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**WD288 DECEMBER £4.00**

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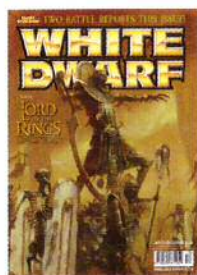
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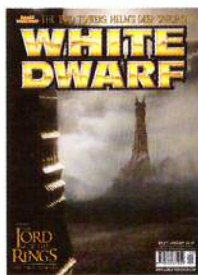


# White Dwarf Magazine – What did you miss last month?



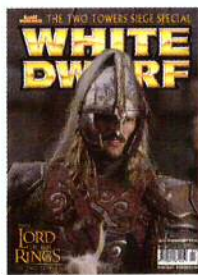
## WD276:

- Two Battle Reports: Dark Angels vs Necrons, High Elves vs Goblins
- Index Astartes: Raven Guard
- Timeline: Khemri
- Lure of the Gods
- Building Helm's Deep: Part One
- Heroes & Villains: Ahriman



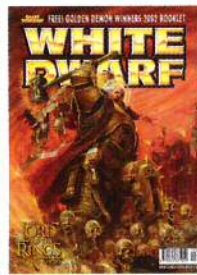
## WD277:

- Two Battle Reports: A four-player Warhammer 40,000 battle
- The Siege of Helm's Deep
- Chaos Predator
- Designer's Notes: Tomb Kings
- Building Helm's Deep: Part Two
- Painting Masterclass: The Heroes of Helm's Deep



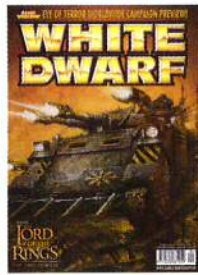
## WD278:

- Battle Report: Bretonnians vs Tomb Kings
- Scenery Workshop: Tomb Kings scenery
- Tactical: Tomb Kings
- Heroes & Villains: Fabius Bile
- Painting Masterclass: Treebeard



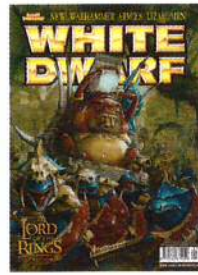
## WD279:

- Free Golden Demon Booklet
- Battle Report: Orks vs Crimson Fists
- Chapter Approved: Daemonthunters
- Codicium Imperialis: The First War for Armageddon
- Painting Masterclass: Captured by Gondor



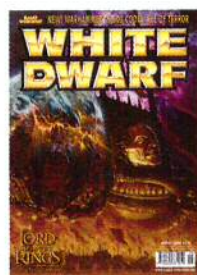
## WD280:

- Battle Report: Eldar vs Daemonthunters
- Tactical: Fast Cavalry
- Scenery Workshop: Rohan house
- Painting Masterclass: Rangers of Gondor
- Heroes & Villains: Logan Grimnar



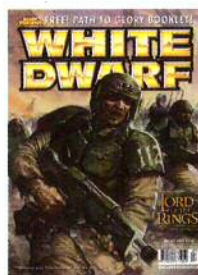
## WD281:

- Battle Report: Skaven vs Lizardmen
- The Voyage of Yin-Tuan
- Daemonthunter
- Adversary armies
- Chronicles: Valten
- Painting Masterclass: Grey Knights Dreadnought
- Heroes & Villains: Cypher



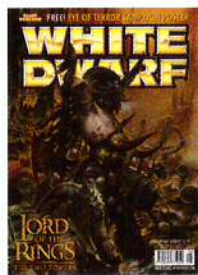
## WD282:

- Free Black Library Novella
- Two Battle Reports: Cadians vs Death Guard, The Watcher in the Water
- Tactical: Ulthwé Strike Force
- Slann Mage-Priest colour schemes
- Designer's notes: Eye of Terror



## WD283:

- Free Path to Glory Booklet
- Two Battle Reports: Battle for the Basilica, Shadow and Flame
- Preview: Beasts of Chaos
- Index Astartes: Space Wolves
- Scenery Workshop: Saurus Spawning Pools



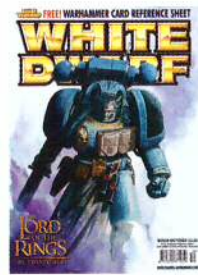
## WD284:

- Free Eye of Terror Campaign Poster
- Two Battle Reports: Battle for the Basilica, The Seven Sigmarites
- Bloodlands Campaign: Part One
- Designer's notes: Beasts of Chaos
- Scenery Workshop: Moria terrain



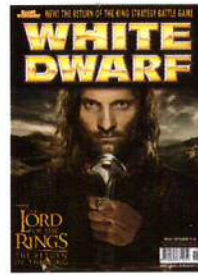
## WD285:

- Battle Report: Beasts of Chaos vs Wood Elves
- Index Malleus: The Lost and the Damned
- Painting Workshop: Beast Herd
- Painting Masterclass: Dragon Ogre Shaggoth
- Scenery Workshop: Building a Barrow



## WD286:

- Free Warhammer Card Reference Sheet
- Battle Report: Orks vs Imperial Guard
- Preview: Fire Warrior
- Bloodlands Campaign: Part Three
- Tactical: Wood Elves
- Scenery Workshop: Building a Chaos Tree



## WD287:

- Two Battle Reports: High Elves vs Dark Elves, Minas Tirith
- Horus Heresy CCG
- Dark Elves revisions
- Regiments of the Imperium
- Designer's notes: The Return of The King
- Painting Masterclass: Heroes of the West

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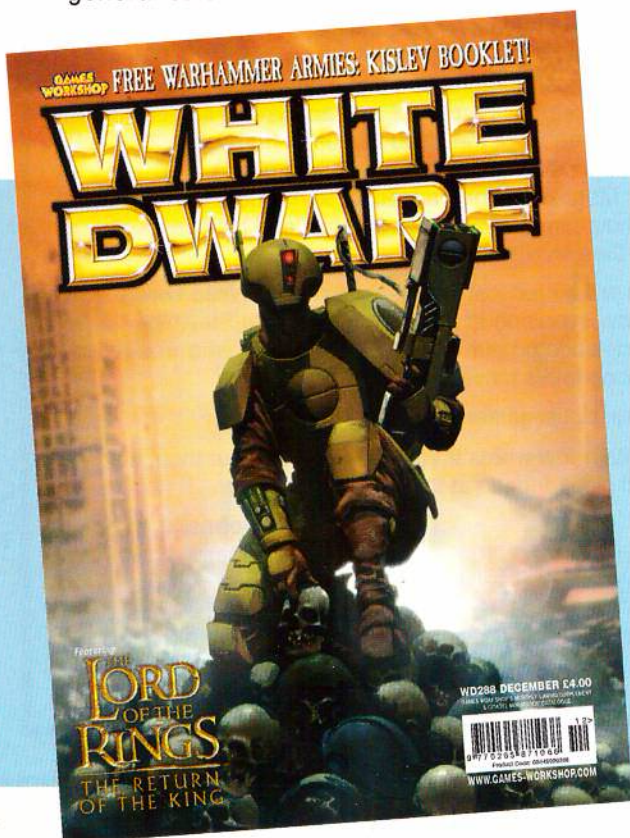
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WD288



288 December 2003

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Stefan Kopinski and Karl Kopinski

# GAMES WORKSHOP

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# EDITORIAL

## A time to reflect...

I often spend this part of the magazine saying how much I love my job and all that comes with it. Quite right too.

However, there come occasions when it's all put into perspective and this month isn't a happy one for those of us at Games Workshop.

At the end of September one of the most popular members of the Studio, Steve Hambrook, passed away leaving us all shocked and feeling a profound sense of loss.

Steve's friend and boss, Jervis Johnson, has added a few heartfelt words below as we mourn the passing of one of life's great characters. Steve will be sorely missed.

Our thoughts go out to Steve's family and friends at this time.

Until next month,

**Paul Sawyer**  
Editor



## STEVE HAMBROOK (1970-2003)



Editor: Warmaster Magazine 1-20,  
Citadel Journal 21-42, Town Cryer 7-28,  
Necromunda Magazine 5-9, other White Dwarf  
and Fanatic Press publications too numerous  
to mention.

This is one of the hardest things I have ever had to write. On the 22nd September we learned that Steve Hambrook had died unexpectedly. Steve has been my friend and colleague for more than five years. When I joined the Fanatic team Steve was already a hardened veteran, having served three years in the trenches as editor of the Citadel Journal from issue 21-42. He went on to become the editor of Town Cryer, Necromunda Magazine, and Warmaster Magazine. The Fanatic Design Studio will simply not be the same place without him. We already miss him and his easy, self-deprecating humour more than words can say.

We know that Steve's loss will be felt just as deeply by many White Dwarf readers too. In order to allow everyone to pay their respects to Steve we have set up a book of condolence on our website, and readers who would like to send their condolences to his family can do so at:

[www.specialist-games.com/cond.asp](http://www.specialist-games.com/cond.asp)

Please take the time to write a few words if you possibly can. Our thoughts are with Steve's family and close friends at this very difficult time.

**Jervis Johnson**,  
Head Fanatic

**"Death is more universal than life; everyone dies but not everyone lives."**

*A. Sachs*



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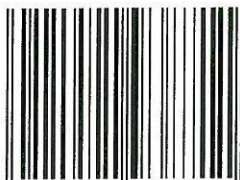
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## ANCIENT WARRIORS

Now available from Forge World are a new range of complete resin Imperial Mk IV Dreadnought kits, sculpted by Will Hayes and Simon Egan. As well as the standard Mk IV Dreadnought there is a Mk IV Venerable Dreadnought and a Mk IV Grey Knights Dreadnought. There is also a selection of Mk IV Dreadnought weapons to choose from.

For more details visit the Forge World website at:

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- Trainee Store Managers
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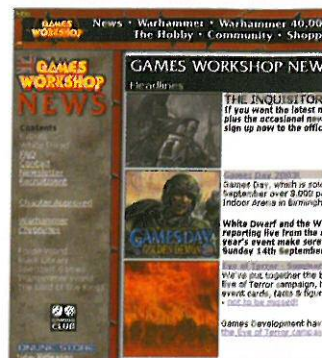
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Each week it is Games Workshop Online's mission to bring you all the latest news and information on what's happening at Games Workshop and with the hobby, via the UK's very own Games Workshop website! Here's some examples of what you'll find:

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

Games Workshop Online also brings 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 each week, visit:

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



## LIBER CHAOTICA TZEENTCH



The fourth book in the dark Liber Chaotica series is due for release in February and is dedicated to the Lord of Change: Tzeentch. This heretical tome is jam-packed with details of cults, weapons, daemons, magic and lots, lots more. This is the definitive guide to the master of magic and contains previously unseen sketches and artwork. The 'regular' edition will cost £15.00 with an awesome special edition also available. For more details as they become available, check out:

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

## BASE SIZE AND UNIT STRENGTH CHART

A corrected version of the card sheet is now available to download for free on our website at:

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

We also asked Gav Thorpe to explain the principles behind the decisions for some of the entries:

"Well, not wanting to invalidate the chart too soon, the entries also incorporate work being done at the moment, most importantly the revised rules for Unicorns that will appear in the forthcoming Bretonnia army book. Wood Elves players should continue to use the cavalry-style Unicorn until the revised Wood Elves book comes out. In addition, some of the models included are not supplied with bases at present, but it is our aim to include these in the

future and so the entries show our recommendations for these models. Also note that although a Warp-lightning Cannon moves like a chariot, it is still a war machine with a nominal crew of three models, hence the Unit Strength value given."

What follows is a list of the corrected errors and oversights:

### Tomb Kings

Chariot Mounted Characters:  
50 x 100mm US 3 + 1

### High Elves

Griffon Mounted: 50 x 50mm US 4 + 1

Elven Chariots with extra steeds should be mounted as follows  
3 Steeds = 75 x 100mm  
4 Steeds = 100 x 100mm

### Regiments of Renown

Golgfag's Ogres: 40 x 40mm US 3

### Hordes of Chaos

Mounted Daemonettes:  
25 x 50mm US 2

Chaos Spawn: 40 x 40mm US 3

### Orcs & Goblins

Orc Bullies: 25 x 25mm US 1

### Dark Elves

War Hydra: 50 x 100mm US 6

### Dwarf

Gyrocopter: 40 x 40mm US 1

### Empire

Steam Tank: 80 x 120mm US 10

### Skaven

Warp-lightning Cannon:  
50 x 100mm US 3

*Note: The Warp-lightning Cannon should be treated like a chariot – the crew are NOT removed separately to the cannon, unlike other war machines.*



Unfortunately a couple of errors crept into the free Base Size and Unit Strength Chart from WD286.



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

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

**10th December for WD290** (February 2004)

**7th January for WD291** (March 2004)

**4th February for WD292** (April 2004)

### 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 Warhammer 40,000, Warhammer and The Lord of The Rings. The action kicks off at 11am. 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](mailto:events@games-workshop.co.uk)

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

#### FANATIC TOURNAMENT

**Date:** 14th December 2003

**Venue:** Zwolle, The Netherlands.

**Details:** Warhammer & Warhammer 40,000 one-day tournament – 20 places allocated for each system. (2,000pts & 1,500pts armies respectively).

Also on the day, there will be a Youngblood (Under 15s) 500pts tournament for both Warhammer & Warhammer 40,000 – 40 places allocated for each system.

#### Contact:

Games-N-U's, TEL: 038 42 16 385

#### Website:

[www.gamesnstuff.com](http://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 & Warhammer 40,000 (2,000pts & 1,500pts armies respectively).

Also on the day there will be a Youngblood (Under 14s) 500pts tournament for both Warhammer & Warhammer 40,000.

#### Contact:

Vlieg-Er-Uit, TEL: 043 32 51 653

#### Website:

[www.vliegeruit.com](http://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 1,500pts 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.

#### RISE OF KINGDOMS

**Date:** 24th & 25th January, 2004

**Venue:** Warhammer World, Lenton.

**Details:** A Warhammer Campaign weekend – take the mantle of general and wage war in the Warhammer world. The campaign will tax your

skills of diplomacy as well as your skills on the field of battle.

Tickets are £40, on sale soon.

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### FEBRUARY

#### CRY HAVOC OPEN DAY

**Date:** 29th February, 2004

**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 are £10, on sale from September.

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### MARCH

#### RETURN TO DAMOCLES

**Date:** 20th & 21st March, 2004

**Venue:** Warhammer World, Lenton.

**Details:** An Imperial Expeditionary force launches an assault on the Tau frontier in a brave gambit to wrestle back the worlds of the Damocles sector... things look grim for the outnumbered Tau until the timely arrival of the Eldar.

A two-day Warhammer 40,000 campaign for Imperial, Tau, Eldar and Dark Eldar armies only.

Tickets are £40, on sale soon.

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### JULY

#### BOLTGUNS & BATTLEAXES

**Date:** 3rd & 4th July, 2004

**Venue:** Warhammer World, Lenton.

**Details:** The Gaming Club Network presents in association with the Oxford Gaming Club and Leeds Night Owls: BOLTGUNS & BATTLEAXES All tickets are priced £35 each and include meals on both days.

**Boltguns at Belial IV:** A Warhammer 40,000 Campaign Weekend.

**Contact:** Mike Sharp – 07802 764143

**Battleaxes of Blood:** A Warhammer Campaign Weekend.

**Contact:** Stephen Thorpe – 07906 145025

## Hot off the press

Some news hot off the press is that by the time you read this Warhammer Online will have launched their brand new webstore giving you the opportunity to purchase the very latest and greatest official Warhammer Online game-related merchandise. Choose from a range of T-shirts, posters, postcards and badges, all at great prices! These items are exclusive to the Warhammer Online webstore and Games Day events. For more information visit the store now at:

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



## Splice the mainbrace!

Aaarrrgh Mateys!!! If the clash of cutlasses and firing of broadsides is just your thing then Cap'n Bone invites you to join him down at the Battle Bunkers for some swashbuckling nautical action on the high seas. Using the immensely popular Warhammer Ahoy rules, as seen at our conflict events, the Imperial flotilla will be sailing into the following battle bunkers:

GW Shrewsbury  
Saturday 10th January – 11am until 6pm  
GW Worcester  
Tuesday 17th January – Veterans' night from 4pm until 10pm  
GW Middlesbrough  
Monday 17th April – 12noon until 6pm  
GW Aberdeen  
Tuesday 20th April – 4pm until 10pm  
GW Carlisle  
Thursday 22nd April – 4pm until 10pm

Ships and scenery provided – just bring yourselves some sea legs, a parrot and a brace of pistols. Aaarrrgh! Contact your local Battle Bunker manager for more details.

## WARP ARTEFACTS

Now available from Warp Artefacts is the new Space Marines Warriors of the Imperium Series 4. Space Marines Warriors of the Imperium are limited edition figurines inspired by the imagery of Warhammer 40,000. Covering some of the most famous Chapters of Space Marines, the range has sixteen figures, released in four series. Hand painted, each individually numbered figure is limited to a run of 5,000. Each figure stands roughly 4.5" (11.5cm), and comes with a scenic base.

Space Marines Warriors of the Imperium Series 4 includes Herveticus – an Ultramarine armed with a flamer, Space Wolf Blood Claw Strom Wolf, Dark Angel Heavy Weapons expert Rhamiel and the beautifully detailed Brother Gorgon of the Black Templars Chapter. To buy your polystone statuette, visit:

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



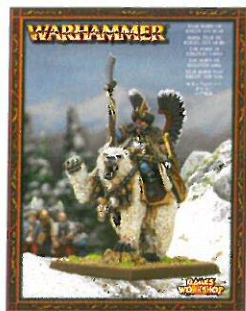
# FROM THE FROZEN NORTH...

## TZAR BORIS OF KISLEV ON BEAR

The legendary Boris Ursus, known as the Red Tzar, was once a mighty Kislevite commander. He is borne into battle upon the ferocious Urskin, his faithful Bear. Wielding the awesome Shard Blade, Boris cuts a deadly swathe in battle a single blow from this huge pole-arm is enough to chill the blood and any opponent wounded by it must pass a Toughness test or suffer an additional Wound as they are frozen. Boris is clad in the Armour of Ursun, wrought from the powdered bones of mighty bears. Allowing a 4+ save this heraldic suit of armour also allows the Tzar to strike with an extra Attack each time he is hit in combat!

*This boxed set contains enough metal parts to make 1 Tzar Boris of Kislev on Bear, designed by Dave Thomas.*

*This model requires assembly.*



## KISLEV KOSSARS UNIT

The Kossars are a highly disciplined, well-trained unit. They have a long and prestigious history, fighting for centuries with axe and bow. Over the long, hard years they have developed a tactic of wearing down their opponents with withering bow fire before striking the finishing blow with their axes. With their Steady in the Ranks ability they may stand and shoot even if the enemy are within half charge range. If the enemy are over half their charge range away they do not suffer the usual -1 To Hit penalty either!

**Command Group:** *This blister pack contains 1 Champion, 1 Standard Bearer and 1 Musician, designed by Dave Thomas.*



**Kislev Kossars:** *This blister pack contains 3 Kislev Kossars, designed by Dave Thomas.*





## KISLEV WINGED LANCERS

The mainstay of the Kislevite cavalry legions are the Winged Lancers. Surging toward their enemies, the earth is pounded under hoof beneath them, with the mere sight of their Glorious Charge enough to send the enemy reeling before a blow is even struck. Any enemy charged by these warriors must take an immediate Panic test.



**Blister pack:** This blister pack contains enough metal parts to make 1 Kislev Winged Lancer and enough plastic parts to make 1 horse, designed by Michael Perry and Alan Perry.

*These models require assembly.*



**Boxed set:** The Kislev Winged Lancers boxed set contains enough metal parts to make 1 Champion, 1 Standard Bearer, 1 Musician, 2 Winged Lancers and enough plastic parts to make 5 horses, designed by Michael Perry and Alan Perry.

*These models require assembly.*

## KISLEV BOYAR

As the officers of the Kislev army, Boyars are capable fighters but it is their strong will and resolute demeanour that stands out on the battlefield. Their iron-hard discipline bolsters the troops around them and, as such, any Kislev regiment led by a Boyar is less likely to give ground and becomes *stubborn*.

*This blister pack contains 1 Kislev Boyar, designed by Dave Thomas.*



**Note:** All Kislev miniatures are only available by telephone on 0115 91 40000 or via our website on <http://uk.games-workshop.com>



## KISLEV GRYPHON LEGION

Born from the highest ranks of Kislevite nobility the Gryphon Legion are the most famous regiment of Winged Lancers in Kislev history. When not called upon in times of strife they range the Old World as mercenaries, eager to shed blood in the cause of their masters. They may be taken as a Rare choice in any Empire army, even if it doesn't contain a Kislev allied contingent. Their impressive Strength 6 charge means few can stand against the rush of their glorious banners and live...

**Boxed set:** The Kislev Gryphon Legion boxed set contains enough metal parts to make 1 Champion, 1 Standard Bearer, 1 Musician, 2 Gryphon Legion and enough plastic parts to make 5 horses, designed by Dave Thomas.

*These models require assembly.*



**Blister pack:** This blister pack contains enough metal parts to make 1 Kislev Gryphon Legion and enough plastic parts to make 1 horse, designed by Dave Thomas.

*These models require assembly.*

**Note:** All Kislev miniatures are only available by telephone on 0115 91 40000 or via our website on <http://uk.games-workshop.com>

## KISLEV ICE QUEEN

Arch-sorceress and revered leader of the Kislev people, the Ice Queen Katarin is the successor to her father, the Tzar Boris Bokha. Wielding deadly Ice Magic in battle the Ice Queen summons powerful Ice Storms that hamper enemy shooting, forcing marksmen and war machines to pass a Leadership test before they can fire. Her blade, the dreaded Fearfrost, has a dire reputation, granting the Tzarina the Killing Blow special ability. Shrouded in the Crystal Cloak she has a 4+ Ward save and all rolls to hit and to wound in combat suffer a -1 to the roll.

*This blister pack contains 1 Kislev Ice Queen and enough parts to make a plastic horse, designed by Michael Perry and Alan Perry.*

*This model requires assembly.*







## KISLEV HORSE ARCHERS

Savage fighters, the Horse Archers lack the discipline of the regular drafts in the Kislev contingent. They are superb horsemen, trained to shoot and ride with perfect unison from an early age. Lightly armoured, they are Fast Cavalry, and run rings around bulkier heavy cavalry with ease, peppering them from distance with their bows.

**Boxed set:** The Kislev Horse Archers boxed set contains enough metal parts to make 1 Champion, 1 Standard Bearer, 1 Musician, 2 Horse Archers and enough plastic parts to make 5 horses, designed by Michael Perry and Alan Perry.

*These models require assembly.*

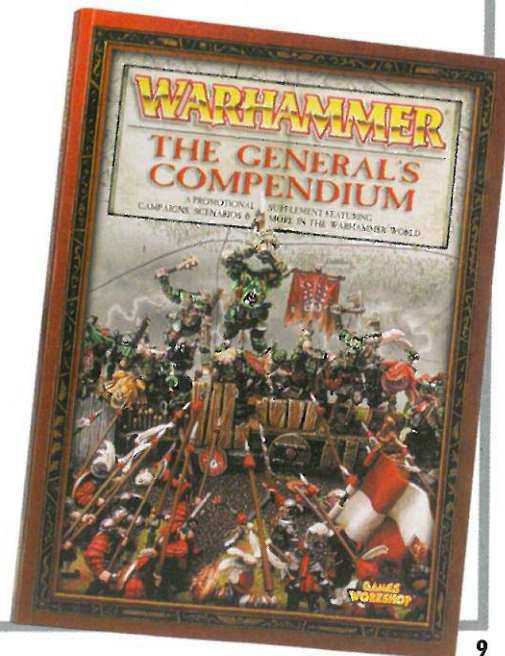


**Blister pack:** The blister pack contains enough metal parts to make 1 Kislev Horse Archer and enough plastic parts to make 1 horse, designed by Michael Perry and Alan Perry.

*These models require assembly.*

## THE GENERAL'S COMPENDIUM

This massive tome boasts a wealth of material for fighting and writing campaigns in the world of Warhammer. From simple linked games to highly detailed Gamesmaster run campaigns, this book is a vital resource for any serious Warhammer general. Included is a campaign map with which players can play the Border Princes campaign in the book or use as a starting point for their own games. A host of rules and scenarios enable you to stage your battles in the various continents of the Warhammer world, from the barren deserts of Khemri, to the thick wooded murk of the Drakwald forest in the Empire. There are also helpful scenery workshops, hobby tips and detailed guides to enable you to construct your own campaign specific terrain and gaming boards. An indispensable volume, with the General's Compendium you can attack cities, stage mighty sieges and even take to the high seas as your wage war against your enemies!





## EMPEROR KARL FRANZ

The great Karl Franz, as much a warrior as a statesman, rules the Empire with courage and wisdom. A mighty Leader of Men, Karl Franz is immune to *panic* and instills resolve in all those around him as his Leadership value is used by all friendly units within 18".

Traditionally armed with the Hammer of Sigmar, the Emperor defers this honour to Valten if they are fighting together and instead hefts his powerful Runefang in battle. Upon his breast he wears the symbol of his office, the Silver Seal which protects the Emperor with a 4+ Ward save and a Magic Resistance of 3. He flies into battle upon his faithful mount, the Griffon, Deathclaw.



The Emperor Karl Franz boxed set contains enough metal parts to make 1 Emperor Karl Franz on Deathclaw model, designed by Michael Perry and Trish Morrison. Includes two weapon arms (one with the Hammer of Sigmar and the other with a Runefang sword).

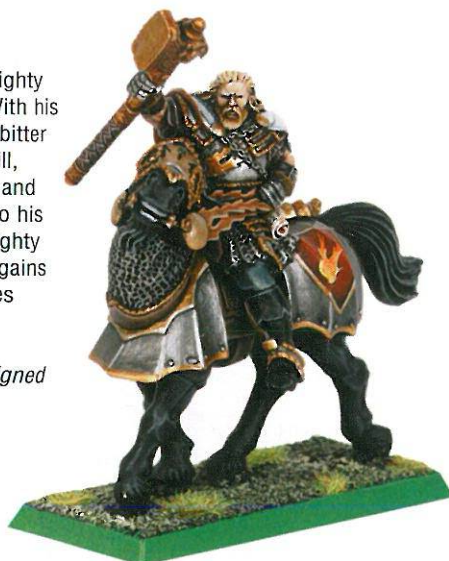
This model requires assembly.

## VALTEN ON HORSE

The Empire's last hope, Chosen of Sigmar, the mighty Valten rides into battle upon an Imperial steed. With his indomitable will and iconic presence he can turn bitter defeat into glorious victory. Nigh-impossible to kill, Valten's Iron Resolve grants him a 5+ Ward save and upon losing his last Wound he will rise mightily to his feet if he can pass a Leadership test! With the mighty Ghal Maraz, the Hammer of Sigmar itself, Valten gains +2 Attacks, wounds his foes automatically, ignores Armour saves and inflicts D3 wounds!

This blister pack contains 1 Valten on horse, designed by Alex Hedström.

This model requires assembly.



## PRICE LIST

### TZAR BORIS OF KISLEV ON BEAR.....£18.00

Denmark	kr	225.00	Sweden	kr	270.00
Euro	€	30.00			

### KISLEV KOSSARS COMMAND.....£7.00

Denmark	kr	80.00	Sweden	kr	90.00
Euro	€	11.00			

### KISLEV KOSSARS.....£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

### KISLEV WINGED LANCER BOXED SET...£20.00

Denmark	kr	250.00	Sweden	kr	300.00
Euro	€	35.00			

### KISLEV WINGED LANCERS.....£5.00

Denmark	kr	55.00	Sweden	kr	65.00
Euro	€	8.00			

### KISLEV GRYPHON LEGION BOXED SET.£25.00

Denmark	kr	300.00	Sweden	kr	350.00
Euro	€	40.00			

### KISLEV GRYPHON LEGION.....£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

### KISLEV ICE QUEEN.....£7.00

Denmark	kr	80.00	Sweden	kr	90.00
Euro	€	11.00			

### KISLEV HORSE ARCHER BOXED SET.....£20.00

Denmark	kr	250.00	Sweden	kr	300.00
Euro	€	35.00			

### KISLEV HORSE ARCHERS.....£5.00

Denmark	kr	55.00	Sweden	kr	65.00
Euro	€	8.00			

### KISLEV BOYAR.....£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

### CATACHAN HEAVY WEAPONS.....£20.00

Denmark	kr	225.00	Sweden	kr	270.00
Euro	€	30.00			

### MEGA PAINT SET.....£120.00

Denmark	kr	1250.00	Sweden	kr	1500.00
Euro	€	1600.00			

### EMPEROR KARL FRANZ.....£25.00

Denmark	kr	225.00	Sweden	kr	270.00
Euro	€	30.00			

### VALTEN ON HORSE.....£8.00

Denmark	kr	100.00	Sweden	kr	120.00
Euro	€	13.00			

### THE GENERAL'S COMPENDIUM.....£15.00

Denmark	kr	200.00	Sweden	kr	250.00
Euro	€	25.00			

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.

**Note: All Kislev miniatures are only available by telephone on 0115 91 40000 or via our website on <http://uk.games-workshop.com>**

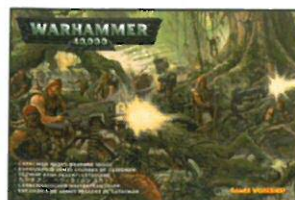


## CATACHAN HEAVY WEAPONS SQUAD

The Heavy Weapons platoon provides a vital bombardment of support fire in the Imperial Guard army. Two-man teams can tackle a range of enemy targets. Lascannons punch thick holes through enemy armour with their Strength 9 shots and heavy bolters punish enemy infantry with a constant fusillade.

*Designed by Brian Nelson and Tim Adcock, this multi-part boxed set contains enough parts to make 3 Catachan Heavy Weapons teams. Each Heavy Weapon team can be armed with either a heavy bolter, autocannon, lascannon, mortar or a missile launcher.*

*These models require assembly.*



## MEGA PAINT SET

Containing the entire range of Citadel Colour paints with the new flip top design, the Mega Paint Set is something no serious hobbyist should be without. With PVA glue to apply modelling flock and sand for enhancing your bases, a painting guide, brushes and even empty pots to mix your favourite colours up in, this kit is an invaluable and comprehensive resource for painting your armies.

*This box contains the following: The complete range of Citadel Colour 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, Goblin Green, 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, Boltgun Metal, Chainmail, Mithril Silver, Tin Bitz, Shining Gold, Burnished Gold, Beaten Copper, Brazen Brass, Dwarf Bronze, Black Ink, Yellow Ink, Flesh Wash, Red Ink, Purple Ink, Chestnut Ink, Magenta Ink, Blue Ink, Dark Green Ink, Brown Ink, 'Ardcoat Varnish, five empty mixingpots, a Fine Detail brush, a Detail brush, a Standard brush, a Base brush, a Large brush, a Small Drybrush, a Large Drybrush, PVA glue, a modelling flock pack, a modelling sand pack and a Citadel Colour painting guide.*





With the recent release of the Fire Warrior computer game the world of the 41st millenium suddenly became a little more interesting. This issue White Dwarf's Paul Rudge recreates a battlefield based on the game.

# SCENERY WORKSHOP

## Recreating a battlefield from Fire Warrior



▲ Paul at work on the board.

### MATERIALS

- 4' x 2' SHEETS OF 25MM THICK POLYSTYRENE INSULATION BOARD
- POLYSTYRENE CEILING TILES
- DOWEL ROD
- CHAOS ICONS
- TANK TRAPS
- MODELLING SAND

### TOOLS

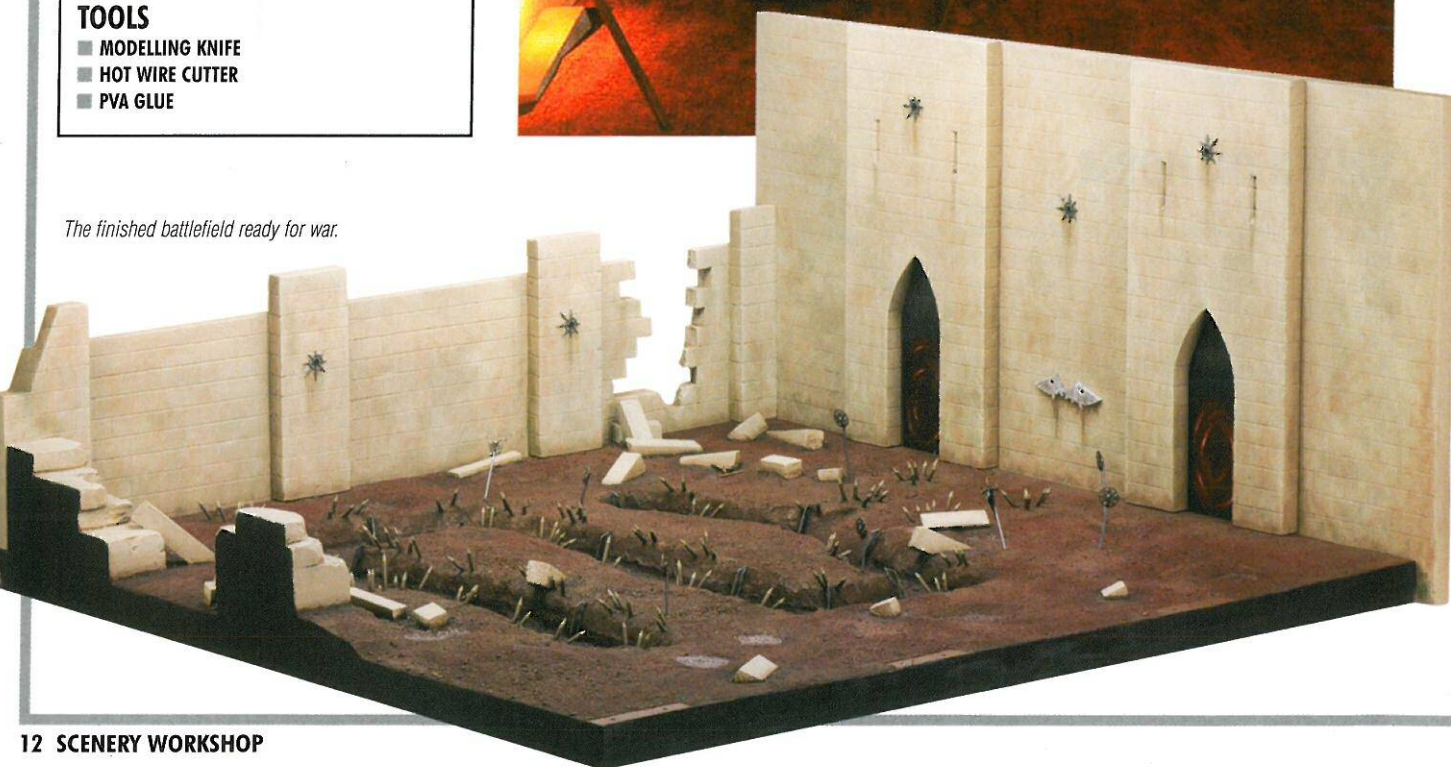
- MODELLING KNIFE
- HOT WIRE CUTTER
- PVA GLUE

September saw the release of the fantastic Fire Warrior computer game produced by the guys at Kuju. Inspired by the game the guys at White Dwarf decided to create a Warhammer 40,000 scenario based on one of the many exploits of Kais. All that remained was to pick one of the many levels from the game and build a battlefield to match. Of course, hours of extensive play-testing of the computer game was required (and some people call it work!), but at the end of the gruelling task a suitable

environment was chosen. Avoiding the overly complex settings, such as the interior detail of a space ship, the battlefield chosen comes from the opening sequence of the Descent level. This part of the game sees our Tau Fire Warrior dodging his way through a war torn trench system while battling the forces of Chaos. The strengths of the level chosen lie in the natural organic structure of the blasted earth trench works that are fairly simple to recreate and which lends itself well to the Warhammer 40,000 world.



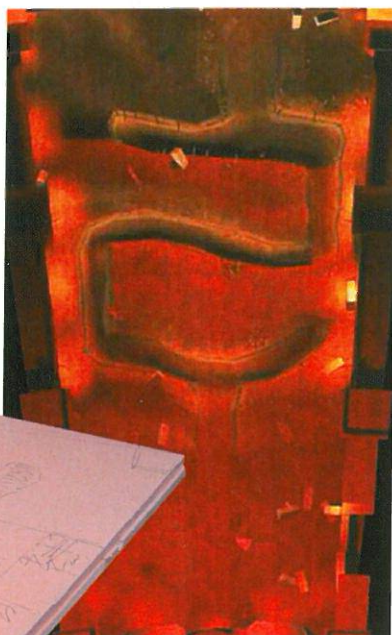
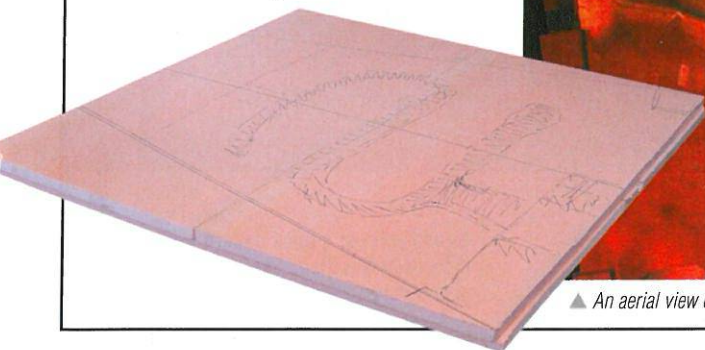
The finished battlefield ready for war.





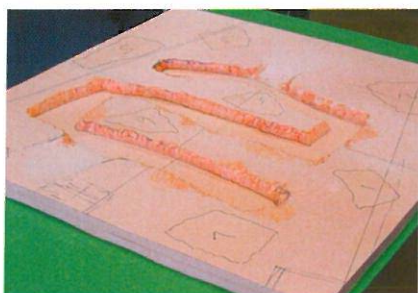
## THE BASIC DESIGN

Using a selection of notes, sketches and even screen shots from the game as a guide, the layout of the battlefield was then roughly drawn onto two sheets of 4'x 2' polystyrene insulation board creating the main element of our 4'x 4' battlefield. The original plan was to create a 6'x 4' battlefield but after considering how long it would take a model on foot to cross the length of the battlefield the board was reduced to the 4'x 4' you see below.



▲ An aerial view of the level.

The basic structure of the trench system was roughly cut and removed using a hot wire cutter. With the trenches cut another layer of polystyrene board was added to the base of the trench and when glued together it created a very stable 4'x 4' battlefield.



To create interest, and add some undulating terrain features to the perfectly flat areas of the board, roughly torn polystyrene ceiling tiles were first glued to the board and then sanded smooth to create a more natural look. In reverse, small areas of the surface of the board were removed with a modelling knife and then sanded smooth again to create a more natural look.



## DIGGING DEEPER

Even at this early stage of construction play-testing of the scenario began in earnest, producing one very interesting point, the trenches were not deep enough! As the polystyrene sheets are only 25mm thick and a model is 28mm tall, you could clearly see the model's head above the trench. So out came the modelling knife and some sandpaper and another 10mm was added to the depth of the trench.



## BUILDING BLOCKS

The strewn masonry blocks were simple strips of polystyrene sheet cut into small sections resembling heavy pieces of stone. Some of the pieces were cut and positioned at angles making them appear as if half buried in the ground.



The metal struts were cut from the tank trap which can be found on the plastic barricades sprue, and made the perfect supports for the side of the trenches.



In the Fire Warrior game the trenches bristle with deadly wooden spikes. Using dowel rod and a modelling knife these were easily recreated (and are just as deadly). Positioned in small groups, looming into and over the trenches, they were then secured in place using PVA glue.





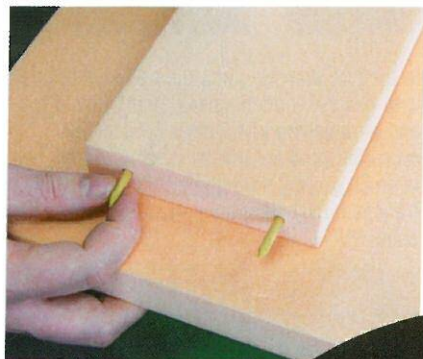
## BUILDING WALLS

The arena we chose from the computer game has one unusual feature, walls! Initially, the idea of adding walls to the board was ruled out simply because it restricts access to the battlefield and it does not allow a model's eye view when checking line of sight to a target. Simple solution, make the walls removable.

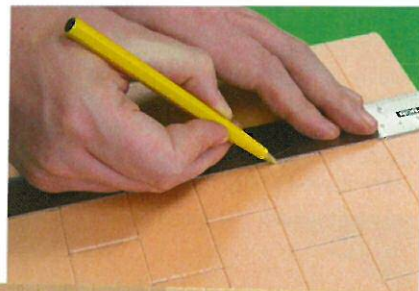
The walls themselves were made from simple sheets of polystyrene board. The towers were simply cut strips of polystyrene. Small wooden pegs (more dowel spikes) were carefully positioned and inserted into the base of the walls. These were then used as a guide to create a set of matching holes along the edge of the battlefield allowing the walls to be easily removed or attached.



▲ Surrounded on all sides by walls the battlefield truly is an arena.



To add interest a brick pattern was carefully measured and then simply scored into the polystyrene using a biro.





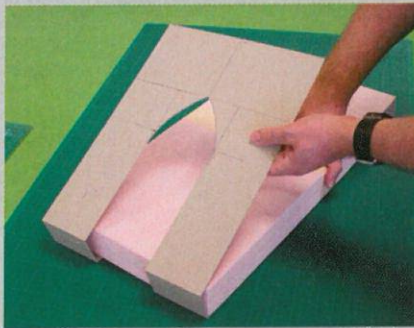
## TEMPLATES

When cutting a shape with a hot wire cutter it can be difficult to get a straight and even edge as the wire in the cutter bends and moves as it slices through the polystyrene. However there is a simple solution, a template.

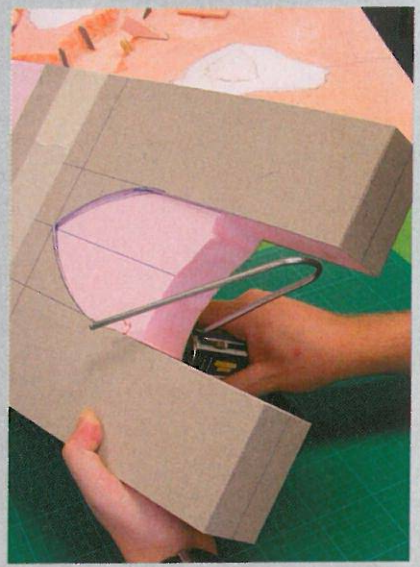


Two archways, as if laid end to end, were carefully drawn on to a sheet of card. The two sheets of polystyrene were then secured together using masking tape. The sheet of card had been carefully measured, allowing for the added thickness of the two

sheets of polystyrene. The card was then carefully scored allowing it to easily fold around the polystyrene sheets creating the perfect template.



Both archways could then easily be cut at the same time using the card template as a guide, guaranteeing a perfectly square and true edge.



A mixture of sand and gravel was then applied to the entire board creating texture and adding areas of interest. The layer of sand was carefully applied ensuring it did not stray onto the masonry blocks or the areas where the board and wall sections would meet.



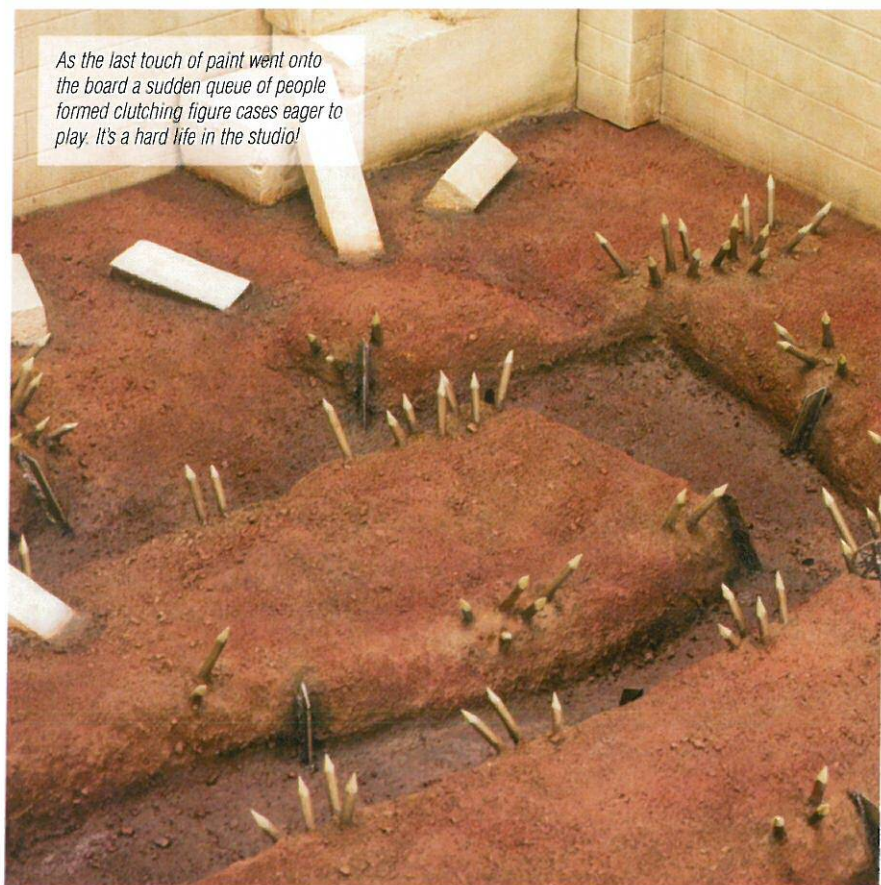
The layer of sand and gravel was then sealed by painting on a mixture of a pot of Chaos Black mixed with four parts water and two parts PVA glue. The broken masonry blocks and walls were given an undercoat of masonry-textured paint (masonry paint bought from a DIY store was used rather than PVA mixed with sand and water as it gives a much finer finish).



*With a layer of sand and gravel covering the board, the battlefield finally started to take shape*



*As the last touch of paint went onto the board a sudden queue of people formed clutching figure cases eager to play. It's a hard life in the studio!*



## ADDING COLOUR

With the board and walls undercoated the next step was to paint them. The earth was given a basecoat of Bestial Brown and then drybrushed, first with Dark Flesh and then to really emphasise the red colouring of the earth using Terracotta. The base of the trench was then given a wash of Brown Ink mixed 50/50 with water.

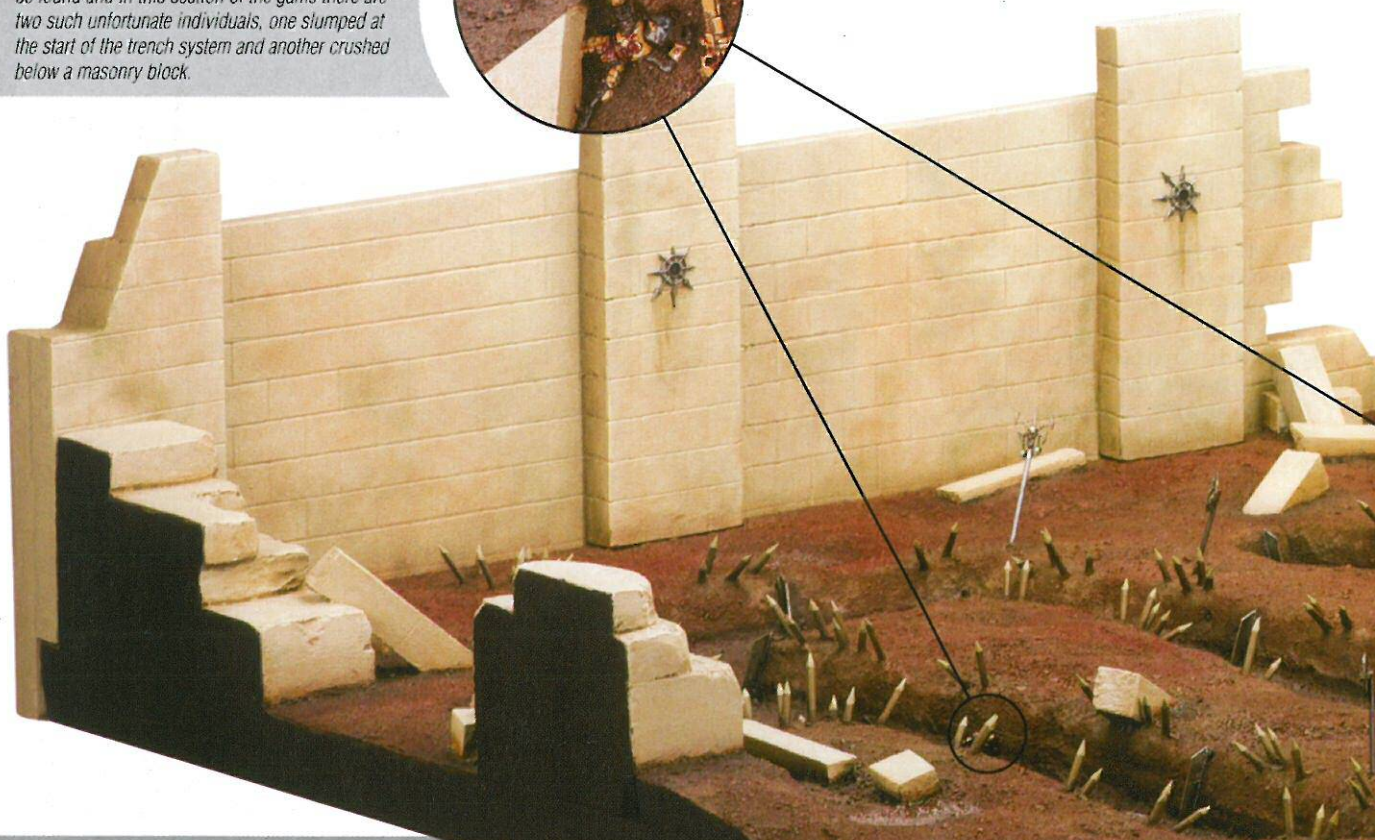
The metal trench supports were painted Boltgun Metal and then given a wash of Chestnut Ink to simulate the effects of rust and dirt.

The wooden spikes were given a basecoat of Scorched Earth, they were then drybrushed, first with Bestial Brown and then again using Bestial Brown mixed equally with Kommando Khaki. The tips of the spikes were then painted Desert Yellow followed by a drybrushing with Bleached Bone.



## CASUALTIES OF WAR

*Within the game dead Tau Fire Warriors usually mark areas where weapons and health packs can be found and in this section of the game there are two such unfortunate individuals, one slumped at the start of the trench system and another crushed below a masonry block.*

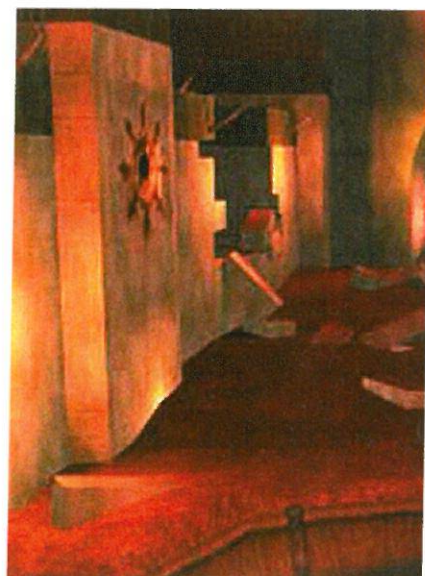




## PAINTING THE WALLS

The walls and blocks of fallen masonry were given a basecoat of Kommando Khaki, to pick out the brickwork patterning of the walls. They were then given a wash of Graveyard Earth mixed with eight parts water. When dry they were given a light drybrushing of Bleached Bone. Then to recreate the effects of weathering and ageing, Bestial Brown and Camo Green were carefully drybrushed onto the areas where the effects of rain and dirt would naturally colour the stone. Areas such as underneath archtural details, inside recesses, such as the broken wall and along the base of the wall.

So with the battlefield finished it was time to meet the creators of the computer game and see if their Warhammer 40,000 skills matched their talent for bringing the world of the 41st millennium to life.



▲ The icon from the Chaos Defiler sprue was simply perfect for adding extra detail to the walls.

## EXTRA DETAIL

A resin Imperial eagle from Forge World broken in two adorns the wall.



## WATER FEATURES

Several coats of varnish create simple puddles adding areas of interest to the sea of earth.





There are many ways to enjoy the Games Workshop hobby, including painting, modelling, gaming, collecting and making scenery. You don't need many tools for just basic modelling, like sticking models together, but if you start to tackle more complex projects there are a number of tools that will make your life easier. It just requires a little patience and the right tools...

# HOBBY EQUIPMENT

A guide to modelling 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



**Curved Pliers £7**

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



**Model Files £6**

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



**Sculpting Tool £3**

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



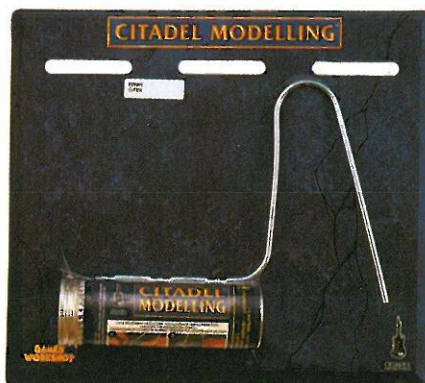
**Clippers £7**

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



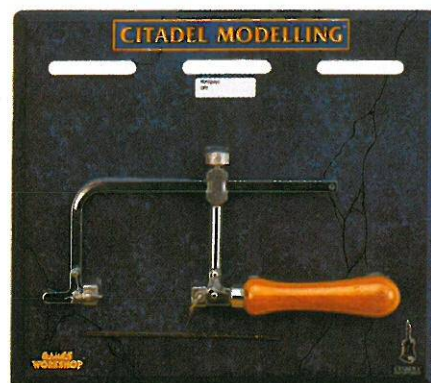
**Pin Vice £8**

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



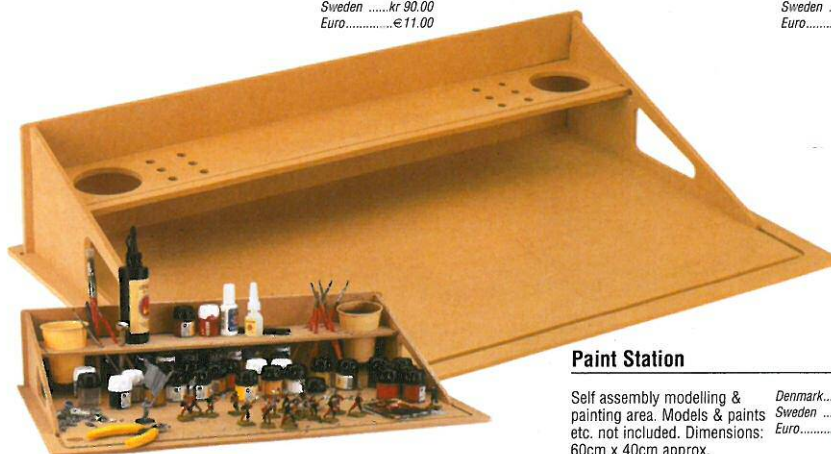
**Terrain Cutter £12**

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



**Model Saw £10**

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



**Paint Station £18**

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

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





**Modelling Gravel £3**

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



**Green Flock £3**

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



**Modelling Sand £3**

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



**Electrostatic Grass £3**

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



**Modelling Putty £4**

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



**Tweezers £5**

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



**Citadel Colour Spray Cans 400ml £5 each**

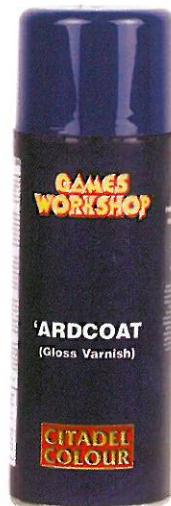
400ml cans (above). Available in Skull White, Chaos Black & Clear Varnish.

**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



**'Ardcoat Gloss Varnish £6**

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



**PVA Glue £3**

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

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



**Superglue £3**

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

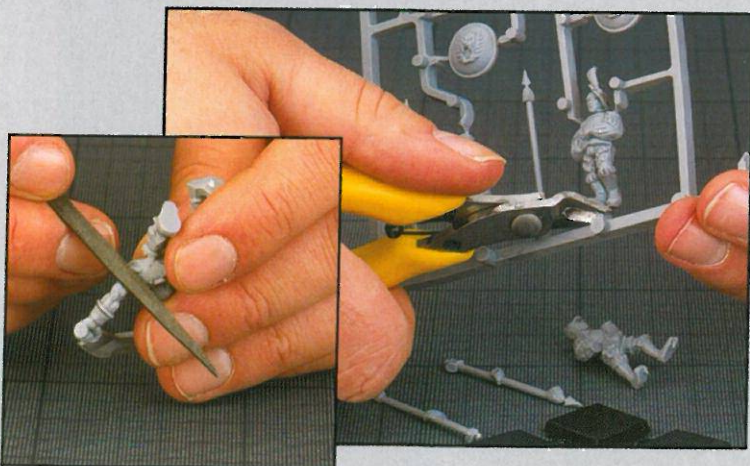


**Plastic Glue £3**

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

## ASSEMBLING YOUR MODELS

Before you can paint your models you'll need to assemble them. Plastic miniatures usually come attached to a sprue and the easiest way to remove them is with a pair of modelling clippers, being careful not to clip the model itself. Miniatures often have small pieces of unwanted metal or plastic attached to them, which is a necessary part of the moulding process (you may hear this described as 'flash'). This can easily be removed using a modelling knife or a small file. Polystyrene cement is best for sticking plastic miniatures together and comes in different forms. Superglue is the only practical way to stick metal miniatures together (or metal to plastic), but do be careful because it really does stick to anything, especially fingers.



**Cutting Set £12**

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

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

### SETTING UP A PAINTING & MODELLING AREA

**The table.** For painting and modelling you will need a steady table, positioned somewhere where the lighting is good, like next to a window. Unless it's a very old, unwanted table, it's best to cover it with a thick layer of newspaper to protect the surface from scratches and water spills. If you are doing any modelling, you'll need a cutting mat as well.

**Lighting.** Natural daylight is best for painting, as artificial light distorts the colours. To get round this problem, many painters fit a daylight bulb into a standard lamp. Daylight bulbs cast a light that is similar to real sunlight, which makes it better for painting by.

**Storing your equipment.** It's a lot more convenient if you can keep your tools and equipment on or near the table where you work. If this isn't possible, you'll need a box or some sort of portable container to store your stuff in. Alternatively, Games Workshop sells a sturdy paint station which you can use for storage and as a working area.

**Safety.** Always keep sharp tools and glue out of the way of children and pets.



This month Nick Kyme introduces a new scenario for a mini-game of Warhammer 40,000 based on a level from the excellent Fire Warrior video game by Kuju, in which you get to play as Kais, the game's leading character!

Our influence for this scenario came from the war-torn Descent level in which Kais and the rest of his Fire Warriors are pitted against the insidious forces of Chaos in horrific trench warfare!

The rules for Kais and the scenario are presented opposite and the game is played on a 4' x 4' board. Below is some tactical advice to help you to victory in your own games.

## TACTICS

**Tau:** Use Tau firepower to your advantage by setting up a fire point down one side of the board with Kais, a team of Fire Warriors and the Pathfinders. The concentration of fire will allow you to neutralise any Chaos squads as they advance to tackle Kais.

In the open the Tau will get massacred as they advance. Use the trenches to advance stealthily in cover to get as far as you can before alerting the sentries.

Markerlights and rail rifles are a devastating combination. With your Pathfinders in a good firing position, use their heavy weapons to eliminate dangerous units like the Raptors.

**Chaos:** Get your static squads like the Word Bearers with missile launcher into cover. It will offer valuable protection against the lethal rail rifles.

Try to conserve the plasma gun until help arrives and use it to bolster the missile launcher squad. The combined high strength fire will force Kais into hiding and slow him down.

Target Kais with plasma weapons or a krak missile if the opportunity arises. These high Strength shots will inflict an instant kill result and win you the game!

## FINAL THOUGHTS...

Essentially a 'run the gauntlet' skirmish scenario, Descent seeks to recapture the essence and feel of the level rather than attempting to translate it directly. It demonstrates that with a little imagination you can really push the boundaries of your Warhammer 40,000 games to the limit. Video games, books, films and anything that feeds your inspiration or sparks your interest can form the basis of a great scenario!

# FIRE WARRIOR: DESCENT

A new scenario based upon Fire Warrior

## KAIS (SHAS'LA VIOR'LA KAIS)

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kais	N/A	3	4	3	3	2	3	2	8	4+

Kais is a special character only for use with this special scenario. The finest example of the Tau race, brave and true to his cause, Kais will let nothing stand in his way and will fight until his last breath.

**Wargear:** Rail rifle with target lock designator and photon grenades.

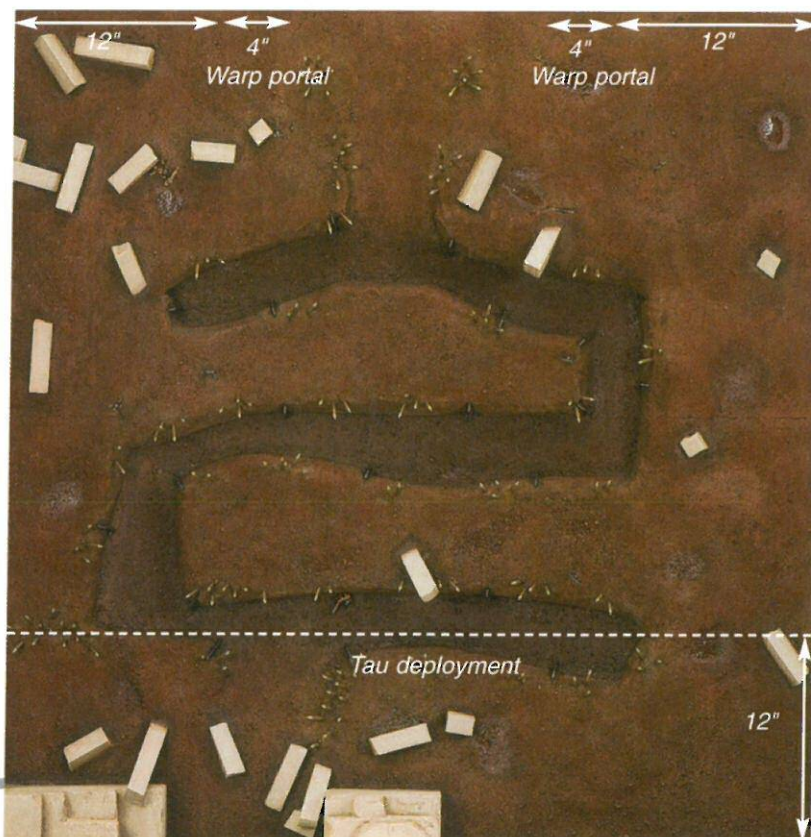
## SPECIAL RULES

**Unswerving loyalty:** Kais is unswerving in his loyalty to the Greater Good and will not veer from his cause. As such, Kais automatically passes all Morale checks, and any unit he is with will also benefit from this rule.

**Divine destiny:** A great hero of the Tau, Kais seems destined to achieve his mission, despite all the odds. Whenever Kais takes a wound he may allocate it to another Tau model within 2" of him before any saving throws are taken. This represents Kais dodging at the final moment or another of the Fire Warriors selflessly sacrificing himself for the Greater Good.

**Technologically adept:** Kais has modified his own rail rifle to be lighter and more streamlined than the version commonly used by Pathfinders. Due to the rail rifle's innovative design, it is regarded as Assault 2 rather than Heavy 1, so Kais can move and shoot with it. Furthermore, Kais's rail rifle does not suffer from the 'Get Hot' weapon rule if he uses his target lock designator.

**Independent Character:** Kais is an independent character and follows all the rules for independent characters described in the Warhammer 40,000 rulebook. He begins the game attached to one of the Fire Warrior or Pathfinder squads.





# DESCENT

## OVERVIEW

Kais and his fellow Fire Warriors, supported by a group of Pathfinders, must race across the war-torn trenches of an Imperial world now ravaged by the forces of Chaos. Their destination is the Pit, a foul source of the Chaos host's power. A descent into darkness stands before the brave Fire Warriors who must ensure the success of Kais' mission. For the Greater Good, can they prevail?

## FORCES

This scenario uses a predetermined set of forces for the Tau and the Chaos Space Marines.

**Tau:** The special character Kais. Two Fire Warrior teams consisting of six Fire Warriors, each with three pulse carbines and three pulse rifles. Each team has one Tau upgraded to a Shas'ui. Six Pathfinders: three with pulse carbines with markerlight, and three with rail rifles with target lock. One Tau is upgraded to Shas'ui. All three squads are bonded and all are equipped with photon grenades.

**Chaos:** Five Word Bearer Chaos Space Marines: four with bolters and one with a plasma gun (sentry unit). Five Word Bearer Chaos Space Marines: four with bolters and one with a missile launcher. Five Chaos Raptors: four with bolt pistols and close combat weapons, one with a plasma pistol and close combat weapon. All with frag grenades. One Chosen Aspiring Champion with *Sorcerer*, *Doombolt* psychic power and bolt pistol.

## SCENARIO SPECIAL RULES

Descent uses the *Sentries*, *Reserves*, *Entrenchments* and *Victory Points* scenario special rules. Note that to reflect the unique nature of the scenario, these rules have been modified from those in the Warhammer 40,000 rulebook or in some cases are unique, and are detailed below.

**Sentries:** This mission uses the Sentries scenario special rule with the following alterations; the Chaos player has a specific squad to act as sentries (see set-up below). If a Tau model moves above the trenches and is in the open at the end of their move they will alert a sentry on the D6 roll of a 1. The sentries remain in play once alerted, under the control of the Chaos player and are regarded as individual models. Until alerted, the Chaos player may not make any rolls for reserves.

**Entrenchments:** The entrenchments are considered open ground for troops moving within them, but any model wishing to climb up onto the earth embankments across the spikes, must pass a Difficult Terrain test, taking the lowest roll on the D6 as the distance they are able to move. For each 1 rolled a model in that unit suffers a Strength 3 hit at AP -, as they are injured. The trenches are considered difficult ground for the purposes of jump pack troops and any model with a jump pack (or, in the case of the Raptors, Daemonic Flight) must take a test to see if they land safely or not, as per the Warhammer 40,000 rules. Models within the trenches count as having a 4+ Cover save against shots fired at them from outside the trench unless the enemy has a clear line of sight. Note that whilst acting as sentries the Chaos Space Marine squad with the plasma gun ignores difficult terrain.

## SET-UP

**1** The squad of Word Bearers with the plasma gun are set up within the trench system on the Chaos half of the table (24"). This unit starts the battle as sentries. Each member of the squad must be set up at least 4" from another sentry and moves independently.

**2** After the Chaos force has deployed its sentries, Kais and the rest of the Fire Warriors and Pathfinders may be deployed up to 12" in from the table edge.

**3** The remainder of the Chaos forces are all in reserve.

## MISSION OBJECTIVE

The Tau's objective is to ensure Kais gets across the battlefield and exits the board through one of the warp portals. The Chaos force's objective is to destroy Kais before he can achieve his mission. If either side completes their objective then they claim a major victory for their side. Otherwise, Victory Points are awarded as per the Warhammer 40,000 rules.

Chaos forces get an extra 100 Victory Points if Kais is not within 6" of one of the archways at the end of the game.

## RESERVES

Most of the Chaos force begin the game in reserve. Only one squad may be brought on each turn and these arrive in the following strict order: Word Bearers squad with missile launcher; Raptors; Chosen Aspiring Champion. Once a sentry has been alerted, roll for the first squad at the start of the next Chaos turn; on a roll of 4+ the unit arrives. Starting with the second turn, and in subsequent turns, each unit arrives on a roll of 3+. (Note that you may not roll for the Raptors until the Word Bearers arrive, or the Aspiring Champion until the Raptors arrive). The Chaos forces enter the table through one of the warp portals of the Chaos player's choice.

## GAME LENGTH

The game lasts until Kais is killed or exits the board through one of the warp portals. Otherwise the game will last for twelve turns and Victory Points will determine the winner.

## LINE OF RETREAT

Troops forced to fall back will retreat towards their deployment zone. Chaos forces will retreat towards the warp portals.



In this mini-battle report Nick Kyme presents the Descent scenario based upon Fire Warrior. And who better to fight it out than the game's creators Kuju? But what of their opponents? White Dwarf stepped into the breach.

# DESCENT INTO DARKNESS

## WARHAMMER 40,000 BATTLE REPORT

For this special battle report we pitted Kuju, the guys responsible for the awesome new Fire Warrior video game, against White Dwarf's very own Chaos disciple, Christian Byrne. It was a real baptism of fire as we showcased the new mini-game scenario Descent, based upon the video game but translated to the tabletop and featuring in this issue.

### FROM VIDEO GAME TO TABLETOP BATTLEFIELD

This battle report is a real culmination of work that began with the White Dwarf team playing a few games of the Fire Warrior early code (all in the name of research you understand...). Our first task was to decide which level and area of the game we wanted to fight over. Descent was chosen as it seemed to be the perfect war-torn backdrop that is so indicative of the grim darkness of the Warhammer 40,000 universe. After taking copious notes and making some sketches (even going as far as taking screenshots from the game's development), work began upon the board itself. White Dwarf's terrain meister, Paul Rudge, was the chief architect and set about digging trenches, inserting spikes and building walls, transforming a section of pink foamboard into an awesome battlefield! Tau and Chaos models were painted, Kais converted, and rules written and play-tested. A real team effort. It was then that we waited with the fruits of our labours in Warhammer World, contemplating our efforts, when the doors opened and it was time to put all our work to the test...

Kuju arrived en masse to play the game and even brought two guys solely to offer tactical advice! Kuju had done their homework but, after unveiling the awesome Descent board which featured the massive trench system and even courtyard walls, they realised we meant business!

The Kuju team consisted of James Brooksby, Executive Producer on the game, Lead Designer David Millard, Senior Designer Benoit Macon and Lead Programmer Tony Francis. James and David were both man enough to team

up and play the game whilst Benoit and Tony watched from a safe distance to pitch in with tactical pointers (the cowards!).

It had been decided before the battle that Kuju would take control of the Tau and, after a brief discussion, James and David divided up the forces between them with James assuming command of the Pathfinders and David taking control of the two Fire Warrior squads and Kais.

Christian was to take command of the Chaos forces arrayed against them, a veteran Chaos player with a 4,000 points Chaos army of his own. It fell to yours truly to arbitrate, having written the scenario. It was shaping up to be an interesting afternoon and the rest of the White Dwarf team rubbed their hands together with anticipation as our champion set out to meet the enemy...

### DEPLOYMENT

According to the scenario rules, Christian had to place his sentries first and opted for the maximum deployment distance for the entire Chaos Space Marine squad, setting them up against the back wall of the second trench. Spread apart, they formed a wide line with the plasma gun at the centre.

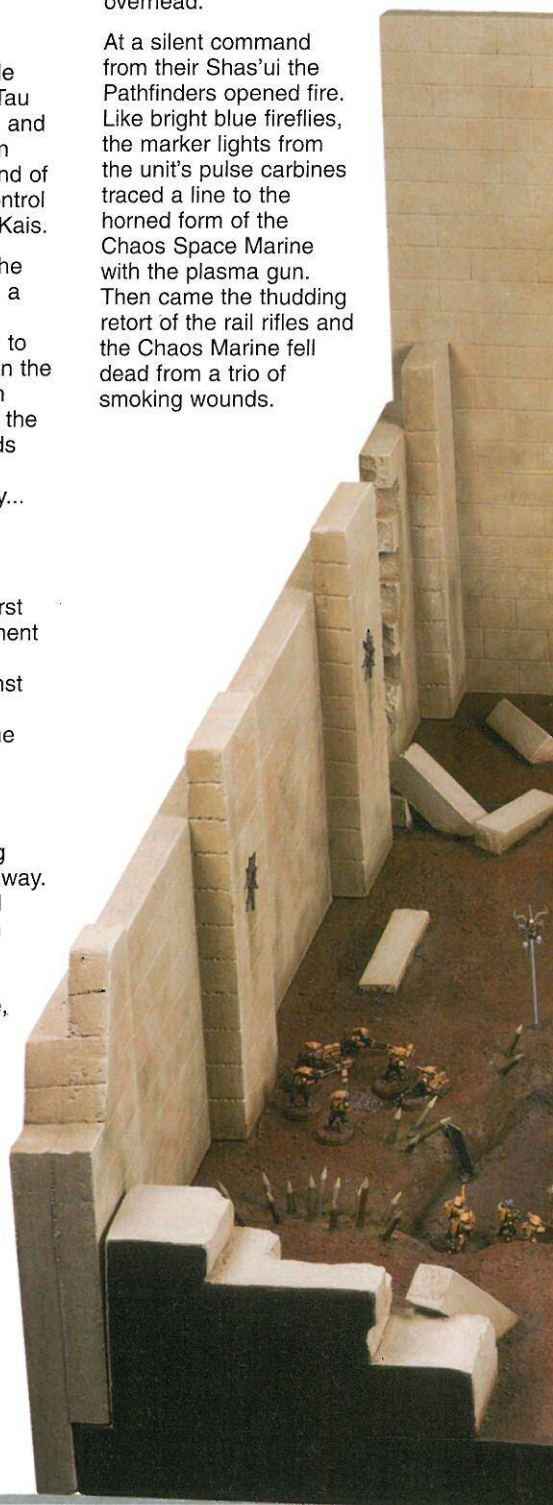
The Tau opted for a concentrated assault and deployed all their forces down the left flank of the table facing Kais' objective, the far left hand archway. The Pathfinders, using their Forward Scouts rule, set up 18" forward in an advanced position above the trench line, and ahead of the main group. Kais, leading Fire Warrior squad one, set up 12" in and dug deep in the first corner of the trench system with Fire Warrior squad two behind him as rearguard.

### TURN ONE

The Tau took the initiative, advancing through the carnage to the chorus of heavy fire overhead from some distant theatre of war. In their already advanced position the Pathfinders hunkered down and made ready with their rail rifles. Kais and the Shas'ui led Fire Warrior squad one down the trench line and tentatively approached the first junction. Fire Warrior squad

two, followed suit, ever watchful as a grim blood red Chaos maelstrom boiled overhead.

At a silent command from their Shas'ui the Pathfinders opened fire. Like bright blue fireflies, the marker lights from the unit's pulse carbines traced a line to the horned form of the Chaos Space Marine with the plasma gun. Then came the thudding retort of the rail rifles and the Chaos Marine fell dead from a trio of smoking wounds.





## PATHFINDERS

With their Forward Scouts ability the Pathfinders were able to set up in an excellent position that allowed them a good line of sight into the second trench. They could shoot their rail rifles with deadly impunity as the Chaos sentry with the plasma gun learnt to his cost. Without the benefit of the 4+ Cover save from the entrenchment the Chaos Space Marines were very vulnerable to rail rifle fire.

The shouts of alarm and battle-readiness rang out from the Chaos ranks as the sentries hailed desperately for reinforcements.

A number of dark shapes formed in the far right hand archway, away from the Tau insertion. Figures emerged from the gloom, more Chaos Marines armed with bolters and a hefty-looking missile launcher, who hunkered down in the thick stone of the outer arch. A barked command and three sentries withdrew against the superior Tau firepower to race for cover but they just fell short of the corner of the trench system. Another

launched a desperate assault at the Fire Warrior squad ahead of the main group and viciously dragged a Fire Warrior down into the dirt. Shaken by the insane assault, so anathema to the Tau doctrine of war, Fire Warrior squad one held its nerve and closed ranks for a more protracted fight.

## TURN TWO

With the alarm now raised the Tau had to move quickly. The Pathfinders raced to the scant cover offered to them above the trench. Fire Warrior squad two edged past the brutal mêlée and battled to climb the steep trench embankment



*The incredible Descent board. Kais, his Fire Warrior teams and the Pathfinders make ready as the Chaos sentries prowl the trenches in the distance.*



but were left stranded still inside the trench, the spikes and razor wire proving too treacherous. Kais, acting under his own initiative, leaned around the junction and with a staccato 'thud, thud' from his modified rail rifle, felled another sentry as he tried to find cover. Further screams rent the air as the insane Chaos sentry who had launched into assault against Fire Warrior squad one was brought down with a flurry of blows.

Seeing their comrade slain, the two remaining sentries disappeared from sight as they dashed into cover around the corner of the trench to consolidate their position.



*James and Dave contemplate their next move...*

The squad of Chaos Space Marines recently emerged from the archway sighted their missile launcher and fired. Luckily for the Tau the shot went far wide of its mark, the range difficult to determine in the gloom and thunder, blasting stone chunks out of the thick wall behind and leaving a ruddy scorch mark.

### TURN THREE

With urgency in his mind, Kais scrambled over the lip of the trench and was left out in the open. Fire Warrior squad one followed but lost a man, impaled horrifically on a cruel spike and left grounded. Fire Warrior squad two advanced inside the trench and waited for their comrades ahead to advance. The Pathfinders remained still, unable to draw a bead on the Chaos Space Marine squad toting the missile launcher.

### SPIKES

The entrenchments, crested by a row of vicious spikes, razor wire and other unpleasant deterrents, are a daunting prospect in the game. Not only do they force a Difficult Terrain test, but you must take the lowest dice roll, impeding your movement severely and leaving you at risk being stranded out in the open. Furthermore, on any roll of 1, your squad suffers a Strength 3 hit from becoming impaled on a spike!

A sound like the screeching of primordial birds tore through the sky and daemon-haunted forms of Chaos Raptors burst out of the archway directly ahead of the Pathfinders! The foul creatures, buoyed up with daemonic energy, sped quickly

through the air to land behind a cluster of scattered rubble from a gaping rent in the west-facing wall.

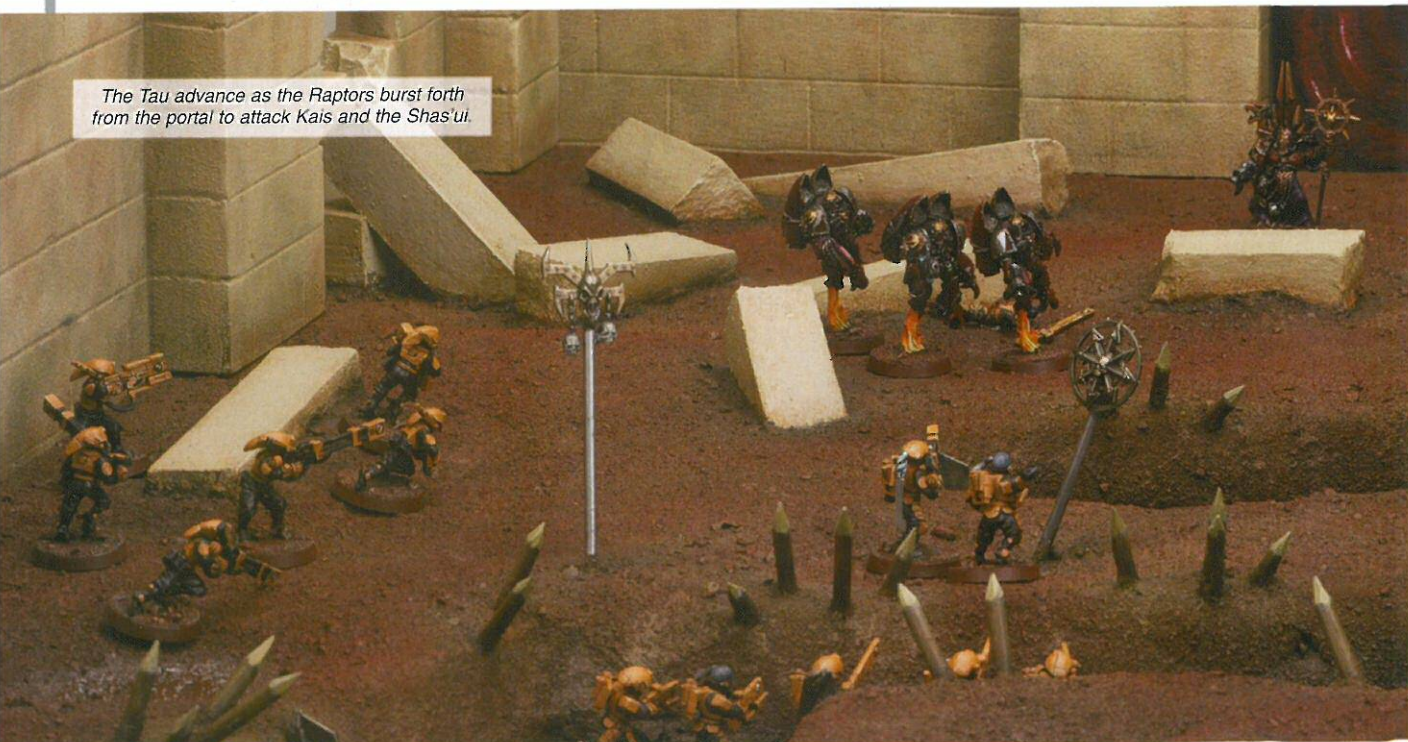
Another missile sped from the launcher with the Chaos Space Marine squad but again fell wide of its intended target, and added a further black smear against the wall.

### TURN FOUR

Fire Warrior squad one again braved the dangers of the trench embankment and were rewarded as they managed to throw their squad over and into the open to support Kais. Fire Warrior squad two advanced behind them and waited in the gloom below.

Kais looked across the grim desolation of the battlefield and sighted his rail rifle at the dreaded Raptors skulking in the heavy cover beyond. A simultaneous fire-frenzy split the air as Kais, and the Pathfinders with pulse carbines and rail rifles, unleashed a deafening salvo at the Raptors. In the wake of smoke and noise that followed, two of the daemon-kin were left dead.

As if in response to the Tau's display of power, coruscating energies whipped and crackled in the void beyond the closest arch. A robed figure strode forth full of malfeasant purpose. Hefting a staff replete with evil insignias, the newly arrived Chaos Sorcerer spoke dark words of power and unleashed a *Doombolt* at Fire Warrior squad one, annihilating three of them. With Kais alongside him, the remaining Shas'ui held firm against this new onslaught.



*The Tau advance as the Raptors burst forth from the portal to attack Kais and the Shas'ui.*



Undaunted by the heavy fire of the rail rifles, the three remaining Raptors surged forward, blasting away with their bolt pistols and plasma pistol, leaving two Pathfinders dead in the bloody earth, before crashing into Kais and the Shas'ui.

Overhead, another missile impacted harmlessly, the Chaos Space Marine squad becoming ever more vexed.

The battle of Kais and the Shas'ui against the Raptors ended in a hard-fought stalemate with neither side inflicting casualties.

## TURN FIVE

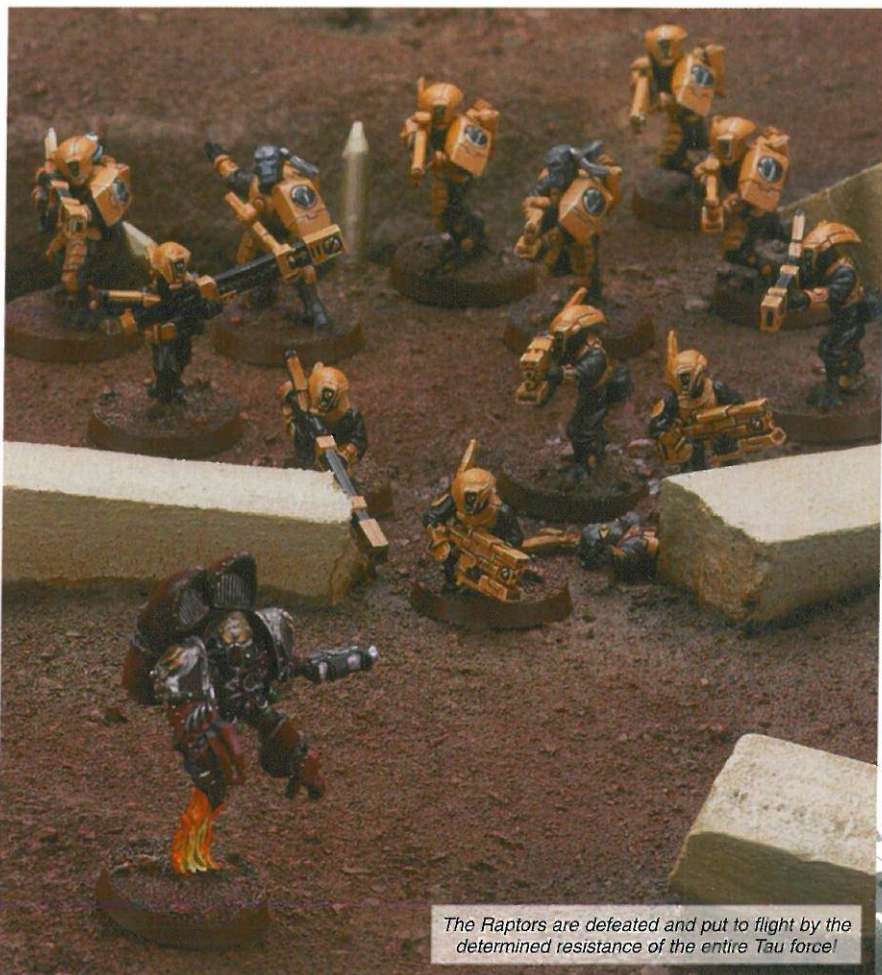
As retribution for the death of the Fire Warriors, the Pathfinders took aim and unleashed a devastating hail of fire against the Chaos Sorcerer who was felled with three holes through his chest. Then Fire Warrior squad two surged from the trench to assault the Raptors, relieving an increasingly desperate Kais and the Shas'ui, the last surviving member of Fire Warrior squad one. The Pathfinders leapt across their rocky cover and also joined the fight, the Tau hoping for weight of numbers to sway the combat.

Engulfed, the Raptors tore down a Fire Warrior from squad two but were battered by a mass of attacks, two being destroyed in the bloody exchange. It was enough for the remaining Raptor, who fell back only to be chased down and annihilated by the eager Pathfinders.

### HOW TO DEFEAT RAPTORS

Kais and the Shas'ui were in a fairly beleaguered position when the Raptors assaulted them, and although the Tau had held them for a turn, James and David knew that they wouldn't last long against the Chaos close-combat killers. Both opted to throw everything they had at the Raptors unit to break the deadlock and get Kais moving again, which is an imperative strategy in this scenario. The Raptors only killed one Fire Warrior with their six attacks and then with the combined efforts of Kais, the Shas'ui, Fire Warrior squad two and the Pathfinders, James and David rolled a total of twenty dice, causing ten hits and a total of five wounds, of which the Raptors saved three. It was enough to force them to fall back and was a real turning point in the game.

In moot response, the Chaos missile launcher once again missed its target and the last two sentries moved up the first trench in the hope of delaying the exultant Tau.



## TURN SIX

With the objective close at hand the Tau redoubled their efforts and sped headlong towards the archway. Kais took the lead with the Shas'ui and what remained of Fire Warrior squad two. Only the Pathfinders remained still, pummeling the two Chaos Space Marine sentries with their rail rifles, despatching them both.

Kais, not breaking stride, levelled his modified rail rifle and shot dead two Chaos Space Marines who were guarding the ineffective missile launcher which, yet again, failed to hit its target.

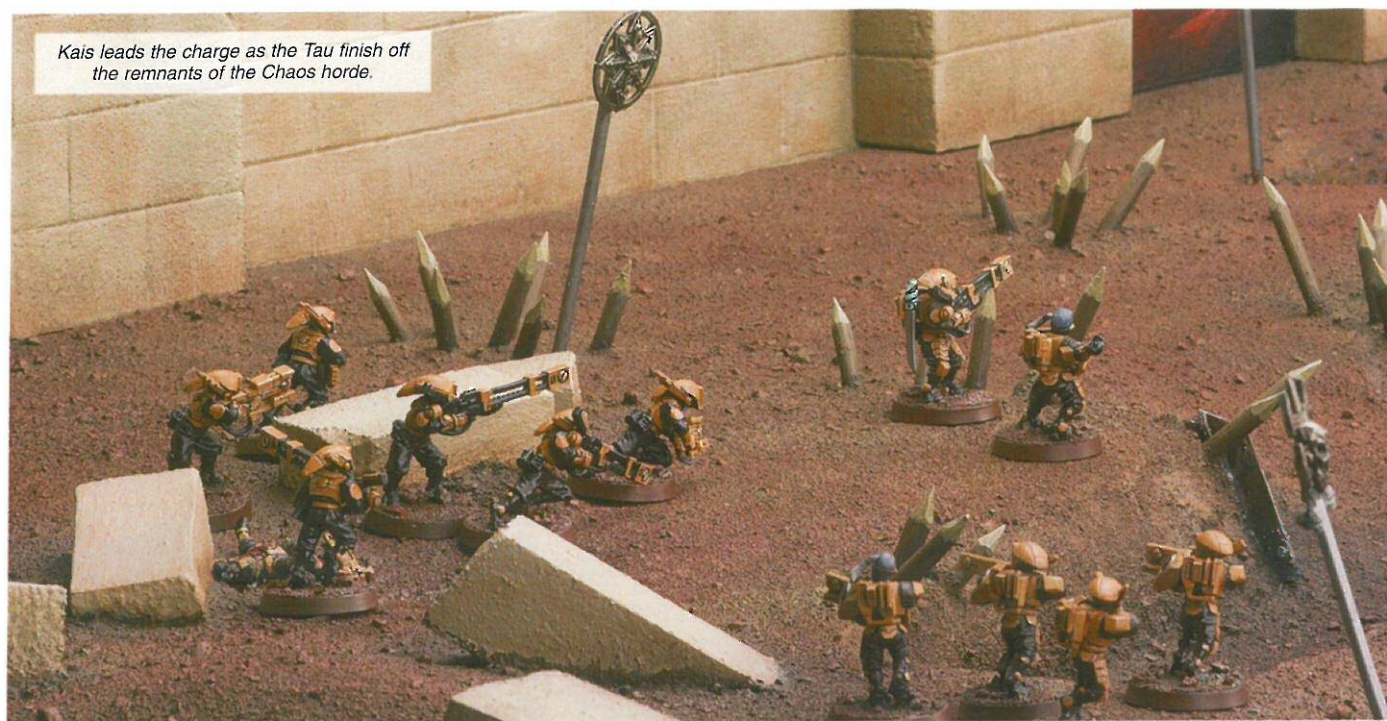
### THE 'MISS'-ILE LAUNCHER

Incredibly, Christian missed with the missile launcher five times in a row, rolling a dismal 1 each turn, which the whole Kuju team took great amusement in. Tony pointed out that the chances of such a dire feat were 7,776 to one! It was dubbed the 'miss'ile launcher soon after...





*Kais leads the charge as the Tau finish off the remnants of the Chaos horde.*



## TURN SEVEN

Kais, the Shas'ui from Fire Warrior squad one, and the surviving members of Fire Warrior squad two continued their frenetic advance toward the archway,

desperate that Kais should achieve his mission. The Pathfinders remained ominously still as another burst from their rail rifles took down two more Chaos Space Marines, reducing them to smoking ruins. It left only the missile launcher in that squad, who prayed to the nefarious Chaos gods to guide his hand. His prayers answered, he finally struck, leaving two blackened bodies in the dirt from Fire Warrior squad two.

## TURN EIGHT

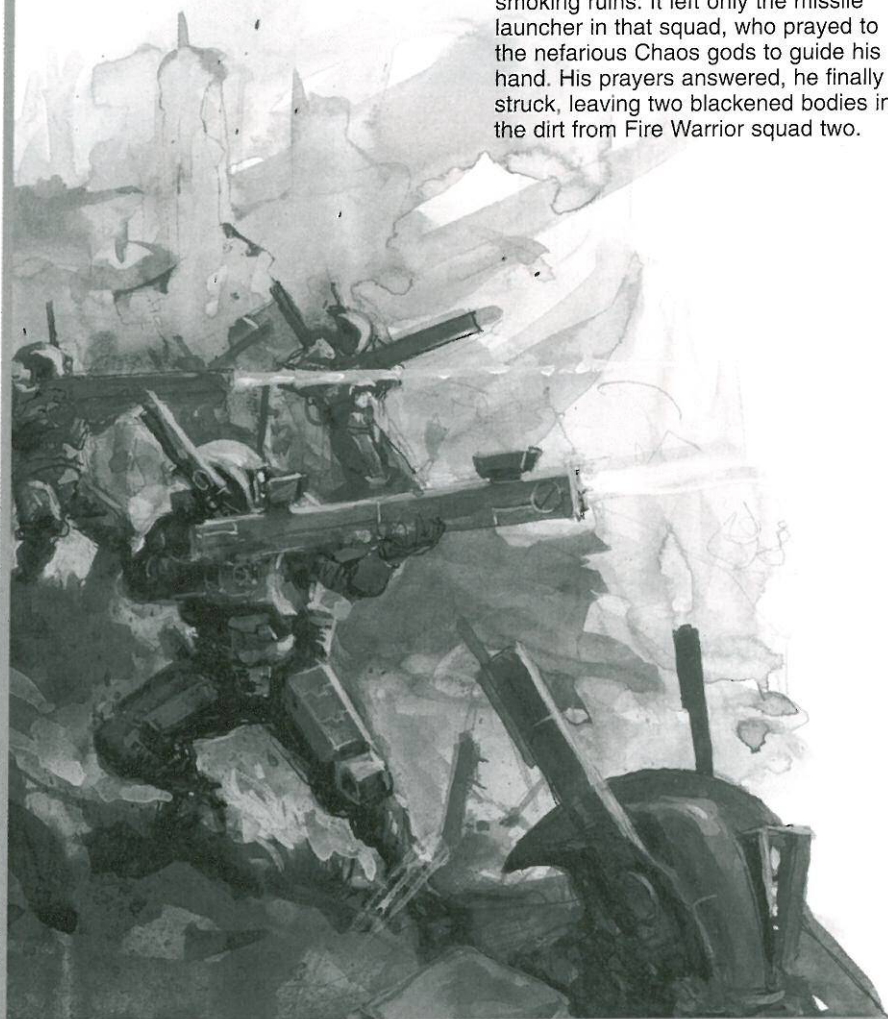
With only the missile launcher remaining as the last vestige of desperate resistance that the Chaos forces could muster, Kais took aim and brought him down with a wicked head shot from his rail rifle.

With the Chaos horde crushed at the expense of many Tau lives, Kais sped on into the darkness of the portal, victorious and ready to face further horrors that awaited him...

## CONCLUSIONS

Having played several practice games of Descent we found that the Tau were losing more games than they were winning, so I was intrigued to discover how Kuju (relative novices at Warhammer 40,000 by their own admission) would handle the challenge. Their tactics formed around using the Pathfinders aggressively, utilising their Forward Scouts ability to move a whopping 18" onto the table and thus allowing an uninterrupted firing line into the sentries. From the very first turn the Pathfinders were a commanding presence on the table and really highlighted the destructive potential of the rail rifle, particularly against Toughness 4, power armoured opponents. Combined with the clever use of markerlights working in tandem with the rail rifles, the Pathfinders kept up a solid reliable fire rate that paid dividends, silencing the sentries, Raptors and Aspiring Champion!

The Fire Warrior squads were useful as a general bodyguard for Kais and ran interference well, making use of Kais' Divine Destiny rule. The real turning







point of the battle featured both squads heavily in the mighty mêlée with the Raptors, who were eventually defeated. Doing so meant Kais was free to move, as getting bogged down was the worst thing that could happen to the Tau player in this scenario. Twelve turns may seem like a long time to reach your objective, but it only takes a few turns of close combat deadlock and the heat is really on! James' and David's forces moved well and kept up the pace, helped in no small part by the Raptors failing their Morale check, falling back, and the resultant advance moves.

By setting up the Tau forces and effectively charging down one flank, James and David presented Christian with an overwhelming force of arms, and as such he placed his second Chaos Space Marine squad at the far archway in order to preserve his missile launcher. But due to the fact that the missile launcher proved so ineffective, when the Raptors appeared they were horrendously outgunned. It also left the Chaos Sorcerer out in the open and incredibly vulnerable to the Pathfinders. A single shot from their rail rifles, wounding on a 2, would have been enough to destroy the Sorcerer, and James got three!

The second Chaos Space Marine squad might have been better served appearing in the closest archway (ie. that which Kais was aiming for) and facing off against the Tau directly. They could have brought their boltguns to bear (which were out of range at the far end of the table) and, when combined with the Raptors and Sorcerer, would have presented a much sterner test for the Tau to overcome. As it was, the Tau

could fight them piecemeal and use their greater numbers. At the final throw of the dice a hard fought, well-thought out strategy and a great battle! Cheers Kuju!

### THE FINAL WORD...

Perhaps only appropriate, I'll leave it to Kuju to close with their experience of their day at Games Workshop and their thoughts on our translation of Fire Warrior...

**Dave:** Before we arrived, I was nervous about playing the guys from White Dwarf. We played on the train to get ready and thumbed through our rulebooks in the taxi to Games Workshop. But when we arrived, everything was ready and we were put instantly at ease.

**James:** The White Dwarf team were very helpful and made us feel welcome. Nick was excellent and made us feel like the game was going to be fair, well judged and unbiased (*you poor naive fools! - ed*). He also made things flow smoothly and knew his subject very well.

**Dave:** The game was so much fun. The guys from White Dwarf made everything flow, which allowed us to concentrate on tactics and positioning. It was amazing playing on a really detailed table and with beautifully painted figures; it really made for an atmospheric encounter with the Chaos Space Marines. The coolest thing was being able to play with the rail rifles, which was the gun I designed with Games Workshop for Fire Warrior. That was quite breathtaking.

**James:** Our nervousness about not knowing all the rules off by heart were unfounded. We knew plenty, and what we did not know we found out quickly from our hosts. I thought the rules that had been created for the game were great, especially Kais. His attacks were amazing! I would like to see him pitted against some of the other major personalities in Warhammer 40,000 – I bet he could kick ass! Anyway, the game was great fun and did not drag. We could have played all day.

**Dave:** For us, seeing a level from our game made into a real world object was stunning. It's hard to describe the feeling, but it almost makes the game feel more real to be able to touch something you have seen on a flat screen so many times.

**James:** The table was great if a little sharp! (*Rudgie had installed copious sharpened stakes made from dowel and they were lethal! – Nick*) We were very proud to see our virtual world made real. It was fun to play on and a challenge.

**Dave:** The whole day was brilliant. We had a great time playing the Dwarfers, and, if they are willing, we will have a rematch anytime. For the Greater Good!

**James:** Great fun! I want to play some more, bring them on! I used to love playing war games all the time and I miss it. This game reminded me of the fun I need to rekindle.



The Kuju Team emerge as the victors!



The Tau believe that now is their time; their race, their empire will bring unity to all. There is no foe their technology cannot overcome, no quandary their science cannot resolve. The very stars themselves will be reformed in the cause of the Greater Good.

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## KAIS CONVERSION

By Christian Byrne

When converting Kais I wanted it to be clear that he was a Fire Warrior carrying a rail rifle, rather than a standard Pathfinder. To do this I built the basic model from Fire Warrior components before adding the rail rifle parts, which are compatible anyway. The last important difference about Kais is that he carries a katana. After a bit of searching I found the Death Cult Assassin had the blade I needed, so I just cut away the hilt of a Tau bonding blade and glued them together before attaching them to his backpack.



Christian's finished Kais conversion



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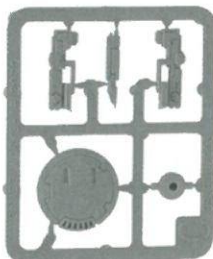
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The UK Games Day and Golden Demon event is the largest gathering of Games Workshop enthusiasts in the world, and this year was no less impressive or exciting than before. Being the primary contact for all the Gaming Club attendees on the day allowed Che Webster an excellent chance to have a look around. Here is what he saw...

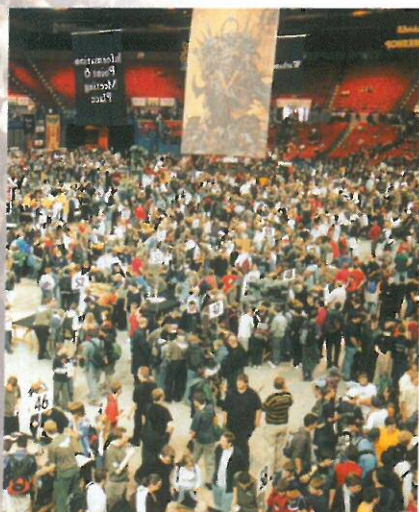
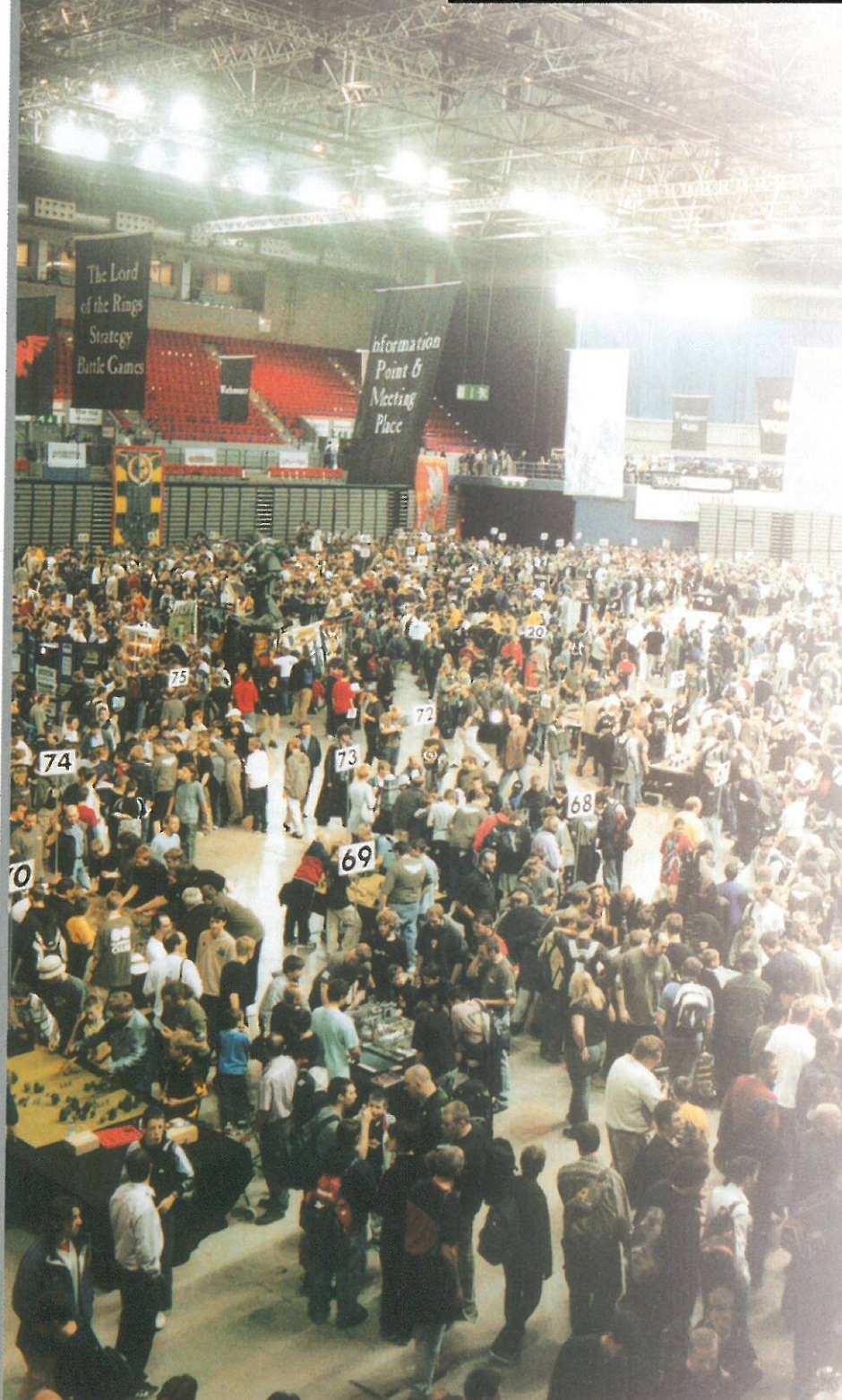
# THE GREATEST SHOW ON EARTH

*Games Day & Golden Demon 2003*

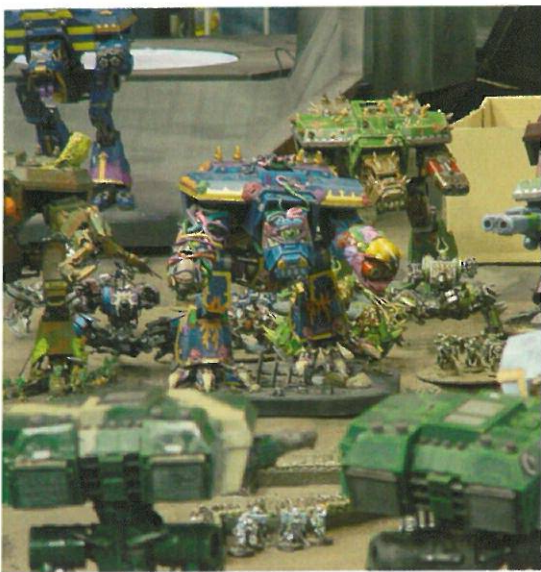
Sunday 14th September 2003 saw the National Indoor Arena in Birmingham host the largest gathering of Games Workshop enthusiasts you can see anywhere in the world. This host began the day outside the arena with much festivity, given that it was around 8am in the morning when I arrived; they were waving banners, smiling, cheering and being politely asked to "keep it down for the neighbours" by the staff. It seemed from the outset that everyone arriving was ready for a good day of gaming and looking at the incredible array of all things Games Workshop. Witnessing the streams of excited gamers flowing up the steps to the arena doors is an exciting sight indeed.

Over on the side of the arena opposite from the main doors, the entrants to Golden Demon were gathering for Games Workshop's premier painting championship. Here, again, the mood was good – and much conversation was turned to discussions about the entries awaiting access to the cabinets in the Lower Hall.

Come the fateful hour of opening, the doors to the arena were flung wide and hordes descended into the bowl. Once more, as in previous years, the attendees were greeted by the seventy plus gaming tables, huge stands filled with goodies and many booths dedicated to hobby activities, such as modelling and painting and a host of other things. The atmosphere was tremendous as the day began in earnest.



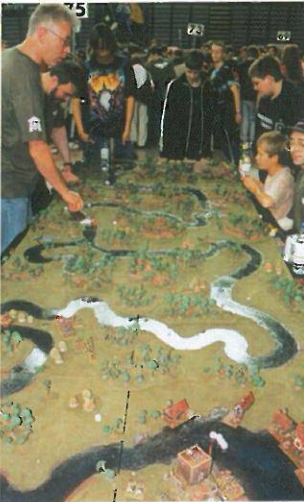




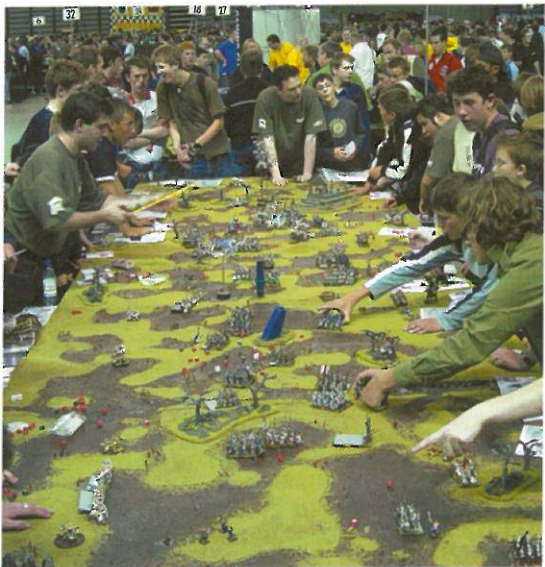
Warhammer 40,000 Titans in the mega-battle – over sixteen of these as well as loads of tanks on the table.



Dozens of individually converted Ents descended on this marvellous 6-foot high tower of Isengard.



This Warmaster battle was designed by Colin Grayson and featured a massively detailed Lustrian battlefield.



The Sundering of the Elven Kingdoms mega-battle proved to be one of the most attention grabbing games at the show.



The fight for Osgiliath in full swing – one of the most dramatic battles of the day.



Fleet actions in deep space were raging in games of Battlefleet Gothic – always a popular choice.



Recreating one of the famous Kal Jericho stories as Helena faces the Necrons.

## A WHIRLWIND TOUR

Whisking around the event it is hard to remember all the details of what was on offer, but if you missed something it is easy to understand why – there was simply so much to see that it was a challenge just to go everywhere.

Starting on the main arena floor, games on hand included Warhammer, Warhammer 40,000, The Lord of The Rings and the full range of Specialist Games ready to play. Not only were Games Workshop staff on hand to run the many games, but a good twenty or more were put together and manned by various Gaming Clubs from all across the UK. The awesome sight of Titans clashing on the Warhammer 40,000 mega-battle and the joys of playing a round of Tim Eagling's excellent 'Wolf Riders' scenario for Warhammer were just two of the many, many great experiences of the morning.

Reaching the upper balcony you were able to visit the realms of Games Workshop that lie outside the usual table-top wargames. Warhammer Online, the excellent Fire Warrior computer game, demonstrations of Sabertooth's collectible card games, and the cabinets of 'Warp Artefacts' were all on offer.



A sneak peek at the upcoming Warhammer Online.



Sabertooth Games demonstrating War Cry! and several of their other projects.



For many it was their first chance to play the new Fire Warrior game.



# GAMESDAY & GOLDEN DEMON 2003

## THE LOWER HALL

Moving down to the depths of the Lower Hall we visited the Golden Demon competition, and also the Young Bloods and Open Painting competitions. Rows of cabinets filled with wondrous miniatures, beautifully painted and converted by the entrants, bewitched the eye. Arrayed around this were booths to allow a chance to meet the many artists, miniatures designers and other experts from the Games Workshop Studio. It was a hive of with activity and many pleased people saw the very finest miniatures from anywhere in the world.

Roving back to the main arena, the Fanatic Studio area revealed demonstrations of the newest game, Epic Armageddon, as well as a chance to talk to the chaps who keep the Specialist Games going for all veteran gamers.

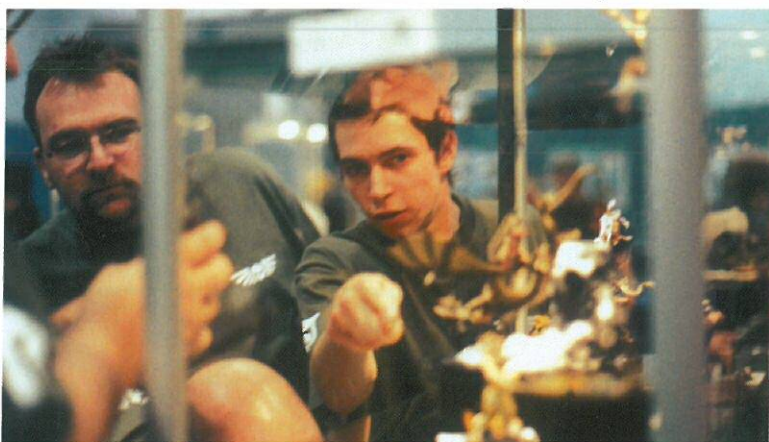
From there we visited the Hobby Skills areas and saw folk learning the arcane arts of scenery-making, conversion and even some painting lessons. Alive with activity, it was apparent that these chaps had been non-stop busy all day offering their expertise to those who would seek their help.



*Nuala Kennedy's drawing competition in full swing.*



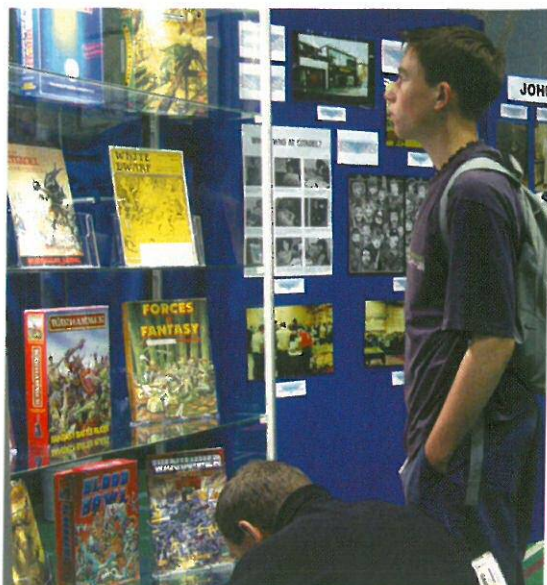
*The Games Workshop Archive displayed a history of the Space Marines.*



*The Golden Demon judges' task is never easy, but the guys gave it their full attention throughout the day.*



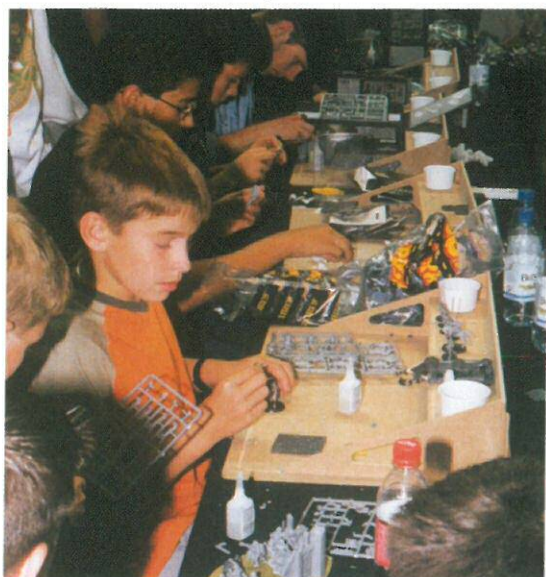
*Moving Golden Demon to the Lower Hall meant that more people than ever before could see this year's awesome entries.*



*The Archive also presented a gallery of John Blanche's inspirational art.*



*Enraptured miniatures fans perused the cabinets in awe of the marvellous entries submitted this year.*



*The Warhammer World hobby area was even more popular this year. Over 4,000 pieces of scenery were made and taken home by visitors!*





Hobbyists enjoyed building their own conversions throughout the day.



Warp Artefacts were on hand showing off exciting new collectable ranges.



The gaming didn't stop all day!



Whatever the level of skill, the Warhammer World team and hobby guests were available to give advice and tips.

## AWARDS AND ACCOLADES

At the close of the day the crowds were invited to view the stage for the presentation of many awards and accolades. These included a prize for the best game from the Games Workshop Hobby Centres, another for the best Gaming Club Network contribution, and – of course – the ultimate prize: the Golden Demon Slayer Sword.

As the event drew to a close and the visitors all streamed away to cars and coaches for the trek home we were left in the echoing arena with a profound sense of pride and satisfaction. It had been a terrific day and we sincerely hope that everyone who went came away with the same feelings of having a great day out enjoying the Games Workshop hobby.



Jakob Neilson lifts the Golden Demon Slayer Sword once more – this time for his Chaos Knights.

## PARTING WORDS

For my part, I would like to offer the thanks of Games Workshop to all those who came, all the staff who worked so hard, and to all the generous Gaming Clubs who offered their very best on the day. You all know who you are and we hope to see you all again next year.



# Olde Weirde's INCUNABULUM

Being an essay on the army of Rahmohtep - the Scarab King of Numas

While perusing the countless stacks of crumbling volumes in the very bowels of the Imperial Library (searching fruitlessly for any mention of the rumoured 'Gnoblyns' of the eastern mountains), I happened upon a reference to 'The army of the dread Scarab King of Numas'. This throwaway line written by the famed adventurer and explorer

Jacob Stackeldhorf peaked my interest, yet frustrated me for days. Other than this one reference, I couldn't find any more written on this mysterious, long dead king.

My frustration at being unable to find any further mention of this ancient king was starting to affect my sleep (though that could possibly be attributed to Frau Weirde's incessant weevil cough). 'I must know who he was!' thought I. Apologies are due to the always helpful Bookmaster Halle and his team of librarians (particularly young browbeaten Wendelen), who, in their patience, did endure my frustration induced grump.

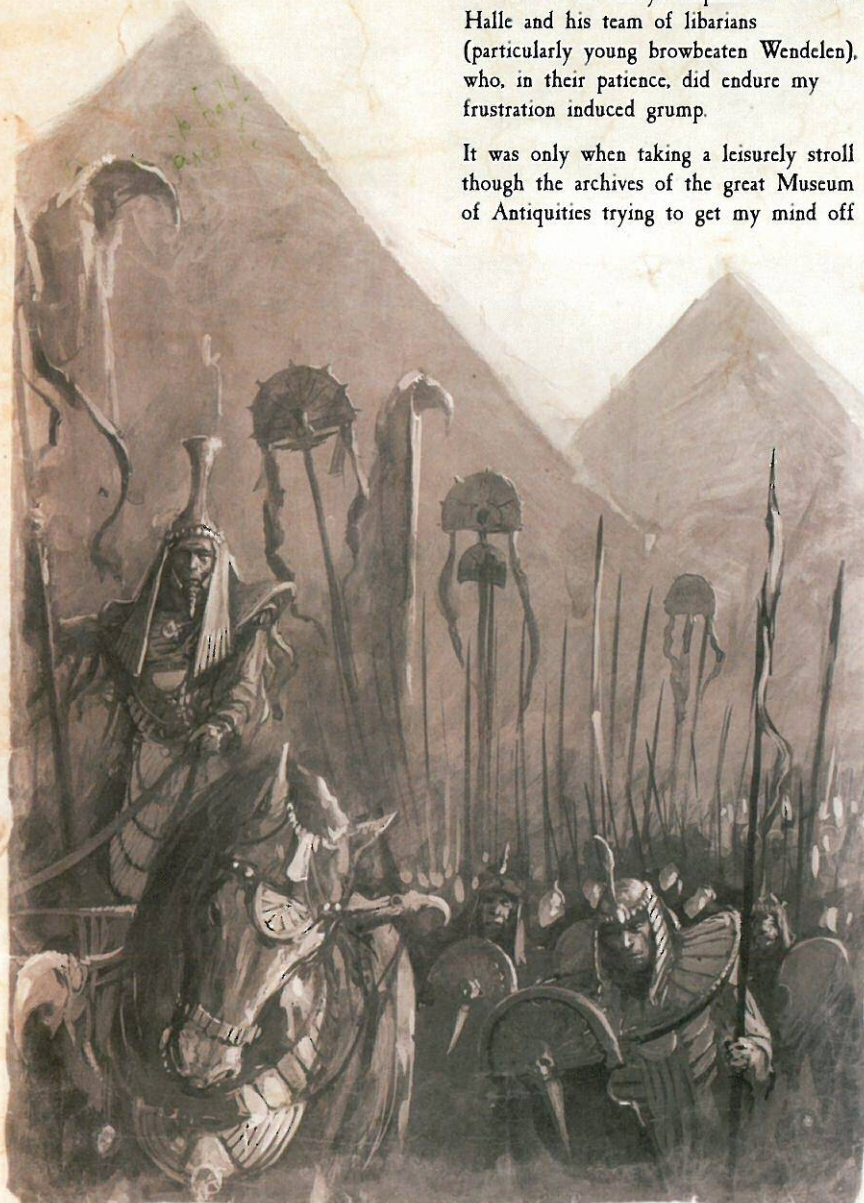
It was only when taking a leisurely stroll through the archives of the great Museum of Antiquities trying to get my mind off

the infuriating reference that I happened upon a breakthrough of sorts. In a little used corner of one of the depository backrooms, covered in mouldering sheets, was a collection of curious items procured some years ago by the museum from some disreputable Strigany traders. Though these items had lain here for over a decade, the overworked curator of the museum, Schrotterfeld, had not yet had the luxury of time to examine them properly. Great was my astonishment when I peeled away the cloth to see items of the ancient civilisation of Nehekharu - replete with countless scarab motifs!

Amongst the treasure trove there were swords of strange design, scarab-adorned black and gold shields and banner tops, along with what I presume is the front of an ancient chariot, and various pieces of adornment and other intriguing bric-a-brac. There was even an entire skeleton of a long dead warrior. Unbelievable! This warrior was still adorned in his ornate, scarab armour. Surely this was not mere coincidence - these items must surely have some association with the so-called Scarab King. Even though this skeleton was richly decorated, he was not bedecked as a king to my mind - I would hazard a guess that he was one of the king's closest bodyguards. But I am getting ahead of myself - first I had to be sure that these relics were from the Scarab King's army.

Seeing that one piece was a broken tablet covered in picture-writing, I immediately endeavoured to secure the aid of my long-time friend, the most scholarly (if often somewhat inebriated) Allun Gartner, expert in the field of translations and specialist in the written languages of Araby and ancient Nehekharu. He did indeed confirm that the name Rahmohtep was mentioned in this text! Indeed, he assured me that these items were taken from the so-called Scarab King's own burial chambers, and that he recognised the symbol for the ancient city of Numas. My excitement could barely be contained!

The next weeks were a frenzy of activity. While Allun continued with his translations, I scoured all my usual sources







One of King Rahmohtep's  
elite bodyguard -  
the Scarab Legion.

for any details of where and when these items were 'retrieved' from the great Nehekharan city of Numas. After almost a month of research, including dealing with some rather nefarious individuals (I'm certain the Strigany stole my favourite far-eastern silk handkerchief). I think that I have put together a picture of who this king was and what his army was like. From the information I have garnered about his tomb, I believe I have determined much about him and the warriors that he commanded - for he was buried with his entire army - legion upon legion of warriors who it appears were slain when their king was buried so as to serve him for ever. With only minimal conjecture and fiction, I have built up a

detailed picture of what this king's army must have been like in its time. Such a shame that this proud and highly advanced civilisation has died out - I would dearly have loved to have seen his army marching in all its glory. It must have been an impressive, awe-inspiring sight indeed.

### King Rahmohtep - The Scarab King of Numas

King Rahmohtep was once the proud and warlike king of the fair city of Numas. It would seem that Numas at the time of his rule was a plentiful city. The lands around the city were very fertile, fed by the bountiful River Vitae - not at all like the foul dark river (now known as the River

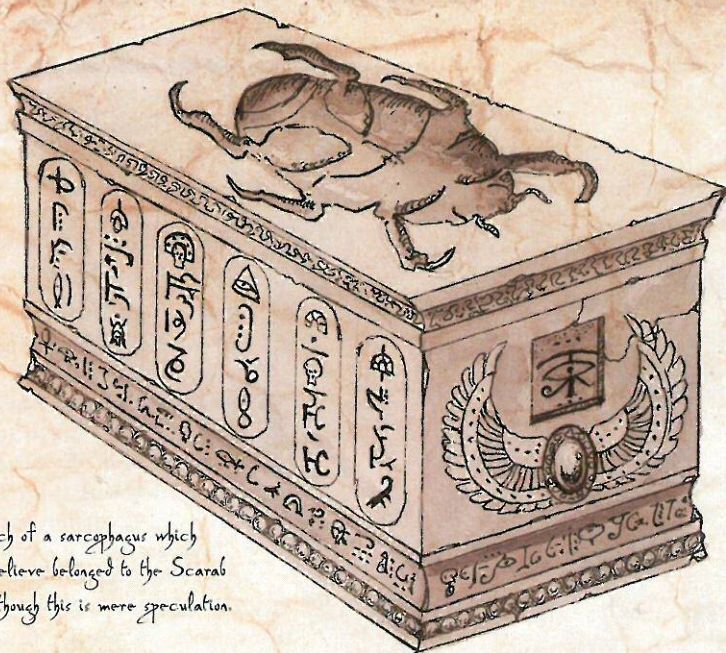
Mortis) and the sandy wasteland it is today. In the ancient picture-writing that adorned Rahmohtep's tomb, it is said that he entered into a pact with an unnamed scarab-headed god, and that this god provided Rahmohtep with great physical strength and battle skills.

It seems that Rahmohtep was a brutal and ruthless ruler, and was respected and feared by both his enemies and his friends. These characteristics mirror those of the unnamed Scarab God. It is strange that this god is never truly named. I would hazard a guess that this deity's name is never mentioned for some superstitious or religious reason - possibly writing his name would invoke the god's anger?

Inscriptions of Rahmohtep show a broad-shouldered, dark-skinned warrior who towered over his comrades. His face was often obscured with a scarab mask, and he appeared to favour wielding a massive curved sword. Indeed, in some reliefs he is shown cutting through a dozen foes with one sweep of his weapon, as he races past them on his ebony and gold chariot. With Rahmohtep's aggressive expansionist policies, the influence of Numas grew and it took the lands off many other kings. Under Rahmohtep, Numas' borders extended far to the north, through the Lush Plains to the edge of the Silver River, as well as to the mountains to the east. In securing these lands, Rahmohtep's army battled many rival kings, as well as barbarians and Greenskins. The Scarab King always fought at the very front of the battles, and always he was victorious.

As such, Rahmohtep was a powerful king within Nehekhar, and during his reign, Numas became an incredibly important power in the land, second only to Khemri. Indeed, it would appear that Numas and Khemri were great rivals at this time, and a great many battles were fought between these bitter rivals. Rahmohtep's nemesis was the Khemrian king Rakaph III, and it seems that the two met on the field of battle more than once. However, while Rakaph grew old, outliving all his sons, Rahmohtep still seemed to be in the peak of health, so say the inscriptions. The people of Numas took this as a sure sign of their lord being especially favoured by the gods of the sky. It is said (in Khemrian texts) that Rahmohtep coveted





A sketch of a sarcophagus which some believe belonged to the Scarab King, though this is more speculation.

the Khemrian throne, and that he would do anything to seize it. When the ageing warrior-king Rakaph eventually passed from this world, struck down in battle, it is said that the Scarab King intended to take control of Khemri itself. Rakaph had no heir, so many feared that the age of Khemri was over.

However, in an unprecedented move, the strong-willed Queen Rasut took the throne. Indeed, many believed she had been the true power in Khemri for years. None dared to stand against her, for her influence was far reaching (and it was rumoured that amongst her lovers was the most famed assassin of Khemri). Queen Rasut herself rode out to battle against

Rahmohtep riding within her golden, royal chariot, and although the Scarab King was never defeated in battle, he could never overcome Khemri.

When Rahmohtep eventually died (some sources indicate he was poisoned by a member of his own family), a great mortuary pyramid befitting one of the greatest kings of Numas was constructed. The temple-shrine and its surrounds also had to be large enough to house the core of his army - for his loyal soldiers were put to death (or perhaps more likely, they took their own lives) on the tragic death of their king. I believe that some six thousand men are interred with him. Despite wielding so much power, and being so advanced in so many ways, the Nchekharans were superstitious people who had many strange beliefs. The most fundamental beliefs of these so-called tomb kings was that they would rise from death and awake as immortal, glorious beings, and that at this golden time in the future they would need their warriors at their side. Amazing that so much energy went into this belief.

## The Army of Rahmohtep

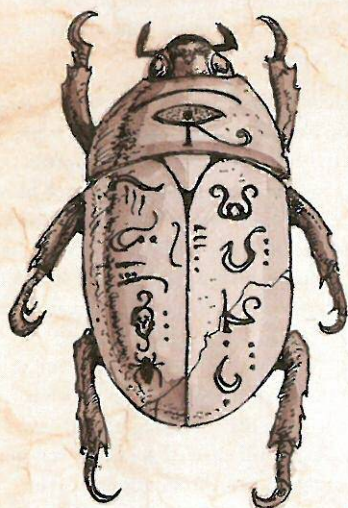
From various writings, tablets and accounts from explorers, I have even been able to determine the size and composition of the Scarab King's army, breaking down as follows. (Note, however, that this is a list of what is actually buried with the king; his entire army would most likely have been far greater, including subjected warriors from rival kings. According to the records, tribes from outside of Nchekhara also fought alongside him

forces, including Ebonian and Kahied auxiliaries. However, only the 'core' of his army would have been interred with him. As such, this host numbering some six thousand could reasonably be assumed to be roughly a tenth of the size of the armies he truly had at his disposal).

**I.** Two hundred and fifty of the king's elite 'Scarab Legion', which appears to be his personal guard. They were interred with their lord in the central chamber of the Scarab Pyramid, and were said to serve as his guards even in death. I believe that the skeleton that is in the museum is one of these tomb guardians (though thankfully he hasn't come to life! Interestingly, rumours of the dead walking in that land do seem to persist). It seems that before one could be considered to enter the hallowed ranks of the Scarab Legion, a soldier had to prove himself through numerous feats of skill and bravery in battle. The brutal initiation ceremony involved extensive ritual scarring and the letting of blood in dedication to Rahmohtep and the Scarab God. These rituals were led by Rahmohtep's high commander, Pedjet, who was said to fight like a daemon in battle.

The members of the Scarab Legion were the most richly outfitted of all within the army, and seem to have been treated like minor royalty. Their every need was catered for and, when not marching to war, they lived lives of luxury. Nevertheless, they were never softened by such luxury, and were much feared for their ferocity and fanatical devotion to their king. Their armour and equipment is trimmed generously with gold, and they wear much ornamentation, including many gold and jade scarab motifs and numerous gold rings, which appear sometimes to have been worn through skin piercings (including piercings of the flesh on chest, abdomen and head).

**II.** Five hundred and fifty chariots, members of the so-called Riders of Ksar. It would seem that Ksar is an ancient elemental god of Nchekhara that took the form of a hot, desert wind. Armed with spear and bow, his charioteers were much feared and held a position in Numas almost on par with the Scarab Legion. Their numbers were split roughly into seven groups of fifty, each led by one of Rahmohtep's most trusted commanders. These groups of fifty were broken down into units of five or ten, each led by a 'first charioteer'.



One of the many ornaments discovered with the Scarab Legion skeleton. Inlaid with gold, ebony and jade.



**III.** One thousand cavalry, led by the horseman commander Djakai, a dark-skinned, brilliant tactician who was said to have come from lands somewhere to the south-east of Nehekbara. These cavalry included lightly armoured horsemen armed with bows, who may have acted as scouts, and heavier armed warriors who may have acted as shock cavalry, in support of the main warrior blocks.

**IV.** An astounding number of regular warriors are said to be buried here - it is recorded that seventeen regiments, each consisting of two hundred and fifty men, are buried with their lord. I find this number staggering, yet can see no reason to doubt it. It is said that each of these regiments consisted of smaller companies (probably of fifty men), and that each company was often armed differently. The majority of warriors seem to have been armed with the bow, or with spear and tall shield. These formed the fighting bulk of the army of Rahmohtep, and his battles were won primarily due to their unwavering discipline and commitment to their lord. Even when

hugely outnumbered, these regiments held out and did not flee, knowing that their commanders, exceptional tacticians all, would counter-attack with chariot and horse to break the foe.

**V.** Fifty so-called 'Ushabti'. This confounds me, for I have only ever seen this word when it refers to large statues that are adorned with the heads of gods. Why they are recounted in the annals as being a part of Rahmohtep's army, I cannot fathom. From paintings inside Rahmohtep's tomb, it seems that these statues fought alongside the regular troops. Obviously, this cannot be true. I would hazard a guess that these pieces of artwork were done to impress and build up the awe in the king. If the king could have his enemies believe that the statues of the gods themselves would fight on his side, then truly they would fear him.

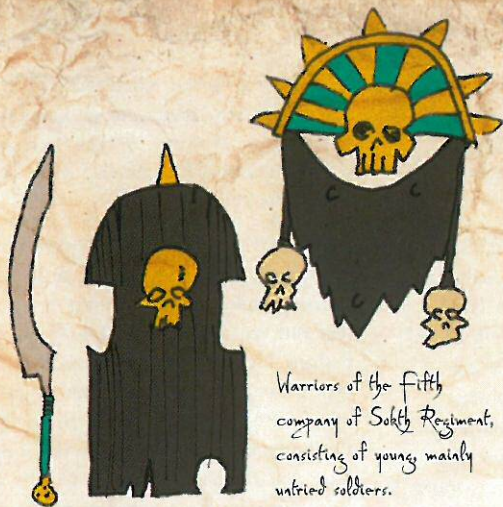
On the next two pages, you can see a collection of sketches and coloured recreations of the way Rahmohtep's army, the legion of the Scarab King, was armed and armoured. It includes diagrams of

some of the various shield designs utilised by the different regiments of his army, a collection of sketches of their weapons, and other assorted items that were buried within the tomb.

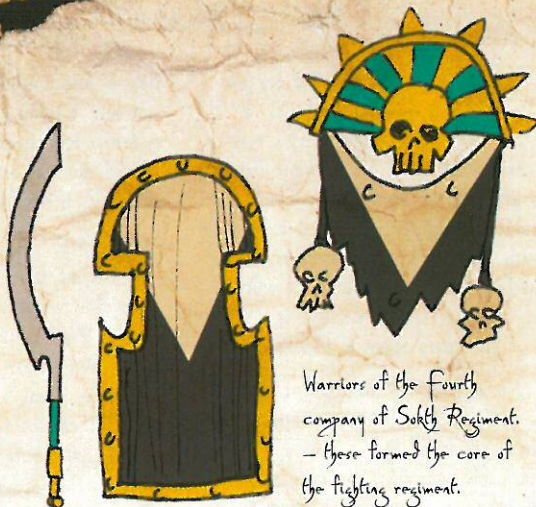
I shall leave my brief investigations at that for the time being, though I shall certainly endeavour to discover more about this ruthless and successful king of old. Perhaps I could even commission an expedition to his temple-tomb to gather more artefacts - maybe even to bring back the body and sarcophagus of the king. I hope the rumours of curses are not true! I have come to the conclusion during this research that a bizarrely high proportion of my sources that have had anything to do with these artefacts have since died. Indeed, the original discoverers of Rahmohtep's tomb never returned, or died soon on their return to the Empire. Many seem to believe in this 'curse'. Thank Shallya, I am not a superstitious man. If I were, then I might well believe that I myself am cursed - but such is married life, I fear. May Sigmar, Ulric and Shallya protect you.



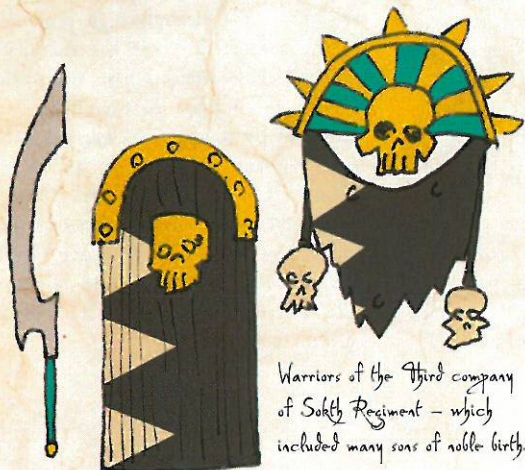




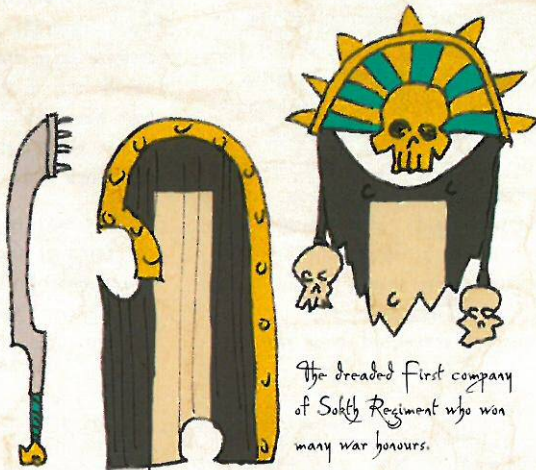
Warriors of the fifth company of Sixth Regiment, consisting of young, mainly untried soldiers.



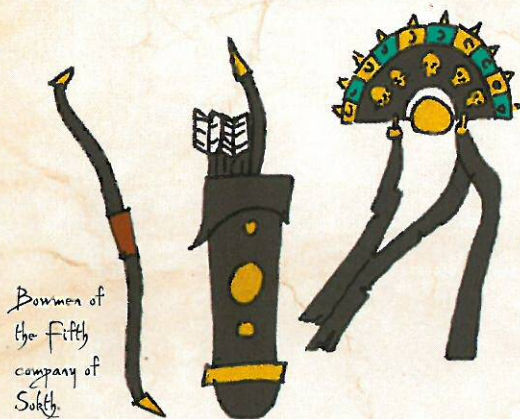
Warriors of the fourth company of Sixth Regiment - these formed the core of the fighting regiment.



Warriors of the third company of Sixth Regiment - which included many sons of noble birth.



The dreaded first company of Sixth Regiment who won many war honours.



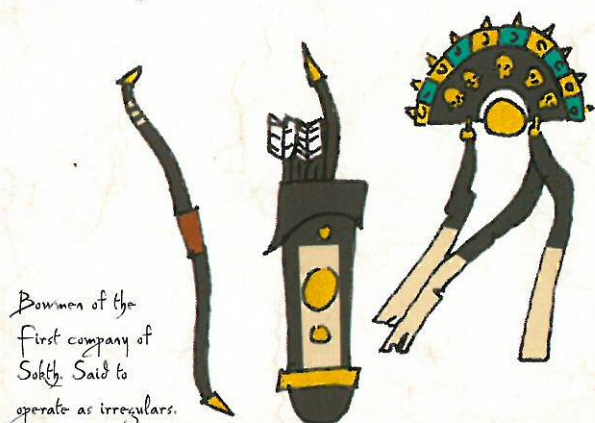
Bowmen of the fifth company of Sixth.



Bowmen of the fourth company. Said to have won the day against Rakaph III at the battle of the Vitae crossing.

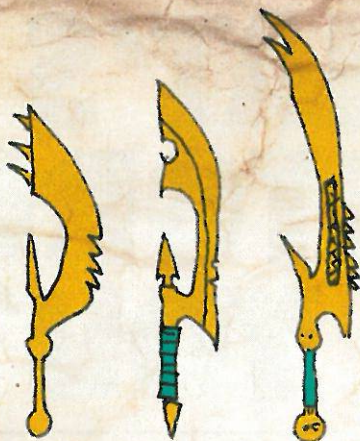


Bowmen of the third company of Sixth.



Bowmen of the first company of Sixth. Said to operate as irregulars.





Weapons of the Scarab Legion.  
These are finely made, and richly decorated.



The shield and banner of the elite Scarab Legion, inlaid with copious amounts of gold and jade. What a sight they must have made!



The inlaid and intricate front of an ancient chariot.



Standard belonging to the Riders of Ksar.



An assortment of quivers and bows most likely to have belonged to the Riders of Ksar.



One of the giant blades said to have been wielded by the so-called 'Vehabti'. Clearly elaborate superstition.



The immense standard of Rahmabtop, often carried by his high commander, Podgeot. Never did it fall in battle.





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

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

# WHAT'S IN STORE FOR YOU?

**A Games Workshop hobby centre is more than just a shop...**



## FREE GAMING AND TACTICS ADVICE

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



## FREE PAINTING AND MODELLING ADVICE

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



## FULL RANGE OF PRODUCTS

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



## IN-STORE ORDER POINT

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



## BEGINNERS

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs throughout Sundays, so whether you want to learn how to charge your Knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



## HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On Sunday evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



## VETERANS

Many Games Workshop hobby centres run evenings (usually Tuesdays and Thursdays) 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.



## STORE CLUBS

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.



## BATTLE BUNKERS

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



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

We also have Games Workshop hobby centres in 16 different countries across the world (and independent stockists in even more). Call **0115 91 40000** to find out where they are. Most Games Workshop stores are open seven days a

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. Stores highlighted in yellow indicate new stores.

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**.

## AVON

**GW BRISTOL (CENTRAL):**  
13 Broad Walk, Tel: 0117 925 1533  
**GW BRISTOL (CRIBBS CAUSEWAY):**  
Unit 129, The Mall, Tel: 0117 959 2528  
**PORTISHEAD, Makit:**  
Tel: 01275 844 751  
**YATE, Hoggosaurus Toystore:**  
Tel: 01454 32656

## BEDFORDSHIRE

**GW BEDFORD:**  
10 Greyfriars, Tel: 01234 273 663  
**LEIGHTON BUZZARD, Cuddlers:**  
Tel: 01525 217415  
**LUTON, Ottakers:**  
Tel: 01582 489999

## BERKSHIRE

**GW MAIDENHEAD:**  
Unit 2, 17 Market Street, Tel: 01628 631 747  
**GW READING:**  
111 Broad Street Mall, Tel: 0118 959 8693  
**GW SLOUGH:**  
101 High Street, Tel: 01753 575 675  
**BRACKNELL, Ottakers:**  
Tel: 01344 488124  
**NEWBURY, Swampsy:**  
Tel: 01355 36555  
**SANDHURST, Toyworld:**  
Tel: 01252 675360  
**WINDSOR, Ottakers:**  
Tel: 01753 856 456  
**WINDSOR, W.J. Daniels:**  
Tel: 01753 862106

## BIRMINGHAM AREA

**GW BIRMINGHAM:**  
116 Corporation Street, Tel: 0121 236 7880  
**● GW DUDLEY:**  
Unit 36, Merry Hill Centre, Tel: 01384 481 818  
**GW SOLIHULL:**  
690 Warwick Road, Tel: 0121 705 7997  
**GW WOLVERHAMPTON:**  
Unit 98, Mander Centre, Tel: 01902 310 466  
**GW WALSALL:**  
Unit 27, Old Square Shopping Centre,  
Tel: 01922 725 207  
**GREAT BARR, Gaming Crypt:**  
Tel: 0121 360 5080  
**RUBERY, Roy's Hobbies & Toys:**  
Tel: 0121 453 3280  
**SUTTON COLDFIELD, Digital Dragons:**  
Tel: 07941 637 793

## BUCKINGHAMSHIRE

**GW HIGH WYCOMBE:**  
Unit 28, The Octagon Centre, Tel: 01494 531 494  
**GW MILTON KEYNES:**  
Unit 2, West End Extension, 504 Silbury  
Boulevard, Shopping Centre,  
Tel: 01908 690 477  
**AYLESBURY, Toy Wonderland:**  
Tel: 01296 303 493  
**GERARDS CROSS, Howard Marshall:**  
Tel: 01753 882952  
**MILTON KEYNES, Daeron's Books:**  
Tel: 01908 568999  
**PRINCES RISBOROUGH, Treats:**  
Tel: 01844 274 785

## CAMBRIDGESHIRE

**● GW CAMBRIDGE:**  
8 Bridge Street, Tel: 01223 313 350  
**GW PETERBOROUGH:**  
3 Wensworth Street, Tel: 01733 890 052  
**ELY, City Cycle Centre:**  
Tel: 01353 663151  
**HUNTINGDON, Sports & Fashions:**  
Tel: 01480 454 541  
**PETERBOROUGH,**  
Westgate Department Store:  
Tel: 01733 563151  
**ORTON, PN Hobbies:**  
Tel: 01733 563151  
**SAWSTON, The Toy & Model Centre:**  
Tel: 01223 505052  
**ST. NEOTS, Westgate Department Store:**  
Tel: 01480 473242  
**WISBECH, Westgate Department Store:**  
Tel: 01536 203525

## CHESHIRE

**GW ALTRINCHAM:**  
Unit 1, 17 Grafton Street, Tel: 0161 929 9896  
**GW CHESTER:**  
112 Foregate Street, Tel: 01244 311 967  
**GW MACCLESFIELD:**  
Unit 38, Chestergate Mall, Grosvenor Centre,

## GW STOCKPORT:

32 Mersey Square, Tel: 0161 474 1427  
**CONGLETON, Deans Toys & Cycles:**  
Tel: 01260 273277  
**CREWE, ABC Models Sport:**  
Tel: 01270 506048  
**NANTWICH, Funfayre LTD:**  
Tel: 01270 626346  
**NORTHWICH, Level 1:**  
Tel: 01606 450593  
**NORTHWICH, The Model Shop:**  
Tel: 01606 47740  
**STOCKPORT, Goslings Toymaster:**  
Tel: 0161 4272099

## CLEVELAND

**● GW MIDDLESBROUGH:**  
Unit 33, 30 Dundas Street, Tel: 01642 254 091  
**HARTLEPOOL, Westgate Department**  
Store: Co. Durham, Tel: 01429 261777  
**HARTLEPOOL, Illusions:**  
Tel: 01429 233199

## CORNWALL

**GW TRURO:**  
Unit 1, Bridge House, New Bridge Street,  
Tel: 01872 320 047  
**BODMIN, Bricknells:**  
Tel: 01202 277088  
**FALMOUTH, Wonderland Falmouth:**  
Tel: 01326 312571  
**HAYLE, Blewett's of Hayle:**  
Tel: 01736 753012  
**HELSTON, Eddy & Son:**  
Tel: 01326 672787  
**NEWQUAY, Planet Hobbywood:**  
Tel: 01837 859011  
**ST AUSTELL, Mad for Miniatures:**  
Tel: 01726 72259

## COUNTY DURHAM

**GW DARLINGTON:**  
78 Skirringale, Tel: 01325 362 463  
**BISHOP AUCKLAND, Windsock Models:**  
Tel: 01388 609 766  
**CONSETT, Kwikpart:**  
Consett, Co. Tel: 01207 581024  
**DARLINGTON, Lamb's:**  
Tel: 01325 466042  
**TEESDALE, Toy Shop:**  
Tel: 01833 637396

## CUMBRIA

**● GW CARLISLE:**  
Unit 2, Earls Lane, Tel: 01228 598 216  
**BARROW-IN-FURNESS, Heaths:**  
Tel: 01229 820 435  
**BOWNESS-ON-WINDERMERE,**  
Ernest Atkinson & Sons:  
Tel: 01539 443047  
**COCKERMOUTH, The Toy Shop:**  
Tel: 01900 825855  
**COCKERMOUTH, Playtimes:**  
Tel: 01900 825299  
**KENDAL, O'loughlins:**  
Tel: 01539 725264  
**KESWICK, J B Dixon Limited:**  
Tel: 01768 772 381  
**PENRITH, Harpers Cycles:**  
Tel: 01768 864475  
**WHITEHAVEN, Robinson's Model Shop:**  
Tel: 01946 66525  
**WORKINGTON, Toymaster:**  
Tel: 01900 873322

## DERBYSHIRE

**GW DERBY:**  
42 Sadler Gate, Tel: 01332 371 657  
**BELPER, Fearsons:**  
Tel: 01773 823 244  
**BUXTON, D&E Knowles & Sons:**  
Tel: 01298 24203  
**CHESTERFIELD, Cooperative Society:**  
Tel: 01246 220200  
**CHESTERFIELD, Speeding Bullet:**  
Tel: 01246 224666  
**DERBY, Toymaster Kingdom:**  
Eagle Centre, Tel: 01332 365336  
**ILKESTON, Ilkeston Co-op:**  
Tel: 01159 327777  
**MATLOCK, Shawes LTD:**  
Tel: 01629 582482

## DEVON

**● GW EXETER:**  
12 Ports Street, Tel: 01392 490 305  
**GW PLYMOUTH:**  
84 Cornwall Street, Tel: 01752 254 121  
**● GW TORQUAY:**  
12 Market Street, Tel: 01803 201 036

## BARNSTAPLE, The Battlezone:

Tel: 01271 321344  
**DARTMOUTH, W.G. Pillar & Co:**  
Tel: 01803 832139  
**EXMOUTH, Gamezone Models:**  
Tel: 01395 267733  
**HONITON, Honiton Toy Shop:**  
Tel: 01404 43741  
**KINGSBRIDGE, The Trading Post:**  
Tel: 01548 852 923  
**NEWTON ABBOT, Austins:**  
Tel: 01626 334444  
**PAIGNTON, The Model Shop:**  
Tel: 01283 553356  
**PLYMOUTH, Model Shop:**  
Tel: 01752 221 851  
**TAVISTOCK, Kaleidoscope:**  
Tel: 01822 615 236  
**TEIGNMOUTH, Jackmans Toybox:**  
Tel: 01626 775690  
**TIVERTON, Wings 'N' Wheels:**  
Tel: 01864 242819  
**TOTNES, Kaboom:**  
Tel: 01803 863049

## DORSET

**● GW BOURNEMOUTH:**  
24 Post Office Road, Tel: 01202 319 292  
**GW POOLE:**  
Unit 12, Tynegate Centre, Tel: 01202 685 634  
**BOURNEMOUTH, Battle-Scar:**  
Tel: 01202 258194  
**BOURNEMOUTH, Roberts Toys & Games:**  
Tel: 01202 482031  
**BRIDPORT, Frosts Toymaster:**  
Tel: 01308 422296  
**GILLINGHAM, Mervyn's Toys & Models:**  
Tel: 01747 823 888  
**SHAFTSBURY, Hardings:**  
Tel: 01747 852156  
**SHAFTSBURY, Howards:**  
Tel: 01747 852156  
**SHERBORNE, Pursuits:**  
Tel: 01935 816072  
**SWANAGE, Leonards:**  
Tel: 01929 426096  
**WEYMOUTH, Razzamataz:**  
Tel: 01305 780601

## ESSEX

**● GW CHELMSFORD:**  
The Meadows Centre, Tel: 01245 490 048  
**GW COLCHESTER:**  
2 Short Wyre Street, Tel: 01206 767 279  
**● GW SOUTHEND:**  
12 Southchurch Road, Tel: 01702 461 251  
**GW THURROCK:**  
Unit 415B, Level 3, Lakeside Shopping Centre,  
Tel: 01703 867 133  
**BRENTWOOD, B&M Cycles:**  
Tel: 01277 214342  
**CLACTON ON SEA,**  
Clacton Art & Craft Centre:  
Tel: 01335 36555  
**COLCHESTER, Toymaster Kingdom:**  
Tel: 01206 544344  
**HARLOW, Marquee Models:**  
Tel: 01279 423334  
**LEIGH-ON-SEA, Caliver Books:**  
Tel: 01702 473986  
**RAYLEIGH, Toys N Tuck:**  
Tel: 01268 775501  
**SAFFRON WALDEN, Game On:**  
Tel: 01799 508 070  
**SOUTHEND-ON-SEA, Toymaster**  
Kingdom:  
Tel: 01702 343464  
**WALTON-ON-THE-NAZE,**  
Yesterday Today Tomorrow:  
Tel: 01255 850238

## GLOUCESTERSHIRE

**● GW CHELTENHAM:**  
16 Pitville Street, Tel: 01242 228 419  
**GW GLOUCESTER:**  
35 Clarence Street, Tel: 01452 505 033  
**BOURTON ON THE WATER,**  
Bourton Model Railway:  
Tel: 01451 820686  
**STROUD, Cyberdyne:**  
Tel: 01453 767722  
**STROUD, Antics:**  
Tel: 01453 764487  
**TEWKESBURY, Toy Zone:**  
Tel: 01884 295 776

## HAMPSHIRE

**● GW BASINGSTOKE:**  
3 Potters Walk, Wote Street, Tel: 01256 466 050  
**● GW PORTSMOUTH:**  
34 Arundel Street, Tel: 02392 876 266  
**GW SOUTHAMPTON:**  
23 East Street, Tel: 02380 331 962  
**GW WINCHESTER:**  
6 St Georges Street, Tel: 01962 860 199  
**ALDERSHOT, Esdevium Games:**  
Tel: 01420 89900  
**ALTON, Alton Model Centre:**  
Tel: 01420 542244  
**ANDOVER, Hoggosaurus Toystore:**  
Tel: 01264 352 263  
**BASINGSTOKE, Ottakers:**  
Tel: 01256 460646  
**FAREHAM, Fareham Toys and Hobbies:**  
Tel: 01329 282183  
**FARNBOROUGH, Darkstar:**  
Tel: 01252 376650  
**FLEET, Fleet Toys:**  
Tel: 01252 613949  
**GOSPORT, Cornucopia:**  
Tel: 02392 593 241  
**NEW MILTON, Toys of New Milton:**  
Tel: 01425 617805  
**PETERSFIELD, Folly Models:**  
Tel: 01730 267 932  
**PORTCHESTER, Wicor Models:**  
Tel: 02392 351160  
**RINGWOOD, Toys of Ringwood:**  
Tel: 01425 479444  
**ROMSEY, Roundabout:**  
Tel: 01794 512145  
**SOUTHSEA, Southsea Models:**  
Tel: 01705 733238  
**WATERLOOVILLE, Paul's Hobby Shop:**  
Tel: 01705 259186

## HEREFORDSHIRE

**HEREFORD, Hereford Model Shop:**  
Tel: 01432 352809  
**LEOMINSTER, Martin's Models & Crafts:**  
Tel: 01508 613 782  
**ROSS ON WYE, Little & Hall:**  
Tel: 01989 562 639

## HERTFORDSHIRE

**● GW HEMEL HEMPSTEAD:**  
16 Bridge Street, Tel: 01442 249 752  
**GW ST ALBANS:**  
18 Heritage Close, off High Street,  
Tel: 01727 851 193  
**BARNET, Murray & Brand:**  
Tel: 0208 4490627  
**BERKHAMSTED, Hamlins:**  
Tel: 01442 864642  
**BISHOP'S STORTFORD, Boardmans:**  
Tel: 01279 654 033  
**CHORLEYWOOD, Chorleywood Models:**  
Tel: 01923 284 313  
**HARPENDEN, Felicitations:**  
Tel: 01582 767811  
**HATFIELD, Mr Games:**  
Tel: 01707 266099  
**HERTFORD, Marquee Models:**  
Tel: 01992 504718  
**HITCHIN, Mainly Models:**  
Tel: 01462 422204  
**LETCHEWORTH, Comics Unlimited:**  
Tel: 01462 480018  
**ROYSTON, Toyshop:**  
Tel: 01763 243270  
**STEVENAGE, KS Models:**  
Tel: 01438 746616  
**WELWYN GARDEN CITY, Toys Toys Toys:**  
Tel: 01707 391319

## ISLE OF MAN

**DOUGLAS, Douglas.**  
Tel: 01624 622154

## ISLE OF WIGHT

**NEWPORT, Toy & Models:**  
Tel: 01983 528258  
**NEWPORT, Wight World of Wargames:**  
Tel: 01983 530200  
**RYDE, The Sports & Model Shop:**  
Tel: 01983 862454  
**RYDE, Fun, Fact and Fantasy:**  
Tel: 01983 617323

Continued overleaf...



# GAMES WORKSHOP HOBBY CENTRES & INDEPENDENT STOCKISTS

## KENT

- GW BLUEWATER:**  
Unit 052R, Upper Thomas Walk, Bluewater,  
Greenhithe, Kent. Tel: 01322 427 880
- **GW CANTERBURY:**  
Unit 5, Iron Bar Lane. Tel: 01227 452 880
- **GW MAIDSTONE:**  
7a Pudding Lane. Tel: 01622 677 435
- **GW TUNBRIDGE WELLS:**  
4A Camden Road. Tel: 01892 525 783
- ASHFORD, Ottakers:**  
Tel: 01233 687 453
- ASHFORD, GZ Computers Ltd:**  
Tel: 01233 687 453
- BEXLEY HEATH, Kit Krazy:**  
Tel: 0208 292 7177
- BROADSTAIRS, Time & Space:**  
Tel: 01843 822306
- CRANBROOK, Whites:**  
Tel: 01592 713288
- DOVER, Turners Models:**  
Tel: 01304 202711
- GRAVESEND, The Stamp Centre:**  
Tel: 01474 534166
- SEVENOAKS, JH Lorimer:**  
Tel: 01753 152843
- SEVENOAKS, Manklows:**  
Tel: 01753 151922
- SITTINGBOURNE, AJ Blundell & Son:**  
Tel: 01795 121 371
- TONBRIDGE, Kids Stuff:**  
Tel: 01732 253 168

## LANCASHIRE

- GW BLACKPOOL:**  
8 Boley Street. Tel: 01253 752 056
- GW BOLTON:**  
Unit 13, The Castle Centre. Tel: 01204 362 131
- **GW PRESTON:**  
15 Miller Arcade. Tel: 01772 821 855
- ACCRINGTON, Twin Suns:**  
Tel: 01254 388265
- ASHTON UNDER LYNE, Byte Size:**  
Tel: 0151 373 7755
- BLACKBURN, Mercer & Sons:**  
Tel: 01254 58700
- BLACKPOOL, Toymaster:**  
Tel: 01253 225421
- BOLTON, Toymaster:**  
Tel: 01204 312999
- BOLTON, Whitaker's Toymasters:**  
Tel: 01204 312999
- BURNLEY, Arthur Benn:**  
Tel: 01253 432 645
- BURY, Toymaster:**  
Tel: 0161 704 4700
- CHORLEY, A & B Games:**  
Tel: 01257 251935
- CHORLEY, Hammons Toys & Nursery World:**  
Tel: 01257 251935
- CLITHEROE, Cowgills of Clitheroe LTD:**  
Tel: 01257 251935
- KIRKHAM, PK Boves:**  
Tel: 01773 571509
- LANCASTER, Lawson's Toymaster:**  
Tel: 01524 514518
- LANCASTER, Micro Markets:**  
Tel: 01524 514518
- LEIGH, Storktown Limited:**  
Tel: 01254 314118
- LEIGH, Toymaster:**  
Tel: 01254 314118
- MORECAMBE, Richard Lancasters:**  
Tel: 01253 410 004
- OLDHAM, Ottakers:**  
Tel: 0161 625439
- PRESTON, Toymaster:**  
Tel: 01773 251935
- ROCHDALE, Microshack:**  
Tel: 01706 211039
- ROSSENDALE, Rossendale Models:**  
Tel: 01706 211039
- THORNTON-CLIFELYS, Toy2save Collectables:**  
Tel: 01253 515905
- WIGAN, Sophies:**  
Tel: 0161 25 20005
- WIGAN, Wigan Model Centre:**  
Tel: 0161 25 245 583

## LEICESTERSHIRE

- GW LEICESTER:**  
Unit 2, 16/20 Silver Street. Tel: 0116 253 0510
- **GW LOUGHBOROUGH:**  
22 Bignall Street. Tel: 01509 238 107
- ASHBY-DE-LA-ZOUCH, Steve's Models:**  
Tel: 01530 416827
- COALVILLE, Geoff's Toys:**  
Tel: 01509 832786
- HINCKLEY, Punctilio Model Soot:**  
Tel: 01454 229843
- LOUGHBOROUGH, Geoff's Toys:**  
Tel: 01509 219355

## LINCOLNSHIRE AREA

- GW GRIMSBY:**  
9 West St Mary's Gate. Tel: 01472 347 757
- GW LINCOLN:**  
Unit S1A, Saltgate (on outside of Waterside Centre). Tel: 01522 548 027
- BOURNE, GT Collectible Cards:**  
Tel: 01778 422633
- GAINSBOROUGH, Toymaster:**  
Tel: 01427 676000
- GRANTHAM, Arbon & Watts:**  
Tel: 01604 855030
- GRANTHAM, Access Models:**  
Tel: 01476 592 001
- LOUTH, Castlines:**  
Tel: 01533 251143
- MABLETHORPE, Belas Toymaster:**  
Tel: 01507 473328
- QUADRING, MS Shragess:**  
Tel: 01775 821257
- SCUNTHORPE, Shermans Model Shop:**  
Tel: 01724 512 439
- SCUNTHORPE, Toymaster:**  
Tel: 01724 271020
- SCUNTHORPE, Westgate Department Store:**  
Tel: 01724 281888
- SKEGNESS, The Model Shop:**  
Tel: 01754 763429
- SPALDING, Mason's Models:**  
Tel: 01775 722456
- SPALDING, Westgate Department Store:**  
Tel: 01775 715421
- STAMFORD, Hawleys:**  
Tel: 01753 762125

## MANCHESTER AREA

- **GW MANCHESTER (central):**  
Unit R35, Mardon Way South,  
Ardale Centre. Tel: 0161 834 6871
- LEIGH, Toymaster:**  
Tel: 01942 671116
- MANCHESTER, Waterstones:**  
Tel: 0161 337 3000
- WARRINGTON, Steve Webb Models & Hobbies:**  
Tel: 01928 735225

## MERSEYSIDE AREA

- **GW LIVERPOOL:**  
47 Lord Street. Tel: 0151 258 1404
- **GW SOUTHPORT:**  
Unit K2, Marble Place Shopping Centre,  
Tel: 01704 501 255
- GW WARRINGTON:**  
Unit 20, Time Square (near Curry's).  
Tel: 01925 651 984
- WALLASEY, Fireside Miniatures:**  
Tel: 0151 681 1683
- WIRRAL, RS Models:**  
Tel: 0151 348 4363

## MIDDLESEX

- GW Uxbridge:**  
Unit 32, Chequers Mall, The Pavilions  
Shopping Centre.  
Tel: 01895 504100
- ENFIELD, Jenninas Stores:**  
Tel: 01895 504100
- UXBRIDGE, A Bovill Wright:**  
Tel: 01895 450 304

## NORFOLK

- GW NORWICH:**  
10-14 Exchange Street. Tel: 01603 787 656
- CROMER, Medland Toys:**  
Tel: 01263 512177
- DISS, Diss Toys:**  
Tel: 01372 640003
- DISS, Toymaster:**  
Tel: 01372 647143
- EAST DEREHAM, Youngsters World:**  
Tel: 01753 562 372
- GORLESTON, Toymaster:**  
Tel: 01492 430027
- GREAT YARMOUTH, Tavking:**  
Tel: 01493 880000
- HOLT, Starlings Toymaster:**  
Tel: 01493 711111
- HUNSTANTON, Hunstanton Models:**  
Tel: 01492 333324 / 534156
- IPSWICH, Toymaster Kinadam:**  
Tel: 01473 453619
- KINGS LYNN, Westgate Department Store:**  
Tel: 01562 700961
- KINGS LYNN, Empire:**  
Tel: 01562 785 174
- NORWICH, Kerricks:**  
Tel: 01603 491 228
- NORTH WALSHAM, Blackfish Games:**  
Tel: 01693 102 372
- SHERINGHAM, Starlings Toymaster:**  
Tel: 01693 823368
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# Index Astartes



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

## BLOODIED FIST

The Crimson Fists  
Space Marine Chapter

by Andy Hoare

A Second Founding successor of the Imperial Fists, the Crimson Fists have maintained the proud traditions of their Progenitor Legion for ten millennia, battling the multitudinous enemies of the Imperium with a stoic ferocity for which they have become renowned. Though recently decimated by the Waaagh! of the infamous Ork Warlord, Snagrod, the Arch-Arsonist of Charadon, the noble battle-brothers fight on through their chapter's darkest epoch, drawing on their proud spirit and 10,000 years of faithful service to the God-Emperor of Mankind.

### Origins

The origins of the Crimson Fists lie at the end of the Horus Heresy. In the wake of the cataclysmic civil war that saw the arch-traitor Horus bring the Imperium to the very brink of ruin, those Space Marine Legions still loyal to the Emperor embarked upon a massive program of reorganisation and rebuilding. Roboute Guilliman, the Primarch of the Ultramarines Legion, presented his Codex Astartes – a tome of epic proportions that set out the future of the Legionnes Astartes as smaller units called Chapters, each formed from a parent Legion. A number of the Primarchs, including the Imperial Fists' Rogal Dorn, vehemently opposed Guilliman's plan, hailing it as detrimental to the security of the Imperium, and a grievous insult to the honour of his legion.

The matter came to a head when the Imperial Fists' strike cruiser *Terrible Angel* was fired upon by the Imperial Navy. To his eternal credit, Rogal Dorn relented rather than plunge the Imperium into another bitter, internecine war. As did his brother Primarchs, he divided his legion into three chapters: the die-hard followers of the Primarch retaining the livery and title of the Imperial Fists, the more zealous brethren becoming the Black Templars, and the more recently initiated and level-headed members, the Crimson Fists.

The newly-formed chapters were apportioned a battle barge, a number of strike cruisers and several rapid strike vessels from the Imperial Fists' extensive fleet, and struck out to forge a destiny all their own. Over the next ten millennia, the Crimson Fists would carve their name in the annals of the Imperium, proudly maintaining the legacy of Rogal Dorn and the Imperial Fists.

Taking pride of place within the Assimularum of the chapter's space-faring fortress-monastery, is a majestic hololith carving depicting the chapter's first Master, Alexis Polux. In this masterpiece, Polux is portrayed during the newly-formed chapter's first action, the Scourging of Uralek Prime, in

which the Crimson Fists fought and defeated a large force of Exodite Eldar who were attempting to eradicate the small Imperial colony recently founded upon that world. Polux was a giant of a man, whose physical strength belied a cold, rational and supremely logical mind. His character did as much to mould the future of the new chapter as the legacy of its Primarch Rogal Dorn, and his masterful and stoic defence of the colony serves to this day as a tangible example to new initiates of the chapter.

Polux fell eight centuries after the founding of the Crimson Fists, during the battle for an unnamed system, codified as HR8518. The system was occupied by a previously unknown alien race, who came to be referred to as the Scythians. These deviant xenos warrior monks made war using terrible venom-based weapons, and it was such a poisoned projectile that struck the Chapter Master in the temple and brought about his death. It is said he fought the deadly poison for many days before his superhuman physiology was finally overcome, though before he died he imparted his plan to repel the Scythians from HR8518 to his warriors. After his death, his forces enacted his plan, and the aliens were repulsed from the system after a short but extremely bloody campaign of xenocide from which the Scythians learned the true power of the Imperium. The xenos have since rarely engaged Imperial forces in open battle, preferring instead to mount stealthy raids and assassinations where their deviant, underhanded and dishonourable ways can prevail.

### Homeworld

For nine thousand years, the Crimson Fists were a space-borne chapter, plying the space lanes of the Imperium aboard a fleet led by the gargantuan fortress-monastery *Rutilus Tyrannus*. They were a crusading chapter, in the same manner as the Imperial Fists and the Black Templars, though they maintained close ties with the Loki sector in Segmentum Tempestus, which is home to a number of feral



worlds from which the chapter draws new recruits. Segmentum Tempestus is infested by many Ork empires, and the chapter soon became expert in fighting these barbaric aliens.

It was after the glorious conclusion of the Voltigern Crusade in 745.M40 that the Crimson Fists were granted fiefdom over Rynn's World in the Loki sector. The sector had been threatened by a number of nascent Ork empires, and the Crimson Fists were able to attack each one in turn before any individual warlord could amass the strength to start a Waaagh! In the

aftermath of the crusade, these empires collapsed as warlord turned upon warlord, their ambitions stymied by their inability to present a unified threat to the Imperium. It was more than a thousand years before another Ork empire would threaten the Loki sector, in the form of the disastrous Waaagh! Snagrod.

Prior to Waaagh! Snagrod, Rynn's World was a pleasant agri-world, providing exotic foodstuffs to the Imperial nobility across the entire sector and beyond. The Crimson Fists built their fortress-monastery in the

inhospitable Hellblade Mountains, and though they retained feudal rights to the world, they allowed the hereditary governorship to remain in the hands of the local nobility. This very much follows Rogal Dorn's approach to worlds from which the Imperial Fists would recruit, allowing the chapter to concentrate on their own duties while the administration of their world is handled by those most qualified to do so.

Rynn's World's proximity to the chapter's primary source of recruitment, the feral world of Blackwater, made it an ideal homeworld. This allowed Crimson

Chapter Approved. Access Level: Ω twelve

Crimson Fists, Second Founding. M31



IA ref. 9932/x/  
Auto-reactive ceramite  
shoulder guards bearing  
personal heraldry and  
devotional inscription  
(top) and standard  
Chapter icon (bottom).



Above: Crimson Fists First Company Veteran Sergeant. Note seals and relics indicating bearer is in mourning for his fallen brothers, and artificer-made armour and power fist bearing heraldry of New Rynn City Guard.

Below: IA ref. 2403/v/Mk4 Astartes flamer unit. Note fuel flask in pre-injection, stowed position for safety during drop assault.



IA ref.3238/s/  
Veteran Sergeant's helmet  
bearing the Laureola  
Aurum.



Thought for the day: Pain is an illusion of the senses, despair an illusion of the mind.





Fists apothecaries and Chaplains to attend the annual 'Festival of the Bloodied Fist', during which the most promising of the feral worlds' young men would vie for the opportunity to join the mighty warriors from the stars. During the festival, the aspirants must undertake feats of great strength and courage, culminating with the Rite of the Dragon, in which the would-be Space Marine must track and kill one the ferocious swamp-dwelling Barb Dragons, killing it with only his bare hands in order to earn the right to become an aspirant. Each year, only a handful of young men get as far as this rite, and only one or two of these are likely to survive it, ensuring only the most courageous and resilient aspirants are accepted into the chapter.

With the destruction wrought by Snagrod, Rynn's World has much rebuilding to undertake. The Siege of New Rynn City was a protracted conflict that saw the city, and vast swathes of surrounding land, reduced to a barren, war torn wasteland. Now the conflict has been won, the surviving Crimson Fists are looking to their chapter's future, and the building of a new fortress-monastery.

### Combat Doctrine

When the Imperial Fists Legion was divided into individual chapters, those brethren of a more moderate nature became the Crimson Fists – where many of their former brethren in the legion railed against the changes wrought by the implementation of the Codex Astartes, the Crimson Fists embraced them. As a result, the chapter has maintained the combat doctrine set down by Guilliman, training in all the aspects of war the Astartes may expect to undertake.

Throughout the chapter's long and glorious history, it has become noted for its expertise in fighting the many alien monstrosities that assail the Imperium of Man, in particular the Orks. While the Crimson Fists have never neglected training to fight any and all foes, it is true that they have proved a valuable asset to the Ordo Xenos, contributing many battle-brothers to secondment in the Kill-teams of the Deathwatch.

In the aftermath of the Battle of Rynn's World, the chapter has found itself severely depleted and unable to fight in the manner proscribed by the Codex Astartes. Throughout the war, Chapter Master Kantor was forced to field his squads as infiltrators and guerrilla troops, attacking specific, high-value targets rather than spearheading



massive assaults, as would most other chapters in such a conflict. With the resolution of the war, one of Kantor's primary aims has become the rebuilding of his chapter into a viable fighting force once more.

## Organisation

As has been noted, the Crimson Fists have, since their founding ten millennia

ago, adhered rigidly to the precepts of the Codex Astartes. Following the Battle of Rynn's World, the chapter is committing all available resources into rebuilding this organisation.

True to their origins as a space-borne, crusading chapter, the Crimson Fists have traditionally maintained a large fleet of battle barges, strike cruisers and rapid strike vessels. Though the

Battle of Rynn's World saw these assets depleted enormously as Ork kroozers rampaged throughout the system, those vessels that survived the initial losses of the war proved invaluable in stalling the Ork invasion until the Imperial Navy could muster a response, reinforcing the Navy once they were in system, and in moving Kantor's small force around the warzones to make best use of its skills.

## THE RYNN'S WORLD INCIDENT

In mid 989.M41, the Ork warlord Snagrod the Arch-Arsonist of Charadon united the warring factions bordering the Loki sector, and launched the largest Waaagh! the Peryton 163 Cluster had seen in almost a millennium. The Arch-Arsonist's first target was the isolated Imperial colony of Badlanding.

The defenders of Badlanding were utterly unprepared for the invasion, and within days the only major strongpoint of resistance was the town of Krugerport, where the remnants of the Mordian 18th, 24th Lammass and 49th Boros regiments put up a bold, but ultimately doomed, defence.

Confident that he had the world in his grasp, Snagrod put out incessant, ranting broadcasts, boasting that his next conquest would be Rynn's World, which lay only a few weeks warp travel from Badlanding. Chapter Master Kantor responded immediately, despatching the 4th Company under Captain Drakken to Badlanding to stall the Ork Waaagh! and determine its strength.

The battle of Krugerport was a tragic defeat for the Crimson Fists who found Waaagh! Snagrod to be far larger and more aggressive than any could have predicted. Only a handful of Space Marines survived the battle, though those that escaped were able to bring invaluable intelligence back to Rynn's World. Kantor ordered the immediate recall of those companies fighting away from Rynn's World, mobilised the Planetary Defence Force, and prepared for the inevitable invasion.

When the Waaagh! hit Rynn's World, it was with a force unparalleled by any other Ork invasion since those of Armageddon. As Ork drop ships and roks fell through the night sky, Kantor and his Command squad, along with a bodyguard of ten battle-brothers, were inspecting the outer defences of the Crimson Fists' fortress-monastery. Seeing the invasion was upon them, the small force prepared to return to their base, when the horizon was lit incandescent white. Night turned to day, and an instant later a blast wave struck the Marines, barrelling them to the ground. For long minutes the very air burned and howled like the gates to hell itself had been flung wide, before subsiding and leaving the night

lit red by a distant conflagration.

The Crimson Fists' fortress-monastery had been destroyed. By infernal chance, a single warhead, launched from the Laculum battery, had faltered on its trajectory, falling from the edge of the stratosphere back towards the ground. One single missile should have proved insignificant to the mighty adamantium walls of the fortress-monastery, but this was not the case. The missile struck an unknown weak point, penetrating deep into the rock upon which the fortress stood. Its fuse set to burrow through the metres thick armoured hide of a starship before detonating deep within, the warhead bit through tens of metres of rock before striking the chapter's arsenal. The resultant explosion destroyed the stasis shields protecting ordnance capable of crippling a capital vessel, ripping the heart out of the mountain on which the fortress stood. The arsenal, the fortress-monastery of the Crimson Fists, the mountain, and an area half a mile wide were atomised in a heartbeat.

Kantor witnessed the destruction of his chapter from afar, but set aside his grief to consolidate what little power he still commanded. Going to ground, Kantor resolved to make for New Rynn City, where a small contingent of Crimson Fists stood beside the local militia. The trek to the city took ten days, and saw the small force lying low during the day to avoid the increasingly rapacious Ork hunter-killer-eater patrols. They marched throughout the night, never stopping for food or rest. On several occasions they ran into Ork invaders and were forced to fight their way

through, but on the tenth day they reached New Rynn City, to find it under siege by a massive force of the barbaric invaders. Skirting the edge of the enemy, Kantor led his men towards the only intact access to the city, an underzoom that crossed under the river Pakomac to the island on which the city stood. The gates of the underzoom were barricaded, and Kantor's force reached them scant moments before the invaders launched a near suicidal frontal assault upon them. To Kantor's great joy though, Crimson Fists manned the gates. Together, the two forces fought for hours to repel the endless tide of Orks that smashed into the barricades.

The Siege of New Rynn City was to grind on for eighteen months, but under the inspired leadership of Pedro Kantor, the Imperium won out against near impossible odds. The wider war would take many years to win, and many of the worlds of the Loki sector captured by Waaagh! Snagrod, including Badlanding, are lost, remaining in Ork hands to this day.





## Index Astartes: Crimson Fists

Following the losses of the Rynn's World campaign, the chapter finds itself in the unusual position of having more specialists than battle-brothers. The chapter's fleet vessels are commanded by Techmarines under the Master of the Fleet, and a number of Apothecaries are also stationed aboard these ships. The presence of these experienced brothers is vital to the rebuilding of the chapter, for without the Techmarines' intricate knowledge of the workings of the

Machine God, the Crimson Fists could not remain a viable fighting force, and without the Apothecaries' knowledge of the complex process of creating new warrior brethren, the chapter would dwindle and disappear within a short span of years.

With the completion of the Rynn's World campaign, the Apothecaries have begun the long process of inducting new brethren. The process cannot be rushed however, for the Crimson Fists have a long and noble tradition to maintain, and to compromise on the quality and suitability of aspirants at such a critical juncture in the chapter's history could one day spell its doom.

A number of Scout squads have been accepted into the ranks of the newly re-

"Nothing ever assured me more that the Emperor truly watches over us than when I saw our Chapter Master return to us from death."

Sergeant Huron Grimm  
at the Siege of New Rynn City

formed 10th Company, and these individuals are forging the future of the Crimson Fists with every battle they fight. They have already distinguished themselves in early actions against the Ork invaders, and are developing an abhorrence for the barbaric race beyond even that of a veteran of many xenos wars.

### Beliefs

The Crimson Fists venerate the Emperor as the gene-father of the Adeptus Astartes, and Rogal Dorn as the Primarch of the Imperial Fists Legion. They maintain a strict calendar of holy days, one of the most sacred being the Day of Foundation, during which the entire chapter gathers to celebrate its creation. During the ceremony, extracts from the works of Alexis Polux are recited, as well as the words of Dorn himself. The chapter's greatest victories are remembered, and its boldest sacrifices commemorated.

In this way, the lessons of the chapter's history are passed down through the ages, ensuring the brethren learn from the actions of their ancestors. This sort of critical introspection is encouraged by the Codex Astartes, but actually practiced by very few Space Marine Chapters, whose pride will often preclude any admission that they have anything to learn from past mistakes, or indeed that their predecessors erred in any way.

In line with their ancestry, the Crimson Fists have been observed on occasion to follow the Imperial Fists' tradition of fielding a Champion of the Emperor. The chapter fields the Emperor's Champion far less frequently than other Imperial Fists successors such as the Black Templars, but there have been a number of recorded instances when a battle-brother has been overcome with visions of the Emperor on the eve of battle, and taken up the Black Sword and donned the Armour of Faith to lead his brethren into righteous battle against the Emperor's foes. No instance of an Emperor's Champion being fielded has been recorded since the destruction of the





Crimson Fists' fortress-monastery on Rynn's World, and it is entirely likely that the ancient and sacred vestments of the office were lost forever in the destruction.

### Gene-seed

The Crimson Fists draw their recruits from a number of feral worlds in the Loki sector, most notably the world of Blackwater. The natives of this world are renowned for their ferocity and courage, but are far from barbarous primitives. They are a noble people, whose lives are a daily struggle against adversity, and it is this stoic nature that makes them such ideal material for the Crimson Fists.

Being a successor chapter of the Imperial Fists Legion, the Crimson Fists share their genetic legacy with them, inheriting many of the characteristics of their Primarch, Rogal Dorn. The chapter's gene-seed is highly stable, though the Imperial Fists', and therefore, the Crimson Fists', genome is lacking the Betcher's gland that allows a Space Marine to spit acid, and the Sus-an membrane that allows him to enter a life-sustaining state of deep sleep.

The Imperial Fists are known to suffer from a deep-seated drive towards self-sacrifice and penance. They strive to master the self-inflicted punishment of the pain glove, and are notorious for their dogged pursuit of victory, even in the face of overwhelming odds. Perhaps because their initial membership was

dedicated, but have clearly conquered any urge they may have to prove their devotion in the fires of self-imposed penance.

The chapter only narrowly escaped extinction during the destruction of its fortress-monastery. According to the genitor-adepts of the Adeptus Mechanicus, a chapter reduced to less than a company of brethren has only a 20-25% chance of survival, for the failure rate of the progenoid gland will often preclude the successful harvesting of new gene-seed, resulting in an inability

to induct new brethren. It was only the chapter's superior gene-seed that saved it from extinction, for the Crimson Fists have been reduced to less than a company of brethren, yet seem more than capable of rebuilding their numbers – however it will take many decades before those numbers are at anything approaching full strength.

### Battle-cry

Chaplain– “There is only the Emperor”, brethren– “He is our shield and our protector”.

### CHAPTER MASTER KANTOR

Pedro Kantor has served as the master of the Crimson Fists for almost a century, and his record of service goes back another 250 years before he assumed that position. He first rose to prominence at the Battle of Melchitt Sound, where, as a sergeant, he led his squad in a boarding action against the Ork kill kroozer, the Growler. The kroozer was disabled by the attack, allowing the Crimson Fists' strike cruiser, the Crusader, to break the Ork battle line, scattering the alien fleet and winning the battle for the Imperium.

Kantor is a contemporary of the famous Captain Cortez, serving as the Captain of the 3rd Company while Cortez led the 4th, taking part in such celebrated victories as the Battle of Steel Cross, the Defence of Fortress Maladon and the Kardian Campaign. The two warriors rose through the ranks together, fighting side by side as brothers. Cortez' stubborn nature tempered by his friend's even-minded calm. Kantor reportedly grieved deeply when his compatriot disappeared fighting Eldar pirates in the Wheel of Fire, though Kantor,

like many of those who knew the Captain of the 4th Company harbours the belief that the notoriously invulnerable Captain lives on yet.

Faced with the destruction of the vast majority of his chapter at Rynn's World, Kantor was faced with a choice few Chapter Masters have ever had to make. He could lead the remnants of his decimated force in a vainglorious last stand, determined to slaughter as many of the enemy as possible before succumbing to their overwhelming numbers, or, as he chose, he could marshal his resources and deploy his remaining force in missions that favoured small, elite units, looking to the eventual rebuilding of the chapter. It has been noted that many Chapter Masters in his position would have chosen the former option, ensuring their chapter a place in legend rather than accept their virtual defeat. It is to Kantor's eternal credit, and is a mark of a leader of superior character that he made the choice he did, for the Imperium can ill afford the loss of such a chapter as the Crimson Fists.

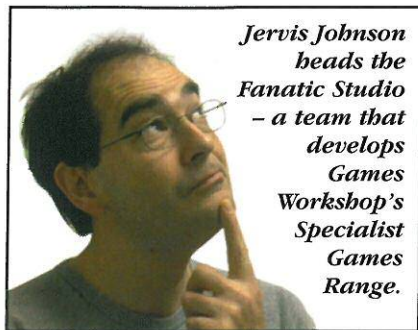
The final destination on my pilgrimage to Rynn's World was my visit to the Jadeberry Hill Necropolis. Upon that blasted knoll is to be found hundreds of hand-carved headstones, each one a memorial to a fallen battle-brother of the Crimson Fists. Each stone is engraved with the battle honours of a hero whose mortal remains will never be recovered, his body blasted to atoms by the fell hand of fate. I lingered at that bleak place for a day and a night, meditating upon the seeming futility of my own existence. Come the morn, I was struck by a revelation. Had not the Crimson Fists resolved to prevail in the face of utter defeat? If so, then I would strive to emulate their example. I am but a man, but I shall crane my neck to look upon the faces of giants.

Preface to chapter V, 'In the Footsteps of the Angels of Death', by Herak Sactorii.

drawn from the less extreme members of the Imperial Fists Legion, the Crimson Fists do not suffer from this headstrong impulse to anywhere near the degree of their progenitors. They are certainly every bit as noble, relentless and







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

I am forced to admit that we're not bringing out all that many new metal miniatures this month, only four new models in fact – oh the shame of it! Fortunately my blushes are saved by the release of two really superb new paper products in the form of *Battlefleet Gothic: Armada*, and the second volume in our *Inquisitor Conspiracies* series of supplements. Unlike the magazines and annuals we produce for the Specialist Range, these two books will be permanent additions to the range.

*Battlefleet Gothic: Armada* is the first supplement for *Battlefleet Gothic*. It is a weighty tome that covers all of the 'official' new ships and fleets that we've brought out for the game since BFG was released, as well as several brand new fleets for BFG players to use. Rather than blathering on about the wonderful prose and pretty pictures of painted models you'll find in the book, I'll cut straight to the chase and list the new fleets you'll find in *Armada* (takes deep breath): Dark Eldar fleets, Necron fleets, Tyranid fleets, Tau fleets, Space Marine fleets, *Battlefleet Armageddon* fleets, Imperial Bastion fleets, Imperial Reserve fleets, Ork Waaargh! fleets, Late War

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

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

# DECEMBER'S FANATIC NEWS

## *Specialist Games news from the Fanatic Studio*

Eldar Corsair fleets, and Chaos Space Marine fleets – phew! An impressive collection I'm sure you'll agree, and one that makes *Armada* a must-have supplement for any serious BFG player.

*Inquisitor Conspiracies 2* is the second of our campaign supplements for *Inquisitor*. The new supplement is called *Death Of An Angel* and has been written by Gav Thorpe and Graham McNeil. It carries on the storyline introduced in the first *Inquisitor Conspiracies* supplement, but this time the action has moved to Karis Cephalon (location of the Studio's own *Inquisitor* campaign) and concerns attempts to uncover the mystery behind an ancient artifact known only as the Angel. The book provides everything a gamesmaster needs to run three separate campaigns and has details of 14 different tabletop scenarios you can fight out with your own characters. To tie in with *Death Of An Angel* we're releasing new miniatures for *Inquisitor* Scarn (a very radical *Inquisitor* who will be familiar to players of the first *Conspiracies* supplement) and a Tau Water Caste ambassador. Both characters are featured in *Death Of An Angel*, but they can also be used on their own in campaigns of your own devising. Rules, background and painting information for both of the new models can be found in *Exterminatus Magazine* 9.

Although fans of *Warmaster* will have to make do without a shiny new supplement for their game, they do receive two splendid new units for use with existing armies. Players with *Khemri* armies can now add Bob Naismith's large and extremely intimidating-looking Giant Undead Scorpion to the ranks of their army, while players with *Skaven* armies can reinforce their armies with new units of *Stormvermin* courtesy of Colin Grayson. Full rules and background for these models can be found in *Warmaster Magazine* 20.

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

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](http://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](http://www.gamesworkshop.com/storefront)

All our Specialist Games have great websites full of free downloads, resources and up-to-date news! Check them out at: [www.specialist-games.com](http://www.specialist-games.com)

# SPECIALIST GAMES NEW RELEASES

*Battlefleet Gothic, Inquisitor and Warmaster releases.*

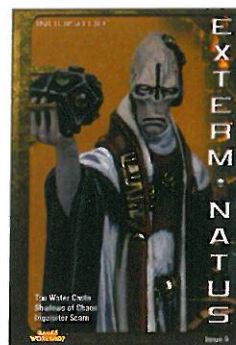
## INQUISITOR



**Inquisitor Scarn** £15  
Contains 1 Inquisitor Scarn.



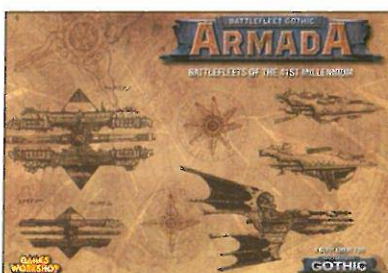
**Tau Water Caste** £12  
Contains 1 Tau Water caste and 1 Drone.



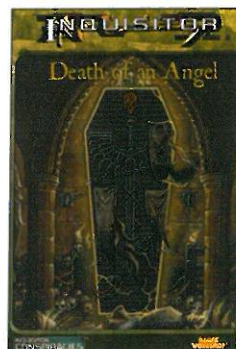
**Exterminatus 9** £3.50  
This 32-page Bi-monthly magazine keeps you updated with new rules and releases.



**Battlefleet Gothic magazine 17** £3.50  
This 32-page monthly magazine keeps you updated with new rules and releases.



**Battlefleet Gothic Armada** £18  
The first supplement for Battlefleet Gothic, covers all the official new ships and fleets that will be released in the near future.



**Death of an Angel - Inquisitor Conspiracies 2** £5  
Complete campaigns and unique game scenarios. The book also contains descriptions of characters, organisations and history.

## WARMASTER

### Mighty Battles on the tabletop

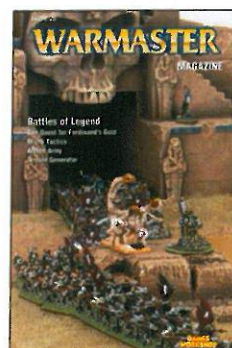
Control mighty armies thousands strong, backed by huge battalions of devastating war machines and led by the most valiant of heroes as they clash with your mortal enemies across vast expanse of terrain.



**Skaven Stormvermin** £6  
Contains 3 Skaven Stormvermin stands.



**Tomb Kings Undead Scorpion** £8  
Contains 1 Tomb Kings Undead Scorpion.



**Warmaster magazine 20** £3.50  
This 48-page Bi-monthly magazine keeps you updated with new rules and releases.

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. Models Shown at 100% of actual size. Models supplied unpainted and need assembly.



Inspired by the Warhammer Border Patrol article from White Dwarf 285, Matt Anderson has raised an army for the Tomb Kings of Khemri. Here are his musings on the creation and use of such an army with only 500 points to spend.

**Matt:** When Che Webster first told us he wanted to run a campaign for Warhammer, based around games the same size as '40K in 40 minutes', it caused quite a stir around the Games Workshop UK office. A lot of people ran off and used Che's rules to trim down their regular Warhammer army to Border Patrol forces of 500 points. I thought I'd try something a bit different from my usual Chaos army of Aelfric the Unsatisfied though, and, since I'd been looking for an excuse like this, I decided to go for a Tomb Kings army.

## BORDER PATROL: DEATH TO LIFE!

*Matt Anderson's Tomb Kings of Khemri*

The armies of Khemri and their pseudo-Egyptian imagery have always fascinated me, especially since I studied Egyptology at University. When I first joined Games Workshop, many years ago, I started a Khemri army, but I was disheartened by having to convert each and every skeleton to give them that Khemrian look.

With the release of the new Tomb Kings army, and Che's proposed 500-point Warhammer Campaign, this was my chance to field the dusty, yet colourful, Undead army I'd always wanted, and not worry about having to paint hundreds of

miniatures before I could start playing. It's a personal thing, but I can't stand playing with unpainted miniatures. First I got a copy of the Border Patrol rules and my Warhammer Armies book and ran off to plot for a weekend. I decided to work out a number of different possible forces which, if I got round to painting them all, would join together to form a reasonable Warhammer army.

*Matt tests out his new Undead army against Che's Empire force.*





Skull White  
spray undercoat



Flesh Wash and  
water mix



Bleached  
Bone



Brazen  
Brass



Hawk  
Turquoise

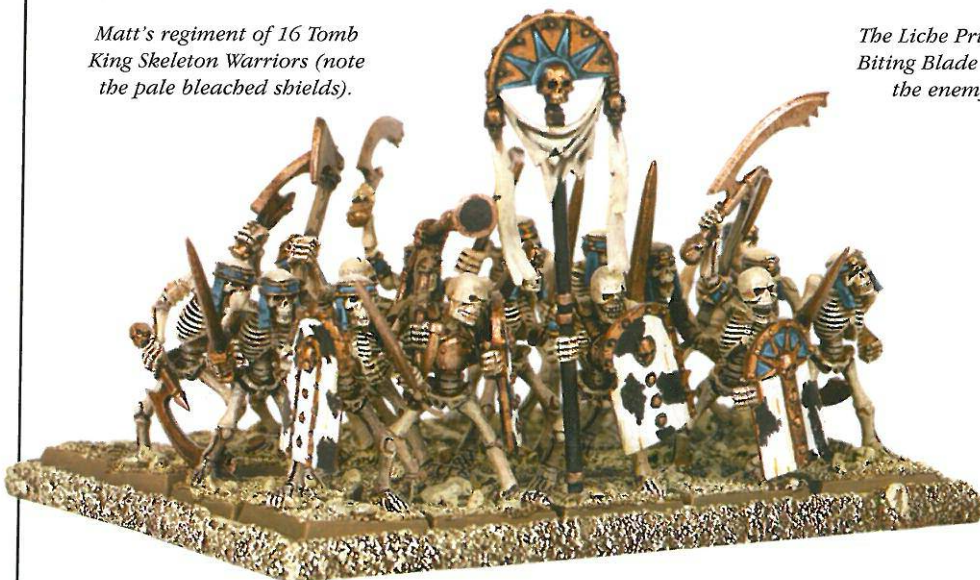
I started with a Skull White spray undercoat, and, as soon as this was dry, a 60% Flesh Wash and 40% water mix was applied liberally over the figure. This was highlighted up with a mix of 40% Bleached Bone and 60% Flesh Wash, and then pure Bleached Bone. The turquoise areas were base coated Scaly Green, highlighted with Hawk Turquoise, and then given a turquoise and white touch up at the very edges. All the metallic details on the headdress were painted Brazen Brass, highlighted, where

appropriate, with Dwarf Bronze. The weapons were painted the same but were re-undercoated black first. All remaining straps and bits of papyrus were painted Scorched Brown and highlighted with a 50% Scorched Brown and 50% Bleached Bone mix.

While I was working on the regiment, I managed to get my girlfriend to paint the shields for me! These were also undercoated white and given a wash of watered down Bleached Bone. I wanted

the shields to have the look of simple untreated cowhide over wood, like real Egyptian shields. Once the wash was dry simple rough-edged blobs of Chaos Black, thinned with a little Black Ink to make it flow without losing depth of shade, were painted on the surface, using pictures of Egyptian model soldiers and Zulu warriors as reference. The metal trim was painted the same as the weapons. Extra detail on the shields was painted in the same palette as the Skeletons themselves, again giving a nice uniform look.

*Matt's regiment of 16 Tomb  
King Skeleton Warriors (note  
the pale bleached shields).*



*The Liche Priest holding the  
Biting Blade aloft, taunting  
the enemy to attack.*



Now, on to Nephren-Ka. I wanted him to look really special, so I decided to borrow an idea from an army I saw at the Warhammer Grand Tournament, where a Chaos Sorcerer (the crouching one with a face in the back of his head), had become Undead, with the simple addition of a skull in place of his own face! I wanted a more imperious look so I used the Sorcerer of Tzeentch with the bird face and the burning hand. First of all, off came the top of the staff and the left hand, to be replaced with the top of the regular Liche Priest staff and a Skeleton hand holding a skull. These were drilled

and pinned but I didn't glue them on as the greater task still lay ahead.

I needed to give him a skeletal face and chose the plastic head with the more ornate headdress. First I trimmed off the face with clippers and then, with my trusty mini craft drill and an engraving tool, I bored out the hood until the Undead head, with only a little trimming, fitted naturally inside. I added a little Green Stuff to build up some leathery sinews in the neck, and the head was finished. To make it easier to achieve the dark and aged look on the folds of his

robes I undercoated Nephren-Ka with black and painted most of the clothing and bone etc in the same colours as the rest of the Skeletons. The under robe I wanted to look like ancient cloth, and so used Scorched Brown highlighted with mixing in more and more Bleached Bone. I decided to try something different with the metals, however, where I drybrushed or painted them in Boltgun Metal then gave them a wash of Yellow and Chestnut inks mixed with a little water. With a final dusting of Boltgun Metal the metals were done.



Finally the Ushabti, and here again I wanted to try some different techniques so I set about trying to make the body look like verdigris-streaked bronze, using a Dwarf Bronze and Hawk Turquoise wash. It didn't work at all, in fact it looked rubbish! So I've gone for a dark green stone look, starting with a basecoat of equal parts Chaos Black & Scaly Green, highlighted in Hawk Turquoise and then given a wash of watered down Chaos Black. The bodies were then given a gloss varnish. The rest of the details and metals were painted in the same way as for Nephren-Ka.



As the campaign was to start soon I initially went for the minimum painting option; a bit risky in such a low point campaign as it included a very expensive unit.

First off, according to the Border Patrol army selection rules, I needed a Liche Priest, who I had to have leading my army. Now, these Liche Priests are a bit expensive at 115 points. Since, in Border Patrol, no single model may cost more than 125 points, this left me with a paltry 10 points to spend on magic. I settled on the Biting Blade, just to give the Liche an edge in close combat. It was only after

a few games I discovered Che has raised the limit for Liche Priests to 165 points!

Next, I needed a Core choice which I decided could also fill the requirement for an infantry unit of at least 10 figures. I settled on a unit of 16 Skeleton Warriors with light armour, hand weapons and shields. With the obligatory Champion, Standard and Musician this unit rocked in at 169 points.

What could I do with the remaining 206 points? I wanted to get playing as soon as possible, and given the speed I paint at I thought I'd take a bit of a flyer and go for a

small and expensive unit of really hard warriors. In such a small game the sudden loss of lots of points with the fall of one unit can end the game very quickly, so they need to have some serious staying power. There was only one option: 3 Ushabti. These animated statues can deliver a serious punch and should be

able to devastate an average unit whilst still holding on themselves. In ancient Egyptian, Ushabti means "one that answers" and similar statues were placed in tombs to animate and answer the call to work for their owner in the afterlife. Now I just had to hope they would work for me too!

Next, construction and painting. I wanted to get the regiment done first as I could then concentrate on the awesome Ushabti and the Liche Priest, who I'd now named Nephren-Ka, which means "Unlovely Soul" in ancient Egyptian.

Whenever I start to build a unit I always number the base of each figure and make sure they rank up properly in the unit's most common formation. This is even more important with light plastic models like Skeletons because if they don't fit into the movement tray the models will keep falling over every time I try to move the unit. I decided to use the heads with the helmet/headress from the Khemri sprue and use as many of the Kopesh (sickle-shaped sword) as I could find to give a unified look to the unit. I even converted an extra Kopesh or two out of parts from the regular Skeleton sprue. With the Champion bare-skulled to make him stand out, and the rest of the Skeletons glued, (apart from the shields), the regiment was ready to paint.

So, with the Undead legion of Nephren-Ka picked, painted and armed in the full panoply of war, they were ready to march out and join battle. My first game was drawn against Chris Bone, fielding the rotting hordes of the upstart Necromancer Hieronymous Schenk. I'll let you know how they fared and how the campaign is progressing in a future issue of White Dwarf.

## CHARACTERS

Liche Priest, Biting Blade.

125 pts

## CORE

16 Skeleton Warriors with Standard, Musician, hand weapons, light armour and shields.

169 pts

## SPECIAL

3 Ushabti

195 pts

## TOTAL

489 pts





# BORDER PATROL RULES UPDATE

Following on from continued play of the Border Patrol rules we published in White Dwarf 285, here is a reminder of the core Rules of Engagement and answers to some of the odd questions that we have been asked.

## RULES OF ENGAGEMENT

Each player will need a Warhammer army that conforms to the special limitations below:

- You must choose an army of not more than 500 points.
- You must have a **single** Hero to lead the force, but the Hero may not be an Army Battle Standard Bearer.
- The Army must consist of at least **two** Units and no more than **four** Units.
- You must have at least **one** Core choice.
- You may take **one** choice of either Special or Rare Units, but not both.
- You must include at least **one** infantry unit of 10+ models.
- No unit may be larger than 25 models.
- No unit may carry a magical standard.
- No single model may cost more than 125 points.
- An army may have no more than **one** Chariot or War machine. This also applies to choices that allow more than one item per pick, like Goblin Wolf Chariots. You may only buy **one** per choice.

Here are a couple of army-specific notes:

- Bretonnians do not have their Army Battle Standard Bearer.
- Tomb Kings must have a Liche Priest as the Hero. He will also act as the General. However, he may be purchased up to the value of 165 points.
- Tomb Kings may have more than one Chariot.
- A Vampire Thrall may lead a Vampire Counts army.

## QUESTIONS & ANSWERS:

- 1) Does the 2-4 unit limit include the compulsory Hero? War machines? Do the rules mean regiments or units?  
*The limit excludes the Hero. Everything else counts.*
- 2) Do Skaven weapon teams count as war machines for the purposes of the 1 war machine only rule?  
*Yes.*
- 3) Do Lizardmen Salamanders count as War machines?  
*No, Salamanders do not count as war machines.*
- 4) Do Empire Detachments count as separate units for the purposes of calculating unit size/number of units allowed?  
*Detachments do not count against the limit for units in your army and they count as a separate unit for the purposes of unit size. However, they are limited to 25 models like any other unit.*

- 5) It states that you may have only one Hero, but in the case of a Black Orc Big Boss (who takes up 2 Hero choices) may I still have him, as he is just one model?  
*No.*
- 6) What counts as an infantry unit?  
*Only Unit Strength 1, non-flying models on foot count for the Infantry restriction.*
- 7) Do Ogres, Trolls and the like count as infantry for the purposes of the minimum, or do only Unit Strength 1, non-flying models on foot?  
*Only Unit Strength 1, non-flying models on foot count for the Infantry restriction.*

## THE BORDER PATROL RULES DECISION MAKER

When you play Border Patrol games it's important to remember that these battles approach Warhammer in a way that was not originally conceived by the designers. This means odd stuff will crop up which you need to sort out 'on the fly'. The best way to resolve this kind of stuff is to use the following Decision Maker:

1. Ask yourself if there is any existing Warhammer rule you can use as a precedent.
2. Ask yourself what is the most reasonable thing that would happen in this situation.
3. Ask yourself what the two most likely outcomes might be and then roll a die:  
1-3 = Go with solution 1  
4-6 = Go with solution 2





While many Heroes of the Imperium are lauded across the galaxy for their feats and victories, there are others whose deeds must forever remain unknown except to a few. One such unsung hero is Colonel Schaeffer, commander of the 13th Penal Legion.



**T**he Imperial Guard is a vast organisation, containing armies of soldiers in their hundreds of thousands and even many millions. Discipline and faith are paramount, when quite often it is the heretic and the traitor who pose the greatest threat to

#### LIEUTENANT KAGE

An oddity amongst many Last Chancers, Kage is the only soldier to have ever survived a mission with Colonel Schaeffer and yet still remain in the 13th Legion. Originally sent to a gulag world for the murder of his sergeant over a woman, Kage attempted to steal a shuttle that was visiting the prison planet. It was his misfortune, or perhaps divine intervention by the Emperor, that the shuttle belonged to Colonel Schaeffer. Impressed by Kage's initiative and sheer murderous intent, Schaeffer immediately drafted him into the Last Chancers. Despite numerous escape attempts, Kage never managed to get away from Schaeffer. Though he survived the destruction of the fortress-city of Coritanorum on a mission led by the Colonel, Kage had become so unhinged by the knowledge that he was the only other survivor that he fell into battle psychosis. This came to a head when he was gripped by a frenzy and attacked his fellow officers in his new regiment, killing one in his drunken rage. The next day, his pardon had been torn up and Schaeffer was waiting for him. Kage has never worked out how the Colonel knew he would transgress again and has long since stopped worrying about it. His psychosis has been deepened further by the many unpleasant acts he has since performed in the service of Colonel Schaeffer to the point that he has uncontrollable visions and waking nightmares.

Kage is caught between his hatred of Schaeffer for destroying his life, and the knowledge that without war he no longer has any purpose. A born survivor, Kage is adamant that he will outlive the Colonel and only then will he know some measure of peace (or more likely, get himself into trouble and be killed). Kage's future and Schaeffer's are intertwined, as it no longer matters how many times he follows the Colonel into battle – as Schaeffer once told him, "You only get one Last Chance".

# HEROES & VILLAINS OF THE 41ST MILLENNIUM

## COLONEL SCHAEFFER, IMPERIAL PENAL COMMANDER

the future of Mankind. Thus an infraction against the military law of the Imperial Guard is usually dealt with swiftly and harshly. Battlefield executions by Commissars, banishment to prison worlds, alteration into mindless servitors or frenzied Arco-flagellants are all possible fates for those who kill their fellow soldier, loot a conquered world or betray their officers and the Emperor.

Then there are those whose skills are too useful to waste. Veteran officers who countermand orders, snipers who refuse to kill, soldiers who have seen enough death to drive them insane. These are the warriors who are spared the gallows, for they are more useful to the Emperor alive, if only for a short time, than dead or imprisoned. These men and women – brutal killers, rogues, cowards and thieves – make up the ranks of the Penal Legions.

#### THE 13TH PENAL LEGION

Most Penal Legions are not dissimilar to any other Imperial Guard regiment. The 13th Penal Legion is different. Those

miscreants who fall under the eye of Colonel Schaeffer are given a simple choice: fight for the Colonel or die. Quite often there is no distinction at all, as Colonel Schaeffer's missions are almost invariably suicidal for those involved. However, the promised reward is lure enough to a desperate man or woman awaiting the hangman's visit – survive the mission and receive a pardon for your crimes. Schaeffer does not just give his soldiers the chance to escape their punishment; he offers them an opportunity to purify the sin from their souls before they die. A soldier who dies in the service of the Emperor has earned the right to dwell beside the Immortal Lord, but one who dies a traitor to Mankind is damned to the eternal abyss of Chaos. It is for this reason that the soldiers of the 13th Legion commonly refer to themselves as the Last Chancers.

Nobody is sure how long Colonel Schaeffer has led the Last Chancers, or how many times he has cheated death himself. His missions take him to the far corners of the galaxy, and so, though he appears to be a man of perhaps no more than forty Terran years, the time distortion effect of so much warp travel means that he has been in Imperial service for centuries.

Over that time, Schaeffer has participated in some of the bloodiest fighting Mankind has ever witnessed. Forlorn hope assaults against enemy fortresses, city fighting across blood-stained ruins, on death worlds, below ice worlds and in the scorching heat of desert worlds; Schaeffer has seen them all and survived.

The Last Chancers vary in number, but they are always picked for a specific objective. When he has time, Schaeffer may lead hundreds, even thousands of men on a campaign, dragging them through the most dangerous war zones imaginable until only the hardest, most desperate and savage fighters remain. Only then do they embark on their real mission.

Alternatively, if time is short, then Schaeffer will hand pick his team from



the outset and train them for their purpose. He maintains contact with other Penal Legion commanders, the governors of prison worlds, and also is known to communicate with members of the Inquisition. From these sources, he gathers the flawed elite of the Imperial Guard, and they are brought together at various holding prisons that have been established across the Imperium. From these men and women, the most vicious, undisciplined dregs of the Imperium, he chooses the Last Chancers.

Though few survive one of Schaeffer's missions, the Colonel himself has always come through, often totally unscathed. Some believe he is guided by the Emperor, others that he is not even human but the result of secret Adeptus Mechanicus tampering. Possibly only a select few members of the Inquisition know the truth. However it came about, Schaeffer is one of the most gifted leaders alive. He is able to push his troopers to their limits and then beyond, using his innate knowledge of how their minds work, through a mixture of punishment and hope.

Schaeffer's past record is exemplary, and he has never failed in a mission yet. Despite horrendous casualties suffered by his men (in fact it is common for no Last Chancers to survive), somehow he always achieves his aim. Whole wars have been won or shortened by his efforts, alien conquests halted in their infancy by a well-timed strike, and traitor generals and Imperial commanders hunted down before their evil has spread. Often unseen, the Last Chancers fight behind enemy lines to attack supply dumps and command headquarters, ambush enemy columns or sabotage their food and water. Though he has probably earned the right to the title of Warmaster by his efforts, Schaeffer prefers this covert warfare, and in the spiritual cleansing of those he commands.

## INTO THE EYE

Though his current duties have led him to the far side of the galaxy, even Colonel Schaeffer was once embroiled in the cataclysm that has engulfed the galaxy from the Eye of Terror. Many years ago, when Abaddon's Thirteenth Crusade was not even a rumour, Schaeffer and his hand-picked team were sent into the Eye of Terror. Only a few Inquisitors know of the mission that took place, and fewer still of its true purpose.

Colonel Schaeffer's goal was straightforward, if not easy – destroy a small outpost of the Black Legion Traitor Space Marines. Assembling his squad,

Schaeffer was transported by a specially shielded starship through the Arx Gap into the Eye of Terror itself. Three navigators died locating the daemon world Gorthesta, but eventually the Last Chancers were deposited on the planet, out of range of any detection augurs the enemy may have possessed.

There was no day or night on Gorthesta, only an endless sky of purple haze that roiled with violent storms. The Last Chancers had to fight their way across this inhospitable realm, battling nightmarish daemonic entities and the planet itself. The six survivors of the twelve-man team that had landed breached the perimeter of the outpost under the cover of a massive tempest so destructive that the ground trembled beneath their feet.

Schaeffer led his men on a cleanse of the guard buildings that surrounded the central complex, despatching the few Traitor Marines they encountered with brutal efficiency. However, as they cleared the last guardhouse, the alarm was finally raised.

Dashing across the open ground with the storm lashing down with acidic rain, the Last Chancers rushed the central compound in the teeth of the enemies' bolter fire, losing two more of their number. They were about to enter the cathedral-sized central edifice when a pair of massive gates began to grind open.

Through the gate came a monstrous biomechanical beast, a fusion of flesh and metal that strode towards them on six piston-driven legs. The roars of the daemon-engine could be heard even above the deafening thunder, its weapons bathing the Last Chancers in shells and flames as it stormed towards them. Behind the Defiler six Traitor Marines advanced, their bolters booming.

The Colonel himself was bathed in daemonic fire but leaped clear, his clothes ablaze, and hurled a cluster of meltabombs at the machine. The detonations tore the daemon-engine apart from below, releasing the trapped daemon within. Before its essence



*Colonel Schaeffer leads the Last Chancers through the dense terrain of false hope.*





*Colonel Schaeffer and the Last Chancers find themselves up against impossible odds yet again.*

The Colonel clasps his hands behind his back and turns on the spot, striding to stand in the middle of the room in front of the "recruits." I walk over to stand just behind and to his left. He looks up and down the line a couple more times, weighing up the merits of each of them in his head. I'm not sure whether it's them he's judging, or me for choosing them.

"They all seem satisfactory, Kage," he says quietly to me, not turning around. "But we must see which of them passes the final test and which will fail."

"Final test, sir?" I ask worriedly. I can't think what the Colonel has in mind, I thought I'd covered every angle.

"My name is Colonel Schaeffer," he barks out, his strong voice filling the chamber. "I am the commanding officer of the 13th Penal Legion," he glances towards me for a second, "which some of you may of heard being called the Last Chancers. It was I who brought you all to this prison, and I now stand before you to offer you a choice. I need soldiers, fighters like all of you, to take part in a dangerous mission. It is likely that many of you, perhaps even all of you, will not survive this mission. You will be subjected to the

most ruthless training that Lieutenant Kage here can devise, and I will expect total obedience. In return for your dedication to this duty, I offer you a full pardon for the crimes you have been convicted for. Survive my mission and you will be free to pursue whatever lives you can. If you do not survive, then you will be pardoned posthumously, so that your souls may be cleansed of your sins and ascend to join the Emperor. Remember that a life not spent in the service of the Emperor is a life doubly wasted, in this world and the next. I also remind you that you all swore oaths of loyalty and service to the Emperor and the Imperium that serves him, and I again offer you the opportunity to fulfil those oaths."

I look at the Colonel. He's stood there, ramrod straight, hands held easily in the small of his back. I can't see his face, but I remember it the last time he gave that speech, to me and nearly four thousand others over three years ago. It wasn't quite the same speech, but I recall his face. It radiates confidence and sincerity, those blue eyes shining with pride. He truly believes he is here to save our souls from damnation. And maybe he is. My old friend, Franx, certainly believed so, and

after what I went through in the Last Chancers I'm damn sure I earned myself some redemption.

"Moerck," he says, looking towards the ex-Commissar. "Do you volunteer for this duty?"

"I do sir!" he booms back, and I can picture him now, striding amongst the bullets and lasbolts, his voice like a clarion call to the soldiers around him. "It will be an honour and a privilege to serve the Emperor again."

"Lyle," the Colonel calls out. "Do you volunteer for this duty?"

"If it means staying out of that cell, then yes I do," the recon man replies with an emphatic nod of the head.

"Regis, do you volunteer for this duty?" the Colonel asks the gunnery sergeant. Regis hesitates, glancing along the line to his left and right, and then back at the Colonel.

"I don't want to die," he mumbles, eyes cast downwards as he says it. "I would rather stay here, sir."

From the novel "Kill Team"  
by Gav Thorpe



dissipated, the daemon ripped apart two more of Schaeffer's men, and tore through the squad of Black Legion that had accompanied it. Seizing the opportunity that had presented itself, Schaeffer led the two remaining Last Chancers on a charge through the open gates.

Within the huge, vaulted chamber beyond, they found the dormant shells of five more of the daemon-engines. At its centre the Black Legionnaires had erected an obscene altar to the gods of Chaos, pulsing with unearthly energies, filling the minds of the Last Chancers with daemonic laughter. Schaeffer pressed on, placing meltabombs on the promethium barrels intended to fuel the Defilers' arcane engines. The two remaining members of the squad were reduced to gibbering wrecks by the surging Chaos energy. One of them, a ghostly light in his eyes, hurled himself at Schaeffer with murderous intent. Schaeffer shot him between the eyes with his bolt pistol before dragging the other unfortunate clear.

As they escaped the compound, the meltabombs detonated, turning the outpost into a ball of fire and plasma that towered into the sky. Hideously burned, carrying the limp form of his companion, Schaeffer made the trek of many kilometres back to his ship.

None can say what might have happened had the Black Legion finished their construction of the Defilers. Had the Defilers been set loose, it is entirely possible they would have opened up a staging point for Abaddon to launch his crusade through the Arx Gap, rather than against the formidable defences of the Cadian Gate. For Schaeffer, there was no time to rest, for even as he recuperated from his injuries, word came of the renewed Tyranid threat growing on the Eastern fringe.



Colonel Schaeffer, Imperial Penal Commander

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
<b>Schaeffer</b>	<b>75</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>9</b>	<b>4+</b>
<b>Kage</b>	<b>35</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>4</b>	<b>3</b>	<b>8</b>	<b>5+</b>
<b>Last Chancer</b>	<b>11</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>2</b>	<b>8</b>	<b>5+</b>

The Last Chancers count as a HQ selection on the force organisation chart. If more than 8 models are taken (including Schaeffer and Kage) they count as a Troops selection as well. If more than 16 models are taken they count as two Troops selections as well.

**Number/squad:** Colonel Schaeffer, Lieutenant Kage and from 4 to 20 Last Chancers.

**Weapons:** Schaeffer has a power sword, plasma pistol and carapace armour. He also has bionics, the Macharian Cross and a Medallion Crimson.

Kage has a bolt pistol and close combat weapon.

The Last Chancers have a motley assortment of personal weapons, but in game terms each will have either a lasgun, a shotgun or a laspistol and close combat weapon.

All members of the unit have frag and Krak grenades.

**Options:** Schaeffer and Kage must be used as described. Any number of Last Chancers can be upgraded to specialists at +5 points per model.

Each specialist may be armed with a special or heavy weapon from the list below, and may additionally select equipment from the Imperial Guard Armoury up to a maximum limit of 15 points each (this can include "Officer only" items – some of the owners may not have noticed the kit is missing yet!). Weapon limits apply (no model may have more than two weapons of which only one can be two-handed) and weapons selected from the list below cannot be master-crafted.

For each model with a heavy weapon, there must be at least one more non-specialist charged with carrying the ammo. Each pair of models will form a heavy weapon team armed with one of the following: lascannon at +25 points, missile launcher at +15 points, autocannon at +15 points, heavy bolter at +10 points or mortar at +10 points.

Otherwise, specialists can carry a meltagun at +10 points, plasma gun at +10 points, flamer at +6 points, grenade launcher at +8 points, sniper rifle at +10 points or demolition charge at +10 points.

Any specialist not acting as a heavy weapon team or using a special weapon may be equipped with a vox-caster at +5 points.

Any specialist not acting as a heavy weapon team or using a special weapon may be upgraded to a Psyker for +5 points. His profile remains the same but he has a randomly determined power from the Sanctioned Psyker table.

**Character:** Schaeffer and Kage are independent characters. They must remain within 2" of the sub-unit they are each allocated to (see Sub-Units below) at all times and may not leave it. If it is wiped out each reverts to being an independent character.

**Transport:** Any sub-unit may be mounted in a Chimera transport at +70 points; see the Chimera entry on page 49 for more details.

## SPECIAL RULES

**Sub-Units.** At the start of any game you can break the Last Chancers, including Kage and Schaeffer, into a maximum of five sub-units. Each can consist of as few as one model. How you do this is up to you but you cannot have more than five units.

Members of the same heavy weapon team must be in the same sub-unit and no sub-unit may have more than one demolition charge.

**Doctrines.** The Last Chancers come from a variety of units and cannot be upgraded with any Doctrines.

**Harsh Discipline.** While the Colonel is alive all sub-units will automatically pass any Morale, Leadership or Pinning tests they have to make.

**Crazy.** Lieutenant Kage is a nasty piece of work with a mind no one wants to understand too closely. When attacking a sentry, the alarm is only raised on a 6, as Kage is a very proficient back-stabber. Also he gets premonitions – sometimes they just encourage him to do bad things, but other times they warn him of danger. Treat his 5+ save as Invulnerable.

**Infiltrate.** Any sub-unit not mounted in a Chimera may infiltrate if the mission permits it.

**Deep Strike.** Any sub-unit not mounted in a Chimera may start the game in reserve and arrive by Deep Strike if the mission permits it. This represents them dropping in by grav-chute.



This month sees the release of the new Valten, and the reintroduction of an old favourite – the Emperor Karl Franz. Gav Thorpe tells us how the fates of these two remarkable men became intertwined.

# THE CHOSEN OF SIGMAR

*Valten meets the Emperor Karl Franz*

The year 2522 was to be the most difficult in the reign of the Emperor Karl Franz. In the north, a vast army was gathering, bent on the destruction of the Empire he ruled. The summer before, a vanguard of the mightier host of the Dark Gods had poured through Kislev and attacked Wolfenburg. The Dwarfs had sent news of another army of Chaos marching south through the Dark Lands, threatening the Empire from the east. Those he needed the most were riven with discord. The powerful Church of Sigmar was in turmoil, split by the actions of one man and the emergence of another. With the priests of Sigmar split, the Elector Counts, the Marshalls of the Imperial army and the other great leaders who served him needed leadership and guidance. It fell to Karl Franz, greatest statesman in the Old World's history, to save his realm from destruction from without and within.

## THE ARMY OF SIGMAR

The source of so much controversy was Luthor Huss – the self-proclaimed Prophet of Sigmar. Not so far from Altdorf, in the small Reikland village of Lachenbad, Huss met the remarkable youth, Valten. Witnessing the charisma and power of the young man, Huss had declared that Sigmar

was reborn, that the Founder of the Empire had returned in their time of need.

Even before Huss's pronouncement, the name of Lachenbad and Valten had begun to spread across the Reikland and further abroad. Warrior Priests devoted to Sigmar recognised something in the stories, and like Huss they made their way to the village. Other, more demented individuals also heard the tales of the saviour returned. All manner of penitents and flagellants descended on the village, along with hundreds of others – homeless, desperate people seeking sanctuary from the beasts and creatures that had grown bold and strong under the stretching shadow of Chaos.

Within a few weeks, this rabble had grown to several thousand strong. Growing short of food, they began to become restless and the villages in the surrounding area were overwhelmed by the columns of pilgrims and refugees pouring into the Reikland. Valten was nowhere to be seen, but Huss came before the assembled masses and spoke to them.

He told them that a time of great darkness was about to befall them, but also that they held the power within themselves to survive this and drive back the dread forces that assailed their land. To rousing cheers, he

rode out amongst them, telling them that Sigmar had returned to them to lead them to victory. It was not long before there were calls for Valten to travel to Altdorf to assume the role of Emperor.

## THE THEOGONIST SPEAKS OUT

Not all of the Church of Sigmar were impressed by these events. Some of the priests, on hearing Huss's fiery oratory, took their horse and rode to Altdorf as quickly as they could. Here they begged audience with the Grand Theogonist, to tell of what they had witnessed.

Incensed by the defiance of Huss against a duly elected Emperor, who had been endorsed by Esmer's predecessor Volkmar Grim, the Grand Theogonist renewed his denouncement of Huss and his beliefs. He declared Huss a charlatan and Valten, at best, a pawn of Huss's scheming, and, at worst, a heretical fraud. He ordered that Huss disband his peasant army and give himself over to the mercy of the Church of Sigmar. If Huss refused, Esmer resolved to approach the Emperor for an army to be assembled to scatter the ragged force gathering in the south.

The capital of the Reikland and the Empire became a tense place, as news came that the army of Huss and Valten was heading west and north. The legion of the desperate and the deranged was descending on Altdorf. The Reiksguard were called out to man the walls, and word sent for militia and Reikland companies to be brought to the capital to increase its defences.

## VALTEN COMES TO ALTDORF

The roads to the south and east of Altdorf were choked with a seething mass of Humanity, Valten and Luthor Huss at its head. The south gates to the capital were closed and barred, and an emissary from the Grand Theogonist rode forth with a proclamation sent by Johann Esmer. It called for Valten and Huss to disperse their heretical force and give themselves up to the justice of the Emperor.

Huss rode forward to confront the emissary, his hammer raised, but Valten intervened. He told the emissary that the faithful of the Empire were not his to command, and were at Altdorf of their own volition. He bid the emissary to return to the Imperial Court and tell them that he would see them in three days time. The herald, clearly shaken by the encounter, returned to the city.



*A column of pilgrims pours into the Reikland.*



Unknown to those outside, a fierce debate was raging in the capital. No armed force had ever marched on Altdorf and not been met with resistance. Commander of the Reiksguard, Reiksmarshall Kurt Helborg, declared that the safety of the Emperor was at risk if the rabble was allowed to stay, and barred entry or exit from the city. Johann Esmer entreated him to assemble his knights and ride out to scatter the immense mob, but the Reiksmarshall refused to lead a charge against the desperate throng.

The next day, Huss approached the gates with Valten and requested entry so that he might present the saviour of the Empire reborn to Karl Franz. The captains of the Reiksguard said that they could not open the gates while an armed force was camped outside the city walls.

On the second day, Huss once again rode to the city gates to parley with the captains of the wall. He declared that he was no enemy of those with true faith. He raved against the blindness of the captains, and told them they were victims of the Grand Theogonist's lies if they could not see that their god had returned to them. Though disturbed by their words, the Reiksguard remained resolute in their obedience to their orders. Word reached Esmer of the Prophet of Sigmar's accusations, and it is said that he flew into a rage and sought immediate audience with Karl Franz. He returned disappointed, his request for the immediate arrest of the imposters having been denied.

On the third day, at dawn, Huss and Valten once more went before the gates. This time Huss told the guards that he would present Valten to Karl Franz, and he struck a blow against the gates with his hammer. The captains were worried by this threat, looking out at the screaming, maddened flagellants, the surly peasants and grim Warrior Priests who filled the surrounding fields. They remained true to their task, however, and shouted for Huss to withdraw.

Within the great towers that flank the gates, dissent was growing amongst the ranks of the Reiksguard. There were those who argued to allow Valten and Huss entrance to the palaces, if only to avoid a possible attack. Against them were set the captains who believed that Huss's threat confirmed he was a danger and should not be allowed into the city. More crucially was the debate that went back and forth concerning Huss's claim – if Valten truly was Sigmar reborn, they were defying the will of a living god.

In the ruddy hours before dusk, two figures approached the gates. It was Valten who strode up the road, Luthor Huss trailing behind him. Their ragtag army was camped around the city but there was no further movement. Before them, the massive gates loomed up into the darkening sky.

Within the east gate tower, Captain Cornelius Apstel of the Reiksguard watched the figure of Valten approaching. His men later reported seeing him trembling, as he stared out of the barred window. As Valten approached the gate, Apstel ordered his men to loose the gears that would open the

## EMPEROR KARL FRANZ, PRINCE OF ALTDORF

*Karl Franz is a Lord choice in an Empire army, and in addition he takes up a Hero choice as well. He must be the army General.*

	M	WS	BS	S	T	W	I	A	Ld
Karl Franz	4	5	5	4	4	3	5	3	10
Deathclaw	6	6	0	5	5	4	5	4	8

**Points:** 440 + Magic weapon

**Weapons:** The Emperor must carry either Ghal Maraz (+180 points) or the Reikland Runefang (+100 points).

**Armour:** Full plate armour.

**Mount:** The Emperor rides his loyal Griffon Deathclaw (225 Victory Points if killed).

### SPECIAL RULES

**Leader of Men:** The presence and unflinching courage of the Emperor greatly raise the morale of his soldiers, inspiring the humblest of fighters to mighty acts of heroism. The Emperor is immune to panic. All friendly units within 18" of the Emperor can always use his Ld instead of their own (this replaces his normal General ability of passing on his Ld within 12"). In addition, all units using Karl Franz's Ld can re-roll failed Psychology tests (remember that Break tests are not Psychology tests).

**Deathclaw:** So strong is the bond developed from many years of war and adventure between the Emperor and his beloved Griffon, that Deathclaw automatically passes the Leadership test he needs to take if Karl Franz falls. In addition, Deathclaw will hate the character/unit that kills Karl Franz.

**The Reiksguard:** Karl Franz is protected by the knights of the Reiksguard and he commands the entire order. To represent this, up to half the Knightly Orders units in Karl Franz's army may be upgraded to Inner Circle, and Greatswords may be taken as a Core choice to represent Reiksguard Knights on foot.

**The Silver Seal:** *The Silver Seal wards away harmful blows, and even countermands magic spells cast against the Emperor. The Warrior Mage Fredrik von Tarnus made the artefact for Magnus the Pious, after the Great War against Chaos.*

Gives a 4+ Ward save and Magic Resistance (3) to the Emperor and his mount. In addition, enemies suffer a -1 penalty on their rolls to hit the Emperor and his mount, with both close combat and shooting attacks.

**Runefang:** All hits Wound automatically, no armour saves allowed.



*The Emperor Karl Franz  
on the Griffon Deathclaw.*



immense portal. Some of them leapt to the wheels, while others stood there dumbfounded and then tried to stop them from disobeying the Reiksmarshal's orders. Captain Apstel went as far as to bear his sword against his own men, while the gate slowly rumbled open. By the time reinforcements had arrived from the other gate tower, one gate was open and Valten and Huss walked straight into the city.

## AN AUDIENCE WITH THE EMPEROR

As news spread of Huss's entry into Altdorf, the streets began to throng with a surging crowd, tussling for a look at the Prophet of Sigmar and the man he claimed to be their god reborn. Kurt Helborg rode down from the Imperial Palaces to command the Reiksguard, who formed a cordon against the thousands of people who were now crowding the roads of the city, leaning out of windows, cheering and jeering the pair. Apstel was arrested and followed them in chains with a guard of Helborg's own cadre of veterans.

The procession made its way across the city to the palaces of the Emperor, walking up the stone steps flanked by a company of Reiksguard. Karl Franz, on hearing of their coming, had ordered the gates opened, and yet more Reiksguard waited within, their swords drawn.

The halls and chambers echoing with murmuring and the tramp of booted feet, Huss led Valten into the Emperor's audience chamber. Karl Franz was sat on his throne, conferring with the Grand Theogonist and his other advisors. Huss hurried forwards and bowed to the Emperor before directing a venomous glance at Johann Esmer. The Grand Theogonist stepped forward, warning Karl Franz that Huss was a heretic and a traitor, and that his word was not to be trusted. Esmer's tone dropped, as he spoke of the madness that tainted Huss's burning faith. Huss stood immobile as he listened to the accusations, his hammer gripped in both hands. When Esmer had finished, Karl Franz looked at the Prophet of Sigmar and the man he had brought with him.

Huss fell to one knee and waved Valten forward. He declared to the Emperor that Sigmar had returned, as Huss had believed he would, and as his Prophet it was his duty to bring him to Altdorf. He entreated the Emperor to follow his faith and his heart and to relinquish his throne to the rightful ruler of the Empire.

This last statement was met with angry shouts from many of the court, who had gathered in the chamber, and no few cries of approval.

"I have heard many voices and opinions," the Emperor said as the tumult quietened, looking at Valten. "They all tell me what I

should or should not do. I have yet to hear from you. What would you, Valten of Lachenbad, have me do?"

All eyes were on the magnificent figure of the young man as he stepped forwards, pulling his hammers from his belt and laying them at the feet of Karl Franz.

"I am a servant of the Empire and Mankind," Valten said, looking directly at Karl Franz. "I would have you do what is right for the both of them."

## THE EDICT OF KARL FRANZ

Karl Franz sat there in deliberation for a long time. It was not the first time he had turned his thoughts to this possible turn of events, and he knew that what he said next could decide the fate of the Empire. Never before had he faced such a weighty decision. Valten was certainly of proud bearing and in prime condition. His eyes shone with energy and he held himself with an easy confidence that Karl Franz had seen in only the best leaders of the Empire. There was no doubt he was a remarkable young man. If Karl Franz ignored the call from Luthor Huss, an army of desperate peasants and fanatical priests was ready and willing to storm the walls of the capital. Would Huss respect his decision, and even if he did, would the horde that followed him listen to reason? It seemed unlikely.

And yet, he could not easily relinquish his responsibilities as Emperor to an untried youth. Huss, for all his fervour and faith, was no judge of character and perhaps in desperation had found his saviour where there was only a gifted young man. Opinion was divided between the Electors, within the Church of Sigmar and amongst the common folk. If he were to name Valten as Emperor, it would be in the face of two and a half thousand years of tradition, and against the will of the Grand Theogonist. Lesser declarations had caused strife and war in the past.

And then there was the worry that Huss might be right. Karl Franz was pragmatic and a fine statesman, but his faith and belief in Sigmar was strong. Had he not felt the touch of the god in recent years? Had he not felt that power flowing within him? Could he really deny his god if he had returned? And yet, Valten had left the choice to him. If he were truly Sigmar, he trusted the Emperor to make the right decision.

Either one could lead to civil war and the ruination of the Empire.

For fully two hours, Karl Franz wrestled with his heart and his head. He wished Valten's claim to be true, but rational thought told him it was insanity to step down as Emperor when unity and strength was most needed. There was no sure sign that his decision would be backed by the other Electors, one way or the other. He wished fervently that such momentous times had not fallen under his reign, but the gods had decreed otherwise.





Eventually, the Emperor made his decision. There was only one way he could ensure the loyalty of all of the Empire.

He called for the Grand Theogonist to go to the great vault where Ghal Maraz was kept – Skullsplitter, the fabled Hammer of Sigmar. Hesitantly, Esmer left and returned shortly with the legendary weapon and presented it to the Emperor. The Emperor then despatched Reiksmarshall Helborg to bring forth the Reikland Runefang, the badge of Karl Franz's position as Elector Count.

Taking Ghal Maraz in one hand and the Runefang in the other, Karl Franz stood and walked forward to stand before Valten. The audience chamber was as silent as a tomb.

"The hour is at hand when all men true to the Empire must stand firm against the darkness that befalls us. A host has gathered in the north to dwarf the mightiest armies of old. We are divided, broken apart by fear and doubt. If we allow this to continue, we will fall, and with our passing will come a new age of terror and shadow. An age that has not beset the world for two and a half thousand years."

The reference was not lost on Karl Franz's audience. In the dark history of Mankind, Sigmar had come forth and united the tribes to drive out the Greenskins and hold back the vicious northmen.

"In those ancient days, a man came forth to forge a new way, so that we could stand shoulder-to-shoulder against our foes. His was a creed of strength through unity. When divided, we have been weak and preyed upon. When unified, we have triumphed over the adversities that the gods have set in our path. I would have that creed live on through these dark times."

Karl Franz held out the Hammer of Sigmar, and Valten took hold of it, weighing it in his hands.

"Ghal Maraz is seen as the symbol of the Emperor's power. Yet, it is more than that. It does not represent the power of a single man, but of an entire people. This symbol of unity, I pass to Valten, the lord of the hearts of men. With it, may he forge the strength in us to resist the storm that gathers."

Karl Franz then brandished the Runefang above his head.

"This is the symbol of my power. As Prince of Altdorf, and Emperor, I pledge the armies of our people to the cause. The others who bear the Runefangs have sworn their loyalty to me, and I bid them raise them in acknowledgement of this grim duty that befalls us."

Karl Franz stood beside Valten and looked over the assembled knights and courtiers, his voice ringing from the high ceiling.

"In unity, in harmony, we stand strong! Together, the Emperor Karl Franz, and Valten, Chosen of Sigmar, will lead our people in the greatest and noblest of battles. Fight for me, or fight for him, it is your choice. Just fight for the Empire!"

## Valten, Chosen of Sigmar

*Valten is a Lord choice who may be taken in an Empire army. In addition, he uses up two of your Hero choices as well.*

	M	WS	BS	S	T	W	I	A	Ld
Valten	4	6	5	4	4	3	5	4	9
Warhorse	8	3	0	3	3	3	1	1	5

**Points:** 490

**Weapons:** Valten, Chosen of Sigmar, wields Ghal Maraz – the Hammer of Sigmar.

**Armour:** Full plate armour.

**Mount:** Valten rides a barded warhorse.

### SPECIAL RULES

**Against the Odds:** Valten's courage knows no limits, and even impossible odds do not faze him. Enemy units can never gain the combat resolution bonus points for flank or rear attacks, or for outnumbering, in a combat involving Valten. In addition, Valten and any unit he leads is Immune to Psychology. The only exception is that they always count as being stubborn.

**Awesome Presence:** Valten is not a military officer. He does not give rousing speeches or offer rewards to fighters around him, nor does he yell orders or threats in battle. Instead, others are inspired by his presence, and fight even harder as they see Valten strike down foe after foe. Wounds inflicted by Valten in close combat are counted towards the Empire combat resolution score of any combat within 12" of him, not just the one he is taking part in.

When wielding Ghal Maraz, the number of wounds passed on to other combats within 12" is the number inflicted before multiplying. The total number of wounds caused still count for the combat Valten is fighting in. For example, Valten is fighting a unit of Minotaurs. He inflicts 3 wounds, which cause 2, 3 and 3 wounds respectively. For his combat, he adds 8 to the combat resolution total. For other combats within 12" he only adds 3 to the combat resolution total.

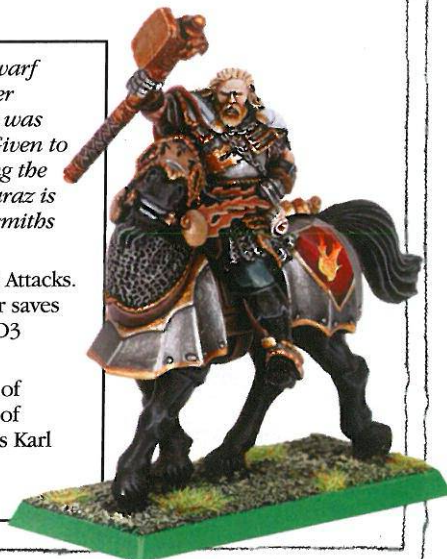
Valten may not be your army General unless he has the highest Leadership value in the army; if there are other characters in the army with the same Leadership as Valten, one of those other characters will always be the General instead. Even if Valten is the General, units within 12" of him may not use his Leadership as they would normally be able to – the Awesome Presence rule replaces this.

**Iron Resolve:** Valten has steel sinews and a will of iron, and is able to grit his teeth and fight on despite wounds that would kill lesser men ten times over. To represent this he has a 5+ Ward save. In addition, if Valten is killed, take a Leadership test for him at the end of that phase. If he passes, his astounding strength of will allows him to ignore the wound and continue fighting. He remains alive on 1 Wound, and the wounds that killed him are discounted. Note that the effects of combat resolution, panic and so on are worked out after determining whether Valten recovers. This rule does not apply if he is fleeing and is run down by chargers or pursuers, or hit with a Killing Blow.

**Ghal Maraz:** Meaning Skullsplitter in the Dwarf tongue, Ghal Maraz is the legendary hammer wielded by Sigmar himself when the Empire was forged over two and a half millennia ago. Given to Sigmar by King Kurgan in return for rescuing the Dwarf and his retainers from Orcs, Ghal Maraz is too powerful for even the most skilled Runesmiths alive today to replicate.

The Hammer of Sigmar grants its wielder +2 Attacks. Any hits wound automatically and no Armour saves are allowed. Each unsaved wound becomes D3 wounds.

**Note:** During the events known as the Storm of Chaos, Ghal Maraz is wielded by the Chosen of Sigmar, Valten. If Valten is in the same army as Karl Franz, the Emperor must be armed with his Runefang.





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Most Games Workshop stores are open seven days a week and open late for gaming evenings, but please contact your local store for more details. 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 +44 115 916 8255, +44 115 918 8506 or +44 115 918 8507.



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# DARK TEMPEST ROADSHOW

## EYE OF TERROR

### WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The Dark Tempest Roadshow was a national gaming event run in over 50 Games Workshop hobby centres and selected independent stockists throughout the UK and Eire. Each event was jam-packed with gaming, painting and modelling activities based around this summer's Eye of Terror campaign. Mark Chambers and Ian Huxley give you a rundown of what went on.

**Mark:** "We need a national roadshow for our GW hobby centres this summer... oh, and make it exciting!". These were my only instructions when I was planning for the UK Eye of Terror campaign earlier this year.

I gathered a group of trusted colleagues together and over a day (and many coffees) we thrashed out some ideas. Firstly, we knew that we had to think of something that would be subtly different from planetary-scale battles and massive fleet engagements that were going to be played in their thousands during the campaign.

We also wanted an evocative story, scenario and battlefield to play on. What better than a heavily outnumbered Imperial force engaging the hosts of Abaddon himself on his very own flagship the *Planet Killer*? We knew that the *Planet Killer* would play a huge part in the campaign. If nothing more, it would be used as a terror tactic (where will it strike? And when?) by the forces of Disorder. Thus the chance for the hobbyists to have a say on its demise or survival was not to be missed!

With that we created some great scenarios ('Destroy the torpedo tubes', 'The release of the Freak', etc.), competitions and activities for each day and a team of our best staff came

together and produced four awesome gaming tables, which were in fact designed around the internals of the *Planet Killer* itself. Well, enough from me for now... lets look at what happened in just one of the venues, our hobby centre in Sheffield.

#### THE FLAGSHIP

*With the Chaos flagship dead in space, its shields down and weapon systems off-line, Captain Stern had a decision to make. With the Indomitable also heavily damaged from the battle, he was unable to press the attack from afar, and so a hasty boarding action was prepared.*

*Sensors were detecting power surges in the torpedo and launch bays, and so these were to be the action primary targets. A nod from Stern and moments later the cavernous interior of the Chaos vessel wavered into existence around the Grey Knights, then the real fight began...*

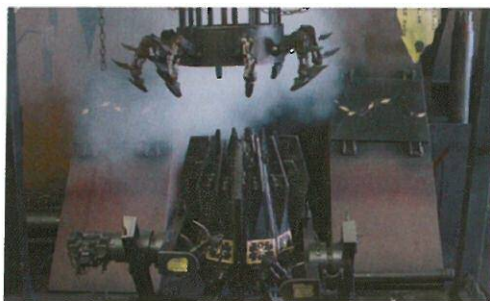
The first day of the Dark Tempest Roadshow began slowly, much like one of Abaddon's Black Crusades, with a gamer here, a gamer there. Tales of strange creatures attacking loyal Imperial forces or reports of contact with the mysterious Eldar soon began to filter around the store though until, all at once, a full-scale invasion was underway!

#### ABADDON'S CHAMPIONS

As the game began, the Grey Knights made early advances against the Chaos defenders; the first of the vessel's still-operable torpedo tubes being destroyed before its deadly payload could be launched. In the main loading bay Brother-Captain Stern spied the Chaos commander Corvus and, calling out a challenge to the half-daemonic being, battle was joined. Stern fought bravely, and finally felled his foe, though his own injuries overcame him and he was forced to retreat back to the *Indomitable*. Meanwhile, further back into the Chaos craft, Plague Zombies that were being mindlessly herded onto Deathclaw drop pods turned and made a slow advance towards the Imperial intruders. They managed to keep the elite warriors of the Ordo Malleus at bay until one of the Brother-Captains that had accompanied Stern arrived to break what seemed to be an unstoppable tide of sufferers from the Plague of Unbelief. For his actions of leading (or should that be herding?) the Zombies ever forwards, Alex Harrison was awarded the prize for the Most Dogged Commander of the day.

#### A CHAOS DEATHCLAW PREPARES FOR LAUNCH

Eventually the Grey Knights turned the battle to their advantage, but not before the one remaining torpedo had been launched. From his position back on the bridge of the *Indomitable* all Stern could do was watch as the ordnance arced, almost lazily, through space and smashed into his battle barge's lower decks, destroying the craft's teleporters and sending explosions forward, damaging the launch bays. The Grey Knights still on the Chaos craft



A Deathclaw drop pod loaded with Chaos Space Marines vents steam as it prepares to launch.



The flagship's mortal crew are the first line of defence against the Grey Knights.

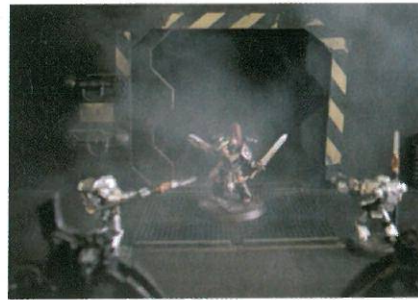




*The deck of the flagship in all its glory.*



*The crippled flagship's deck is covered by steam and mist from which the cultists emerge.*



*The trap is sprung as a secret door reveals the Chaos commander Corvus.*

were now on their own. May the Emperor protect them. The day continued with an Eye of Terror quiz – the prize for the most correct answers going to George Currie, who showed an uncanny knowledge of the dispositions of forces and other factors about the battle zone.

### BATTLESHIP TORPEDO TUBES?

Speed painting was the next order of the day – Bruce Carter showing the others how to get a Cadian Guardsman bedecked in his battle gear properly in a minimum of time. After this attentions were turned back to the fantastic gaming board, with several people commenting on how the tour boards are only a quarter of the

gaming table that will be used at Games Day – now that will be an impressive sight!

For the Grey Knights still on board the Chaos vessel, things were looking bad, the thrumming in the deck plates indicated that the Chaos craft was powering up to make a warp jump – weapons it may not have, but propulsion appeared to be back on-line. Their only hope was to make it to the bridge and halt the transfer into the Warp.

### TRAITOR GUARD, PREPARE TO REPEL INVADERS

This was not to be as simple as they thought, as although the Chaos forces on

this deck had been scattered, reinforcements were not far away. Blast doors opened to reveal not one, but five, Chaos Dreadnoughts that all moved to the attack, even as warriors of the cursed Black Legion arrived, training their guns on the beleaguered Imperial forces.

This final battle went poorly for the Grey Knights. Although they fought bravely, they were wiped out to a man just as the Chaos craft entered the Warp, escaping from Brother-Captain Stern who, on the bridge of the *Indomitable*, could do nothing more than watch the Chaos craft pull away and melt into nothingness.

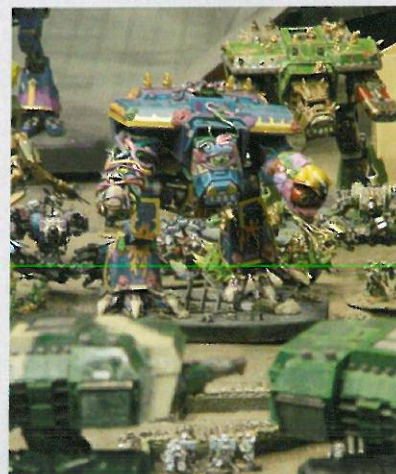
### GW POOLE'S STORE CLUB

August 26th 2003 saw 20 eager gamers descend upon Games Workshop Poole's store club. The final Tuesday of the Eye of Terror campaign called for a major event. After all, the future of the 40K universe was hanging on these dark days. Based on Kasr Partox the games would chronicle the final Chaos assault against the walls of Kasr Prime, the major Imperial refuge on the planet.

Players played in pairs, each fielding a 1,500pts force, meaning each game was 6,000pts! There were five separate missions to be fought, three of which would decide the final fate of Kasr Prime. Players missions and opponents were drawn randomly with no one knowing where they'd end up, thus balanced army selection would be vital. The draw produced some very interesting and awesome looking games.



*The tension mounts as battle is joined.*



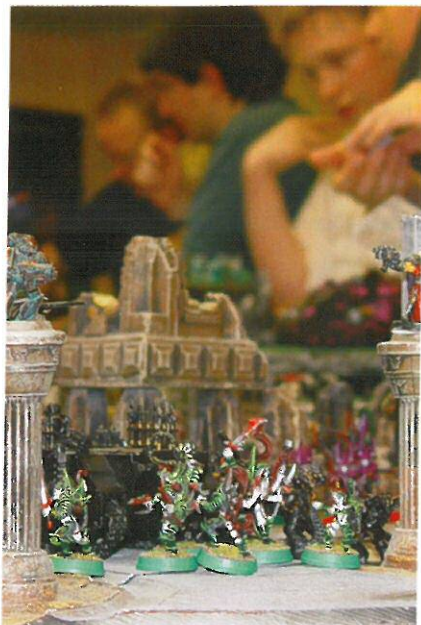
### THE CHAOS TITAN OF GW WHITE ROSE

Over the summer period the staff of Games Workshop White Rose hobby centre decided to create an awesome Tzeentchian Daemon-bound Titan. After 6 weeks the Titan was ready and used in some of the final battles for the Eye of Terror campaign, as well as being just one of the 16 Titans at this year's Game Day 2003 Mega battle.





Wight World of Wargames, Newport, Isle of Wight.



Dark Eldar surge forward to capture the objective.

**Ian:** As well as playing fantastic games in our own stores we ran loads of events in the UK's independent stockists, using the same narrative we varied battles by picking different worlds and scenarios to play for. Here is just a sample of what went on.

### Wight World of Wargames, Isle of Wight

The event at Wight World of Wargames on the Isle of Wight took place on one of the hottest days of the year. In record temperatures over 30 enthusiastic gamers turned out to pit their own forces onto the battlefields of the Gothic sector. Based in the town of Newport, which is slap bang in the middle of the island, the event attracted hobbyists like moths to a flame. With so many gamers ready to get into the thick of action a massive 16'x3' was the perfect battlefield to fight on. The table was split into four 4'x3' sections, which stopped the game deteriorating into a shambolic mess and also allowed gamers to play at their own pace and experience. Each side had at least 10 players, the forces of Disorder – containing traitorous Imperial Guard regiments, companies of Emperor's Children and Word Bearers, and the half-dead crawling hordes of the Lost and the Damned—were pitted against the loyal Space Marine chapters of the Ultramarines and Space Wolves, backed up with a seemingly inexhaustible supply of Cadian Shock Troops (good cannon fodder!).

As the turns unfolded, and with every roll of the dice, the forces of Order were descending into oblivion. Exchanging small gains for devastating losses meant that victory was slipping into the hands of the Despoiler's forces. Not even the three squads of Grey Knight Terminators which teleported into the thick of battle in the dying moments could help the loyal armies of the Imperium. In the stifling heat of mid-afternoon (and believe me it was hot, just look at the pictures!) the forces of Disorder were triumphant; the very corridors of Terra would shudder when the news arrived of the defeat.

## EYE OF TERROR

### INTO THE STORM

Navigators on most vessels around the Eye of Terror refuse to navigate. They say it is suicidal to try and move through the powerful eddies and currents stirred up by the warp storms. Not so aboard the Duke Lurstophan, whose intrepid navigator, Aldous Belissar, undertakes to lead a convoy through the storm to the very battlefield on Cadia itself.

**At Wight World store Imperial loyalty upon Cadia is increased by the arrival of the convoy.**

*This was just one of the special event cards that was played in the Eye of Terror campaign.*

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

**GAMES WORKSHOP**

World played for – Solar Mariatus

Forces of Disorder Victories:	8
Forces of Order Victories:	1





## Morningstar, Camberley

The Dark Tempest Roadshow rolled on and into Morningstar in Camberley, Surrey on the 12th August. With a mini knock-out tournament planned and enough space for 3'x3' tables, as well as painting and modelling areas, the day was a hive of feverish activity. On one side three games were being played out as six players were locked in battle, pitting their forces against each other eager to make it into the next round. On the other side we had a crash course in terrain building (namely tank traps) and painting techniques, oh and did I mention we had a painting competition as well! With only seven hours and three tables to get through an entire tournament the recently published and excellent '40K in 40' minutes rules were perfect – if you haven't seen these yet check out White Dwarf later...

As morning turned into afternoon the tournament got into first gear. Catachans had been torn apart by Iron Warriors, Necrons had felt the power of Space Marine firepower and the Tau had been well and truly butchered. As the haze of battle drifted away all that was left was the final, a three-way battle! Two Space Marine players would battle it out against the Iron Warriors. As the crowds began to flock around the table the Iron Warriors faced certain doom, but someone had to win. Which Space Marine force would be the first to turn its guns on its fellow brothers? After some sneaky and damn right captivating play Rory Busby's Space Marines, which included a rather devastating and very accurate Whirlwind, won the coveted title of Best General. All that was left was for the victor to wallow in the spoils of victory and for the defeated generals to wonder what might have been.

World played for – Kasr Holn

Forces of Disorder Victories: 10  
Forces of Order Victories: 6

**DARK TEMPEST**  
A WARHAMMER 40,000 NATIONAL GAMING EVENT

**SPECIAL EDITION**  
Cadian Trooper or Imperial Guard  
Dark Tempest Roadshow on a 3'x3' table

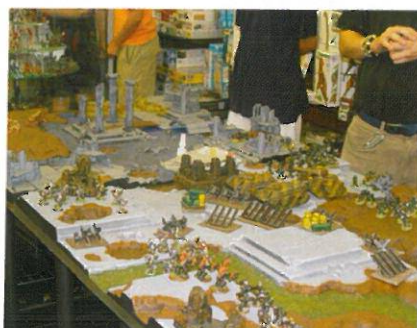
The 13th Crusade has begun. An elite strike force has been assembled to strike at the heart of the Despoiler's command. So secret is this force and its mission that if it fails none will know... but if it succeeds it could bring the Imperium closer to victory.

**Participating Stores:**

- 14th July: GSI Glasgow, GSI Leeds, GSI Salford
- 15th July: GSI Bristol, GSI Cardiff
- 16th July: GSI Birmingham, GSI London
- 17th July: GSI Manchester, GSI Newcastle
- 18th July: GSI Nottingham, GSI Oxford
- 19th July: GSI Peterborough, GSI Plymouth
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Participants in the tournament also got to build their very own piece of terrain.



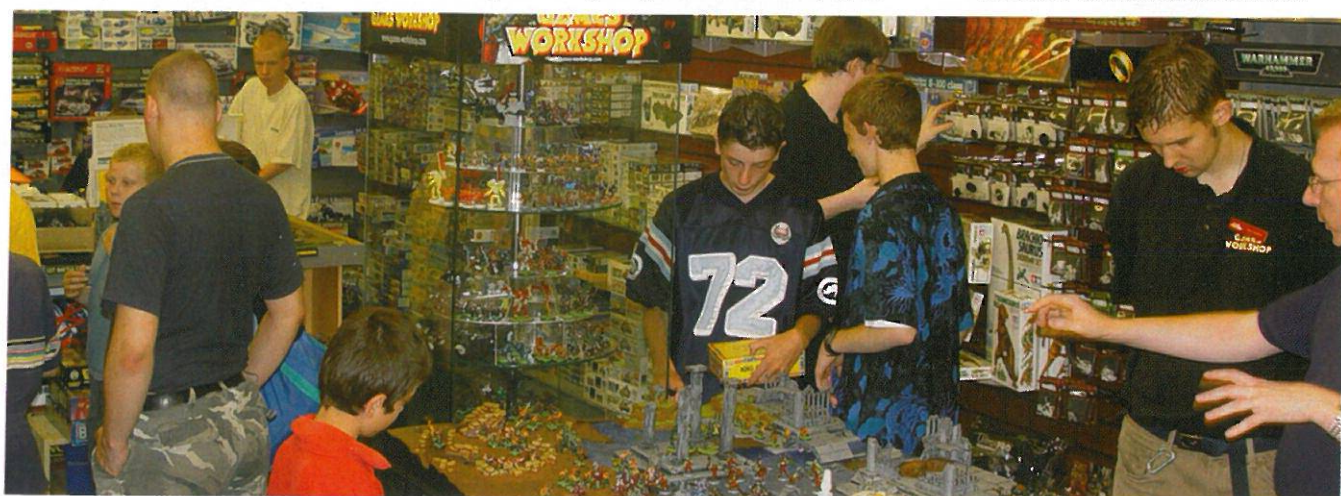
Each store was given a special edition 3'x3' Eye of Terror gaming table with which to play on.



Morningstar in Camberley, Surrey.



Games Workshop's Geoff Bushell, gave advice on scenery making throughout the day.



The Morningstar store has a huge range of model kits and scenery.







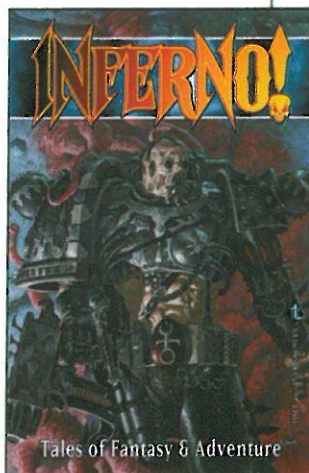
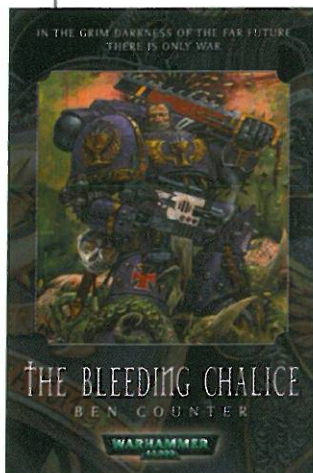
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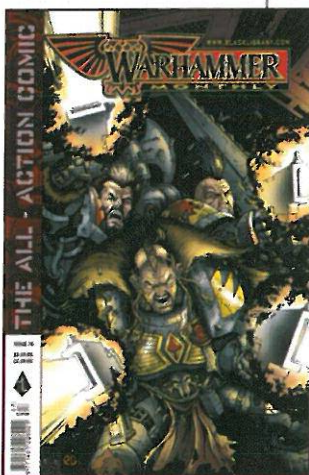
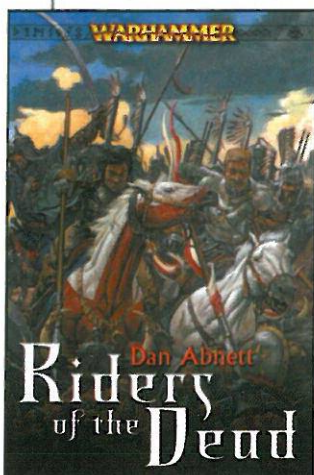
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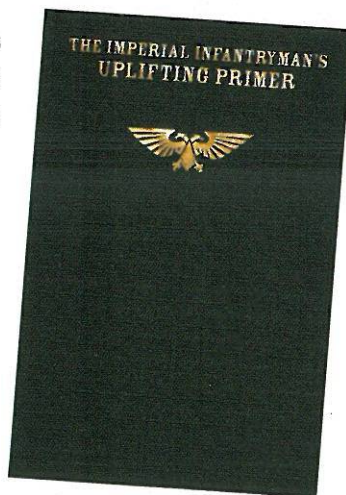
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Available from all better bookshops  
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Andy Chambers steps back in time to the fields of Warhammer as he joins forces with Anthony Reynolds to assail the forces of Pete Haines and Gav Thorpe in a fourway Warhammer battle report.

# THE EVIL UPRISING

*A Multiplayer Warhammer battle report*

In recent meetings concerning forthcoming battle reports we decided to create some more grandiose battle settings, and one idea that came to mind was put into practise almost immediately.

We set a combined Dwarf force the task of trying to halt a massed Chaos army, allied with the Undead minions of a Strigoi vampire, as they attack a Dwarf stronghold.

Despite games of two or more players usually involving an all-out, 'every man

for himself' situation, this match would see the players forming two teams. Gav Thorpe and Pete Haines formed the Dwarven alliance, as their stout armies stood together against the evil pairing of Anthony Reynolds and Andy Chambers.

Pete would start the battle in front of the gates, trying to hold out long enough for Gav's army to arrive, at which point he would duly take refuge behind the massive wrought iron gates. On the way, his force would try to drive a wedge between the evil alliance from

the rear. Gav's relentless march towards the gate would hopefully give Pete some much needed assistance (and ensure that Andy and Anthony would suffer something of a headache deciding who to pick on first!).

The battle featured some impressive terrain crafted by Dave Andrews, with crop fields and rocky outcrops being a breathtaking feature of the landscape. However, you don't have time to admire the view when the shrieking Undead and the hordes of Chaos are marching towards you...

From a tower flanking the gate of Karak Dawr, Brunoth Gromdalgard looked out along the pass leading to the Hold. He watched patiently for a sign of his kinsmen from Clan Drakkaz who were due to arrive today. As storm clouds began to darken overhead, he caught a glimpse of movement in the skies to the north and, after a moment, recognised it as an approaching gyrocopter. As it neared he saw that it was trailing smoke and steam and wobbled and plunged erratically through the air. After several minutes, Brunoth could hear the broken thudding of its battered engine, and it dipped over the edge of the pass heading towards the ground. With an explosion of splintered wood and twisted metal, it crashed onto the hillside, its rotors tearing free and whistling out in all directions, the chassis tumbling end-over-end down into the pass.

Brunoth gave a shout to his guard and headed for the steps. Rushing down them, he stomped out into the gatehouse and ordered the portal to be opened. As soon as there was barely enough room for him, he squeezed between the gates and ran outside, crossing the ground between the gateway and the smoking wreck of the gyrocopter.

A Dwarf crawled slowly from the wreckage, bleeding from a cut to his forehead, one broken arm trailing uselessly behind him. He looked up and squinted with his one good eye as Brunoth Gromdalgard approached.

"Woe upon us!" the gyrocopter pilot cried out. "Lord Snobbi will be waylaid!"

"What did you see?" Brunoth demanded, kneeling beside the battered Dwarf and removing his blood-encrusted helmet for him. Wisps of smoke drifted lazily from the pilot's scorched beard, the smell lingering in Brunoth's nose.

"The Throng of Clan Drakkaz is but an hour's march away, but foes are closing in upon them," the engineer explained. "To the east are the men of the foul gods, to the west are the dead who walk. They will be trapped before they reach the gates."

"Have no fear, we shall hold the gates open for them as long as possible," Brunoth assured the dwarf, who nodded with thanks and then promptly passed out.

Brunoth stood and bellowed for his guards to pass the order to muster the army. He would never let it be said that Brunoth Gromdalgard was found wanting when his kin called upon him.





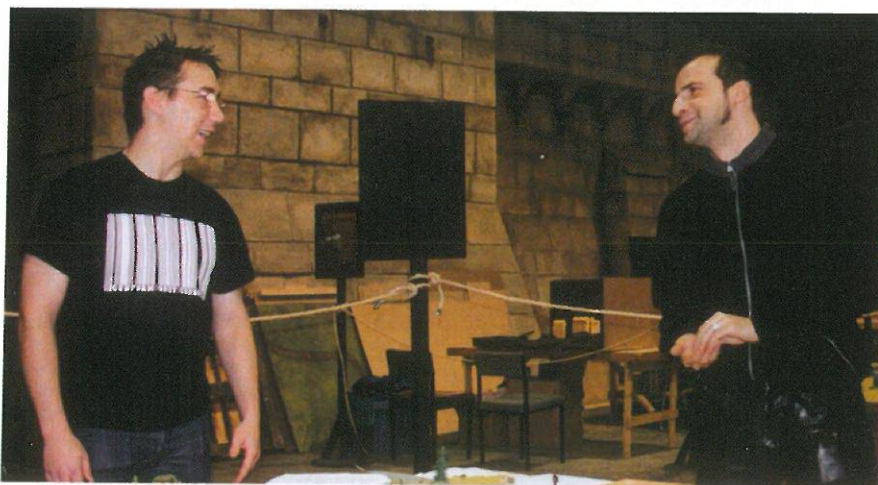


## DEPLOYMENT

The six foot square terrain saw Pete deploy his army in front of the gates to deny Anthony and Andy passage through.

After playing the test game, it was decided that Gav's force would start slightly further in from the table edge than usual (in the first clash, Gav could only stand and snort as his fellow Dwarfs suffered an assault from both sides – he was too far away to warrant any attention), and would begin to march towards Pete, hopefully forcing Anthony and Andy into dividing their forces to meet the threat of both foes.

So with the Dwarves readying their weapons to face the onslaught of evil, there was no turning back as the battle commenced...



*You ready, Chambers? Any time Thorpe... Gav and Andy get into the swing of things.*



# I LIKE A GOOD GRUMBLE



**Pete:** Talk about culture shock. I am only an occasional Warhammer player and cannot claim to be particularly good at it (quite the reverse considering my win-lose record) so it came as a bit of a shock when I was asked to fill in for the illustrious Paul Sawyer. I have built a reasonable understanding of the Dwarf army, even if I still accidentally refer to handguns as bolters, so I was more excited than nervous.

The army I selected was not picked with this particular scenario in mind, instead it was plucked out of my army list folder and represents the current state of my thinking about Dwarf army compositions. I know that Gav is an advocate of the no missile fire and lots of axes school of Dwarf tactics. Ideally this is the approach I would like to adopt myself but grim experience has taught me that Dwarfs are slow. Against an experienced gamer like Overfiend Chambers and the very accomplished Anthony Reynolds, I was sure that I had to give them reasons to attack me directly because if I gave them time and space to pick their fights and cast their spells, I would be taken apart.

That said I did not want to put out a pure shooting army as I did not think I would be able to stop the powerful Vampire Counts and Chaos forces with firepower alone. I have learned that

even a solo Chaos Lord can hack his way through my line if all I have to face him are war engine crew and shooty troops. I decided therefore to include just enough missile troops to make sure that the enemy would want to come to me, quickly. Two bolt throwers were essential, one suitably 'runed-up'. Bolt throwers are good value, pack enough wallop to take down big nasties, such as Spawn, and make kebabs of heavily armoured Chaos Warriors. I was sure they would earn their keep. Finally, a couple of units of Thunderers would hopefully be substantial enough to be able to form ranks and fight if need be, and their accuracy at close range makes up for the Dwarfs' pudgy fingered clumsiness when it comes to aiming.

I could then concentrate on the axe carrying faction of my army, including a unit of ever-reliable Slayers and a solid unit of Warriors. To give me some options, I had a Gyrocopter and a unit of Rangers. I have been very pleased with the Rangers' performance generally, armed with a great weapon and throwing axe they can deal with a variety of threats that don't merit the involvement of a more expensive unit. My characters were a legacy of a series of games played against Chaos and included a powerful Lord with a rune axe capable of slicing through Chaos Knights, a Runesmith to counter all that unsporting magic other armies are wont to splash about, and a Battle Standard Bearer. One weakness of

the Dwarfs is that there are not many of them, so even if you stop a lot of the incoming enemy magics it only takes one effective spell to turn things bad. If I had designed my army more for this game then I would probably have used two Runesmiths, as the Vampire Counts' magic is really powerful. If it's not countered then you can destroy unit after unit and still have more of them looking at you. My Battle Standard was a bit of an experiment. I hadn't used this combination of runes before – in fact I hardly ever use a Battle Standard – but as runic banners are a big part of the character of a Dwarf army I wanted to give it a try. I had worked out this combination to fight Chaos, but I was optimistic that it would be useful against Undead as well.

With my army selected I had a quick team talk with Gav. As both enemy armies were faster than us, the most important thing was to do everything we could to make them fight both of us rather than being able to swamp one army and move on to the other. This wouldn't be easy, but as Gav's army was designed for advancing at the double there was a chance that he might be able to get far enough forward to benefit from my firepower before the two hordes of evil closed in. I do tend toward pessimism when using Dwarfs, though, as it facilitates a good grumble and this looked like being a very difficult game for the little fellas. I just couldn't work out how to blame the Elves. Not yet!

## BETWEEN THE HAMMER AND THE ANVIL



**Gav:** This battle report went through a few evolutions. When we were planning out the next few Warhammer battle reports, we thought it would be a

good idea to have a multi-player game, which we haven't done for quite some time. Originally this was going to be two players-per-table, with the results of one battle affecting the next. However, the constraints of getting the magazine written meant that we didn't really have the time to spend on two separate battles, and so we devised this four-way engagement instead. We modified it slightly to allow my army to set up a bit further forward than normal (we worked out that 6 turns of straight marching still wouldn't get me into the opposite deployment zone, so the chances of our armies linking up were non-existent).

The army I will be fielding is pretty much my regular 'attacky' Dwarf army. After many games of losing my war machines, and then of my missile units being the weak chink in my line that allowed my ever-so-slow combat units to

be outflanked, I slowly eliminated all missile fire from my army...

Dwarfs with no ranged weapons? Am I mad? Well, yes and no. There are no 'soft' units in the army for the enemy to pick on, and I've slowly been honing them in battle against regular Vampire Counts opponents over the last year, and so can handle the fear element nicely. The army is built on resilience and expecting to be charged (like any good Dwarf army should be), but the problem is, the Undead can fight battles of attrition even better than Dwarfs. The only unit with any serious hitting power were the Ironbreakers – the Strength 3 of everything else means that Zombies and Skeletons will eventually wear the Dwarfs down until they outnumber them, and then you're history! So, I drafted in a unit with great weapons and rejigged the army slightly.

I think of them as a sort of Royal Guard for my Lord (since they are converted Rangers, with their crossbows clipped away and the unseemly mess left behind covered with cloaks), and they seem to be a good pairing. The Lord gives them a

degree of protection by potentially absorbing attacks on his Toughness and armour (particularly when it comes to challenging a Chaos Lord or Vampire general). The Warriors with the great weapons can then do some damage themselves. With the Rune of Slowness on the Battle Standard Bearer as well, they may even occasionally get to charge!

The plan was relatively simple in principle. Using the large unit of Slayers and the Ironbreakers to hold the flanks, the rest of my army would advance towards Pete's position. In the practise game, Andy and Ant had pretty much ignored my force and picked on Paul (who was originally my partner but unfortunately couldn't make the real thing due to ill health – a shame because I was looking forward to refreshing our fruitful partnership). I was determined in this game to put them under more pressure, so that they couldn't simply turn on Pete with their whole force. Between Pete's guns, and our combined combat units, we can hopefully catch the evil guys in a vice (or between the hammer and the anvil, as I like to think of it).



A detailed black and white illustration of a Viking warrior. The warrior has a large, braided beard and is wearing a horned helmet. He is holding a sword in his right hand and a shield in his left. The background is dark and atmospheric, suggesting a battle scene or a forest. The style is reminiscent of classic fantasy art.






## CLAN DRAKKAZ

### CHARACTERS


**Snobbi Drakkaz**  
Dwarf Lord with Gromril armour,  
Rune Axe – Rune of Cleaving, Rune  
of Resistance, Rune of Fury, Master  
Rune of Spite **262 pts**


**Godri Barrelgut**  
Runesmith with Gromril armour,  
shield, 3x Rune of Spellbreaking  
**155 pts**


**Skaldar Threkkisson**  
Thane with Battle Standard,  
Gromril armour, Rune of Courage,  
Rune of Slowness, Rune of Battle  
**213 pts**

 **Borris Graniteskin**  
Dragonslayer with Rune of Fury  
and Master Rune of Swiftiness  
**115 pts**


### CORE


 25 Warriors with Standard,  
Musician and Veteran. Heavy  
armour and shields **250 pts**

 24 Warriors with Standard,  
Musician and Veteran. Heavy  
armour and shields **241 pts**

 18 Warriors with Standard,  
Musician and Veteran. Great  
weapons and shields **205 pts**

### SPECIAL

 **Drengi Drakkaz**  
25 Warriors with Standard,  
Musician. 3 Giant Slayers **283 pts**

 **Angazgrim**  
15 Ironbreakers, Standard,  
Musician and Ironbeard.  
Rune of Courage **275 pts**

**TOTAL** **1,999 pts**





## HMMM... SOUNDS SIMPLE, DOESN'T IT?



**Andy:** Pick a Chaos army for a battle report? Right, well, I'll start with a Land Raider and some Plague Marines. What do you mean I can't have Land Raiders or Plague Marines, or any guns at all? Oh a *fantasy* Chaos army.

My beloved Skaven have been nesting in their boxes ever since I started working purely on Warhammer 40,000 many moons ago. However, when Gav was working on the Warhammer Chaos project a long held desire for a Chaos army reasserted itself on me, and early last year I started collecting a Nurgle themed Chaos army based around Warriors and Marauders.

I picked Nurgle, papa of plagues, as my patron because I've always liked the rotting stolidity of legions of Nurgle. Also the dirty colours, the rusty metal and greenish colours for the paint scheme was an easy step from Orks for me, and suited my techniques well.

The army I collected is a mix of old and new miniatures, some of them dredged up from an old Chaos army and revamped, others specially built for the army. Its first outing was a disaster, everyone bar Leperous Jake being pincushioned by big Pete's Dwarf

crossbows and bolt throwers. I renewed my old loathing of Dwarfs that day.

The practise match with Paul and Gav went a lot better, but I was very lucky, Paul was very unlucky and I was still struggling to do anything decisive. Clearly a rework was needed, but without altering my selection of models much as the actual report was not far away. Being something of a novice at Warhammer I asked around for advice from wiser heads.

One thing that kept coming up was Chaos hounds and Chosen Chaos knights. My original concept for the army had been that the warriors on foot would do the business, so I was loathe to do this at first, but it was clear that speed, expendability (hounds) and hitting power (knights) were essential. Therefore the one new unit I've granted myself is Chaos Hounds to hide the knights (the marauder horse used to have this job but the hounds do it for half the points).

Other than that I've beefed up the Knights to Chosen and given them the mark of Nurgle so my Chaos Lord could actually join the unit legitimately (oops, and much grousing at Gav about the cost of the mark of Nurgle but he assures me that causing fear is worth that much, just not really against Dwarfs) and a war banner to help them win combats. I've also equipped Toady, my battle standard bearer

with some different magic items to make him a tougher proposition in combat and so improved my Chosen on foot. This has come at the cost of my store of dispel scrolls, Toady's banner of wrath, Mutander's magic sword and the Marauder horse suffering some severe defence cuts. To be fair all of these have proved useless against Dwarfs so far, so good riddance.

The net effect is I've got the kind of super tough shoot-at-me unit of Knights I wanted to steer clear of, but those Dwarfs are a tough nut to crack and a more balanced approach isn't doing it.

Fortunately Anthony is a great ally for me, his experience and well honed army helping to balance my... blunter efforts. In terms of tactics my priorities are to get my Knights into combat with as few casualties from missiles and engines as possible (yeah right), using magic, screens of hounds, marauders and anything else I can think of. Secondly I have to keep my second line of warriors on foot moving purposefully to engage the toughest Dwarf units and tie them up. The third thing I have to achieve is using the other units like spawn to get flank or rear charges in and reduce the Dwarf's rank bonuses.

Hmmm, sounds simple doesn't it, or is it just that I'm being simplistic?

## BRAINS...

To round out the characters, I picked a pair of Necromancers, one with the irritating Cursed Book (enemies within 6" suffer -1 to hit), and the other with the Book of Arkhan (a Bound Spell that casts Vanhel's Danse Macabre).

Core units consisted of three big regiments: two of trusty Zombies and one of Skellies. I love these guys, they are just so reliable (usually reliably bad, but at least you know that's what they are going to be like!). Big units are a must – outnumbering the foe is vital with *fear*-causing troops.

A couple of small units of Ghouls are infinitely useful (gotta paint some more of them up). Against the Dwarfs, I'd try and get them into contact with any Slayers, as their poison attacks can make a real mess of those expensive nutcases.

Two units of Dire Wolves rounded out my Core Unit choices. I'll use these units to try and get around the flanks of the Dwarfs, charging them in to negate ranks and get a couple of extra points of combat resolution where needed. They are so fast that I can't see that this will be a real problem, so long as I can keep them away from missile fire.

The best plan that Andy and I could see was to go straight for one of the Dwarf armies first and smash it to pieces as

quickly as possible, then turn and deal with the other army. It's harsh, but it makes sense. As Gav's Dwarfs were much further onto the board, it stood to reason that it would be easier to get around behind them. Pete, on the other hand, would probably be set up in a very defensive position that would be hard to crack. Although it was tempting to attack Pete first, as he had all the missile fire, I didn't really want to get bogged down in combat with Pete while Gav's Dwarfs were marching resolutely towards my rear. We decided in the end to go for Gav – his expression when both the Chaos Lord and the Vampire Lord started heading for him would be worth it alone.

Magic is always important for the Vampire Counts, and this game would be no exception. Being able to make new units spring from the ground behind the enemy is such a brilliant tactical ploy that I'd be trying to do it as much as possible. I'd also try if I could to raise units to distract or shield attention away from Andy's expensive troops – if they get into combat they should make a meal out of the Dwarfs, but they could easily get shot to bits. I can't have that! If I could keep raising units to threaten the rears and flanks of the Dwarfs, I think we should be able to swing the battle for evil. And, Dwarf brains taste good, even if they are a bit on the small side...



**Anthony:** The Undead were my first ever Warhammer army, and in the last few months I've been going back to them to revive them (so to speak). With my army pretty much in a state

where I'm ready to play with them again, I was ready to take those Dwarfs on. It's always fun to give Dwarfs a kicking, and I've got a particular grudge against Gav and Pete's little stunty chaps – though normally it's with my Chaos boys. Teaming up with the Overfiend would be interesting – hopefully I can convince him to give me the lion's share of Power dice for lots of nasty invocations.

In the last few months of playing with my Vampires, I've pretty much been using the same army in every game, with only minor tweaks. For this game, the minor tweaks included ditching my Dispel Scroll, and taking a few extra Zombies. Simple.

My Strigoi Vampire Lord is a really nasty piece of work, with his 6 Strength 6 Attacks, re-rolling misses in the first round of combat. Ouch. His ability to regenerate should keep him from getting hurt, and summoning a handful of Ghouls to threaten war machines might just come in useful one of these days too. Oh, and he's a level 3 Necromancer too.





## LEPROUS JAKE'S CAVALCADE

### CHARACTERS


Leprous Jake  
Chaos Lord with great weapon, shield,  
Mark of Nurgle, barded Chaos Steed **293 pts**

The Hangman – Mutander Bubonicus  
Sorcerer of Chaos (Lvl 2) **120 pts**

Stabb the Acolyte  
Sorcerer of Chaos (Lvl 1) **85 pts**

Toady  
Aspiring Champion of Chaos with  
Battle Standard, Sword of Might,  
Armour of Damnation **155 pts**

### MORTALS

 The Hanged Men  
15 Chaos Warriors with shields,  
standard bearer, Champion, Musician **250 pts**



The Right Hand  
11 Chosen Chaos Warriors, great weapons,  
shields, Standard Bearer, Champion,  
Musician **283 pts**



The Crow Brethren  
15 Marauders with flails, shields, Standard  
Bearer, Champion and Musician **130 pts**



The Order of the Fly  
5 Chosen Knights of Chaos with Mark of  
Nurgle, War Banner, Champion and  
Musician **350 pts**



7 Marauder Horsemen with  
spears and shields **112 pts**

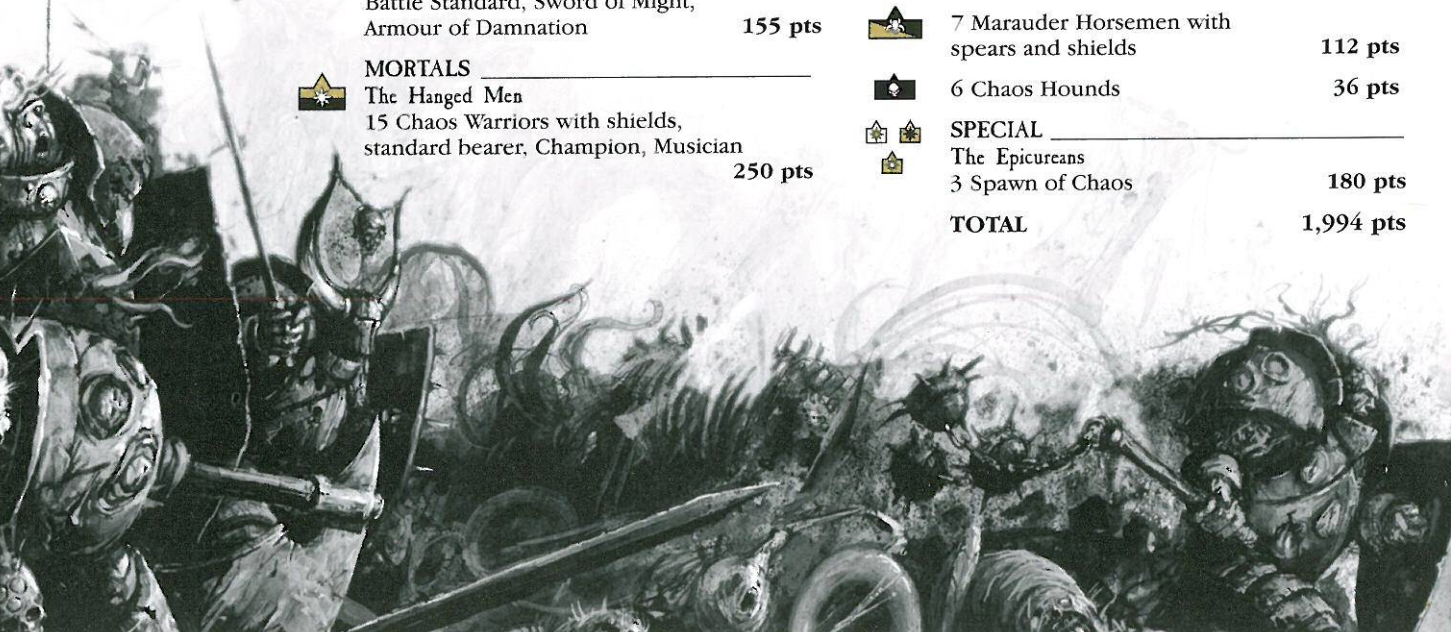


6 Chaos Hounds **36 pts**



SPECIAL  
The Epicureans  
3 Spawn of Chaos **180 pts**

**TOTAL 1,994 pts**







## THRASHLAR'S SHAMBLING HORDE

### CHARACTERS

- Vampire Lord (Lvl 3), Massive Monstrosity, Infinite Hatred and Iron Sinews  
435 pts
- ☠ Necromancer (Lvl 2) with Book of Arkhan  
125 pts
- ☠ Necromancer (Lvl 2) with Cursed Book  
150 pts

### MORTALS

- ☠ 5 Dire Wolves with Doom Wolf 60 pts
- ☠ 5 Dire Wolves with Doom Wolf 60 pts
- ☠ 24 Skeletons with Standard Bearer, Champion and Musician 217 pts
- ☠ 24 Zombies with Standard Bearer and Musician 159 pts



6 Ghouls with Ghost 58 pts



6 Ghouls with Ghost 58 pts



27 Zombies with Standard Bearer and Musician 177 pts

### SPECIAL



3 Fell Bats 60 pts



5 Black Knights with Standard Bearer, Champion and Musician 155 pts



3 Spirit Hosts 195 pts

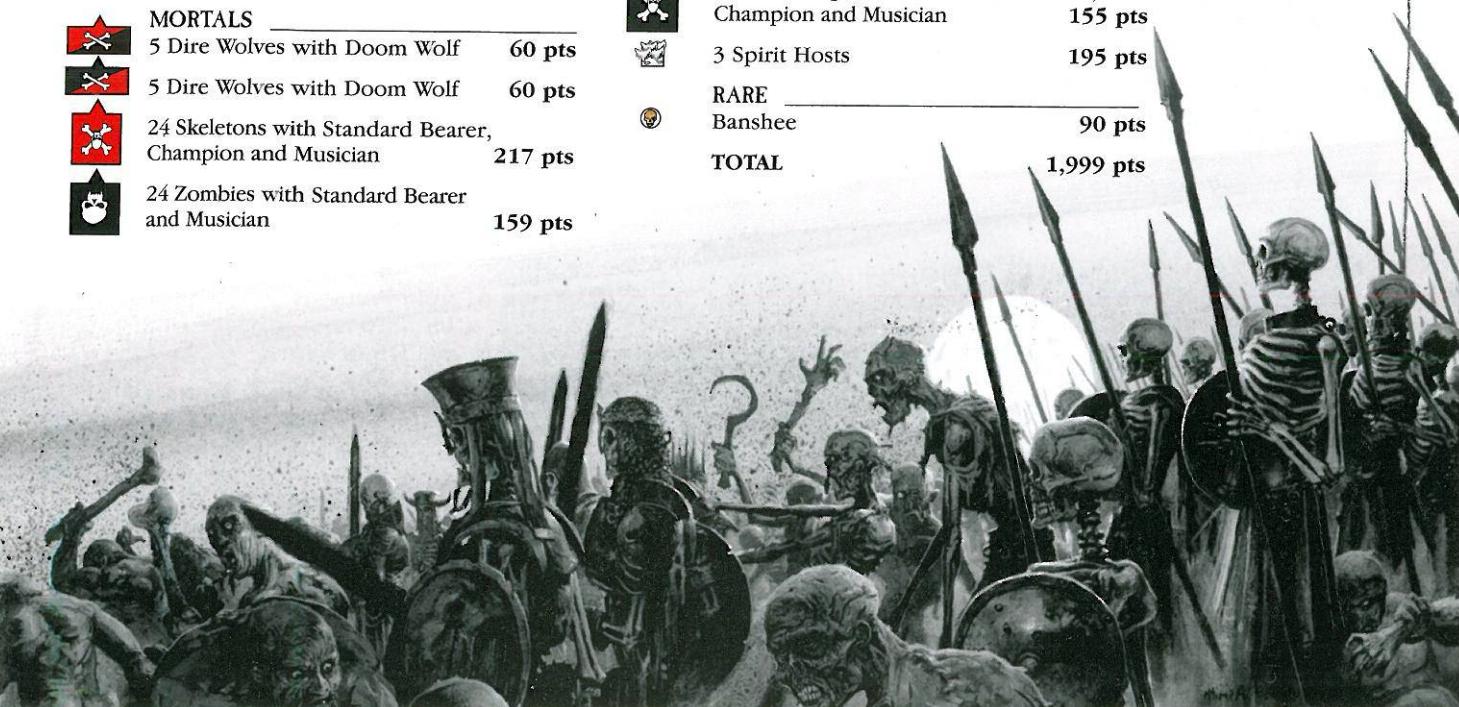
### RARE



Banshee 90 pts

### TOTAL

1,999 pts





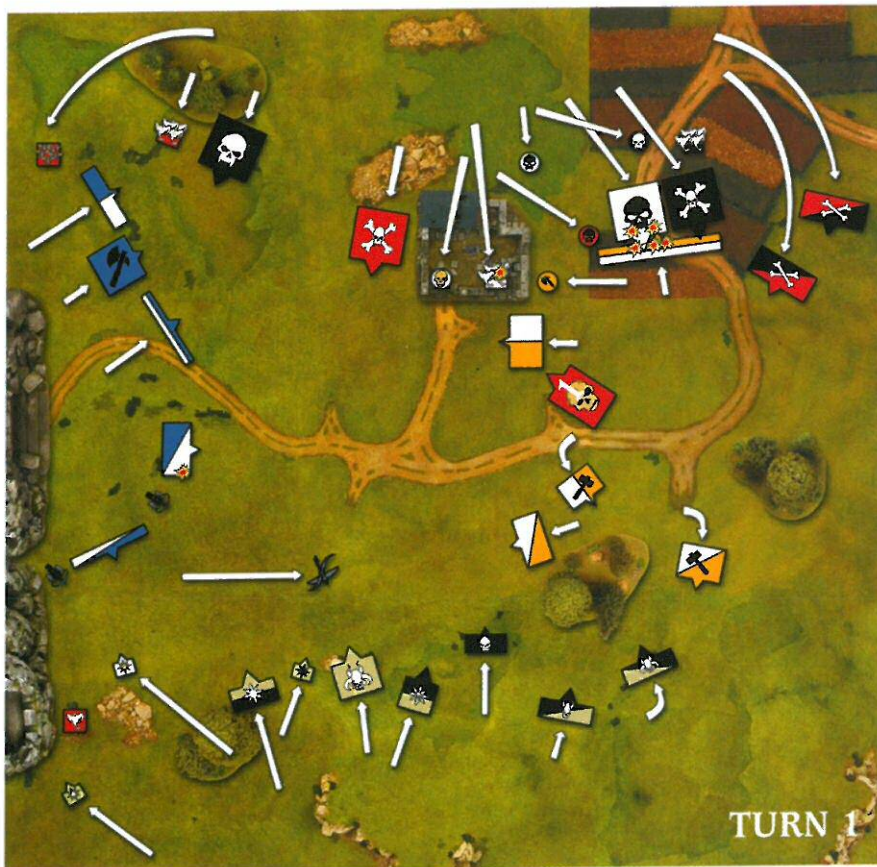


## PETE'S DWARFS TURN 1

My battle line was designed to pit the Slayers against the Undead and my Bolt Throwers against Chaos. My General and his Warriors were in the middle so that they could turn to face either way depending

on where the heaviest attack came from. The Fell Bats I could see lurking behind the wood to my left put me off sending my Gyrocopter to strafe the Undead, so instead I figured it could have some fun persecuting the Chaos Marauders

(Toughness 3, not much armour, massed ranks – lovely). Also, as my fastest bit of kit, I thought it would help provide at least the semblance of a link-up with Gav's army. As I could see no reason to advance toward the Chaos Spawn, I stood firm on the right and opened fire. Miserably as it turned out, failing to wound the nearest Spawn despite firing a Thunderer unit and both Bolt Throwers. On the left I advanced my line to put as much pressure on as I could and blazed away. My Thunderers bagged a Zombie which barely merited the lead expenditure but at least showed willing.



## GAV'S DWARFS TURN 1

As outlined in my plan, the Slayers expanded their frontage to cover as much of my right flank as possible. The Ironbreakers moved towards Andy's vile force of Nurgle devotees, using the woods to protect their flank from attack and forcing Andy to move his cavalry units wider around the flank if they didn't want a frontal charge against the Dwarf elites.

The Dragon Slayer on the right went Necromancer-hunting. I never once entertained the idea that the stumpy-legged fellow could actually catch them, but with the limited range on many Necromancy spells, hopefully I could force them back from the fighting, reducing their





*Dwarf Slayers and Undead clash in a flurry of steel.*

chances of raising new units in the most advantageous positions.

It was then that I made my first mistake, looking back on things. The Dwarf Warriors advanced down the valley as planned, but in a moment of sudden vacillation, the Royal Guard with the Lord and Battle Standard Bearer turned to face the threat that would inevitably work its way around the end of the board on Andy's side. Turn 1, and I was already changing my mind...

## VAMPIRE COUNTS TURN 1

Well, there seemed to be a Dwarf Slayer speedbump right in front of me, so no messing round here. If I was going to get rid of them, I needed to hit them pretty hard. Ghouls are fantastic at killing Slayers, so they were going to try and charge in – though it turned out they were just out of range. I sent in a unit of Zombies (as they weren't going to be able to move around the Slayers anyway) and the Black Knights. I just hoped that I could kill them quick enough so that I wouldn't be tied down for too long. They began to hack their way through the Dwarfs, but I managed to lose several of the Knights in the process (once again, they were using their rubber lances.)

With a scream, the Strigoi called out and was answered by a pair of Ghouls who began loping towards the Dwarf war machines on the Chaos side of the battlefield – giving them more

targets than they could shoot.

To threaten the flanks of Gav's Dwarfs marching across the battlefield, I sent my ethereal troops floating through the ruins, lining the Spirit Hosts up so that they could see the Dwarfs but couldn't get charged themselves.

My Dire Wolves (hiding away from Pete so they didn't get shot to bits) nipped around the rear of Gav's position to get a rear charge at an opportune time. My troops that were arrayed against Pete's Dwarfs moved forwards, the Fell Bats dropping in behind Pete's advancing regiments, while the Zombies and Ghouls stumbled and scrambled ever closer (though not quite close enough to get charged).

In the Magic phase, I managed to raise up a nice unit of Zombies to threaten the rear of one of Gav's Dwarf units. Reading from her Book of Arkhan, one of my Necromancers managed to charge the Spirit Hosts into the same Warriors' flank. Lovely.

## CHAOS TURN 1

In our evil plotting before the game Anthony and I had planned to reverse our previous tactics of ignoring Gav's army in order to attack the more static Dwarf contingent by the gates. This time we planned to sweep away Gav with our hardest hitting units before turning on Pete. In keeping with this, I had deployed to place my cavalry on my right in position to charge Gav straight away. Unfortunately he deployed his Ironbreakers out to

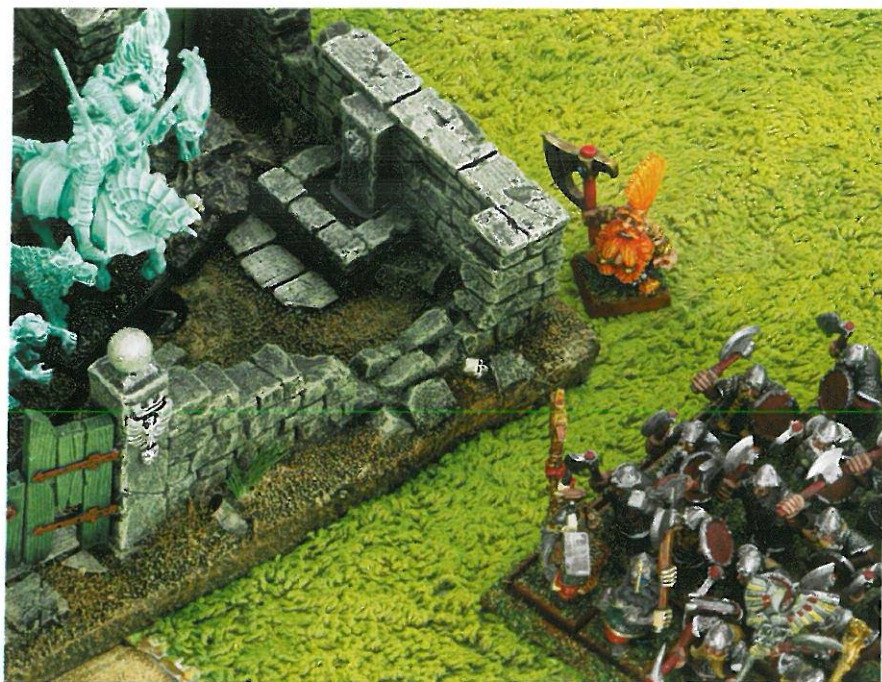
guard his flank – a tough prospect even for Chosen Chaos Knights. By some dark miracle the Dwarfs didn't inflict any shooting casualties on me in their first turn – more than I could possibly have hoped for.

Must... resist... temptation to charge Ironbreakers on Turn 1.

To avoid the Order of the Fly being eaten alive by the little gits, I sent the Crow Brethren Marauder Horsemen out to the flank to make a supporting charge in the next turn. Around the opposite side of the woods I marched forward with the Chosen Warriors of the Right Hand to head off one of Gav's Dwarf Warrior units. I also moved the Chaos Hounds into a position to threaten the flank if any stunts were foolhardy enough to push around the woods to meet them.

To keep Pete busy, the Spawn, the Hanged Men and the Crow Brethren headed off to get shot at by his Thunderers and Bolt Throwers. I took a lot of care to ensure that the Order of the Fly were screened from the Bolt Throwers' fire – the last thing I needed was my super elite bottom-kickers being turned into a shish kebab before they got a chance to fight.

For magic, the Hanged Man managed to inflict *Creeping Death* on Pete's bad ass Dwarf unit, but scored only a single casualty for his efforts. The rest of our Magic went on producing a dizzying plethora of Zombies for Anthony to march about.



*There's courage, and then there's Dwarf courage!*





*Andy's Marauders, aided by a Chaos Spawn, attack Pete's right flank.*

## PETE'S DWARFS TURN 2

The combined sorceries of the enemy had been a real threat. Gav was evidently more of a risk-taker when it came to dispels than me. Where I tend to use Runes of Spellbreaking to stop everything that has to be stopped, he preferred to risk the dice. Well, a few moves seeing my Dispel dice rolls would show him why I err toward caution (grumble).

The forces of darkness were not hanging about – by the time we got our second turn, Gav was already heavily engaged and there was a lot of unpleasantness heading my way too. I could see, though, that Andy's Chaos Lord and Ant's Strigoi were both heading towards Gav and that boded ill. I had hoped at least one of them would come my way so my General could do his bit against one of them but it was not to be.

I continued to blast away at the Chaos Spawn – it can take ages to get rid of them in close combat – so I had to shoot them if possible. I was a bit luckier this time doing 2 wounds on the nearest Spawn with my Thunderers, before finishing the beast off with a well-aimed bolt. On the other side I ruthlessly massacred another Zombie (grumble, moan) with a rolling volley from my Thunderers and closed to axe-lobbing range with my Rangers only for them to miss horribly. I saved my Gyrocopter until last because there is no rolling to hit with that – and let

rip at the Marauders slaying a pleasing five of the diseased degenerates.

I was reasonably sure that I could hold on at my end of the battlefield but only with a lot of standing and shooting, so my chances of joining up with Gav's marching column were not good.

## GAV'S DWARFS TURN 2

With the Slayers now embroiled in combat, it remained to be seen whether they would hold up the flank long enough now that they had taken the charge of the Black Knights, and what damage they could do before their almost inevitable demise. The arrival of a Zombie unit behind the Slayers deepened my concerns, as did the speed with which the Dire Wolves were circumnavigating my defensive position. The fact that my Warriors on the right flank were also engaged with a Spirit Host they could not wound except with combat resolution meant that the poor blighters were probably going to go down – it was just a matter of when.

Over on the other flank, the Ironbreakers reformed their position to bring Andy's Marauder Horsemen back into their front arc, which would considerably improve their chances of holding out against a charge from the Chaos Knights. The Royal Guard continued to move into a position to protect the Ironbreakers' left. Far from pressing

forward towards Pete, the threat presented by Andy's mobile forces at my back meant that I would be making my stand still inside my deployment zone! Darn those Chaos worshippers and their horses! The only unit actually moving forward now were the Warriors on the left, who edged around the wound to tempt Andy's Chosen Warriors forward, their flank still protected from the Hounds by the trees to their left.

In the Combat phase, the Dwarfs in battle with the Spirit Host raised their shields and hoped that the ethereal creatures could not do too much damage. Luckily they prevailed again, though my Runesmith Godri Barrelgut took a wound in the process. After totting up the combat results, the Spirit Host lost another wound – a small victory, but next turn, there were all manner of nasty things waiting to charge the embattled Dwarfs.

The Slayers were holding their own against the Zombies and Black Knights, losing the combat as expected, and unfortunately losing their remaining Giant Slayers into the bargain. However, they were slowly whittling their way through the Undead, and when they were finally wiped out, there would be hopefully little left of the unnatural foe to present a further threat to my army.



## VAMPIRE COUNTS TURN 2

My newly raised unit of Zombies charged the rear of the Dwarf Warriors, together with some Dire Wolves, while the Strigoi Lord charged their flank – that should sort 'em out! And it certainly did – the Dwarfs were hacked apart (the Strigoi killing 5 himself), and they fled, only to be run down mercilessly. One Runesmith down.

The Ghouls and Fell Bats arrayed against Pete charged together into the small unit of Rangers. The combat went terribly, with me causing only a single wound. In return, the Fell Bats were completely destroyed, and the Ghouls fled and were run down. To make matters much worse, the Dwarf's pursuit put them into a position for a flank charge against the Zombies in the next phase. Arggh!

My summoned Ghouls launched into combat with one of the Dwarf Bolt Throwers, and attacked the Runesmith who was with them – managing to wound, but not kill him unfortunately. Still, it held the war machine up, so it wouldn't be able to shoot Andy's expensive troops in its next turn.

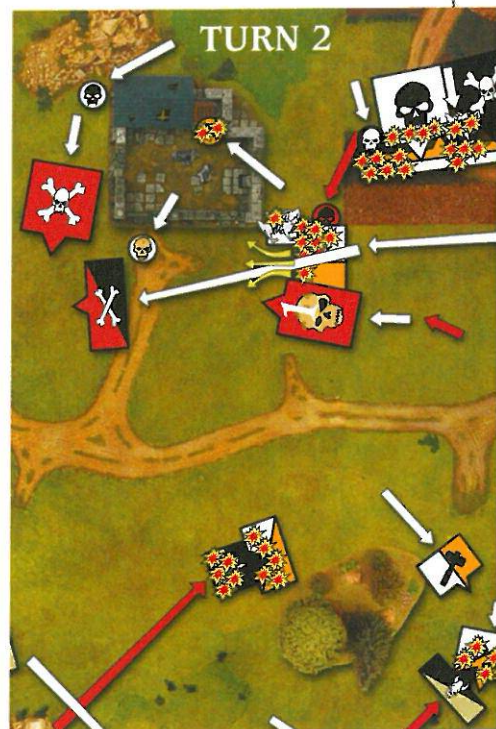
My Magic phase was fairly contained, sucking out another Rune of Spellbreaking. However, I did manage to cast *Gaze of Nagash*

against the Daemon Slayer who was lurking about, killing him outright. Not a bad turn...

## CHAOS TURN 2

Oh how I loathe Gyrocopters. My hopes that the slaving Spawn might be able to catch up with it were dashed so I ended up pulling back the Chaos Hounds in case it decided to pursue the Marauder Horsemen. I was marginally horrified by the way the Ironbreakers simply did a little half wheel and put both the Crow Brethren Horsemen and the Order of the Fly to their fronts again. Throwing caution to the wind I charged in with the Order anyway, hooking the Horsemen around to pick up a flank charge next turn.

I spent a long time trying to judge whether the Right Hand was in range to charge the closest Dwarf unit. A failed charge at that range would probably mean the Dwarfs would have a rare and doubtless welcome opportunity to charge in themselves next turn. I went for it and barely squeaked in by a quarter of an inch or so. No matter, the big boys in the form of both of my Chosen units were in combat by Turn 2 with no accumulated magic or missile casualties, which was better than I could hope for. My own magic was only marked by an equally disappointing dose of the *Creeping Death*, killing another of Pete's Dwarf Warriors (despite inflicting 6 hits!).



Both the Right Hand and the Order reaved through their opponents with gratifying amounts of violence, inflicting five casualties on each unit. Sadly, the Dwarfs stubbornly refused to bow to the inevitable and passed their Break tests, so I had to content myself with lapping around with the Right Hand and cleaning bits of matted Dwarf beard off the rusting weapons of the Order.




The army of Chaos close ranks on Gav's Dwarfs; things don't look too rosey for Clan Drakkaz.









*The Dwarfs try to stem the tide as the relentless Undead hordes attack.*

Chaos generals had decided to switch their plan around for this game, and give me a good thrashing before dealing with Pete later in the game. To this end, it was now my job to make the noble sacrifices and hold them up as long as Dwarfenly possible.

The Chosen with their great weapons were making a helluva mess of my Warriors on the left, and my Royal Guard were caught between a rock and a hard place. They could move to take on the Marauder Horsemen, or turn to face the Chosen when they inevitably broke through this turn, or maybe next turn if I was lucky. I decided I had already wavered in the plan once, and opted to press on with the current scheme; so they took up position flanking the Ironbreakers.

As expected, the Chosen did their job and ripped through my Dwarf Warriors in pretty short order, breaking them easily and running them down. Their pursuit took them to within charge range of the Lord's unit, so it was time to start polishing that Rune of Slowness for next turn...

The Ironbreakers managed to hold against the Chaos Lord and his Chosen Knights, their armour proving too much for the Knights, though three of their number fell to Leperous Jake's great weapon. On the other side of the battlefield, the last of the Slayers took his final breath and, spitting his fury at the foe, succumbed to the Wight Blades of the Black Knight that was left.

The right flank had collapsed utterly.

Now it was just a matter of whether Anthony committed his victorious units to the attack on my remaining Dwarfs, or turned down the valley towards Pete's beleaguered force.

### VAMPIRE COUNTS TURN 3

With Gav's Slayers finally killed off, the units fighting them were free to move off. The rest of my units advanced as fast as they could towards Pete, as he posed the greatest threat now. However, one of my units of Dire Wolves moved into position to aid Andy's Chaos chaps, for that big unit of Warriors (with the Lord and Army Standard) could be a tough little Dwarf nut to crack – a unit of scary dead Wolves in their rear might help.

The Strigoi bolted across the table, joining up with the unit of Skeletons that were aiming for Pete.

I managed to get a couple of good spells off – our Magic phase was getting increasingly potent as the Dwarfs lost their Runesmiths and began to run out of Spellbreaking runes. *Curse of Years* was cast on an impressive 17, though it actually did very little. Next, I raised another new unit of 11 Zombies, and they popped out of the ground in a nice line. They were there to protect Andy's troops from getting shot at by Pete's Dwarf Handgunners – deadly things up close.

### CHAOS TURN 3

All power to Chosen Chaos Warriors with great weapons! The Right Hand had come good already and ripped

through their opponents with minimal losses. With mayhem in mind they stalked forward to try and catch the next stunty unit available.

The Hanged Men and Crow Brethren continued their long haul through the storm of fire towards Pete's Dwarfs, the Spawn capering forward all too slowly. The Hanged Men edged off to avoid Pete's approaching Dwarf Warriors, letting one the Spawn protect their flank (a big mistake as the Dwarf could have overrun into their flank if they killed the Spawn). This was way too reminiscent of the last game I had with Pete for my liking, especially with that damnable Gyrocopter swinging past for another strafe.

Worried by Gav's approaching Dwarfs led by his Lord, I pulled back the Marauder Horsemen out of harm's way, and sent the Hounds back down the hill to assist the Right Hand if necessary (and keep an eye on that Gyrocopter). My only contribution to the magic this turn was the Hanged Man rolling a 1 when trying to use *Steed of Shadows* (he was only really interested in abandoning his regiment to their fate anyway).

My only combat was the Order crushing the last remnants of the Ironbreakers. Sufficient casualties were duly inflicted and the Ironbreakers lost by 8, fleeing as fast their short little legs could carry them. This left the Order free to pursue, clattering over them, to slam into the flank of Gav's Dwarf Lord and friends – what a shame.





*Gav resorts to desperate tactics.*

## PETE'S DWARFS TURN 4

Lacking anti-magic there was now a whole new unit of Zombies to take care of. Fortunately the Chaos advance hadn't quite reached my line but a gap had appeared in my centre now that the Warriors had swung around and the Slayers had been pinned in combat. The time had come for a few heroic sacrifices.

My General and his Warriors charged into the Spawn. The Slayers and Rangers tried to get back into the action and everyone else loaded and fired with admirable discipline.

I brought my Gyrocopter back to block the advance of the Undead Dire Wolves and fired into the flank of the long screening line of summoned Zombies. Once again the handguns did slaughter, ripping six Zombies apart. My left flank Thunderers cut down a whole rank of four Skeletons with a precision volley while the right flank unit split its fire,

destroying two more Zombies and two Chaos Warriors. Seeing no point in saving it for later, I finally used the Rune of Skewering on my Bolt Thrower and impaled two more Chaos Warriors. Despite the ferocity of my fire, the Chaos forces kept on coming. I expected this from the Undead but if the Chaos Warriors fought on to the death as well then I would eventually be swamped.

My General's charge into the Spawn went badly – it was wounded but not killed. If I had been lucky enough to kill it then I could have overrun into the Chaos Warriors and scraped them off my firing line. Now it was going to be a desperate game of closing ranks and fighting to the death.

## GAVS DWARFS TURN 4

Even the shouting was over now... Though my valiant Royal Guard had weathered the storm of the Chaos Knights' charge (their Rune of Slowness working perfectly against the Chosen Warrior's charge), other units were now circling in for the kill. I was fighting for pride now, and there's no position more dangerous to put a Dwarf in. Setting my sights on Leprous Jake and his noisome Knights, I was determined to make them pay for the victory they were about to win over my annihilated forces.

The Royal Guard Champion issued a challenge, which was answered by the Champion of the Chaos Knights, who promptly failed to kill the Dwarf veteran (perhaps he couldn't lean over far enough on his horse...). In return, the Dwarf Champion landed two solid blows on his enemy, chopping him from the saddle in fairly short order. Alas, the others did not fare so well, my Thane with the Battle Standard was wounded by those Knights who could

attack him, and two more of the unit falling to the brutal weapons of the Knights. They had lost the combat by the smallest of margins and continued to fight on despite the inevitable mauling they were about to receive in the bad guys' next turn.

## VAMPIRE COUNTS TURN 4

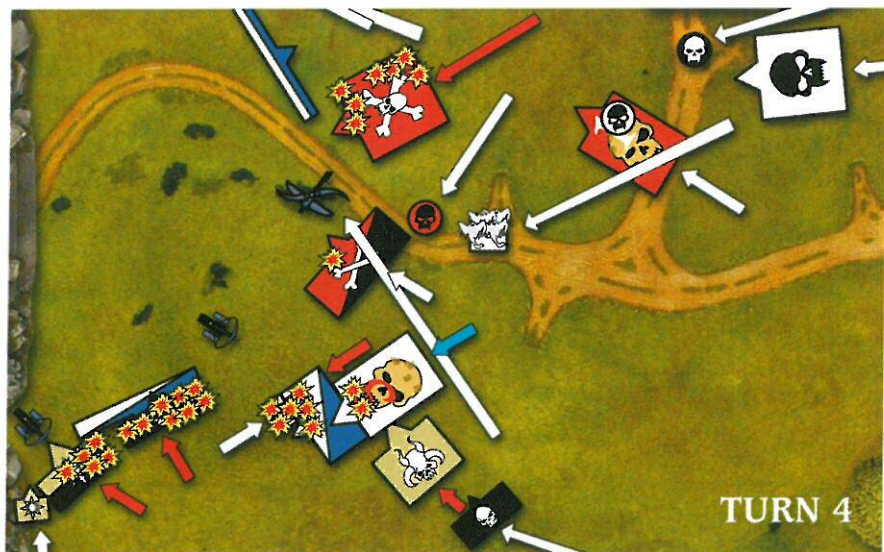
Right then, time to have a proper go at Pete. My Skellies with the Strigoi charged into another unit of Dwarf Handgunners. Like a complete goof-ball, I had my Strigoi positioned in the unit so that he couldn't fight, which wasn't funny, and it wasn't clever. With a complete lack of coordination, my Skellies got whacked, and didn't do any whacking of their own. Hmm, that was an embarrassing charge. Just wait till next time, when the cranky Strigoi would be in the ring...

The depleted Zombie screen charged the Handgunners – I knew they were pretty much assured to get all killed, but never mind. The Dire Wolves suddenly found a Gyrocopter right in front of them, and it'd be rude to ignore it – so I charged it. Still, the whirling contraption managed a draw, and so the fight would continue on till next turn.

The Banshee and the Spirit Host moved away from Pete's Slayers and Rangers – I figured I could pretty much ignore them and concentrate on the rest of Pete's army. The Banshee had a good old scream, but the Dwarfs were uniformly unimpressed.

Once again, I managed to raise a new unit of Zombies (13 this time), and placed them right behind Pete's main fighty unit. With Irresistible Force, they were powered into combat, then topped up with another Invocation of Neheke, taking their numbers to 28. Nasty. Not that they did an awful lot to Pete's souped up unit, but at least they wouldn't be going anywhere, and could hold the Dwarfs in position (with no ranks) until Andy's better fighters (or my Strigoi) could get there to do some real damage.

Over on the other side of the battlefield, Gav's last bastion was under attack. My Dire Wolves joined the fight, smashing them in the rear – their high Movement made the Rune of Slowness have no effect. My wolfies didn't do a whole lot, but the extra combat resolution for the rear attack certainly helped. The Dwarfs finally ran (with the Battle Standard toasted) and were trampled into the ground with much rejoicing (well, from Andy and I anyway). Gav was out of the game!







*Gav's army makes its last stand, surrounded by Andy's Nurgle minions.*

## CHAOS TURN 4

Leperous Jake and Gav's Dwarf Lord were going at it hammer and tongs and Jake was getting the worst of the deal – damnable stunties, accursed dice rolls! I charged the Crow Horsemen into the other flank of Gav's warriors to lend additional support and marched the Right Hand up to get in position to charge next turn.

With the rest of Gav's forces wiped out, I set the Chaos Hounds and Crow Brethren Marauders on course to attack Pete. Blatantly there was more than enough available to destroy Gav, and the Hanged Men were starting to drop like flies under the concentrated fire of Pete's Dwarfs.

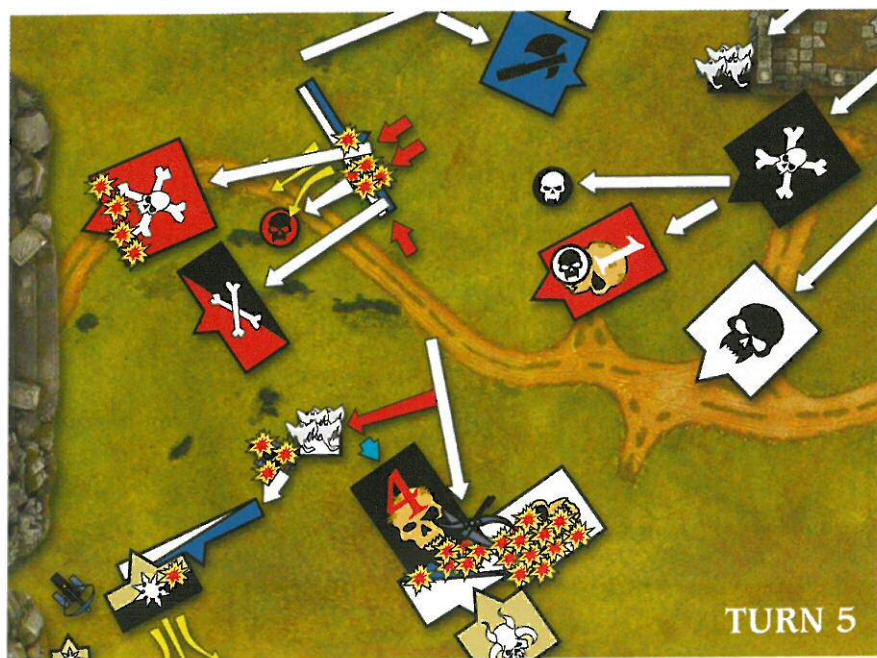
Thanks to the heroic sacrifice of the Chaos Spawn resisting Pete's block of Warriors, the much reduced Hanged Men were able to try and charge in against a regiment of Thunderers but were found to be short of their objective.

I had pretty much given up on magic by this point and just yelled encouragement as Anthony summoned up more Zombies.

In the epic conflict of Leperous Jake versus the Dwarf Lord, Gav managed to land two more wounding blows. Jakes' Chaos armour proved impervious to the stunties' weaponry and with the additional pressure of the Marauder Horsemen and Anthony's newly arrived Dire Wolves, the Dwarfs broke and ran (ironically due to the fact that the Order of the Fly caused *fear* for the Mark of Nurgle being on them – I owe Gav a pint). They were, of course, pursued and mercilessly slaughtered.







### PETE'S DWARF TURN 5

By now it was clear the game was up. The combination of masses of casting dice, no Spellbreaking runes and my guaranteed ability to include two 1's in every batch of Dispel dice I rolled, was ensuring that no matter how many Undead I killed there would be more of them appearing almost immediately.

When things go tilt with Dwarfs there is rarely any way back and misfortune seems to abound. My right flank Thunderers fired their last salvo at the onrushing Chaos Warriors and killed one before drawing their swords and preparing to fight it out. The Gyrocopter, having bravely fought off the Dire Wolves for a turn, strayed too low to the ground and the pilot was buried

in slaving brutes. Losing control the Gyrocopter span across the battlefield heading unerringly right into the middle of my General and his Warriors. As if things weren't bad enough, five more Dwarfs died in the crash. This is sadly typical – for some reason, whenever a Gyrocopter crashes it seems to do so slap bang on top of one of my own units. If only I could put a Rune of Immolation on them! Still, my Warriors fought on, the General and Battle Standard moved to the back of the unit and fended off the Zombies there, but with no supporting ranks couldn't get rid of them quickly enough. My left flank Thunderers excelled themselves, actually beating the Skeletons that had charged them, destroying four, but this was a drop in the ocean of foulness sweeping over them.

There was little chance of the Slayers and Rangers getting back into the fight in time – indeed the Undead were steering away from them, content to attack the rest of my army. They had less honour than even the Elves.

Around my General, his Warriors locked shields and faced outward, there were no war tricks left to save us, just a chance to show courage and die with honour.

*The Chaos and Undead legions mass in front of the Dwarven gates, as Pete tries in vain to hold them at bay.*





## VAMPIRE COUNTS TURN 5

With his partner in crime out of the action, Pete was looking grim. Meanwhile, Andy and I were having a blast, as we looked forward to romping over the remaining Dwarfs. And we couldn't contain our amusement when the crashing Gyrocopter thumped into Pete's own unit.

The Strigoi pushed himself into a position to swipe at the Dwarfs. My Strigoi loves doing that, and in the ensuing combat managed to slice and dice his way through five of the hairy chaps. In the Magic phase I managed to add nine Skeletons back to the unit, just to make sure that I outnumbered the Dwarfs, as well as gaining my full rank bonus again. To top things off, and really make sure that those blasted Handgunners were taught a lesson, my Dire Wolves ploughed into their flank. Needless to say, the Dwarfs broke and were run down.

The Spirit Hosts charged into the flank of another Handgunner unit, and Pete looked increasingly concerned (actually resigned, some might even say Dwarfily grumpy). They beat their foe, running them down and ramming into the next unit of Handgunners. The Dwarf defence was crumbling apart now.

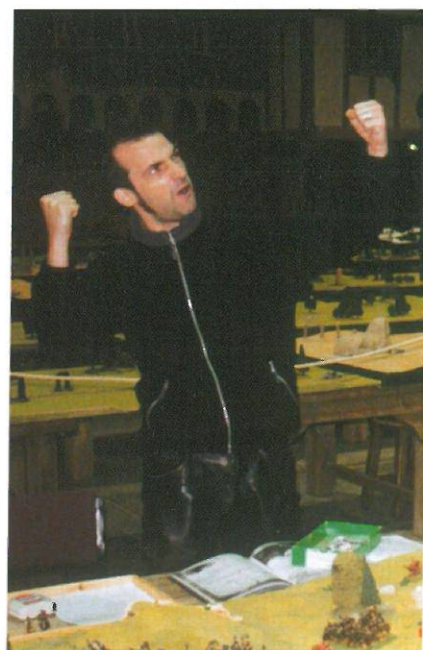
To add insult to injury, I raised another unit of Zombies (there must have been a serious battle on this ground in the past to have so many bodies beneath the surface), and, using the Book of Arkhan, managed to shunt them into the flank of Pete's doughty unit that I had already engaged in the rear. Still, full respect to the Dwarfs, for despite being engaged on all sides except their front, they refused to budge.

## CHAOS TURN 5

With my toughest and most mobile units stuck miles away from the action I just tried to occupy as much of Pete's attention as possible this turn. I must admit that I was kind of hoping that Anthony could finish the job.

The Hanged Men charged in against the Thunderers with a relieved cheer, and the Crow Brethren Marauders attempted to charge Pete's Warrior block, but were stymied by a Rune of Slowness which reduced their charge to a mere 2". The Chaos Hounds whined in frustration as they were blocked out by the Crow Brethren.

The combat with the Thunderers was priceless, three hits scored by each side, resulting in a single wound by each side, which were



*Victory for the forces of darkness!*

saved by each side. Outnumbered, the Hanged Men decided that the Thunderers were just too tough for them (as if) and ran like girls. Fortunately the Dwarf's legendarily stunty legs prevented them making a successful pursuit, so the Hanged Men didn't have the final indignity of being overrun by the victorious boom-stick wielding Thunderers.







*The Dwarfs are beaten; sheer numbers force the two clans into a terrible defeat.*

### PETE'S DWARVES TURN 6

The Slayers finally got close enough to charge the Skeletons and Vampire Lord, typically on the last turn. The way this unit got isolated wiping out the Zombies was a salutary lesson to me. I expect there are a lot of Dwarf players out there guffawing and saying "I could have told you that" – sadly no one did. If you are starting out using a Dwarf army though, for Grungni's sake learn from my mistake and keep your units together.

The intervention of the Vampire Lord had been too much for my left flank Thunderers and the right flank unit was being sorted out by Dire Wolves and summoned Undead. My General's Warriors were now being attacked by virtually everybody from all sides.

It is in these utterly doomed, back to the wall situations that bring out the best in Dwarfs. Facing in all directions, gathered around the Karak Dawr banner, my last unit of Warriors presented a formidable aspect. Appearing huge because of the Master Rune of Fear, they chanted their death song, each determined to slay as many enemies as possible before he was dragged down. I had lost count of how many turns they had hung on and they certainly weren't going to fail on the last turn. Perhaps their stubborn resistance would distract the enemy long enough for the remains of the army to get back inside the hold. Put this way, you must admit the whole battle was really a moral victory for the Dwarfs. I can't be doing with this Victory Point technicality stuff. So, for one last round, the axes rose and fell and for one more turn the enemy were beaten off, the Chaos Marauders were beaten so badly they fled like beaten curs.

Hah, best to end on a high. Ok Andy and Ant, call it a draw?

### VAMPIRE COUNTS TURN 6

Going into the final turn of the game, and the forces of darkness were looking comfortable. Pete's last resistance was being worn down, and I was throwing everything nearby at his big Warrior unit. Annoyingly, those Dwarfs seemed to be causing fear themselves, so I was going to be hard pressed to actually make them run. I avoided Pete's Slayers, as there really was no point trying to get rid of them – it would take much too long. The Rangers who walked at the side of the Slayers were being shadowed by the Banshee, who continued screaming at them, this turn killing a couple of them.

As the Strigoi turned his unit around after smashing through the Dwarf defence, he watched as the final confrontation with the Dwarfs played out.

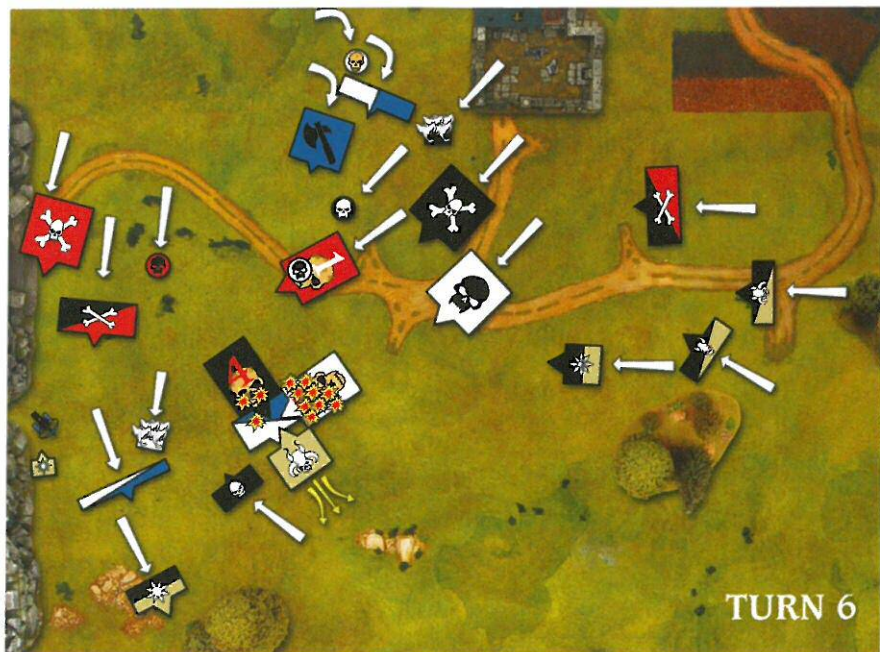
Entering the Magic phase, I felt pretty confident that some havoc could be caused. This all went out the window when a Miscast immediately ended the Magic phase. Never mind, hey.

### CHAOS TURN 6

The battlefield was almost silent apart from the squish of Zombies and the sound of Leperous Jake slapping his forehead at the sight of the Hanged Men running from a bunch of Dwarfs with sticks. This is not the way to become a world-conquering Chaos army.

The Marauders completed their charge, finally getting their flails into action. However Dwarfs once again proved too much of an opponent for them and they too lost the combat and ran like wimps (I blame the Zombies myself).

Sigh, sometimes you just can't get the minions...





## CONCLUSIONS

### WE WENT DOWN FIGHTING



As I expected it was a hard scenario. Dwarf armies are slow and being separated at the start, it was very difficult to form a coherent line at any time. I had a bit

more luck than Gav who had the misfortune of facing the faster, harder-hitting bits of the enemy armies. We did have a chance – unfortunately we needed Andy and Ant to make a mistake or get overconfident. They steadfastly refused to do either. Every spell was carefully judged and every attack precisely placed. The effect was that the Dwarfs were methodically taken apart. Even so, there were heroic stands aplenty. Gav's Dwarfs fought it out to the last despite being in a hopeless position, attacked front, flank and rear. My guys were able to establish a killing zone and make the Chaos forces in particular suffer on the way in.

In the end their magic was just too strong. If I had been a bit more defensive with the Slayers and if my General had been able to kill the Chaos Spawn the first time of asking then I might still have held out till the end though. As it was, the Chaos Warriors were driven off by my Thunderers in close combat and my General's unit withstood being attacked on all sides for three player turns. The Master Rune of Fear had really proved itself and I would thoroughly recommend it to other Dwarf players.

Right, next time we start with both Dwarf armies together facing the enemy horde down a narrow pass with hills to our rear. If they dare, that is...

### WHAT HAPPENS WHEN YOU CROSS A VAMPIRE AND A CHAOS LORD?



Minced Dwarf. Which just goes to show how important mobility can be in a game of Warhammer. Well, not just mobility, but your army's ability to

enforce your plan on the enemy and make them react, rather than vice versa. This is where missile fire can be important as well, because it allows you to project your attacks at range across the battlefield, much like the threat of a charge of knights, or flying monster.

With no ability to project my attacks in such a manner, and faced with Andy's most mobile units, I was immediately on the back foot. This was no more evident than in my first turn when I turned the Royal Guard around and started advancing towards the back where I expected Andy's attack to fall. This was probably the daftest thing I've ever done in a game, for which I hang my head in shame... Had they pressed forward with the other Warrior unit on my left flank, they would have been in a position to threaten Andy's Chosen Warriors, which in turn meant that he would more than likely divert units from the attack on the Ironbreakers to support his infantry.

It was a cardinal sin – reacting to the enemy and not following the plan. Sorry to go on about it, but I really am kicking myself. Now, I'm not saying we would have won the battle if I had done differently (after all I was picked on by a Vampire Lord and a Chaos Lord), but I think I could have helped Pete a lot more by relieving the pressure on him. It's for that that I feel most guilty – I guess it's against my nature to let down a fellow Dwarf, and I think I could have done better in the circumstances.

Mumble, grumble, Invocation of Nehek, grumble, Cursed Book, grumble, Book of Arkhan, grumble, mumble...

### DWARF BRAINS TASTE NIIICE...



Overall, I think that this game was pretty tough on the Dwarfs. They stood up remarkably well all things considered. Pete's main unit, in particular, was

impressive, holding out till the last against all comers. Andy and I had a simple plan that basically involved clobbering one of the armies, and then turning our attentions to the survivor. I think we made the right decision going for Gav first as well – though the initial instinct was to go at Pete, as he was the one who could do damage to us from afar, but I think we could have run into problems if we had done so – namely Gav marching up behind us while we were stuck in combat. Facing the full force of the Vampires and Andy's Nurgle, Gav didn't really have much of a chance. To be fair, he did well for a decent while, holding up Andy's Chaos Lord so he never got to Pete – the Strigoi did get to him, but a turn or two earlier would have

been preferable. In retrospect, I might have had the Strigoi head towards Pete from the start, but then I would have run the risk of not making a significant impact on either Dwarf army.

I think I spent too long killing off Gav's Slayers – I should have either attacked them with more units, or just held them up with a unit of Zombies and some Ghouls and not got the Black Knights in there. Seemed like a good idea at the time, but my deployment of them wasn't great. But still, hindsight is a wonderful thing. Overall, a satisfying victory for the evil coalition – ain't it fun beating up on Dwarfs?

### I WANT A BIGGER ARMY!



Well, a glorious victory after all. I suspect that the scenario really worked against the Dwarf armies here. With better mobility, Anthony and I could

always concentrate our forces to inflict maximum harm while keeping everything else at arms length. By pooling our Magic dice together, Anthony could raise several new Zombie units each turn. He frequently did, usually in order to block or tie up another Dwarf unit until the right sized mallet could be brought in to mash them. Gav and Pete never really stood a chance, as that arsenal of mallets included my Chaos army.

As for myself I can say that my new army is getting a bit more honed now, although I'm pretty sure that Chosen Chaos Knights will be lucky to make it to the enemy as intact as they did this time. In general, if you're going to use Chaos Warriors or Knights, upgrade them to Chosen (with great weapons) if you can. The Right Hand were awesome, the Hanged Men something of an embarrassment.

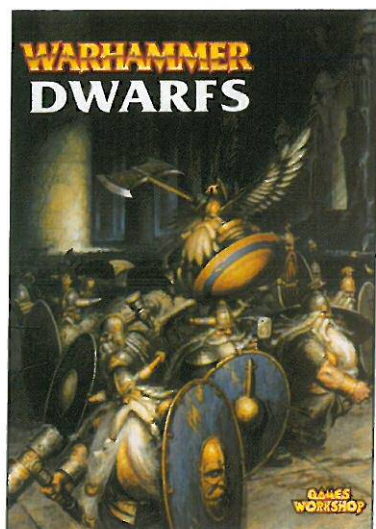
I made some basic mistakes in the game, like using the Spawn to try and protect the Hanged Men (it worked out ok but could have been a complete disaster), worrying about the Gyrocopter too much, and not using the Marauder Horse better. In general I think I'd like my army to be bigger, more units of Marauders perhaps, I often felt like I only had a couple of units capable of achieving much and was moving around the rest for effect. Of course that is against Dwarfs, who are ridiculously hard to defeat in combat – against another army it be a different story.



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Models shown at 50% actual size. Models supplied unpainted.

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The next issue of **WHITE DWARF** is on sale December 12th

# Coming next issue...

## WARHAMMER

January's issue is a belter for Warhammer players! The big feature is a new Warhammer army list allowing you to field the forces of the Cult of Ulric.

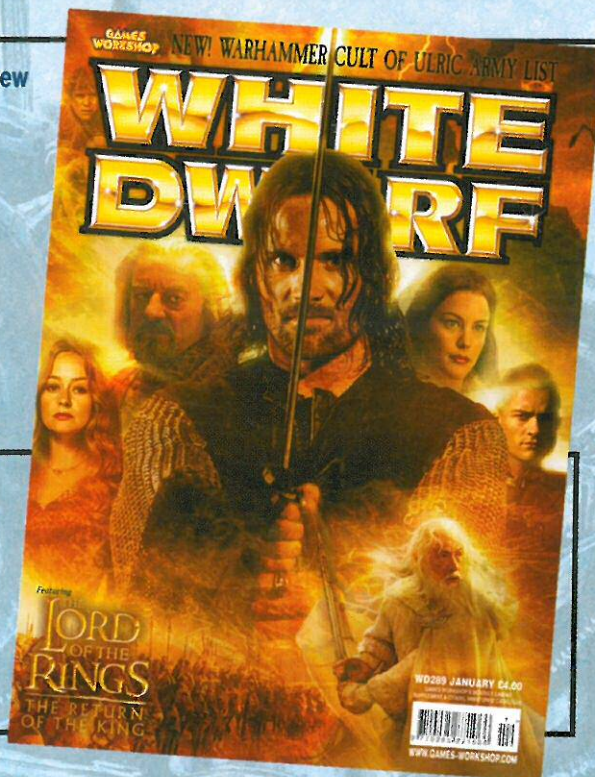
We also have the latest with Olde Weirde penning more of his Incunabulum, this month researching the denizens of Troll Country. With the forthcoming release of the new Bretonnians, we have a special preview for you to drool over too.

The one and only Mike Walker returns to the fold following a short sabbatical – this time discussing dice rolling amongst other things...

## WARHAMMER 40,000

This month's battle report is a departure from the norm as two top tournament players wield their Space Wolves and Iron Warriors armies under tournament conditions – not for those of a nervous disposition!

All your favourite articles such as Chapter Approved, Army Showcase and Heroes & Villains are there with plenty for Warhammer 40,000 fans to sink their teeth into...



## THE LORD OF THE RINGS

With the final movie in The Lord of The Rings trilogy, The Return of The King, upon us we have stacks of great articles for our strategy battle game.

This issue is scenario-tastic with three new scenarios! In 'The Gathering Storm' Dáin tries to aid Thranduil in Mirkwood; 'The Red Arrow' sees Denethor's attempt to summon help from Gondor; and our The Ride of the Ringwraiths series continues with part four – Amon Sul.

We have the start of a new series, A Tale of Good & Evil, following two gamers as they collect their new forces, oddly enough one army is good and the other evil!

As befits the stunning films, we've spent no little effort on fabulous terrain pieces. Showcases and Modelling Workshops on Minas Tirith and Osgiliath will provide plenty of inspiration to budding terrain-makers.

To make sure you don't miss an issue – turn to the inside front cover to find out how to subscribe to every hobbyists' essential monthly magazine







# THE LORD OF THE RINGS

## STRATEGY BATTLE GAME™

- Tournament Rules
- The Return of The King Tactics
- Ride of the Ringwraiths Part three
- Painting Mordor Orcs
- Multi-player Battle Report



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

### ▼ Frodo, Sam & Gollum

Designed by Michael Perry, this blister pack contains Frodo, Sam and Gollum.

**FRODO, SAM & GOLLUM** .....£6.00

Denmark	kr 70.00
Sweden	kr 80.00
Euro	€ 10.00



Frodo



Sam



Gollum



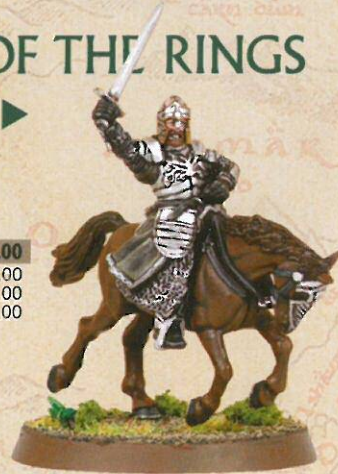
### Mounted Faramir ►

Designed by Michael Perry, this blister pack contains 1 Mounted Faramir.

*This model requires assembly.*

**MOUNTED FARAMIR** .....£6.00

Denmark	kr 70.00
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### ◀ Knight of Minas Tirith with Standard

Designed by Michael Perry, this blister pack contains 1 Knight of Minas Tirith Standard Bearer on horseback.

*This model requires assembly.*

**KNIGHT OF MINAS TIRITH  
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Denmark	kr 70.00
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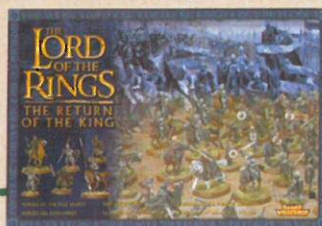
### Forces of the Free People ►

This boxed set contains 1 Mounted Théoden, 1 Mounted Éowyn, 1 Mounted Faramir, 26 Warriors of Minas Tirith (including Command), 12 Warriors of Rohan, 5 Knights of Minas Tirith & 6 Riders of Rohan.

*These models require assembly.*

**FORCES OF THE FREE PEOPLE** £70.00

Denmark	kr 800.00
Sweden	kr 950.00
Euro	€ 110.00





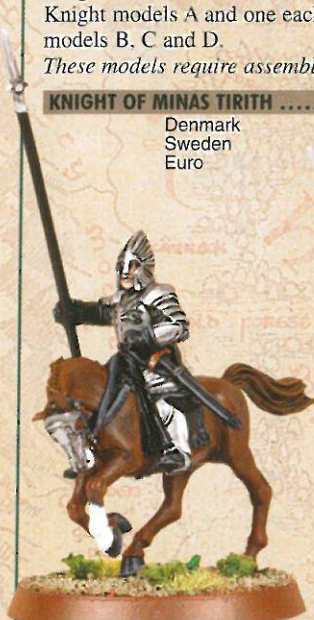
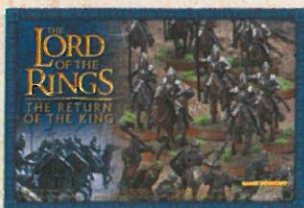
## Knights of Minas Tirith

Designed by Alan Perry and Michael Perry, this boxed set contains five Knights of Minas Tirith, consisting of two Knight models A and one each of Knight models B, C and D.

*These models require assembly.*

**KNIGHT OF MINAS TIRITH .....£20.00**

Denmark	kr	250.00
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*Knight of Minas Tirith model A.*



*Knight of Minas Tirith model B.*



*Knight of Minas Tirith model C.*



*Knight of Minas Tirith model D.*

## Knights of Minas Tirith

Designed by Alan Perry and Michael Perry, this blister pack contains 1 Knight of Minas Tirith model.

*This model requires assembly.*

**KNIGHT OF MINAS TIRITH .....£5.00**

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Euro	€	8.00

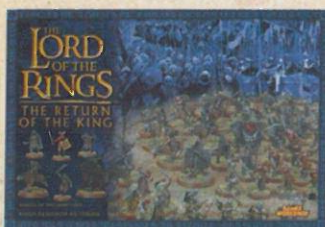
## Forces of the Dark Lord

This boxed set contains 1 Mounted Ringwraith, 26 Mordor Orcs (including Command), 5 Warg Riders, 6 Mordor Uruk-hai & 8 Easterlings (including Command).

*These models require assembly.*

**FORCES OF THE DARK LORD ...£70.00**

Denmark	kr	800.00
Sweden	kr	950.00
Euro	€	110.00





Adam O'Brien pens the third part in a series of scenarios chronicling the journey of the nine Ringwraiths from Barad-dûr to retrieve the One Ring from the Shire. This month the Nine's attempt to cross the Sarn Ford, located on the border of the Shire, is opposed by a band of Rangers of Gondor sent by Aragorn to guard the Shire.

This scenario is set just before Frodo leaves his peaceful life behind to set out on the perilous journey to Rivendell.

Whilst he was happily oblivious at this time to the approach of mortal danger, his wise friend Gandalf was not; knowing that the peaceful hills and fields of the Shire were woefully unprotected, the wizard requested Aragorn to set a guard of Rangers on the borders. One detachment of Rangers took up position by the Sarn Ford, on the southernmost edge of the Shire, skilfully concealing themselves and watching with untiring vigilance for the least sign of danger. They didn't have long to wait before the agents of darkness revealed themselves, for the Ringwraiths had chosen Sarn Ford as their gateway into the Shire.

## Participants

There are all nine Ringwraiths (use the rules from *The Two Towers* rules manual, not the new profiles in WD284) on the Evil side,

while 20 Rangers of Gondor make up the forces of Good. Hideous odds for the Good player!

## Points Match

If you want to play this scenario with alternative forces, then the Evil player gets four times the points total available to the Good player.

## Layout

This scenario is played on a 48"/112cm x 48"/112cm table. The Brandywine, a slow, deep river, crosses the table from the southern table edge to the northern edge (see map). It can only be crossed at Sarn Ford. A road runs from the centre of the eastern edge to the ford, running on at the other side of the river to leave the centre of the western table edge. Decorate your layout to taste; a nice way to show that this is the border of the prosperous Shire is to use lots of neat hedges and well-

tended fields on the Shire side of the river, and wilder-looking woods and rocks on the other side.

## Starting Positions

The Ringwraiths are not deployed at the start of the game but enter the table from the eastern table edge. They have special arrival rules (see below).

The Rangers start the game anywhere on the western side of the river, using their well-honed skills of field craft and concealment to stay all but invisible (all but invisible to mortal eyes, that is). Each Ranger must be placed on the table no more than 1"/2cm from a piece of cover, be it a tree, wall or hedge. No standing about in the open for these wily woodsmen! Of course, their hiding places are immediately visible to the Ringwraiths, who can sense the inner light of their souls, but it's a characterful way of avoiding a classic 'serried ranks' deployment.



*The Rangers of Gondor ambush the Ringwraiths.*





*The Rangers cross the wilderness.*

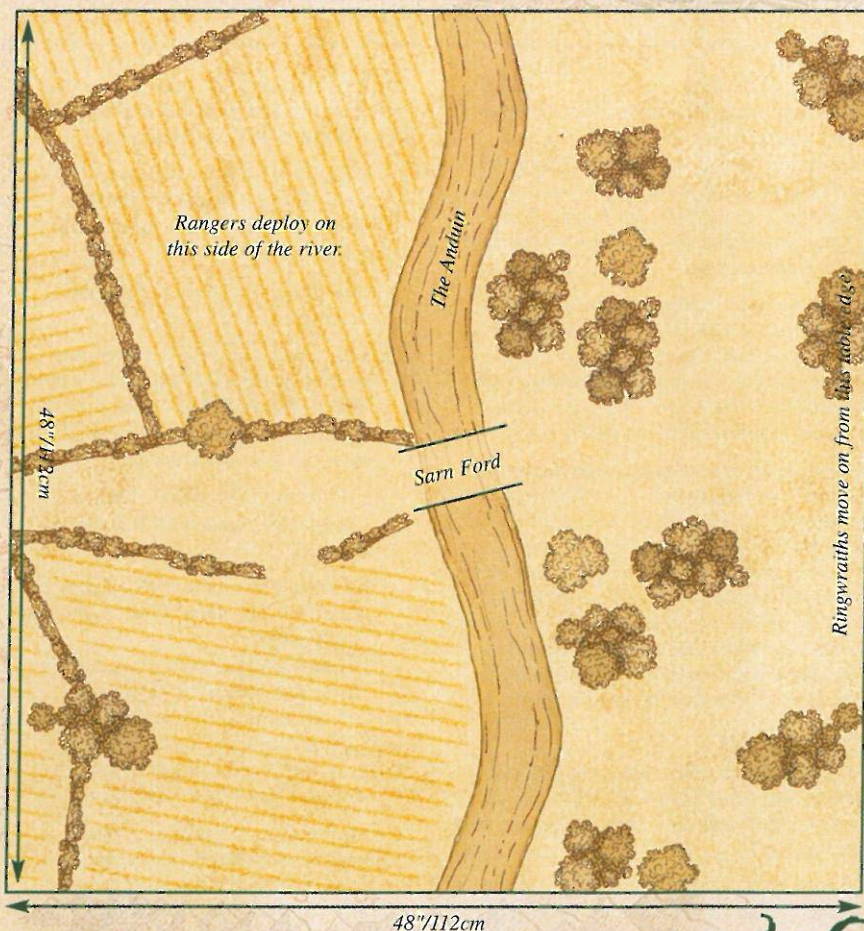
## Objectives

The Ringwraiths are trying to break into the Shire to track down the One Ring. They win the game if at least three models – the minimum for a viable search of the Shire for the purposes of this game – exit the western table edge within 10 turns. The Rangers win if they can prevent this.

## Special Rules

**Divided Pursuit.** In this game, the Evil player gets priority in the first turn, and can bring on D6 Ringwraiths from the eastern table edge. In the second turn, he rolls a D6 for each Ringwraith remaining off-table – for each score of 5 or 6, one Ringwraith can enter from the east. On the third turn, a score of 4, 5 or 6 will allow a Ringwraith to enter the fray and on the fourth turn a score of 3, 4, 5 or 6 is needed, and so on. You will see that all Ringwraiths will therefore be able to enter the table by the beginning of the sixth turn.

**The Ride of the Ringwraiths** This scenario can be played as part of a mini-campaign, following on from Osgiliath and The Gap of Rohan. If you wish to do this, keep track of which Ringwraiths have been removed as casualties in the previous games and roll a D6 for each at the start of this game. On the roll of a 1 or 2, the Ringwraith has not had sufficient time to regain his full strength and starts the game at 4 Will rather than 7 (or 10 in the case of the Witch King). On a roll of a 3+, the Ringwraith is fully recovered and suffers no penalty. Regardless of whether any horses were slain in previous games, the Ringwraiths are assumed to have acquired new mounts.





# POINTS MATCH REVISITED

## Preparing for the Grand Tournament

This article expands on the 'competitive gaming' theme first introduced in the Points Match Special in WD 274 and presents the rules for the upcoming 2004 Grand Tournament.

Last year we held the first Grand Tournament (GT) of our The Lord of The Rings Strategy Battle Game, where gamers from all over the UK met for a weekend of gaming. Not only did they get to meet other hobby enthusiasts, but they also got to see many different and beautiful forces, and chat for hours about The Lord of The Rings books, films and games.

The GT is held once a year at our Nottingham HQ and players have to bring a fully-painted Good and an Evil force for a total of 1,000 points. Over the weekend they play a series of scenarios against other players, answer an insidious knowledge quiz on The Lord of The Rings world, and judge other players' forces for painting and character. All this to elect an overall winner that will be bathed in glory for a year.

Last year our new formula worked well and the people there gave us some very positive feedback. In fact, the only criticism was that six games are not enough and the players wanted a fourth scenario, for a total of eight games! For this year's GT I have therefore written a new scenario, which is designed to be over in an hour or less and shouldn't make the week-end too exhausting. During the year leading to the GT I had heard people criticising the fact that you must bring both a Good and an Evil force to the GT. I didn't need to worry though, as all the people that came and played in the event told me how much they liked having two forces for the variety that allowed them to experience with both their gaming style and painting schemes. Anyway in this year's GT I have dropped the limit on the amount of points that can be spent on Heroes, which seems natural if you think of the nature of the game (think Fellowship against Moria Goblins for example...). This would obviously allow people to come to the GT with very small forces indeed (eg, a Balrog or Sauron for the Evil force and Gandalf the White and Aragorn with Anduril for the Good side – a thousand points in three models!). I'm afraid that the excuse of having to paint too many models to be able to come to the GT does not work any more...

Below, and in the following pages, you will find the forces selection rules, the principles for assigning Tournament Points and the four scenarios that will be used in this year's GT.

### FORCE ROSTER

When you arrive at the tournament you must bring a copy of your Force Roster for the Referees to refer to. You will also require a second copy of the roster, which you should keep with you when you are playing. The original roster should be the one that you keep with your miniatures.

The roster must include all of the models in your force, their points value (including equipment), and must also specify which models are carrying any extra equipment or special items. Please put your name and entry number on all copies of the roster.

Twenty randomly selected rosters during Round 1, and the rosters of the top ten players in Rounds 2 and 3, will be checked by the Referees during the tournament. If any mistakes are found, the results of all the games in which the player has used the illegal list will immediately be changed to 0-20 in favour of his opponents. This will apply even if the mistake was an honest one, so please double-check your list before the tournament!

### THE FORCES

Players will enter the tournament with two forces: one Good and one Evil. They have a total of 1,000 points to divide between both of their forces.

Players must decide what proportion of their points to allocate to each force (for example:

470 Good and 530 Evil), but a minimum of 250 points must be spent on each force. For each force the following limits apply:

- The models included in the forces must come from The Return of The King rules manual and/or the Shadow and Flame supplement.
- Each force can include a maximum of fifty models.
- Each force must include at least one Hero to lead it into battle. There is no limit on the points that can be spent on Heroes, so each force can be entirely made up of Heroes if the player wishes.
- Evil forces cannot include Gollum. Good forces cannot include Tom Bombadil or Goldberry.

- No more than a third (33%) of each force's models can be armed with bows or crossbows.  
*(Note: during the tournament only the Riders of Rohan models that are actually firing a bow count as armed with bows: Riders that are carrying a bow on their back do not count. Note that their points cost remains the same).*

- Heroes such as Galadriel, that have special rules related to a specific location always count as 'beyond the borders of their realm' if fielded.

- Remember that named Heroes (Gandalf, Lurtz, the Witch-king and the other eight Ringwraiths, etc.) can only be taken once.
- Whenever any rule is repeated in several publications, the most recent version always takes precedence. For example, Saruman and the Men of Gondor appear in The Fellowship of The Ring manual, in The Two Towers manual, and in The Return of The King manual, but the points value and rules from The Return of The King will be used.

### SCENARIOS

The tournament schedule consists of an even number of games (eight in this case).

- In the first game of Round 1, half the players will use their Good force and the other half will use their Evil force. The first game will be played using Tournament Scenario 1.
- In the second game of Round 1 players will play the same scenario against the same opponent, but players that used their Good force will now use their Evil force and vice versa. Note that the players must swap table sides, so that the Good and Evil forces play from the same table edge.





- The following two games (Round 2) will use Tournament Scenario 2. Once more players will use, alternately, their Good force and their Evil force in the two games.
- In the third pair of games (Round 3) Tournament Scenario 3 will be used.
- In the final two games (Round 4) Tournament Scenario 4 will be used.
- The time limit for each game is the recommended duration printed at the end of the scenarios.

### SPECIAL RULES

- Models are always assumed to carry all equipment that is given as default in their Wargear. Any additional wargear that is taken from their options has to be shown on the model.
- In all scenarios, unless otherwise specified, Heroes are not allowed to pick up weapons or any other piece of equipment from slain friends or enemies.

- The Passengers special rule for Cavalry will not be used.
- When a rider is killed, thrown or dismounts, his mount is always immediately removed.
- Scenery for the battle will have been set up by the Referees and may not be moved or changed.

### DECIDING WHO WINS THE TOURNAMENT

The winner of The Lord of The Rings Grand Tournament will be the player who scores the most points in the categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winner will be the player who scored the most points in the Generalship category. If still tied, the prize will be awarded to the player who has scored the most Sportsmanship points.

#### Generalship (0-120 points)

We've decided to use a simple procedure for

working out the Tournament Points scored for Generalship. What's more, we're expecting you to work out the points for each battle and record them on your results card.

*The system is as follows:*

Work out the game result as indicated in the Objectives paragraph of the rules for the scenario played – Generalship points are awarded depending on the result:

Level of Victory	Victor Scores	Defeated Scores
Major Victory	20	0
Minor Victory	15	5
Draw	10	10

#### Knowledge (0-20 points)

At some point over the weekend you will be given a test paper and five minutes to complete it. The paper will have 20 multiple choice questions, which must be answered before the time limit is up. The paper will



contain questions related to the rules of The Lord of The Rings battle game, The Lord of The Rings movies, and The Lord of The Rings and The Hobbit books. Each correct answer is worth 1 point. The test is a 'closed books' affair, which means that you may not refer to any publication. No communication is allowed between players during the test.

### Force Painting & Character (0-40 points)

Painting standards and overall composition of your forces are rated by your opponents. The system used is described below. In a nutshell, a player who brings along two forces that are painted, based and characterful will pick up a lot of points in this category, while one who brings barely painted and non-themed forces will not!

- All miniatures in the Grand Tournament must be fully painted. Players must call a Referee if their opponent is trying to use unpainted miniatures.
- Forces are given marks for painting and character. Each category has its

If you wish to use the Tournament Scenarios with your friends, follow this sequence:

#### SCENARIO SELECTION

After having selected their forces, players should observe the following procedure:

- 1) Arrange the terrain on the gaming table in a mutually agreeable manner.
- 2) Agree, or roll a dice to decide, which player is using his Good force and vice versa.
- 3) Agree, or roll a dice to decide, which of the four generic scenarios to play.

If rolling, consult the chart below:

- 1 Scenario 1
- 2 Scenario 2
- 3 Scenario 3
- 4 Scenario 4
- 5 The player who hasn't rolled the dice for this chart can choose the scenario he likes best
- 6 The player who has rolled the dice for this chart can choose the scenario he likes best

#### GOOD AND EVIL!

These scenarios should be over quickly, and once the first game is over, the players ideally play the scenario again, swapping sides. Of course, it's not necessary to do it straight away, players can always play the second game at some other time, or they could also decide not to bother...

own set of criteria for determining the mark awarded. The system allows players to mark the armies that they see by following a set of guidelines.

- Your army selection and painting are rated by each opponent before the game commences. The criteria are listed in the guidelines that follows.
- We believe that the measure of a person's painting of a force (all subjective opinions aside) is whether they are painted and based, and the degree of detail which has been added to the overall effect of those forces.
- When judging a force, all of the models must fulfil the criteria. The presence of a single model that doesn't will compromise the score. For example, a single model with an unfinished base would cancel the 'based' points for the entire army.
- Regarding selection, we seek to reward the player who carefully constructs forces that conform to the rules of the tournament and which also retain their own unique flavour and character. We hope the following guidelines will help you to measure the score your own army can expect.

#### Forces Character

Mark your opponent's force openly at the start of each game, during the Warm-up period. You will give a mark for both the Good and Evil forces over the course of the tournament for each opponent you face. At the end of the tournament each player's marks will be averaged, rounding as usual, to give a final mark. If your opponent disagrees with your scoring, a Referee will judge the matter. For instance, a player scores Good force: 20, 20, 20, 20; he also scores Evil force: 14, 14, 14, 14. The final score will therefore be 17.

**+7 Roster:** The player has left a full and clearly readable forces roster with his force, including player name and entry number.

**+7 WYSIWYG:** "What you see is what you get" – All the models in the force correspond exactly to those included in the roster, including any extra equipment that has been bought for them.

**+6 Themed:** The player has themed the force, adding a piece of background text to the force roster which is clearly representative of the force itself and the particular theme the player is presenting. The background text is legible and between 200 and 600 words in length.

#### Forces Painting

Mark your opponent's force openly at the start of each game, during the Warm-up period. You will give a mark for both the Good and Evil forces over the course of the tournament for each opponent you face. At the end of the tournament each player's marks will be averaged, rounding as usual, to give a final mark. If your opponent disagrees

with your scoring, a Referee will be at hand to judge the matter.

For instance, a player scores Good force: 13, 13, 20, 13; he also scores Evil force: 20, 20, 20, 20. The final score will therefore be 17.

**+7 Painted:** The forces are painted. This means that all the models have at least three colours painted onto them.

**+7 Based:** All the bases are painted and textured in some manner. The baseline for texture is flock as a minimum. Black edges are acceptable, providing the tops are textured and painted.

**+6 Detailed:** All of the models have had the details of the models painted in a variety of colours and with noticeable effects. This discriminates between the merely-painted forces and the forces that have had attention paid to them.

#### Sportsmanship (0-20 points)

We've included this category to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the points that can be earned for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner. After each game you must secretly rate the opponent in the following manner, recording the result on your results card:

#### Score Description

- 20 One of the best games I've ever played! My opponent was great fun and an example of great sportsmanship, and I'd like to play him again.
- 15 A good, fun and/or interesting game. The opponent was friendly and cheerful. There was no need to call the Referee, as we solved any rules problem or unusual situation by looking it up in the manuals or rolling a dice for it.
- 10 The game was OK. The opponent was polite enough. We had to call the Referee just once because of a minor disagreement.
- 5 A nervous, tense game. The opponent was quite argumentative or did not know the rules that well. We had to call the Referee several times.
- 0 What a nightmare! I don't want to play this person again!

At the end of the Tournament the scores given will be averaged (discarding the best and worst score, rounding as normal) to give a final Sportsmanship score. It is worth pointing out that we expect most results to be between 5 and 15, and any exceptional scores (both 0's and 20's) might attract the attention of the Referees.

For instance, a player is awarded 20, 15, 20, 15, 0, 5, 15, 10. The 0 and one of the 20 are eliminated and the remaining scores are averaged, giving a result of 13.33. The final round score will therefore be 13.





# ALESSIO CAVATORE

At the time of writing (August 2003) I'm busy putting together my Gondor and Mordor forces from The Return of The King, but

as they are far from ready yet, I'll show you my The Two Towers forces. I have used them now for more or less one year and they have proved quite effective on the battlefield, mainly because of the high number of cavalry models they contain. The Good force is obviously the cream of the Rohan's cavalry, an all-mounted, very mobile force. It hits really hard on the charge, but if it gets stuck in a prolonged fight it risks being swamped and surrounded and, being such a small force, it can drop quickly to a half and then a

quarter of its initial force size... a serious problem in many scenarios.

The Evil force is an Isengard host commanded by Saruman himself and including the most entertaining of his

minions: Grima Wormtongue. It is based on a solid core of Uruk-hai infantry, which is supported by a fast cavalry group led by Sharku and a lonely Orc (just because I had a few points to spare...).

## GOOD

Éomer (horse, shield) .....	90
Théoden (horse, shield) .....	75
Gamling (horse, banner) .....	110
4 Riders of Rohan .....	52
5 Riders of Rohan (bow) .....	65
1 Rider of Rohan (throwing spear) .....	14
5 Royal Guard (throwing spear) .....	80
<b>Total .....</b>	<b>486</b>

## EVIL

Saruman .....	150
Sharku .....	60
Grima .....	25
4 Uruk-hai (bow) .....	48
4 Uruk-hai (shield) .....	44
4 Uruk-hai (pike) .....	44
4 Warg Rider (thr. spear, shield) .....	48
4 Warg Riders (bow) .....	44
3 Uruk-hai Berserkers .....	45
1 Orc (shield) .....	6
<b>Total .....</b>	<b>514</b>



Alessio Cavatore's  
forces of Good



Alessio Cavatore's  
forces of Evil

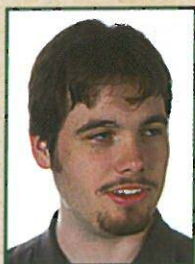




Mat Ward's  
forces of Good



Mat Ward's  
forces of Evil



## MATT WARD

**M**y Good force does absolutely nothing to dispel my apparent addiction to Elf or pseudo-Elf armies. It contains

Glorfindel for killing power, Galadriel for some incredibly useful magical support – and a solid bunch of Elves to back them up – this is a force that can hold its own quite well against most. Though expensive, I fully expect the banner to pay for itself several times over – a re-roll on Fight 6 is well worth having. In contrast, my Evil force is a little bit on the compact side. With only

seven models, what it lacks in numbers it should make up for in disruption of the enemy – four Barrow-wights can

cast a lot of *Paralyse*. Admittedly, it does suffer against numerically superior forces, but it's fun to use...

### GOOD

Galadriel .....	120
Glorfindel.....	130
11 Wood Elves (Elven blade, armour).....	99
7 Wood Elves (Elven blade, Elf bow).....	70
3 High Elves	
(Elven blade, heavy armour) .....	30
1 Wood Elf (armour, banner).....	43
1 High Elf (Elf bow, heavy armour) .....	9

**TOTAL** .....501

### EVIL

The Witch-king of	
Angmar (horse) .....	150
4 Barrow-wights .....	200
1 Cave Troll (spear).....	71
1 Cave Troll (troll chain).....	75

**TOTAL**.....496



## Mark Bedford's forces of Good & Evil



### MARK BEDFORD

Having watched The Fellowship of The Ring many times I was most impressed with the Last Alliance of Men and Elves fighting the forces of Mordor. I

decided to have a force led by Isildur (this gives me the option to have a character that can bear the Ring). As Men are relatively cheap in points I will hopefully be able to outnumber most forces.

Assaulting Helm's Deep in The Two Towers was an awesome sight and the Uruk-hais are the bad guys to beat. I have in my personal

collection over a hundred Uruks-hais of the White Hand, so I can tailor the force to suit the scenario. I did plan to take Saruman in

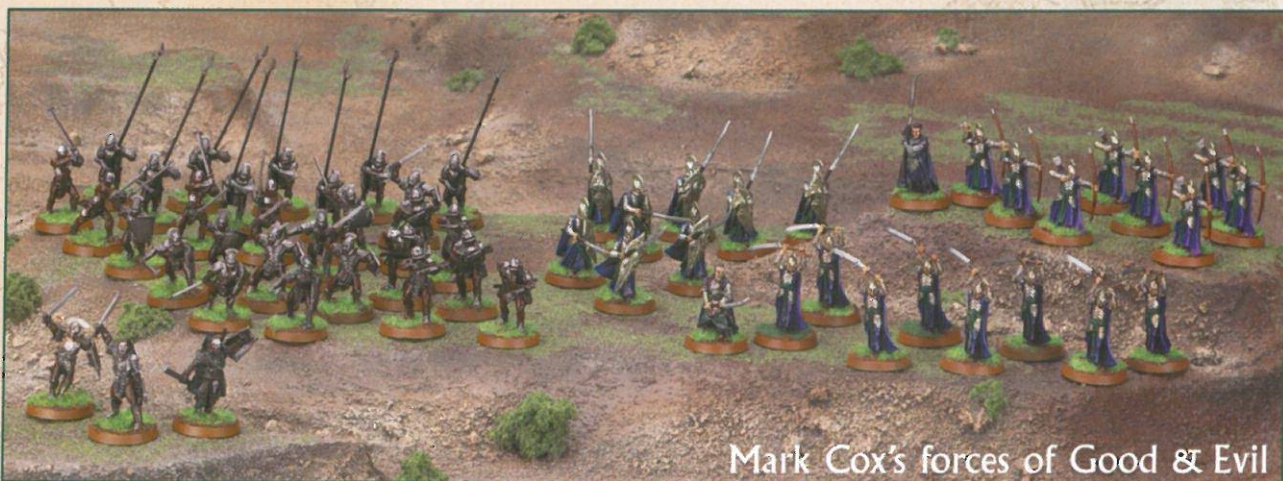
this force but instead I took 10 Berserkers. It's a nice change to see your opponent's face when confronted with Berserkers!

#### GOOD

Isildur .....	100
2 Captains (shield).....	90
16 Bowmen .....	112
21 Spearmen (shield).....	168
1 banner bearer .....	31
<b>Total .....</b>	<b>501</b>

#### EVIL

Uruk-hai Captain with shield.....	55
10 Uruk-hai Berserkers .....	150
10 Uruk-hai (crossbow) .....	120
10 Uruk-hai (shield) .....	110
2 Uruk-hai (pikes) .....	22
1 banner bearer .....	40
<b>Total .....</b>	<b>497</b>



Mark Cox's forces of Good & Evil



### MARK COX

When I first saw The Lord of The Rings films I was awestruck with the precision of the High Elves in battle – I knew this was the army for me. My

forces are led by two magical figures, Elrond the noble Elf Lord, and Gil-galad, arguably the greatest Elf warrior of his age.

The might of the Uruk-hai seemed to be the logical choice for my Evil army, especially

when I saw the specialist troops, such as crossbows and the terrifying Berserkers.

#### GOOD

Gil-galad .....	140
Elrond .....	120
8 Elves with (spear & shield) .....	88
8 Elves (bow) .....	80
7 Elves (sword) .....	70
<b>Total.....</b>	<b>498</b>

#### EVIL

Lurtz .....	65
2 Uruk-hai Captains (sword & shield).....	110
4 Uruk-hai Berserkers .....	60
10 Uruk-hai (sword & shield).....	110
6 Uruk-hai (crossbow) .....	66
8 Uruk-hai (pikes) .....	88
<b>Total .....</b>	<b>499</b>



## SCENARIO 1: THE RELIEF FORCE

### DESCRIPTION

A group of heroes is leading a detachment of warriors of the Free Peoples to reinforce a garrison besieged by the forces of the Dark Lord. To reach their beleaguered friends they have to cut their way through the enemy lines. This could happen around a small fort on the borders of Gondor, or even be a minor episode during the great siege of Minas Tirith. Will the forces of Good make it across the enemy defences or will the servants of the Enemy stop them?

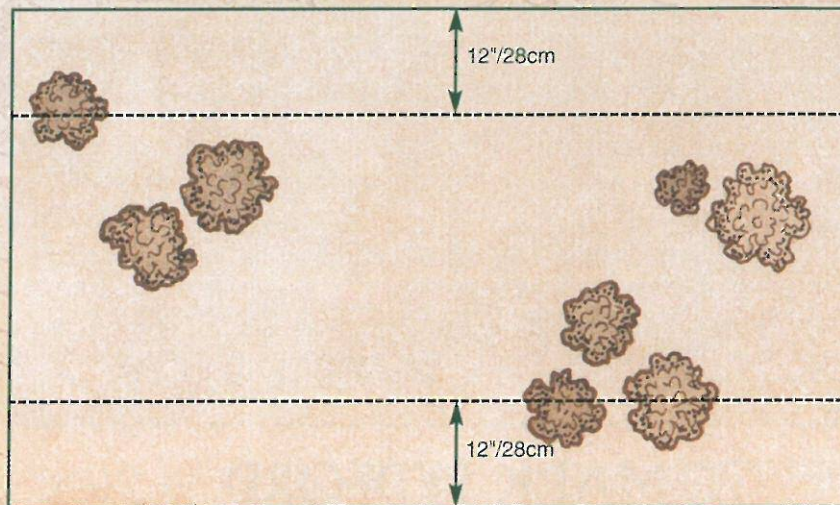
### STARTING POSITIONS

Both players roll a dice, the player who scores highest can choose the side of the table in which to deploy and consequently play from.

The Evil side deploys half of his force (round fractions up) no more than 12"/28cm from his own edge of the table. The Good side then deploys half of his force no more than 12"/28cm from his edge of the table. After these initial deployments the Evil side will then deploy the rest of his force using the same restrictions as before. Finally the Good side deploys the remainder of their force adhering to the deployment restrictions.

### OBJECTIVES

The Good side must attempt to break through, by reaching the opposite side of the board and move off the table with as many models as



possible, including at least one Hero. The Evil side must try to slay as many of their enemies as possible before they can escape.

The game is played until the end of the turn in which all of the Good force has been destroyed or has broken through, or the time available for the game expires. At this point, check the victory conditions. Remember that models that retreat off the table because of a failed Courage test, count as slain.

**Major Good Victory/Evil Defeat:** More than half of the Good force (including a Hero) has moved off the Evil side's table edge.

**Minor Good Victory/Evil Defeat:** More than a third of the Good force (including a Hero) has moved off the Evil side's table edge.

**Minor Evil Victory/Good Defeat:** A Good Hero has moved off the Evil side's table edge.

**Major Evil Victory/Good Defeat:** None of the above conditions have been met.

**Special Rules:** None.

**Recommended Duration**  
1.5 hours.

## SCENARIO 2: TAKE AND HOLD

### DESCRIPTION

At the height of battle, a strategic opportunity presents itself, and suddenly an otherwise unremarkable area becomes vitally important to the cause of the war. One force pounces on the objective and attempts to secure it, leaving their adversaries with an uphill battle to reclaim it.

### STARTING POSITIONS

At the start of the game place a marker in the centre of the table. This is the objective and can represent a strategic hill, the resting place of an important artefact, or even the hiding place of a critically wounded hero.

The players then roll off to decide which table edge they will play from.

No models are deployed at the beginning of the game. They will enter the table following the Reinforcements special rule (see below).

### OBJECTIVES

Once a force has been reduced to half its original numbers, the game may suddenly end.

At the end of each turn after this condition is met, roll a dice: on a result of 1-2 the game ends (Might cannot be used to influence this dice roll).

When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of the table's centre and refer to the victory conditions.

**Major Victory/Defeat:** Only one side has models in the area.



**Minor Victory/Defeat:** A side has double or more models in the area than the enemy has.

**Draw:** Time expires in any other situation.

### SPECIAL RULES

**Reinforcements.** At the end of each player's Move phase, after finishing to move their models, players must roll a dice for each model not yet on the gaming table and consult the chart below (Might cannot be used to influence this dice roll):

**1-2:** The model is delayed and does not move on the table yet. Note that these delayed models count as being on the table for the purpose of determining when the game might end and the entire force needs to start taking Courage tests.

**3:** The model moves on the table from any point of either short table edge (the edge and the entering point are chosen by the opponent).

**4:** The model moves on the table from any point of either short table edge (chosen by the controlling player).

**5-6:** The model moves on the table from the controlling player's table edge.

The newly arrived models can act normally but may not charge. Roll for each model separately, deploy the model and then roll for the next model. Do this each turn until all the models have arrived.

**Recommended Duration**  
2 hours.



## SCENARIO 3: CORNERED!

### DESCRIPTION

A marauding band of Evil creatures has been rampaging through the land, burning, pillaging and murdering innocent civilians. A detachment has finally managed to corner them and bring them to battle, with the intention of killing the leader of the raiding party, eliminating the cunning monster responsible for this horror.

### STARTING POSITIONS

Before the start of the game the Evil player divides his/her force into two groups. The Good player then picks one of the two groups to be the Evil force used for this scenario.

The other group is put aside and is not used at all. The most expensive model in the Evil force is the one that the Good side is trying to kill. If two or more models cost the same amount of points and are the most expensive in the force, then the Good player must declare which model he is going after.

The Evil player deploys his entire force first, within 6" of the table's centre point.

The Good player can then deploy his force anywhere on the table more than 12" away from any Evil model.

### OBJECTIVES

The Good force is trying to kill the designated model and the Evil force is trying to protect it



until it escapes by moving off the table edge.

**Major Good Victory/Evil Defeat:** The designated model is killed.

**Minor Good Victory/Evil Defeat:** The designated model escapes by leaving the table (voluntarily or as a result of failed Courage test), but has suffered two or more wounds.

**Minor Evil Victory/Good Defeat:** The designated model escapes (voluntarily or as a result of failed Courage test), but has suffered one wound.

**Major Evil Victory/Good Defeat:** The designated model escapes (voluntarily or as a

result of failed Courage test) without suffering any wounds.

**Draw:** Time expires in any other situation.

### SPECIAL RULES

It's a trap! Differently from normal, the Evil side has priority in the first turn of the game.

Desperate! Because they know full well that the vengeful enemy will give them no quarter, the Evil force does not need to take Courage tests when reduced to half its initial numbers.

**Recommended Duration**  
1 hour.

## SCENARIO 4: PITCHED BATTLE

### DESCRIPTION

Once more Good and Evil face each other on the field of battle. Only the Valar know who will win the day!

### STARTING POSITIONS

Both players roll a dice, the player who scores highest can choose the side of the table to play from. The side with the most models in his force starts deploying. If the forces are equal, roll a dice, the highest scoring player can decide who starts to deploy.

When deploying, the first player chooses half of his force (rounding up), and rolls a dice. On a 1-3, the models can be deployed no more than 12"/28cm from his edge of the table. On a 4-6, the models can be deployed no more than 18"/42cm from his edge of the table. Then the other player does the same with half of his force. The first player then deploys the remaining half of his force as described above, followed by the other player.

### OBJECTIVES

The game is played until the end of the turn in which one force is reduced to a quarter of its original number or the time expires.

**Major Victory/Defeat:** There is only a quarter of the enemy force left and there is at least one surviving Hero on the winning side.

**Minor Victory/Defeat:** There is only a quarter of the enemy force left, but there are no surviving Heroes on the winning side.

**Draw:** Both forces are brought to a quarter of their initial strength at the end of the same turn, or the time expires before the victory condition is achieved.

### SPECIAL RULES

The first turn's priority does not go automatically to the Good side, but is determined by rolling a dice: the player that rolls highest gets priority for the first turn (re-roll any ties).

**Recommended Duration**  
2 hours.





In this month's battle report, we have created a new scenario representing the Free Peoples as they stand before the Black Gates of Mordor. Leading the forces of Good are Rob Wood, Mat Ward & Mark Bedford against the foul minions commanded by Mark Latham, Rowland Cox & Darron Bowley.

## DESCRIPTION

Sauron's siege of Minas Tirith has been shattered and his chief lieutenant, the Witch-king of Angmar, slain. As the Dark Lord plans the next phase of his war, Gandalf counsels the Free Peoples to take the initiative away from their foe. All now rests in the hands of the Ring-bearer, for Sauron cannot be overthrown by armed might alone. Only through the destruction of the One Ring can his power be truly undone. Gandalf's plan is a daring but uncertain, even foolhardy, one. The great Captains of the West will lead a mere handful of troops to the

Black Gates of Mordor and there make their stand. Though small in number, Gandalf reasons that there are enough of the Free Peoples' mightiest Heroes to tempt Sauron into open battle and thus divert his eye from the efforts of Frodo and Sam.

## PARTICIPANTS

On the Good side is Aragorn (wearing heavy armour and carrying Anduril), Gimli, Legolas, Gandalf the White, Pippin, Elladan, Elrohir, Éomer, Gamling, 12 Warriors of Minas Tirith (4 with spear and shield, 4 with bow and 4 with shield), 4 Fountain Court Guard, 4

Knights of Minas Tirith, 8 Riders of Rohan, 8 Warriors of Rohan with throwing spears and shield, 3 Rohan Royal Guard with throwing spear, 4 Rangers of Gondor with bow, Gwaihir, Landroval and Meneldor. 1 Warrior of Minas Tirith and 1 Knight of Minas Tirith may be given a banner.

On the Evil side are 2 Ringwraiths on Fell Beasts, 1 Uruk-hai Captain, 2 Orc Captains, 2 Easterling Captains, 36 Orcs (12 with shield, 12 with spear, 6 with bow and 6 with two-handed weapons), 14 Mordor Uruk-hai (7 with two-handed weapons), 22 Easterlings (11 with shield





and spear and 11 with shield), 8 Warg Riders (4 with throwing spear and 4 with Orc bow) and 2 Cave Trolls. 2 Easterlings and 2 Orcs may be given a banner.

## POINTS MATCH

If you want to play this game with other warriors choose at least 1,500 points for both sides. No more than a third (33%) 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 points short won't make any difference.

## LAYOUT

The scenario is played on a board 96"/240cm by 72"/180cm. As the playing area represents the bleak and barren landscape on the slopes of the Ash Mountains it should be liberally covered with rocky outcrops, spoil heaps and dead trees.

## STARTING POSITIONS

The Good player divides his force into two equal groups (keeping Gwaihir, Landroval and Meneldor to one side), and places one group in each of his deployment zones (see map). The Evil player then places all of his models within 12" of any table edge.

## OBJECTIVES

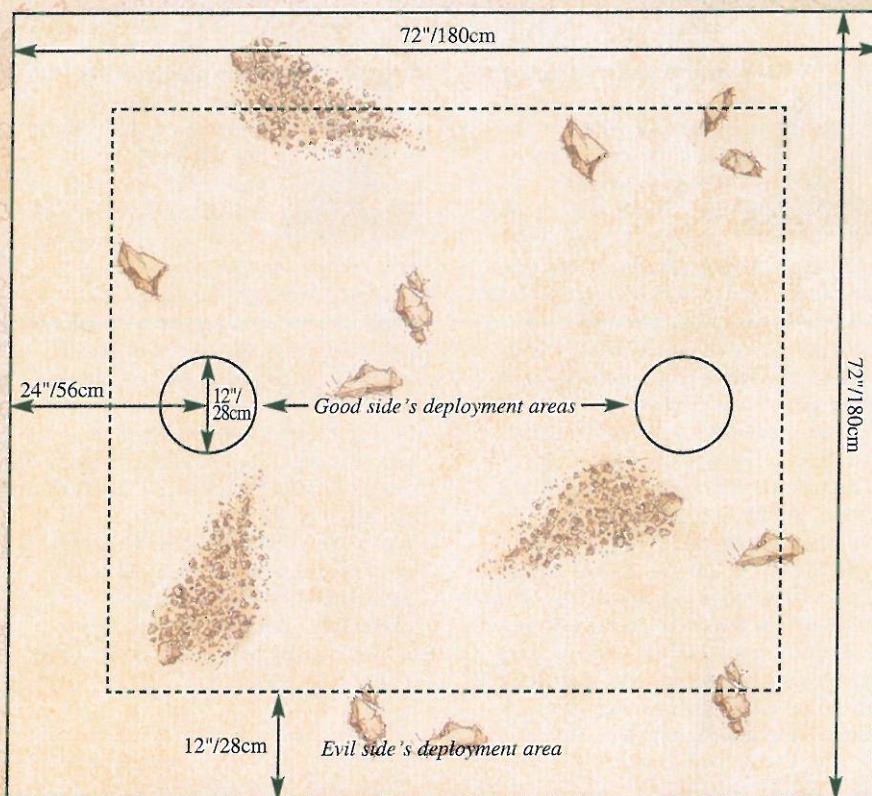
Whichever side first reduces the other to 25% or less of its starting numbers wins. If the Good side achieves this, they have successfully broken the first wave of Sauron's troops and manage to buy more time for the Ringbearer. If the Evil side achieves this then they have crushed the Free Peoples before this can happen.

Note that the Good side cannot win if Aragorn is killed – if this happens, the best they can achieve is a draw.

## SPECIAL RULES

**The Eagles are Coming!** With the fate of Middle-earth in the balance, there is a chance that the Eagles of the Misty Mountains will arrive to assist the Free Peoples. At the end of each of his Move phases, the Good player may roll a D6. On the roll of a 4+ the Eagles have arrived and the Good player may move Gwaihir, Meneldor and Landroval onto the board from any edge. They may not charge in the turn that they arrive, but may otherwise act normally. The Eagles do not count towards the victory conditions for either side.

**Note:** To use these rules in other games you should get your opponent's approval first.



## GOOD HEROES

### Landroval (Giant Eagle)

Points Value: 60

	F	S	D	A	W	C
Landroval	7/-	5	8	1	3	5

Might:	0
Will:	1
Fate:	1

Landroval is one of the Eagles of the Misty Mountains and brother to Gwaihir. In the final battle at the Black Gates of Mordor, Landroval arrives with Gwaihir to fight the forces of Sauron.

impassable, but can land on top of any of these if the players so agree at the beginning of the game.

**Monstrous Mount:** Eagles can only be included in an army if Gandalf or Radagast are also included and can be ridden only by one of the two Wizards (though they will allow the Wizard to choose a passenger). Note that Eagles may never pick up or use weapons or other objects.

### SPECIAL RULES

**Fly.** Eagles move by flying – his Move is 12"/28cm. The Giant Eagle can fly over the top of any models or terrain without penalty. He cannot enter woods, buildings and other terrain that has been deemed

### Meneldor (Giant Eagle)

Points Value: 60

	F	S	D	A	W	C
Meneldor	7/-	5	8	1	3	5

Might:	0
Will:	1
Fate:	1

One of the three Eagles that go to rescue Frodo and Sam from the slopes of Mount Doom, Meneldor is one of the swiftest creatures in Middle-earth.

### SPECIAL RULES

**Fly.** See above.

**Monstrous Mount.** See above.



## Tactics and Force Selection – The Forces of Good



**Rob Wood:** The stalwart Rohirrim were under my command. Good solid Men from the plains of Rohan prepared to sell their lives to stop the foul forces of Sauron. As a

plan the Horse Lords, accompanied by the valiant steeds of Gondor, were to take the fight to the enemy and with this in mind they were all placed into the circle on the west side of the board along with the small contingent of Rohan warriors on foot. Accompanying them would be the Heroes, Gamling and Éomer. Éomer is a great warrior on his own, capable of taking down any of the larger Evil foes, but when accompanied with the Royal Standard of Gamling he can be immense. Those extra points of Might always come in handy just when you need them! So with the manoeuvrable horses under my command it was time to see where the Evil forces deployed and then pick a target – I'm looking forward to this one.



**Mark Bedford:** Gandalf, Pippin, Elladan and Elrohir were the Heroes that fell under my command. I know Gandalf can take care of himself (as my Uruk-hai

have been on the receiving end of his *Ultimate Sorcerous Blast* in many a game). Pippin in the service of Gondor is useful as he now has 1 point of Might which can be crucial in the heat of battle to call heroic actions. I do find the little guy is often overlooked when your opponent is gunning for targets. Finally there is Elladan and Elrohir – these are two Elven brothers you don't want to mess with. Their twin Elven blades give them an extra attack and, if you do manage to kill one of them, the Unbreakable Bond means the living brother is going to hunt you down. Bring it on!!!



**Matthew Ward:** As battle commenced the core Heroes of the army (namely Aragorn, Legolas and Gimli) fell to me. Aragorn in particular has benefited

greatly from the release of *The Return of The King*, with the addition of Anduril which allows him to wound everything (Orcs, Trolls, Ringwraiths, etc.) on a 4+. Better yet, with a Fight value equal to any Evil creature on the battlefield (and better than most) he remains the forces of Good's most respectable killing machine. Aragorn aside, I was most looking forward to using the Eagles – Gwaihir, Landroval and Meneldor. Benefiting from the new Monstrous Mount rules, these noble creatures would be our best counter to the Fell Beasts of the Evil side (not to mention going through Orcs like hot knives through butterscotch).

### THE FORCES OF GOOD





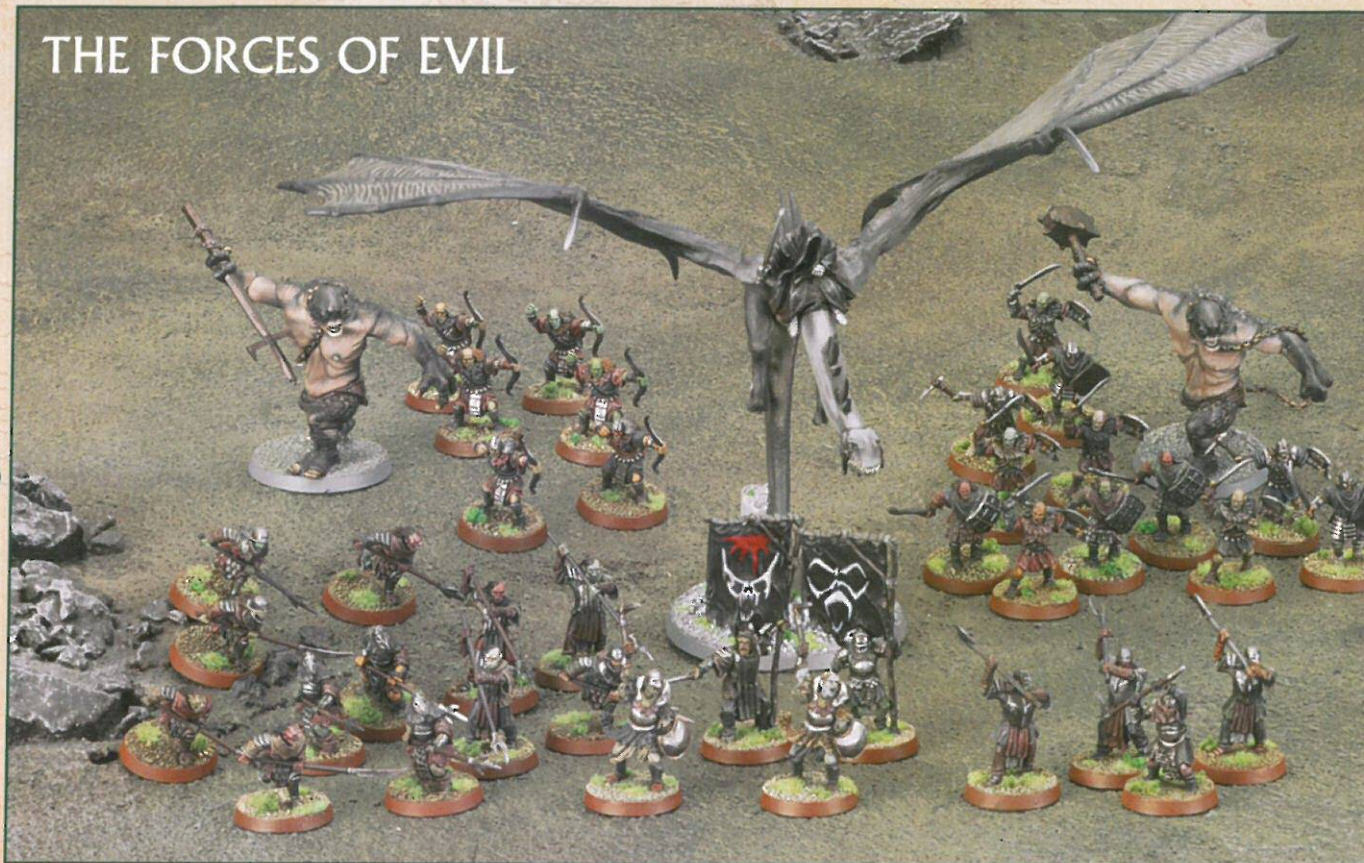


*Aragorn leads the cavalry of Rohan and Gondor.*





# THE FORCES OF EVIL



## Tactics and Force Selection – The Forces of Evil



**Mark Latham:** I opted to take the force with the two Cave Trolls simply because my inexperience with using Ringwraiths made it the sensible choice. I'm far

more used to playing High Elves than any Evil force, so I was hoping that the Trolls and the few Uruk-hai at my disposal would prove as tough as those Sylvan warriors. The plan was set, and it was decided that I should hold the extreme flank of the board, and redeploy if necessary to aid whichever faction needed help the most. The way it looked there was a real danger that the Good force we decided to pick on would make a break for it and attempt to flee back towards the rest of the Good army. If this happened, I could well be left high and dry! For just such an occurrence, I took all the archers and Rowland gifted me his bow-armed Warg Riders. The idea was for me to use volley fire to 'encourage' the Good side to close with us as soon as possible. In order for volley fire to be effective, I needed to deploy all the archers in base contact at the start of the game. With only ten missile-armed

warriors on the evil side side, I had to hope for some good dice rolls!



**Rowland Cox:** The Evil side was going to have to play an exceedingly co-ordinated action against the Good side if we were to win this game.

Splitting the Evil force between Mark, Darron and myself was easy enough – we all took things we thought we could get the most out of. Darron, being a master of Evil sorcery, naturally took one of the mounted Ringwraiths, Mark had his eye on the Trolls (who wouldn't, they're great!), and I took the other Ringwraith supported by Uruk-hai, Orcs and Wargs. The Good side had many Heroes, which we Evil fellows would naturally rather avoid, so cackling loudly we left them to march across the battlefield, whilst we could concentrate on the cavalry. Our plan was to either overwhelm the cavalry with the entire Evil army, or, if the cavalry outmaneuvered our forces, to tie them up with one section of the our army for as long as possible. This would leave the other two Evil groups to concentrate on slaying Aragorn – at least

securing a draw. One thing we were very worried about was the arrival of the Eagles. When they came on the board the Good side would actually 'out point' the Evil side and they could deploy behind our line! No one said it was going to be easy being Evil...



**Darron Bowley:** Being able to spend almost double the amount of Might that we could, the Good side's Heroes were a serious worry to us. With this in mind, our plan was

both evil and cunning. We would group our forces and concentrate on one half of the Good side's army. This should leave the half with all the rock-hard Heroes in for a long trek across the battlefield. In the time it takes them to reach the main fighting we hope to have used our significant numerical advantage to cause considerable casualties on the Good forces. I also plan to use my Ringwraith's increased store of Might, Will and Fate to *Compel* Aragorn away from the safety of his troops and into a trap – a tactic I have used before to kill this troublesome Hero. If Aragorn dies, we are assured a draw no matter what else happens.





*Battle is joined.*



## DEPLOYMENT & TURN 1

The Good players deployed first and set up all of their cavalry on one side of the board, and all the Heroes and infantry on the other. Sticking to the plan, the Evil side set up so that they could bring all their forces to bear on just one contingent of the Free Peoples. The Evil side chose to concentrate their efforts on the Good cavalry, as this would result in the Good Heroes footslogging their way across the battlefield. The cavalry were prepared to make a feint manoeuvre as if to rejoin their compatriots at the other side of the battlefield. However, even as this plan was set in motion, a better opportunity was spied. The Orcs and Uruk-hai on the southern flank looked to be the easiest target, despite the Ringwraith accompanying them. Éomer shouted his

orders, and with a cry of "Forth, Éorlingas!" the Riders of Rohan and Knights of Gondor wheeled and raced towards the foe.

The Orcs to the east realised that they were badly out of position to stop this sudden change of plan, and began to march forwards, hoping to catch up with the Good cavalry and block off their lines of retreat. The Easterling contingent, led by a fell Nazgûl, also began to ascend the hill towards the cavalry, keeping disciplined formation as they marched.

The infantry and Heroes of the Free Peoples began their advance, realising that the cavalry would need their support as soon as possible. Gandalf rapped his Staff of Power on the rocky ground and employed his *Cast Light* spell, filling the

hearts of his followers with fervour, and providing some protection from enemy arrows.

The Orcish arrows did indeed fly, with a volley from the combined contingent of Orc Warriors and Warg Riders. Their target was the Royal Standard of Rohan and its bearer, Gamling. However, despite the volume of arrows that descended upon the Rohirrim, only two found their mark and these were deflected by the heavy armour of the Horse-lord.

## TURN 2

Seizing priority, the Evil side closed in for the kill, with the two Nazgûl leading the way on their terrifying Fell Beasts. Both the Ringwraiths attempted to cast

*The two Ringwraiths close in on their prey.*





## The Heroes of the West.



the dreaded *Black Dart* at their foes – one at a Rider of Rohan and the other at a Knight of Minas Tirith – but neither succeeded in killing their victims. The two targets felt the icy chill of death grip their hearts, but the shadow of a threat passed as the spell dissipated before inflicting any damage.

As the Free Peoples began their advance, the air was shattered by the cry of Eagles! The forces of Darkness noticeably shrank back in apprehension as the noble Gwaihir, Landroval and Meneldor swooped overhead. Circling the rear of the Evil force's southern contingent, the Orcs and Uruk-hai found themselves trapped between the mighty birds of prey and the Good cavalry.

The few Warriors of Rohan that accompanied the cavalry began making their way to the centre of the battlefield ready to join up with the infantry when it arrived. Elsewhere, Gandalf drew upon his Will to cast *Terrifying Aura* on himself, hoping to discourage the forces of Evil from engaging him later in the battle.

The Orc archers again sent a volley of arrows sailing towards Gamling and the accompanying Riders of Rohan. This time the Standard Bearer's horse was struck down, leaving Gamling on foot. On the other side of the battlefield,

Legolas attempted a hopeful long-shot at the Nazgûl, but his shots did not fall true.

The early arrival of the Eagles spelt apparent doom for Rowland's force, and was a boon for the Good side. It was crucial during the next few turns that Rowland used clever tactics in the Move phase to maximise his numerical advantage. However, it was evident even at this early stage that the newly-increased number of Good Heroes could prove pivotal in the battle for the southern flank.

### TURN 3

Again seizing the initiative, the Evil side prepared to close in for the kill. However, with a cry of "With Me!", Gamling called on his Men to assault the Orcs first. Beckoning to one of his Riders, he commandeered a horse while the Rohirrim leapt down and continued on foot. The cavalry crashed into the waiting ranks of Orcs and Uruk-hai, determined to crush them in a deadly tirade of hoof and steel. The Evil warriors hastily formed their battle line, throwing the Uruk-hai Captain and everyone else who could reach into Éomer. The Nazgûl on his Fell Beast croaked ancient words of power to *Transfix* the Marshall of the Riddermark, but Éomer resisted with all

his fortitude, leaving him physically drained. The rest of the Orcs formed a protective circle around the Ringwraith to drive off the Eagles with their spears. Gwaihir and Meneldor charged into this spear formation, while Landroval swooped down into the main combat between the Orcs and Riders. The Orcs and Trolls in the centre of the Evil side's battle line were now badly out of position, and began to foot-slog it forwards, hoping to see some action before too long.

Elsewhere, Gandalf cast a crushing *Sorcerous Blast* at the Easterlings, causing their tightly-packed formation to scatter. Two of the disciplined warriors were sent flying, while the initial target was left bloodied and broken by the force of the magical blow. Both sides continued their ineffectual shooting, with only a single Warg falling to bowfire, leaving its Orc rider on foot.

The first fights began in earnest, with Éomer's retinue inflicting heavy losses on the Orcs before them. Two Knights of Minas Tirith fell beneath the swarm of Orcs and Uruks. All eyes turned to Éomer, who seemed badly outnumbered and was still recovering from the battle of wills with the Ringwraith. The Uruk-hai Captain seemed to have the upper hand, raining down blows against the



Gwaihir and his brethren swoop from the skies.







Marshall. Éomer drew on all his remaining Might to fight back, matching his fearsome opponent. Despite gaining a slight edge, he could not wound the Captain, and the two adversaries prepared to settle the fight in the next turn. The Eagles fared only marginally better, tearing asunder one Orc Warrior with razor sharp talons, and forcing the rest of the foul Orcs back.

#### TURN 4

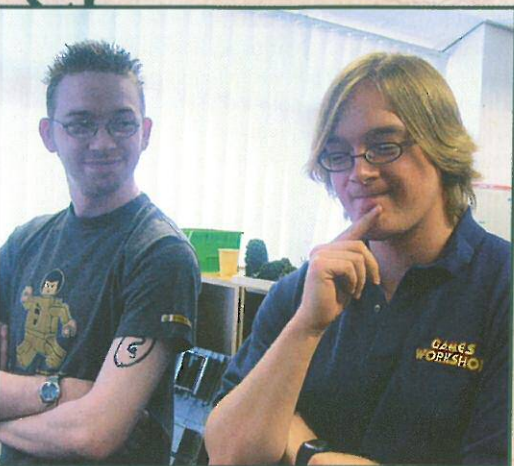
Winning priority for the first time, the Good side prepared to make the most of this advantage. However, before they could begin, the Ringwraith accompanying the Orcs took to the sky, silently beckoning his minions forwards. The mighty Eagle, Meneldor, swooped down upon the Ringwraith, forcing him to ground. The Black Rider landed only a few yards from his original position. However, the Orcs who were guarding the Nazgûl were still in a position to protect it from the other Eagles. Meneldor was locked in battle with one of the Nine, with no chance of aid!

The forces of Good ploughed into the Orcs on the northern side of the battlefield once more. Éomer led the charge into the Uruk-hai of Cirith Ungol, but the forces of Rohan were being slowly depleted. Some of the Riders of Rohan with bows took up positions on the nearest hill, deciding that the central force of Orcs, Trolls and Uruk-hai were now getting too close for comfort. Meanwhile, the Heroes and their infantry raced towards the Easterlings on the southern edge of the battlefield. Again, Gandalf summoned a *Sorcerous Blast*, again causing confusion in their tightly-packed ranks. This time two Easterlings were felled by the force of the blow, and four others were scattered to the ground.

Legolas added to the Easterlings' woes by loosing a volley of arrows at their battle lines, slaying one of the Standard Bearers, however another of their number quickly stepped forward to raise aloft the pennant. All of the Warriors of Rohan on foot stepped forwards and threw their throwing spears into the Easterlings, but only one struck true, as the rest were deflected by the tall shields of these resilient warriors. The Riders of Rohan on the hill sent a hail of arrows towards one of the Cave Trolls, but failed to harm the thick-skinned brute. The Evil side responded by volley-firing at the Riders, killing the horse from beneath one of them, leaving him on foot.

As the vicious mêlée to the north raged on, Landroval was badly wounded by his





*Rowland contemplates his next move.*

Orc enemies. Slowly being worn down by greater numbers, the noble bird of prey was close to death. Meneldor fared little better and was beaten back by the Nazgûl's unnatural mount, his flesh torn by the Fell Beast's mighty jaws. In the nearby fighting, Gamling and Éomer united to fell two Uruk-hai Warriors and the Uruk-hai Captain, but again the weight of numbers on the Evil side meant that a Knight of Minas Tirith was slain.

## TURN 5

This time it was the Evil side who took the initiative. However, sensing what was to come, Gandalf darted forth and cast a crushing *Sorcerous Blast* at the Easterlings once more. This time only a single warrior of the east was slain. On the northern side, Gamling also pre-empted his foes' manoeuvres, and was followed by Éomer and one of the Knights of Minas Tirith as they again charged into the midst of the remnant Uruk-hai.

The Evil side had bided their time long enough, and now made their gambit. *Transfixing* the weakened Éomer with a hissed word of power, the Nazgûl took flight, leaving behind the troublesome Eagles and heading towards the central group of Trolls and Orcs with but a single purpose – to destroy Aragorn! To aid the escape of their lord, the Warg Riders who had been skirting around the flanks of the combat raced forwards and leapt at Gwaihir before the lord of Eagles could take off and pursue. The majority of the Easterlings, along with their Ringwraith master, also changed course and headed towards the central force. The Evil side was regrouping in the middle of the battle, seemingly to attack one side or another. The Good infantry still looked strong, but it remained to be seen if it could stand up to two-thirds of the Evil army alone!

With shooting proving ineffectual for both sides, battle commenced once more. Gamling and Éomer managed to slay only a single Orc between them, while the accompanying Knight of Minas Tirith was felled in return. Gwaihir fared far better, ripping asunder one of the Warg Riders who dared assault him, sending the others reeling.

Mark's force had yet to make an impact in the game, with his Trolls and Orcs seemingly floundering out of position. However, now that Rowland had successfully tied up Rob's cavalry force and Mark (Bedford) and Mat's Heroes were almost on top of Darron's Easterlings, the plan became clear. Rowland's Nazgûl and half of Darron's Easterlings joined Mark's Orcs in the centre, looking decidedly scary and preparing to bear down on the Good Heroes en masse!

## TURN 6

Realising that the Good infantry would be engaging the Easterlings in combat at the earliest opportunity, the Ringwraith accompanying them decided to limit their options as much as possible by trying to kill at least one of their most powerful Heroes. However, the Black Rider's plans were cut short as the bold Hobbit, Pippin, led a pre-emptive charge that saw the Warriors of Rohan engage the Easterling ranks. The Warriors of Minas Tirith also raced forwards to help their Rohirrim cousins. Summoning the dark powers to avail him, the Nazgûl *Transfixed* Elrohir and charged into the son of Elrond. The Elven Prince was powerless to stop the magical power of the Ringwraith and stood rooted to the spot as the black shadow of the Fell Beast loomed upon him. The rest of the Easterlings crashed into the Warriors of Rohan, determined to put a halt to the Good side's run of fortune. To the north, Gamling, Éomer and the Royal Guard of Rohan sallied forth to finish off the remnants of Orcs and Uruk-hai.

The Riders of Rohan on the hill to the north again took aim at the large mass of Orcs in the centre, slaying one of the foul servants of Sauron. Legolas lent his bow to the volley, picking off another Orc.

As the mêlée began, the Easterling Captain led by example. With an almighty battle-cry he cleaved the two Rohirrim he was fighting in twain, before racing forwards and leaping at Elrohir. The *Transfixed* Elf was now facing a Captain as well as a Fell Beast. Elrohir

was knocked to the ground by the winged brute and was wounded several times by the Captain and the Ringwraith. However, by strength of will and plain luck, the Elven Prince survived the onslaught. In the main fight, despite their best efforts, the Warriors of Rohan and the Easterlings appeared deadlocked. To the north, the Free Peoples fared much better, almost wiping out the Orcs and Uruk-hai that stood before them. Gwaihir killed the Orc he was fighting, finally leaving the Eagles free to move to where they were needed most.

Standard Bearers played a huge part in the fighting this turn. The losses on the Good side would have been horrendous were it not for the invaluable re-rolls, which saw most of the Warriors of Rohan win their fights despite rolling lower originally. Darron felt duly robbed of a glorious victory as his Easterlings, despite outnumbering Mat's Warriors of Rohan by two to one, failed to inflict a single wound. Only the Easterling Captain succeeded, using all his Might to call a heroic fight, kill two Rohirrim and then wound Elrohir twice! The Elf hung on by the skin of his teeth, as Mat used all his Fate and Might to take only a single wound!

## TURN 7

Although the Good side took the priority, the second Easterling Captain cried "With Me!" to try to get his Men into position. However, his efforts were immediately countered by Aragorn, who ordered the Rohirrim and the Warriors of Minas Tirith to press the attack into the Easterling formation. Realising that the Ringwraith could be a more serious threat than he had first imagined, Gandalf the White engaged in a battle of wills with the Black Rider to attempt to *Immobilise* it. The Nazgûl, stronger in its native realm, resisted Gandalf's efforts. To the north, the Riders of Rohan, the Royal Guard, Éomer and Gamling began to ride towards the central mass of Orcs, praying that they were not too late to stop the Evil side's plan. Gwaihir charged into two Warg Riders, but was countercharged by a third, trapping the lord of Eagles. The Ringwraith, seeing that Elrohir was attempting to stay out of the fighting due to his heinous wounds, took to the air and managed to land beside him, singling him out for another brutal attack.

Landroval and Meneldor swooped towards the Orc archers who had spent the battle harassing the Rider of Rohan. The Orcs



turned their attentions to the Eagles, hitting them an unprecedented number of times, but failing to get through their feathered hides, which seemed like armour against the crudely-made Orc bows.

The fighting began in earnest, as the first wave of the central mass of Orcs had finally caught up with the Good infantry. Two Warriors of Rohan fell, but the Warriors of Minas Tirith proved harder to crack, as they struck down three of their Uruk-hai foes. The Ringwraith decided to make an example of Elrohir, drawing his sword and fighting him in martial combat rather than with fell sorcery. However, already badly wounded and drained, Elrohir could not put up a strong fight, and was slain by the slashing talons of the Fell Beast. Seeing his brother fall, Elladan

The Cirith Ungol Uruk-hai had finally reached the fighting, but were unable to get into a decent position. Mat had placed his Warriors of Minas Tirith behind a line of jagged rocks, which counted as a defensible barrier. This gave his troops a level playing field, as the Uruks were unable to use multiple fights to crush the Gondorians.

roared an oath in Elvish and prepared to exact revenge. Elsewhere, Gwaihir was outnumbered by the brutal Wargs and was wounded by their vicious attacks.

## TURN 8

Evil gained priority and put their fell machinations into action. The bulk of the Orcs and Uruk-hai ploughed into the Good infantry, locking them in combat so that they were powerless to stop the cunning plan. Both Ringwraiths turned their attentions to the King of Men, Aragorn Elessar, and attempted to *Compel* him. The first Nazgûl failed to overcome Aragorn's strength of will, but the second succeeded. Aragorn's limbs moved against his will and he found himself running headlong into a Cave Troll! Every Orc and Easterling nearby piled into the beleaguered King, adding to his woes, while the unengaged Easterlings formed a wall of steel so that none could aid him. All the Good Heroes who were able charged into the fray, trying their best to clear a path to King Elessar. However, Elrond's son, Elladan, had other concerns on his mind. Finding a path through to his brother's killer, he prepared to exact vengeance upon the Ringwraith.

The Uruk-hai who had suffered defeat earlier at the hands of the Warriors of Minas Tirith made up for it now. Swarming around the rocks towards their enemies, the Uruks began to cleave through the Men, as the Mordor Orcs accompanying them began to aid the Easterlings in killing the Warriors of Rohan. Even the noble Fountain Guard seemed unable to make a difference, as the second Ringwraith intercepted them – their Mithril helms and heavy armour proving no defence against the rending maw of the Fell Beast. Elladan faced off against the other Nazgûl. His consummate skill with the Elven blades shone through, as he transformed into a whirl of darting steel. The Ringwraith stood no chance, and was slain outright.

Aragorn was powerless to resist the power of his assailants, and was subjected to a flurry of blows from the Cave Troll and the Easterlings. However, a mighty foe such as King Elessar should never be underestimated. Aragorn withstood the assault and survived... barely!

## TURN 9

Demoralised by their failure to slay Aragorn and with their force close to breaking point, the Evil force visibly



The two lines of infantry engage.



*The forces of Evil are broken.*



shrank back as the Good side won priority, spurred on by their wish to save Aragorn. Gwaihir, having broken free of his Warg assailants, swooped down on the Orc bow men to the west. The other Eagles flew as swiftly as they could towards Aragorn, but could not quite reach him. Aragorn was unable to escape the Evil warriors surrounding him, so he trusted to Anduril and charged into the Cave Troll. Éomer and Gamling, accompanied by the Riders of Rohan, caught up with the main prong of the assault, and crashed into the Orcs and Uruks. All the Evil warriors who were able charged into the Good Heroes on foot.

It looked like Aragorn was doomed to die this turn, and the hopes of the Free Peoples with him. However, against all odds, the King of Men survived. Aragorn's impressive statistics make him a game-winning model. Darron's tactic of *compelling* Aragorn into the waiting horde was a sound one and probably would have succeeded if one of the Ringwraiths had also charged into combat. As it happened, the Ringwraiths were just too far out of position, and Aragorn clung on to life – but now he had no Fate and no store of Might!

Gwaihir was the first to fall in what looked like the most decisive round of mêlée yet. The noble Eagle was surrounded by the Orc archers and stabbed to death. In the central combat the Mordor Orcs began to run out of steam, being hewn left and right by the Gondorians and Rohirrim. The Easterlings, too, felt the wrath of the Free Peoples, as Gandalf, Elladan, Gimli and even Pippin fought with renewed vigour, realising that the end may indeed be near. In return, two Rangers of Gondor were felled by Easterlings and even Legolas was wounded by an Easterling Captain. Finally, all eyes turned to Aragorn's plight. Surrounded and pinned by a Troll and half-a-dozen Orcs and Easterlings, King Elessar was bested. As he fell into the dirt, the hearts of the Free Peoples sank. However, through the despair of losing their King, hope shone through, as the Evil force was broken. The remaining Nazgûl faded into oblivion as the combat took its toll and its physical form was lost. Courage drained from the craven Orcs as they looked about and realised that their army was but a shadow of its former self. If the Evil side was to be victorious this day, then they would have to strike now...

#### TURN 10 – CONCLUSION

The Good army seized the initiative and began to push one last time into the

forces of the Dark Lord. Gandalf smashed aside the Easterling Captain with a thunderous *Sorcerous Blast*, while Legolas and Gimli launched headlong into the Orcs, closely followed by the rest of the Good warriors. Every Orc that was unengaged fled the battle due to the loss of their comrades.

As the fighting commenced, it soon became apparent that the backbone of the Evil force had been broken. Orcs were slain in droves, with only the Uruk-hai and Easterlings maintaining their discipline. Éomer's Riders demolished their Orc opponents, although the Marshall of the Riddermark was wounded by the second Cave Troll. Though pockets of the Evil force fought on, it became apparent that the battle was effectively over.

#### THE RESULT

Despite a hard-fought, bitter game, the result was a Draw. The Good side was remarkably close to being broken itself, but with the deaths of most of the Evil Heroes, the forces of darkness simply did not have the killing power to inflict the required casualties. Had Aragorn not fallen to the underhand trap set by the Ringwraiths, then the Free Peoples may well have scored a resounding victory.



## Conclusions – The Forces of Good



**Mark Bedford:** That was some battle. Hard fought from both sides, with superbly painted figures on well-made terrain (what more could a gamer ask for ... well

apart from total victory). I was very pleased with how my forces worked. Gandalf managed to cast most of his spells to great effect (ahhh, those poor Easterlings). I also thought that taking the fight to the enemy was the correct tactic, that way we could kill them in separate groups rather than allowing them to form up into one solid, unstoppable horde (a tactic I usually use with my own Evil forces). The only problem was that during the heat of battle Heroes can sometimes be too courageous for their own good – Aragorn does like to lead by example, after all – but this time he stuck his neck out too far...



**Rob Wood:** Mmmm... and it was all going so well. Right from the outset we had them under control, the cavalry surged forward, engaged the enemy and

slowly whittled them down. The extra Might from the Royal Standard meant that time and time again I was able to plough back into the ranks of the Orcs. However I think that having to whittle them down for so long meant that the much needed relief for the infantry came just a little too late and Aragorn was cut down in the fray before they could make a difference to the Free Peoples' line. A charge from even a few cavalry models can make a big difference in this game and perhaps I should have left the Orcs at the north edge of the table just a few turns earlier instead of waiting to kill every last one – and I thought greed was only for the Evil ones!



**Matthew Ward:** I will now go down in history as the first person to lose Aragorn in a battle report – a dubious honour. How did I manage such a feat? I'm afraid it was a case of

speed being vital and haste being fatal. In hindsight, it's easy to see that I took the second option – Aragorn charged boldly towards the largest foe he could find and promptly got pounced on by half of the Evil army. I can only assume that I should not, in fact, have paid attention to the sibilant voices that assured me that my tactics were sound ones...

Other than that, things went rather well with Rob's Rohirrim chopping the Orcs into little kibbles left right and centre several turns before our main force arrived in combat – an exceptional and heroic performance that managed to garner us a draw...

## Conclusions – The Forces of Evil



**Darron Bowley:** Two Heroes fell before my Ringwraith! Elrohir died in direct combat with the Nazgûl, torn apart by the Fell Beast's claws. These beasts are deadly when

they charge, combined with the rider's magics there are few who can stand against them. Aragorn also fell victim to magic. He is a mighty Hero but, when isolated, surrounded and with his Fight value reduced to 1, he's not nearly so scary. My Easterlings looked great all ranked up and marching in formation just like in the film, but Gandalf's *Sorcerous Blast* was doing too much damage to them. I had to break formation and re-deploy closer to the centre. At the end of the day, our force couldn't contend with the quality of the Good sides' troops and Heroes. If we had access to a few Mordor Trolls and Chieftains things may have been different. All in all this was a challenging game that I really enjoyed playing.

action against the Free Peoples, and it was this that saved us from disaster (uncharacteristically there was no squabbling between the Evil players!). The Rohirrim's charge into my troops was terrifying effective, slaying my Uruk Captain in short order. However, whilst I was confident of organising an effective countercharge against the Men of the 'Mark, I didn't stand a chance against the Eagles as well (curse their names!). Looking at the situation, we three Evil amigos decided to leave the majority of my forces to die holding up the Rohirrim and Eagles for as long as possible. The mounted Ringwraith under my control moved in towards the centre against Aragorn. This proved crucial as with both mounted Ringwraiths pitching in against the mighty Aragorn and his allies we gained the upper hand in the centre just long enough to slay the King of Gondor, as Mark's Troll showed him who was boss. The Return of The King? Death to The King more like!

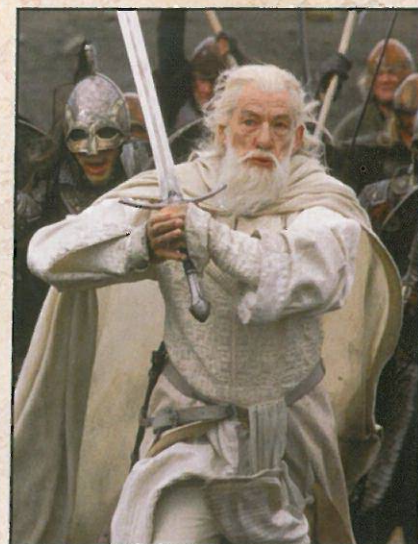
Aragorn!" that is), we managed to claw a draw out of a difficult situation. I did float around with my force a little too long, getting left behind by the main thrust of the combat. However, when I finally did catch up with Darron's force, his tried-and-tested Ringwraith/Troll tactic worked a charm. After killing Aragorn we almost thought we could go on to win, but unfortunately the damage was done and our force was already near breaking point. We gave it our best and I for one am quite pleased with the result!



**Rowland Cox:** The Evil force came close to being overwhelmed at several points in the game, but we never gave up. Mark, Darron and myself fought a coordinated



**Mark Latham:** Well, when the Eagles arrived on Turn 2, we all thought that the game was a foregone conclusion. How wrong we were! Sticking to the plan and never saying die (unless it's "Die





# OPEN WAR

*Tactics and strategies for The Return of The King*

Mat Ward looks at some new tactics and strategies for getting the most out of the new rules included in The Return of The King game.

The Return of The King has led to a change in scale for The Lord of The Rings. In The Fellowship of The Ring and The Two Towers, skirmishes were being fought with a few hundred points worth of models on each side. Now, with the final battle fast approaching and the fate of Middle-earth hanging in the balance, the world has erupted into total war, with vast armies vying for supremacy. While the overall game system for The Lord of The Rings hasn't moved away from its skirmish format, we have introduced some new rules to give larger games a more titanic feel. With the rules for Banners and Volley Fire sitting alongside tweaks to existing rules for archers and spearmen, you really can recreate the vast battles of The Return of The King. Let's take a look at how they all work.

## BANNERS

Banners are a key advantage in any combat, after all how many times have you wished that you were able to re-roll a single dice? Well, now you can. With a Banner within 3"/8cm of a fight, you can do just that, possibly changing the course of the fight. The excellent thing about Banners is that, as a radial effect, they can influence not one, but every fight within range. This being the case it becomes important to keep your troops as close to a Banner as possible. As you are normally limited to the same number of Banners as you have Heroes you'll quickly find that your troops will clump together (*Diagram 1*) in order to maximise the effectiveness of the Banner (and to a lesser extent to be closer to our Heroes). When this happens, it makes sense to form...

## BATTLE LINES

As archers can now choose to fire through friendly models in base contact it gives you the opportunity to form a wider variety of battle lines than you could in previous iterations of



the game. As you might expect, the exact formation will depend on the available troops and your chosen tactics. A straightforward battle line (which experienced players will be used to the sight of) simply consists of a front rank of warriors with shields or bows, with warriors armed with spears forming the second rank (*Diagrams 2&3*).

Neither variant is very flexible for while the first variant is very strong in attack and defence, it has no ranged attack. The second variant places your lightly armoured archers to bear the brunt of enemy attack – again not a

Easterlings make excellent troops to form shield and spear battle lines, being relatively cheap and, more importantly, Defence 6. With the bulk of their opponents needing 6s to wound them, they can be relied upon to hold their ground against larger numbers of enemy troops.



perfect solution. With the advent of the new rule allowing archers to fire through a single friendly model, a third and more cunning alternative is now open to you (*Diagram 4*).

This battle line relies on careful timing to make it work. Start by deploying a line of shield-armed warriors with a rank of bowmen behind. At the very back (leaving enough room for the front line to get pushed back should it come to that) a third rank of spearmen should be formed up at the rear. As the enemy advances, the bowmen in the second rank can pepper them with arrows while they are in turn safe behind



Diagram 4



Diagram 5



the higher Defence shieldsmen in front of them. When the enemy gets close, it's time to re-deploy as the second phase of your plan unfolds.

As the enemy advances into charge range, the time comes to swap your rear rank of archers for a rank of spearmen. Now each enemy model should be met with a solid wall of spears and shields, hopefully giving you two attacks to their one. Your archers now have three options: they can retreat to high ground and give supporting fire, lap around the sides of the enemy force or...

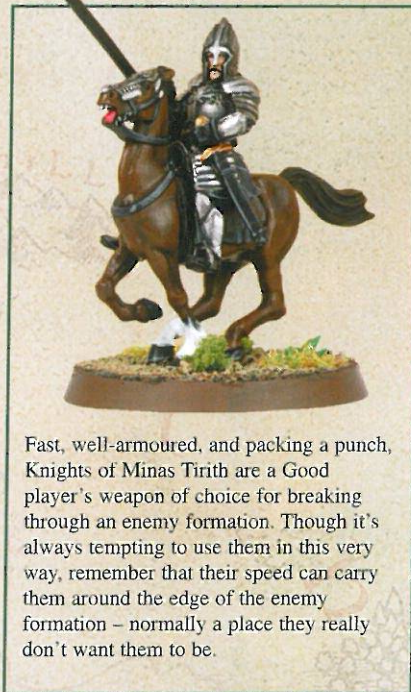
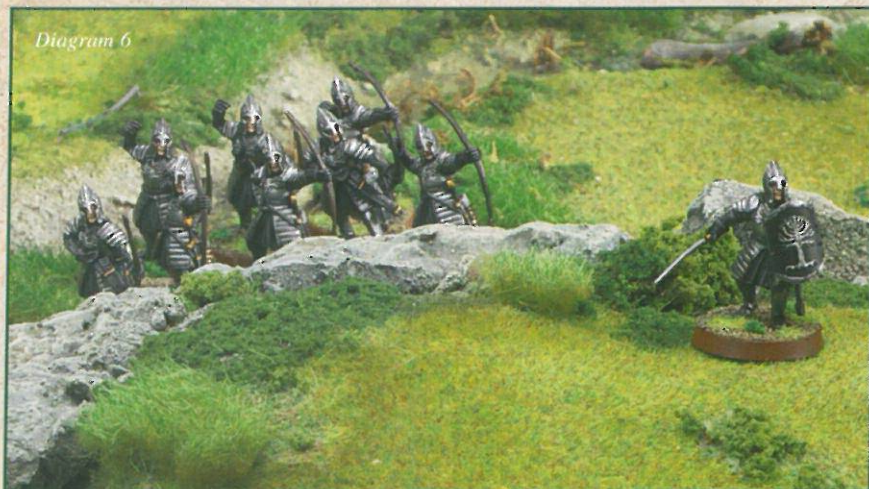
## VOLLEY FIRE

Volley Fire gives you a method of striking at troops from a much greater distance than normal. Key to this is the fact the Volley Fire does not require line of sight, or even for your target to be within the normal range of your bows. As only a single model in your army needs line of sight to a potential Volley Fire target this allows you to hide your archers away from threats, whether behind friendly troops or concealed behind terrain features. The advantages of this are obvious – if your opponent cannot see you, he cannot shoot you. There are disadvantages to Volley Fire of course, chiefly that your accuracy is drastically reduced. With this in mind always

think about whether Volley Fire suits the situation, sometimes you may be better using regular shooting – such as against troops inferior in numbers or against a side with an inferior ranged attack (*Diagram 5*).

One other side effect that you should bear in mind is that Volley Fire imposes a minimum range. This in itself is not necessarily a bad thing as your archers can then re-deploy and

Diagram 6



Fast, well-armoured, and packing a punch, Knights of Minas Tirth are a Good player's weapon of choice for breaking through an enemy formation. Though it's always tempting to use them in this very way, remember that their speed can carry them around the edge of the enemy formation – normally a place they really don't want them to be.

start to shoot normally – if your volleys have been successful you will have thinned the enemy ranks out a little. If you're attacking the enemy or advancing to meet them in the middle ground you'll reduce the chance of the enemy getting too close to your archers and shutting down their volleys. However, once the two lines meet, you'll probably want to stop firing to avoid killing your own troops (indeed Good armies have no choice in this, they must stop firing).

The trick to getting the best use out of Volley Fire then lies in two things: ensuring that you maintain line of sight to your favoured targets, and maintaining acceptable targets as the enemy gets closer. To keep your lines of sight clear, it is often worth detailing one or two models as 'spotters' that can find a good vantage point (preferably with some cover to lurk behind) and call out targets to your archers. You may find your opponent may





The Men of Gondor cannot target the closest group of Easterlings with Volley Fire as they are too close, but can choose to attack either of the more distant group of warriors.

send out a small group of infantry or cavalry to chase your spotters down, so make sure that you leave an escape route clear, or enough troops to support the spotter if necessary (Diagram 6).

Once the two forces close, it can be difficult to find suitable targets for Volley Fire. Don't be afraid to have your archers fire normally in this case, but if the enemy has a particularly long line you may be able to target the end most distant from your archers. You may even be able to target his archers, which quite often will hang back from the main group of troops (in the same way as yours are doing, in fact).

Wearing heavy armour and with wargear options for bows, spears and shields, Warriors of Minas Tirith are able to form good, solid formations all by themselves. Even in the face of superior numbers, a properly formed group of Warriors of Minas Tirith are a match for all comers.



Now we've looked at the new tactical options open to you in The Return of The King, let's look at how everything can be combined in some straightforward strategies.

## THE WALL

This is a straightforward application of the new tactics. A strong battle line forms the front of your force, shields to the front and spears behind. Further back, a cluster of





Diagram 8 – The Bastion



archers unleashes wave after wave of Volley Fire onto the enemy. In the back rank of the battle line a Banner gives an edge when you collide with the enemy. As an added punch you can add a Hero to the front rank (*Diagram 7*). The glory of the Wall is that it can not only attack and defend with ease, but can also be expanded easily by simply forming two identical formations alongside one another, giving you a wider line.

## THE BASTION

The Bastion is a defensive formation. A group of archers uses a hill as shelter from unfriendly arrows, while two spotters lurk in cover on the top of the hill to call out targets for Volley Fire. Warriors armed with spears and shields cover the flanks of the archers and can re-deploy to meet the threat of the enemy force once they get close (*Diagram 8*). The Bastion is a deceptively simple formation, but to get the most out of it you need to make sure that your timing is spot on – re-deploy too soon and the enemy can out-maneuvre you, re-deploy too late and they'll hit you where you're weakest. As ever, carefully placed Banners and Heroes can make all the difference.

## COUNTER-TACTICS

As ever, the best way to counter the tactics of your enemy is to hit the weak links in his

Possessed of a fairly lousy Shoot value and short-ranged bows, Orcs benefit well from the Volley Fire rules – gaining a doubled range for only a halved chance of scoring a hit. Small knots of Orc archers can lurk behind your main groups, firing with impunity from behind your main lines.



defensive line and this is as true for the new rules as it is for the others. Generally speaking, cavalry is your best ally when dealing with positions such as these. Their extra manoeuvrability can get them exactly where your opponent doesn't want them – usually around the back of his formation.

A canny opponent will employ his own cavalry to prevent you doing just this – but that's fine, just shoot them first. Spotters, isolated groups of archers, smaller formations – all of these can be incredibly vulnerable to a concerted cavalry charge. Also, don't be afraid to try and mislead your opponent as to your intentions. A cunning feint is worth twice as

much in psychological advantage as it is in material advantage – if your opponent doesn't know where the attack is coming from, he can't prepare. While this applies to all of your troops, it goes double for cavalry with their superior move distance – cavalry can re-deploy very swiftly and completely wrong-foot your enemy.

If your opponent is keen on Volley Fire, you need to remove his eyes (not literally, I hasten to add). For truly effective Volley Fire, your opponent will need spotters, and while these will probably be up to their eyes in cover they can still be shot at. Obviously Heroes are best for this, as their Might can make the difference between failure and a kill, but en masse warriors can have the same effect. Take the spotters down and your opponent will have to choose between a drastic change in strategy and replacing his spotters. Even better, if you had Priority in the turn that you killed the spotters, your opponent will not be able to hit you with a volley this turn.

As always, the real trick is to keep an open mind – the new rules can be combined in all kinds of different ways and some will work better than others in different circumstances. If using one style of play doesn't work for you, learn from your games and adapt – the right formula will be there somewhere.



Every Mordor Orc is unique in its appearance. From his skin colour to his hair and clothing, there aren't two Orcs exactly alike. Tammy Hays explains the basic considerations that were involved when the 'Eavy Metal team painted the miniatures.

# PAINTING MORDOR ORCS

*Drawing parallels with the film*



*If you compare the Orcs from the movie with the painted Orc miniatures, you can see that the atmosphere and feel of the 'real' Orcs has been captured brilliantly.*

Like all the miniatures in The Lord of the Rings range, the colour scheme of the Mordor Orcs is based on the films. 'Eavy Metal used a lot of reference photographs from the films to make the miniatures resemble the Orcs as closely as possible. Because of the small size of the miniatures, colours become very hard to recognise. To counter this, 'Eavy Metal painted the miniatures in lighter

*The translation of the darker colour on the real Orc (right) to the miniature version is not as harsh as you might expect (left), and by lightening up the colours slightly, the miniatures will look a lot more distinct.*



*Here you can see that by painting the skin differently on these identical models, they look quite distinct from each other. The two models have quite a similar skin tone, but because of the differently coloured highlights, they still look quite different.*



tones than their movie counterparts, so that the shape and detail of the models is visible from a distance.

The colours used for the Orcs were mixes made up from the colours in the Citadel Colour range. This was done to create more tonal variation than is available with the standard paints. Having this vast amount of variation in colours on the miniatures is an important way of reinforcing their individuality. The following mixing chart shows how, using only a limited amount of colours, an endless amount of variations were created. The darker

colours were used as basecoats and the lighter colours as highlights.

The colours used by the 'Eavy Metal team on our Mordor Orcs were happily mixed and matched on all the surfaces, so a colour used on the trousers of one miniature would be used for leather armour on the next. Because you're using the same mix on several models, you're speeding up the painting process without losing the individuality of each model.

When painting the skin, different rules apply. To begin with, the palette used consists of different colours, which are



	Chaos Black	Scorched Brown	Dark Flesh	Vermil Brown	Graveyard Earth	Vomit Brown	Fortress Grey	Kommando Khaki	Rotting Flesh	Bleached Bone
Chaos Black										
Scorched Brown										
Dark Flesh										
Vermil Brown										
Graveyard Earth										
Vomit Brown										
Fortress Grey										
Kommando Khaki										
Rotting Flesh										
Bleached Bone										

**Above:** The way to use this chart is to look up one of the colours on the left-hand side, and cross-reference that with another colour on the top row. By looking at the point where the two rows meet, you'll find the result of mixing those two colours together. For instance, if I want to find out what Chaos Black mixed with Vomit Brown looks like, I will find Chaos Black on the left hand row, and look up the result in the Vomit Brown column.

	Dark Flesh	Catachan Green	Vomit Brown	Camel Green	Fortress Grey	Kommando Khaki	Bleached Bone
Dark Flesh							
Catachan Green							
Vomit Brown							
Camel Green							
Fortress Grey							
Kommando Khaki							
Bleached Bone							

**Above:** This is a similar colour diagram to the previous cloth/leather one, but displays the skin tones used instead.

These miniatures of Frodo and Sam in Orc armour were painted using the same techniques as the Mordor Orcs. The only thing that differentiates them from the Orcs is their size.



This Captain has a very unique skin colour, which was achieved by adding Tentacle Pink into the Codex Grey basecoat. A glaze of Dark Green Ink was then applied, followed by a highlight of the original colour with Rotting Flesh added.



Gorbag and Shagrat show this difference perfectly. Where Gorbag has bright green skin and his clothing is a mixture of different browns and blacks, Shagrat wears the black uniform common to the Uruk-hai, and his skin is very dark, almost black.



brighter than the colours used for the clothing. Even though the same basecoat was often used on several miniatures, by using different coloured highlights each Orc still has a very distinct and unique skin colour. This makes each Orc truly stand out from the next and brings character to the units as a whole.

When painting the leaders, 'Eavy Metal consciously tried to paint them using slightly different tones to the rest of the Mordor Orcs. When painting the Captains for instance, they chose to use

colours that would deviate from the colour diagrams already shown.

## Mordor Uruk-hai

The Mordor Uruk-hai are fearsome in their appearance. They wear dark, almost black-coloured, armour and their skin is also very dark. This is in stark contrast with the Mordor Orcs and shows the organized nature of the Uruk-hai.

By choosing their palette carefully, 'Eavy Metal have managed to give the Mordor Orcs the same murky, disorganized look

of the Orcs in the film. They still retain uniformity when all of them are seen together, because the same colours are used throughout the horde. This sounds like a contradiction, but in reality it works because the same colours aren't seen on the same places on each miniature – because they appear on different areas on each individual miniature, repetition is avoided. When you're painting your Mordor Orcs, you can give them the same feel by using the rules explained in the article, so why don't you have a go?

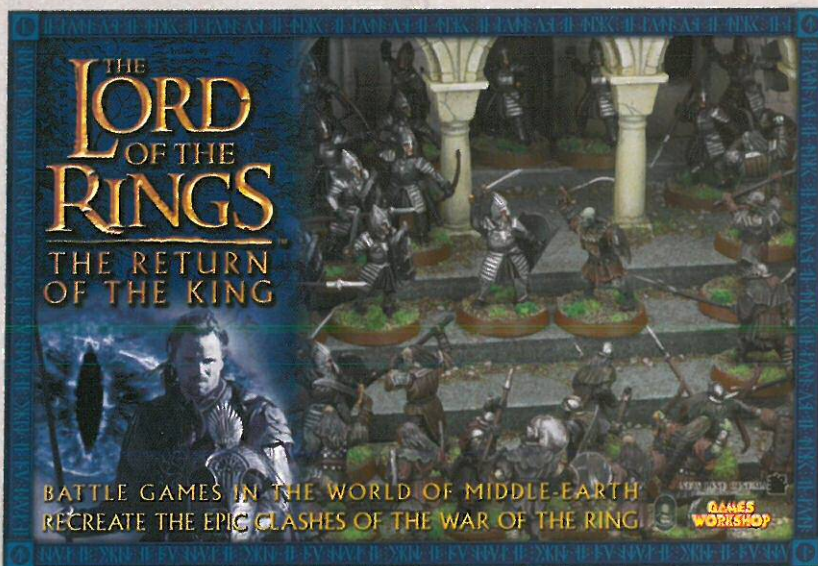


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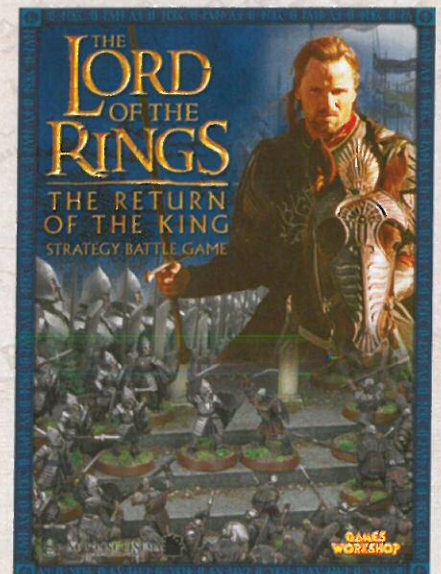
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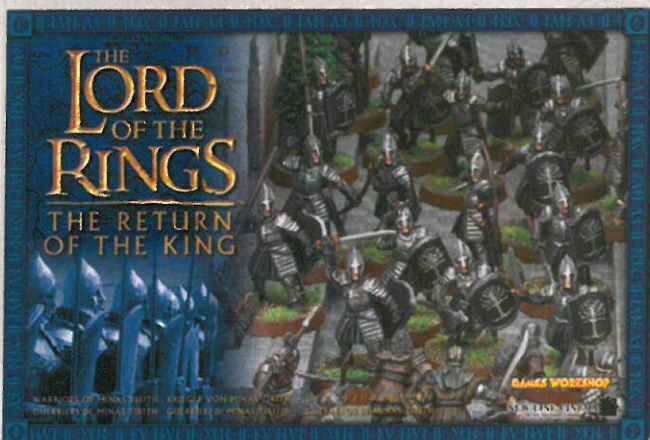
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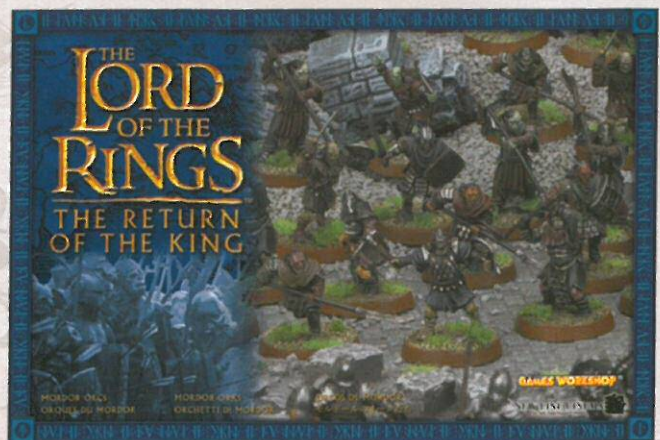
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