is the Corsair banner were the skull sits in place of the moon with its reflection visible in the ocean below. Unlike the usual pale skin possessed by most Dark Elves, these Druchii have an ashen complexion and if you look closely you can see that the eyes are a sickly amber colour, befitting their treacherous nature.

Hopefully Scott will continue to be a regular at tournaments, putting his amazing armies up against the best painters and players on the day.

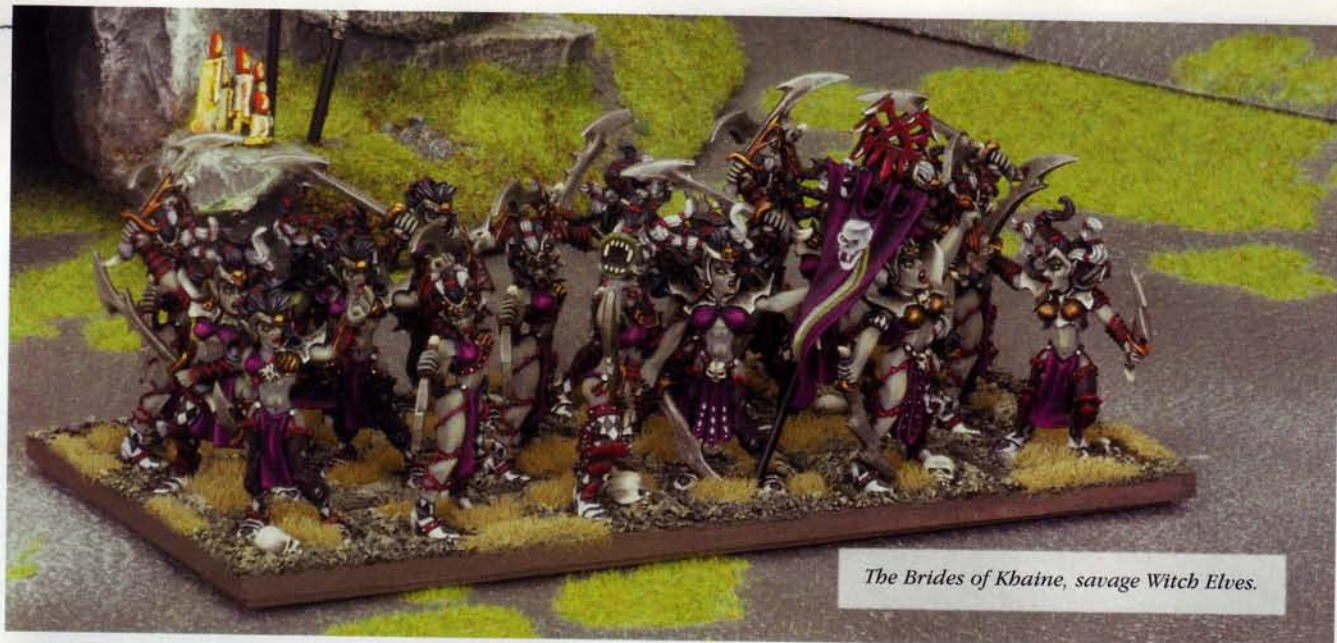


Standard Bearer, for the Harbingers of Doom, one of the two Dark Rider units in the army.

'Inescapable Destiny', the usefulness of the Reaper Bolt Thrower is undeniable.



The Talons of Fear, Scott's Corsair Unit.



The Brides of Khaine, savage Witch Elves.

Silent Steel, deadly Dark Elf Shades.



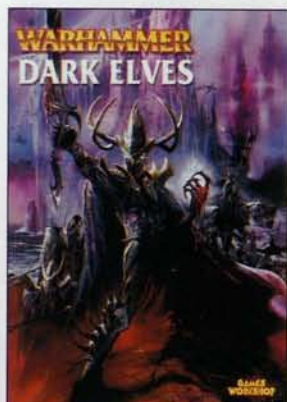
Aitor Saldirmek leads his unit of Cold One Knights to war.



The Dark Elves strike terror into the hearts of every race in the Old World. They launch raids that enslave thousands to sacrifice them on the altars of the dark god Khaine. Following the Battle of Anroc Pass battle report, against their distant cousins the High Elves, we thought we'd show you some of the models you could use for the core of the army, and some components you can use to customise your troops.

NAN KHERITH RAIDING FORCE

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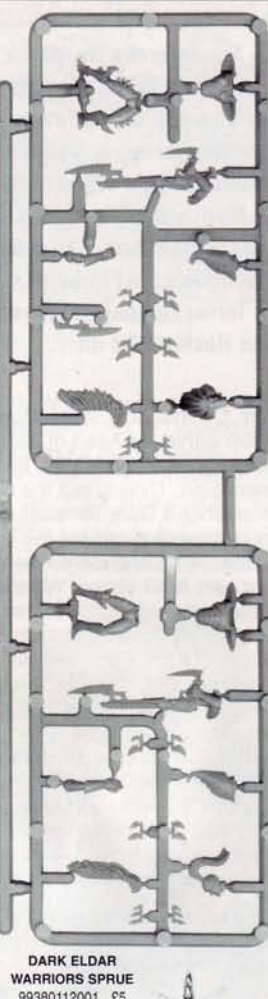
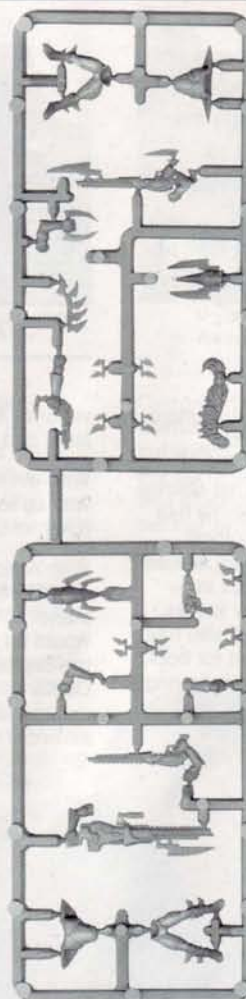
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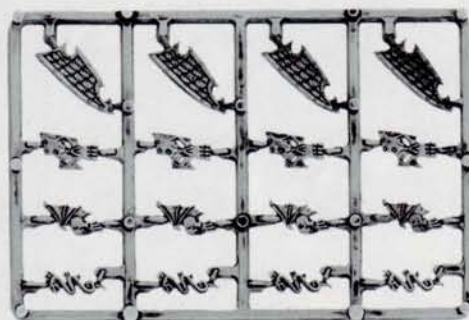
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As Abaddon the Despoiler's forces seek to tear the fabric of space apart, the naval world of Vigilatum, within the Cadian system, is on the brink of destruction. At Waterstones bookshop in Manchester the stoic Cadian defenders prepare to stem the tide of Abaddon's vast army as the global Eye of Terror campaign rages on. Ian Huxley tells all...

THE DEFENCE OF VIGILATUM

The Eye of Terror campaign in Waterstones...

Ian: On 31st July, Waterstones Bookstore, deep within the heart of Manchester, became embroiled in the Eye of Terror campaign. Throughout the summer Games Workshop's Dark Tempest roadshow has been travelling around the UK holding games in independent stockists as well as our own retail stores. Waterstones in Deansgate, Manchester, not only stocks Games Workshop products but it also has a large empty room, usually used for book signings, that's perfect for gaming. Among the posters of famous authors who had recently visited these were two gaming tables and an area ideal for painting. As the Eye of Terror conflict is the biggest worldwide campaign Games Workshop has ever done, it was around the huge cityfight table, where all the main action was taking place...

One of the best things about the Eye of Terror campaign is that you can pick a world to fight over then base your troop selection and scenario around the particular features of that world. At the time of writing this Vigilatum, the naval world within the Cadian system, had nearly gone the way of St. Josmane's Hope (a planet blown to pieces as part of the relentless Chaos assault) and as I'm a bit of a Cadian fan I thought it would be great to add a few Forces of Order

victories to the all-but-doomed planet. At least that was my plan.

With everyone eager to save Vigilatum, it was up to me to explain a few special rules for the scenario.

With Abaddon's forces a hair's breadth away from seizing control of the entire planet of Vigilatum, the day's gaming would be based in the capital as the Cadian forces desperately try and hold on

until reinforcements can arrive. With Typhus the Lord of Nurgle, taking control of the fighting, it was going to get ugly. An added bonus was that the dreaded Plague of Unbelief – first encountered at Kasr Thravius (check out the battle report in WD 282) – was back and this time, it was even stronger.

The morning's game would focus on the Cadian forces re-entering the city after suffering a pasting the previous day, having been forced to retreat to the city's perimeters. At dawn the Cadians would launch a





Will Vigilatum fall to the forces of Chaos or will the Imperial Guard prevail?



From left to right: Robin Moffett, John Boothby, Chris Bone and Stuart McCorqudale.



John was on hand to introduce Warhammer 40,000 to new gamers.

counter-offensive to re-take the main compounds and hold out until the cavalry could arrive!

For the first turn only Night Fight rules would be in operation as the sun was yet to rise (it also meant the tanks could get dug in before the heavy shooting started – yes!).

To summarise, the battle did not go well for the Imperial forces. Hopelessly outnumbered, the Cadians only chance was to shoot their way out of trouble. The Night Fight rules hampered all but the best marksmen in the first turn and watching their brethren rise up from the ashes craving the fresh blood of those still alive did the rest.

For every Plague Zombie they killed, two more would be created from their own dead comrades. The Defiler did its job (damn that machine!), annihilating a heavily armed bunker, along with the squad in it and the Chimera in support. The only thing that brought a smile to my face that morning was watching four Death Guard Marines explode from a shell fired from a loyalist Leman Russ. The final turn saw mass combat with scores of Plague Zombies battling fewer and fewer Cadians and feasting on the corpses!

Breaking the day into two halves gave us the opportunity to reflect on the morning's battle and, more importantly, have some

lunch. With the Cadian plan in tatters it was left to the remaining forces to hold on to the objectives they had until reinforcements could arrive and save the Commander's bacon. However, with a number of Commissars breathing down his neck, that seemed unlikely.

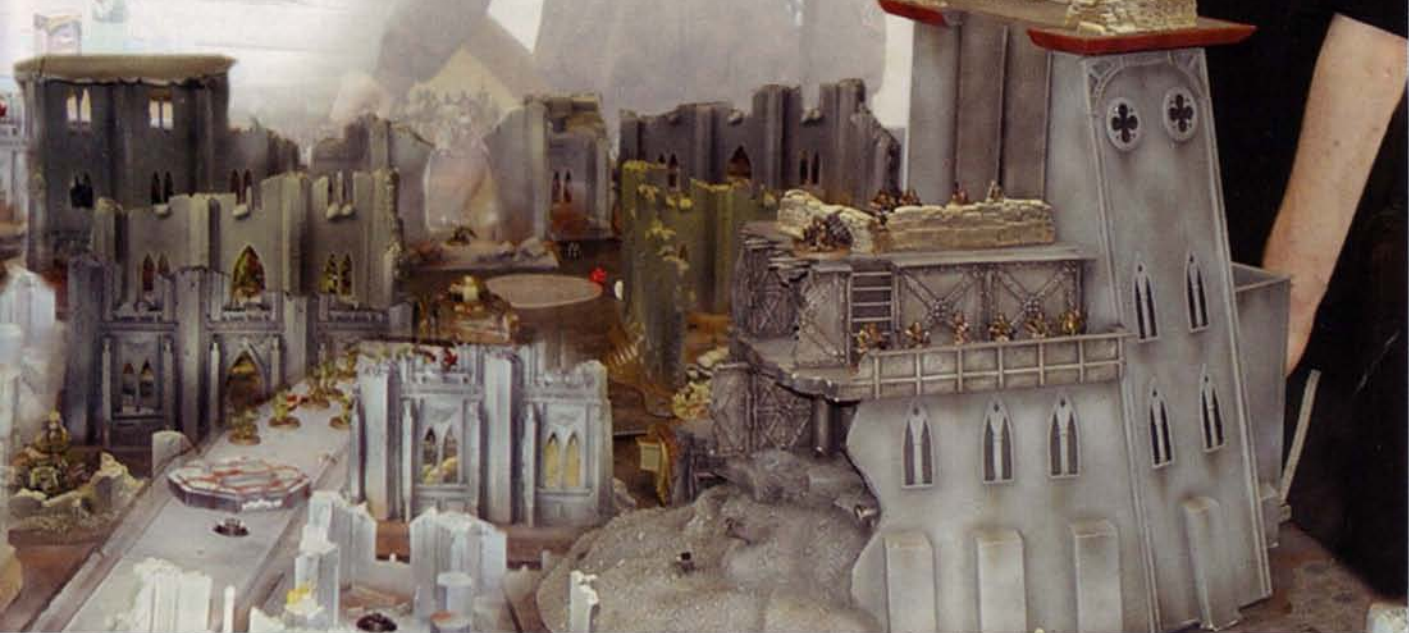
After half-time refreshments it was time to play the final game. What remained of the Cadians had now taken over the Administrative Palace where they would hold on as long as possible. By now there were so many Plague Zombies shuffling around the capital that to represent this, 2D6 would appear from four random rolled manholes dotted around the table every turn. The outlook was bleak.

However you cannot see the smile across my face as I write this, as I can report that the Cadians held out (just!) The reinforcements, consisting of three squads of Space Marines, swept across the battlefield destroying everything in their path. It still didn't help the Imperial Commander though, who was shot for incompetence. The event was a great way to introduce the hobby to new players and everyone involved had a fantastic day.

By the time you read this the Eye of Terror campaign and Dark Tempest roadshow will have finished. Fear not, though, Games Workshop is constantly running campaigns within its own retail stores and many independents stockists.

Currently the only Waterstones that stocks Games Workshops products is Deansgate but watch this space for more events. For up to date information about events and stockists in your local area check out our website at:

www.games-workshop.co.uk/events



From nearly every planet in the Imperium which they are recruited, the Imperial Guard are the first and often last line of defence against the enemies of Mankind. Here we look at two of the more well known regiments, the deadly Catachan Jungle Fighters and the highly mechanised Steel Legion.

CATACHAN JUNGLE FIGHTERS

The planet Catachan is a death world in which the climate, animal life and plant life is all inimical to Humanity. On Catachan, daily survival requires skill and courage undreamt of on other worlds. It is not surprising therefore that the men forming the Catachan Regiments are tough, resourceful and uncompromising warriors, deadly up close with their wicked knives or from ambush with their lasguns. In jungle terrain they are unsurpassed, with each Catachan being worth ten of any other regiment.

They come from the length and breadth of the galaxy, from the depths of towering hive cities, from arctic wastelands, from sweltering jungles, polluted, radiation-racked wastelands and sun-baked deserts. They are the Imperial Guard, the most powerful fighting force in the universe, often fighting on battlefronts that stretch across entire sectors, or as independent platoons if the need dictates. Behind the tanks and the guns though, stand normal men representative of the cultural diversity of the Imperium and its undying loyalty to its Emperor.

CATACHAN

Man has lived upon Catachan longer than Imperial records can recall. The scout probes of the first colonists found a planet which looked deceptively green and fertile from the safety of orbit. When the giant colony ships crash-landed the pioneers inside awoke from cryogenic slumber to find themselves marooned upon one of the most inhospitable places in the galaxy. Catachan is a death world, perhaps the most notorious and dangerous of all the death worlds in the Imperium. Its jungles are home to some of the most predatory animals and plants ever encountered by man. The first settlers survived by the merest chance, holed-up inside the wreckage of their spacecraft, besieged by the living jungle around them. Undoubtedly many died. Only the hardest, quickest and luckiest ever survive on a death world.

The planet's few scattered settlements are fortresses surrounded by barren bedrock where the soil has been blasted bare to



17th Catachan Screaming Devils

Preferred special weapon: Flamer
Preferred heavy weapon: Heavy bolter

- Veterans
- Jungle Fighters
- Hardened Fighters
- Special Weapon squads
- Ogryn squads

provide clear lines of fire. Even so, buildings never last long on Catachan. Lichens soon take root upon any surface, secreting a potent acid which crumbles even the most solidly constructed defences. Strangle vines creep a hundred metres in a single night, and their constricting grip can crush a plasteel bunker or smash a tank like an eggshell. The people of Catachan must constantly build and rebuild. Wherever they construct their settlements the jungles grow more densely and become increasingly aggressive.

Even the wild creatures of Catachan gather to repel the invaders. It is as if the whole planet were determined to rid itself of human intrusion, just as the immune system of a human being reacts to some invasive virus. Sooner or later humans must abandon their homes and resettle on another site, beginning their struggle against the jungle afresh.

The people of this unique world are moulded by a life of constant battle. Children learn to shoot before they can walk. Only those who can shoot fast and straight ever reach adulthood. Outside the fragile domes a world wars against its human inhabitants.

Every living thing on Catachan is inimical to human life. Every creature is a carnivore. Every plant is poisonous. Some plants secrete a deadly pollen that saturates the air and invades filter systems. Other types of vegetation release sticky sap which holds a creature fast and slowly dissolves its flesh. A few large trees

even emit poisons into the ground, killing surrounding plants and creating a slimy acid bog which entraps anything foolish enough to venture near.

The native creatures are even more dangerous than the plants. The multi-legged Catachan Devil with its segmented body and snapping jaws is as big as a tank and capable of battling even the notorious Shambling Mamorphs of the volcano lands. Few humans grow old on Catachan, and those that survive the longest retain an instinct for self-preservation unrivalled anywhere in the galaxy.

THE CATACHAN REGIMENT

Like all the worlds in the Imperium, Catachan is required to provide troops for the Imperial Guard. The people of Catachan live amongst dense and dangerous jungles which are altogether alien to most of the hive-dwelling citizens of the Imperium's larger planets. When it comes to jungle fighting the Catachan regiment has no equal and the Imperial Guard recognises their supremacy in this type of warfare.

During the jungle wars on Epsilon Octarius, the Catachan Regiment survived for nearly forty days amidst Crotalid infested mangrove swamps before reaching the Ork Gargant construction site of Grubnak's Drops. On that occasion the savagery of the Jungle Fighters so impressed the Deathskull Ork Warlord that he ordered his Gargants to be painted in green jungle stripes with red bandanas, in imitation of the Catachan Jungle Fighters' uniform. Whether he did this out of respect for his enemies or in the hope that some of the Jungle Fighters' skills would rub off on his Gargant fighting machines is uncertain.

Jungle Fighters wear the green combat gear that is everyday costume for the people of Catachan. Their clothing is perfectly suited to fast-moving warfare amidst steaming jungles. Combined with the red bandana, this rough but practical costume passes as the regiment's uniform.

CROSSING THE XANIJES

The Xanijes river stretches for over 4,000 miles across Matapa IV. It was during prolonged fighting against a force from the Iron Warriors Traitor Legion that the Catachan VI Regiment (the 'Cobras') had to force a crossing against very stiff resistance. The Iron Warriors were falling back from the rapid offensive of the Ryzan

"Stinking, fly-ridden, pox-laden, Emperor-cursed jungle! I hate it!"

Lieutenant Castor flung his machete at the ground.

"Sure isn't like the forests of home," agreed Trooper Raven, turning to look at the Lieutenant while he used his bayonet to saw through a vine as thick as a man's arm.

"Can't understand how anyone can fight in this," added Trooper Bren, waving his arm at the dense undergrowth that all but blotted out the light in every direction.

Just then, a movement rustled the purple leaves of a bush to their right and the squad spun round, lasguns at the ready. For a moment it was impossible to see what had caused the disturbance, then a burly figure stepped through, his body covered in swirls of camouflage painted onto his rippling muscles. Five other soldiers followed him onto the trail where Castor's squad were standing.

"Been listening to you boys for half an hour. You sure make one hell of a racket," their leader drawled. "Lucky there ain't no Eldar nearby, they'd have been on you quick as a bloodwasp on a corpse."

"Thanks for the advice, Sergeant..." Castor said sourly.

"No, Captain. Captain Stone, Fourth Company, Catachan Twenty-Third," the newcomer replied, his eyes pure white as they stared out from the camo paint on his face. "You trying to link up with the supply column?"

"Yessir! Seems like this damn jungle doesn't want us to get there though," Castor answered quickly.

Captain Stone gestured to his squad who started to efficiently cut away the creepers blocking the trail.

"How does anyone survive in this hellhole?" Bren asked half to himself. Stone squatted down beside the kneeling Guardsman and laid his massive arm across his shoulders.

"This ain't nothing, boy!" laughed Stone, his pearly teeth shining through the dark camouflage in a big grin.

"Yeah, that's right. You Catachans come from the deepest hellhole in the galaxy..." Raven said sarcastically, rolling his eyes dramatically.

"That's right, boy!" Stone exclaimed, turning his gaze to Raven but keeping Bren's shoulder in a vice-like grip. "We're from the worst place you could imagine, worse than anything this little bit of greenery's got to offer."

"Yeah, yeah. Two-hundred foot Catachan Devils, mantrap plants that swallow you whole, giant lizards that destroy buildings. We heard the stories already," Raven grumbled.

"That's just what you offworlders know, boy. Let me tell you about the real Catachan," Stone drawled back with a lopsided smile. "You boys been here for six months but I wouldn't give you more than three days on Catachan. You don't have to worry about the big critters you've heard about. You can hear 'em coming miles away and they're easy to avoid. It's the little things that's the real danger. Them bloodwasps; about the size of your thumb, and they don't wait 'til you're dead to start feeding. Seen them strip a man to the bone in an hour. Then there's these tiny little bugs. We call 'em heretic-ants on account of the fact that they go for your feet, after your soles so to speak! One bite from them and you'll be in the infirmary for a month. Two of 'em get you and you've about a day to get yourself treatment. Three bites and you'd better get ready to say hello to the Emperor! The vein worms are bad as well. They secrete this ooze that numbs you where they bite, so you don't feel a thing then dig their way under your skin and into your blood-stream to lay their eggs. The eggs get spread all round your body and then this larvae hatch out, eating at your brain, your heart, your bones. Ain't nothing noone can do to save you from vein worms if they get in."

"Emperor's teeth..." whispered Raven shaking his head.

"That ain't the worst," Stone told the Guardsmen, turning to look each of them in the eye. "Even a heretic-ant you can see, squash him quick. The diseases, that's another matter. There's all kinds of poxes and fevers can kill a man in a few hours. There's some swamps where one breath of the fog will burn your lungs, five hours later your throat's all swollen up, you can't breathe and you choke to death. Foot rot will get you after a few weeks in the bush, your feet dropping off your legs, the stink making you wanna heave. Gotta look after your feet in the jungle, boys."

The assembled men glanced down at their travel worn boots with troubled looks. Stone laughed and stood up.

"This place is just jungle, nothing special," he told them.

"Bet you was really glad to get offworld, Captain," Bren suggested with a smile.

"Hell no!" Stone exclaimed. "Us Catachans love our world, boy. Ain't nowhere else I'd choose to be brought up. Catachan's got but one thing for the Emperor - us. Ain't no

minerals, can't build a hive world there. But you want some real tough men for your fighting. Catachan's the place to go to. You live on Catachan, you're a born survivor. Half the kids die before they learn to walk. Half of those that walk won't see ten years. But you celebrate your tenth birthday, you're gonna be a real man. Everyone works together, sec. Can't go into the bush without some real good men to watch out for you. To pick off the deathflies from your back, to chop the head off a big old Catachan Viper when its snaking towards your arm. We look after each other, we don't backstab no one. We ain't out for ourselves, we're there for each other. And Catachan's independent, don't rely on no one to look after us. Now and then you get some official come into the village, try to tell you what to do. They don't last long. Hell, I shot me three of them myself!"

Stone looked to where his men had chopped through the obstructing trees and bushes.

"Better get moving, boys," he told them pointing along the now clear trail. "You don't want to be out here after dark. Not with them Eldar around. Sec ya'll!"

As Lieutenant Castor settled his pack onto his shoulders and set off along the trail he glanced back. He saw Captain Stone give a friendly wave with a wide smile before disappearing, merging with the jungle once more.



CATACHAN KNIVES

(see also XXV327.56 Catachan & CCV14322 Catachan rifles)

A knife is not only a tool and weapon of a Catachan fighter but also a mark of his status. The steel alloy used for these knives is only found on the planet Catachan. A well-honed Catachan blade will not rust and its edge will be keen even after continuous use.

Catachan knives are highly valued and sought after throughout the Imperium. Many counterfeit copies are sold by roaming rogue traders, but the only sure way to get an authentic Catachan knife is to take it from a Catachan. This is not easy, as the Catachans place a tremendous value on their knives. It is said that a Catachan will rather give up his right arm than his knife.

Each Catachan Jungle Fighter learns the craft of making knives from his parents and making your own knife is considered one of the tests of adulthood. While the basic design of the knives remain the same, there are subtle variants between family groups and individuals, depending on the height and preferences of the user.



CATACHAN FANG

Measuring up to 20 inches of gleaming steel, the Catachan Fang is the most common type of the knife used by the Catachan regiments. Equally useful for cutting your way through jungle or a deviant Eldar, the Catachan Fang is renowned throughout thousands of star systems.

This knife is also used for settling disputes between Catachans. Usually, one knife is placed in the centre of a fighting pit and the combatants must each strive to get hold of the knife. The duel ends when one fighter draws blood, though this can often mean death as well.



NIGHT REAPER

Smaller than other typical designs, the blackened blade of the Night Reaper is especially suitable for infiltration and night missions when light reflecting from a blade can mean the difference between life and death. The blade itself is triangular, so any wound caused by the Night Reaper is unlikely to clot or heal. Catachans are also known to poison these knives using one of the many venoms native to their inhospitable planet.



DEVIL'S CLAW

Named after the fearsome predator of the Catachan jungles, this is the largest type of the traditional knives of Catachan. Anywhere between three and four feet long, the Devil's Claw is closer to a sword than a knife. It is used mainly on the battlefield in close quarters and it has even achieved a fearsome reputation amongst Orks who call it 'Da Cutta'.

The blade itself is hollow and half filled with mercury to give it greater swinging power. Power swords wielded by senior members of the Catachan regiments are often identical in design to the Devil's Claw.

(Excerpt from the Arms and Weaponry of the Imperial Guard by Atlek Sorasius)

IX Armoured Regiment, and had destroyed the bridges along their line of retreat. It would take several weeks for the Imperial Guard to re-direct their offensive along the surviving bridges. Colonel Kore of the Cobras volunteered his regiment to take a position along the Xanijes and hold it long enough for the engineers of the Ryzan IX to erect a bridge for their tanks.

The attack began at last light, with three Companies of Catachan infantry wading across the shallows of the Xanijes near the Matapan Massif. The first platoons had almost reached the far shore (the river was some three hundred yards wide at this point) when the rearguard pickets of the Iron Warriors force spotted them.

Bolter fire tore through the air, but the Catachans bravely pushed forwards, taking heavy losses. Supporting fire from the Ryzans was erratic due to the darkness – Kore had deliberately chosen an overcast night to mask his crossing. The Catachans soon found themselves facing numerous Iron Warriors tanks, most notably half a dozen Predators. Again, they took heavy losses from their armoured enemies, but the infantry bravely held on until their anti-tank and fire support squads could be ferried across on makeshift rafts. With their heavy weapons in position, the Catachans began to take a heavy toll on the Iron Warriors, constantly moving through the darkness to ensure that the renegade Space Marines were

unsure of their exact numbers or position. The Catachans held off three counter-attacks over the next eighteen hours, while the Ryzans constructed first a pontoon bridge and then a more sturdy span.

At first light the next day (the Matapa night was some twenty hours long during this season) the first Ryzan tanks began to rumble across the Xanijes, allowing the Iron Warriors no chance to regroup and form a proper defensive position. The war lasted another three months – it would have been considerably longer if not for the sacrifices the Cobras made on that bloody night.

THE BATTLE OF HELL'S MOUNT

During counter-rebellion activities on Saduja Minor, the 3rd Company of the Catachan XVII Regiment (the 'Screaming Devils') was ordered to take an enemy-held position within the tangled jungle valleys of the Sierra Peaks. The enemy was well dug-in, with a network of underground bunkers and tunnels allowing them to move around the mountainside, beneath the surface, avoiding the reconnaissance and bombing runs of the Imperial Navy aircraft that patrolled the skies overhead. After a preliminary attack by stratocraft and artillery, the Third Company began to fight their way up the steep slopes, made all the harder because recent rains had turned the jungle floor into a quagmire of mud and rotting leaves. However, using their lifelong training and knowledge, the Catachans managed to work themselves into range of the rebel position with minimal casualties. A prolonged firefight then ensued, and eventually it was Lieutenant Folie who led the 2nd Platoon on a direct assault, using his flamer-equipped squads to push the traitors back into their underground warren. Vicious tunnel-fighting continued for almost an hour, until explosive charges were used to collapse many of the chambers, forcing the rebels to the surface once more. Here they were easily gunned down by the Catachans, whose superior fieldcraft allowed them to kill many times their own number. To the locals, the mountain is now known as Hell's Mount, in reference to the raging fires and billowing black smoke that engulfed the crest during the fiercest period of fighting.



Catachan XXIV 'Waiting Death'

The 'Waiting Death' became famed for their almost exclusive and highly successful employment of booby traps. They would spend days, even weeks, preparing a large area with mines, improvised spike pits, log falls and other deadly traps, before their foolhardy 'Baiter' squads would lure the enemy into the deathtraps awaiting them. Most notable of their achievements was the almost complete destruction of Warlord Krakskull's Ork horde, by completely covering the mile-deep Hellsmouth Gorge on Arandra Five. So perfect was the trap's construction that almost all of the green-skinned horde had started to cross the hidden ravine before the fake floor of branches and leaves gave way under their tremendous weight.



ARMAGEDDON STEEL LEGIONS

The Steel Legions are renowned for their skill in opposing the Orks on the great ash wastes of their native world. Fully mobile in their Chimera transports, they are able to launch rapid attacks in which the Chimeras overrun the enemy lines before the Steel Legion infantry dismount to finish them off. Fighting in proximity to the great Hives of Armageddon, the Steel Legions are sometimes supported by hive militia conscripts eager to join their ranks.



Data ref: R7-MRH

Preferred special weapon: Grenade launcher
Preferred heavy weapon: Missile launcher

- Mechanised
- Storm Trooper squads
- Xeno-fighters: Orks
- Ratling squads
- Conscript platoons

Armageddon has a massive population and is capable of raising a large number of Imperial Guard regiments in times of war. At the height of the second Armageddon campaign, dozens of regiments were fielded from troops raised from Armageddon alone. Armageddon Imperial Guard regiments are made up of a mix of infantry, artillery, armour and Mechanised Infantry Companies. However, the highly industrialised nature of Armageddon means that a far higher proportion than normal are Mechanised Infantry, and it's not uncommon for over 90% of a regiment to be made up of such units. It is for this reason that regiments raised on Armageddon are known as Armageddon Steel Legions.

The Steel Legion fight throughout Armageddon in numerous battlezones, mustering their armoured might in great lines of spitting firepower. Most of the troopers are consigned to defend the hives where they grew up and trained, not only does this give the troopers the advantage of knowing the battlefield exceptionally well but also increases their dedication and perseverance. As a result, many companies are currently assigned to Tempestora, as well as Hive Infernus and Hive Archeron. The Steel Legion have suffered horrendous casualties in defence of their homeworld, but under the leadership of Commissar Yarrick himself, they will fight to the last man.

FOR KERSCHLACT!

Early on in the Second Armageddon Campaign, Imperial units were ordered by Von Strabb to launch counter-attacks against the overwhelming Ork forces. The attacks were disjointed and poorly conceived, and led to many fine formations becoming cut off and surrounded by the Orks...

Ordered to counter-attack and cut off the Ork spearheads, the 9th Armageddon Steel Legion, under the command of Colonel Kerschclact, had already punched its way deep into the gap which exposed the Ork's flank. Kerschclact's regiment forged on, seeking a point for their breakthrough to the north. A weak spot was located during the night and the defending Orks overwhelmed, creating a 'corridor' which held across the Infernus hive – Acheron hive highway. Kerschclact now turned south-west, moving virtually unopposed along the highway towards Infernus hive.

Von Strabb had promised Kerschclact that the corridor would be shored up properly with three Imperial Guard infantry regiments, but almost at once, Ork units attacked the flanks of Kerschclact's corridor and shut it tight, sealing Kerschclact from the main body of the Imperial forces. Much of his artillery and rear service organisation was thus abruptly and disastrously snatched away from Kerschclact, who now found himself isolated deep behind the Ork lines. The three late arriving Guard regiments were hurled into assaults on the newly established Ork lines in an attempt to break through to Kerschclact, but these



A 9th Armageddon Steel Legion mechanised company attempts to break through the Ork lines.

STEEL LEGION MECHANISED INFANTRY

The most common type of company found in regiments raised on Armageddon are Mechanised Infantry Companies. These are similar in most respects to normal Infantry Companies, except that all the units that would normally have to move around on foot are provided with Chimera armoured transport vehicles. Mechanised Infantry Companies are normally quite rare in the Imperial Guard, as it is difficult for most planetary governors to obtain and maintain the vehicles needed for such a formation. However, Armageddon is one of the chief manufacturing planets for Chimeras, producing several hundred every day for use across the Imperium. Because of this, infantry units raised on Armageddon are routinely equipped with Chimeras, unless the tactical or strategic situation makes their use impractical.

attacks were also stalled. Kerschlaht was now ordered to turn about and aid in the attempt to break through the Ork lines. The 9th Steel Legion was operationally encircled, their 'gaps' sealed behind them by Ork assault units, and conditions were growing worse every day. Already Kerschlaht had 270 wounded men and 150 men infected with Armageddon lung rot. Several days of heavy fighting brought no breakthrough, only serious losses and the dispersal of the Imperial attackers; Kerschlaht's 7th Company became doubly encircled and had to fight its way out to the main group, now pushed back some 14 kilometres from the Ork front lines. On the other side of the Ork lines, the 11th

Armageddon Regiment and the 114th Pyran Dragoon Regiment went into the attack, but neither could make much headway against heavy fire from Ork lobbas and zappas; at night the Ork bombardment continued as Ork fightas and fighta-bommerz dropped flares and then bombed the garishly illuminated targets.

While these attacks were going on, Kerschlaht also helped the remnants of the 81st Armageddon Assault Legion, landed from orbit in a suicidal bid to recapture Infernus hive, to battle their way out of encirclement. The members of the 81st Regiment that managed to escape, amounting to barely a Company in strength under normal conditions, were subordinated to Kerschlaht's 9th Regiment. As well as members of the 81st Regiment, the 9th was joined by large numbers of citizens from Infernus hive, who had escaped the Ork attackers and were now also trapped behind the Ork lines. Many of the hive dwellers were armed, either with their own or captured weapons, and Kerschlaht requested permission to recoup his manpower from these 'partisan' units. Kerschlaht was authorised to mobilise hive gangers and civilians of suitable character and moral fibre, an assignment handled by the Commissar officers with his regiment. The Commissars quickly directed several hundred men to the 9th Regiment.

At the front line, Imperial forces prepared one final throw, by which the 50th Armageddon Regiment would attempt to break across the Infernus-Acheron highway and link up with Kerschlaht, attacking from the rear of the Ork forces. Only a narrow corridor separated the 9th from the 50th Regiment, but it was packed with strong Ork units ready to face a front-

and-rear strike. The following report by Kerschlaht shows what action he contemplated:

"Strength of regiment and length of front oblige me to attempt to break out rather than continue offensive operations to the south. Initiative visibly with enemy. No reserves. In such conditions suggest offensive plan:

1. To break encirclement ring to meet 50th Regiment in general direction of Acheron hive.
2. To this end to concentrate assault force of 1st and 2nd Companies Armageddon Steel Legion, elements of 81st Mobile Assault Regiment, and partisan detachment Zhabo.
3. Attack with above force aided by 50th regiment units and possibly 10th Regiment to seize the old motor road in the Zanthon heights sector. Thereafter to dig in on motor road in indicated sector.
4. After my link up with Koldin [commander of the 50th Regiment] to bring all my regiment and other assigned units, and drive regiment across Zanthon heights to join with 3rd Army front or for other assignment."

Kerschlaht's plan was a good one, and would have worked. Disastrously, however, the attack was held up for several hours while Von Strabb dithered as to whether to give permission to carry out the operation. By the time he consented, further Ork forces had been brought up and Kerschlaht found himself under attack from the south while at the same time trying to break out to the north. The northern assault went well, breaching the Ork lines as planned and linking up with 50th Regiment along the motor road.

To the south things were far more desperate. Kerschlaht personally led a fighting withdrawal, as the 3rd and 6th Companies valiantly tried to hold up the Orks long enough for the rest of the regiment to escape. Slowly giving ground, the two Companies mounted a tenacious defence, using their Chimera transport vehicles to fall back to a new defence point each time the Orks closed in. Only half a mile separated Kerschlaht from Boldin's regiment when the Ork fighta-bommerz caught them, blasting forward units of the 50th Regiment off the Zanthon heights and flaying the 3rd and 6th Companies under Kerschlaht's command. This small force was now systematically and literally cut to pieces. Kerschlaht himself was severely wounded when his Command HQ was caught by an Ork assault. With Kerschlaht dying, his much reduced force practically ceased to exist in its last desperate push to cover the few hundred yards to the Imperial army lines. Kerschlaht, unable to help his men and unwilling to die a prisoner, whispered "Boys, this is the end for me, but you go on fighting". At that he shot himself in the temple.

Although the actions of the 9th Armageddon Steel Legion had done little to slow the Ork juggernaut, thanks to



A Chimera provides cover for an Armoured unit as they advance.

Kerschclact's inspired leadership the bulk of the regiment had managed to escape to fight another day. When much later in the campaign the tide turned and the Orks were driven back, the 9th Regiment was there, its men bellowing their battle-cry "For Kerschclact!"

THE SIX HOUR REVOLUTION

Tithed regiments from Armageddon have served in wars all over the Imperium. This is an example of how the presence of a single Armageddon Steel Legion made a significant difference to the outcome of a war.

In M36.776 the 16th Armageddon Steel Legion was on the planet of Cassell. It had been stationed there following its participation as part of General Belov's 3rd Imperial Guard Army in the Lortharn Campaign, where it had served with distinction.

Cassell is an agri-world, which was ruled at this time by the followers of a local Imperial cult known as the Way of the Emperor's Flesh. The leader of the cult, the Supreme Pontiff Skalin, had long been noted for his eccentric views, but had to this point been a loyal and reliable governor of Cassell for the Imperium. Worrying reports, however, had reached the ear of Colonel Kleist, commander of the 16th Steel Legion. These reports concerned rumours that the Supreme Pontiff had been becoming increasingly outspoken in his belief that the cult over which he ruled was the one true cult of the Emperor, and that the rest of the Imperium had to be made to acknowledge this fact.

Loath to act without hard evidence, Kleist put the 16th to combat readiness and requested permission from the administratum to investigate the rumours he had received. Before such permission could be received, however, the Pontiff called upon the people of Cassell to join with him in a crusade to bring the Way of the Emperor's Flesh to all of the peoples of the Imperium. Their righteous armies would overthrow the High Lords of Terra and lead the Imperium back into the light... all under the beneficent rule of the Supreme Pontiff, of course.

Kleist acted immediately. Fortunately for him, Cassell had only one major city, the unimaginatively named Port Cassell. The bulk of the population lived in scattered farming communities spread all over the planet and Kleist knew that if he acted quickly he could quell this rebellion before it had a chance to get started. Less than an hour after the Pontiff's announcement, Chimera armoured vehicles moved out from the 16th Steel Legion's containment just outside Port Cassell.

The column, under Kleist's personal command, approached Port Cassell's main gate, where it was immediately obvious that the Pontiff's followers were not at all prepared for an armoured assault. The gate was lightly held by members of the Pontiff's personal guard, whose lasguns and heavy stubbers were of little use against the armour plate of the Steel



The 16th Steel Legion use their mobility to punch a hole through Port Cassell's defences.

Legion Chimeras. Ignoring the desultory fire from the defenders, Kleist ordered a Chimera to smash down the city gate, and then he and the rest of the column surged into the town.

Leaving one platoon to secure the gate, Kleist split the remainder of his force into two columns. The smaller of these, consisting of the 3rd Company, roared off towards Port Cassell's space port and main communications centre. By now word had spread that the city was under attack, and the 3rd Company met more determined opposition than they had at Cassell's main gate. Nonetheless, the defenders still had little in the way of heavy weapons with which to oppose the Steel Legion's Chimeras, and, after a short but brutal firefight, the communications centre was captured.

Meanwhile Kleist and the rest of his flying column headed towards the Divine Palace of the Supreme Pontiff. The palace was defended by the bulk of the Pontiff's bodyguard, along with the bodyguard's only armoured vehicle, an ageing Leman Russ gifted to Cassell many centuries earlier. The Leman Russ's crew were

desperately attempting to make the tank's aged engine start up when Kleist arrived at the palace. Leading from the front, Kleist's Chimera charged at the Leman Russ, shots from its multi-laser bouncing harmlessly off the tank's thick frontal armour. However, the fire distracted the tank's crew, giving Kleist long enough to get behind the armoured behemoth. As the Chimera braked to a halt, the lascannon team carried in the passenger compartment threw open the top hatch and let fly at the Leman Russ's thinner rear armour. The lascannon shot carved through the rear of the tank, hitting its ammunition. With a huge explosion, the Leman Russ exploded.

Thrown into confusion by the destruction of the tank, the remainder of the Pontiff's guard offered little resistance to the troops in Kleist's flying column. In less than two hours the Pontiff's palace was firmly in the hands of the 16th Steel Legion, and the Pontiff himself had been captured as he attempted to escape in a small skiff from the Palace wharf. The news was broadcast from the captured communications centre and, less than six hours after it had started, the Cassell Rebellion was over.



GENERAL KUROV

Vladimir Nikita Kurov served as a young Lieutenant in the first and second battles of Tarturus Hive, excelling in several actions and reaching the rank of Colonel by the end of the campaign. Shortly afterwards Kurov took part in the Bakkus Crusade, where he was appointed to Lord Commander Bock's staff. Over the decades he has served in numerous other campaigns, and has proved to be one of the most reliable and able Imperial Guard commanders of recent times. He is currently in direct command of all Imperial Guard forces on Armageddon.

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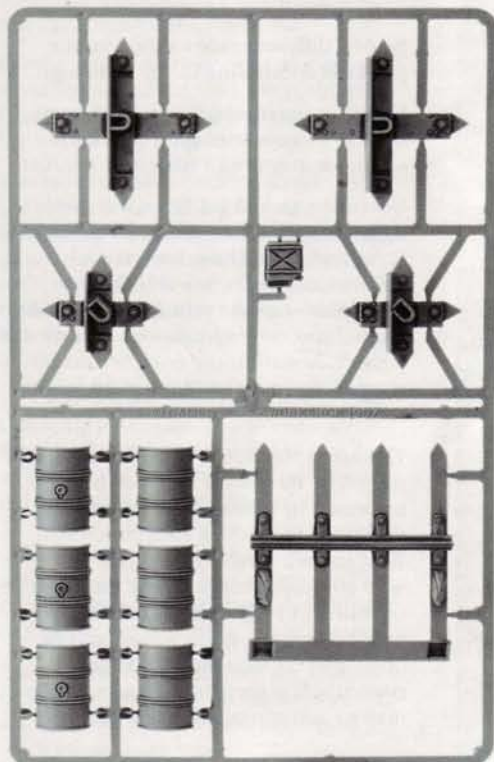
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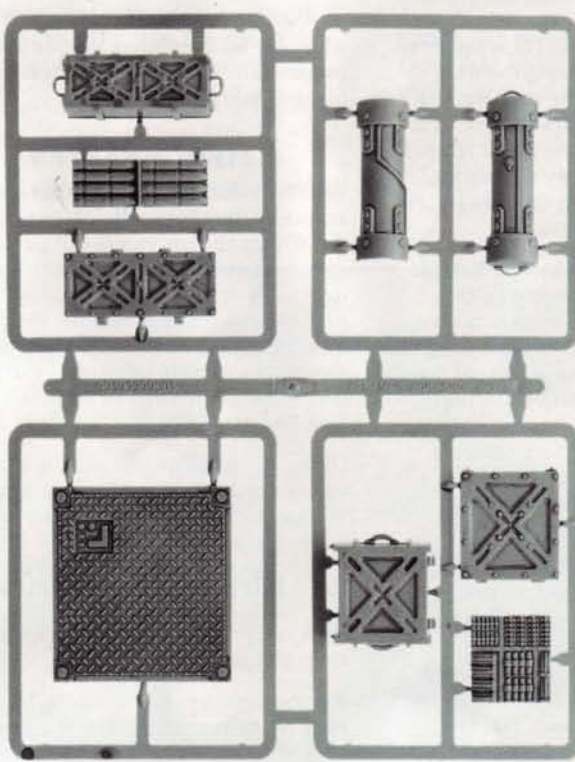
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Here we present the last of Dylan Owen's articles explaining how he's been running the Studio Warhammer campaign. Over to Dylan for more new rules, as well as a look at two of the main protagonists...

Dylan: The Studio campaign is now about to enter its fifth season of battles. It has been seven months since we began playing this campaign, and empires have waxed and waned as the players have enjoyed successes or suffered defeats on the tabletop. Of the original eight players who controlled realms at the start, two have had to drop out due to work commitments – however the total number of players has risen to twelve!

Adam Hall has taken over the legacy of Paul Sawyer in the Ruinous Isle and the Skaven empire has been split asunder by a civil war (typical Skaven!), with John Michelbach and Jack Butler taking over the reins of power from Zak Gucklhorn. Meanwhile, Andy Jackson's proud Bretonnians have seized land in the south west of the Bloodlands, (though his entry in the campaign was nothing less than ignominious, as his Duke was captured by Night Goblins in a raid on their lair, his minions failed to rescue him, and he was served up as the main course on the Goblin King's menu!). The Isle of Sommerland has come under the governance of Steve Cumiskey's Empire, which has begun chipping away at the territories of the neighbouring Tomb King island. Finally, Paul Webber wanted to join in, but lacking space on the map, instead of giving him a realm I had to introduce his army as a roving Chaos horde, wandering the seas in search of glory and violence.

Tomb King Phat, played by Phil Kelly, is currently the most renowned ruler in the Bloodlands; his vast empire now spans as far north as the Forest of Arg at the edge of the Dwarf kingdom, all the way south, to the Sourlands, deep in Skaven territory. In this article, we will take a closer look at the two empires whose fame closely rivals that of the Tomb King, the Dwarf kingdom and Fellhallow, haunt of the Wood Elves.

But first some further ideas on how kingdoms can spend more of their Revenue. We have seen previously how players can persuade allied minor realms to fight for them, but there are other forces in the Bloodlands eager to sell their swords for money. What follows are the rules we used in the Studio campaign to represent realms hiring bloodthirsty bands of mercenaries, wandering Dogs of War

THE BLOODLANDS CAMPAIGN

The Studio Warhammer Campaign, Part 4



Andy Jackson-Hall ponders his next move as his Bretonnians take on five marauding Giants, played by Phil Kelly, in one of Dylan's many special scenarios.

who owe fealty to no realm but are prepared to sell their strength to the highest bidder...

MERCENARIES

Usually realms can only field as many armies as they have cities. However, in the Winter season, rulers can persuade armies of mercenaries to fight for them instead, hiring itinerant bands of professional fighters with the promise of loot, food or captives. Mercenary armies can be notoriously unreliable, but if paid well enough prove to be experts in the art of warfare.

Hiring mercenaries takes place at the end of the Construction phase of the Winter season, after all building has taken place.

Hiring Mercenaries

Each ruler can hire one Mercenary army each Winter season.

It normally costs 4 Revenue to hire a mercenary force, although you can choose to skip on the payment (see below) if you want to risk it. This is a 2,000 points army and can be of any race which the realm can hire, but must

be of a different race to the one the player is controlling in the campaign.

Here is a list of which races refuse to fight as mercenaries for a particular realm on account of hatred or distrust:

Beastmen and Wood Elves will never fight for each other, neither will Dark Elves and High Elves; Dwarfs and Greenskins, or Dwarfs and Skaven (*Er, Dylan – aren't you forgetting that the valiant, yet beleaguered Dwarfs will never side with those treacherous Elf-types? Ed*). Strigoi will not fight for any realm.

The hired Mercenary army can either be played by the player who has hired it, assuming he also collects an army of that race, or he must find another Warhammer player (other than a rival who controls a realm in the campaign, of course) to fight on his behalf. Hiring mercenaries is a good way of getting other players into the campaign, particularly if there is no room on the map to accommodate a new realm.

Underpaying the Mercenaries

A ruler can pay his Mercenary army less Revenue, but this will increase their

GROMANKORAZ – THE REALM OF MORGRIM FIREFORGE



Gil: When Dylan asked us what army we wanted to use in the new campaign, I decided to continue with the Dwarfs, so they could rebuild their realm and exact vengeance on all the treacherous

rares that betrayed them so many years ago. As we all know, Dwarfs NEVER forget a Grudge!

For this campaign I wanted to use my newly painted Dwarf Lord model, which would best represent a young, stubborn Dwarf Lord. I equipped him with some Runic items appropriate for a proud Dwarf who always leads from the front and knows how to take care of any upstart who thinks they can match Dwarf craftsmanship and fighting skill.

Now I was ready to muster the Fireforge Throng and march in to the Bloodlands to reclaim Dwarf property and right any wrong done in the past or current time.

The Year of the Long Knives

Campaign Season: Seeing the Crimson Fang Orc tribe was located on my north-west border made the decision of which direction to expand first a simple one. Orcs on my border was definitely not acceptable.

So Morgrim gathered the Throng and marched against the foul Orcs.

In true Dwarf manner the Orcs were soundly massacred, and the realm of Gromankoraz secured the area including the entire river length.

Winter Season: I decided to use the Revenue for upgrading the most northern garrison to a town and trying to get a mine, (though unfortunately even my skilled Dwarf prospectors failed to discover a seam), and sent out some scouts to the south and west.

The Year of the Serpent

Campaign Season: Discovering the Dark Young Beastmen tribe in the woods to the south-west of my capital meant that Morgrim gathered the Throng and marched on them. Despite suffering heavy casualties, I still managed to secure a solid victory. The neighbouring Barbarian tribe, Hounds of Culann, refused my offer of alliance.

Despite the rejection from the Hounds of Culann, my plans for expansion and securing the area around my capital were going quite well.

Winter Season: My plan was to get a second army as soon as possible, and

therefore I spent all Revenue (except enough for two scouts and a barricade) on upgrading garrisons to towns.

My scout to the south discovered the realm of Tomb King Phat, ruler of an Undead human realm, worshipping unknown evil gods, further south they saw a race of Lizards walking and talking in the same manner as men, and beyond that they discovered an ancient enemy, the evil and vile Skaven, who hold many entries in the Dammaz Kron.

The Year of the Griffon

Campaign Season: This year my scouts had discovered the whereabouts of the foul and treacherous Chaos Dwarfs, along with Crepitus the Necromancer north of their realm, so with this information I decided to invade the Necromancer's lonely territory, thereby trying to secure the area north of the Chaos Dwarfs (which, to the best of my knowledge, they weren't aware about). Crepitus, that sneaky cretin, had secured the aid of two Strigoi Thralls (one flying), who laid waste to my Thunderers and war machines and thereby almost repelled my attack, but that didn't help in the end, when he got himself caught by my Dwarf Warrior regiment including Morgrim, who cut the foul creature down, thereby securing the territory.

Winter Season: This season I used the Revenue to upgrade enough garrisons into towns, and then upgraded Karak Grungron to a city, which would give me two armies for the next season.

Unfortunately disease struck my realm this season, meaning that King Morgrim's Army would suffer a -1 combat resolution for the next season of fighting

The Year of the Panther

Campaign Season: This year Morgrim was joined by Runelord Kadrin Duraki, who brought his Anvil of Doom, which is blessed with the ability to make the Rune of Doom. Morgrim was attacking the Blood Eagle Marauder tribe in the mountains above the Chaos Dwarfs. Kadrin is attacking the Hounds of Culann, a Barbarian tribe trying to secure the area before the Chaos Dwarfs move in.

Morgrim only managed to get one territory from the Blood Eagles, but Kadrin came through and massacred the Hounds of Culann (I think the last remaining survivor is still running). The biggest shame of this year is the loss of Karak Durak Drong to the Chaos Dwarfs (the territory in the mountains to the north, which had just been upgraded to a town). Because of this my next army will be a Slayer army and my armies will simply start including more Slayers.

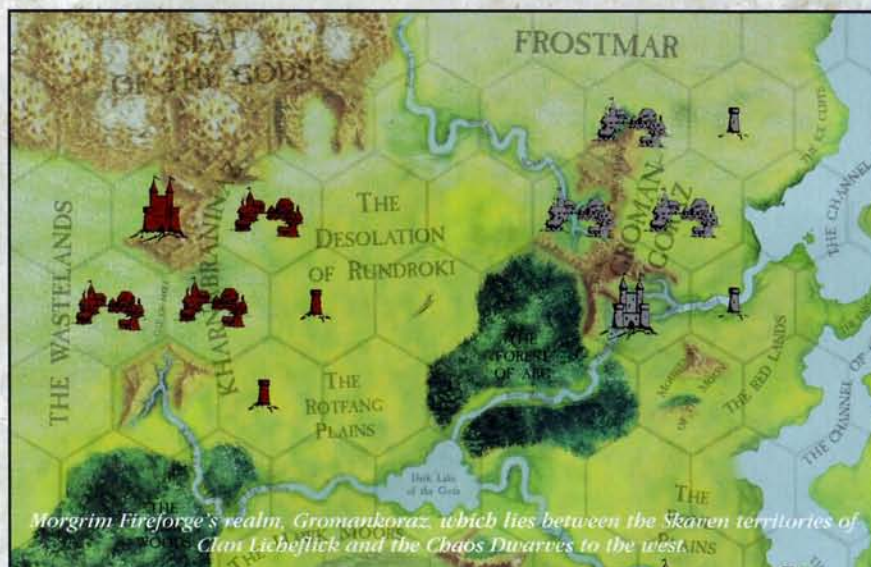
Winter Season: Morgrim suffered a head injury by an act of the gods, resulting in -1 Ld. My Revenue was used on a cathedral, upgrading a garrison to a town, searching a newly-found ruin and, last but not least, on an Airship (rules will be coming).

The Year of the Sotek

Campaign Season: This year Morgrim will be trying to reclaim Karak Durak Drong from the Chaos Dwarfs.

Kadrin will march on the Skaven Clan Lichefflick, which is hiding on the eastern coast of my realm – leaving a Skaven clan on my borders for so long is a mistake, which should be corrected very soon!

Who knows what will happen next?





unreliability. Instead of paying the mercenaries the full 4 Revenue, a ruler can pay them 2 or 3 Revenue instead.

Ordering Mercenaries

Mercenary armies are given orders to attack from a friendly territory exactly as you would a normal army.

Mercenary Reliability

After the Mercenary army has been given orders, but before the Campaign season begins, roll on the chart below to see how reliable the mercenaries are.

At the end of the Order Armies phase roll a D6 and add the amount of Revenue paid to hire the mercenaries.

Score Reliability

- 10 For such a full purse, the mercenaries will do their utmost to prove their worth. During the battle increase the Leadership bonuses provided by the General and the Paymaster to 18".
- 6-9 The mercenaries will fight for you.
- 5 The mercenary commander sends fewer of his troops than expected, and does not bother to turn up himself. The Mercenary army is only 1,500 points strong.
- 3-4 Revolt! Your feeble offer infuriates the mercenaries who seek revenge by looting your own territory. You cannot use the Mercenary army, and the settlement they are deployed in is looted. If this is a city, the city's army is recalled to defend it. No battle is fought, but you cannot invade with that army in the coming Campaign season. If it's a town, the mercenaries reduce the town to a garrison. If it's a garrison, the mercenaries

sack it and hand it over to the realm's enemies – the garrison now belongs to the realm that the mercenaries were supposed to invade. After the Mercenary army has attacked the settlement they were in, it departs before it suffers any repercussions and takes no further part in events this season.

As an alternative to the Revolt! result, if the Mercenary army is controlled by a player who is not otherwise participating in the campaign but wants to join in, he can fight a battle against the territory his army was ordered to attack from. If the mercenary player wins then he now controls that territory which effectively becomes a new player realm (the mercenaries immediately fortify their newly-won land so the player gets a free city to place there!). If the territory the revolting mercenaries were in was a city, fight a battle between the mercenaries and the army which that city provides (that army cannot invade in the ensuing Campaign season). If the mercenary player wins, the loser must bestow upon him a town or garrison he controls of the mercenary's choice where the mercenary player can build his first city.

Loyal Mercenaries

If the mercenaries are loyal, they can attack from the territory they were deployed in during the Campaign season into any adjacent enemy territory.

After they have invaded, whether successful or not, the Mercenary army leaves the employment of the realm which hired them. A player will have to pay again if he wants to hire another (or the same) Mercenary army for the next Campaign season.

THE END

So here ends the treatise on the basic rules which we used to run our Studio campaign. You should have enough inspiration now to run a detailed campaign of your own, using the rules for invading, earning Revenue, building settlements, dealing with allies and hiring mercenaries given in the Bloodlands articles, as well as rules for terrain and hints and tips on map building and refereeing the campaign.

What we haven't had space to include so far are the ideas for subterfuge, Skirmish games, special events, settlement improvements, Ogham stone circles etc, which we used to bring the Bloodlands campaign to life, and which added an extra dimension of gaming to the campaign. But that is for another time.

The final question remains: how do you bring a successful and enjoyable campaign to an end? Having run a complete campaign last year, the Seven Realms, I have already faced this problem. The campaign had endured seven long years of game time, equating to an entire year in real life. The reason I ended the Seven Realms campaign was simply because the players requested it, and I think that this is the most important reason for bringing a campaign to a close – the referee should always listen to the players. Many of the players had entered late in the campaign, taking over from predecessors who had to drop out. As a result, they were controlling empires forged by other people, and what they most wanted to do was start again with a fresh empire of their very own.

The way I finished the Seven Realms campaign was by having a final battle involving every single one of the other players. Each player had an army of a size in proportion to the size of their realm, and the protagonists were divided between the two front runners of the campaign, in this case Phil Kelly's Skaven and Gil Surepi's Dwarfs. The other players had to choose which side they would fight for, and the winner would take all, scattering the ashes of the losers' ruined empires to the wind.

Not only was this a game of cataclysmic proportions, looking fantastic with the entire table covered in models, but it also brought all the participants together one final time. The campaign ended with a bang, and proved a memorable event. A huge, multi-player mother of all battles is, in my experience, by far the most satisfying way of bringing your campaign to a close.

But all this talk of finality is far too premature. The Bloodlands has a long life in it yet, and so will your campaign with a little bit of dedication. So what are you waiting for... go forth and conquer!

THE WOOD ELF KINGDOM OF FELLHALLOW



Matt: After getting off to a fairly slow start, things are looking up for my Empire. The first few years did not look that encouraging as I spent them locked in mortal combat

with the adjacent Tomb Kings tribe of Mahmut the Prodigious. Despite a long campaign that lasted three game years, the Undead blighter is still lurking in what remains of his lands, suitably cowed by my dogged (but not terribly decisive) attacks. Military reason more or less demanded that I finish him off, but I'd long since decided to move into pastures new – namely that of the Chaos Dwarf realm to my north...

Pickings have definitely been much easier up there. A lightning strike on Mark Owen's unfortunate bearded stunties has paid off, with my victorious armies seizing not one, but two of his territories in a cunning dawn raid. I suspect that the Chaos Dwarfs have another foe to worry about because our empires have recently formed a non-aggression agreement. Do I trust him? Not a chance! Am I worth trusting in this regard? Absolutely (well, for now at least...)

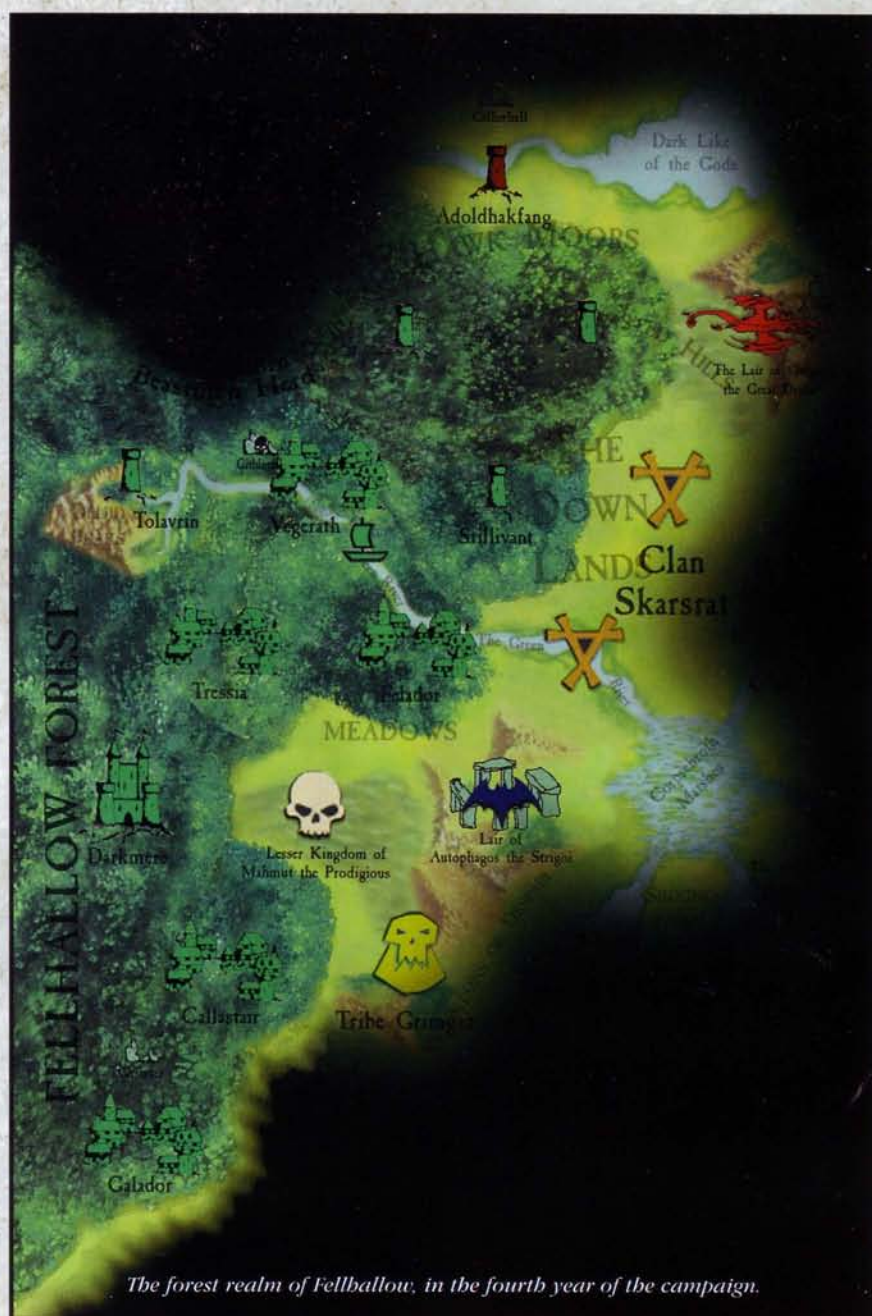
So what do I want to do with this golden age of peace, stability and prosperity? Well, I definitely need to go and break some more heads. There is certainly no shortage of options in this regard, but Skaven Clan Skarsrat is looking like a contender, purely because of the large territory it commands. Failing that, there's a tribe of Orcs to the south-west, but my Strength 3 Elves have an innate respect for Toughness 4 Orcs. Alternatively, there's a Strigoi tribe entrenched in a ritual circle which makes a tempting target, if only because I need a circle for my devious plans (chiefly involving using the wild magic of the forest to give my characters a bit more muscle...). Trouble is, Vampire Counts armies worry me only a little less than Orc armies. Oh well, you pays your money and takes your chances...

Speaking of spending money, most of my realm's resources are being funnelled into the foundation of a new city, and thus a new army involving much in the way of town

construction. Keeping a weather eye on the Chaos Dwarfs aside, life is pretty good for Fellhallow. With but a single rival realm along our borders we can concentrate on consolidation – even several years into the campaign there remains a healthy buffer of tribes to my southern and eastern borders. This should give us at least a year's warning before any serious threats from the south (tribal uprisings notwithstanding) which, let's face it, can only be a good thing. I think, on balance, it's time to go whack some Skaven (after all, with two rival Skaven realms out there, the

practice will be very useful). In the meantime, I wonder if King Mahmut would like to throw his support behind me? (If he doesn't want a hunting spear to knock his head off his shoulders, he'd better give it some serious consideration.)

With my immediate goals not achievable until next winter, it's going to be a long year – and I'm not good at being patient. Oh well, just wait until I get my ritual circle and my second city, then things will really take off.



THE FINAL HOURS

By Graham McNeill

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

I

The lance beam tore through the mid-deck of the Bastion of Light, vaporising its plasma reactor in a heartbeat. The rear quarter of the ship heaved as the colossal energies released tore her apart in an explosion that lit up the darkness of space above Cadia with oxygen-rich flames. Admiral Quarren watched its demise through the viewing bay of his battle-scarred flagship, *Gathalamor*, and felt what little chance of victory they had had in this battle slip away. Over a dozen Imperial vessels were little more than blazing hulks drifting in space and they had barely scratched the surface of the corrupted Blackstone Fortress. The Eldar ships had taken a savage beating, their alien magicks unable to protect them from the horrendous amount of firepower directed against them. Two listed drunkenly, their curved foresails sagging and broken across their ripped hulls and a third blazed from prow to stern. But the fourth... whoever its captain was, Quarren had to admit he was a master of manoeuvre, slipping through the deadly barrages from the Chaos fleet like liquid. Men and ships of the Imperial Navy were dying to give the Eldar ship the opportunity to close with the Blackstone Fortress, and Quarren just hoped their sacrifice would not be in vain.

II

Eldrad Ulthran, Farseer of Ulthwé, felt utterly blind, senses attuned to the whispers of futures not yet born rendered mute by the encroaching darkness. He could sense nothing of the future and his sudden impotence left him feeling cold and alone. Was this how the Mon-Keigh felt all the time? How could they stand to live in such blindness, stumbling towards the future with no possible idea of what awaited them? For a brief second he was moved to pity this sightless, upstart race, before remembering the injustices they had inflicted on his race; the unthinking xenocidal massacres, the theft of Eldar Maiden worlds and the arrogance to believe that the galaxy was theirs to do with as they wished. The *Ish'ara* rocked with nearby explosions from ordnance launched by

the Chaos fleet, but Craftmaster Kaelisar was the best ship's captain of Ulthwé and he deftly piloted his vessel through the storm of fire unscathed. The corrupted Talisman of Vaul loomed before them, its twisted spires warped beyond the subtle grace crafted long ago by Eldar hands. Hundreds of explosions burst around it as the combined Eldar and Imperial ships fought desperately to reach the Talisman.

Behind Eldrad, a cabal of Warlocks surrounded a swirling blue nimbus of light, weaving their psychic powers into one powerful lance of energy that sought to unlock the ancient seals holding the wraithgate aboard the Talisman closed. Powerful wards held it shut, but now the Warlocks sought to undo those wards and allow their Farseer to travel through the webway and board the Talisman. Even as he watched, a dazzlingly bright light flared beneath the Talisman, a blazing column that speared towards the surface of the planet below.

"Hurry," said Eldrad. "We are running out of time."

III

Lieutenant Escarno slumped against the rockcrete parapet of the Kasr's bastion, feeling blood pouring from the gaping wounds in his side. He felt dizzy from blood loss and fatigue. On any normal engagement, he and his men would have been rotated away from the front line, but this was no normal engagement. There were simply no more men to feed the war machine and any man capable of holding a gun stood before the enemy. The soldiers of the Imperial Guard had fought beyond the limits of endurance and only their determination to do their duty to the God-Emperor kept them fighting.

Thudding booms marched through the ruins of the outer Kasr, its bastions reduced to rubble by constant bombardment from daemonic artillery. All that remained was the inner keep, its high adamantine walls proof against anything the enemy could throw at it. The fighting around him raged with undiminished ferocity as he collapsed to his knees, though the sounds seemed tinny and far away. He saw comrades and foe

alike, struggling atop blood-slick ramparts, bullets and lasbolts ricocheting around him as the rockcrete of the firing step rushed up to meet him and slammed into his face. He rolled onto his back, realising he was lying on the ground as he felt warm blood pool beneath him – though he could feel no pain.

Through the shattered parapet, he could see tens of thousands – more even? – of the warriors of the enemy massing before the walls. They stretched as far as the eye could see and even as his vision blurred, he knew there was no way they could stand before such a monstrous horde. But then he saw a miracle, a shining light piercing the heavens that lit up the clouds with a pure brilliance that could only be the fury of the Emperor come to punish these traitors that dared to defile His world. He smiled and watched as a rippling cascade of blazing light dropped from the skies and touched the surface of Cadia, setting its surface alight. White-hot fires leapt from the ground, a thousand metre high pillar of light that incinerated everything in its path. Distant screams echoed from far off and Escarno wept tears of joy as the kilometres-wide curtain of fire scorched the Chaos filth from the surface of his world. They had held for long enough and he smiled as he died, content to know that he had done his duty.

IV

"We're finished..." said one of Creed's advisors, watching the incandescent curtain of fire searing its way towards the inner keep. Though tens of thousands of the enemy were dying, the lethal energy was slowly, but inexorably, moving towards them. It would kill those opposing them, but it would destroy them also; and with them, the last Cadian bastion of the east.

Ursarkar Creed rounded on his advisor and snarled, "I won't hear that kind of talk, damn it. Anyone else voices an opinion like that and I'll shoot him myself."

"Sir," said Jarran Kell, softly. "He may be right. If the xenos do not succeed soon, there will be nothing left of Kasr Partox. The lexmechanics calculate the energy beam will reach the walls of the keep within the hour."

Creed said nothing, his face set in an expression of grim resolve as he stared across the blasted wasteland towards the deadly beam that reached from space to destroy his world.

"Come on," he whispered, raising his head skyward. "Do not fail us..."

V

An explosion of psychic energy lashed around the bridge of the Isha'ra, crackling arcs of lightning leaping from the cabal of Warlocks and felling them with powerful psychic backlash. Eldrad clutched his head, gritting his teeth in pain as the screaming darkness of the long-sealed webway portal rushed free in a wash of shrieking souls. A howling gale of warp-spawned energies rippled from the rent in space, smashing delicate wraithbone columns and tearing gracefully curved panels free from the walls. Eldrad picked himself up as the screeching subsided and saw a dark edged ripple of energy gently spinning in a circle of dazed Warlocks. Some, he saw, were already dead, their spirit stones cracked and dark and he felt a great sadness at the thought of their souls devoured by the Great Enemy.

He glanced over his shoulder, seeing the Talisman's deadly beam still blazing in space, a column of unimaginable power that would scour the surface of the Mon-Keigh planet bare of life. He limped across the buckled deck of the Isha'ra, shouting, "Warlocks! With me!" before plunging into the newly reopened wraithgate.

VI

The walls were abandoned, the stonework first vitrifying, then melting as the fiery beam swept slowly onwards. Where it had passed, the ground was nothing more than molten slag, smoking and dead, barren forever more. The outer walls of the keep were gone, its proud towers and barbicans sliding from the walls like wax from a candle, and Ursarkar Creed knew he had failed. They could not hold Kasr Partox and the only option left to them was retreat. The Commissars talked of dying to a man, but Creed knew that while there was still a chance to resist, they would not be needlessly sacrificing themselves. The order to pull out had been given and the soldiers of the Guard and the Space Marines were pulling back to the docks and loading bays at the shores of the Caducades Sea, ready to make for Kasr Gallan to stand once more.

Crushing disappointment settled over him like a shroud and he cursed the name of the Despoiler. He cursed the Eldar seer for giving them hope and, most of all, he cursed himself for his own failure to defeat the Emperor's enemies.

VII

Eldrad felt his soul smothered with darkness as he set foot on the perverted Talisman of Vaul. He retched, feeling the corrupted heart of the Talisman thirst for his essence. Like a dark mirror of the spirit stone he wore around his neck, it hungered to drink his very soul and torment it forever within its crystalline depths. A handful of Warlocks had managed to join him, two fighting to hold the wraithgate open that they might escape. Wasted effort, knew Eldrad, but he could not bring himself to tell them that.

He limped towards the centre of the chamber, a Warlock collapsing before him as his soul was drained from his body by the corrupted, thirsting heart of the Talisman. He passed the corpse, little more than a shrivelled sack of bones, making his way to where a great basalt wall displayed the furious battle raging outside. The Imperial ships were taking a heavy beating and it would not be long before they were annihilated. He squatted in the centre of the chamber, slowing his breathing as he entered a trance-like state that would allow him to commune with the Talisman's heart – the corrupted spirit stone at its centre. If he could somehow reach the part of it that remembered the glory it had once possessed, then there was a chance. A chance, nothing more than that, but it was all he had.

VIII

Admiral Quarren clutched the brass rail of his command lectern as another impact slammed into the side of the Gathalamor, red warning runes flashing and the sacristy bell chiming in alarm. Flames and smoke spewed from cracked vents and he could tell his vessel was dying. Through the viewing bay, he could see predatory Chaos battleships closing with his

vessel and knew that this was the end. A shark-nosed enemy cruiser turned its prow towards the Gathalamor and Quarren knew that a salvo of torpedoes was seconds away from being launched.

But then a series of rippling explosions blossomed along the flanks of the Chaos ship and portions of its hull were ripped from its structure as flaring bolts of lightning enveloped it. Confused, Quarren shouted, "Wide aperture on viewing bay!"

Seconds later, he saw a sight that he had never expected to see in all his years with the Imperial Navy. Huge, silvered ships, shaped like crescent moons swooped across the Chaos battle line, crackling bolts of energy hammering the Chaos vessels with devastating close-range firepower as they raced towards the Blackstone. Quarren's heart skipped a beat as he saw enemy ship after enemy ship reduced to wreckage by the unexpected arrivals. Quarren recognised the alien ships from the briefings he had attended at Cypria Mundi, Necrontyr. He knew them for the deadliest enemies, yet here they were attacking the Chaos ships!

IX

Centuries of malice and hatred filled Eldrad's mind. Centuries of pain, torment and anguish. The heart of the Talisman burned with rage at what had been done to it, and as he opened his mind to its pain, he knew that he had made a grave mistake in attempting to reach out to what had once made this ancient Talisman Eldar. The anguished remnants of the Talisman's consciousness had long since died, replaced with a vile, hateful core of ever-thirsting darkness, and as it reached out to claim him, he realised in horror that it was no random power of the Dark Gods that had corrupted the Talisman. It was the

power of She Who Thirsts, The Great Enemy... Slaanesh.

Eldrad tried to free his spirit from the Talisman, but it was already too late. The darkness reached out to swallow him and his soul was dragged screaming into the depthless heart of the Blackstone Fortress for all eternity.

X

Ursarkar Creed stood on the shores of the Caducades Sea. He had watched with heavy heart as the dazzling beam of light from the heavens destroyed the last remnants of Kasr Partox. Its proud walls had collapsed in a blazing pyre, smoke billowing into the sky from the destruction of the fortress as intolerable heat advanced towards the shoreline. Though the beam had since vanished, the day here was lost, any fool could see that. All that was left to them was vengeance. The Eldar had been obliterated and the alien ships that had unexpectedly come to their aid were gone; wiped out in an instant by the Blackstone's terrifying defences. Admiral Quarren had informed him that victorious Imperial ships from other sectors were even now converging on Cadia, forcing the Blackstone to disengage – though the damage it had inflicted before departing was incalculable.

"Sir," called Jarran Kell, from the open hatch of a Valkyrie flyer. "We have to go."

"We lost..." said Creed, his voice hollow and flat.

"This time," replied Kell, "but there will be other times, sir. Kasr Gallan still stands and while we live, we have hope. The Emperor protects."

"Aye," agreed Creed. "The Emperor protects..."

Creed took one last look at the ruins of his fortress and turned to join his soldiers.



EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The Games Development team take a look back at the bloody conclusion to the largest wargaming event in history.

Andy Chambers: The biggest campaign in Games Workshop's history has drawn to a close. Over forty thousand players have sent in more than quarter of a million game results over eight weeks to decide the fate of the Cadian Gate. We've had more results posted in a single day than in the entire Armageddon campaign – and we thought that was big!

AND THE RESULT IS...

Victory for Chaos! Not a complete victory, the forces of Order have held the line in many places and Cadia itself still defies the Arch Warmaster Abaddon. But nonetheless over eight weeks the forces of Disorder have consistently out-fought and out-maneuvred their opponents across the warzones of the Eye of Terror.

It's been a nail-biter from start to finish, seeing the results come rolling in and watching the planets fall before the Chaos assault. It's had some hugely unexpected twists of fate and circumstance as the two opposing forces grappled with the complexities of the fiendish campaign mechanics and twists built into the game. But it has been a mighty game indeed, the like of which the world has, I suspect, never seen before.

THE CONCEPT

In concept the Eye of Terror campaign was created to be a monstrous strategy game with an unguessable number of players. By posting results from their tabletop games on the Eye of Terror website, players could make infinitesimal 'moves' on the Eye of Terror map,



WHAT IS THE CADIAN GATE?

The planet Cadia bestrides the one stable route out of the Eye of Terror, an infernal region of warp storms, daemon worlds and indescribable extra-dimensional horrors. The direst foes of the

Emperor, the servants of the Chaos gods, were kept in check by this and other Imperial bastion-worlds in the region. The objective of Abaddon's Thirteenth Crusade was to seize control of the Cadian Gate,

leaving him free to unleash the innumerable hordes of the Ruinous Powers against the heartland of the Imperium, the huge volume of space surrounding Terra known as the Segmentum Solar.



Campaign information

Total number of sectors	12
Total number of systems	9
Total number of planets	46
Active warzones	67

choosing where to make a difference in the overall picture. For me, the big question was always whether the players themselves could organise their efforts in ways to make a difference to the overall map. In the Armageddon campaign the games played virtually cancelled each other out because there was no room for strategies. The campaign was fought at a tactical level and across the thousands of games played overall army balance (thank god) meant that there was seldom more than a 10% swing in either direction. Interestingly the Imperial fleet was the real star of that campaign, consistently outperforming the Orks.

So, the idea for Eye of Terror was to draw up a map and rules where tactical games allowed strategic moves. Because the individual moves would be tiny on such a vast scale (whole worlds at war, millions fighting) it would mean that the overall strategy would be generated by the players' decisions en masse. To facilitate this we created war rooms on the websites for the two sides' players to communicate and work on their strategies. We made up a set of event cards to distribute to individual players to allow them to make a difference in the fighting and create narrative ideas. We coordinated with the indefatigable GW Events and Retail Staff members so they could create a summer packed with battles all over the globe. We met with clubs and talked about what was coming up in White Dwarf, at gaming conventions and on the net. We finalised the mechanics of the campaign for the website and awaited the big day.

We still had no clue as to what would actually happen.

CAMPAIGN EVENTS

I felt it was important to introduce some pre-programmed events into the campaign which would give it a sense of unfolding drama and engage the players throughout its duration. These allowed us to sketch out a broad framework of themes for the course of the campaign in narrative terms. So, over eight weeks the campaign moved from a period of insurrections, raids and sabotage up to a devastating full-scale Chaos invasion, the commitment of Imperial reinforcements, intervention of the Eldar and on to a final, suitably apocalyptic showdown with warp storms cutting off access to all but the key strategic areas. In addition to the programmed

events there were wild cards too. Some of these were dictated by the turn of events within the campaign. For example we decided that the loss of Imperial control on certain worlds might ultimately lead to their destruction – the Imperials invoking Exterminatus in order to stop the Chaos taint spreading further.

Within this broader framework we then used the player event cards to flesh out individual acts of bravery or infamy, random chance and cruel fate.



PLANET KILLER

The fight is to the finish and the Despoiler has access to the most terrible weapons of the age. It was a fool's dream not to expect him to use them. Even he dare not destroy Cadia and its Pylons although anywhere else is at his mercy, and that is a quality Abaddon has long lacked. Play this card upon Macharia. That planet is destroyed.

THE EXECUTION

Within the first day it was clear that this was going to be bigger than I'd anticipated (I'd guessed at Armageddon +50%, boy was I wrong). The initial inroads of Chaos were disappointing to say the least. Over the first week their efforts were rebuffed and in some sectors the forces of Order went over to the offensive, tightening their grip on a few out-of-the-way systems. Over the following pages you can find accounts of the course of the campaign in all the individual warzones, but I recall vividly the wails of dismay in the Disorder war room that first week. Secretly I blamed myself in some measure as I'd used the planet of Nemesis Tessera as an example of being easy to influence in several presentations. The hordes of Chaos duly showed up there and got

smacked down in no uncertain terms. What I had dreaded – an easy victory for the more numerous players of the forces of Order – was in the offing.

By the second week there was a change in the wind. The Imperium continued to secure its control in some places but in the major sectors Chaos attacks were starting to take their toll. After the virtual stasis of the initial week the daily shifts were frightening to behold. Instead of concentrating their results in slugging matches with their Imperial opponents the Chaos players had begun to batter at worlds for a day and then move on, leaving their foes to pick up the pieces. Using just this tactic the forces of Disorder succeeded in capturing the prison planet of St Josmane's Hope. An

Imperial counter-attack developed but proved hopeless, the forces of Order had been caught flat-footed and couldn't muster the strength they needed to make progress.

On our internal Eye of Terror web group we contemplated the situation. From a background perspective we felt the Imperium would sacrifice the planet rather than lose it to the forces of Disorder, it would also mark the victory of the Chaos players so that come what may they had made a milestone mark (unplanned as it was) in the narrative of the Eye of Terror campaign. So it was one Friday night that I gave the order to destroy St Josmane's Hope, a fictional world in a giant fictional game with no actual pieces. It was a weird feeling.

WINNING AND LOSING

Each active warzone in the campaign was allotted an Imperial control percentage, which expressed their loyalty to the Emperor as an overall percentage. Game results registered in the warzone shifted that percentage up or down by increments determined by the resistance level of the planet, so number of results x resistance = control shift up or down.

IMPERIAL CONTROL TABLE

Percentage	State	Description
80-100	Faithful	Whilst the warzone may contain anti-Imperial factions they are kept under rigorous control and the loyalty of the inhabitants can normally be taken for granted.
60-79	Dependable	The warzone suffers frequent 'incidents' or contains regions to which Imperial control does not extend. In the main though the warzone is loyal albeit with a measure of self-interest.
40-59	In the balance	The warzone is still subject to Imperial law and control but the control is superficial and could break down under pressure. There are strong factions and substantial regions in the warzone that are actively opposed to the Imperium, but they are not yet able to exert control themselves.
20-39	Unreliable	Imperial control has broken down in this warzone, being confined only to some areas or die-hard supporters. The warzone still hasn't been utterly corrupted but it is on that path and Imperial forces should be very wary operating in such a zone.
0-19	Anarchy	All Imperial authority has collapsed and the warzone has fallen into lawlessness, heresy and iconoclasm. There may still be tiny outposts of loyalists but the warzone is on the brink of being in need of the ultimate sanction of Exterminatus.

What the forces of Disorder worked out early on, and used to their advantage, was that we also built in a cascade effect. When a warzone crossed a threshold, Unreliable to Anarchy for example, it would cause a knock-on effect on other warzones nearby. This represented the effects of supply lines, reinforcements and overall morale on the different worlds in a star system or across the systems in a sector or sub-sector of space. By concentrating their efforts on beating down Imperial control only in areas where it would have a knock-on effect Chaos was able to magnify its efforts over a wide area.

FACTIONS

It emerged that the players had got organised. The forces of Disorder had formed several factions advised by strategists from different think tanks, most notably the Triad and the Planet Killer group. Repeated efforts by the forces of Order to form a coherent strategy failed to get the same results. Until the last weeks of the campaign the forces of Order stayed one jump behind and unable to respond to the spreading tide of Disorder. To my delight the Tyranids and Orks each worked as discrete factions and hammered at their own chosen targets, Belis Corona and Scarus.

A side effect of this was that the Tau were left to their own devices and expanded steadily through the whole campaign – I had believed that doing battle with the Tau would absorb more of the Ork and Tyranid players' attentions during a campaign mostly about the Imperium and Eldar against Chaos. Likewise, the Dark Eldar, Dark Angels and even individual Chaos legions worked together for common goals, often pursuing their own agenda in defiance of any overall plan. It was a joy to behold.

The Eye of Terror spawned a plethora of fan based forums and websites. A particularly fine one which emerged as a great source of information, analysis and views was ruralguards' site;

<http://hipcat.pwp.blueyonder.co.uk>

Congratulations to him and his contributors for enhancing the campaign immeasurably.

All too quickly the end was in sight. With two weeks to go the forces of Order finally gained some cohesion and started fighting back more effectively. Whereas many of the Imperium's victories had been used to maintain their superiority on a sector and system level, they were getting murdered on the planets. With a united command structure they managed to pull back from the brink and stop the continual erosion of their positions they had suffered for weeks.

At the last the combined efforts of the forces of Order kept Abaddon from his ultimate goal of controlling the Cadian system but, in the process, the Cadian Gate has been ravaged. Many bastions have fallen to the forces of Chaos and may never be recovered, the warp storms surrounding the Eye have expanded to engulf whole systems. The fighting on others could continue for decades to come. With the worlds captured

the forces of Disorder are now positioned to launch attacks into more Imperial worlds. The Cadian Gate may not be open to the forces of Chaos, but their minions are over the walls in unprecedented numbers.

The campaign has been massive in scale and a wonderful example of what can be achieved today. Less than a decade ago Jervis Johnson ran Ichar IV, our first mega campaign which used results from across the globe to determine its results – by post no less! The Eye of Terror set a new record for sheer 'bigness' and, as with its predecessors, will form a cornerstone of the rich background of the Warhammer 40,000 universe in the years to come. For all those who have taken part and made it possible I extend both heartfelt gratitude and congratulations on making something so truly gargantuan possible.

Ave Imperator!
Death to the False Emperor!
Here's to the battles yet to come.



ABADDON

Though Abaddon's final goal of smashing through the Cadian Gate was ultimately unsuccessful, the advances made by his forces have gained him much more than was initially imagined. His retinue of Chosen, led by Devram Korda, the Tyrant of Sarora, returned to his side in the closing days of the war, bringing with him two individuals who had journeyed to the centre of the Eye of Terror. Together with the sorcerer Ygethmor the Deceiver, they presented Abaddon with the Heart of Chaos, a power that Zaraphiston, sorcerer of the Despoiler, had long claimed could not exist. It is known that Ygethmor now stands at Abaddon's right hand, while the fate of Zaraphiston remains a mystery.



AHRIMAN

Ahriman himself ripped open the walls of the webway with information torn from the mind of Inquisitor Czevak. His plan to breach the fastness of the Black Library came dangerously close to fruition, but the combined forces of the mysterious Harlequins and the Ultrawé Strike Force held him from its gates. In a daring move, the Harlequinade of the Red Masque freed Inquisitor Czevak, though what they have since done with him is, at present, unknown: at present it is believed by Imperial Astropaths that he may be incarcerated by the Eldar within the webway.

Though his ultimate goal was thwarted, Ahriman's star has since risen in its ascendancy with his Daemonic Primarch, so perhaps some other, unguessable objective was achieved that remains to come to light.

MAUGAN RA

The immortal Phoenix Lord Maugan Ra took a vital role in deciding the fate of the Eldar over the course of the Thirteenth Crusade.

Responsible for the creation of the



Ultrawé Strike Forces, Maugan Ra and the elite Black Guardians fought across every sector by cunning use of the webway. He ultimately led the Eldar to victory even in the heart of the Eye of

Terror and, after repelling Dark Eldar raids on Xersia, fought alongside Creed against Abaddon's incursion into the Basilica

Dufaux. It is believed by many Farseers that the reappearance of the shadowy Craftworld of Altansar and its ghost-like inhabitants was purely due to the iron determination of the Phoenix Lord to locate and redeem his once-lost brethren.



URSARKAR CREED

No man, no Space Marine, fought harder to save Cadia. Although each Castellum levelled cut him deep, the faith of Ursarkar Creed was unshakeable. His victories could not easily be counted but the numbers of the Arch-enemy did not lessen whereas each defeat drained his strength. Creed was forced first to give ground to preserve his forces and then to abandon his favoured mobile defensive tactics in favour of defending fortified lines. His friend, Jarran Kell, was wounded defending him from yet another Chaos Champion eager to make a name and Creed was fatigued to the point of collapse when finally the momentum of the Chaos forces ran out.

Cadia stood, but only just. The greatest fortress-world of the Imperium had been reduced to a blasted husk. It may have been a time of despair, but Creed sent out a message that was eventually relayed to every Cadian regiment wherever it was.

"Soldiers, I speak to you to tell you to keep faith with the God-Emperor. We have a sacred duty greater than any of us. We are Cadians, we bar the gate to hell; if it is breached, we will seal it.

Wherever you are, recruit, recruit and train. Seek out pious men and bring them under your colours. While the Shock Troops march toward Cadia hope remains. Know that we will never cease the fight while our world lies desecrated and burned. March on my soldiers, march on, till we are together again, tomorrow, on Cadia."



LOGAN GRIMNAR

A council of representatives from those chapters opposing Abaddon's Thirteenth Black Crusade elected the irascible Great Wolf of the Space Wolves Chapter as their nominal head. His leadership in the campaign proved a decisive factor in many engagements, and he even ordered a Great Company under his command to stand beside a company of Dark Angels at Kasr Sonnen, the two forces putting aside their deep, mutual resentment to rout a force many times their own size. The incident proved that the two forces united presented a force many times more

powerful than the sum of its parts, yet few believe the two chapters will be able to put aside their differences for good.



CYPHER

The mysterious leader of the Fallen, Cypher has been hunted by the Dark Angels and their successor chapters for ten thousand years. Though it is not known whether Cypher was encountered directly during the war, unconfirmed reports suggest that the chapter's Interrogator-Chaplains captured as many as eight Fallen during the battles around the Caliban system, more than have been captured in such a short period in many thousands of years. Further reports link Cypher to the mysterious Voice of the Emperor, who, it is rumoured, was captured by the Dark Angels during the fighting, but whose cell was found empty upon the prison ships' return to the Tower of Angels.



TYPHUS

Striding through the blackened ruins of the ravaged worlds of the Imperium, crushing the bones of the slain beneath his Terminator armour and spreading the vilest afflictions of Nurgle, Typhus was the embodiment of terror, a cursed thing too terrible to name. His ship, the Terminus Est, and its supporting plague fleet were one of the largest Chaos battle groups remaining active throughout the war and allowed Typhus to terrorise warzone after warzone.

It was on Ulthor, in the Agripinaa system, that Typhus unleashed his greatest sorceries, exhibiting the favour in which he is held by Nurgle. The once

verdant agri-world was twisted and corrupted. The taint of the Herald devolved whatever life it found rendering it down into a formless sea of putrescence that waited in unending torment. Seeing his handiwork Typhus took the nascent daemonworld for his own, a stronghold beyond the Gate from which he could bring terror to the Imperium at his leisure.

AZRAEL

Azrael, the Supreme Grand Master of the Dark Angels was a notable absentee at the council of Chapter Masters that elected Grimnar their head. Azrael led the Dark Angels, and the so-called Unforgiven Chapters, according to his own, inscrutable strategy. The only time he is known to have stood beside other Imperial forces was when he led a company of Dark Angels upon Xersia, where he joined with Lord Castellan Creed and his Cadian 8th to repel a force of Black Legionnaires from the world's High Basilica. Though the Despoiler succeeded in his sacrilegious mission to desecrate the high altar as part of some dedication to the Ruinous Powers that would guarantee the success of the Thirteenth Black Crusade, Azrael was instrumental in repelling the invaders, for a time at least.



ELDRAD ULTHRAN

The Far-seer Eldrad Ulthran, most gifted prophet of the Eldar race,

found that the twisting forests of possibilities through which he walked at will were denied to him, blinding his exceptional scrying abilities. His one certainty was that darkness stood ready to engulf him and possibly even his homeworld. At the formation of the Ulthwé Strike Forces Eldrad divided many parts of his consciousness into shimmering waystones and, after many weeks of guiding his troops through the webway, he was exhausted and spent when he was last seen by the Eldar of Ulthwé. He appointed a controversial member of the Seer Council as his successor before departing with his Warlock bodyguard on a desperate last quest; to rescue the soul of one of the legendary Talismans of Vaul before it turned the surface of Cadia into a boiling, incandescent sea.





The Hive Teriix disaster was the catalyst for a wave of warp storms to roll through the entire Cadian sector. Terror and confusion reigned and, in the wake of the storms, the forces of Chaos struck. In the vanguard was Lucius the Eternal, Champion of Slaanesh and his Emperor's Children. These fiends perpetrated the most unspeakable atrocities upon the planet of Belisar. In the face of such horror the heroic action of Captain Lockheart and the 80th Thracian regiment at Weykand Gap restored Imperial morale.

The feeling was short-lived though. On Demios Primary, treachery rendered the orbital defences helpless to resist the Arch-enemy's onslaught. Black Legion assault groups, along with renegade Space Marines of the Extinction Angels, swept through the forges of the Adeptus Mechanicus scattering the Skitarii Legions like chaff. The Legio Astorum mobilised in defence of its fortress and gradually repelled the invaders. The loss of the forge world's manufacturing capabilities was, however, a serious blow and, weeks after the invasion, Extinction Angel units remained hidden in the depths of the Mechanicus facilities despite the arrival of a Black Templar Crusade to hunt them down.

On Ormantep Black Legion forces were opposed by members of the 13th Company. Initially it was not clear who these mysterious warriors were, but their victory over the 9th Black Legion company was ample demonstration of their loyalties.

Kergath the Flame, Captain of the 9th, was prey to the Wulfen and the Chaos forces were temporarily driven off.

On Kasr Sonnen, Kasr Holn, Vigilatum, St Josmane's Hope and Kasr Partox, however, the Chaos Legions enjoyed victory after victory. Kasr Vassan was fiercely disputed, the streets running with blood. On St Josmane's Hope, the situation became so dire that Ursarkar Creed ordered that the planet's reactors be deliberately overloaded, sacrificing the world to prevent it becoming a stronghold of the Arch-enemy. On Kasr Holn, Space Marine reinforcements managed to stem the tide, but on Vigilatum and Kasr Partox the Imperial forces were overwhelmed by a tide of mutants, traitors and renegades. At the forefront, the Black Legion, Word Bearers and World Eaters repeatedly shattered each successive Imperial defence line and turned proud castellum into charnel pits. The invaluable expertise of the Iron Warriors in this type of warfare was rewarded when a new fortress began to take shape on the shattered remains of Kasr Partox.

The Chaos fleet, including one of the Blackstone Fortresses – ancient engines of destruction built aeons past by unknown xenos – gathered above Cadia but they were delayed by lightning-fast attacks on the Blackstone by squadrons of Eldar cruisers. Lord Admiral Quarren was quick to take advantage of the delay and his counter-strike flowed from Cadia, to Xersia and finally Demios

Binary. By dint of this cunning manoeuvre Quarren succeeded, first in dividing the main fleet and, then, in pursuing the defeated elements to final extinction. Only those squadrons that stayed close to the Blackstone Fortress remained a threat but the Chaos fleet was now concerned more with survival. Most significantly the Imperial flagship *Gathalamor* crippled the *Merciless Death*, driving it to the Warp from whence it took no further part in the war.

As an act of vengeance, Abaddon despatched the *Planet Killer* to Macharia. A desperate boarding action by Space Marine Honour Guard companies failed to prevent the *Planet Killer* firing, but damaged its shields. As a consequence, debris from the shattered world struck the *Planet Killer*, which was last seen tumbling away into wilderness space critically damaged.

As if the task of repelling the legions of the Despoiler was not enough, Vigilatum and Kasr Partox were subjected to slave raids by the Dark Eldar, each inflicting more misery and drawing vital forces from the front line. The Dark Eldar next appeared in the Xersia system, where the Relictors Chapter anticipated their raid and were waiting for them. The Relictors outdid the savage Dark Eldar in ferocity, defeating them before they could claim any more human prisoners. Defeated and cut off from their warp portals the Dark Eldar fell back to their fleet. They did not expect that Admiral Quarren would have set his fleet in motion so swiftly after fighting the Chaos fleet though. His vanguard smashed into the Dark Eldar fleet inflicting terrible damage and driving them out of the war in the Cadian sector.

As the war raged on, even the universe itself seemed to conspire with Chaos. A subtle change in the hue of the Eye of Terror itself triggered madness on the Ulthwé Craftworld as suggestions implanted over millennia by the minions of the Changer of the Ways were activated. Then, on the heel of the original wave of warp storms, solar flare activity magnified throughout the sector adding to its confusion, despair and isolation. Confusion can be a two-edged sword though, and in the Cadian system the Lord Castellan, Ursarkar Creed, transferred three regiments of Shock Troops from the Prosan training grounds to Kasr Barrus on Cadia. The movement was undetected and the traitorous Ubridius Light Infantry were completely unprepared for the Cadian counter-attack. It was to be the last significant victory for the beleaguered Cadians as, faced by a seemingly limitless horde led by Chaos Marines who burned with ten millennia of hatred, they were inexorably driven back to Kasr Partox. There they turned at bay, but high above them oblivion beckoned in the monstrous form of a corrupted Blackstone Fortress.

The Blackstone Fortress' weaponry beat down on Kasr Partox remorselessly slaughtering the warriors of both sides. Faced with the certain destruction of Cadia's last defenders Admiral Quarren had no choice but to muster his battered fleet for yet another battle. One by one the screening Chaos vessels were peeled away from the Blackstone until eventually it was forced to cease its attack and concentrate upon its own defence. With the end of the Blackstone's attack an uneasy lull settled on Cadia during which Creed evacuated Kasr Partox while he still could.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Belisar (System)</i>	80%	68.3%	<i>Dependable</i>
<i>Cadian (Sector)</i>	85%	100%	<i>Faithful</i>
<i>Cadian (System)</i>	92%	29.4%	<i>Unreliable</i>
• <i>Kasr Sonnen</i>	95%	39.1%	<i>Unreliable</i>
• <i>Cadia</i>	95%	39.8%	<i>Unreliable</i>
• <i>Kasr Holn</i>	95%	52.5%	<i>In the balance</i>
• <i>Macharia</i>	90%	DESTROYED	
• <i>Vigilatum</i>	95%	14.6%	<i>Anarchy</i>
• <i>Kasr Partox</i>	95%	21.8%	<i>Unreliable</i>
• <i>St Josmane's Hope</i>	75%	DESTROYED	
• <i>Solar Mariatus</i>	80%	32.3%	<i>Unreliable</i>
<i>Demios Binary</i>	85%	79.2%	<i>Dependable</i>
<i>Kantrael</i>	85%	84.9%	<i>Faithful</i>
<i>Xersia</i>	85%	88.2%	<i>Faithful</i>



Abaddon recruited massed warbands of Orks to act as mercenary auxilia to his Chaos Legions for the Thirteenth Crusade. Following up on terror raids and cunning feints by the Night Lords and Alpha Legion many of the Orks banded together into ever-growing tribes that declared themselves as part of the 'Green Crusade' (or Kroosade in some sources – Ork spelling is always a matter of conjecture) in imitation of the grand assault of Chaos. The unstoppable force of the Green Kroosade inundated the Scarus sector

(Skar-Uz to the Orks), battering down Imperial defences with sheer doggedness and not a little help from Chaos Space Marines, particularly of the Night Lords and the Black Legion. Now the Orks rule Lethe Eleven and Mordax, along with most of Imbrium and Ulant. Gudrun and Nysa Stromolo stand on the brink of anarchy and the weapon forges of Mordax (rechristened Moredakka by the Orks) are infested with loots of the Death Skull clan, a truly terrifying prospect to the devotees of the Machine God, who know full well the depths of blasphemy against the Omnissiah to which these barbaric xenos will sink.

Battered survivors speak of hundreds of Gargants being built from the debris of war by enslaved servitors and their brutal Greenskin overseers. The squat, menacing forms of more Gargant construction sites

climb over the plains of Mordax daily as Ork Mekaniaks race to be the first to complete their machines. Imperial statists are now regarding the Green Kroosade as a full-scale Ork Waaagh! Its Warlords are unknown but it would appear that Ghazghkull and Nazdreg are not among them. Only Thracian Primaris and Elnaur Delta have held firm against the Green

Kroosade, bolstered first by the intervention of a Black Templars Crusade, and later by the stalwart defence mounted by the Salamanders Chapter and many other Space Marine contingents. The situation is grim in Scarus, and none can see an end to the infestation given the dire situation across the region.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
Scarus (Sector)	77%	75%	Dependable
Thracian Primaris (System)	90%	90.6%	Faithful
• Elnaur Delta	90%	83.8%	Dependable
• Gudrun	70%	20.2%	Unreliable
• Imbrium	70%	4.4%	Anarchy
• Lethe Eleven	70%	0.1%	Anarchy
• Mordax Prime	65%	0.4%	Anarchy
• Nysa Stromolo	65%	19.6%	Unreliable
• Thracian Primaris (Primaris)	90%	92.4%	Faithful
• Ulant	60%	14.8%	Anarchy



The fortress oubliette of Nemesis Tessera, its existence supposedly unknown to all but the highest of the Inquisition, came under fierce attack during Abaddon's Thirteenth Crusade. The systems surrounding the Inquisition fortress experienced hitherto unknown levels of civil insurrection that could not be explained without recourse to the malign influence of the Ruinous

Powers. In one such incident, a previously peaceful sect of contemplative monks turned on the populace of Trionora, engaging in a series of bloody massacres across the planet's surface. Ordo Hereticus strike teams were despatched to cull these killing sprees – they discovered the barricaded monasteries to be full of corpses, the monks having chosen to end their lives in an orgy of self-mutilation. The monasteries were burned to the ground, the ruins sown with salt and reconsecrated.

While the agents of the Inquisition policed the systems surrounding their fortress, many strange omens and portents were unearthed, all indicating great disaster. Many believed this simply to

be the invasion of the Despoiler, but other, more cautious Inquisitors believed it to be something more. These doomsayers were proved correct when the blind sycophants of Nemesis Tessera detected unauthorised psychic activity within the depths of the fortress itself. Inquisitor Van Hel, a Radical Inquisitor who delved too deeply into mysteries best left alone, had been seduced by the whispered promises of the Ruinous Powers and only the timely intervention of Inquisitor Cyarro prevented a warp rift of

cataclysmic proportions. At almost the exact same time, a determined force of Chaos Space Marines launched an attack on the Inquisition fortress and laid siege to it for many months. Only the timely arrival of the Space Wolves saved the beleaguered Inquisitorial forces and the combined forces of the Inquisition and the Sons of Russ were finally able to repulse the attack. Though why the Space Wolves abandoned their station to deploy throughout the Nemesis Tessera sub-sector remains a mystery.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
Nemesis (System)	99.5%	100%	Faithful
• Nemesis	99.5%	98.1%	Faithful

THE BATTLE FOR THE STARS

The Imperial Navy is vast, stretched out across the thousands of light years of Imperial space, dispersed across a hundred warzones, patrol routes and shipping lanes. This means that it can be slow to react to a threat but once in motion it is a giant, an unstoppable behemoth which sooner or later will, inevitably, arrive to unleash its vengeance, no matter how powerful the foe.

So it was that as Abaddon's Thirteenth Black Crusade swept throughout the sectors bordering the Eye of Terror, the immense warfleet which he had amassed

initially proved unstoppable. In comparison to Abaddon's Grand Fleet and the Plaguefleet of Typhus, Admiral Quarren's ships were thinly spread, even around the Cadian Gate where the Bastion fleets stand as the largest standing force outside of the solar system.

Thus in the early stages of the war Abaddon's fleet held orbital supremacy across most of the sectors within the warzone allowing him to bombard worlds, terrorise their populace and deploy Chaos forces. In such times it was the heroism of individual ships and captains which tipped the balance against

their numerically superior foes. The time they won allowed the web of battlefleets and ships of the Emperor to close in around the Cadia Gate

Where Imperial defences had been overstretched at the outset of the war, by the end they stood reinforced by dozens of neighbouring battlefleets. Tiny patrols, at first hopelessly outnumbered and often overwhelmed by Abaddon's invasion, mustered together into battlefleets numbering hundreds of vessels. Space Marine Chapters committed their own fleets to the war in space and soon the Imperial Navy stood as

an unbreakable circle of iron around Abaddon's forces. Where they had once failed to contain Abaddon's fleets as they emerged from the Eye, they now did just that to Abaddon's forces across Cadia, Agripinaa and a dozen other sectors, isolating them completely from one another. Abaddon's conquest of the worlds outlying the Eye of Terror may be almost complete, but by the grace of the Imperial Navy, few reinforcements were able to bolster his forces toward the end of the campaign. Some have said that it is for this reason alone Cadia still belongs in the material realm.

CHINCHARE



Imperial forces largely ignored the mostly uninhabited Chinchare sub-sector in the early stages of the war, though the forces garrisoned throughout the system were hard-pressed to contain the initial surge of invaders. Reports of increased Chaos activity drew more forces there as the war went on and Eldar forces of Ulthwé fought hard and spilt much blood in order to wrest control of the

sub-sector from the Ruinous Powers. Ulthwé Strike Forces struck at key points within the systems surrounding Chinchare to deny the forces of Abaddon any cohesion to their armies. Striking behind the lines of the main Chaos thrust, precious resources were diverted from the front line to deal with the raiding Eldar in the rear. Those forces despatched to deal with the Eldar were themselves ambushed and destroyed piecemeal. Such superiority brought with it an arrogant belief that the Strike Forces were invulnerable, but such was not to be the case as Ahriman, sorcerer of Magnus the Red, wove powerful magicks to disrupt the path of the webway,

twisting it and ripping portions of it asunder. Much was the lamentation of Ulthwé as many Strike Forces were trapped forever in the webway or lost in the haunted depths of the Warp.

While Ulthwé reeled from these terrible losses, the Chaos forces pressed their attack and launched a devastating counter-attack against Imperial forces, particularly those based on Balzac. The Imperial troops were in danger of being overrun completely, before being suddenly and decisively aided by Eldar emerging

from shimmering warp portals. These mysterious benefactors asked nothing in return for their aid and vanished without a word of explanation. As more and more reports were collated, it appeared that these silent Eldar had appeared virtually simultaneously throughout the sub-sector – effectively stymieing the Chaos attack. As the Chaos forces reeled, the vengeful Eldar, combined with the might of the Imperial forces, were able to rout the followers of the Dark Gods from the sub-sector completely.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Chinchare</i>	45%	95.2%	<i>Faithful</i>

BELIAL IV



Aeons ago, the crone world of Belial IV was a capital world of the Eldar empire. Deep in the heart of the Eldar homelands, the verdant paradise was all but obliterated when the cataclysmic Fall of the Eldar stripped away thousands of years of culture and beauty and replaced it with madness, desolation and evil. Belial IV became a dust-strewn wreck of daemon-infested ruins and crackling, baleful skies.

Maugan Ra, a Phoenix Lord and therefore a veteran of webway

travel, braved the depths of the Eye of Terror on a pilgrimage to the shattered crone worlds, intending to find a faction of Eldar he believed trapped in the Eye of Terror. Taking with him a few of his favoured disciples, Maugan Ra eventually reached the hex-system of Belial. What he found there he would not speak of and he was not seen again until he appeared upon Ulthwé to form the infamous Strike Forces, filled with renewed energy and determination.

Towards the end of the Thirteenth Crusade, many of the Eldar in the system departed from warzones in the Imperial space and gathered upon Belial IV under Maugan Ra's command. They took the fight to the indigenous Chaos forces with such unremitting fury that vast areas were reclaimed by the Eldar.

The battle also raged around Belial IV in the labyrinth dimension of the webway, but it seemed that without the guidance of their leaders the Strike Forces were suffering heavy losses to the Dark Eldar and Thousand Sons. The otherworldly guardians of the Black Library, fearing for their shadowy realm's safety, revealed hitherto unknown capillaries of the webway to the Ulthwé Eldar, enabling them not only to escape from the net drawing around them but to stage a series of ambushes that broke the deadlock and turned the tide once and for all.

The final, and most decisive, twist to this peculiar theatre of war

came when a Daemon horde led a counter-attack against the Eldar consolidating their hold on the crone worlds, as sudden as it was devastating. To the great shock of the Eldar below, the withered and broken Craftworld of Altansar, thought lost to the Warp for 10,000 years, drifted into orbit above the crone worlds. Hundreds of pallid, ghost-like Eldar joined their brethren on the field of battle, throwing back the Daemon tide with wave after wave of silent, grim warriors. Since that great victory Belial IV has been reclaimed by the Eldar. What this, and the reappearance of the Lost, bodes for the Eldar race remains to be seen.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Belial IV</i>	35%	79.4%	<i>Dependable</i>

SENTINEL



The barren sentinel worlds in the south-west quadrant of the Eye of Terror have always been thought to be a collection of mostly featureless rocks held together by specific gravitational anomalies. The Adeptus Mechanicus have done much to discourage

development in this region due to their facility stationed on Hydra Cordatus, a relatively unremarkable planet holding a potent secret. Remaining undisturbed for centuries, there have recently been unconfirmed reports of a great Iron Warriors invasion into the system, preceding even the Hive Teriix disaster in the opening phases of the Thirteenth Crusade.

During the opening stages of the Crusade, the sentinel worlds had little in the way of full-scale engagements, although a node in the webway stationed above the void worlds saw a lot of conflict

between the Eldar and their enemies. The most notable development emerged from this unregarded backwater system just as the wars reached their peak, with hordes of silvered Necron warriors emerging from hidden tombs on the four planets surrounding Hydra Cordatus in a rough pyramid pattern. The Imperial forces stationed nearby feared the worst, but were amazed when the

Necrontyr fell upon the soldiers of Chaos, turning the tide in favour of the forces of Order. Since that time, increased Necron activity in the sector has prevented any Imperial forces from capitalising upon these victories, and remote orbital pict-captures have even revealed several structures almost identical to the Cadian Pylons sprouting across the landscapes of these four sentinel worlds.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Sentinel Worlds</i>	20%	24.1%	<i>Unreliable</i>



War came without warning to the Agripinaa sector, the opening moves made by the forces of Disorder as the newly installed governor of the planet Lelithar was assassinated whilst travelling in his ceremonial motorcade. The heretics responsible were gunned down without mercy by the attendant Planetary Defence Force troops, but within hours, first the world, then the entire system, was in open rebellion.

As the full force of Abaddon's invasion hit the sector one man, Regu Hane, was hailed as a saviour – he led a bold counter-attack that succeeded in banishing a horde of Khornate Daemons, and earned himself the title of Beati. Later the

mysterious Harlequins intervened in the fighting, but the defenders were stymied when the notorious Dark Apostle of the Word Bearers Traitor Legion, Lord Erebus, caused the raging tempest of Warp Storm Baphomael to surge forth and engulf the outlying systems of the sector.

It was only in the closing stages of the conflict that the Imperium was able to mount an effective defence against the raging hordes of the Ruinous Powers, when the combined forces of a number of Space Marine Chapters broke through the storms and fell upon the invaders with a righteous hatred born of 10,000 years of conflict.

By the end of the war, the planets Albiter, Amistel, Lelithar, Malin's Reach, Ulthor and Yavor lay in ruins, and a number of other key systems hung in the balance. Though Agripinaa itself still stands, without the agri-worlds of Yavor, Ulthor and Dentor, its populace may yet starve to death, and without the vital materials provided by the Hive worlds of Albiter,

Amistel and Tabor, its mighty forges may yet fall silent. The so-called 'Herald of Nurgle', Typhus of the Death Guard Traitor Legion, has claimed the now blasted world of Ulthor as his own realm, and the nightmare visions of a thousand Astropaths tell of the birth of a new daemon world within the domains of Man.

Further, unconfirmed reports state that one of the Blackstone Fortresses were destroyed by raiders of the Necrontyr off the shoulder of the Lustitia Belt. Senior members of the Ordo Xenos are en route to the area, and Deathwatch strike cruisers are already engaged in ensuring no vessels other than their own enter the area.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
Agripinaa (Sector)	65%	77.9%	Dependable
Agripinaa (System)	85%	82.7%	Faithful
• Morten's Quay	85%	95.6%	Faithful
• Agripinaa (Planet)	85%	80%	Faithful
• Aurent	85%	97.2%	Faithful
• Narsine	65%	68.9%	Dependable
Albiter	65%	14%	Anarchy
Amistel	50%	14%	Anarchy
Bar-El	75%	39.9%	Unreliable
Dentor	65%	20.3%	Unreliable
Finreht	75%	33.3%	Unreliable
Lelithar	35%	0.4%	Anarchy
Malin's Reach	35%	0%	Anarchy
Tabor	70%	26.9%	Unreliable
Ulthor	75%	0.4	Anarchy
Yavor	50%	12.4%	Anarchy

WORLD-WIDE CARNAGE

In Games Workshop stores, battle bunkers and event halls the world over, thousands of gamers were taking part in the bloody struggle for the Eye of Terror. Canada and the US made particularly stunning efforts to save (or destroy) Cadia. Here are some of the highlights:

NORTH-EAST US BATTLE TOUR

The Imperial commanders of Kasr Sonnen, holding out stubbornly and refusing to close the gates to allow their fellow Cadians inside, were washed away by a tide of Chaos minions whilst a Titan tried in vain to step over the Kasr's walls, falling and crushing hundreds of trench-bound Guardsmen beneath its vast bulk.

The Space Wolves captured the legendary Axe of Khorne, using it (and some say a contingent of Imperial Guard) to bait a trap and subsequently spring an ambush that wiped out the followers of the Blood God to a man.

Over 2,000 gamers took part in this tour alone, with 74 stops over the course of the summer. Sounds like those guys need a holiday...

MIDWEST US BATTLE TOUR

The Agripinaa Sector saw a titanic battle between a Lost and the Damned/Death Guard alliance and a host of Cadians reinforced by the Relictors in a massive canyon.

The Imperials were winning convincingly when the Relictors picked up and left for no apparent reason! The Cadians faced their doom, given false hope by the arrival of an Ulthwé Strike Force that proved too little too late... another victory for the forces of Disorder.

GW CANADA

In the hotly contested war for Kasr Vassan, the main battle was played across a table as vast as it was detailed. Imperial Titans strode onto the field mid-game, Dreadclaw assault boats rained down onto the battle, and Cadians by the truckload gave their lives to halt the relentless advance of Chaos. Carnage was duly wreaked.

Despite a crushing Imperial victory at Kasr Bane, Chaos won by the tiniest of margins: 102 forces of Disorder wins versus 101 victories for the forces of Order!



BELIS CORONA



The hive world of Subiaco Diablo was the first planet in the Belis Corona sector to come under the heel of the forces of Disorder, as the Plague Marines of the Death Guard Traitor Legion unleashed their foulest contagions upon its populace. Soon, the shattered streets were home to the unquiet dead, the Plague Zombies of Nurgle, reanimated victims of the

Plague God's choicest gifts. Throughout the opening phase of the invasion, only the convent of the Order of the Ermine Mantle held out, though at terrible cost, against the shuffling hordes of undead.

At the height of the invasion, something truly unexpected occurred. Defenders on the outlying systems reported contact with Tyranid organisms – at first individual vanguard-organisms such as Lictors, but soon entire broods of Genestealers and Hormagaunts. A splinter fleet of Hive Fleet Leviathan, a Tyranid fleet known to be attacking up through the galactic plane, was taking advantage of the mass destruction initiated by the invasion to gain a

foothold in strategically vital Imperial space.

Faced with both the pustulant forces of the Death Guard, and the voracious hordes of Tyranids who were, unlike the human defenders, immune to the Plague God's blessings, the forces of the Imperium were hard pressed to defend the vital worlds of the sector. It was first the intervention of Eldar of the Ulthwé Craftworld and then the orbital bombardment

of Laurentix that allowed the forces of the Imperium to fight back, despite the disastrous ambush of forward elements of Battlefleet Solar at the Bairsten Prime jump point.

In the closing days of the war, it was only through the coordinated assaults of a number of Adepta Sororitas Orders that the line was held at the Belis Corona sector, thanks to the actions of the renowned Canoness Astra.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Belis Corona (Sector)</i>	85%	74.3%	<i>Dependable</i>
<i>Belis Corona (System)</i>	85%	60.4%	<i>Faithful</i>
• <i>Subiaco Diablo</i>	70%	58.3%	<i>In the balance</i>

EIDOLON



The mysterious sector of Eidolon, deep in the heart of the Eye of

Terror, is one of the most remote and peculiar of the daemon worlds fought upon during the Thirteenth Crusade. Divided into several continents where a different Chaos power reigns over each, the battlezones of Eidolon present a panoply of strange and excruciating ways to die. Its shifting landscapes defy all reason, and, although it was once a

beautiful maiden world of the Eldar, it has changed so irrevocably that no real trace of its former glory exists. Nonetheless, the victories won by the forces of Order, notably the Eldar of Biel-tan, have established several enclaves

of sanity in the roiling seas of possibility that characterise Eidolon. The Eldar hope that one day these islands can grow and become stable, and that eventually the secrets of Eidolon can be reclaimed.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Eidolon</i>	5%	25.1%	<i>Unreliable</i>

TAU EMPIRE



The Tau made several major expansions to their empire over the course of the Thirteenth

Crusade. With Imperial attention elsewhere, and the local Tyranid and Ork menace temporarily contained, Tau settlement colonies and pioneer teams reached far and wide into the outlying systems of the Damocles Gulf, the Perdus Rift and much further afield. Although the encroachment on Imperial space has been relatively minor, the Tau have established no

fewer than five 3rd phase colony systems in a halo around their existing sept worlds. These massive areas of expansion are already being referred to as the Third Sphere Colonies by the diplomats of the Water caste, and are rumoured to include

unprecedented numbers of human auxiliaries. That the Imperium's attention is focused elsewhere is no doubt of comfort to those humans who have pledged their support to the burgeoning Tau empire.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>The Tau Empire</i>	100%	132.6%	<i>N/A</i>



SCELUS



Scelus was the homeworld of the renegade Space Marine Chapter the Sons of Malice, and was declared Perdita at the time the Chapter turned upon the Imperium. A cold, desolate place, Scelus is home to the savage and barbaric tribes from which the Sons of Malice recruited their number.

Though reports from the front line at Scelus are unclear on the subject, reliable sources state that the invading forces of Disorder joined with the native tribes, establishing a potentially huge power base within a short space of time at a strategically vital location. The forces of Order were in no position to oppose this state of affairs in the initial stages of the invasion, as every available Imperial Guard regiment was committed elsewhere and none could relocate swiftly enough to oppose Abaddon's plans for Scelus.

However, Abaddon's plans were in fact opposed, and very

soon the Imperium was in full control of Scelus having slaughtered the invaders without mercy. The exact identity of the Imperial forces that liberated the system is unclear, though this is far from unusual in a region within which uncounted millions of soldiers are fighting, with more arriving every single day. That the liberators were Space Marines is known, though the exact chapter is not. It was reported that several chapters were fighting

within a short warp jump of Scelus in the days leading up to its liberation, including the Night Watch, the Subjugators and the Howling Griffons.

Nothing has been heard from any Imperial forces in the area, and it is suspected by some that a Space Marine Chapter has claimed Scelus as its homeworld by right of conquest. In the current climate, none in Imperial High Command would argue against such a move.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Scelus</i>	20%	95.4%	<i>Faithful</i>

MEDUSA



Just as Dark Eldar raids beset the Cadian system, the feral population

of Medusa was attacked and enslaved. The Iron Hands sent battle-brothers to train and lead the tribesmen, rather than send entire units. Thousands of barbarians died, or were carried off, but the strongest of the tribes survived and the battle strength of the Iron Hands was not significantly reduced.

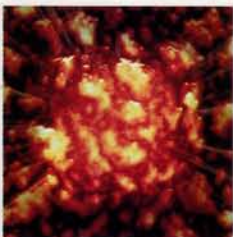
This enabled the Iron Hands to commit their full strength to battle

aboard their massive tracked fortress-monasteries. If this force did not stop the traitor armoured forces it was clear they would be able to destroy the lightly equipped feral auxiliaries at will. What resulted was a massive tank battle in which the

Iron Hands withstood the assault of over ten thousand tanks and then crushed them with their counter-attack. Many Iron Hands had to be blessed with cybernetic augmentation by the Iron Fathers that day, but Medusa was saved.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Medusa</i>	85%	93%	<i>Faithful</i>

CALIBAN



Caliban was the site of many bitter battles throughout the war, and the Dark Angels Chapter was forced to defend the ruins of their former homeworld against the

blasphemous hordes of the Despoiler, who were intent upon desecrating the holy ground. But, despite the vindictive campaign of lies and profanity conducted by the heretic known to his followers as 'the Voice of the Emperor', which were seemingly designed to draw the Dark Angels into pointless battles away from the main fronts, they did in fact prove invaluable in many conflicts across the region – despite the generally held view that the Dark Angels fought exclusively

and selfishly for the ruins of Caliban while Cadia burned.

At the close of the war, Caliban is firmly in the hands of the Dark Angels, its secrets safe, for now. The Voice put much effort into sewing disunity amongst the defenders of the Cadian Gate, seeding doubt as to just what the Chapter was hiding amongst the frozen ruins of its homeworld.

Having suffered the presence of the servants of the Ruinous Powers, the holy places of the Caliban system have now been reconsecrated by the most senior Interrogator-Chaplains of the Chapter, and it is clear that, whatever the result of the larger war, no devotee of Chaos shall ever again approach within a light year of the Caliban system again.

WARZONE	INITIAL CONTROL	OUTCOME	STATE
<i>Caliban</i>	50%	100%	<i>Faithful</i>



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THURSDAY'S GAMES NIGHT

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VETERANS' NIGHT

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



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



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

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week and open late for gaming evenings, but please contact your local store for more details. Games Workshop Hobby Centres 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. 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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- CO. CORK, Murphy's World of Wonder:**
Mallow. Tel: 022-21197

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- CO. CORK, Murphy's World of Wonder:**
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- CO. DUBLIN 1, Banba Toymaster:**
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- CO. DUBLIN 3, Furlongs Toymaster:**
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- CO. DUBLIN 5, Toymaster:**
Malahide Road. Tel: 01-8530395
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- CO. WESTMEATH, Toy City:**
Athlone. Tel: 0902-79851
- CO. WEXFORD, Play & Learn:**
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15 Parliament Lane.

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SABERTOOTH EXPLORE THE DARK HISTORY OF THE WARHAMMER 40,000 UNIVERSE

young Imperium was torn apart by a ruinous civil war. Fans of Warhammer 40,000 have been presented with quite a lot of information about the Heresy over the years but never before has the true story of the events of 10,000 years ago been told.

Until now...

THE HORUS HERESY

This autumn Sabertooth Games will be launching a new edition of their Warhammer 40,000 Collectible Card Game. This edition of the game is set during the epochal events of 10,000 years ago and tells the story of the great betrayal of Horus and how he led the Imperium into a civil war that almost destroyed it.

For the first time in the history of Games Workshop, fans of Warhammer 40,000 will be able to find out what really happened all those millennia ago. Why did Horus betray the Emperor? Who were the true loyalists who fought for the Emperor? Who were the real traitors? For the first time the secrets of the Age of Heresy will be revealed.

Whilst the over-arching story of the Heresy is well known, and the final confrontation between the Emperor and Horus has been published on numerous occasions, very little has ever been written about the details of the events that led up to that epic battle.

The Sabertooth game will explore many aspects of the Heresy that have never been described before. The Imperium was a very different place in the days when the Emperor and his Space Marine Primarchs walked amongst men. Its institutions and organisation were different. Fans of Warhammer 40,000 will be surprised, maybe even shocked, at just how much things have changed and, hopefully, will enjoy discovering how the events of the Heresy led to the creation of the Imperium they are familiar with in Warhammer 40,000. So be prepared for some surprises...

THE SPACE MARINES

The Heresy story centres on the Space Marines and their Primarchs. In the 31st millennium the Space Marines were organised into legions. Each legion was much bigger and more powerful than the

Before the grim darkness of the 41st millennium there was a golden age when the Emperor of Mankind walked amongst men and his Space Marine Legions brought glory to the Imperium.

But the forces of Chaos have begun to stir and Humanity's greatest champion has become its greatest enemy. The Warmaster Horus desires ultimate power and he will bring about the destruction of the Emperor to take it.

One of the most important events in the Warhammer 40,000 mythos was the Horus Heresy, the time when the still-

A selection of the incredible concept sketches John Blanche has produced for the Horus Heresy project...



Early Terminator armour design



Horus' Bodyguard



Fulgrim, Primarch of the Emperor's Children

later chapters of Space Marines. Furthermore the Space Marines had access to, and used, a much wider variety of wargear and equipment than their 41st millennium counterparts. This is reflected in the card game, which features many new and surprising Space Marine units and characters. Not least of these are the Primarchs themselves, awesome superheroes who dominate the struggle for supremacy. Their alliances, rivalries and bitter feuds shape the wars of the Age of Heresy.

The Horus Heresy base set (the first release for the new CCG) features cards for The Sons of Horus, World Eaters, Emperor's Children, Death Guard, Space Wolves and Thousand Sons Legions. These legions won't necessarily be fighting for the side you might expect – you'll have to check out the game to find out who they are fighting for! As the story unfolds and expansion sets are released more legions will be introduced. This includes those legions whose role in the Heresy has not been documented before. Just what were the Ultramarines and Blood Angels doing whilst Horus was destroying Istvaan III and preparing to assault Terra? The Horus Heresy CCG will answer this question and many more!

THE IMPERIUM OF MAN

As well as the Space Marine Legions there are some other key facets of the early Imperium that the new CCG will be featuring. Some 10,000 years ago the Imperium was a very different place to the familiar realm of the 41st millennium. Through the CCG you will be able to witness the creation of many of the signature elements of the Warhammer 40,000 mythos. At the beginning of the conflict many of the familiar institutions of the later Imperium, such as the Inquisition, simply didn't exist. The CCG will show how some of these came into being.



Sons of Horus take on Legio Custodes



Jetbikes of the Emperor's Children



World Eaters Champion



Abaddon



The Legio Custodes



World Eaters advance



Prospero, homeworld of the Thousand Sons



Space Marine armour variant

The Custodian Guard

The Space Marines are not the only super-warriors created by the Emperor. The first group of genetically and psychologically modified troops he created were his own personal bodyguard – the Custodian Guard. Their duty simply to ensure the safety of the Emperor at all times.

Stronger than a Space Marine, the Custodian is a fearsome warrior and has an unbreakable devotion to the Emperor. They are his most loyal and trusted servants. A detachment of the Guard always accompanies the Emperor even when he retires to his private chambers.

During this time of traitors and dissension the Custodians are tasked with duties that now extend beyond those of guarding the Emperor's person. Detachments of Custodians are often ordered to accompany the Legiones Astartes to ensure that the Emperor's will is followed.



War of Brothers

This Act of Heresy shatters all ties of kinship. Those I was proud to call Brother I now fight to bloody death. No quarter will be asked and none sought. These are the vilest foes we must fight. There shall be no peace, no rest, no succour until the face of Horus stares down from Traitor's Gibbet and all his heretic followers are vanquished.

The CCG also introduces many new troop types and organisations and has a new take on some of the established elements of the Warhammer 40,000 world. Some of these have never been seen before, others have never been shown in the way the CCG will feature them. Who are the Silent Sisterhood? Who is Malcador the Sigillite? As the game expands, more and more of the 31st millennium Imperium will become involved in the conflict. In time the Imperial Army, the Titan Legions, the Legio Cybernetica, and others will be featured in expansion sets.

THE PROJECT

The Horus Heresy project is such an important part of the Warhammer 40,000 mythos that Sabertooth has enlisted the help of the central GW creative team to ensure that the game meets the high standards demanded by Warhammer 40,000 fans.

Art Director John Blanche has spent many long hours producing a raft of incredible concept sketches for a host of 31st millennium topics. He has covered a range of subjects, including the Emperor, Horus, the other Primarchs, the Space Marine Legions, the Imperial Army and even the architecture of the Heresy Age! John has been heavily involved in conceptualising the new ideas, characters and military units that will be introduced to the Warhammer 40,000 background through the card game. Some of John's amazing concepts are presented here.

GW's Head of Intellectual Property Alan Merrett has worked hard researching the Heresy and fleshing out the story in concert with Sabertooth and the Warhammer 40,000 Games Development team. Between them they have developed an awesome storyline

and created some radical new ideas about the events and characters of the 31st millennium. This information will be published as part of the card game as each booster pack will contain a special Redemption card, the reverse of which will be printed with story extracts, character descriptions, narratives and technical information about the Age of Heresy.

The game itself is a development of Sabertooth's popular Warhammer 40,000 Collectible Card Game and lead designer Ryan Miller has orchestrated some refinements to the rules that really speed up the game and emphasise more interaction between the players during combats. The new edition rules have been designed to be fully compatible with the first edition cards, which opens up plenty of opportunities to play 'what if' scenarios using decks constructed from either edition.

The Horus Heresy cards feature illustrations by the cream of Sabertooth's artists, and, for the first time ever, also include some pieces by John Blanche himself (he has been very busy working on the project!) and Dave Gallagher. The Horus Heresy is a project that has fired the imagination of every artist who has worked on it. Just a few of their efforts are shown here. The game also features work from Alex Boyd, Karl Kopinski, Paul Dainton, Adrian Smith, Michael Phillippi, Ralph Horsley, Sam Wood, Franz Vohwinkel, Kenson Low and many others.

The 150-card base set launches this autumn. Check out the Sabertooth website for more information about the game and release dates.

You think you know everything that happened during the Horus Heresy...

THINK AGAIN!



Custodian Guard



The Imperial Army



Mechanicus characters



Bjorn of the Space Wolves



Dreadnought of the Custodian Guard

Traitors

"Horus is the rightful Master of Mankind! He is the one who has led us to triumphs undreamed of. He is the one who has conquered 10,000 worlds. He will lead us in conquest of 10,000 more! Cast down the false Emperor! Hail the Warmaster!"

Emperor's Promise

They are sorely misguided if they think the Warp has the power to overcome my Will. My vengeance shall haunt them across all of time, they shall never know peace. They have earned for themselves only eternal damnation.

www.sabertoothgames.com



Death Guard Dreadnought

Chaos the Deceiver

Horus had listened to the Dark Gods of Chaos and made his pact with them. He would deliver to them the Emperor and they would give him the galaxy. It was a simple bargain and one that made sense to Horus. Humanity was under dire threat from the daemons of the Warp though few recognised the danger. If the Emperor knew he seemed to ignore the threat.

The Dark Gods had whispered in his ear. "We desire only the Emperor. His psychic might is destroying our realm. Even now he retires to his dungeon to work his selfish plot. He cares not for you or your warriors. He will put weak men above you. If the Emperor were to be sacrificed to us we would have no interest in your worlds. You would be a just and rightful ruler of the galaxy. We give you the gift of Mankind to do with as you will."

Horus knew full well that the Emperor was the most powerful psyker that had ever lived or would ever live. The Warmaster also knew that such powers were drawn from the Warp. Wasn't it obvious that the Gods of Chaos were right and that the Emperor was the problem, had been the problem all along? Horus knew he must challenge the Emperor.



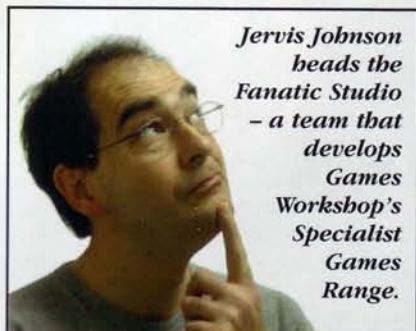
Emperor's Children heavy support



Emperor's Children triumphant!



The baleful influence of Horus...



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

NOVEMBER'S FANATIC NEWS

Specialist Games news from the Fanatic Studio

Out this month, after a two month delay, is Necromunda Magazine 3. Unfortunately we underestimated the amount of work involved in getting the new rulebook out and doing a 32-page bimonthly magazine, and in order to get back on schedule we took the hard decision to 'miss' one issue of Necromunda Magazine. This means that Necromunda Magazine issue 3 is coming out when Necromunda Magazine 4 would have been released, issue 4 will go back to when issue 5 should have been released, and so on. Subscribers needn't worry, as they will still receive six issues of Necromunda Magazine – it will just take fourteen months for them to turn up rather than twelve! Please accept my apologies for the delay and rest assured it is not something we plan to make a habit of.

On a cheerier note we have three excellent new models for Necromunda based on the 'Redeemer' comic strip that appeared in Black Library's Warhammer Monthly comic. These models are something of a matched set, comprising on the one side of the Redeemer himself and his erstwhile sidekick Malakev, and on the other, of the Redeemer's arch-enemy, in the form of the Ratskin Shaman known as The Caller.

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.

The Redeemer and Malakev were designed by Fanatic's own Mark Bedford, who has done a super job of recreating the two Black Library comic-book characters as 28mm metal miniatures. The Caller has been designed by veteran designer Bob Naismith, and he can either be used on foot or mounted on the back of a really huge skeleton rat. Rules and background for all these models can be found in Necromunda Magazine 3.

Also out this month is another really scary new monster, this time for Mordheim. It has been designed by Felix Paniagua and is known simply as the Thing In The Woods (the monster that is, rather than Felix). Ready to go up against the beast is a human adventurer known as the Hunter, who considering the nature of the opposition has to be either extremely brave and capable or remarkably stupid – you can find out which by reading the rules and background for these two models that appear in Town Cryer 28!

Last up on my lists of releases for this month is our new Vampire Counts Blood Bowl team. I'm really pleased with these new models, and think that designer Steve Buddle has done a fantastic job to make a set of models that look like Vampire Blood Bowl players, rather than a bunch of Von Carstein Vampires that have accidentally wandered onto a Blood Bowl pitch.

While on the subject, the Vampire team is the third and final Undead team we will be releasing (the other two were the Khemri team and the Necromantic team), and is quite likely to be the last new Blood Bowl team we'll be adding to the game for the foreseeable future. Blood Bowl coaches shouldn't panic though, as we are still going to be releasing plenty of cool new miniatures for the game; it's just that in future we plan to bring out replacement models for existing players, rather than adding to the size of the range (and creating an unplayable monster game system in the process) by constantly creating new teams. This won't stop us from, for example, bringing out a 'new look' Human team (perhaps from Tilea?) to replace the Human team currently in the

range, it just means that these new teams will use the same rules and roster as the team that they replace.

And that's all for this month. As ever, if you have any questions or feedback about the Specialist Range then you can write to us at **Fanatic Studio, Willow Road, Nottingham, NG7 2WS**, or you can e-mail us at fanatic@games-workshop.co.uk. I look forward to hearing from you.

Best regards,

Jervis Johnson
Head Fanatic

SPECIALIST GAMES MAGAZINES

Most of the Specialist Games have their own bimonthly magazine, jam-packed full of new rules, articles, letters and other cool stuff. Here's a list of the magazines that are currently available:

- Blood Bowl Magazine
- Town Cryer Magazine (for Mordheim)
- Necromunda Magazine
- Warmaster Magazine
- Battlefleet Gothic Magazine
- Exterminatus Magazine (for Inquisitor)

Fanatic magazines are extremely popular and are always highly sought after. The only way to guarantee your copy is to have it delivered to your door by subscription! Subscriptions run for the next 6 issues, plus you get the following benefits:

- Your copy delivered direct to your door
- You'll never miss an issue
- You'll save money on the postage

To find out about prices and availability you can visit your local Games Workshop store, contact Games Workshop Mail Order on **(0115) 91 40000**, or visit the Games Workshop online store at:

www.games-workshop.com

These models are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.gamesworkshop.com/storefront

All the Specialist Games have great websites full of free downloads, resources and up-to-date news! Check them out at: www.specialist-games.com

SPECIALIST GAMES NEW RELEASES

Blood Bowl, Necromunda and Mordheim additions...

BLOOD BOWL

Blood Bowl is a violent 'game' between two teams of heavily-armoured and quite insane warriors, from all across the Known (and unknown) World.



Vampire Team Booster Pack £6

The Vampire Team booster pack contains 1 Vampire and 2 Thralls.

Vampire Team Cheerleader £6

Contains 3 Vampire Cheerleaders.

Khemri Team Cheerleader £6

Contains 3 Khemri Cheerleaders. (Model not shown here).

Necromancer Team Cheerleader £6

Contains 3 Necromancer Cheerleaders.



Vampire Team

£20

The Vampire Team contains 1 Vampire Lord, 3 Vampires (1 female and 2 male) and 8 Thralls.

NECROMUNDA

Necromunda is a tabletop skirmish game where players control fierce gangs of warriors battling each other for supremacy in the dangerous underworld of the hives of Necromunda. Will riches and fame be yours or will a rival gang crush your upstart warriors... ?



Redeemer & Malekev £10

Contains 1 Redeemer & 1 Malekev.



The Caller £15

Contains 1 Mounted Caller & 1 Caller on foot.



MORDHEIM

I would tell you the tale of the cursed city, brought low by the wrath of gods. I would tell you the tale of Mordheim, city of the damned...



Carnival of Chaos - Carnival Master £6

Contains 1 Carnival Master.



Carnival of Chaos - Brethren £7

Contains 3 Brethren.



The Thing in the Woods £12

Contains 1 Thing in the Woods.



Carnival of Chaos - Nurglings £6

Contains 5 Nurglings.



Carnival of Chaos - Plaguebearers £6

Contains 2 Plaguebearers.



Carnival of Chaos - Champion £5

Contains 1 Champion.



Hunter £5

Contains 1 Hunter.

Models shown at 50% actual size.

From the ubiquitous Leman Russ to the Demolisher siege tank the armoured might of the Imperial Guard are more than likely the main attraction for most aspiring Imperial Guard commanders. Drawing on the experience of Veteran Tank-builder, Mark Jones, Steve Cumiskey takes a look at how to make the most modelling your tanks...

MODELLING WORKSHOP

TANKS OF THE IMPERIAL GUARD



Mark Jones

Mark: What we'll be looking at in this part of the article is how to approach the trickier parts of the Leman Russ and Chimera rather than a full step-by-step guide to how

to build them. That's what the instruction booklets are for.

It's also worth taking the time at this stage to make a few decisions about your tank. Do you want the guns and turrets to be able to move? Some modellers prefer to lock them into a particular pose (it makes no difference in the game), while others prefer to keep them moveable. If you want the guns to move, make sure that they fit into their mounts with enough room to avoid taking off all the paint when you move them. If they don't, just trim the housing to get a better fit.

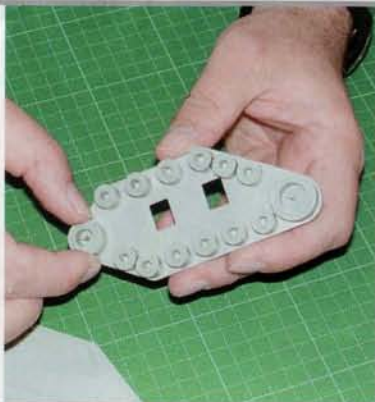


In the case of the Chimera, you may want to model a detailed interior. If you decide not to do that, it would be a good idea to just glue the back ramp shut.

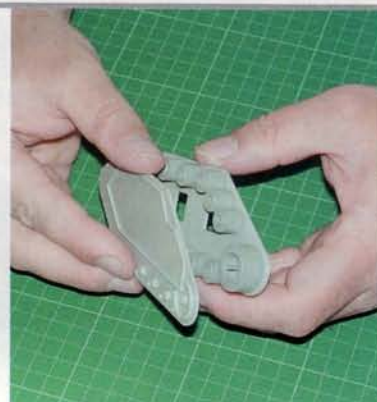
As with any plastic kit, we recommend putting the parts together without glue first, to check the fit and get an idea as to the order to assemble them in.

TRACK UNITS – CHIMERA & LEMAN RUSS

1 The only parts of the Leman Russ and the Chimera chassis that's built in more or less the same way are the track units. The track units consist of two plates with an array of wheels between them, onto which the tracks are stuck. To make assembling the track units easier, glue the wheels to the outside panel of the track unit and then glue the inside plate to the wheels.

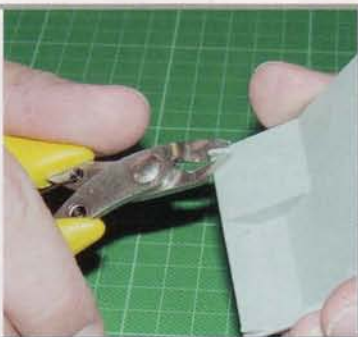


2 The tracks come in a number of separate sections, which connect together around the track units. In this case, making a dry run at fitting the tracks together is very important. The best way to do this is to start at the top of the tank and work from both sides towards the bottom of the tank. That way, if you do get any gaps in the tracks, they will be under the tank and out of sight.



HULL – LEMAN RUSS

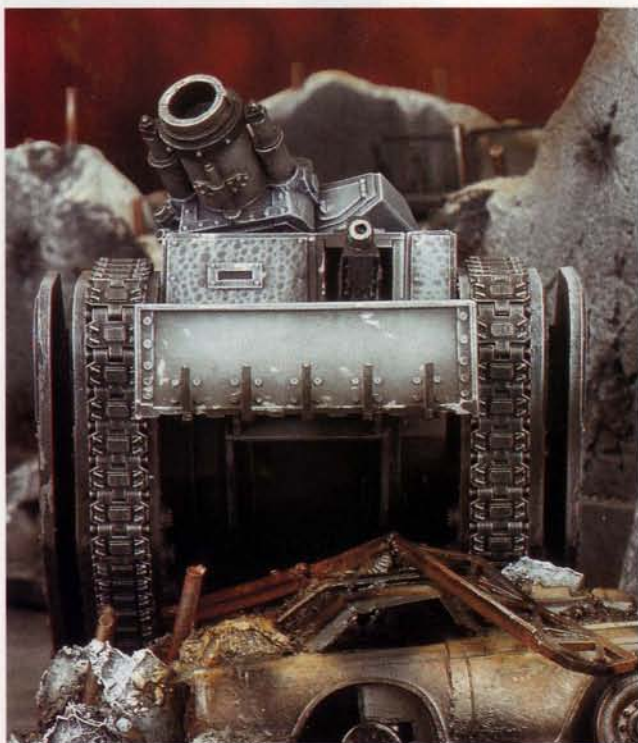
1 On the bottom hull plate are two rounded lugs on the inside front edge designed to help position the upper hull. Cutting the lugs down level with the hull will make for a smoother join with the upper hull.



2 When it comes to gluing the upper and lower hull together, start by gluing the two sections together at the front first. When the glue dries, line up the back edge and tape it in place with some masking tape.



3 Run some glue along the join on the inside and leave the tape in place until the glue has had time to dry.



GUNS AND EXHAUSTS

1 Clip these off the sprues and glue them together. When the glue has dried, clean up the seams with a sharp modelling knife. You may find it easier to use a flat needle file to clean up the battle cannon. If you use a slight rocking motion across the barrel it will stop flat spots developing.

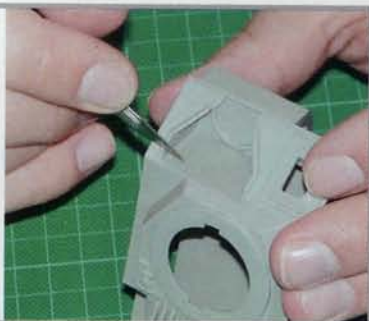


2 A good way to add extra authentic detail to the weaponry is to drill out the barrels on the heavy bolters. Use a small drill bit to make a guide hole for the larger bit you'll use to complete the hole for the barrel. Mistakes with the smaller bit can be corrected more easily than if you go ahead with the larger hole straight away.

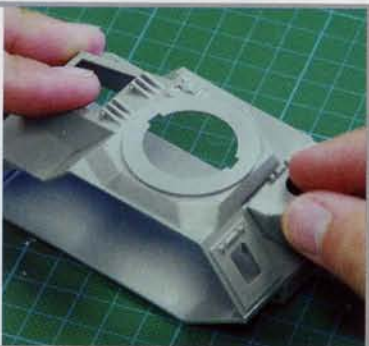


THE LASCANNON HOUSING

1 Glue the two side plates to the top plate. Trim back the top of the guide strips on the front of the hull.



2 Test fit the housing assembly. To make the top plate of the housing lie flush with the top of the hull you'll probably need to trim the bottom edge of the lascannon housing.

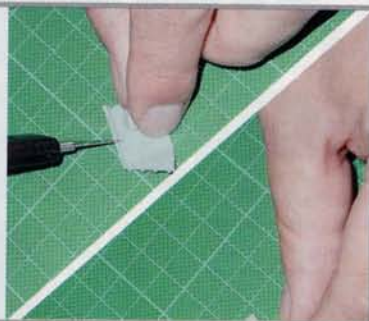


3 Trim off a little at a time until you're happy with the fit. Before fitting the lascannon and gluing the housing in place, try out a dry run as you may need to file down the top and bottom lascannon where it sits against the hull and housing. With the basic construction of the tank complete you can move on to detailing and painting.



THE SIDE SPONSONS

1 To get a good fit for the sponson parts you will need to trim the side and bottom plates slightly. Take a small amount of plastic off at a time and check the parts until you're happy with the fit.



THE TOW CABLE

1 The accessory sprue comes with a tow cable that attaches to the side of a tank. To get the tow cable to look as though it's bending under its own weight, start at the ends of the cable and move slowly along its length, bending the ends down.



2 With the cable bending about 5mm from each end, move to the middle of the cable and start bending it in the opposite way.



** Photographs of real tanks are a great reference for where to place the accessories from the sprue and to see just how dirty tanks in action become.*



LASGUNS – CHIMERA

1 The lasguns on this tank have been glued in place to make drybrushing the tank a little easier. If you don't want the guns permanently locked in place, you can hold them in place with a small bead of glue during painting and then break the glue join when you come to paint the guns later on.



FINISHED EXAMPLE – CHIMERA

The level of detail added to a tank depends on the individual, some like their tanks to have a 'straight from the factory' look, while others like them as battered and battle damaged as they can be. This Chimera is a pretty good example of the first approach. No battle damage or mud effects have been added

to it at this stage, but the additions from the accessory sprue make it distinctive enough that it will still stand out.



FINISHED EXAMPLE – LEMAN RUSS



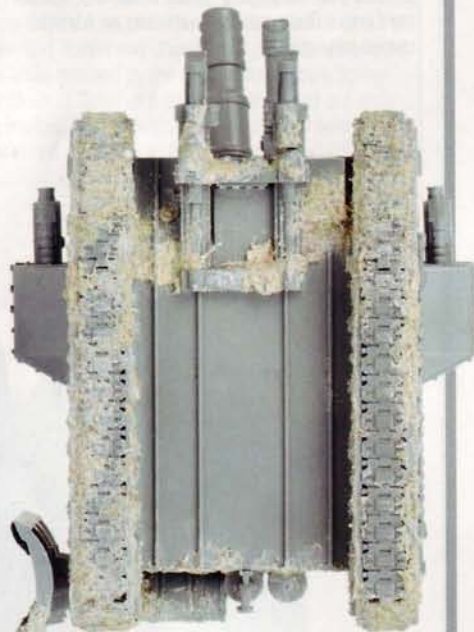
The Lemman Russ on the other hand, has had some weathering in the shape of mud added alongside the additional parts from the accessory sprue. Alongside scratched paintwork, which is added during painting, mud is a good way of adding an air of realism to a model tank.

There are a number of different ways of adding mud effects to a tank, including painting it on, but actually modelling the mud on makes it look that bit

more real. The mud on the Lemman Russ was made from a mix of ready-mix filler, PVA glue, static grass, sand and water. When the mix was ready, I used a large drybrush to paint a section of spare track with the mix to check the consistency and also to get a feel for how to apply the mud before using it on the actual tank.

The ideal consistency is a mix that sticks to the plastic, but is not so thick that it completely obscures the detail.

When I came to apply the mud to the tank, I started at the front of the tank and worked my way to the back, taking a small amount of the mix before applying it to the middle of the tracks. This was then worked outward to the hull and then spread using a stippling action with the brush. The mud on a real tank would tend to collect more heavily around the bottom of the track units and at the back of the hull and track guards as the ground is churned up and the mud is thrown off the tracks as they move.



PAINTING CAMOUFLAGE

There are a lot of different ways to approach the painting of a tank, from a single colour (familiar to most Space Marine collectors) to a wide variety of different camouflage schemes.

What all of these designs have in common is that when it comes to painting tanks, most people will use drybrushing. Drybrushing is the easiest way to pick out the detail and cover the large flat areas on a tank at the same time. It has the added bonus of picking up the texture from the undercoat spray, giving the tank a more realistically rough appearance.

Right: This Chimera has had winter camouflage painted over its original green colouring, while the Leman Russ sports a variation on Mark's colour scheme.



Above: The completed basecoat.

PAINTING THE TANK

Mark: In this case, I've decided to paint the tank in a temperate zone camouflage, the scheme that will be familiar to most people. I started with an undercoat of Chaos Black spray, then, with the turret removed, heavily drybrushed a mix of Catachan Green and Chaos Black in irregular diagonal bands from one side of the tank to the other. Using the markings on the hull as a guide, I put the turret back in place and continued the pattern onto the turret. A mix of Scorched Brown and Chaos Black drybrushed between the first bands completed the basecoat.

With the basecoat complete, I started to work up the camouflage, gradually lightening the mixes. For the green area, I used Catachan Green followed by Rotting Flesh, and Graveyard Earth followed by Kommando Khaki for the brown strip.

While drybrushing is a very effective method of tank painting, there are other ways to get just as good an effect, from airbrushing to using different coloured sprays.



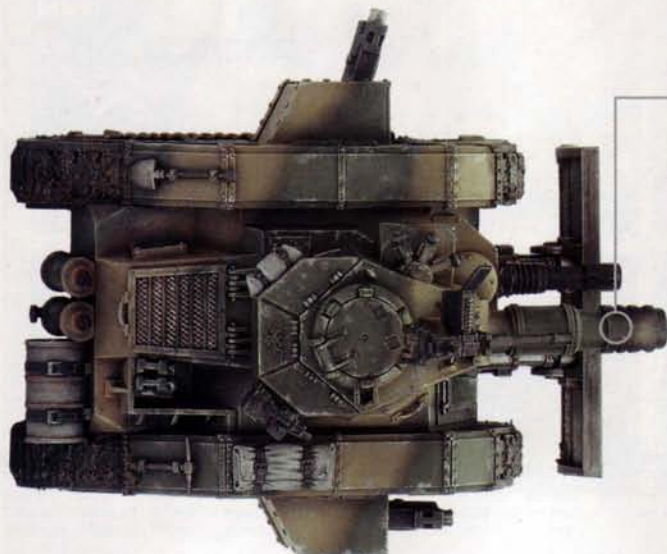
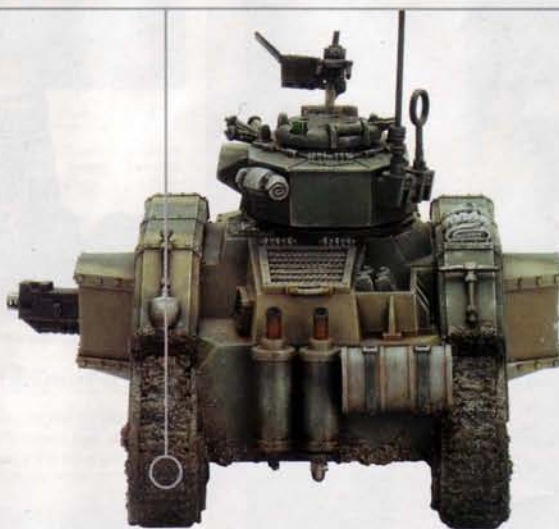
By avoiding the edges of the stripes, a third darker stripe is created.



The mud on the tracks should be darker than the more dried out mud on the hull. I used a mix of Scorched Brown and Chaos Black drybrushed over all the areas touched by the mud, followed by a lighter drybrush of Graveyard Earth onto the dried out mud on the hull. Gloss Varnish painted directly onto the tracks is a great way to get the effect of wet mud.



I also added rust to the fuel drum and dozer blade by painting on a thinned down coat of Vermin Brown around the joints.



I gave the battle cannon and exhaust ends a light drybrush of Chaos Black mixed with a small amount of Boltgun Metal, followed by a lighter drybrush with more Boltgun Metal added to give the paintwork a worn appearance.

Steve: Although you can make an Imperial Guard tank kit straight from the box with the instructions provided, Mark has demonstrated the kinds of hints and tips that only a seasoned tank builder could suggest. They will make construction even smoother. The tank accessory sprue is also choc full of additional parts that help to make your tank look more personal. When it comes to painting, you will now have a clearer idea of how to apply camouflage and weathering effects to a tank. Keep this article to hand in future when you come to make your own tanks for your Imperial Guard regiment.

There are many ways to enjoy the Games Workshop hobby, including painting, modelling, gaming, collecting and making scenery. If you are new to wargaming, collecting and painting an army can seem like a daunting task. However, putting together a great looking army isn't difficult, it just requires a little patience and the right tools...

HOBBY EQUIPMENT

A guide to paints and painting accessories.

CITADEL PAINTS

Skull White
Chaos Black
Scab Red
Red Gore
Blood Red
Blazing Orange
Fiery Orange
Golden Yellow
Sunburst Yellow
Bad Moon Yellow
Scorched Brown
Graveyard Earth
Bestial Brown
Snakebite Leather
Desert Yellow
Bubonic Brown
Vomit Brown
Bleached Bone
Dark Flesh
Terracotta
Vermin Brown
Tanned Flesh
Dwarf Flesh
Bronzed Flesh
Elf Flesh
Liche Purple
Warlock Purple
Tentacle Pink
Midnight Blue
Regal Blue
Ultramarines Blue
Enchanted Blue
Ice Blue
Hawk Turquoise
Catachan Green
Dark Angels Green
Snot Green

Scorpion Green
Scaly Green
Camo Green
Kommando Khaki
Rotting Flesh
Codex Grey
Fortress Grey
Shadow Grey
Space Wolves Grey

METALLICS

Boltgun Metal
Chainmail
Mithril Silver
Tin Bitz
Shining Gold
Burnished Gold
Beaten Copper
Brazen Brass
Dwarf Bronze

INKS

Black
Yellow
Flesh Wash
Red
Purple
Chestnut
Magenta
Blue
Dark Green
Brown

VARNISHES

'Ardcoat

All £1.75

Empty Paint Pot 50p



Warhammer Starter Paint Set £12

This box set contains 5 plastic Chaos Warriors, 6 paint pots, a paintbrush & painting guide.
Denmark...kr 150.00
Sweden...kr 180.00
Euro...€20.00



Warhammer 40,000 Starter Paint Set £12

This box set contains 5 plastic Space Marines, 6 paint pots, a paintbrush & painting guide.
Denmark...kr 150.00
Sweden...kr 180.00
Euro...€20.00



Games Workshop Paint Set £15

This paint set contains nine of the most regularly used colours in our paint range, a painting guide and a paintbrush.
Denmark...kr 200.00
Sweden...kr 250.00
Euro...€25.00



Paintbrush Set £6

Detail Brush, Standard Brush, Small Drybrush.
Denmark...kr 70.00
Sweden...kr 80.00
Euro...€10.00



Tank Brush £4

Larger brush for models such as tanks.
Denmark...kr 50.00
Sweden...kr 60.00
Euro...€6.50



Citadel Colour Spray Cans 250ml £4 each

There is also a range of 250ml spray cans available. Colours available are as follows:

- Shadow Grey
- Ultramarines Blue
- Blood Angels Red
- Dark Angels Green
- Boltgun Metal

Denmark...kr 50.00
Sweden...kr 60.00
Euro...€6.50

Citadel Colour Spray Cans 400ml £5 each

400ml cans (above). Available in Skull White, Chaos Black & Clear Varnish.
Denmark...kr 70.00
Sweden...kr 80.00
Euro...€10.00



Be careful when using glue and make sure you read and follow the instructions on the packaging.

PVA Glue £3 Superglue £3 Plastic Glue £3

Denmark...kr 40.00
Sweden...kr 45.00
Euro...€5.50



Paint Station

£18

Self assembly modelling & painting area.
Models & paints etc. not included.
Dimensions: 60cm x 40cm approx.

Denmark.....kr 225.00
Swedenkr 270.00
Euro.....€30.00



'Ardcoat Gloss Varnish

£6

Also available in a 12ml pot.
Denmark.....kr 70.00
Swedenkr 80.00
Euro.....€10.00



Modelling Putty

£4

Denmark.....kr 50.00
Swedenkr 60.00
Euro.....€6.50



Cutting Set

£12

1 cutting mat, 1 steel rule and one modelling knife.

Denmark.....kr 150.00
Swedenkr 180.00
Euro.....€20.00



Modelling Gravel

£3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Green Flock

£3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Modelling Sand

£3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Electrostatic Grass

£3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Curved Pliers

£7

Denmark.....kr 80.00
Swedenkr 90.00
Euro.....€11.00



Model Files

£6

Denmark.....kr 70.00
Swedenkr 80.00
Euro.....€10.00



Sculpting Tool

£3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Clippers

£7

Denmark.....kr 80.00
Swedenkr 90.00
Euro.....€11.00

BASING



Paint the base & leave to dry.



Apply PVA glue to top of base.



Dip in material.



The completed model.

ADVANCED BASING



Bestial Brown



Overbrush Snakebite Leather



Drybrush Snakebite Leather & Skull White



Lightly overbrush Skull White

A quick and easy way of basing your models is shown at the top, but try painting the textured base as in the example shown above (using sand or gravel instead of flock) for a really impressive result.



Tweezers

£5

Denmark.....kr 55.00
Swedenkr 65.00
Euro.....€8.00



Pin Vice

£8

Denmark.....kr 100.00
Swedenkr 120.00
Euro.....€13.00

Driven by the promise of free copies of the colossal 288-page **Imperial Armour: Volume One** book, we ventured into the furthest corner of Games Workshop HQ, to take a look at the work of Forge World.

It's been a while since we've had the opportunity to feature the work of Forge World, the area of Games Workshop that designs and makes resin models from the worlds of Warhammer and Warhammer 40,000, in White Dwarf. With the release of the massive new **Imperial Armour: Volume One** book from Forge World, it seemed a great time to have a look at some of their models that you can use in Games Workshop games. For the last five years the people at

Forge World

Creators of monsters and builders of Titans

Forge World have been hard at work creating a great range of resin models for hobbyists to add to their collections and armies of Citadel miniatures. They now produce hundreds of different models for use in Warhammer 40,000 and Warhammer, as well as ranges for some of the Specialist Games systems. These range from mighty 40k-scale Titans to tiny BFG Thunderhawks, and from an enormous War Mammoth to Chapter doors for Space Marine vehicles.

You won't find these models in your local GW Store or hobby shop as they are very specialist products for the veteran hobbyist and are therefore only produced in small production runs, in fact they are only available direct from Forge World's base, here in Nottingham, or from the Forge World stand at many of the GW shows and events. Warhammer World here at the GW HQ also stocks Forge World products in their store.



Above: Dragon. In last month's news section we featured a picture of the new resin Dragon model available from Forge World. But in order to give you an impression of just how big it is we got the guys at Forge World to take another picture, this time including a model on a 20mm base and as you can now see, it really is monstrously huge.

Right: Chaos War Mammoth. The huge War Mammoth is one of the most terrifying sights to come from the frozen wastes. Sculpted by Daniel Cocksell this multi-part resin kit, including howdah, stands an impressive 265mm high and is probably the ultimate centrepiece for any hobbyist devoted to the Chaos powers.



Wolf Warhound Titan. This is an extremely detailed model of the Lucius pattern Warhound Titan 'Sanctus Venator' commanded by Princeps Hagan Raal. Sculpted by Will Hayes, the kit includes a fully-detailed interior section, including crew sculpted by Simon Egan. When fully assembled it stands approximately 250mm high.

WWW.FORGEWORLD.CO.UK

IMPERIAL SPACE MARINE & CHAOS SPACE MARINE DREADNOUGHTS.

The Imperial Space Marine & Chaos Space Marine Dreadnoughts are some of Forge World's most popular kits. Forge World have been busy creating a highly detailed sarcophagus with a varied selection of weapon options for each of the most popular Space Marine Chapters and Chaos Space Marine Legions. It's never been easier to theme your Dreadnought.



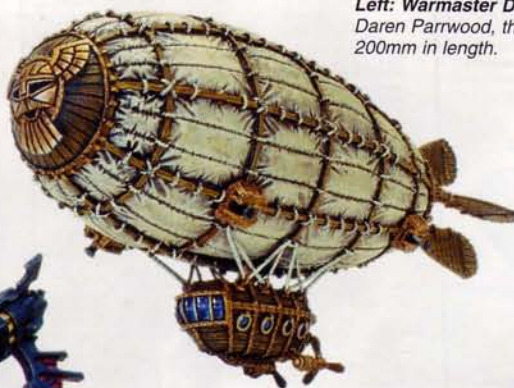
World Eaters Chaos Space Marine Dreadnought, sculpted by Simon Egan and Will Hayes.



Below: Battlefleet Gothic Eldar Transports. Sculpted by Will Hayes, these transport ships are the perfect addition to any Eldar fleet.



Left: Warmaster Dwarf Zeppelin. Sculpted by Daren Parrwood, this multi-part resin kit measures 200mm in length.



Below: Epic Shadowsword. Add some serious firepower to your Epic 40,000 force with this super-heavy tank, sculpted by Brian Fawcett.



IMPERIAL ARMOUR VOLUME ONE - IMPERIAL GUARD & IMPERIAL NAVY

This 288-page hardback book by Warwick Kinnrade and Tony Cottrell provides detailed information on the war engines and weapons of the 41st millennium, including the variety of models that Forge World produce (remember you won't find these models in your local GW Store or hobby shop as they are very specialist products for the veteran hobbyist). From Leman Russ battle tanks, Chimera armoured carriers and Basilisk self-propelled artillery, to Tarantula sentry guns, Thunderbolt fighter aircraft and super-heavy tanks like the Baneblade and Shadowsword, this book describes them all in superb detail.

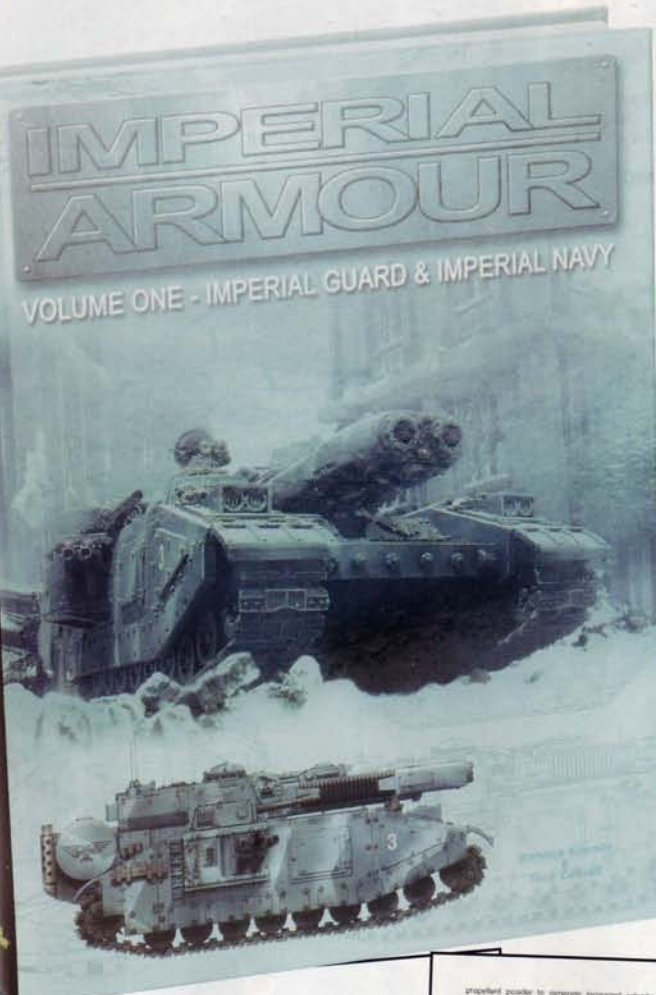
It contains information, in exacting detail, on 32 vehicles, weapons and aircraft. There is background, interior details, technical specifications, colour schemes and rules for using all these vehicles in games of Warhammer 40,000.

Heavily-illustrated with over 120 colour and black and white pictures, 200 full-colour vehicle profiles, over 120 technical drawings, plus organisation charts, combat formations, battle reports and tactics, this book adds great depth and character to the Warhammer 40,000 universe.

In addition to all this, there is a new army list for Imperial Guard Armoured Battle Groups, background and rules for variable ammunition types and rules for four of the Imperial Guard's most famous Tank Aces.

Appendices contain all the rules you will need to use super-heavy vehicles and aircraft in your games, as well as detailing such matters as Imperial camouflage schemes, unit numbering and how vehicles are designed and built in the 41st millennium.

This book provides the definitive overview of the armoured fighting vehicles of the Imperial Guard and the aircraft of the Imperial Navy for Warhammer 40,000 enthusiasts.



Salamander Scout of the Talpin 111st Armoured Regiment. First assault on the Palace of Tears.



Salamander Scout of the King's 3rd Armoured Regiment. This is a version on the old weapons camouflage used by the battle for Tarnum Wren, 3rd Armoured Wren.



Salamander Scout of the Palatine 89th Armoured Regiment. Also Westerns camouflage scheme.

propellant powder to generate increased velocity down the Marauder's long barrel. The combined effect of the heavy dust and high velocity results in massive kinetic energy upon impact. A Marauder round is capable of penetrating any known armour.



- LEMAN RUSS MK-III (MARAUDER) ROUND**
1. Ballistic Case
 2. High velocity armor-piercing warhead
 3. Base seal case
 4. Tracer

Rules
Like the same round as for anti-tank shells, accuracy when rolling to penetrate - roll 2D6 and add the scores together.

SIDE SHELLS

These large shells are only issued to specialist 'snipe' vehicles, such as the Demolisher. They combine the technology of the Anti-Tank and High-Explosive shells into one round.

Snipe shells have the armor-piercing tip and heavy case of an AT shell, but also contain a large charge of high explosive. AT shell, this explosive is fused to exploded micro-voids after impact, allowing the armor-piercing tip to penetrate through a building or bunker wall before the shell explodes inside, doing maximum damage to the structure and anybody inside.

To achieve a high enough velocity for penetration, a snipe shell must have a large propellant charge to fire it. The combination of one shell requires it must be large and heavy, and snipe shells are invariably of a large caliber. The weight and size of this shell means it rapidly becomes inaccurate over longer ranges. This is balanced by their devastating effects at close quarters.

A drawback of such large shells is the space they take up within a vehicle, significantly reducing the ammunition capacity of specialist snipe vehicles. Whilst most effective against bunkers and buildings, snipe shells are usually capable of destroying armoured vehicles at close range.



- DEMOLISHER MK-III (SNIPE) SHELL**
1. Ballistic case
 2. High velocity armor-piercing warhead
 3. Heavy case
 4. Explosive charge
 5. Delay fuse
 6. Tracer

Rules
Choose a friendly unit visible to enemy. The attack shell is fired from the unit's main gun. The unit is then fired through a 10mm hole. If the unit is then a 10mm hole, it is then a 10mm hole.

Rules

Use the standard Clearance rules for the Scatter shot. Roll 2D6 and add the scores together. Use the standard Clearance rules for the Scatter shot. Roll 2D6 and add the scores together.

SPECIALIST SHELLS

Incineration (flame) or flame shells are light up a battlefield and also set targets on fire. Once fired high into the sky, they fall down to earth on a parachute and then are set off by a timer.

Rules
If any vehicle from an unit that the shell is fired from is within the range of the shell, it is set on fire. The shell is set on fire.

CLUSTER - a lighter 'batteries' for clustered fire. They are set on fire.

DEFENSIVE SHELLS
Also referred to as Phosphorous, these shells are used to set fire to the enemy. They are set on fire.

Rules
If any vehicle from an unit that the shell is fired from is within the range of the shell, it is set on fire. The shell is set on fire.

SMOKE SHELLS
Sometimes used instead of anti-tank shells, smoke shells can be fired to create a smoke screen.

Rules
Choose a friendly unit visible to enemy. The smoke shell is fired from the unit's main gun. The unit is then fired through a 10mm hole. If the unit is then a 10mm hole, it is then a 10mm hole.

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MARAUDER DESTROYER



The Destroyer is the name given to a particular variant of the Marauder tank designed for dedicated ground attack missions. The Marauder Destroyer specialises in low-level attacks. It has a reduced turret and a large main gun. It is set on fire.

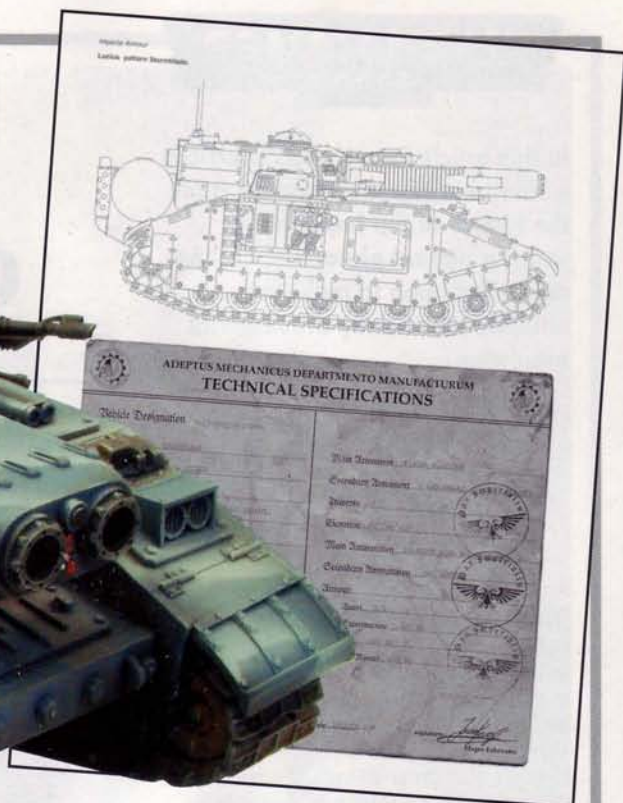
Rules
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Stormblade

Sculpted by Brian Fawcett, Tony Cottrell and Will Hayes, the Stormblade is one of the many unique Forge World super-heavy tanks featured within the Imperial Armour book.

WIN IMPERIAL ARMOUR VOLUME 1

In conjunction with Forge World, White Dwarf offer you the chance to win one of five copies of this awesome book.

All you have to do to stand a chance of winning a copy is answer the following three questions correctly:

1. How tall (in millimetres) is the Chaos War Mammoth model?
2. For how many years has Forge World been producing resin models?
3. How many pages make up the new Imperial Armour Volume One book?

Entrants should send their answers along with their name and address, age and telephone number to:

**Imperial Armour Competition,
White Dwarf,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS**

Entries must be received no later than 28/11/03

1. Only residents of UK and Eire 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 28/11/03. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. Five winners will be chosen from correct entries at the judges' sole discretion by 5/12/03 from the list of complete and correct entries.
5. The prize consists of one Imperial Armour: volume one book. No cash alternative. Limit of one prize per entrant.
6. Winners will be notified by 19/12/03. Winners must confirm receipt of the prize notification and provide all details requested by the Promoter within one 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.
9. Promoter: Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS.



In this article Pete Haines describes a small but significant action from the history of the Imperium in which a gallant platoon of Cadians are called upon to make the ultimate sacrifice by the Imperial Inquisition.

It was a stand to stir the hearts of all men, a sacrifice of the souls of the courageous to protect the souls of the innocent.

Inquisitor Nathan Flintlock

INQUISITOR NATHAN FLINTLOCK

Flintlock's advancement in the Inquisition was slowed by his tendency to make contacts across different Ordos. Many felt he was part of a Puritan scheme to bring the weight of all the Ordos down on any Radical elements and chose to mistrust him. Flintlock's actions were normally driven by expediency more than politics however as he relentlessly brought together whatever forces he could to oppose the enemies of the Imperium. His success in defending the Black Planet against the formidable Fabius Bile was the catalyst for his appointment to lead the expedition to Seneschal.

The rise of Nathan Flintlock in the Inquisition was like that of so many of his sort – purchased with the bodies of brave men.

Anon

In the aftermath Flintlock's actions were approved by a review of his peers. Ruthlessness has always been a quality valued by the Emperor's Inquisition especially when coupled with a determination to make absolutely certain that a problem gets resolved.

SENESCHAL

Seneschal was discovered in M35. A 'K' class orange star Seneschal emitted such a dim radiance that it had always been obscured from Imperial observatories in orbit around Gakal by the bright blue star of Keffis. An Imperial Navy patrol made the discovery and a frigate squadron was diverted to make a brief survey a couple of decades later.

They reported a four-planet system with only the second world residing in the habitable zone and confirmed that Seneschal was an incredibly ancient star. More importantly they identified structures on the surface of the second planet huge enough to be seen from the edge of the system.

DYING FLAME THE LAST STAND OF THE FIREBRANDS

A Warhammer 40,000 scenario

Just when Mankind begins to think the galaxy is his to explore and exploit we find a system like Seneschal and realise we are defenceless babes crawling too far from our cribs.

Navigator Sollenn Durst

These facts were noted in the files of the Inquisition and down the years many aspiring Inquisitors reviewed the file and made tenuous justifications for an investigation. The absence of any apparent threat defeated each of them in turn. It was only in the last century of the 41st millennium that such justification arose in the most horrific way.

THE GAKAL ATROCITY 3481.925.M41

Gakal is the outermost planet of the Lorderne system and was extensively used as a science station and observatory. It enjoys excellent views of the Emybris cluster and was essential in mapping the many unexplored stars in the area. It was also the site of a major Adeptus Astropathica message relay centre boasting a full Astropathic choir and as a result extensive orbital defences.

The Gakal high orbit observatory detected an incoming vessel but despite their high quality surveys it could not be identified until it was at the edge of the system. To the horror of the station controller it was identified as a Necron cruiser. A mayday was broadcast at this point by the Astropathic choir but that was the last outgoing communication.

Within a few hours a fleet of system ships had been despatched from Issakkan, the third planet of the Lorderne system and the system capital. There were fears that even fifteen system ships and defence monitors would be unable to prevail over a single Necron vessel but by the time they arrived the Necrons were gone. In the time it had taken the Imperium to react all human life on and around Gakal had been brutally exterminated. There was evidence that the principal observatory had been boarded and a shortfall in corpses indicated that most of the adepts stationed there had been captured. The observatory's equipment, thousands of years old and completely irreplaceable, was smashed beyond repair to the dismay of the Adeptus Mechanicus.

When those kidnapped from Gokal were found they evidenced a morbid reverence for death that strayed into dangerous obsession. Within five years of their rescue all were either incarcerated for murderous crimes or dead themselves.

From 'To touch the divine'
by Ravallo Deyanne
(proscribed order ref: gamma 573/c7)

An Inquisitorial investigation commenced immediately. One of its junior members was Nathan Flintlock. While scapegoats in the local defence forces were identified and brought to very public trial the real Ordo Xenos investigation proceeded behind the scenes. No definitive reason why the Necrons should want to attack the observatory was discovered. Inquisitor Flintlock had a theory though and requested reports on any unusual incidents occurring in any part of the Emybris cluster that the Imperium had contact with.

THE MISSING STARS

It was almost seven years before Flintlock had proof of what was happening. His discovery followed the loss of three asteroid mining ships operating in the Emybris cluster. There were no real links between the three disappearances though and the ships were solely owned and operated by their Captains so no powerful interests were involved.

Flintlock had already obtained Imperial charts based on the previous work of the Gakal observatory. Although no other observatory came close to the facilities at Gakal he was able to use his influence to build up a map based on dozens of observations from other Imperial installations. The effort was immense, without an Inquisitorial Seal to back-up the request it is doubtful that the information could have been pulled together. If his suspicions had been unfounded the catalogue of complaints he provoked may have ended his career.

Behind every Inquisitor is the strength and courage of the best Humanity can offer.

Inquisitor Lord Haplann Wode



SENESCHAL

SENESCHAL

OR27.19

Orb Dist 1.4-1.5 AU

0.94G/Temp 8°C

Dead World

Tithe Grade: Adeptus Non

Aestimare: G982

Population: No autochthonic lifeforms

Notes: Observed 723M35. Expedition of 734M35 completed primary study of system. Catalogued 737M35, field for future beta phase exploration.

Further details suppressed by order Inquisitor Flintock
[see *file QLX.672/22]

The Firebrands are derived from the elite of the Cadian forces



He was right though, as best the techno-savant in his retinue could determine, in the time between the original chart being issued and Flintlock collating his data five stars had disappeared.

At the centre of the previous locations of the missing stars and the plotted courses of the missing mining ships was Seneschal. When Flintlock presented his data and submitted a request to investigate the mysterious second planet it was quickly approved and the Departamento Munitorum tasked with providing indentured troops to accompany him.

THE FIREBRANDS

The 12th Company of the glorious 8th Cadian Regiment first became known as the Firebrands during the time of the fourteenth founding of the Regiment. Where other companies were content to dig in and fight on the defensive the 12th company repeatedly found reasons to take the battle to the enemy. In the long war against the Arch Dictator of Galthrog it was no less a warrior than Grand Master Malachi of the Dark Angels who first referred to the 12th as Firebrands and the name stuck.

With each new Founding the most adventurous, irrepressible recruits have been directed into the 12th Company because every good Cadian General knows that whilst it is important to obey

orders nothing disturbs an enemy more than a unit which uses its initiative and does something utterly unexpected.

The qualities of the Firebrands made them an excellent choice for attachment to exploratory missions. They excelled in small unit actions where the ability of every man to think for himself was invaluable. When Inquisitor Nathan Flintlock of the Ordo Xenos led an expedition to Seneschal in 928.M41 it seemed only prudent that a reinforced platoon of the Firebrands be indentured to accompany him.

Fifty miles a day, we march across
the sands,
New xenos to slay, with weapons or
with hands,
Always glad to play, the glorious
firebrands

Drinking song of
the 8th Cadian Regiment

THE FLINTLOCK EXPEDITION

Flintlock set out with two ships, one was *St Aspira*, a standard type 70 merchant ship outfitted with additional surveyors and upgraded engines. It carried all the men and equipment needed for a full planetary investigation. The other was *Stormchild*, a Cobra class destroyer, assigned to act as an escort.

In addition to the thirty-five men of the Firebrands led by Lieutenant Arturo Cabal Flintlock could call upon five Space Marines of the Deathwatch, led by Brother Sergeant Cassius and ten Adeptus Mechanicus combat servitors programmed by Magos Razzallan.

There comes a time for every Inquisitor
when circumstances demand that he
enforce Exterminatus. Any who deny
the thrill of the act are liars. I have
been there, I have sensed it.

Primaris Psyker Geollan Frey

Perhaps more pertinently the *Stormchild* carried two special torpedoes with thermal warheads capable of cutting through the crust of a world. The torpedoes' warheads were cyclonic charges which could destabilise the core. In the entire sector there were no others like them. The Adeptus Mechanicus had hoarded them for thousands of years, maintained them with diligent and pious worship so that they would be ready to destroy a world. These two torpedoes were planet killers and were more valuable than every man in the expedition, especially to Magos Razzallan. The expedition took over a month to reach Seneschal. Once in-system they took refuge in an asteroid belt around the fourth planet and surveyed the system from there.



LANDFALL ON SENESCHAL II

Leaving *Stormchild* running on minimal power in the asteroid belt, the *St Aspira* moved in-system to Seneschal II as fast as its engines could manage. All through the approach its powerful surveyors explored the planet's surface. The results were humbling. The entire surface of the planet had been stripped of natural structures, no seas, rivers, mountains or forests were evident. Instead there were tombs the size of continents, inlaid inscriptions with sigils the size of Titans and raised necropolis' that would dwarf any Imperial hive. But for the presence of an Imperial Inquisitor it is doubtful that the crew of *St Aspira* would have even entered orbit let alone remain there while the landing party descended aboard shuttles.

No defences reacted to their arrival, Seneschal was silent as the grave. Surveyors detected nothing except the tiniest energy source so for want of a better starting point Flintlock landed near it. The landing party disembarked and, using Signum readings, made their way to the source of the energy output. The trail led into one of the monolithic crypts that covered the planet, Flintlock and the landing party checked their weapons and entered. Within a few minutes of Flintlock's party entering the crypt, vox contact with the search party was lost and only an occasional terse psychic message from Flintlock's sanctioned psyker to *St Aspira*'s astropath informed them of what happened.

DAY 36. ORBIT – SENESCHAL IV.

I had to order both ships to power down. We caught a glimpse of several ships leaving the orbit of Seneschal II on long range surveyors. I could not be sure as our scans slid off them but they were sunward of us and that gave us a silhouette to work with, but they looked like Necrons. Worse, one of them was huge, larger than a battleship, of the type I have heard called a Tombship.

Altogether I counted nine ships but the real number could be more. Our only hope was to play dead, to be debris amongst the asteroids and hope they would not find us.

We waited for ten hours, surveyor-blind, breathing in ever more stale air, not daring to speak for fear of detection. At one point I had the feeling that I was being watched but it was over briefly, as if I was beneath the notice of the

observer. I remember feeling a presence pass me by, it was like the feeling of awe one gets upon entering one of the great cathedrals but darker and more dreadful.

Afterward I discovered that Captain Vanferle aboard the *Stormchild* had considered loading the special torpedoes in an effort to destroy the fleet.

Fortunately Magos Razzallon persuaded him otherwise. I will make sure one of my Acolytes is always on the *Stormchild*'s bridge henceforth.

We must act quickly now before the fleet returns. I think I understand what is happening and that I can stop it but I must be sure because if the enemy knows we are here then another opportunity might be a long time coming.

Extract from the personal log of
Inquisitor Nathan Flintlock

1107:34.27 The chambers are huge, a Titan could walk here, each wall contains thousands of recesses, in each there is a Necron Warrior, they show no signs of stirring. Emperor pray they don't.

1325:12.01 Magos Razallon has disappeared, we think he went down a side passage but his servitors have lined up across it and refuse to let us pass. We cannot risk a firefight here.

1540:56.08 Still no sign of Razallon, keep watch for him, he has the arming code for the Exterminatus torpedoes.

1726:45.82 We have found the missing adepts from Gakal, they were bound into a great machine and appear to have been shredded emotionally. I fear a vampiric influence.

1805:38.25 Be ready for departure we are on our way back. It's a Sepulchre! This is the tomb world of a star god, they have been reviving it with the energy of young stars.
Be ready.

Extracts from Astropath Ereggan's
log transcript

THE MADNESS OF RAZALLON

The mechanical wonders of the tomb world bewildered Magos Razallon. The more he pieced together what he was seeing, the less he wanted to destroy it. To him the ancient Exterminatus torpedoes were a suitable offering to

make, not a weapon to destroy something truly divine. The thought must have been in him already for the data slate listing the torpedo arming codes that he gave to Inquisitor Flintlock at the outset of the mission was faulty. Seneschal could only be destroyed with his explicit approval.

With his disappearance the mission was massively jeopardised. The discovery of the 'Sepulchre' deep under the planet triggered a defensive response in the Necrons which began to activate, albeit sluggishly. The tiny landing party was now facing death, the only variable was how soon it would take them.

THE SANDS OF TIME

The Deathwatch squad, accompanied by Flintlock's sanctioned psyker, was ordered to track down Razallon and secure his master data slate with the arming codes. These would then be relayed to Inquisitor Flintlock who would in turn send them to his Acolyte aboard *Stormchild*. Then the tomb world would be destroyed.

The Deathwatch would have no chance of escape but could use stealth to avoid the awakening Necrons until their mission was complete. While they did this then someone would have to prevent the Necrons swarming out of their tombs and destroying the *St Aspira*, which had to remain close at hand to receive the arming codes from deep within the tomb.

The Firebrands took up their positions around the tomb entrance. They had to bar the door until the Deathwatch secured the activation codes and relayed them on. If they failed then nothing else would matter.

LAST STAND

This mission enables you to refight the gallant stand of Firebrand platoon at the gates of the Necron tomb. To play this mission you will need:

- Cadian Officer blister pack
- 1 Cadian Shock Troops boxed set
- Cadian heavy weapons squad boxed set
- 2 Necron Warrior boxed sets

ORGANISING THE CADIAN PLATOON

To assemble the Cadian force for this mission you will need to organise the Cadians from the packs specified into a 25-man platoon. The following notes explain how you should do this in order to both play this mission and start a full Cadian army with a good, solid infantry platoon contributing potentially over 250 points.

DETAILING PERK

On the Cadian sprues you will find lots of grenades, these are quite fiddly and when first assembling your Cadians you might want to leave these off the models. If you equip all the models in the squad with them though then you may count them as having frag grenades when playing the mission.

As encouragement to do some more advanced modelling and converting there are three 'perks' listed, each of these offers you a small advantage if you are able to complete the associated task.

If you need detailed guidance on assembling and painting your Cadians look at the Imperial Guard Codex and White Dwarf 285 for lots of help and inspiration. Right, on with assembling the Firebrand platoon.

You must have a Junior Officer and four other models to form the platoon's Command squad. Two of these models can be a heavy weapons team, two can be armed with a flamer or grenade launcher, one can have a vox caster.

Any remaining models can be armed with either a lasgun or a laspistol and close combat weapon.

You also have two infantry squads. Each of these consists of ten Guardsmen. Each squad is led by a Sergeant with laspistol and close combat weapon.

There are nine other Guardsmen, two forming a heavy weapons team, one squad will have a single model with a grenade launcher, the other will have a single model with a flamer. All the rest have lasguns.

Note that vox casters need not be used for this mission but there is no reason why one or two of your lasgun-armed Guardsmen should not have them for use later. You should have just enough models to assemble two of these.

Vox caster operators should not carry special weapons or be part of a heavy weapons crew.

SUGGESTED PLATOON ORGANISATION

This platoon reflects the actual weaponry of the Firebrands when they made their stand but should serve you well as a typical Cadian platoon as well. Feel free to swap special weapons and heavy weapons to match your painted models.

PLATOON HQ

- Junior Officer with laspistol and power fist
- Heavy weapons team of 2 Guardsmen with a missile launcher
- 2 Guardsmen, one with a flamer, one with a grenade launcher

CONVERSION PERK

If you have collected Citadel miniatures before you will probably have some spare weaponry. If not, ask in your local store and they will explain the best way to get an extra weapon or two. If you replace the laspistol on the sergeant with a bolt pistol or plasma pistol then not only can you use the improved weapon in the mission but you can also count the Sergeant as being a Veteran Sergeant.



1ST SQUAD

- Sergeant with laspistol and chainsword
- Heavy weapon team of 2 Guardsmen with a heavy bolter
- Guardsman with grenade launcher
- 6 Guardsmen with lasguns

2ND SQUAD

- Sergeant with laspistol & chainsword
- Heavy weapons team of 2 Guardsmen with a lascannon
- Guardsman with flamer
- 6 Guardsmen with lasguns

THE NECRONS

For information about assembling and painting the Necrons look in the hobby section of Codex: Necrons and articles from White Dwarf.

For this mission you will need 24 Necron Warriors organised in two units of 12. As casualties are removed keep track of which unit they are from by keeping them in separate piles.

SETTING UP THE GAMING AREA

You will need a surface at least 3' long by 2' wide to play this mission. If your table is larger you can mark the edge of the gaming area with a string boundary.

There are two features of significance that need to be represented.

At one short end of the playing area you need to show the exit from the tomb.

This can be represented with two books placed to narrow the last 6" of the area to 12" wide.

The area between the books should be filled with any spare bits of equipment from your Cadian frames together with the frames themselves, cut up into blocks. This is meant to represent a hastily constructed barricade and will offer a 5+ Cover save to Cadian models behind it.

Between 12" and 18" from the opposite end of the gaming area there should be a jumble of pillars. You can use the inside of kitchen rolls, tubes of thin card or anything else that comes to hand. Place about ten of these in the area specified, however many you place this area is treated as follows:

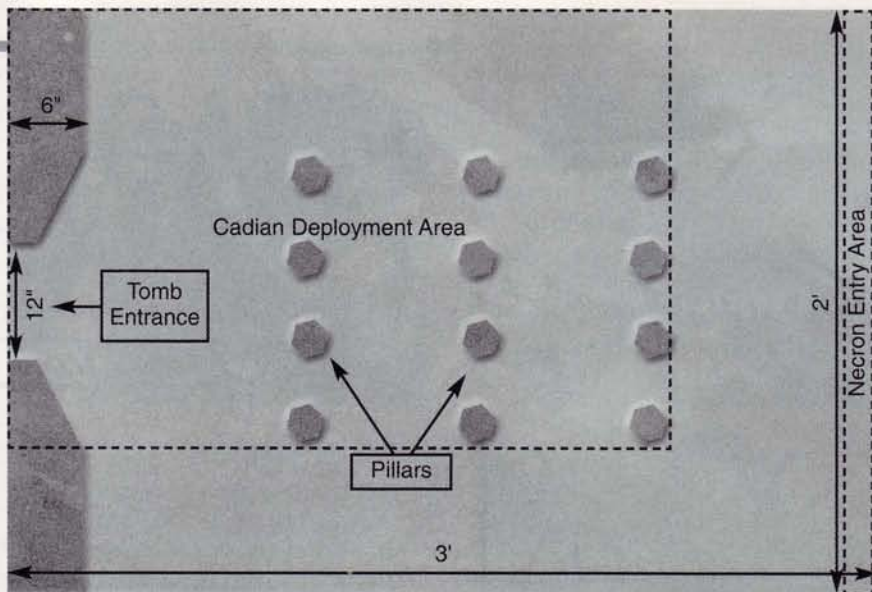
Any Cadian model in the area specified counts as being in cover if stationary. Also the Necrons cannot fire through the pillared areas, the Cadians can but only with models that are stationary. Otherwise both sides can shoot from outside the pillars at models that are inside or from inside at models that are outside. This is subject to all the normal rules such as range of course.

These rules are a little non-standard but are intended to cover a particular situation. Because the Cadians are veteran soldiers they will use every scrap of cover they can find, also having been in position for a while they have had time to scout out lines of fire between the pillars. The Necrons by comparison are arriving in effectively limitless numbers and are under an imperative to overwhelm the humans quickly so are being less careful.

HOW TO SET-UP

The Cadians can deploy anywhere between the far edge of the pillared area and the exit from the tomb. They will set up first before the Necrons arrive. Remember that each unit can set up separately and that close range fire is more effective. The Cadians are playing for time, they must stop the Necrons exiting the tomb before the arming codes are transmitted by the sanctioned psyker with the Deathwatch team. You cannot possibly kill all the Necrons that will attack you but wiping out squads is a good thing as it will mean they have to re-enter play from the far end of the gaming area and begin the slow walk down the hallway again.

When the Cadians have set up the first Necron unit deploys with 6" of their table edge. The Necrons see the Cadians as little more than an obstacle, their priority is to leave the tomb and destroy the *St Aspira*. It is in their interests to move at full speed although it may be advantageous to lay down some fire to reduce the Cadian numbers rather than just stumbling blindly forward.



SPECIAL RULES IN PLAY

The game will play for six game turns, after which random game length is in effect (see page 135 of the Warhammer 40,000 rulebook).

The Necrons will follow the Sustained Assault rules (see page 137 of the Warhammer 40,000 rulebook). Any replacements must arrive on the table edge opposite the tomb entrance. They are not subject to Phase Out.

One Necron unit enters play on Turn One, the other is in reserve.

The Cadian Junior Officer is assumed to have the Iron Discipline doctrine and all three Cadian units are Sharpshooters. See the Cadian section of Codex: Eye of Terror or Codex: Imperial Guard for more details.

VICTORY AND DEFEAT

If a Necron unit is able to move through the tomb entrance, off the gaming area in their Movement phase then they win. If they do not achieve this before the end of the game then the Cadians win.

Trooper Haas smashed his lasgun two-handed into the knee joint of the Necron Warrior knocking the leg out from under it and bringing it crashing to the ground. Sergeant Orson threw his weight onto it and shoving his laspistol into its mouth kept firing until the energy cell overloaded and charred his hand. Trooper Woorrek fired the last burst of promethium from his flamer down the battle-scarred hallway. A throng of warriors was almost on him, they were so densely packed that some of them had to be damaged by the searing heat. A volley of gauss energy somehow passed him by but framed Haas and Orson. Woorrek's comrades were flayed to the bone in the ghastly green glow of the Necron's weapons. Alone now Woorrek pulled a handful of grenades from his belt and pulled the pins before hurling himself toward the Necrons.

The abandoned vox-caster forming part of an ineffectual barricade across the tomb entrance squawked. 'Flintlock to Firebrands, torpedoes are away, exitus acta probat'.

He had the codes and was gone, he had left the Firebrands behind without a second thought. Woorrek's curse was lost in the blast of the grenades.



The new Chaos Giant rules in the Beasts of Chaos army book mean you get to convert and personalise Giants into unique centrepieces for your army. Here, four experienced painters and modellers show what they can do. The results are stunning...

CHAOS GIANTS CONVERSIONS

Juggernauts from the Northern Wastes

JAKOB NIELSEN

Jakob Nielsen is well known for his wonderfully painted and converted miniatures and he has created a Berserker Chaos Giant with ball and chain weapons attached to shackles on his wrists. It is very different from the Chaos Giant Andy Brown has created in that it doesn't have any additional components added to it. Jakob used Green Stuff to remodel areas on the Giant, such as the stomach and the helmet.



MIKE ANDERSON

Mike Anderson prefers to paint display miniatures with a strong narrative. He wanted his Chaos Giant to look in agony and not in control of the mutations changing his body. By using parts of a Tzeentch Horror and Green Stuff, Mike has totally altered the appearance and atmosphere of the Orc and Goblin Giant he used as a basis.





MARK TAIT

Mark Tait went for the bestial look on his Chaos Giant. He used an Albion Giant as a basis and turned it into an enormous mutated Beast Lord. By using components from the Minotaur Lord model and the Chaos Spawn, Mark managed to drastically change the look of the original models.



ANDY BROWN

Andy Brown is an enthusiastic converter of miniatures, as his Chaos Giant clearly demonstrates. He went for the 'classic' Chaos look, using components from his bits box, Green Stuff and plastic card. By slightly altering the pose of the left arm the Giant looks like he is charging into battle.





FROM THE BLACK LIBRARY

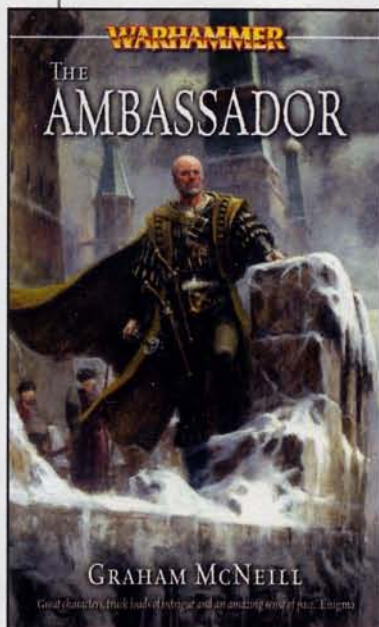
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by Graham McNeill

Grizzled ex-general Kaspar von Velten finds himself inadequately prepared for his duties as the new ambassador to the court of Tzarina Katarin of Kislev. But when the dark hordes of Chaos begin a brutal invasion, Kaspar finds himself fighting for his life and the gateway to the Empire!

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by Sandy Mitchell

Commissar Ciaphas Cain, hero of the Imperium, respected by his peers and an inspiration to his men – at least that's what the distorting lens of history would have you believe! The reality is very different, for Ciaphas is simply looking to serve his time as Commissar without getting killed.

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Brothers of a sundered race clash in this month's battle report as the High Elves defend their territory against their bleak-hearted cousins, the Dark Elves. Add in two well-respected players and it's bound to be a cracker!

THE BATTLE OF ANROC PASS

A Warhammer battle report

The new Dark Elf update, published in this issue, coupled with the fact we've not pitched these two arch-enemies together on the field of battle for ages, was enough for us to ask two particular players to fight out this month's battle report.

This battle will be the classic Pitched Battle scenario. We chose the standard scenario as it would allow us to show how much the Dark Elf revision has changed the tone of the army rather than them playing second fiddle to a scenario's special rules or objectives.

Rob Lane and John Dale will be going head to head in this game. Old friends who both frequent the Mansfield Wargames Club, as well as being stalwarts of the Dragon Slayers (a tournament club, for more details visit www.dragon-slayers.org.uk), they are old adversaries.

Rob is very active on the tournament scene; his Chaos army has bludgeoned many opponents into oblivion (my Dwarfs are still smarting!). You can check out Rob's army at www.baalor.com. Rob has

also been playing High Elves for years in the form of a Lothern Sea Guard army as well as an all-mounted force.

John is an equally well-known tournament player who's other armies include a massive Orcs and Goblins army and a Beasts of Chaos Horde made up from converted Kroot models.

Who will have the bragging rights of a White Dwarf battle report victory? Will the Dark Elves pull off a win and end their long line of battle report losses? Will Dwarfs be laughing into their ale over lots of dead Elves? Read on...

A grey mist lay heavy upon the bleak and rocky wilderness of Ar Anroc. Overhead, a black cloud bruised the sky, shadowing Corwin's mood. A storm was coming to his home, Ar Anroc, a little known township on the western shores of Ulthuan. In truth it had already arrived.

Corwin fought the anger in his heart and found his courage. The Dark Elves must not pass their lines. They must be repelled. The fate of Ar Anroc depended upon it. The baggage trains had already begun the long trek that led to the mountains. The people of Ar Anroc forced to flee their homes due to the menace of their twisted kinsmen. Corwin was determined that their flight would not be in vain.

He remembered the call to arms as the lofty watchtowers first spied the Black Ark advancing upon their shores. The clarion call had woken him from a fitful sleep and recognising the alarm, he had raced to his window. He watched, reviled, as the Ark crept through the water with the silence of the grave, inexorable and menacing. In moments he had assembled his captains and donned his armour, even as the breaking morning threw its light upon the world.

Now he stood shoulder to shoulder with the Elves in his charge and surveyed the lines with grim satisfaction. The silver tips of spears shone bright in stark morning light as rank upon rank of the loyal militia made ready. The archers, tall and gaunt, waited silently to loose steel-fanged death upon the dark kin, alongside

them the batteries of repeater bolt throwers. The hooves of Elven steeds ploughed the earth in anticipation as the chariots drew into position between the spearmen. Over to the east and beyond the thick crags, Corwin knew the Reavers waited, eager to bring swift death to the interlopers. Overhead the beat of mighty wings pummelled the creeping silence and shielding his eyes, Corwin saw the forbidding form of Althwē, the Great Eagle as he landed upon the crags. The magnificent beast spread his wings wide and let out a piercing cry of defiance. It was a fitting call to arms. It steeled Corwin and all those Elves loyal to Ulthuan that heard it.

Across the barren ground, rocks jutting from the earth like the teeth of ancient giants, the Dark Elves emerged from the gloom and at their approach the skies darkened and the sun seemed to lose its radiance.

An errant shaft of light broke through the burgeoning cloud and pierced the thick vale of mist that lay before the High Elf commander and his army of hastily assembled militia. Through it, twisting shapes were revealed. The breeze grew, filled with the promise of violence. Banners emerged wraithlike through the evaporating mist. Etched in blood, they bore the foul symbols of the Druchii. With them came the enemy, savage and cruel, their dark kin and tainted brothers.

Faces, pale as alabaster sneered contemptuously from beneath cruelly

fashioned helms. Great hulking, brutish lizards, the Cold Ones, were goaded by their masters and dragged chariots into the battle line. Dark Riders rode about the flanks, issuing taunts and vitriolic curses. The darkly veiled Executioners strode forth with unnerving silence, their draich blades held aloft, meeting the gaze of their ex-brethren with cold-hearted malice. Other shapes moved in the encroaching gloom also, slivers of darkness amongst the distant crags. Corwin could almost hear the beating of wings and the shrill cry of the dreaded Harpies resonating on the breeze.

It was as if a horribly tainted mirror had been erected before him and through it he saw the twisted parody of himself and his kinsmen, and all the dark potential that ran through his blood.

"No," thought Corwin, "they are not of our noble blood. We are not the same," he assured himself with steel in his heart.

It was upon them at last, the time of reckoning. He looked to his commanders with a knowing glance, grim and resolute. Callarion, standard billowing proudly with the rising tempo of the wind, nodded his understanding. The mage, Bel Talinh produced a wry smile.

















Eyes to the enemy, Corwin raised his sword. Even in the fading light, it had lost none of its lustre and shone like a beacon.

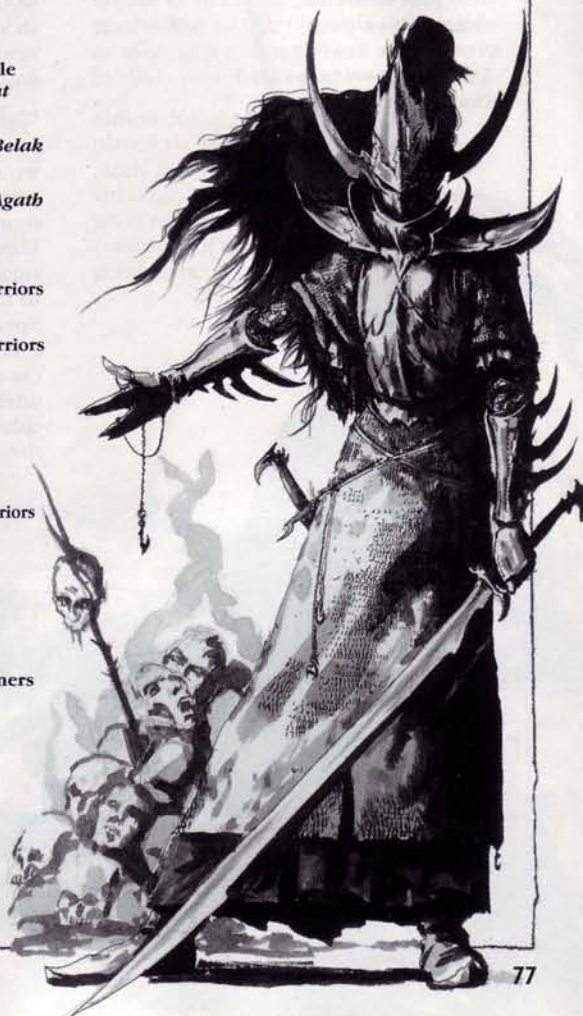
"For Ar Anroc," Corwin cried. "The true sons of Ulthuan will not fade in the dying light!"



DEPLOYMENT

-  Corwin, Elf Commander
* *Leading the Kraken Company*
-  Callarion, Elf Commander with Battle Standard
-  Bel Talinh, Elf Mage
-  Kraken Company, 20 Spearmen
-  Citadel Company, 16 Spearmen
-  Dragonship Company, 16 Spearmen
-  Sapphire Company, 10 Elven Archers
-  Ruby Company, 10 Elven Archers
-  Garnet Company, 5 Ellyrian Reavers
-  Peridot Company, 5 Ellyrian Reavers
-  Dragon of Tiranoc, 1 Tiranoc Chariot
-  Eagle of Tiranoc, 1 Tiranoc Chariot
-  Battery Arthai, 1 Repeater Bolt Thrower
-  Battery Sarthai, 1 Repeater Bolt Thrower
-  Althwë, Great Eagle

-  Maleus Darkdale, Dark Elf Noble
* *Leading the Kuyash Regiment*
-  Drukhu Falkhu, Dark Elf Noble
* *Riding in Cold One Chariot Belak*
-  Khael Khyran, Dark Elf Noble
* *Riding in Cold One Chariot Agath*
-  Kar Shobh, Sorceress
-  Dalak Regiment, 20 Dark Elf Warriors
-  Karan Regiment, 20 Dark Elf Warriors
-  Caith Riders, 5 Dark Riders
-  Anast Riders, 5 Dark Riders
-  Uraithen Company, 10 Dark Elf Warriors
-  Belak, 1 Cold One Chariot
-  Agath, 1 Cold One Chariot
-  Kuyash Regiment, 18 Executioners
-  Yir Gaith, 7 Shades
-  Doomflyers, 5 Harpies
-  Ishar, 1 Reaper Bolt Thrower
-  Sainth, 1 Reaper Bolt Thrower





Rob Lane

Rob: I've been playing Warhammer for many years now and I have to say I'm really pleased to be playing my good mate John Dale in a

White Dwarf battle report. I'm a big tournament player (although I'm not quite as *big* as John, of course) and, whilst I enjoy the competitiveness and the will to win found at tournaments, sometimes it's great to sit down with an army built around a story and try to get one over on your friends with cunning tactics rather than by simply picking the hardest units you can. We'd decided early on this is exactly what we'd do!

With that in mind I decided to pick a 'classic' High Elf army to face John's Dark Elves, built around the story of a small township on the west coast of Ulthuan – Ar Anroc – that finds itself under attack from their direst of enemies. Right from the start I knew it should be composed mostly of citizen militia, as they were the only troops that could be called upon in such a small settlement, so that was easy; and what made it even easier was that I knew what John was using, pretty much. This helped a lot and it meant I didn't have to select an 'all-comers' army that could do well against almost everything – as you do by necessity in a tournament setting.

IN DEFENCE OF AR ANROC

ARMY SELECTION

I find it's always best to create an army with a plan in mind, and that's exactly what I set about doing. Simple plans are always the best ones of course, and after a bit of thought I felt I had a very simple plan – destroy John's flanking forces with shooting and fast cavalry, then concentrate on his central blocks, hopefully flanking them in later turns. In combination with a solid battleline to confront the Druchii infantry head on, the raiders would quickly be sent back to their ships!

With one of the most important aspects of my plan being shooting, I plumped for two units of ten Elven Archers, two Eagle's Claw repeater bolt-throwers and two units of Ellyrian Reavers with spears. Archers are completely underestimated by almost every opponent I face with the High Elves, and along with the Eagle's Claws, these guys can prove devastating to the plans of any foe, let alone the thinly-armoured Dark Elves. Dark Riders are excellent units but like most fast cavalry they are easily taken out by shooting, as are Harpies and Shades – and once John's flanking units were gone, I could then concentrate on his central blocks. Even so, through bitter experience I know that the dice gods are not always on my side, and so the flexible Ellyrian Reavers would prove very important should my shooting fail – and if it didn't fail, they would be able to roll up John's flanks and threaten his centre in no time.

With the earlier turns planned for, it was time to look at my battleline, which would come into its own later on in the game. The fact that High Elves are *immune to panic* when fighting Dark Elves meant that I could get away with small units of infantry and so I decided to field everything I had painted – 52 Spear-wielding Elves, sorted into one unit of 20 and two of 16 all with full command and with the main unit taking advantage of the First Among Equals rule to use the War Banner.

A battle line like that, however, needs a little support for it to work effectively especially as the units are quite small. I chose two Tiranoc Chariots to sit in-between the units of Spear-wielding Elves for two reasons; firstly, they could provide a lot of punch when combined with a unit of infantry; and secondly, they

would prove a deterrent for John's units, which would hopefully hang back until I could get around his flanks and thus force him to engage. An Eagle would be crucial here, too – it can really annoy enemy blocks of infantry by hindering their charges, and from past experience they really annoy John!

Lastly, of course, were character choices. To my mind characters should support an army, not dominate it, and I chose mine accordingly.

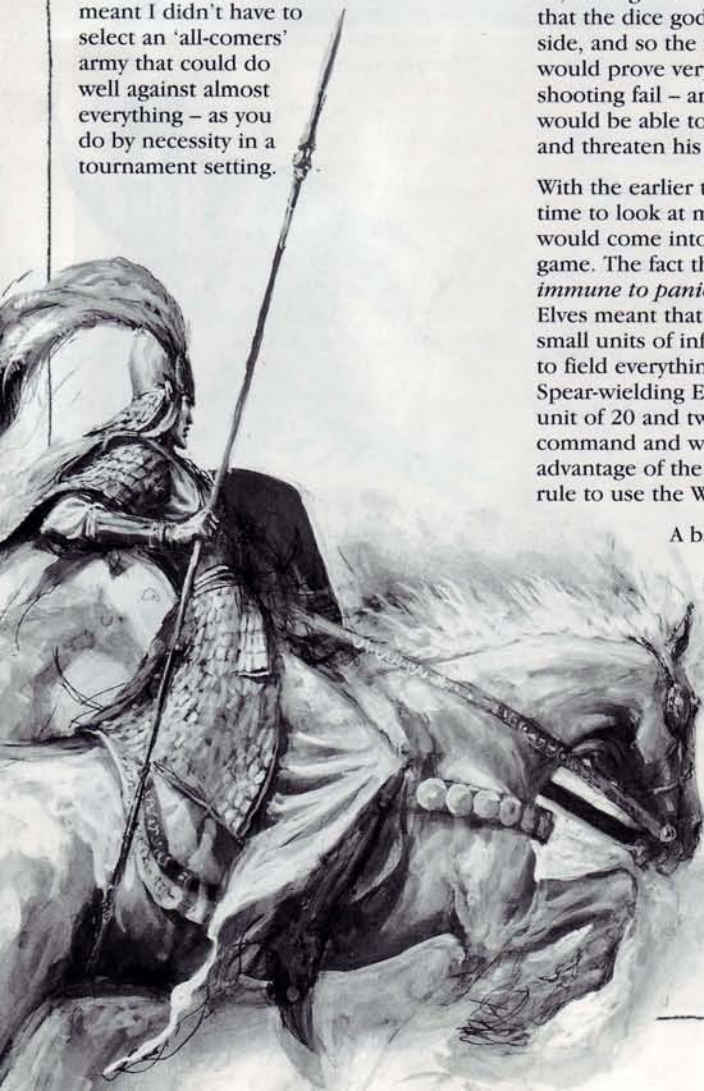
To support my infantry, an Elf Commander (who would hopefully be the General) would sit in the main block of Spearmen (Kraken Company) to provide a little punch and a little bit of leadership. I gave him the Sword of Might, the Enchanted Shield and the Helm of Fortune, thus affording him a Strength of 5 and a 2+ re-rollable Armour save. He could take on just about anything John's army could throw at him, including the opposing General, and still deal a bit of damage in return. A Strength of 5 meant Executioners would not get an Armour save too, even with their newly-acquired heavy armour!

To support my shooting and thus my battle plan, I chose a Level 2 Elf Mage with the Seer honour and a Dispel scroll to ensure my enemy's spellcasting would have a hard time of it. Thanks to the Seer skill I could choose High Magic spells that would hopefully prove devastating – and to hammer home my army's shooting ability, I chose the Curse of Arrow Attraction, Fury of Khaine and, of course, Drain Magic. The latter spell would curb John's Magic phase even further and Fury of Khaine was there to ensure his own Dispel dice and scrolls could be lured out early.

However, with only four casting dice available to cast three spells, I knew I needed a little bit of a boost in that area – so I chose a Battle Standard Bearer with the Banner of Sorcery, which would give me at least one more casting dice per turn and up to seven if I rolled well. In my opinion, a Battle Standard is essential in any infantry army, but a good trick with such characters is to use them to fulfil two roles, which saves a lot of points and plays the Intrigue at Court odds a little. Having three characters rather than the maximum of four means I have a better chance of rolling the character I want as the General!

It was shaping up better than I had expected. I had an excellent all-round army that could do just about everything I wanted it to do, and do it well, and I had a nice simple plan to work to.

The trouble with plans is that sometimes they go wrong...





John Dale

John: Imagine my surprise and joy when White Dwarf's Paul Rudge e-mailed me asking if I'd like to fight in a battle report in the

magazine. It got even better when it became clear this was an opportunity to showcase the new changes to the Dark Elves, and to fight against their most hated foe, the High Elves, commanded by my friend and High Elf master, Rob Lane.

After a quick phone call to my long-haired opponent, we decided to fight a 2,000 point Pitched Battle with lots of terrain and with two well-balanced armies, where hopefully tactics and the cunning use of the terrain (plus my lucky yellow dice!) would determine the victor. So, with the basic framework in place and with the Army book and revisions to hand, where to start?

ARMY SELECTION

Well for me, picking a new list is not just about picking units that will perform well on the battlefield, it is also just as important to choose models that I will enjoy painting. I was therefore very fortunate to be using the Dark Elves as I think they are some of the best models that Games Workshop have produced. I quickly decided to include all three of my favourite models, being the Executioners, Cold One Chariot and Reaper bolt-thrower.

The Executioners, now with heavy armour to reflect the equipment on the model, would act as bodyguard to my General, a Noble, who would also be kitted-out with heavy armour as well as a Sea Dragon cloak and a halberd. He would also take the Seal of Ghroind, a useful bit of kit which would generate an extra Dispel dice. Halberds are generally overlooked by most players in favour of the great weapon, but Elves and in particular Dark Elf Nobles have high Initiative, which is wasted with a great weapon. The halberd should ensure that the Noble would strike first at a Strength of 5, hopefully reducing the number of attacks being directed at the more vulnerable Executioners.

Even so, without doubt the best way to prevent my precious Executioners from being killed before they could strike back is to get the boot in first – so with this in mind I gave them the Banner of Murder, enabling them to achieve an extra D6 on their 10" charge range.

Another unit which can definitely make an opponent's eyes water is the Cold One Chariot. This Toughness 5, 4 Wound, fear-causing little beauty would certainly give my units some punch, especially if I used it as a mount for another Noble,

DRUCHII REBORN!

who would be equipped with heavy armour, cloak and halberd. With his extra Strength 5 attacks and Leadership to combat *stupidity*, this unit could pose Rob some serious problems, especially if I could get it behind his battle line to take advantage of its Unit Strength of 5 and threaten rear or flank charges.

For long range firepower, I don't think you can beat Reaper bolt-throwers, so I took two of these, making a mental note to deploy them well away from each other as I was expecting Rob to bring Reavers and Eagles to the party.

Dark Elves have three basic choices for core units – Dark Riders, excellent fast cavalry flanking and harassing units with the option of taking the repeating crossbow, and two solid infantry choices in both Corsairs and Warriors. Corsairs with their two Attacks, Sea Dragon Cloaks (giving them a respectable 4+ save against shooting) and the option of a Magic Standard were perhaps my first choice, but to my mind the heart of a Dark Elf army has to be Warriors so I picked three units of them, two units of 20 armed with spears and command to anchor my battle line and a unit of ten armed with repeating crossbows to give me some extra firepower and support for the Reaper bolt-throwers. Following the revision, this backbone to my army has been reduced in cost by two points a model, saving me a whopping 100 pts. What do I do with the points saved?

Well, I noticed the revision now allowed two Cold One Chariots to be taken as one Special choice so I took another 95 point chariot nastiness ridden by another halberd-wielding Noble. These two chariots would be deployed alongside the spear-armed Warrior units, the plan being to combine charges, utilising the ranks, standard and numerical strength of the Warriors with the hard-hitting power of the Cold One Chariots.

I picked five Harpies to act primarily as war machine hunters and some Shades to give me some insurance that I would be able to take out the Eagle's Claw bolt throwers, which if left alone would quickly decimate my force.

Finally magic: I went for a level two Sorceress with a Dispel scroll and Darkstar Cloak, so that with five Power dice and two spells (both at +1 to cast) I might be able to stop some of Rob's tricky High Elf magic but also cast some nasty spells myself during the battle. A far more interesting option than just taking a Level 1 Mage with two Dispel scrolls!

Now for the plan. As any Dark Elf player will tell you, we hate those poncy High Elves. I mean it – we *really* hate the High Elves! However, hatred

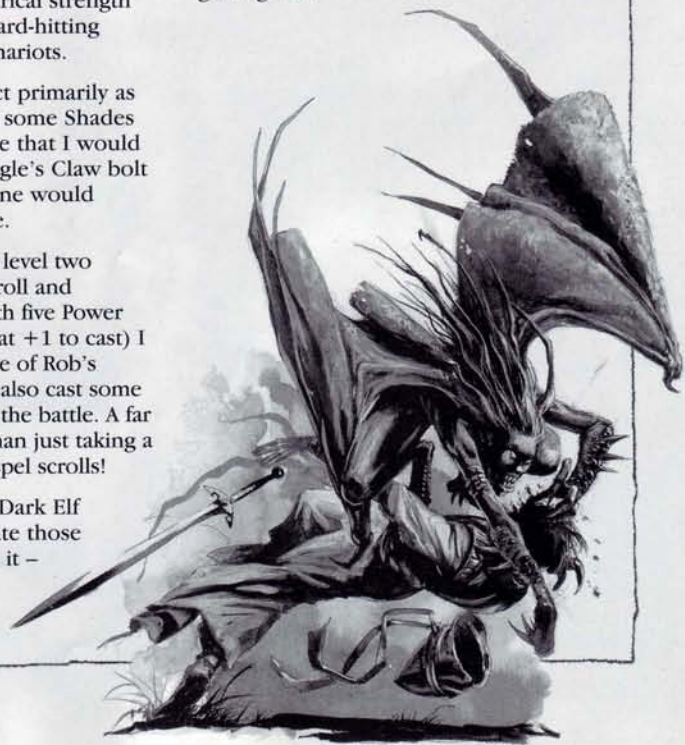
is a bit of a double-edged sword; on one hand you have the ability to re-roll your missed attacks in the first round of combat, which can be a priceless advantage between two well-matched opponents, but on the other hand, you have to pursue the enemy when it flees from combat.

Now you might think that this compulsory move is not such a weakness, however it is a weakness that can be quickly exploited by a cunning opponent, such as Rob, who may sacrifice a cheap unit in an attack on your flank or rear, confident that you will have to pursue the baiting unit at right angles to where you really want your attack to take place.

So to maximise the advantages of hatred and minimise the problems, my plan was simple: quickly achieve superiority in the Shooting phase by taking out the Eagle's Claw bolt throwers and Elven Archers with my own shooting, using the terrain to shield the Harpies, Shades and Dark Riders, who would also attack the Eagle's Claws and Archers if given the chance, I would then draw the High Elf infantry into range for combined charges with my Cold One Chariots, Executioners and Warrior units.

On a personal note, I really wanted to kill the Eagle, which has been a real pain for me in all the battles I have fought against Rob's High Elves over the years. As soon as it poked its beak out from behind cover, I swore it would be dead!

Although the practice games we'd played so far had all been close, Rob rarely lost with his High Elves and although I knew that my plan was a good one, the only thing I was really confident of was that we would have a good game!



The Host of Ar Anroc

CHARACTERS

HERO: Corwin, Elf Commander

Hand weapon, heavy armour, Pure of Heart, Sword of Might, Helm of Fortune and the Enchanted Shield. **124 pts**
**leads the Kraken Company of Spearmen*

HERO: Callarion,

Elf Commander, Battle Standard Bearer
 Hand weapon and Banner of Sorcery. **145 pts**

HERO: Bel Talinh, Elf Mage

Hand weapon, Level 2 upgrade, Seer and Dispel scroll. **180 pts**

CORE

Kraken Company

20 Spearmen with hand weapons, spears, light armour, shields, Captain, Musician and Standard Bearer with the War Banner **270 pts**

Citadel Company

16 Spearmen with hand weapons, spears, light armour, shields, Captain, Musician and Standard Bearer. **206 pts**

Dragonship Company

16 Spearmen with hand weapons, spears, light armour, shields, Captain, Musician and Standard Bearer. **206 pts**

Sapphire Company

10 Elven Archers with hand weapons and longbows. **120 pts**

Ruby Company

10 Elven Archers with hand weapons and longbows. **120 pts**

SPECIAL

Dragon of Tiranoc, 1 Tiranoc Chariot

2 High Elf crew with hand weapons, spears and bows. **85 pts**

Eagle of Tiranoc, 1 Tiranoc Chariot

2 High Elf crew with hand weapons, spears and bows. **85 pts**

Garnet Company

5 Ellyrian Reavers with hand weapons, spear, light armour and Harbinger. **104 pts**

Peridot Company

5 Ellyrian Reavers with hand weapons, spears, light armour, and Harbinger. **104 pts**

RARE

Battery Arthai, 1 Repeater Bolt Thrower

2 High Elf crew **100 pts**

Battery Sarthai, 1 Repeater Bolt Thrower

2 High Elf crew **100 pts**

Althwë, Great Eagle

50 pts

TOTAL 1,999 pts





The Nan Kherith

CHARACTERS

HERO: Maleus Darkdale, Dark Elf Noble
Hand weapon, heavy armour, halberd and Seal of Ghrend. 109 pts
**leads the Kuyash Regiment*

HERO: Drukh Falkhu, Dark Elf Noble
Hand weapon, heavy armour, halberd and Sea Dragon cloak. 84 pts
**rides in Cold One chariot Belak*

HERO: Khael Khyran, Dark Elf Noble
Hand weapon, heavy armour, halberd and Sea Dragon cloak. 84 pts
**rides in Cold One chariot Agath*

HERO: Kar Shobh, Sorceress
Hand weapon, Level 2 upgrade, Darkstar cloak and a Dispel scroll 175 pts

CORE

Dalak Regiment
20 Dark Elf Warriors with hand weapons, spears, light armour, Musician, Standard Bearer and Lordling. 185 pts

Karan Regiment
20 Dark Elf Warriors with hand weapons, spears, light armour, Musician, Standard Bearer and Lordling. 185 pts

Caith Riders
5 Dark Riders with repeater crossbows, hand weapons, spears and light armour. 120 pts

Anast Riders
5 Dark Riders with repeater crossbow, hand weapons, spears and light armour. 120 pts

Uraithen Company
10 Dark Elf Warriors with hand weapons, repeater crossbows and light armour. 110 pts

SPECIAL

Belak, 1 Cold One Chariot
2 Dark Elf crew with hand weapons and the chariot has scythed wheels. 95 pts

Agath, 1 Cold One Chariot
2 Dark Elf crew with hand weapons and the chariot has scythed wheels. 95 pts

Kuyash Regiment
18 Executioners with Draichs (great weapon), heavy armour, Musician, Draich-master, and a Standard Bearer with the Banner of Murder. 273pts

Yir Gaith
7 Shades with hand weapons and repeater crossbow 98 pts

Doomflyers
5 Harpies 65 pts

RARE

Ishar, 1 Reaper Bolt Thrower
2 Dark Elf crew with hand weapons and light armour 100 pts

Sainth, 1 Reaper Bolt Thrower
2 Dark Elf crew with hand weapons and light armour 100 pts

TOTAL 1,998 pts







HIGH ELVES TURN 1

Rob: Before the game we had decided that the areas of rocky ground dotted around the battlefield would affect line of sight, which meant that shooting would not dominate the proceedings. Accordingly, I set up both units of Reavers onto my left flank to 'double up' on John's fast cavalry, with the added bonus that they were protected from Reaper bolt thrower and Crossbowmen fire by a hill and some rocks. With my right flank protected by two more patches of rocky ground, I felt confident I could defend that area of the battlefield with an Eagle's Claw, with assistance from the other Repeater and

the Archers. With my centre blocks of infantry protected by both areas of rocky ground and with clear line of sight for my shooting, thanks to the hill, I felt I had the terrain to suit my plan. Perfect!

Giving thanks to the dice gods for a) rolling the character I wanted as my general and b) managing to roll for the first turn, I set about implementing my plan with a will.

My first task was to try to control my left flank, and so I moved both my units of Reavers forward to tempt John's Dark Riders into charging them, making sure the Crossbowmen and the Reaper Bolt Throwers could not see them. With little

else to do I decided to contest the centre of the battlefield with my Spearmen, using the rocky ground to protect their flanks, and moving the Eagle close by to ensure he would be near enough to affect any of John's units.

Then came the Magic phase. Rolling a 2 for the Banner of Sorcery, I felt confident I could at least lure out a Dispel scroll this turn. First of all I tried Fury of Khaine on a Cold One Chariot, but it was dispelled, and then disaster – casting Curse of Arrow Attraction on the other chariot, I managed to miscast and rolled a 5 on the Miscast table. My Mage was blasted off his feet, which was bad enough, but he couldn't cast in my next turn! A catastrophe!

Swallowing my disappointment, I put a Reaper Bolt Thrower to task in the Shooting phase. They could really cause some pain and, as nothing was happening on the flanks yet, I knew they would be crucial in these first turns. As well as that, in a couple of games a few days earlier, John had thrown everything but the kitchen sink at my own repeaters, but to no avail – only managing to kill one crewman from each! Thus it was very satisfying to see John's face when I managed to kill the Reaper hiding in the wood with a combination of Archery fire and both Eagle's Claw!

With no combat to speak of, it was time for John to play his hand...



With the first volleys of arrows and bolts loosed, both armies begin their advance.

DARK ELVES TURN 1

John: Having passed both Stupidity tests on my chariots, I surveyed the battlefield. The Reaver unit on my right flank was a tempting target for my Dark Riders, but I was unsure of the charge distance. Knowing Rob for the tricky Elf he is, I doubted they were in charge range and even if they were, he would certainly flee and rally, leaving his second fast cavalry unit to charge and wipe out my Dark Riders in his next turn. That meant no charges declared on those!

The loss of the Reaper Bolt Thrower was a big blow to my battle plan of achieving shooting superiority, although the blow was softened somewhat by Rob's unfortunate miscast (insert sneaky Dark Elf laugh here) preventing him from hitting me with two potentially devastating spells for at least another turn. However, following Rob's aggressive move across the table, the more immediate threat came from his two chariots, which were now in charge range of all my infantry units. A combined charge would be hard to resist, so my remaining Reaper and crossbow-armed Warriors had a new target, the nearest Tiranoc Chariot.

I still had to deal with the threat of the High Elf shooting though so, taking advantage of Rob's miscast, I moved the Harpies, Shades and Dark Riders on my left as far forward as possible. All three units would be easy targets and would

undoubtedly receive some pain, but hopefully one or two units would remain to charge and silence the Eagle's Claws next turn.

I decided not to move the Dark Riders on the hill and hopefully whittle down the Reavers with their repeating crossbows and, with both Cold One Chariots moving forward to threaten the High Elf Spearmen and the Dark Elf Sorceress moving to cover behind the rocky terrain, I ended my Movement phase.

With the Dark Magic Soul Stealer spell being short-ranged I only had Chill Wind to cast. This spell could be highly effective against the lightly-armed Elven Archers, potentially preventing them from firing, but the Tiranoc Chariot tag-team was my biggest headache, so I cast my magic missile at the chariot nearest the Crossbowmen, hoping to knock off a wound or two from its profile. Rob obviously agreed with me as he used a precious Dispel scroll to halt the missile!

It was going to be down to my Shooting phase. Twenty bolts from the Crossbowmen produced a wound but the six bolts from my Reaper only caused two more and the pesky chariot survived with one precious wound remaining! With my Dark Riders' repeating crossbows failing to scratch the Reavers I sat back rather disheartened, and wondered which of my precious infantry units would be on the receiving end of the Tiranoc chariots.



HIGH ELVES TURN 2

Rob: I had something to think about now, that was for sure. With the Harpies, (which John had cunningly placed out of sight of my Battle Standard Bearer), Shades and Dark Riders threatening both Eagle's Claws I knew I had to take them down as soon as possible or my plan would fly out of the window – but could I do it without Curse of Arrow Attraction? I had to try, so I turned my Archers to face these threats as best I could. As well as that, the other Reaper bolt thrower had very nearly killed a Tiranoc Chariot in their first round of shooting and I felt it was time to use them in a way that sometimes catches people out – before they were shot to pieces! Thanks to their 18" range both of them charged a Dark Elf Warrior unit, the Dalak Regiment, but John knew exactly what my chariots could do and so fled far enough away from my charge. This meant my chariots were exposed to charges themselves, but I didn't think that was too much of a problem as they could flee too.

John had proved himself too canny in his turn when his Dark Riders declined to have a go at my Reavers, so I decided to force the issue. Moving both units forward meant they could be shot at by the Crossbowmen and again by the Dark Riders, but I felt I could take the pain, especially with my units being immune to *panic*. His other Dark Riders were causing me some headaches though; they were threatening the flank of the Citadel Company of Spearmen on the right, so I decided to call his bluff and moved my General from the main block of Kraken Company Spearmen into that unit, placing him on the side so that he would get to attack should the Dark Riders go for it.

CHARACTER MOBILITY

Moving characters into and out of units is a valuable tactic if you feel a unit is threatened and needs a little support, especially as the rules allow them to leave one unit and join another in the same turn. As well as that, placing characters on either side of a unit means they are a very useful deterrent to would-be flankers, meaning you don't have to turn your unit and so keep your battle line coherent!

I also moved my Battle Standard Bearer out of charge range of the Dark Riders, but he had little else to do as the Banner of Sorcery was useless this turn. My Mage was still recovering from his miscast!

This meant I had only the Shooting phase to negate John's threatening manoeuvres on my right flank. The Dark Riders were short work for the Eagle's

Claw in the wood, which killed four, but then I had a dilemma. Should I throw everything at the Harpies or the Shades? Both were threatening a Repeater, but I felt the crew had more chance against Harpies than Shades should they be charged, and so shot the Shades first, using the other Eagle's Claw to kill four and the Archers to kill two. This reduced them to one model and so I turned my attentions to the Harpies: unfortunately the Archers only managed to kill one Harpy, which meant they didn't even have to take a Panic test. The solitary Dark Rider passed his Panic test, but thankfully the remaining Shade failed. I would have to be satisfied with two thirds of the threat negated! Again there was no combat, so it was time for John to do his worst.



DARK ELVES TURN 2

John: Rather relieved that Rob had not chosen my Executioners for the chariot treatment and with both of my Cold One Chariots having passed their Stupidity tests, it was time for some payback. The surviving Harpies went for the Eagle's Claw Bolt Thrower on the hill, who stood to receive the charge, but unfortunately the remaining Dark Rider had no line of sight to the second Eagle's Claw. I was not too worried though, as I had another sneaky use for this lone rider.

The Noble mounted on his Cold One Chariot on my left, Drukh Falkhu, declared a charge against the nearest Tiranoc Chariot and the Executioners charged the second, but both Rob's chariots fled from the danger. However, before rolling to see how far they fled, I was left with an interesting opportunity.

As both Tiranoc Chariots had been blocking a charge to the central Spearman unit containing the High Elf General, the Kraken Company, I could now redirect both of my charging units onto them. However, I had to decide

whether to pursue the chariots, hopefully running them down and destroying them, or redirecting – we figured that I could not do both.

Looking at the distances involved I knew I would need a high roll with the Banner of Murder in order for the Executioners to either catch the chariot or hit the Spearmen; the trouble was that if I ran down the chariot I risked exposing my flank to the High Elf battle line and, as the chariot only had one wound remaining I let it go, confident I could remove it with shooting before it could threaten my troops again. I therefore redirected the Executioners' charge onto the Spearmen, hoping for a high roll on their magic banner.

The Noble on the chariot could easily redirect onto the Spearmen, but if my Executioners failed to turn up, the chances of him breaking Rob's main infantry unit unaided (who would benefit from a Battle Standard re-roll) were slim. I therefore elected to run down the Tiranoc Chariot and trust that if the Executioners hit home they could – with my General and the benefit of *batred* – do the business on their own.





The Executioners redirected charge fails to reach the Kraken Company. However the High Elves' chariot is not as lucky as it is caught and destroyed by the pursuing Dark Elves chariot.

Having rallied the fleeing Dalak Regiment of Warriors and removed the remaining Shade as he could not rally (the unit being less than 25% of its original number) I held my breath as I rolled a 5 for the Banner of Murder, giving the Executioners a potential 15" charge range! Out came the tape measures to reveal that they were 15 and a half inches from the Spearmen – the redirection had failed and the unit was moved half of its normal charge distance towards the High Elf infantry. The Tiranoc Chariot with one wound, fled well away from the action but the Cold One Chariot succeeded in running down the second Tiranoc Chariot and moved 14" forwards. This would normally have created some Panic tests for fleeing friends being destroyed by chargers, but this was not a problem for Rob and his immune to panic Elves. I was very happy with where my chariot ended up though as it was threatening to get into the High Elf backfield where its Unit Strength of 5 could really hurt later in the game!

REDIRECTING CHARGES

This is an interesting question and one that always makes me reach for the rulebook: can a unit that redirects still run down and destroy the unit that fled in the first place? To be honest, both myself and Rob did not know the answer so we decided that common sense should prevail – we played it that any unit that redirects cannot run down the unit that fled in the first instance.

I wheeled my Crossbowmen around to give supporting fire to the Dark Riders who, with my Reaper Bolt Thrower, would

target the Reavers threatening my precious war machine. I moved my remaining chariot-mounted Noble forward and positioned my Sorceress as close to Rob's Spearmen as possible without leaving the relative safety of the rocks.

I left my sneaky manoeuvre until last – taking full advantage of his 18" march move and free reforms I positioned the lone Dark Rider model as a blocker and diverter in front of Rob's Spearmen that now contained his General. I made sure that if the Spearmen charged, the unit would have to wheel to contact the Dark Rider and thus present their flank to my battleline. Rob's a master at this with his Eagle and to return the compliment would be very pleasing indeed!

Although Rob let my potentially devastating Soul Stealer spell go, saving his Dispel dice for my second spell, it had no effect as it was just out of range

of his Spearmen. Fortunately for the Druchii, Rob then rolled two 1s from his three Dispel dice and I was able to hit one of the Archer units on the hill with Chill Wind, causing two casualties but more importantly preventing them from shooting next turn.

The combined shooting effects of my Crossbowmen, Dark Riders and Reaper Bolt Thrower removed the Reaver unit threatening my war machine, but I left the other intact to charge my Dark Riders next turn.

The Combat phase was a bit more satisfying with the Harpies doing what it says on their tin, killing the Eagle's Claw crew and then overrunning off the table to safety. With one Eagle's Claw gone, one Archer unit unable to fire and with the High Elf chariot threat neutralised, I was feeling a bit more relaxed as we moved into turn 3.



HIGH ELVES TURN 3

Rob: Not a good turn for me. My left flank was not doing as well as I'd hoped thanks to my inability to spot shooting threats (oh how I wish I'd moved that second Reaver unit out of sight of the Reaper) and those Cold One Chariots were really looking dangerous. To cap it all, my shooting was reduced by half – one unit of Archers couldn't shoot and one of my Eagle's Claws was dead. At least I had the Mage back, but my plan was rapidly becoming rather more complex than I'd hoped!

Taking the bull by the horns, I resolved to see what I could do about the left flank, charging the Reavers into the Dark Riders, thankfully managing to survive the Stand & Shoot. To reduce the threat from the Cold One Chariots, my main block of Spearmen, the Kraken Company, charged the one next to them, hoping John would roll low when it

fled. Although this meant their flank would be somewhat exposed and the battle line broken I felt the gamble was worth it. At worst I would fail to catch the chariot but still take it out of the game for two turns; at best I could take it out and gain some valuable points, as well as ensuring my Spearmen weren't threatened by anything nastier than another Elf. Unfortunately the Cold One Chariot managed to roll high enough to get away, and I was horrified to see I'd misjudged the movement of my unit badly; the flank of the Spearmen was exposed to not one but three charges – from the Executioners, the Warriors and the other Cold One Chariot! What a nightmare!

Berating myself for my stupidity, I had to protect them with something, and the only thing to hand was the Eagle (who popped in front of the Executioners) and the Dragonship Company of Spearmen on the left, who moved

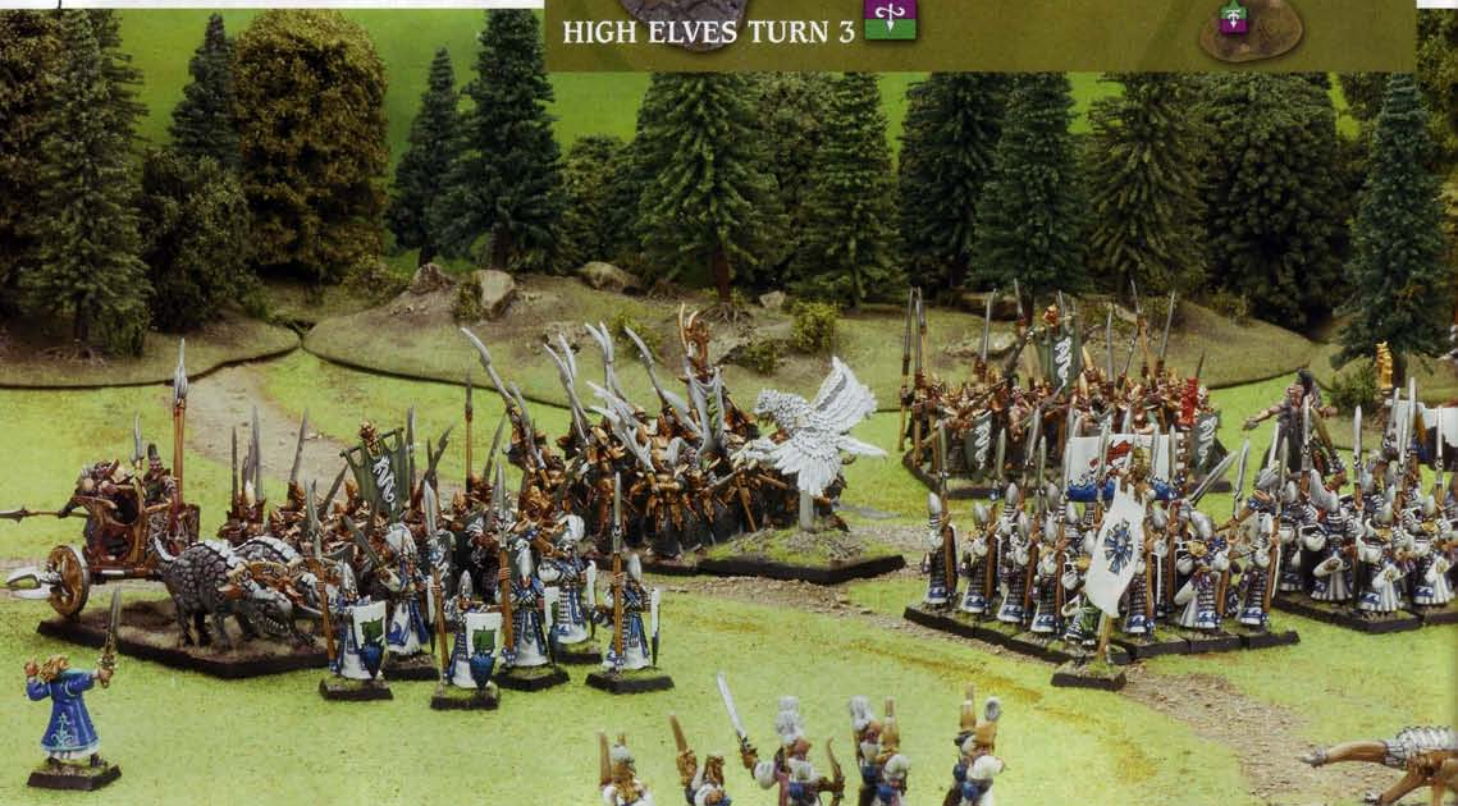
forward as fast as their legs would carry them, blocking the chariot and the Dark Elf Warriors.

Feeling a bit miserable thanks to having to sacrifice half my army, in my Magic phase I was a little mollified by being more successful than previous turns – I actually managed to get a spell off! With two extra Casting dice from the Banner of Sorcery, both Curse of Arrow Attraction and Fury of Khaine were cast on the Cold One Chariot that wasn't fleeing. The former allowed the Archers to cause a wound on the chariot, and the latter caused two wounds on the chariot and one on the Noble! Unfortunately, I couldn't see the same chariot with the surviving Eagle's Claw, so he had a go at the other Cold One Chariot instead, causing a wound.

Now for the left flank. Killing two Dark Riders and saving a wound in return meant the Reavers broke their dark



John's Dark Elves go on the offensive...



cousins, and both rolled high enough to run off the table. Thankfully, my fast cavalry could return!

DARK ELVES TURN 3

John: Having passed his Stupidity test, I gleefully declared a combined charge of the Cold One Chariot and Karan Regiment of Warriors against the Spearmen that Rob had sacrificed to protect the flank of his main force. Likewise I sent the Executioners (who were starting to get a bit itchy) into the blocking Eagle, confident that Rob would be unable to flee his pet budgie as it was preventing me from getting to grips with the Kraken Company. Once I had rallied the other Cold One Chariot – it didn't have to take a Stupidity test as it was fleeing – and turned it to face the action, I moved the charging units in.

As the blocking lone Dark Rider had worked so well last turn, I saw no reason to change tack and repositioned him to frustrate Rob's Citadel Company of Spearmen. The Harpies came back on the battlefield and I moved them to threaten the remaining Eagle's Claw, positioning them close enough to the woods so that their ground movement would be enough for them to charge next turn, an added bonus being that it also blocked the Bolt Thrower's line of sight. I then marched the Dark Elf Warrior unit that had rallied last turn, the Dalak Regiment, back up to the battle line to threaten Rob's forces once more.

With the High Elf Mage now somewhat exposed, I turned the Crossbowmen around for the chance of a lucky shot and moved my own Mage behind the cover of the rallied chariot, but also now within effective range of my Soul Stealer spell.



Rob again saved his three Dispel dice for Chill Wind, allowing me to cast Soul Stealer at the Citadel Company. However out of a possible 17 hits I only managed to kill two models, although the Sorceress did benefit from these poor souls, boosting her Wounds to four. The real bonus came from my second spell which was successfully cast when Rob rolled double 1 again with his three Dispel dice. I was starting to think this was going to be my day when the magic missile killed two more Archers and prevented them from shooting in their next turn again!

The Shooting phase continued to pile the pressure on, with the Reaper Bolt Thrower taking the last wound from the remaining Tiranoc Chariot and the Crossbowmen managing to wound the High Elf Mage even though they needed 7 to hit!

The Executioners and halberd-wielding Maleus managed to dispatch the big budgie, killing it outright, but even if I hadn't killed the Eagle I wouldn't have had to pursue as Eagles are not a source of *hatred* for Dark Elves. The other combat was even better.

Impact hits from the Cold One Chariot inflicted five wounds which at Strength 5 was too much for the lightly-armed Spearmen. The Noble did his job and dispatched three more, with the Cold Ones bringing the grim total of casualties to ten when they chewed up two more High Elves. Ouch! Even though the Karan Regiment of Warriors failed to wound, including the

Champion that had challenged his High Elf counterpart, their ranks, standard and outnumbering bonus on top of the carnage from the Cold One Chariot ensured the High Elves were broken without recourse to a dice roll. Rob's bad luck continued as the Spearmen fled just 3" and so were easily run down by the chariot, which pursued 14" and the Druchii Spearmen 8", picking up the discarded banner of the High Elves on the way.

Although High Elves are immune to *panic*, I could tell that the brutal power of the Noble-riden Cold One Chariots was giving my opponent cause for concern.

The Dragonship Company and Great Eagle sell their lives dearly in order to save the Kraken Company from being charged in both its side and rear.



HIGH ELVES TURN 4

Rob: With the rather impressive Cold One Chariot being as nasty as I'd feared, I knew I had to rewrite my plan considerably if I was to get anything out of this game. Killing the chariots had to be my first priority; if I didn't, they would take apart my Spearmen with ease. I'd totally underestimated them!

With no charges to speak of, I moved my General back into the main block of Spearmen, the Kraken Company, which had wheeled to face the Executioners. I basically swapped the General for the Battle Standard Bearer, who moved to where he had been to ensure the Citadel Company had a bit of hitting power if John fancied his chances with the other chariot. The Reavers came back on the table and moved to be out of sight of the Reaper Bolt Thrower, and that was about all I could do. It was up to magic and shooting again – and failing to dispel Chill Wind really cost me.

This turn my magic failed miserably; although I rolled a 3 for the Banner of Sorcery, all my spells failed and John finally used his Dispel scroll (which should have been used on Turn 1, curse it!)

Thankfully my shooting lifted my spirits. As I said in the introduction, underestimate Elven Archers at your peril – the unit that could shoot went for the Cold One Chariot behind my lines, killing the Noble when John rolled a 1 for his Armour save and killing the chariot itself! Unfortunately, the nearby unit of Dark Elf Warriors passed the Panic test they had to take because they were within 4" of the destroyed unit, as did the Harpies, when the Eagle's Claw killed two of them. Argh!

Still, I shouldn't complain – half of my revised plan was going well... now for the other half!

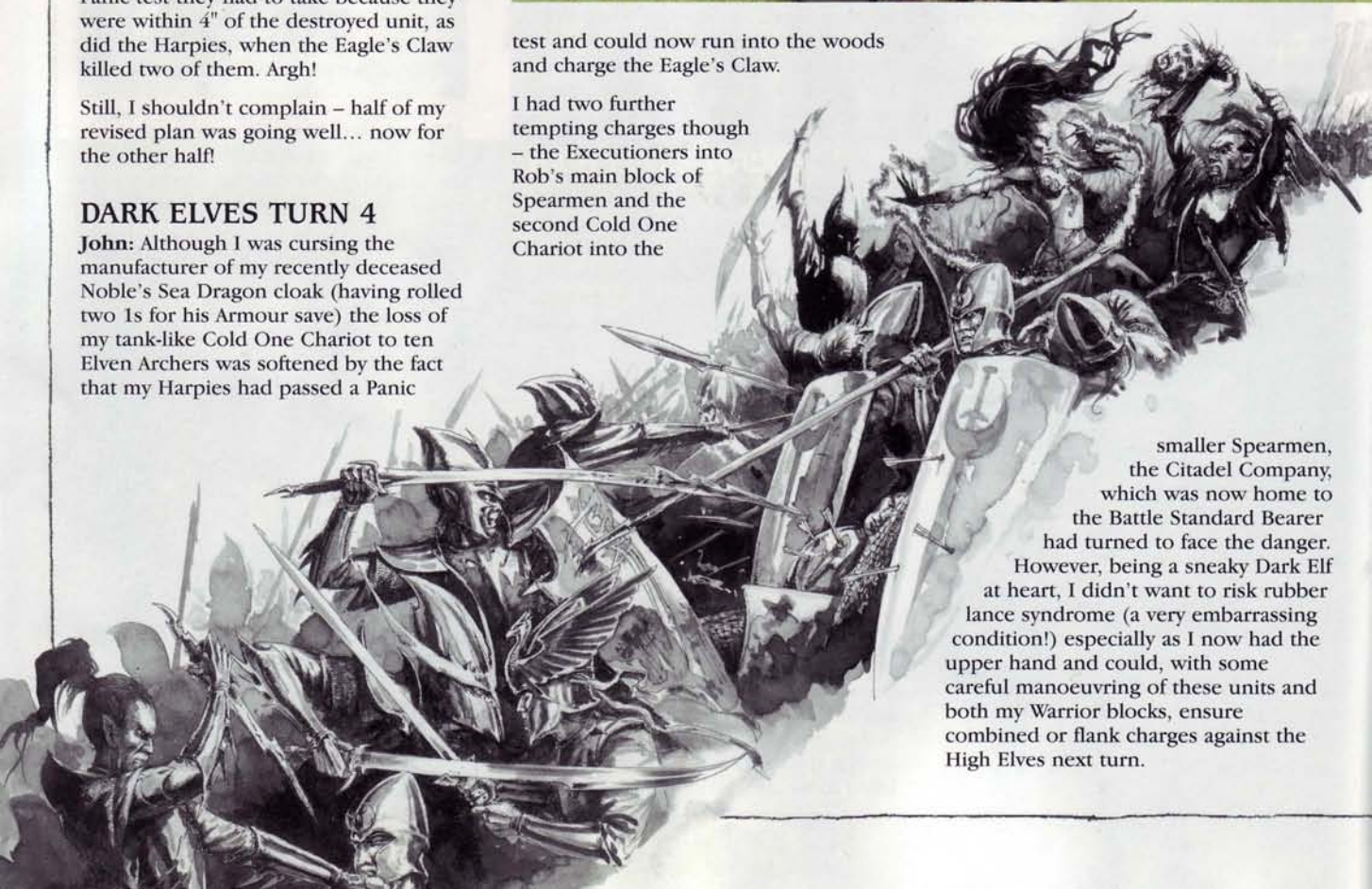
DARK ELVES TURN 4

John: Although I was cursing the manufacturer of my recently deceased Noble's Sea Dragon cloak (having rolled two 1s for his Armour save) the loss of my tank-like Cold One Chariot to ten Elven Archers was softened by the fact that my Harpies had passed a Panic



test and could now run into the woods and charge the Eagle's Claw.

I had two further tempting charges though – the Executioners into Rob's main block of Spearmen and the second Cold One Chariot into the



smaller Spearmen, the Citadel Company, which was now home to the Battle Standard Bearer had turned to face the danger. However, being a sneaky Dark Elf at heart, I didn't want to risk rubber lance syndrome (a very embarrassing condition!) especially as I now had the upper hand and could, with some careful manoeuvring of these units and both my Warrior blocks, ensure combined or flank charges against the High Elves next turn.

The Dark Elf chariot breaks through the High Elf line, only to be met by a hail of bolts and arrows.



So I backed the Executioners out of charge range of the Kraken Company, happy that the Banner of Murder would give me the edge, and turned the Warriors block on my right to face the flank of the main block of Spearmen.

The remaining Cold One Chariot moved its full 7" and pivoted on the spot to face the rear of the Citadel Company. To complete the trap, I moved my Warriors within charge distance of this unit, but in complete safety as the lone Dark Rider would once again be moved to act as a blocker and diverter. Finally, I turned the Crossbowmen around to face the returning Reavers.

Predictably, Rob failed to dispel Chill Wind again and two more Archers perished, the rest of the unit again unable to let fly their arrows next turn. Two Spearmen fell to the bolts from the Reaper and a lone Reaver was shot from his saddle by my Crossbowmen.

The six Attacks from the Harpies only managed to dispatch one Eagle's Claw crew and the survivor heroically took down a Harpy and stood resolute in front of his war machine, passing his Break test.



Concentration is etched on every face as the battle reaches a crucial stage.



HIGH ELVES TURN 5

Right – my dander was up now and I was determined to try to finish the Druchii off anyway I could. I charged the Archers into the flank of the remaining Cold One Chariot for the simple reason that,



Again the Spearmen flee from a charge, leaving the Kraken Company in a dangerous position.



thanks to *batred*, it would have to pursue if it won the combat. This meant the Spearmen could take on the enemy units without having to deal with anything behind them, and so my main block charged the Warriors John had fled early on in the game. I didn't think John would do it but he fled them again, rolling high enough to get away and ensuring his Executioners could charge my Kraken Company of Spearmen in the side. Fair play to John, but what a sneaky Dark Elf coward he is!

As well as that, I resolved to get rid of that annoying Dark Rider, charging and running it down with my remaining Citadel Company of Spearmen when it only fled 5", and I charged the Reavers at the Crossbowmen, hoping they could do some damage and threaten the rear of the Dark Elf battle line.

My determination paid off in the Magic phase too – I managed to cast a 5+ Drain Magic on the Sorceress that was really causing me some hurt, and I also cast Fury of

TURN 5



Khaine on the Executioners with Irresistible Force – result! Unfortunately, I only managed to kill three of them, not enough for a Panic test – and worst of all, I had no shooting whatsoever. Still, what would combat bring?

Not much was the answer. Almost predictably the Archers somehow managed to wound the Noble on the Cold One Chariot, John rolling a 1 for his Armour save, but in return, three of the brave Asur died and thus broke, forcing the chariot to pursue. The Eagle's Claw crew and the Harpies handbagged each other again, resulting in a draw, and the Reavers only managed to kill one Crossbowman, who killed a Reaver in return. Although the Reavers lost the combat thanks to them being outnumbered, they didn't break – but the lapping round commentary in White Dwarf 283 meant the Crossbowmen could lap even though they were in one rank.

Once this turn was over I knew the game was pretty much a certainty for John; I'd not killed enough of his units to even force a draw, and whatever I had left was hanging on by its fingertips.

DARK ELVES TURN 5

John: Well I had to admit that drawing the Cold One Chariot away from the action by sacrificing the half-strength Archer unit and using *batred* against me was very clever and the sort of manoeuvre I should have expected from a player of Rob's calibre.

However, the trap had not totally failed and by again fleeing my Warrior unit, Maleus and his Executioner bodyguard were now facing the flank of Rob's main unit, the Kraken Company. The Executioners raced forward into the side of the Spearmen and the trap was sprung.

The fleeing unit of Druchii Warriors rallied and I turned the Cold One Chariot (which had passed its Stupidity test) around to threaten the rear of Rob's units again. With the second Archer unit moving aggressively forward to a position where they could repeat the same trick from the last turn, I decided to turn the Karan Regiment of Warriors around to face this possible threat. With magic ineffective due to the Drain Magic spell cast earlier and with the Reaper Bolt Thrower killing just three High Elves from the only target available, we moved into what I hoped would be the decisive Combat phase.

The heroics continued at the Eagle's Claw Bolt Thrower as the last Harpy fell to the Elf crew, leaving him able to use the war machine next turn. The Crossbowmen were more successful though. Going first, having won the previous round, they dispatched the remaining two Reavers.

In the main event, the High Elf General that Rob had positioned at the corner of his unit issued a challenge, which was accepted by the Executioner Champion. Corwin narrowly avoided being beheaded, saving the two wounds from the Executioner Champion before slaying his opponent with two wounds of his own. However, five of his kin fell to the combined attacks from Maleus and the remaining Executioners who handed out quick retribution for their fallen comrade.

The result of the combat meant that Rob needed a 5 to stand. This proved too hard even with the Battle Standard Bearer re-roll but even though they only fled 7", the Executioners failed to catch them, finishing just 2" behind the retreating High Elves.

It wasn't over yet!

HIGH ELVES TURN 6

Rob: I was rather lucky to find that my General and the Kraken Company of Spearmen were still alive, but I doubted they'd be alive for much longer – the remaining Cold One Chariot was still around and on their flank, and the Executioners were staring them in the face. I turned them to face the Executioners when they rallied, and tried to tempt John's Warriors to show themselves with my other Spearmen. I didn't think he'd be daft enough to charge them though!

My Archers moved to protect the Mage, who was rather exposed to magic and shooting, and directed all my attentions on the Cold One Chariot. With the Banner of Sorcery allowing me to use three extra Power dice, I managed to cast all three spells I had, although only *Curse of Arrow Attraction* on the chariot was successfully cast. This allowed the Eagle's Claw (who had thankfully beaten off the Harpies) to cause two wounds on the chariot, taking it down to one wound – if I could kill it with the Archers, I would have a chance to gain an honourable draw.

Seven hits thanks to the *Curse* resulted in a wound on the hero and a wound on the chariot... with a suitable drum roll John rolled his Armour saves; the Noble rolled a 1 again and died on the spot (yay!), but the chariot survived (boo!). Ouch! I didn't mind though – it had been a long shot anyway and the Archers had done themselves, and me, proud. Two Dark Elf Nobles sent to their ancestors!

All that was left was to hope John would roll badly in his next turn!

DARK ELVES TURN 6

John: Well... it gets to be something when a Dark Elf Noble can be shot from his chariot by a single Strength 3 arrow, especially as his brother had suffered the same fate! However, as the chariot had

TURN 6



survived with one wound remaining and had happily passed its final Stupidity test – this time on Ld 8 – I wasn't too unhappy. I could now declare a combined charge against Rob's General and his Kraken Company with the Cold One Chariot in the side and the Executioners into the front. Things were looking good for the Druchii and, with the Warrior unit charging the Elven Archers and hopefully giving me an additional table quarter as well as the unit itself, I decided that discretion would be the better part of valour for the second Warrior unit, who had the tempting target of Rob's Battle Standard Bearer in the Citadel Company of Spearmen in front of them. As the outcome was uncertain I declined the charge, much to the amusement of my canny opponent. However, defeat would only provide my General's unit with a Panic test which could have been disastrous at this late stage. I'd seen too many possible victories end in a draw or a close battle end in a massacre thanks to the last dice roll of a game.

In the Magic phase, the Dark Elf Sorceress was able to cast *Chill Wind* once more, but this time she had moved to a position where she could target her opposite number, taking the last wound from the High Elf Mage with this highly useful magic missile.

With the Warrior unit predictably breaking and running down the last of Rob's brave Archers, all eyes turned to the last battle of the game. The High Elf General once again issued a challenge which fittingly saw Maleus accept, but before these two heroes could meet in combat, the Cold One Chariot impacted onto the side of the Kraken Company, killing three. The Cold Ones killed one more and with the Executioners all hitting and killing their hated rivals, the fight was virtually over. Both Generals traded blows, wounding each other in the process. The damage from the charge of the Dark Elf units was too much and the Kraken Company were routed, run down in the end by the Cold One Chariot that was left with just one wound. Druchii the victor!

Thunder cracked in the blackened sky as the last remaining vestiges of High Elf resistance were crushed by the victorious Dark Elves. Maleus strode alongside his Executioners and hacked left and right with malicious abandon, bringing down the fleeing and the wounded in a red haze. Flecks of High Elf blood spattered his face and neck. He revelled in the sensation and felt his anger momentarily slaked.

The heavens opened and rain fell heavy upon the carnage, washing away the blood and turning the earth red. Through the growing dark of the storm, Maleus saw the commander of the High Elf forces was still alive. He fought with pointless fervour, grim and unyielding.

"Asur!" Maleus cried, levelling his halberd at the Elf before him, who stopped to regard the ashen face of his dark kin.

"Malekith is the true heir to the throne of Ulthuan," Maleus taunted him.

"You are undone by your rage," Corwin countered, raising his sword.

Maleus responded with a mock salute.

"Let us see who is undone," he declared.

Silver flashed and steel crashed against steel as thunder and lightning raged in the heavens. The two generals were well-matched but Corwin was tiring and the weight of the battle had swung against him. He lunged with his blade but Maleus was quick to avoid the blow and smashed Corwin cruelly in the chest, sending him to his knees.

The Dark Elf noble laughed with hard-edged derision, standing over the beaten Elf commander as the rain pelted down. He

raised his halberd high above his head and prepared for the deathblow.

"Now, you will see the worth of my rage Elf-kin," he said.

"No," Corwin breathed and sprang up from his knees with the last of his strength and slashed his enchanted blade across Maleus' sneering face. Blood erupted from his eye and the noble's screams echoed out across the battlefield even as he clutched the wound.

"Remember this day," Corwin warned him, rain teeming down his face as he gasped for breath. "The true sons of Ulthuan will never fade," he promised, even as the Executioners' blades fell upon him and eclipsed his light forever...

AR ANROC RAIDED!

Rob: What a cracking game that was! I thoroughly enjoyed myself even though my simple plan failed and, although I can look back with hindsight and say I should have done a few things differently, I'm happy enough with what happened. It's still nice to analyse where things go wrong though!

Early on I think my plan failed simply because of the miscast in the first turn, especially as it meant the Mage couldn't cast in my second turn too. A direct result of the miscast was that my Archery was not as effective as it should have been, especially as I also managed to fail to dispel Chill Wind twice by rolling double 1s. The dead Elves are bad enough in themselves, but the side effect of the unit not being able to shoot if it took casualties was doubly devastating, and I would say that this was one of the keys to my downfall – if I'd managed to shoot the Cold One Chariots a little more I think both would have ceased to exist a few turns earlier, thus allowing my Spearmen to take on their enemies on an even footing.

Even so, the Archers were still the stars of the show for my part, killing two Nobles and an assortment of auxiliary units, so I can't complain too much. The Banner of Sorcery on the Battle Standard worked like a dream, allowing me to cast all three spells in most turns, and I'll definitely be taking that again. The Reavers didn't do too badly, but I made a mistake by showing one unit to a Reaper Bolt Thrower; I won't do that again

that's for sure! My biggest mistake, however, was the Spearmen unit that charged the Cold One Chariot. If I'd simply moved the unit backwards and took my chances with a head-on charge I think I would have been better served, because putting my main unit in a position where its flank was threatened by the whole of John's battle line meant I had to sacrifice something else to ensure it would survive. Even if I'd killed the Cold One Chariot I don't think it would have been worth the sacrifice.

John played very cannily though and I take my hat off to him; he played a much better game than I did. I was reacting to his moves rather than forcing him to react, and that's always a bad thing. I'm quite proud it was still so close in the last couple of turns though, especially after making so many mistakes!

All in all, a great day and a wonderful game against a crafty opponent. I'll get you next time John!



It's all smiles for the camera but John now has full bragging rights. Will Rob ever hear the last of this!

THROUGH THE PASS!

John: Well, they say that no plan survives first contact with the enemy and I'm pretty sure that's what happened with my plan for achieving superiority in the Shooting phase. In fact, if it hadn't been for the result of Rob's miscast in his first turn, the High Elf Archers and Eagle's Claw could have had a crushing impact on the game. As it was, the Harpies and the Chill Wind spell managed to stem the tide, but even so I have developed a new found respect for High Elf Archers who managed to take out both heavily-armoured Nobles. A stern letter is on the way to the Sea Dragon cloak outfitters!

The Executioners with their Banner of Murder did well, their new heavy armour saving a couple of wounds. Without doubt, the star players for me were the Nobles in Cold One Chariots. Never failing a Stupidity test, these boys put the fear of Khaine into the High Elves after one caused ten casualties on its own.

Hats off to Rob though who, after suffering an initial heavy setback, clawed his way back into the game. It could have turned for him up until the very last moment and my heart was in my mouth with the last Armour save roll on the Cold One Chariot. Most players would have thrown in the towel a lot earlier but he kept battling – I certainly couldn't relax and had to keep the pressure on throughout the game.

The game itself was a belter, great fun, really tense at times with outrageous dice rolls and friendly banter ensuring that both of us had a rollercoaster ride – and to top it all, the Eagle got what it deserved!

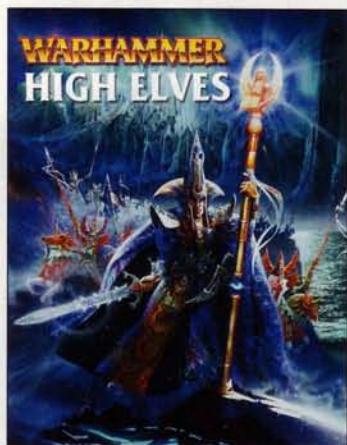
I'd just like to finish by thanking both Gav and the people involved at www.Druchii.net for the work they have put in to produce these Dark Elf revisions. They have inspired me to return to an old favourite and I hope they do the same for you!



An ancient and proud race, the High Elves have refined their martial skills and magical prowess over the centuries. They have watched empires rise and fall, and ferociously repel all who seek to conquer their homeland. Following the Battle of Anroc Pass battle report, against their distant cousins the Dark Elves, we thought we'd show you some of the models you could use for the core of the army, and some components you can use to customise your troops.

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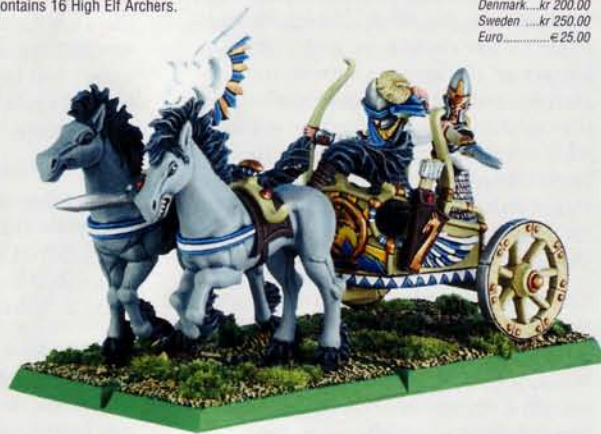
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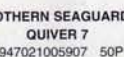
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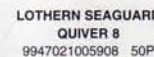
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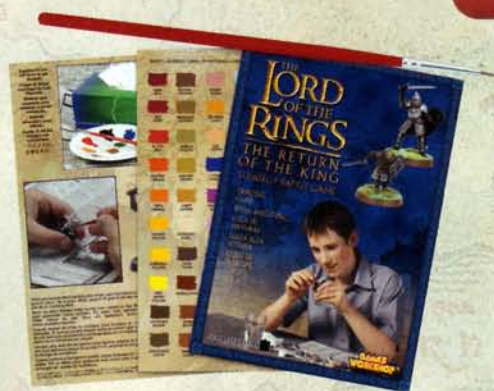
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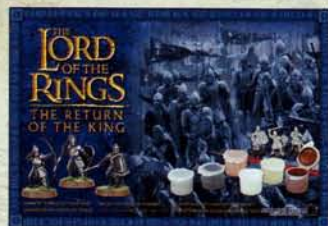


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FIT FOR



THE
LORD OF THE RINGS
THE RETURN OF THE KING

A KING



CHE WEBSTER SNEAKS A LOOK AT THE CONTENTS OF THE NEW THE LORD OF THE RINGS GAME

As a player of this game since *The Fellowship of The Ring*, when I was asked if I'd mind taking a sneaky look inside the box and reporting on what I found inside, I could not resist. Eventually the time came – my half-an-hour alone in a room with the new game to rummage through...

FIRST IMPRESSIONS

Looking from the outside at the contents and the crisp artwork I was literally trembling to get my hands on the rules manual. From the box there is no doubt what this game is about, but as you open it an impression of entering Middle-earth unfolds. After taking out the hefty rules, the dice and the miniatures you then reveal two gorgeous maps of Tolkien's world in gorgeous colour. The designers have taken the time to give us a couple of

very usable maps which I was instantly tempted to use for a campaign.

MORE MINIATURES

There are four sprues of miniatures: 24 Mordor Orcs and 24 Warriors of Minas Tirith. The big thing I immediately noticed was that each model is in a unique pose, reluctantly I had to lay them aside for the time being...

Additionally, there are five pieces of chunky plastic terrain in the box – these are ruined statues and fallen masonry with which to hide your warriors behind in battle – a very practical addition.

INSIDE THE BOOK

Then comes the book. Stunning cover art gives way to the full-colour pages filled with images of miniatures and film stills that we have come to expect. At 176 pages, the book is weighty and I was curious to find out what was new.

Flicking through the book, a number of first impressions struck me: several small refinements to the rules, all well explained, rules for great new models like Mordor Trolls, and much more. Overall, however, I had a sense of moving deeper into Middle-earth - going into the movies and then beyond

into the richness of the world. This was best illustrated in the section entitled 'The War of The Ring'.

Once you get deep into the book there is a section that begins with a beautifully rendered map, including sweeping arrows and markers to show the ebb and flow of The War of The Ring. Main battle sites are shown, with a key giving summary details of what happened where.

Moving past the map, the section includes new rules and scenarios relating directly to The War of The Ring from the writings of

Professor Tolkien.

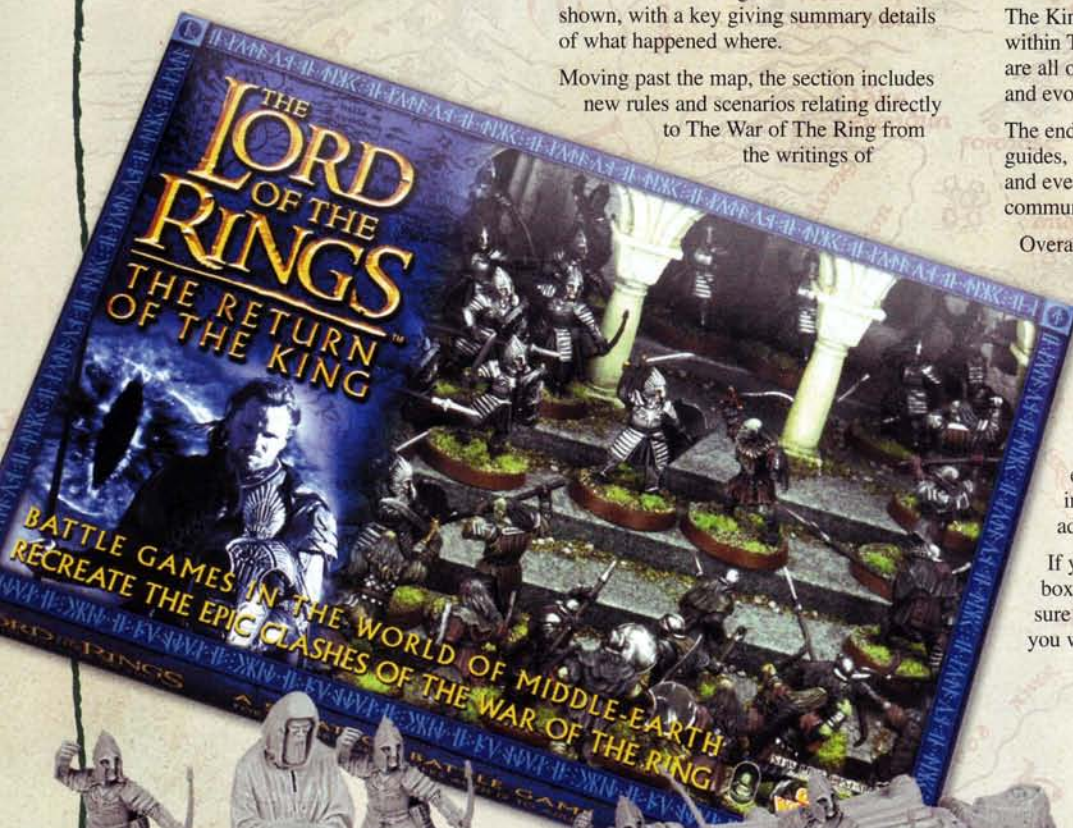
This goes beyond the films and opens up a whole load of extra material in a similar fashion to the previously released *Shadow and Flame* supplement. This is wonderful stuff to read.

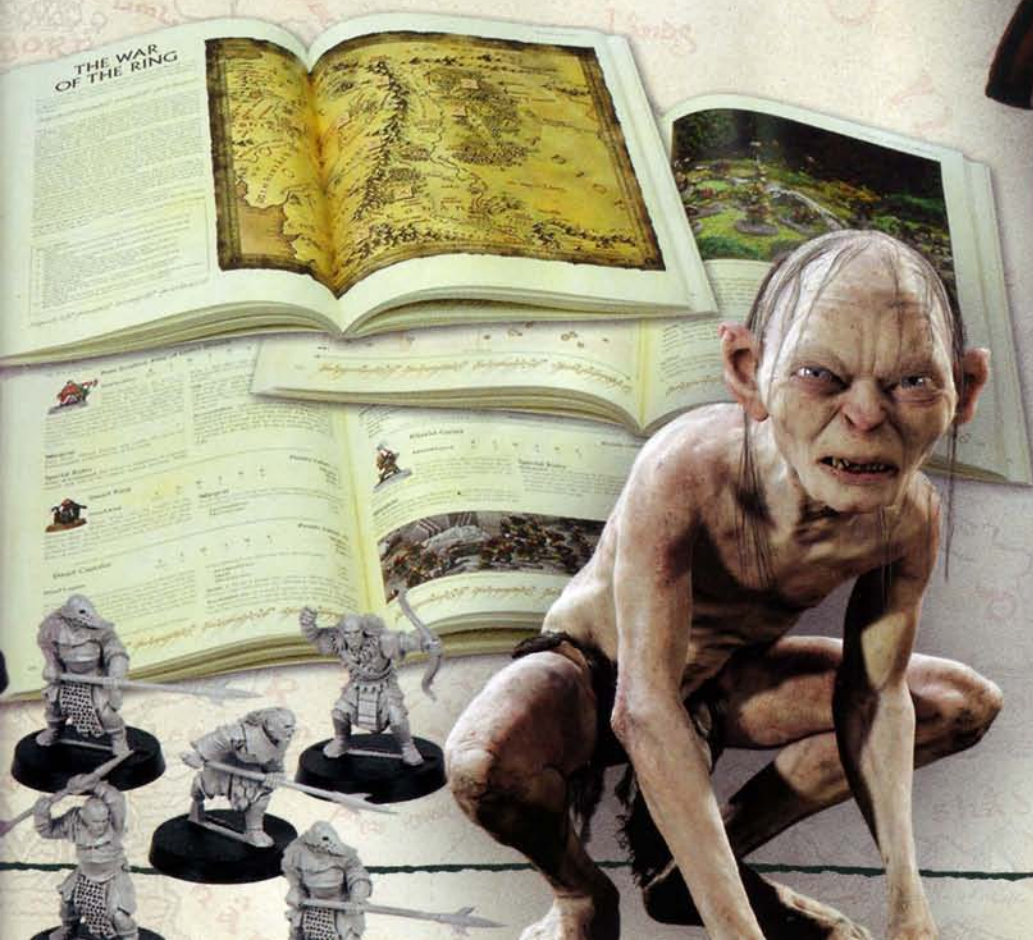
Another big thing I noticed were the twelve scenarios linked to The Return of The King, and an additional five new ones within The War of The Ring section. These are all original and look very challenging and evocative.

The end of the book has detailed painting guides, a scenery project you can try out, and even an introduction to the gaming community and stuff like tournament play.

Overall this is a great start for anyone new to The Lord of The Rings Strategy Battle Game. It's also an excellent addition for anyone who has been playing from the beginning. The whole contents point to an even greater depth of possibilities than those shown to us before. It is an exciting package filled with inspiration and helpful, practical advice.

If you get a chance to pick up this box, don't just look at the back - make sure you take a peek inside because you won't be disappointed.





The gripping climax of Peter Jackson's The Lord of the Rings movie trilogy, The Return of the King, will soon be with us. However, the wait is over for those of us eagerly waiting for the third game in our Strategy Battle Game series – The Return of the King edition is here!

It has been a new experience for me to be in charge of such a large project and I have to admit that it was not easy. The sheer number of elements that have to come together and people whose work has to be coordinated is scary, and there are times when it all feels a bit overwhelming. It did not help that the Perrys, Brian and I went back to

THE RETURN OF THE KING

Designer's Notes by Ring-Bearer Alessio Cavatore

New Zealand on a secret mission, the contents of which will be divulged at a later point.

Eventually everything has fallen into place (at the last possible minute, of course) and I can now talk you through the changes and novelties in this edition of our favourite Strategy Battle Game.

The two main elements that I want to point out is that The Return of The King does not include the Siege rules found in The Two Towers, leaving the most 'siegey' parts of the film/book to the next supplement and concentrating instead on the field battles of The Return of The King.





Man and Orc clash to decide the fate of Middle-earth.



The cavalry of Gondor prepares to ride down the Orcs.



This manual also contains a very new and special section – The War of The Ring. This part of the manual expands the boundaries of the game beyond the contents of the film and digs into the rich material of The Lord of The Rings book. It looks at the other battles that were raging all around Middle-earth while the camera's lens is focused on the heroes of the Fellowship and the attack on Minas Tirith. More about this later, but now let's go through the book, so that I can explain to you the design reasons behind the decisions that have been made.

THE CORE RULES

Move phase – Just a few tiny changes here, probably the most notable being the increase in the Move rate of the Orcs from 5" to 6". The reason for this is that we believe they should move at least as fast as Men and that we needed to increase the difference between them and the Moria Goblins to justify the difference in points value.

Another subtle change is that multiple fights are separated now at the end of the Move phase rather than at the beginning of the Fight phase, which was necessary to simplify the Shooting phase in case the Evil player wished to shoot in combat. This also makes the situation clear when a player wishes to initiate a Heroic Fight, since the different combatants have already been assigned to their fights.

In the Advanced Move rules, a new section has been added about defending elevated positions. This is a simplified version of the Siege rules presented in The Two Towers, covering the frequent situation where a model is defending the top of a ruined wall or a cliff and enemies are trying to reach him climbing on such features.

Shoot phase – Only one change here. I just thought that in the same way as a warrior can ignore an obstacle if he's standing next to it, then he should be able to ignore a friendly model he's in base contact with. This allows you to recreate some of the film scenes where you see packed ranks of archers firing just over the shoulder of their comrades (do you remember the arrows whistling by Elrond's ears after he orders his soldiers to fire in the Last Alliance battle that opens the trilogy?).

Fight phase – Apart from the splitting of multiple fights being moved to the end of the Move phase, a few extra clarifications about defending obstacles is all that has been added here.

Cavalry – Being a pretty new set of rules introduced in The Two Towers rules manual, cavalry has seen quite a few extra bits added. I clarified how they interact with obstacles (cavalry lose their bonuses if fighting across barriers... it just makes sense!).

I've also simplified the rules for shooting against cavalry: each hit on a cavalry model is now followed by a straightforward 50-50 roll to determine if the rider or the mount is hit (as opposed to having to declare which is the intended target and then the other being in the way, which statistically amounts to the same thing, but is rather more laborious).

I also specified that cavalry models cannot "defend by shielding", this being rather unrealistic. The Expert Rider rule is now a re-roll rather than a +1 on the Jump chart, making it, in my opinion, less reliable and therefore more entertaining, especially considering that now if you roll a 1 on said chart you suffer a Strength 3 hit. This change represents the chance of hurting yourself as you're thrown (we all know the fate of Théoden, don't we?). The Expert Rider rule now also allows riders to get the +1 Defence for their shields whilst using a bow, representing the fact that they can juggle very quickly and effectively between the bow and the shield they carry on their horse's harness. I will honestly admit here that this is an expedient which allows me to elegantly fix the problem we created by equipping our Riders of Rohan models with bows and shields, while our foot Warriors of Rohan have one or the other. This created for people the problem of how to represent their dismounted riders, but that's not a problem



anymore, since the expert riders can now choose to hold onto either the shield or the bow when they dismount and leave the other piece of gear on the horse. A careful reader will at this point realise how a dismounted rider can be easily represented with a plastic Warrior of Rohan!

Finally, I have introduced the rules for monstrous mounts, which at the moment cover Gwaihir and the fell beasts. They work like normal steeds except for the fact that they get their own attacks rather than giving +1 attack to the rider during a charge, and can knock normal cavalry models to the ground!

I've also had a look at the rules for flying creatures and simplified them – they now move 12" and can still move over terrain and models. You see, as they were, the rules for Flying made designing scenarios including flyers almost impossible and large monsters like the fell beasts were too powerful. These changes make flying creatures very straightforward to use and, after all, they still remain the fastest and most manoeuvrable models in the game.

THE ADVANCED RULES

After the Cavalry rules I've introduced a small scenario that is supposed to be played only with the core rules, allowing new

players to familiarise themselves with them before venturing in the meanders of the more advanced Advanced rules.

Courage – Only tiny changes to the wording of a couple of paragraphs here, nothing dramatic.

Weapons – Major changes here! First of all spears and pikes.

I was getting bombarded with many questions about how these worked in relation to other rules. For example, people were wondering if spear-armed models were actually in the fight they were helping or not: did they retain a control zone? Did cavalry knock them down even if they were not in base contact with it? And so on. The problem was that from some points of view spearmen and pikemen were counting as in the fight (cannot be shot, have to fall back), but from others they weren't (couldn't be wounded!). I had two choices in front of me: I could either say they were in the fight in all respects or not at all. For the sake of simplicity I decided to go with the decision that they are not involved. This means that they don't use their Fight skill and Strength anymore, but they add +1 Attack to the model they are supporting. This has some advantages and some disadvantages in comparison with the previous version of the rules, but overall I think it is a better and much, much clearer mechanism.

Next I created the Elven Blades because I couldn't help but agree with people when they were pointing out that the Elves were surely not armed with heavy and ponderous large swords, but rather with elegant one-hand-and-a-half katanas. I simply allowed the Elves to choose every turn to employ their weapon as a one or a two-handed weapon, the same rule as for the Uruk-hai Berserkers.

A new weapon that makes cavalry even more deadly on the charge is the lance, which has the advantages of a two-handed weapon, but none of the drawbacks as long as the horseman has charged. Scary!

Another big change is the way thrown weapons work. When preparing my Rohan force I found that I needed four models for each Rider of Rohan armed with a throwing spear I decided to field: one mounted model with spear, one without spear after he used it, one on foot if he dismounted before throwing, and one on foot without the spear. Too many models! And the alternative of keeping track of which model had used their spear involved a bit too much bookkeeping. In the end I thought of implementing the 'models carry infinite throwing weapons' rule that is used in other game systems. You'll just have to assume that the model carries multiples of the same weapon, or picks them up again from the ones scattered on the battlefield, or maybe he has a squire running behind him, handing

him a spear after another and saying: "Nice shot sir! Another spear?"

On a serious note, to compensate for turning a one-shot weapon into something that lasts for the entire game, I raised the price of thrown weapons and reduced their range to 6", so that the model must expose himself to a charge by the enemy when using them.

Last but not least, I've introduced a new rule for indirect, massed bow fire. This rule represents the volleys fired in a high arc by large groups of bowmen against massed ranks of enemies, rather than the aimed shots of individual archers at specific targets. This rule is entertaining but rather complex and will be useful pretty much only in larger battles.

Banners – This is a brand new section of the advanced rules and I felt it was definitely needed after two years of showing people how to convert their models to carry banners. Also, as you would agree after seeing the many pictures showing standard bearers all across the rules manual, banners certainly appear in great numbers in the film and definitely look cool. Well, now they also help friendly models within 3" to win combats, allowing them to re-roll one dice when determining which side wins the fight.

FORCES

I tried to make this section exhaustive, including all the Heroes and Warriors that

appeared in *The Fellowship of The Ring*, *The Two Towers* and *The Return of The King*. All the troop types and some of the characters that were introduced with *Shadow and Flame* are also included in the manual, albeit they're not in this section but in *The War of The Ring* one (see below). This makes *The Return of The King* rules manual a very precious book indeed, since all the characters have been updated, all the little imperfections fixed and everything should now fit into a carefully balanced system. That is assuming that we got it right, of course.

We have also had a look at the points values all across the board and fixed a few inequalities like the cost (and profile) of Evil captains. You will also notice that spears are now 1 point, because we thought it was a bit too good for them to be completely free. We have also upped the cost of deadly missile weapons like Elven bows and crossbows, trying to discourage players from relying too much on missile-heavy forces. Have a good look at your models' wargear options too, because we decided to make sure that, all across the range, what models can be equipped with pretty much matched the actual models available (with a few exceptions that leave space for conversions, of course).

As you can expect, *The Return of The King* edition includes many new troop types, Heroes and large creatures that will add a lot of choice to both Good and Evil armies, and will especially add quite a lot of much-

deserved punch to the minions of Evil (see the new Mordor Trolls, Nazgûl on fell beasts, Shelob etc.).

SCENARIOS

Quite obviously this entire section is brand new, but I can safely say that it is bigger and better than ever before. Matthew's arrival has meant that now we had two people full time on the project, resulting in no less than twelve new scenarios (as opposed to the eight and ten of the previous two editions) and a very high level of playtesting, which should result in more balanced and enjoyable scenarios. I hope you will agree with me after you've played them through.

THE WAR OF THE RING

Since we now have the licence to delve into *The Lord of The Rings* book and add more to the contents of the film, I have decided that it would be very cool to have a look at some of the other great battles of *The War of The Ring*. I've given this appendix to the care of Mr. Ward, who has made a very good job of it, and now *The Return of The King* rules manual contains almost as many scenarios as the other two editions combined!

You will also notice the many two-page spreads scattered across the book which act as breakwaters between one section and the next. These very colourful pages feature an exciting mélange of very different elements,

Vicious hand-to-hand combat in Lothlorien.



like photography, text and art, both from the film and from our own products. They were fun to realise and certainly help illustrate how everything is coming together to form a great game system.

At this point I'll let Matthew tell you about designing this precious part of the book:

"With 'The War of the Ring' I was given a fairly broad area to rattle around in. The aim of the section was to help convey the grand scale of the conflicts going on around Middle-earth as Gondor comes under siege. While the final fate of the world is decided in Mordor, Tolkien talks at length of other struggles, such as the assault on the Lonely Mountain and the siege of Lothlorien. In an attempt to capture the epic feel of events at the end of the Third Age, I wrote five scenarios spread across the length and breadth of Rhovanion, from the Grey Mountains to borders of Dwimordene.

The first four scenarios follow the Dwarves as they battle their way through several skirmishes until they find themselves fighting at the gates of the Lonely Mountain itself! These are desperate times for the Dwarves, so it seemed only fair to give them a little help in the shape of Dáin Ironfoot, King of Erebor. The final scenario in The War of the Ring deals with the final Orc foray into Lothlorien. Not only did this let me legitimately write a scenario for Elves, it also led me to a suitable opportunity to tinker with Celeborn and Galadriel who, like Gil-galad, I've been itching to update for months. I won't go into details, but the Lord and Lady of Lorien are now a power to be reckoned with and a worthy addition to any Wood Elf force. I'm painfully aware that between this and the introduction of Dáin (also entirely my fault) I've just increased Good's supply of hardcore Heroes, but Evil players needn't fear – I promise to make amends...

I've tried to do something a little different with each of the scenarios in The War of The Ring, from desperate defences (The Long Night), to huge pitched battles (Dáin's Last Stand). I'm very pleased with the final result, it's been great fun to write and I hope that you'll find it equally entertaining to play."
Mat

THE HOBBY SECTION

This part is still full of helpful advice on how to build and paint your models, concentrating on basic techniques and leaving the job of more advanced tips to the complete guide that is our *How to paint Citadel miniatures* book. You will also find here a very interesting scenery project on how to make your own ruined buildings – a very useful feature for scenarios set in Osgiliath! More gorgeous spreads of the all-new Minas Tirith board and the majestic Helm's Deep and Weathertop boards are there to show you what you can achieve if you get really good at modelling. Lastly, I have added a cut-down version of our present set of Tournament rules, to give gamers a view on one of the different ways of



playing this game. If you're interested in this more competitive aspect of the game, keep your eyes on the next few issues of White Dwarf, because I'll go back to it on occasion of the next Grand Tournament.

IN CONCLUSION...

Bringing The Return of The King edition of

the game to its finished stage has been a very interesting and challenging experience. It has been great to work alongside the many talented people that helped in the creation such a cool product (not that I'm biased or anything...) and I'm very proud and happy of the final result.

I sincerely hope all of you will enjoy it too!

THE BATTLE FOR MINAS TIRITH

A The Lord of The Rings battle report

In this month's battle report, Gandalf leads the forces of Good in a mighty battle against the hordes of Sauron, led by the dreaded Witch-king, mounted on his fearsome fell beast. Can the men of Minas Tirith prevent the fall of the White City?

DESCRIPTION

After the destruction of the first gate of Minas Tirith, the Orcs pour into the streets and bitter street fighting erupts among the blazing buildings as the defenders try to repel the enemies. In the thick of the fray, the leaders of the two forces, the Witch-king and Gandalf the White, finally meet in a titanic clash.



** Due to the armoured Mordor Troll and Witch King being kept hidden under lock and key at the time of going to press, the miniatures were unavailable for inclusion in this battle report. However, a Cave Troll, and a Ringwraith, have been enlisted to fill their places in the field of battle.*

PARTICIPANTS

On the Good side there is Gandalf the White, Pippin (in armour), a Captain of Gondor on foot, 8 Guards of the Fountain Court and 24 Warriors of Minas Tirith (of which 8 are armed with sword & shield, 8 with spear & shield and 8 with bow). Two Good Warriors can be given a banner.

On the Evil side there is the Witch-king

mounted on a Fell Beast, 1 Orc Captain, 1 Mordor Troll*, 5 Easterlings with shields & spear, 5 Easterlings with shields & sword, and 24 Orcs (of which 8 are armed with hand weapon & shield, 8 with spear, 4 with Orc bow and 4 with two-handed weapons). Two Orcs can be given a banner.

For both sides, all models must be on foot, with the exception of their most expensive Hero.

POINTS MATCH

If you want to play this game with other warriors, choose an equal points value of at least 500 points per side. No more than a third of the models on either side can carry bows or crossbows. Don't worry if you can't spend all the points available – a few short won't make any difference.

LAYOUT

This battle takes place in the streets of Minas Tirith, among ruined and burning buildings, the table should be covered in as many buildings as possible, with the exception of a wide central square (see map).

STARTING POSITIONS

The Evil player places his models first, no further away than 12"/28cm from his table

edge. The Good player then places his models, again no further than 12"/28cm from his table edge.

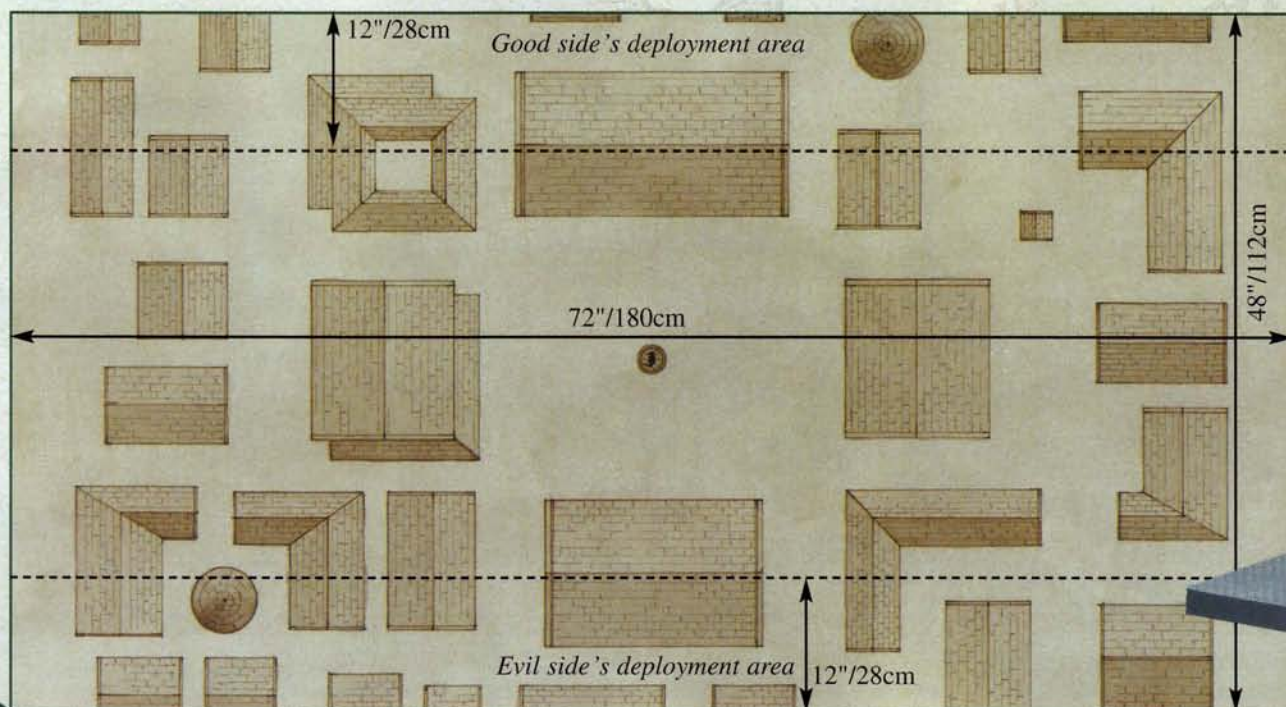
OBJECTIVES

The first force to reduce the opposition to a quarter (25%) of its original numbers at the end of any turn wins the game. Should both forces be reduced to a quarter of their original numbers at the end of the same turn, the result is a draw.

SPECIAL RULES

Burning buildings. To represent that all the houses and palaces in the first ring of the White City are ablaze or seriously damaged, models cannot enter buildings.

Horns in the distance! When the horns marking the arrival of the Riders of Rohan on the fields outside Minas Tirith are heard, the Witch-king decides to abandon the fight in the streets to deal with this new threat. If the Good side is reduced to half their starting numbers, the Good player can roll a dice at the end of each turn. If a result of 6 is rolled, the Riders have arrived and are charging the Orcs outside the city, forcing the Witch-king to abandon the game. Remove his model from the battle (he effectively counts as a casualty).





I WILL NOT LET THE WHITE CITY FALL

Mat Ward: Well, I'll try – but it won't be easy. In my favour, I've got a fairly solid core of troops to help me do

the job: Gandalf the White and a handful of Fountain Court Guard, backed up by a solid force of Warriors of Minas Tirith. Oh, and a Hobbit. On the negative side of the equation, Alessio has a veritable horde of Orcs and Easterlings with which to assail me. Even worse, he has a Troll and the Witch King of Angmar (possibly the game's most effective spellcaster, point-for-point, since his update in *The Return of The King*) flapping his malevolent way around the battlefield on a fell beast...

As I'm the defender (dictated not only by the background but also by the fact that I have more bows than Alessio), I'll have to adjust my tactics to match whatever Alessio sends towards me. The Fountain Court Guard, being immune to *terror* while my Gondor Captain lives, will be my best bet for dealing with the Witch King – providing I can get them sufficient back-up to do so – while Gandalf and the bulk of my force can sort out the remainder of the Evil-doers. I'm not quite sure what I'm going to do with Pippin, but I'm sure that something will come to mind (probably involving a Troll and a heroic last stand).



KILL THE WIZARD!

Alessio Cavatore: I'm quite convinced that the key to entering Minas Tirith is to get rid of Gandalf at an early stage in the game. The White Wizard is just

too powerful and if left unchecked can ruin my plans very easily by blasting my troops to smithereens and paralysing my weak-minded



Troll with his inexhaustible reserve of Will. I should always try to engage Gandalf in combat before he can cast spells, but that means using lots of Might to call Heroic moves when I lose priority. Also, if Mat does the right thing, he will keep him at the back where my minions cannot reach him. You see, as with most spellcasters, the best thing to do with Gandalf is to keep him out of the fray, supporting the warriors on his side without risking his neck. I can always resort to using the Witch King against him, burning my own Will continually *Transfixing* or *Black Darting* Gandalf and therefore forcing him to spend his Will defensively.

One

thing is sure, if I ever get a chance to charge him with a fell beast or Troll, I must not let the occasion slip past me. He must go down, regardless of the cost!

The rest of my strategy is simple, I need to concentrate my attacks on the Guard of the Fountain Court, because their Fight value of 4 is enough to offset the balance of many fights in favour of the Good side, and once they're gone my numerical superiority should begin to tell. Archers also make a good target for my troops, because out of the entire enemy force they are the only ones that die on the roll of a 5, while against everybody else (except Pippin) I am going to need a 6! A scary prospect!



THE FORCES OF GOOD



THE FORCES OF EVIL





TURN ONE


With grim determination on their faces, the defenders of Minas Tirith marched forward. As they did so, Gandalf attempted to cast *Terrifying Aura* but, presumably distracted by the presence of the Witch King scant feet away from him, failed in his efforts. Spurred on by Mat's failure to cast a simple 2+ spell, Alessio hurried his forces forward. The Witch King's group and the Easterlings bore down upon Gandalf's escort, whilst the third mass of Orcs headed towards the Gondor Captain's group. With most of the bowmen out of range this turn, there was only sporadic shooting. Two Minas Tirith bowmen watching in dismay as their arrows failed to find gaps in the armour of their targets, whilst the single return shot from the Evil side failed to even hit its target.

TURN TWO

Emboldened by the presence of their dark master, the Evil side stole priority and once more doubled forward towards the beleaguered defenders. Before Gandalf could react, the Witch King *Transfixed* him in place, forcing the Warriors of Minas Tirith to leave him behind as they advanced on the enemy. Almost all the bowmen on each side



The Captain of the Minas Tirith men moves forward to prevent the Orc's flank attack



The forces of Evil begin their assault on the city, as Gandalf and his cohorts bravely stand before them

were now in range and arrows hissed across the open ground between the two forces. Once again the Orcs failed to find a target, but the Men fared better with two arrows striking the Troll and, through some quirk of fate, one managed to penetrate its elephantine hide. Hoping to add to his success, Matthew directed the rest of his archery at the Witch King but, although two hits were scored, both ricocheted from the flanks of the Ringwraith's mount.

TURN THREE

Good won priority but, sensing that timing was critical, Alessio called a Heroic move with his Orc Captain, sending his central group barrelling forwards into the defenders. Taking his opportunity, the Witch King attempted

to repeat his success of the previous turn and once more attempted to *Transfix* Gandalf. Fortunately for the Good side, this time the Wizard was prepared for the gambit and was able to shrug off the effects of the spell. With the Evil Heroic move completed and combat joined, Matthew had no choice but to reinforce the brawl that had broken out in the middle of the plaza. With Gandalf at their head, the unengaged Men flooded forwards, leaving only Pippin and two archers uncommitted as the two flanking groups of Orcs advanced towards their respective quarries. Good and Evil managed an equal tally in the Shooting phase, with both sides successfully slaying an archer from the other. The clang of blade on blade could be heard

up and down the line as the two sides clashed in a furious mêlée, but though the fighting was brutal, the Evil side could not kill even a single warrior.

The Good side fared better, for though they failed to kill a single Orc, a Fountain Court Guard managed to thrust his spear deep into the flank of the Troll and cause a grievous wound. Even more telling, two of his fellows joined Gandalf in combat with the Witch King. With a supreme effort they beat aside the jaws of his slaving mount and caused two wounds. Unfortunately for the Good side, destiny was with the Witch King that day and he survived, though it took him two points of Fate and a single point of Might to maintain his existence in the corporeal world.

Wizard and Witch-king meet in a battle of wills



TURN FOUR

Both sides had been bloodied and now the Evil side won priority once more. Hoping to lessen the onslaught of the ferocious Mordor Troll, Matthew had Pippin call a Heroic move. Not wanting to lose the initiative at this point, Alessio immediately countered with one of his own, leaving his Orc Captain without any Might but giving him a chance to prevent the Hobbit's action. On a tiebreaker role of a 4, fate chose the forces of Good, and with Pippin at their head, the Men of Minas Tirith counter-charged their foe as Gandalf

Immobilised the Troll. With the Heroic move completed, the Orcs bore down on the defenders and, with the second group now within charge distance of the fight, weight of numbers began to swing in Alessio's favour. Finally, away from the main battle, three Warriors of Minas Tirith broke off from their group in an attempt to hold back the remaining unengaged Orcs, while their fellows hurried towards the main fight. With desperate struggles erupting across the square, both the Orc archers and their Gondor counterparts found many lines of sight blocked. Only one Orc and

three Men were able to find targets but, in the chaos of the battle, not a single arrow found its target. In the Fight phase the close quarter combat was once more intense. Though the Men of Minas Tirith fought valiantly, the sheer number of Orcs began to take its toll. All across the courtyard the Men of Gondor were overmatched by their foes, but fortunately the craftsmanship of their armour saved all but one, a Fountain Court Guardsman outnumbered four to one. A mere stone's throw away the duel between Gandalf and the Witch King continued. Once more, Gandalf

managed to gain the upper hand, but his adversary brought the combat to a draw with a point of Might. This time, Alessio won the roll-off, and with a vengeful scream, the fell beast tore another Fountain Court Guardsman apart.

TURN FIVE

Capitalising on their successes in the previous turn, the Evil side got priority again. Once more, Gandalf and the Witch King were drawn into a personal conflict as each called a Heroic move in an attempt to turn the tide of battle in their favour. This time, Alessio won the tie and, almost instantly, another Fountain Court Guard fell to a Black Dart. The forces of Mordor surged forward again; the Mordor Troll pinning Gandalf while all around him the Orcs engaged the valiant defenders of Minas Tirith. With all the archers either engaged in combat or without targets, the Fight phase swiftly ensued. With numbers and destiny firmly on their side, the Evil side managed to inflict a hideous blow on Matthew's forces. Though Pippin bravely held his ground against two Orcs, elsewhere on the battlefield the tale was very different. In a series of desperate combats no fewer than three Warriors of Minas Tirith and two Fountain Court Guard were slain.



Alessio's attack gather momentum as he moves deeper into Minas Tirith

The Gondor Captain, despite a desperate defence, was knocked to the ground by the bulk of the charging Fell Beast. As the Fell Beast eviscerated another Fountain Court Guard, the Witch King's mace scored two wounds on the Captain, who would have been slain but for the intervention of Fate and one point of Might. Gandalf fared no better and, outmatched by the sheer brute force of his opponent, suffered two deep wounds.

TURN SIX

With things looking bad for the Good side, Matthew desperately needed to win priority, so naturally Alessio won. With desperate situations requiring desperate measures, Gandalf called a Heroic move and charged the Witch King, casting *Ultimate Sorcerous Blast* as he did so, knocking five Orcs flying and killing another. With almost all of the surviving Good side within 6"/14cm of Gandalf, the Warriors of Minas Tirith took



Far from the Shire, Pippin meets a bitter end as he is cut down by the minions of Sauron



Gandalf succeeds in vanquishing the Witch-king, but his return will be swift

advantage of their situation and charged forwards to attack their prone foes – only to be counter-charged by the remaining Orcs and Easterlings scant seconds later. Once again, Orc archery failed to score even a single hit on their enemies, but as all the Minas Tirith archers were engaged in close combat or slain, the Men of Gondor could not attempt to even the scales. As vicious and bloody combat raged up and down the concourse, it was once more the forces of Good that suffered the heaviest losses. Two more Men of Minas Tirith were bludgeoned to the ground by Orcs while another was crushed by the Troll. Worst of all, Pippin sold his life dearly on the steps of the fountain, torn apart by three Easterlings. Though desperate, the day was not yet lost. Seeing his allies being slain all about him, Gandalf summoned reserves of power as yet untapped. Beating aside the Witch King's hurried parries, the White Wizard drove Glamdring deep into his enemy's robed form. With a final point of Fate left to him, Alessio attempted to save



the Ringwraith's life – but it was not to be. The dice roll came up as a '1', and the Witch King was banished, and his Fell Beast fled.

TURN SEVEN

With the banishment of the Witch King the Evil force milled around in confusion, allowing the Good side to wrest priority from them. In an attempt to keep them alive, Matthew regrouped his remaining forces. Gandalf and the Minas Tirith Captain conducted a fighting retreat away from the fountain, while a second motley group of archers and spearmen struggled to hold its own on the edge of the board. In an attempt to buy some more time, Gandalf again *Immobilised* the Mordor Troll. As the Orcs and Easterlings charged yet again into the fray, their numbers once more cost the Good side dearly. Two Warriors of Minas Tirith and a Fountain Court Guard were beaten down by a flurry of blows for only a single Orc casualty in return, but the worst was yet to come. Surrounded by a knot of Easterlings and pressed by an Orc Captain, Gandalf was dealt two wounds – but for Fate, he would have been slain. As it was, he survived, but just barely.

TURN EIGHT

With priority once more on his side, Matthew continued his withdrawal, using Gandalf's *Ultimate Sorcerous*

Blast to delay as many Evil warriors as he could and, though not a single enemy was slain, three Easterlings and four Orcs were knocked to the ground. With so many Orcs still alive, Alessio was able to charge each Good model with at least two enemies but, despite this, the Good side fared better in the ensuing Combat phase than they had all game. Four Orcs fell to the steel of Gondor, including one Banner Bearer. For a handful of fleeting seconds it seemed like the forces of Gondor had found their second wind, but it was not to be. At the base of the fountain, in almost the very spot where Pippin had fallen, the sole remaining Fountain Court Guardsman was hacked down by an Easterling warrior – and with his death the spirit went out of the defenders. With the Good force reduced to half of their starting numbers, they would now have to start making Courage tests...

TURN NINE

For the third turn running, Matthew won priority – and immediately two of his spearmen and two of his archers failed their Courage tests and fled off the board. Fortunately the bulk of his force was still within 6"/14cm of Gandalf, whose leadership kept them together. In fact so intent was he on commanding his remaining troops that his efforts to cast another *Ultimate Sorcerous Blast* failed. The Orcs and Easterlings hurried

forward to finish their opponents, but were unable to reach their foes.

TURN TEN

As the Good side's situation went from bad to worse, Alessio won priority. As a last ditch attempt to change the flow of the battle, the Gondor Captain called a Heroic move and Matthew launched a counterattack. Gandalf unleashed another *Ultimate Sorcerous Blast* on the enemy, killing two Orcs and knocking many more to the ground. Hard on the heels of this magical attack, the remaining Warriors of Minas Tirith charged forward and took the fight to the Orcs once more. Most of the remaining Orcs and Easterlings darted forward into the fray once more, with the Troll lumbering on behind them. As the remaining Orc archer took up position to snipe at one of the fleeing Men, another two Men failed their Courage tests and fled the table. Only one arrow was launched in the Shoot phase, but that one was fired with deadly skill and killed a fleeing Man. In the Fight phase, Gandalf inspired the defenders to new heights. He himself killed an Orc while another two of the creatures were hacked down by the desperate Men for only a single Man in return. Although the Good side were a single casualty away from losing the game, it looked like they still had a chance!



TURN ELEVEN

Priority returned to the Good side, which Matthew used to his advantage by having Gandalf *Immobilise* the Troll once more. With the lumbering behemoth thus neutralised, the remaining Men charged forwards once more as the net of Orcs and Easterlings closed around them. Alas, the Good side's death knell sounded at the very start of the Fight phase. The Minas Tirith Captain, could not hold his ground against the clinical attacks of his Easterling opponents, and a single blade managed to pierce his armour, dealing the fatal blow, both to the Captain of Gondor and to the Good side's hopes of victory. Evil had carried the day.



DRAT! FOILED AGAIN.

Mat Ward:

Although you might be forgiven for thinking otherwise, that was a very closely fought battle indeed. Despite the severe casualties Alessio inflicted in the early turns (Turn Three especially), those Men of Gondor just wouldn't give in and right up until the very last turn were still fighting like tigers. That said, ultimately they didn't win, and the forces of Mordor now hold the first circle of the White City – so what did I do wrong, other than not showing sufficient respect to the deity of the dice?

My main error was simple, I broke cardinal rule number one, namely: If playing a game where your victory conditions rely on killing large numbers of the opposing force, ignore the characters and kill the troops. My rabbit-transfixed-in-headlights (otherwise known as the 'look at the size of that thing!') approach to dealing with the Witch King in no small part contributed to my downfall. Too many of my troops (including Gandalf) were tied up trying to kill the Black Captain when they could instead have been chopping Orcs into teeny tiny pieces. Admittedly, the Witch King did eventually catch the wrong end of Glamdring, but it was a turn too late. It could be argued that had I kept my force together I would have been able to take the fight to the Witch King while successfully fending away his minions, but I'm not convinced... at least Gandalf survived.



IT'S JUST A FLESH WOUND!

Alessio Cavatore:

Obviously the Witch King has not really died. He just retreated to face the new threat of the Rohirrim that were about to attack his army on the field of Pelennor. There he surely would show the puny horse-masters the full extent of his powers and... get done in once and for all by a Hobbit and a girl! There just is no respect for masters of Evil these days.

Anyway, thanks to the heroic sacrifice of the Witch King, the rest of my force could concentrate on surrounding the Guard of the Fountain Court and one by one bring them down under the weight of numbers. I think I was helped in this by an uncanny ability in rolling '6's' on my dice to wound and a slight

miscalculation on the amount of troops Mat devoted to fending off my secondary attack on the flank, where a few Orcs kept a considerable amount of Men of Minas Tirith busy and prevented them from reinforcing the fight in the centre.

That said, in the last few turns, after the demise of the Black Captain, Mat started concentrating back on my troops and I was running dangerously close to reaching the 50% limit. With an Evil army that has just lost its best Hero, that can indeed be the point where the tide turns as half of your troops refuse to do what they should and run away instead. Luckily it wasn't to be and we managed to cut down the last enemy and reduce them to 25% before the problem of holding discipline among my troops presented itself. The first circle of Minas Tirith was mine, just six more to go!



QUESTIONS & ANSWERS

Alessio Cavatore answers questions about our
The Return of The King strategy game...

1 If a model hurls a throwing weapon whilst charging, kills its intended target and has enough movement to reach another target, can it throw a second weapon against the next model it is charging during the same Move phase? And, if this second target is killed, can it do the same if there's another target within reach (and so on and on)? In other words, how many throwing weapons can a model use in a single Move phase?

Models armed with throwing weapons can only use one per turn. Note that this implies that a model could use a throwing weapon whilst charging, kill its intended target and then have no other target within reach, possibly ending the Move phase without being engaged in a fight. Such models cannot use their throwing weapons in the successive Shoot phase, but must wait for the next turn.

2 Would the King of the Dead's 'Drain Soul' special ability mean instant death for the Balrog and Sauron if he rolls a 6 to wound them (since they have no regular Fate points)?

They would both die instantly. On the other hand the chances of the King defeating either of them in combat, and then wounding them, are quite slim...

3 In the introduction of The Return of The King rules manual, page 4, Introduction, penultimate paragraph, the text says: "turn to page 158 for an example encounter". There is no such encounter on that page.

The encounter is now on page 174.

4 Is a mounted model authorised to use an Elven blade as a two-handed weapon? It is specified that it's impossible in Shadow & Flame in Glorfindel's description, but it is not clearly specified in The Return of The King rules manual. Two-handed weapons cannot be used from horseback, and Elven blades count as two-handed weapons in all respect if used with both hands, therefore a mounted model cannot use them in this way.

5 Can a group of 12 or more models fire more than one volley during the same Shoot phase by splitting their fire (for example, 15 models firing a volley of 7

and a volley of 8 arrows). This could be useful when having large groups firing at a limited number of enemies.

It's perfectly OK, especially because in the Move phase the controlling player is free to split the group up as he likes.

6 Is the rider of a monstrous mount knocked down if it is in the path of a creature hurled by a Sorcerous Blast, and if that creature hasn't the strength necessary to throw down the monstrous mount itself?

The rider is not knocked down either, as we assume that the creature propelled by the blast would hit the mount and not the rider.

7 On page 21, 3rd paragraph, the text says "if the warrior at the top of a vertical surface falls, then roll a dice for every model that is climbing right below him". Does it mean this only applies if the falling warrior is at the very top of the surface or also if the falling warrior was fighting to get to the top?

At any point of the climb.

8 On page 36, Advanced Rules – Passengers, the text says: "If the rider is killed or dismounts, the passenger is automatically thrown". Shouldn't it be: "If the rider is killed or thrown"?

It should actually be:

"If the rider is killed, thrown or dismounts, the passenger is automatically thrown".

9 In Lurtz's wargear it says he has armour (not heavy armour), yet his Defence is 6. Is this correct?

It is deliberate – some heroes on both sides get a special bonus to their Defence that represents different factors which make them harder to harm. These may include things like an exceptionally good armour (made of Mithril for example), a supernatural resilience (Barrow-wights, the Nazgûl, the Army of the Dead), the ability of using a shield while equipped with a bow (as in the case of Lurtz), a great agility that allows the warriors to dodge enemy blows or the protection of superior powers (Aragorn, Elendil, Gil-galad etc) and other arbitrarily assigned bonuses that are worked into their profile anyway and are therefore of no hindrance to game-play.

10 In the description for the Guard of the Fountain Court there is a reference to the Citadel Guard. What are they?

They are another type of Guard in Minas Tirith. They will be released, together with Beregon, as part of 'The Siege of Gondor' supplement book in early 2004.

11 Do Elrond and Gil-galad wear armour? It's not in their entries.

Yes, they both wear Elven heavy armour of the best quality.

12 The fell beast rules say it can carry a single rider. Does that mean it cannot carry a passenger?

Yes, fell beasts can be ridden only by Ringwraiths and they cannot carry passengers (two Nazgûl on a mount? No way, they are far too proud!).

13 In the participants of some scenarios, Orcs or Uruk-hai are listed as "equipped with shields", and that's it. Does that mean they have no hand weapons? And sometimes they are listed as armed with bows rather than Orc bows. Is that right?

No, they should always have at least a hand weapon and they are always equipped with Orc bows.

14 In Scenario 5 of The War of the Ring section – 'Dáin's last stand', is the Good side's deployment area the 12"x24" box on the map? And where do the reinforcements turn up on the roll of a 6? Yes, the Good side deploys inside the 12"x24" area on the 'South' edge of the table, while on the roll of a 6 the reinforcements arrive from the 'North' edge.

15 In Scenario 2 (page 124), it is said that the Elves are deployed within 12"/28 cm of the Mirkwood board edge, but the map says the Elves deploy within 6"/14 cm of that edge. Which option is the right one?

The map is wrong, the text is right. It should be 12".

16 The board measurement in Scenario's 4 and 5 (pages 128-130) are different in the text and in the map. In Scenario 4, the text says the board is 120 cm x 180 cm, whereas the map says it is 112 x 112 cm. And in Scenario 5 the text points out 120 x 180 cm, whereas the map specifies 112 x 180 cm. Which one is right? 48" should always be 112 cm. The map is right in both scenarios and the text is wrong.

RIDE OF THE RINGWRAITHS

Part Two – The Gap of Rohan

The second part in a series of scenarios involving the nine Ringwraiths. This month the Ringwraiths attempt to cross the Isen. Written by David Smith.

DESCRIPTION

In this battle, the Ringwraiths are attempting to cross the Isen and ride into Eriador in search of the One Ring. All is not well in Rohan however, and the Nazgûl find the crossings of the Isen held against them, and many patrols in the outlying lands. Though the folk of Rohan are not alerted to the presence of The Nine, their vigilance presents an obstacle to the servants of Mordor. With time ever-pressing, and the possibility of interference from the White Council lingering, the Nazgûl are spurred into action. At the dead of night the Ringwraiths try and break through the Rohirrim force and into Eriador, but can they do so before the patrols are alerted and arrive to join the fight?

PARTICIPANTS

The Good side has two Captains of Rohan, six Royal Guard with throwing spear, 10 Warriors of Rohan with throwing spear and shield, 10 Warriors of Rohan with shield, five Riders of Rohan with throwing spear and five Riders of Rohan.

The Evil side has all nine Ringwraiths. All nine of the Ringwraiths are on horseback.

POINTS MATCH

If you want to play this game with other forces, choose 500 points of troops for the Good side and 800 points of Heroes of the Evil side. No more than 50% of the Good force may be spent on Heroes.

LAYOUT

This scenario takes place at the Fords of the Isen. The river Isen flows through the middle of the board and has several fords that can be crossed without penalty (see map). The river is shallow and slow flowing at this point in its course and can be crossed at any point but counts as difficult ground.

STARTING POSITIONS

The Good player deploys 10 Warriors of Rohan on foot (of his choice) in his deployment area (see map). To represent the fact that they are a piquet line they must be deployed at least

6"/14cm away from each other. The Royal Guard are deployed within 6"/14cm of the campfire. The two Captains of Rohan and the remainder of the Good force are kept on one side and may be used as reinforcements later in the game.

The Evil player then deploys all nine Ringwraiths in his deployment area (see map below).

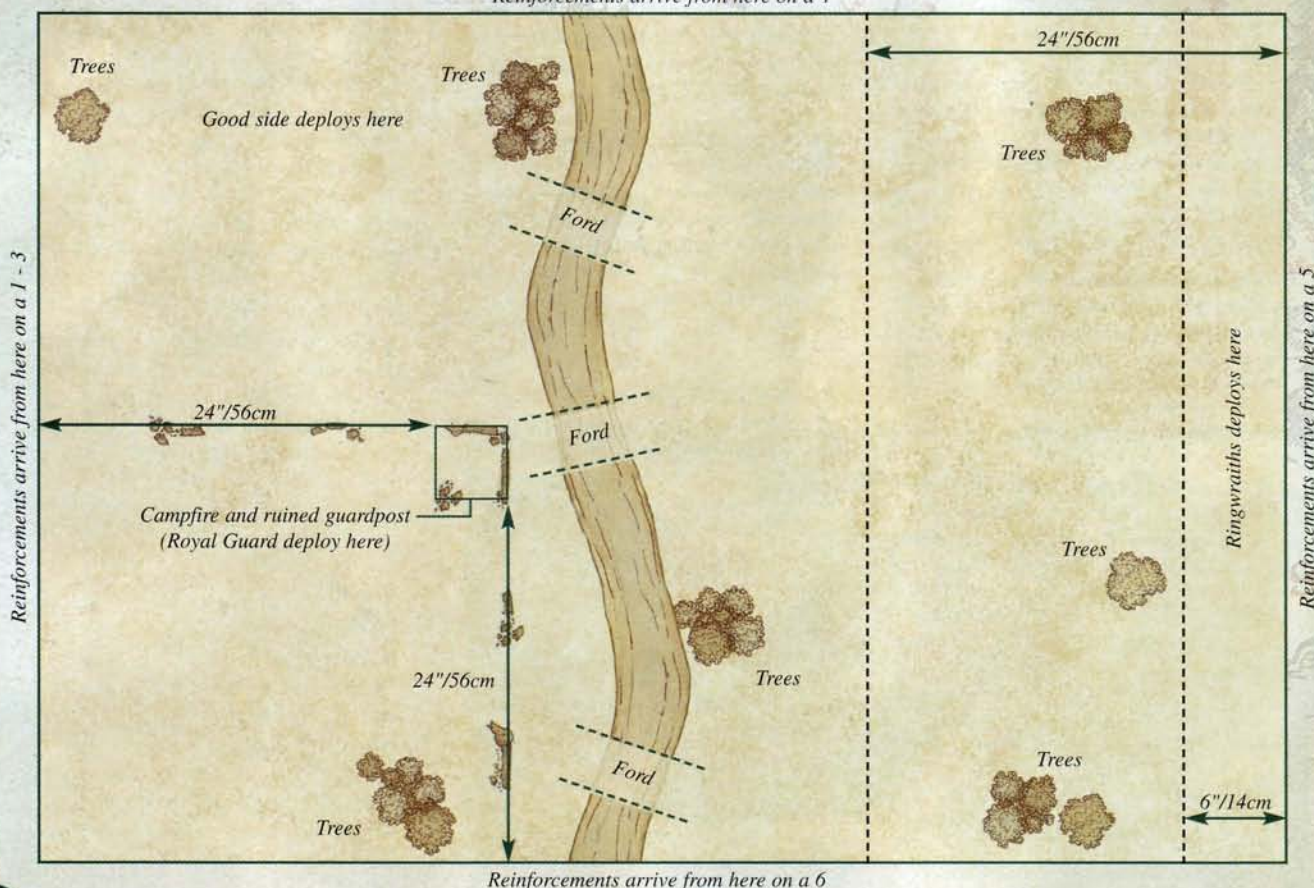
OBJECTIVES

The Evil side wins if five out of the nine Ringwraiths exit the board from the indicated table edge (see map). The Good side wins if it prevents the Evil side from accomplishing its objectives.

SPECIAL RULES

Darkness. It is the middle of the night and the Ringwraiths are advancing under a veil of darkness created by the dark will of Sauron. To represent this, the Ringwraiths cannot be seen from more than 6"/14cm away.

Reinforcements arrive from here on a 4



Reinforcements arrive from here on a 6



Riders of Rohan attempt to ambush the Ringwraiths.

Ringwraiths. The Ringwraiths are in the midst of their search for the Ring and Sauron's power is still growing. As such, use the profiles given for the Ringwraiths in *The Two Towers*, not those presented in *White Dwarf* 284.

Reinforcements. Once a model on the Good side has seen a Ringwraith the Good player may summon reinforcements. Once a Ringwraith has been seen, the Good player may roll a D6 at the end of his movement; this is how many models are available to him as reinforcements. The Good player may select his reinforcements from the models set aside at the start of the game (and from any casualties suffered since). The Captains of Rohan may not be selected as reinforcements unless the Good player rolls a 6. The Good Player must roll a D6 for each model received as reinforcements to determine which table edge they arrive on (this represents the hue and cry summoning the nearest warriors and not necessarily the most suitably positioned ones). The newly arrived models can move normally but cannot charge enemy models. Roll for each model separately until all reinforcements have been placed.

The Ride of the Ringwraiths. This scenario can be played as a stand-alone or as part of the Ride of the Ringwraiths campaign. If playing as part of a campaign, the Ringwraiths do not begin this scenario with their full complement of Will. Instead each Ringwraith carries over the amount of Will it had at the end of the previous scenario (Osgiliath) to which D3 points of Will are added. If a Ringwraith died during the previous scenario, it is returned to life but with only D3 points of Will. It is assumed that any horses that were lost in the previous scenario are replaced. In this way each Ringwraith will always start this scenario with at least one point of Will each and mounted on a horse.



Charging Ringwraiths

HEROES OF THE WEST

Many of the models in the Heroes of the West box share the same uniforms and other common features, but despite this each is a distinct character in its own right. 'Eavy Metal painters Kirsten Williams and Kev Asprey took special care with each of the miniatures to emphasise the quality that makes each of the heroes unique. On the next six pages we get the chance to see how these painters achieved that effect.



ARAGORN



1 Aragorn's face was given a basecoat of Bestial Brown mixed with an equal amount of Dwarf Flesh.



2 Dwarf Flesh was then layered over the face.



3 The face was then highlighted with Elf Flesh. The eyes were then painted Skull White and a small dot of Chaos Black was painted in the centre.



4 The eyes were painted the same as Éowyn's. Aragorn's hair and beard were painted Scorched Brown and highlighted with Scorched Brown mixed with an equal amount of Bleached Bone.



1 A basecoat of Scorched Brown mixed with Dark Angels Green was applied on the coat.



2 Codex Grey was added to the basecoat mix and layered over the coat, leaving the original colour in the recesses. This was then repeated twice with more Codex Grey added to the mix each time.



3 A heavily thinned down glaze of Black Ink mixed with an equal amount of Brown Ink was then applied. Dirt was applied by drybrushing Scorched Brown followed by Bestial Brown onto the bottom of the coat.

ÉOWYN



1 The face was given a basecoat of Bestial Brown mixed with an equal amount of Dwarf Flesh.



2 Elf Flesh was added to the basecoat mix and layered onto the face, leaving the original colour in the recesses.



3 Elf Flesh was then layered onto the highest points of detail like the nose, cheeks and chin. A thinned down glaze of Dwarf Flesh was applied on top of that to smooth out the transition of colour and give the face a soft appearance.



4 The eye sockets and lips were finally painted Dwarf Flesh to put some colour back into them. The eyes were then painted Skull white and a small dot of Chaos Black was painted in the centre.



1 The dark brown parts of the armour were given a basecoat of Scorched Brown. The lighter coloured panels were painted in a basecoat of Snakebite Leather mixed with an equal amount of Codex Grey. Using a fine brush Chaos Black was painted onto the edging between these colours.



2 The brown parts were then highlighted by carefully layering Bestial Brown over the basecoat. The lighter coloured panels were then highlighted by painting in a line where the light reflects on the leather, using the original mix and adding in a little Rotting Flesh to that. The edges of the panels were then painted with Scab Red, leaving a tiny line of Chaos Black on either side.



3 A final highlight of Bestial Brown was layered on the brown armour. Finally the red edges were highlighted using Scab Red mixed with an equal amount of Bleached Bone.

LEGOLAS



1 Legolas' hair has a basecoat of Snakebite Leather mixed with an equal amount of Codex Grey.



2 Bleached Bone was added to the basecoat mix and layered onto the hair in fine lines.



3 Another layer of Bleached Bone was applied onto the hair.



4 A thinned down Flesh Glaze was applied on the hair.



1 A basecoat of Bestial Brown was applied to the quiver.



2 Bestial Brown mixed with an equal amount of Bleached Bone was then applied to the quiver in small lines.



3 The ornamental detail was painted in a basecoat of Shining Gold.



4 The Shining Gold details were highlighted with Shining Gold mixed with a small amount of Mithril Silver.



MERRY



1 A basecoat of Scab Red mixed with an equal amount of Scorched Brown was applied on the leather armour of Merry.



2 Scab Red was then layered onto the armour, leaving the basecoat to show in the recesses. A highlight of Red Gore was then applied, concentrating on the edges of the armour.



3 The edges of the armour were highlighted again by applying thin lines of Red Gore mixed with an equal amount of Bleached Bone.



4 Finally a thinned down glaze of Brown Ink was applied over the leather armour, and the metal details were painted Shining Gold.



1 The shield was given a basecoat of Scorched Brown.



2 The wood was then overbrushed with Bestial Brown.



3 Using Snakebite Leather, fine lines were painted onto the shield to define the wood grain.



4 Finally a thinned down Brown Ink glaze was applied on the shield.

PIPPIN



1 Boltgun Metal was used as a basecoat on all the metal armour.



2 A wash of Black Ink was then applied over the Chainmail areas.



3 Boltgun Metal was layered over the ink washed areas.



4 The armour was given a highlight of Boltgun Metal.



1 Pippin's cloak was given a basecoat of Catachan Green mixed with equal parts Chaos Black and Codex Grey.



2 A layer of the original basecoat mix mixed with an equal amount of Codex Grey was then applied.



3 A highlight of Codex Grey was applied onto the sharpest folds and edges.

FARAMIR



1 The armour was painted with Boltgun Metal and a wash of Black Ink mixed with an equal amount of water was applied over that. This was then repainted with Boltgun Metal, leaving the Black Ink in the recesses.



2 Chainmail was layered over the armour and this was followed by a highlight of Mithril Silver, concentrated around the edges.



3 With a small brush, the ornamental lining was painted onto the helmet in Chaos Black.



4 The banding was painted with Shining Gold.



1 A thin waving line of Skull White was painted onto the rim of the cloth. To be able to paint this with a steady enough hand, both hands were braced against each other and the elbows planted firmly on the table.



2 By painting the second line of Skull White onto the cloth in a mirrored fashion, the pattern was finished.



GANDALF



1 The robes were given a basecoat of Bestial Brown. After that had dried, Brown Ink was painted in the deepest recesses where the folds of cloth meet.



2 A mix of equal parts Bestial Brown and Bleached Bone was layered onto the cloth, leaving the darker base colour in the recesses.



3 Bleached Bone was then layered onto the robes.



4 A final layer of Skull White was applied.



1 Bestial Brown was painted onto the face and hands as a basecoat.



2 A layer of Bestial Brown mixed with an equal amount of Dwarf Flesh was painted over the basecoat.



3 Gandalf's face was given a layer of Dwarf Flesh, leaving the darker colour in the recesses.

GIMLI



1 Catachan Green mixed with equal parts of Codex Grey and Chaos Black was used as the basecoat for the cloak.



2 Codex Grey was added to the basecoat mix and layered on the cloak.



3 A small amount of Snakebite Leather and Bleached Bone were then added to the mix and this was used to highlight the raised folds.



4 A thinned down glaze of Dark Green Ink mixed with an equal amount of Brown Ink was applied and after that had dried, Bestial Brown was drybrushed on the bottom of the cloak, followed by a drybrush of Bleached Bone.



1 The handle was painted Scab Red, while the shaft of the axe was painted with Scorched Brown. The blade was given a basecoat of Brazen Brass.



2 Scab Red mixed with a small amount of Bleached Bone was used to paint small vertical lines onto the axe handle. The blade had a watered down Brown Ink applied to it and Brazen Brass was layered onto this.



3 Bleached Bone was added to the handle mix, to highlight the lines. The edges of the axe blade were then painted with Boltgun Metal. Shining Gold was layered onto the blade surface. A line of Shining Gold was painted in between the red and brown parts of the handle.



4 A glaze of Brown Ink mixed with an equal amount of water was applied over the handle. Chainmail was used to highlight the axe blade and cutting edges.

ÉOMER



1 Boltgun Metal was painted into the recesses of the armour. The leather detailing was then painted Chaos Black again. This was done to heighten the contrast between the metal and leather parts of the armour.



2 Scab Red was then painted over the raised detail of the armour, leaving a tiny line of Chaos Black in between the Scab Red and Boltgun Metal areas.



3 The Scab Red areas were highlighted by layering on Scab Red mixed with an equal amount of Bleached Bone.



4 Bleached Bone was then added to the previous highlight mix and thinly applied on the sharpest edges of detail. This was followed by an extremely thinned down Brown Ink glaze.



1 Boltgun Metal was applied onto the helmet, taking care not to get any paint onto the banding. This was then given a watered down Black Ink wash and after that was dry, Boltgun Metal was layered over this.



2 The banding was painted Shining Gold and after that given a wash of Brown Ink. This then had Shining Gold layered over it.



3 A mix of Shining Gold and an equal amount of Mithril Silver was then applied to the edges. The horsetail was given a basecoat of Codex Grey.



4 The horsetail was highlighted by carefully painting Fortress Grey onto the sharp edges of the detail.

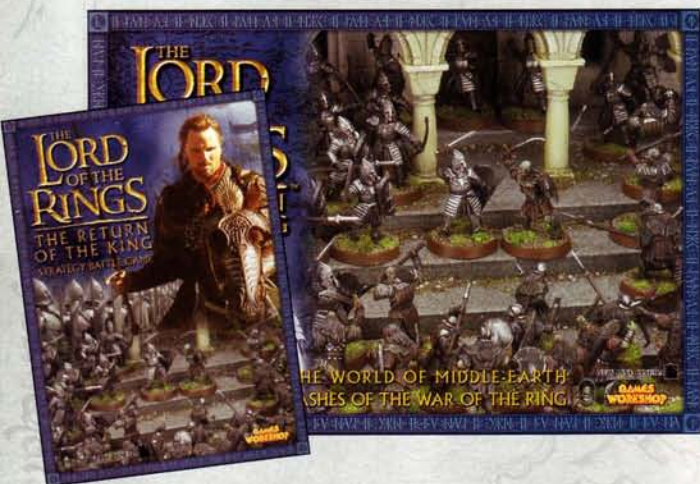
As you can see from these models, Kirsten and Kev were able to use different techniques to subtly give each of the heroes their own distinctive treatment.

By concentrating on the character of each hero, they were able to select the appropriate technique to bring that character fully to life.



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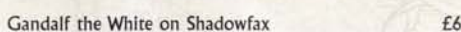
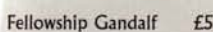
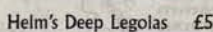
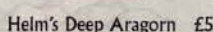


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