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WD289 JANUARY £4.00

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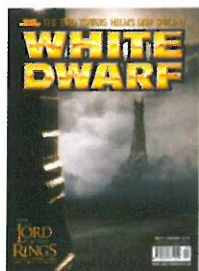


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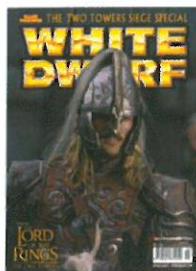
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White Dwarf Magazine – What did you miss last month?



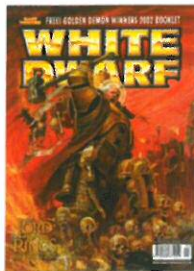
WD277:

- 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



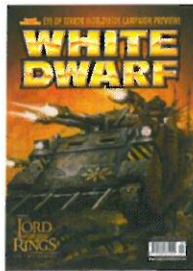
WD278:

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



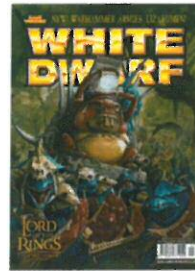
WD279:

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



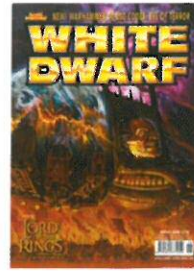
WD280:

- Battle Report: Eldar vs Daemonhunters
- Tactics: Fast Cavalry
- Scenery Workshop: Rohan house
- Painting Masterclass: Rangers of Gondor
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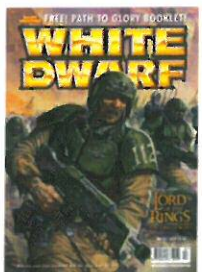
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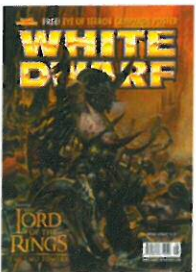
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- Designer's notes: Eye of Terror



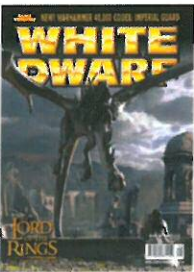
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- **Free Path to Glory Booklet**
- Two Battle Reports: Battle for the Basilica Shadow and Flame
- Preview: Beasts of Chaos
- Index Astartes: Space Wolves
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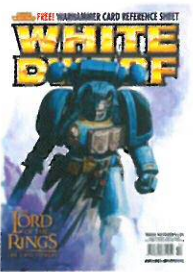
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- Two Battle Reports: Battle for the Basilica The Seven Sigmarites
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- Scenery Workshop: Moria terrain



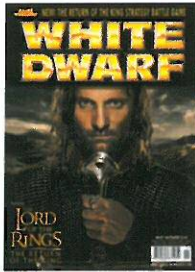
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- Scenery Workshop: Building a Barrow



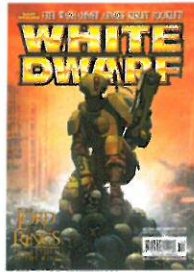
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- **Free Warhammer Card Reference Sheet**
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WD287:

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- Regiments of the Imperium
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- Painting Masterclass: Heroes of the West



WD288:

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- Three Battle Reports: A four-player Warhammer battle A multiplayer The Return of The King battle A Fire Warrior based mini-battle
- Index Astartes: Crimson Fists

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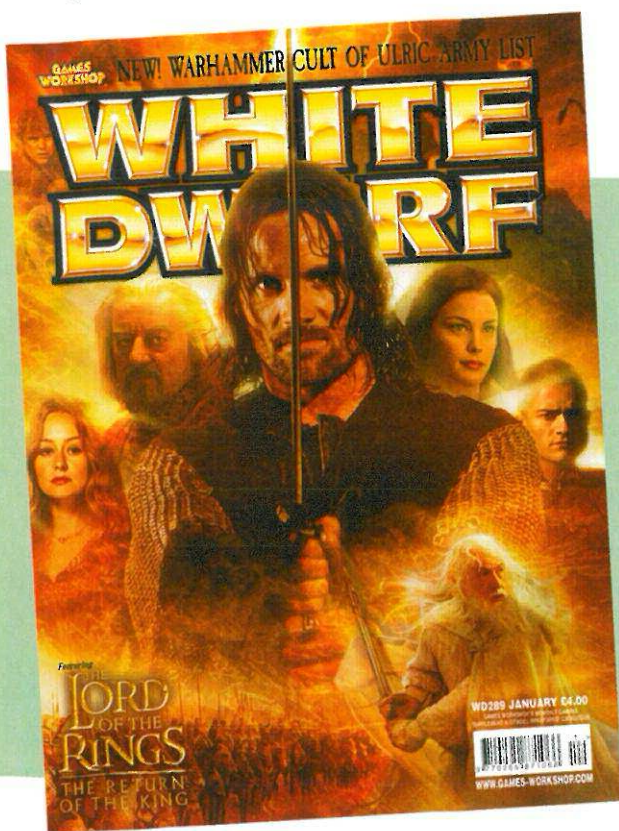
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WD289

289 January 2004

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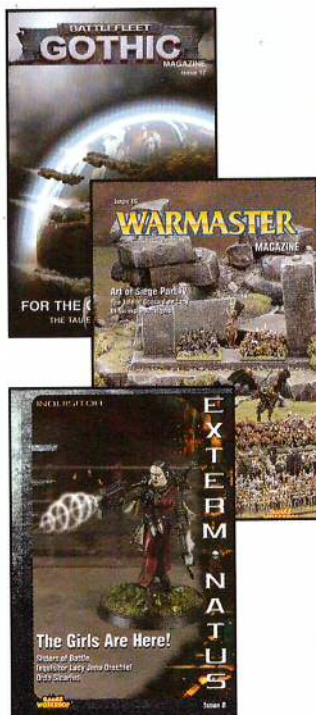
All for one and one for all...

Most of you will be aware that our Specialist Games division produces semi-regular publications for each of its games systems, such as Blood Bowl magazine, Town Cryer and Exterminatus to name but three. This will be changing as the chaps in the Specialist Games studio are amalgamating all of these into one regular magazine. So, what's it all about? I caught up with Head Fanatic Jervis Johnson to find out...

Jervis: To coin an old phrase, I have bad news and good news. First, the bad news – we will be ceasing production of the individual Specialist Games magazines as you know them. I feel I should quote from *The Hitch Hiker's Guide to the Galaxy* at this point and say loudly "Don't Panic!". We are not cancelling the magazines due to falling sales, or because support for the Specialist Games Range is coming to an end. Quite the reverse – the increasing popularity of the Specialist Games Range has given us the opportunity to vastly improve the quality of the magazines that we publish, by going from small black and white magazines for each game system to a single full-colour magazine covering all of the Specialist Games Range in one place!

What this means is that the published support for the Specialist Games Range is not going to go away – in fact it's going to get a lot better. For a while now we have been wanting to improve the format of the magazines we produce to support the Specialist Games Range and so, rather than the small black and white magazines that we currently publish, we are going to switch format to a single full-colour magazine with at least 96 large 'White Dwarf-sized' pages per issue! The new publication has been christened Fanatic magazine, and every issue will contain material for each and every one of the Specialist Games supported by the Fanatic Design Studio. The first issue of Fanatic magazine will be going on sale in the UK in May.

We know a lot of you play more than one Specialist Game, and will welcome only having to purchase a single magazine rather than two or more. But what happens to those of you that only play one or two of the games and you don't want to buy every issue of the new magazine? Well, we will still be publishing an Annual for each specialist system each year, and this will collect all the material for that game that appeared in Fanatic



magazine into a single place, so you'll be able to get it in one handy volume. Also, all of the articles published in Fanatic magazine will be available as free downloads from our website soon after publication of the magazine, so you will be able to get hold of any articles you wish without having to pay us a penny!

Having one magazine also means it will be a lot easier to manage than trying to deal with seven different publications. I'm sure many of you will be able to tell me tales of how getting each issue of the Specialist Games magazines has been an uphill struggle, to say the least. Well no longer! With one magazine released it will be much simpler to get it into the hands of the people that matter – you.

Here are the answers to some of the questions we expect you're dying to ask:

Q: I bet that there'll be less articles for (insert name of your favourite Specialist Game here) than there will be for (insert name of your least favourite Specialist Game here).

A: We've gone to great pains to make sure that each game system gets even-handed coverage over the year. It's true that some issues of Fanatic magazine will have more on one system than another, but over the course of the year each system will get the same level of coverage and support. We love all of these games equally, so why would we do anything else?

Q: What will be the final issue numbers of the current magazines?

A: The final issue of each will be:

Blood Bowl magazine 12
Battlefleet Gothic magazine 19
Exterminatus magazine 10
Necromunda magazine Vol 2 Issue 3
Town Cryer magazine 29
Warmaster magazine 21

Q: Can I still submit articles for publication?

A: Yes, you certainly can. Our submissions guidelines will remain pretty much exactly as they are now. The only real difference is that your article will be published in colour, and read by more people! Oh, and we'll be tripling the amount we pay for articles too.

Q: Where can I find out more about Fanatic magazine, and how can I subscribe?

We will be sending you more information on Fanatic magazine soon, along with details of how you can subscribe to the new magazine. Until then, if you have any questions, comments or feedback about the new Fanatic magazine we would love to hear from you. You can email us at: fanatic@games-workshop.co.uk

Alternatively, you can leave a message on the forums at: www.specialist-games.com Please don't hesitate to get in touch if there is anything you want to discuss about this matter.

So, there you have it from the lips of Jervis himself. It certainly sounds an ambitious and exciting project for those much-loved Specialist Games. I'm occasionally taken to task by hobbyists over the lack of coverage each of these systems get in White Dwarf but with only a finite amount of space to play with we concentrate on the three most popular games we produce: Warhammer, The Lord of the Rings and Warhammer 40,000. We'll occasionally have a 'guest' system which we'll highlight for White Dwarf readers but for the best Specialist Games support you should look no further than the upcoming Fanatic magazine.

Until next month,

Paul Sawyer

Editor



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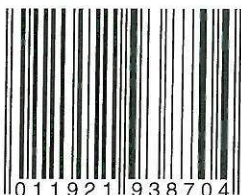
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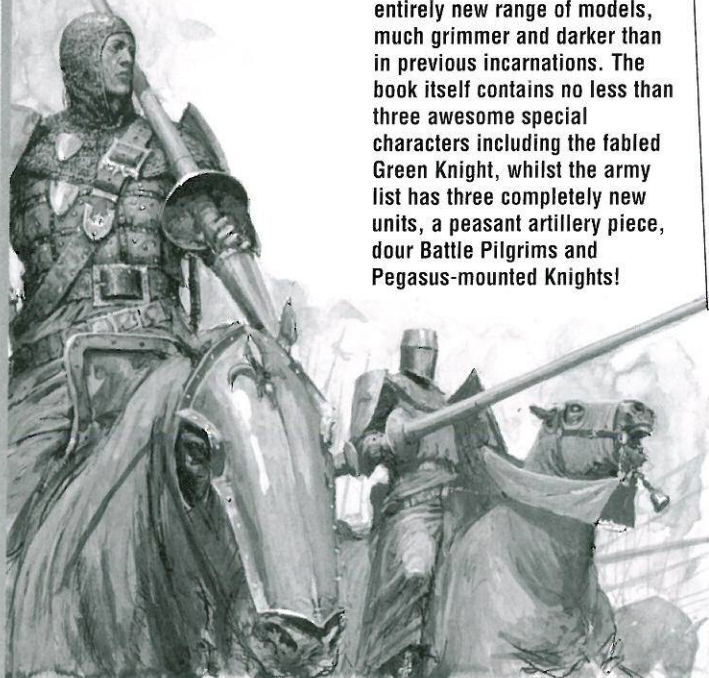
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THE NEWS COMING SOON

Legend and myth surround the fair lands of Bretonnia. A noble and valiant race, the history and ideals of the Bretonnians are replete with courage and honour, drawn from the heroic undertakings of their forefathers.

Renowned throughout the Warhammer world for their skill at arms, the Bretonnian knights are the epitome of bravery and chivalry, and their faith in their goddess, the Lady of the Lake, is everlasting.

Work is now almost complete on the forthcoming Bretonnian Armies book and Bretonnian players can boast of an almost entirely new range of models, much grimmer and darker than in previous incarnations. The book itself contains no less than three awesome special characters including the fabled Green Knight, whilst the army list has three completely new units, a peasant artillery piece, dour Battle Pilgrims and Pegasus-mounted Knights!



WARHAMMER ONLINE – NEWS UPDATES

NEWSLETTER

Check out the new Warhammer Online newsletter now at:

www.warhammeronline.com

Sign up for the games newsletter now and receive monthly Warhammer Online game updates. Each month we will send out links

to all the latest press coverage on the game, screenshots, BETA news, employment opportunities and much, much more. Don't miss out... Sign up today!

NEW INTERACTIVE MAP

Take a tour of the Warhammer Online realm with this newly launched interactive map.

Take a tour yourself by visiting:

www.warhammeronline.com/map/frostrup/frostrup_map1.asp

BRAND NEW HOT-OFF-THE PRESS SCREENSHOTS!

We have also included a selection of brand new images from the latest game client of Warhammer Online. Be sure to keep your eyes peeled for news on the up-and-coming public BETA testing which is due to launch in early 2004!



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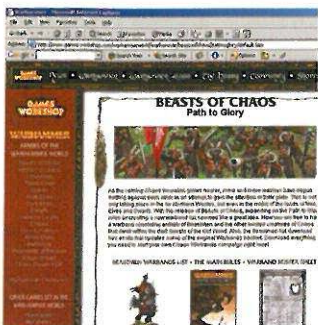
Each week it is Games Workshop Online's mission to bring you all the latest news and information on what's happening at Games Workshop and with the hobby, via the UK's very own Games Workshop website! Here's some examples of what you'll find:

- 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:

<http://uk.games-workshop.com/news/news.uk>



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We are always looking for keen & enthusiastic staff to work for Games Workshop, both in our retail chain of 120 stores in the UK & across Europe, as well as at our head office based in Nottingham.

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

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A small example of the vacancies currently available are:

- Game Producer
- Trainee Store Managers
- Translators – Japanese and English
- Hobby Specialists

Obituary: Don Turnbull



At White Dwarf we were sad to hear of former Games Workshop employee Don Turnbull's death. His son Chris provided us with an obituary:

"Don won various awards in the 1970s and 1980s for game design and 'Best Games at gaming bashes'. A sterling pinball player, he ran the White Dwarf 'Fiend Factory' feature until issue (15) and compiled the subsequent AD&D 'Field Folio' volume while he was later running TSR UK in Cambridge. A fabulous chef and Dungeon Master, he leaves behind a wife, a son, a daughter and a pinball machine."

Sabertooth – Dogs of War

Dogs of War, the third expansion for the WarCry Collectable Card Game, will be released this month. It will feature some great new units, including Beastmen, who will join the ranks of the Hordes of Darkness. In addition to new units for both sides, Dogs of War will feature tons of neutral units. These mercenaries will fight for anyone and many are based on popular units from the tabletop game. If you want to see units like Braganza's Besiegers or Vespera's Vendetta then WarCry: Dogs of War is worth checking out! Concurrent with the Dogs of War release will be brand spanking new deck boxes featuring two new designs based on The Grand Alliance and The Hordes of Darkness. Along with their obvious functionality, these things look great! Made to fit a standard WarCry deck easily, and to stand up to the wear and tear of regular use, these deck boxes make the perfect way to carry around your favourite decks.

And, in case you haven't checked it out yet, take a look at the Horus Heresy CCG recently released by Sabertooth Games. We're showing details of the Horus Heresy that have never been released before. For more information check out:

www.sabertoothgames.com

Black Library

Black Library bring the Gotrek & Felix series up to date with a great new look this month when Beastslayer and Vampireslayer reprints hit the shelves. The doom-seeking Dwarf and his human companion face the vast hordes of Beastmen at the siege of Praag and an ancient evil from Sylvania! If you've not visited already, check out the Gotrek & Felix website at:

www.blacklibrary.com/gotrekandfelix

WINTER WAR

From the 3rd of January 2004 until the 15th of February 2004 Games Workshop stores in the UK are hosting a special in-store tournament.

The points limits are:

Warhammer 40,000 1,000pts
Warhammer 1,500pts
The Lord of The Rings 500pts
(250pts each of Good and Evil)

The points up for grabs are as follows: Win 5pts, Draw 3pts and Loss 1pt.

All the scores will be collated in the key regional stores each Monday so that individual stores scores can be compared to generate an overall leader board.

The winner of each tournament, in each cell, will be awarded a Conflict ticket of their choice.

Best of luck!

For more details, visit your local Games Workshop Hobby centre.

LAST MINUTE ORDERS

There's still just enough time to get that last minute order for Christmas presents direct from Games Workshop. In order to guarantee delivery in time for Christmas we need to receive your order by the following dates:

1st Class UK Delivery – 17th December

UK Special Delivery – 22nd December

Please note, even our hard working Hobby Specialists need a break every now and then, so our phone

lines will close at 4.30pm on Christmas Eve and remain closed on Christmas Day and Boxing Day. Our phone lines will also be closing at 4.30pm on New Year's Eve and will re-open at 9am on January 2nd. Needless to say, the Online Store remains open 24 hours a day!

You can also place your order in one of our Games Workshop hobby centres through the In-store Order Point, by phone on 0115 9140000 or visit the Online Store:

<http://uk.games-workshop.com/ukstore>

EPIC 40,000 RETURNS

Many will remember Epic 40,000, the game of large-scale battles that allowed players to field armies of entire companies of Space Marines rather than squads, and blast squadrons of tanks with mighty Titans.

The good news is that it is about to return! The Fanatic Studio team have been working on the new version of this game (Epic Armageddon) for over a year and next issue we bring you full details. In the meantime why not check out www.epic40000.com for more information.

Not only will Epic Armageddon become the seventh of Fanatics fully supported Specialist Games, but Games Workshop Hobby Centres will be showing off the new game and models in February, with painted armies of Space Marines and Orks for experienced gamers to try out on Veteran Evenings (Tuesdays and Thursdays in most stores).



WARHAMMER 40,000 GRAND TOURNAMENT – HEAT 1

Recently Warhammer World hosted the first heat of the 2003/2004 Warhammer 40,000 Grand Tournament. The event was held over the weekend of 27th – 28th September and a great time was had by all. White Dwarf was there to check out the armies on display and you can look forward to seeing the pick of the bunch in future issues.



Overall Champion
Simone Di Tomaso
Ork Kult of Speed

2nd Place
Jesper Carlsen
Black Templars

3rd Place
George Dellapina
Space Wolves

4th Place
Mario Riberio
Eldar

Best General
Simone Di Tomaso
Ork Kult of Speed

Best Army
Johan Kolkjaer
Emperor's Children

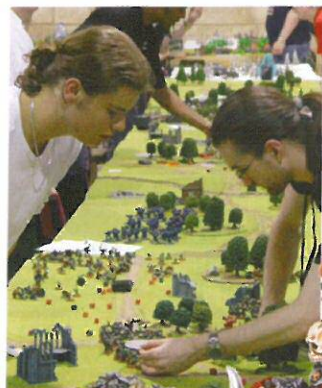
Most Sporting
Duncan McDonald
Chaos Space Marines

Consolation Prize
Stewart Knowles
Space Marines

For more details check out the Games Workshop website at the address below:

The hall was packed for the first heat.

<http://uk.games-workshop.com/news/uk/events/tournaments/40kgt2004/heat1.htm>



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

TAU ORCA DROPSHIP

To tie in with the release of Fire Warrior for PC and PlayStation 2, Forge World model maker Will Hayes has been working on a couple of the Tau vehicles featured in the game. We have a work-in-progress picture of one of the

unfinished models, the Orca Dropship for Warhammer 40,000. For more details visit:

www.forgeworld.co.uk



GIFTED BY THE GODS

At this year's Golden Demon drawing competition this picture, by Antiochus Omiss, age 13, caught the attention of our judges winning him the Warhammer 13-16

year old category. With talent like this maybe one day in the future we could see more of his work gracing the pages of White Dwarf!

WARP ARTEFACTS

John Blanche presents The Gallery, an exciting new gallery from Warp Artefacts, initially featuring two collections:

FINE ART REPRODUCTIONS

Fine Art reproductions of seminal Warhammer and Warhammer 40,000 images. Using Giclée printing technology we are able to reproduce an unprecedented level of detail and ensure that colours are as vivid as they are on the original paintings.

These extremely limited reproductions will be produced at the exact same size as the originals, hand numbered and signed by the artist, they come with an official certificate of authenticity, artist's biography and background information on the original piece.

BLACK & WHITE LITHOGRAPHIC PRINTS

Highest quality Black and White Lithographic Prints in a themed collectible series, the first two series of which will be of epic Warhammer battles and Space Marines. These prints are the closest you'll ever get to the original, short of owning the real thing.

All pieces in both collections are only available in strictly limited numbers. To find out more, visit:

www.WarpArtefacts.com

COMPETITION

In conjunction with Warp Artefacts, White Dwarf offer you the chance to win a framed limited edition, fine art Giclée reproduction of the original artwork used for the front cover of the Warhammer Dwarf Army Book. Reproduced at the same size as the original painting (image size approximately 14"x19"), and printed on 310gsm German Etching paper, this print will come hand numbered and signed by the artist, custom mounted and framed.

All you have to do to win this fantastic prize is answer the following question correctly:

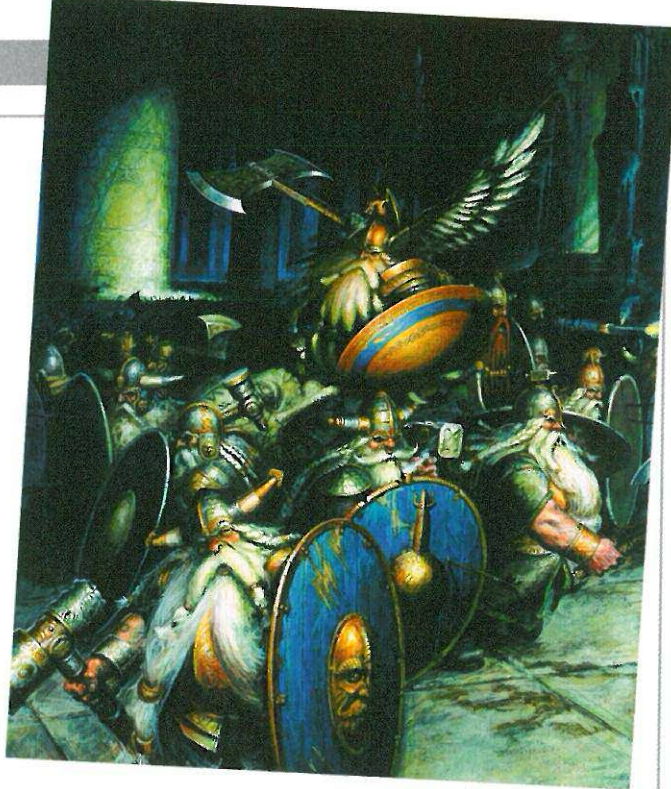
Which Games Workshop Artist painted the original artwork?

- A. John Blanche
- B. Paul Dainton
- C. Alex Boyd

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

**The Online Gallery competition,
Warp Artefacts,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham
NG7 2WS**

Entries must be received no later than 1st March, 2004.



1. Employees of the Promoter, their families, agents or any other person connected with the administration of this competition are not eligible for prizes.

2. Entries are limited to one per household, and must include the entrant's age. No purchase necessary.

3. Eligible entries must be received no later than 01/03/04. The Promoter cannot accept responsibility for late, lost or misdirected entries. Entries will only be accepted through the www.WarpArtefacts.com site or on a postcard to the Promoter.

4. One winner will be chosen at the judges sole discretion by 12/03/04 from the list of complete and correct entries.

5. The prize consists of one framed, limited edition, fine art reproduction of the original artwork used for the front cover of the Warhammer Dwarf Army book as shown above. No alternative prize will be offered.

6. The winner will be notified by 31/03/04. The winner must confirm receipt of the prize notification and provide all details as reasonably requested by the Promoter within 2 weeks of the above date, failing which the Promoter reserves the right to draw an alternative winner.

7. By accepting the prize, winners agree that the Promoter can use their name and likeness for advertising and promotional purposes, for the purposes of data protection legislation any prize acceptance will be deemed to be consent to that use, unless otherwise stated in writing.

8. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the rules.

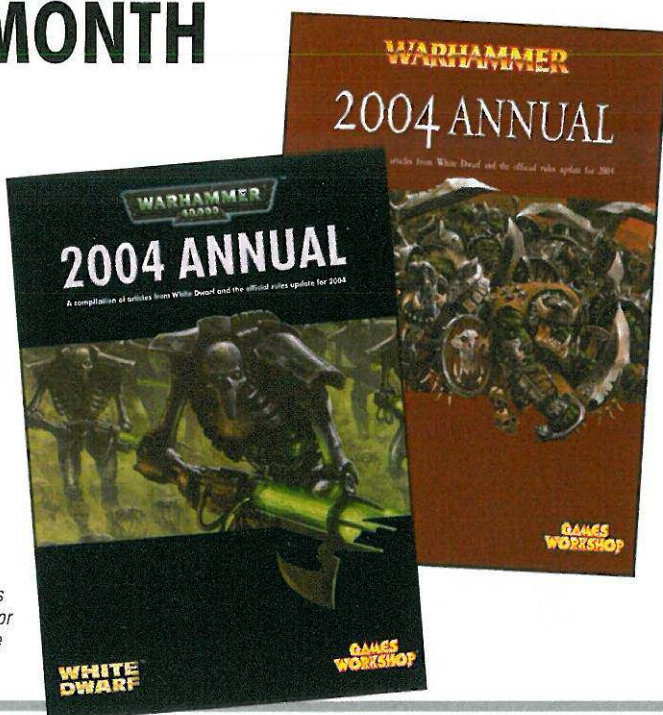
9. Promoter: Games Workshop Ltd t/as Warp Artefacts, Willow Road, Lenton, Nottingham, NG7 2WS. Games Workshop Limited is registered as a Data Controller in the United Kingdom under the Data Protection Act 1998.

OUT THIS MONTH

WARHAMMER 40,000 2004 ANNUAL

This 72-page book is an indispensable tome of Chapter Approved articles collated from past issues of White Dwarf. Containing the latest FAQs, it not only puts an end to those rules disputes that involve searching frantically through back issues of White Dwarf, but also incorporates a great deal of new material too.

WARHAMMER 40,000 2004 ANNUAL ... £10.00



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.

WARHAMMER 2004 ANNUAL

This 88-page book is a compilation of the best Warhammer articles from the pages of White Dwarf magazine and the Games Workshop website. It includes rules for all the latest releases including the most up-to-date FAQs, plus gaming articles and additional hobby material.

WARHAMMER 2004 ANNUAL £10.00

BRAVE KNIGHTS RIDE FORTH!

BRETONNIAN ARMY BOXED SET

Legend and myth surround the land of Bretonnia. Its armies of grim-faced Knights are sworn to protect the realms of their King, and hordes of dour-faced peasants are eager to swell the magnificent banners of their noble masters. Damsels blast the foe with powerful magic, coupled with the hurling rocks of the mighty Trebuchet, crushing the enemies of Bretonnia with stone and flame. Overhead, the beating of wings can be heard from the noble Pegasus Knights. For glory, for the King, for the Lady, Knights of Bretonnia sally forth!

The Bretonnian Army boxed set contains:

1 Warhammer Armies: Bretonnia Book, 1 Bretonnian Lord, 1 Bretonnian Damsel, 1 Bretonnian mounted Damsel, 1 Bretonnian Army Standard Bearer, 16 Bretonnian Knights of the Realm, 16 Bretonnian Bowmen, 1 Bretonnian Trebuchet, 3 Bretonnian Pegasus Knights, 5 Bretonnian Questing Knights.

These models require assembly.

Includes this special edition Army Battle Standard, designed by Colin Grayson.



CATACHAN OFFICERS

The Officer's role in an Imperial Guard army is a vital one. As well as being a capable fighter he is highly valued as a leader in battle, forming the crux of a platoon's Command Section. All units within 12" of the Command Section can use the Officer's Leadership, bolstering their resolve in the face of the enemy. The Officer can also be equipped with wargear such as a Refractor Field or Trademark Item to give him a crucial edge in battle.

This blister pack contains 2 metal Catachan Officers, designed by Mark Harrison.



PRICE LIST

BRETONNIAN ARMY BOXED SET.....£125.00

Denmark	kr1,600.00	Sweden	kr1,950.00
Euro	€ 210.00		

CATACHAN OFFICERS£6.00

Denmark	kr 70.00	Sweden	kr 80.00
Euro	€ 10.00		

CATACHAN HEAVY WEAPONS BOXED SET£8.00

Denmark	kr 80.00	Sweden	kr 90.00
Euro	€ 11.00		

CATACHAN BATTLE FORCE BOXED SET£50.00

Denmark	kr 650.00	Sweden	kr 750.00
Euro	€ 80.00		

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.

CATACHAN HEAVY WEAPON TEAM

Deployed at the rear of the Imperial Guard battleline, heavy weapons pound enemy vehicles and infantry at distance. The awesome tank-killing lascannon pierces heavy armour with ease whilst the mortar thunders against the battlefield. As a guess weapon it can be deployed out of sight at the furthest point from the brunt of the fighting, where it maintains a constant and brutal barrage.

Designed by Brian Nelson and Tim Adcock, this multi-part plastic boxed set contains enough parts to make 1 Catachan Heavy Weapons team. Each Heavy Weapon team can be armed with either a heavy bolter, autocannon, lascannon, mortar or a missile launcher.

These models require assembly.



Catachan missile launcher team



Catachan lascannon team



Catachan autocannon team



Catachan heavy bolter team



Catachan mortar team



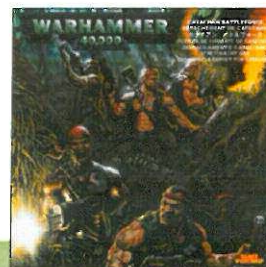
CATACHAN BATTLE FORCE

The Catachan Battleforce is a great way to expand upon your existing Imperial Guard Catachan army or alternatively as the ideal starting point for a new army. Infantry forms the core of the Catachan army, whilst brutal heavy weapons pound the enemy at distance. Sentinels form a useful scout force to cleanse dug-in enemy positions, whilst the Command Squad holds the line firm, delivering battle orders and supporting the main thrust of an attack.

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

- 2 ten-man Infantry Squads*
- 1 five-man Command Squad*
- 3 Heavy Weapons teams*
- 2 Catachan Sentinels*
- 1 set of Jungle Trees*

These models require assembly.



The Runefangs are legendary magical swords, forged thousands of years ago by the Dwarf Runesmith, Alaric the Mad, and wielded by the greatest heroes of the Empire. Graham McNeill recounts the tale of the loss of one of these magical blades to one of the most powerful Orc warlords ever to invade the Empire.

BIRTH OF A NATION

The nation that would grow to become the Empire, took its first fledgling steps two and a half thousand years ago, and much of what is known comes from the earliest Dwarf records of the time. The long wars between the Dwarfs and Elves were over; the Dwarfs retreating to their mountain holds in the Worlds Edge Mountains, the Elves abandoning their homes and crossing the sea back to Ulthuan. Though the Dwarfs remained, their power was much weakened; many of their most powerful lords dead and their holds in ruins. When the mountains of the east erupted in flames and were riven by mighty earthquakes, the power of the Dwarfs was finally broken and a new enemy was to rise in power and ambition - Orcs and Goblins.

The Loss of the Solland Runefang

An epic tale from the birth of the Empire

Armies of Greenskins poured across the Worlds Edge Mountains through the passes previously guarded by Dwarf fortresses to ravage the lands to the west of the mountains. As the Dwarf empire reeled from never-ending attacks from the numberless hordes of Orcs and Goblins, many human tribes began migrating southwards; Unberogens, Teutogens, Thuringians, Cherusens, Norsii and Merogens to name but a few. These human tribes were a far cry from the civilised Men of the Empire today, clad in rough furs, dwelling in caves and carrying crude weapons of stone or bronze. Though primitive, the Dwarf records tell that these humans were fierce and courageous, battling the Orcs and Goblins who infested the lands to the west of the mountains. The

greatest of these humans was a warrior named Sigmar, the son of a chieftain of the Unberogen tribe who began the task of uniting many of the scattered human tribes through conquest, cunning and diplomacy.

It is certain that both races quickly saw great potential in the other. The Dwarfs saw allies who could help them win back their lost empire, showing the humans the secrets of metalworking and teaching them to forge strong weapons of iron.

THE HELDENHAMMER

The wars against the Orcs and Goblins continued for many years and the bond between Men and Dwarfs became stronger as the threat from the east grew. King Kurgan Ironbeard and several members of his household were captured by Orcs, and news of his capture was greeted with much lamentation by the Dwarfs. A

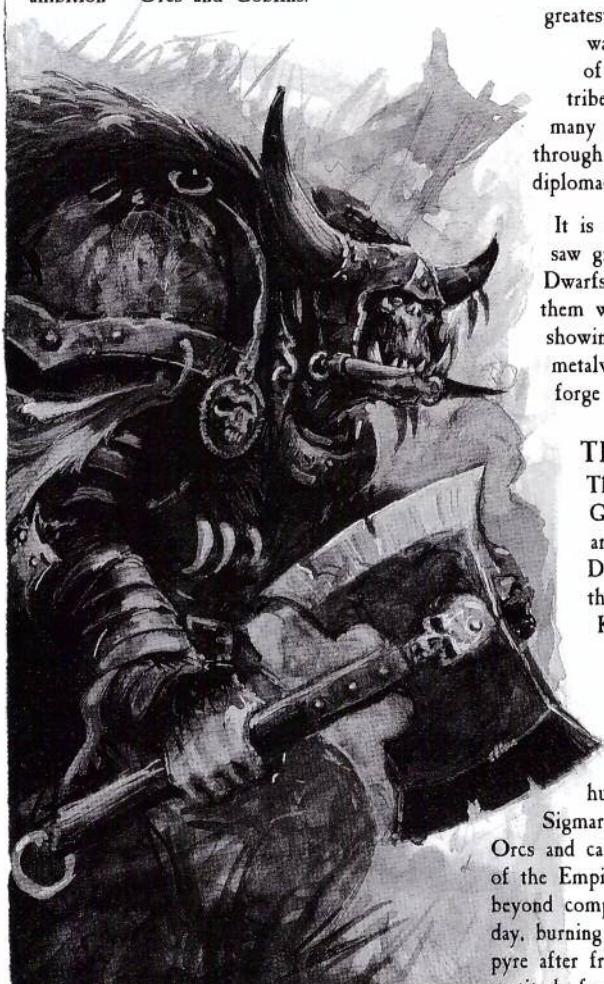
hunting party of men, led by Sigmar himself gave chase to the Orcs and caught them in the deep forests of the Empire. Sigmar was a warrior beyond compare and slew many Orcs that day, burning their foul corpses on a huge pyre after freeing the Dwarf captives. In gratitude for his release, King Kurgan

presented Sigmar with a magical heirloom of his family, a magnificent warhammer forged with mighty runes named Ghal Maraz, which means Skull Splitter. Sigmar accepted the Dwarf King's generous gift and wielded it in the many battles he went on to fight. In return, Sigmar pledged to aid the Dwarfs in their battles with the rampaging Orcs and Goblins.

Upon the death of his father, Sigmar became the high chieftain of the Unberogen and continued the task of uniting the human tribes of the west. Soon, all twelve of the great tribes of Men followed Sigmar and together with his Dwarf allies, he drove the Greenskin scourge from the lands west of the Worlds Edge Mountains. The few human tribes who opposed him, mainly the old enemies of the Unberogen, were finally defeated and driven south into the Grey Mountains or, like the Norsii, driven further north beyond the Middle Mountains, leaving Sigmar the undisputed ruler of the tribes of Man. Thus when the Dwarfs of the Worlds Edge Mountains were again threatened by hordes of Orcs and Goblins, King Kurgan despatched the Runesmith Alaric the Mad to seek aid from Sigmar and the race of Men once more.

BLACK FIRE PASS

As soon as he heard of the Dwarfs' plight, Sigmar marched his army into the Worlds Edge Mountains and joined his forces with those of King Kurgan. A vast army of Orcs and Goblins were pushing across the mountains through Black Fire Pass, one of the only routes through which an army could cross these dark and forbidding peaks. Many battles have since been fought at this strategic crossing point, but this battle eclipses them all, even to this day. The armies of Men and Dwarfs stood together to face this tide of Greenskins as they poured up the valley, but Sigmar and King Kurgan had chosen the site of the battle well. Their armies were drawn up where the pass was at its narrowest, where the Orcs and Goblins could not bring their vastly superior numbers to bear. The battle lasted for many hours, with the green tide breaking time and time again against the allies' unbending line of shields and blades.



As the Orc line fell back in disarray once more, Sigmar led a charge deep into the enemy ranks, he and his most fearsome warriors cutting a swathe through the mobs of fleeing Greenskins. With the Dwarfs hot on their heels, they drove the Orc army from the mountains and scattered it to the four winds. The Orcs were defeated and the threat to the empires of Man and Dwarf was ended for many years. In recognition of his incredible victory, Sigmar was crowned Emperor of all the lands between the Grey Mountains in the south and the Middle Mountains in the north. King Kurgan presented Sigmar with a crown forged by Alaric the Mad and the two monarchs swore eternal fealty to one another. In gratitude for his aid in saving the Dwarf realms, Alaric the Mad began the long process of creating twelve magical rune swords, one for each of the great tribal chieftains of Sigmar's realm. It is the magic of runes that entraps and binds the winds of magic to weapons and these were swords of such incredible workmanship and power that it would take the span of several human lifetimes to complete.

THE CREATION OF THE EMPIRE

Sigmar's coronation marks the beginning of the Imperial calendar and the first days of the Empire and he ruled justly and courageously for another fifty years. He awarded land to the twelve tribal chieftains who had sworn allegiance to him and aided him in his many wars. These divisions were based upon the old tribal territories to some extent and the chieftains who ruled these lands took the title of Count. These men became the first Elector Counts of the Empire when Sigmar passed from the lands of Men and, instead of fighting amongst themselves to see who should rule, decided that the new Emperor should be chosen from among their number.

Long after the passing of Sigmar, Alaric the Mad finally completed his work on the Runefangs and a delegation of the Dwarfs made their way to the fledgling capital of the Empire on the River Reik. Here, they presented the Runefangs to the twelve chiefs of Men and renewed their oaths of brotherhood with the Empire before returning to their mountain holds.

The Empire continued to grow and prosper, though the first thousand years of its history are vague and unclear, only the faded carvings on ancient tombs of early Emperors shedding any light on the nation's growth. In the years that followed, the Empire was beset on all sides by foes of all description; Orcs, Skaven and the degenerate followers of the Dark Gods of the north, but the Men of the Empire fought them all with courage and steel.



Led by the Elector Counts who wielded the terrifying power of the Runefangs, every foe was driven off or destroyed. The Empire survived civil wars, plagues and invasions, weathering each adversity with the courage and determination for which it had earned a well-deserved reputation. But a threat was growing in the east that was about to descend upon the Empire in fire and blood and test its men to their limits.

THE COMING OF GORBAD

In the year 1707 Gorbald Ironclaw, one of the most feared Orc warlords of his day or any other, arose to command a host of Orcs and Goblins greater than any before, and led his armies westwards across Black Fire Pass. The Dwarf garrisons in the pass were overrun in days, tunnelling Goblins attacking from within as brutish Orcs battered at the walls and put the defenders to the axe. The Empire at this time was riven with discord, with a number of noble families competing to place their scions upon the throne. Before an army could be

mustered from the Empire, Gorbald's horde had pushed down from the mountains into the provinces of Averland and Solland. Eldred, Count of Solland mustered his soldiers, though he knew that the force opposing him was so large as to defy belief. Eldred's scouts reported that the Orc army was following the Old Dwarf Road to Averheim, and the Count marched his forces to the banks of the River Aver, where he commanded the crossing beyond Averheim. Stopping only to sack the town and burn it to the ground, Gorbald's army plunged into the river and attacked the defenders on the opposite bank. Though the Greenskin horde lost thousands of warriors crossing the river, many swept away by the fierce currents, the Orcs gained a foothold on the riverbank.

This was the beginning of the end for the defenders, for their only hope had been to hold the Orcs on the far bank. As more and more Greenskins managed to cross the river, the Imperial army found itself becoming encircled and Eldred desperately

sought to quit the field of battle before his men were slaughtered. But such was not to be the case, for Gorbád, displaying a cunning hitherto unseen in Orcish forces, had despatched many of his fastest and most vicious boar and wolf riders to attack the halfling realm of the Moot further north and circle around behind the Empire army. Though the halflings had fought the invaders as best they could, they were no match for the snapping packs of wolves and thunderous charges of razor-tusked boars.

As Eldred's personal bodyguard battled to protect their lord, the fast moving forces from the north rode over the horizon to flank the Empire army. Those regiments positioned on the Empire left were overrun, breaking and fleeing before the terrifying charge of the mounted Orcs and Goblins. Within moments, a disciplined withdrawal had turned into a rout and Eldred's army was fleeing the field of battle. With the day lost, Eldred led his faithful warriors forward, plunging into the swirling *mélée* to face the leader of this horde of Orcs. Resplendent in his long cloak and glittering crown, the last Count of Solland faced the terrifying form of Gorbád Ironclaw in single combat. That Eldred was brave cannot be held in doubt, but to face the might of such a powerful warlord demanded a kind of insanity. Even armed with the might of the Runefang, Eldred was no match for Gorbád and he was brutally cut down, his body dismembered and hung upon the warlord's trophy racks. Gorbád captured Eldred's Runefang and took his crown as the spoils of war, and the battle became known by the few, scattered survivors as the Battle of Solland's Crown.

THE EMPIRE IN FLAMES

After the defeat of Eldred's army, Gorbád advanced towards Nuln, laying waste to the realm of Solland and utterly destroying it forever. Nuln, famous for its iron cannons, was able to withstand Gorbád's siege for several weeks before its walls were cast down and the green horde poured within. The carnage was terrifying to behold and fewer than a tenth of the city's population was able to flee northwards to Altdorf. Buildings that had stood for over a thousand years were cast down, many repositories of knowledge containing irreplaceable works were put to the torch and much ancient lore that is lost, never to be known again, was destroyed in Gorbád's unthinking savagery.

The Prince of Altdorf, Sigismund, had not been idle during this time, rallying as many of the Counts as he could for war and strengthening the defences of Altdorf for the siege he knew must follow. Having

seen the fate of Solland, the Counts knew that they faced annihilation at the hands of the Orcs and gathered their warriors as the rapacious horde of Gorbád marched along the Reik to Altdorf. Despite their newfound unity in the face of death, the Counts were divided upon the best course of action, many believing that Gorbád's army should be met on the field of battle, while others counselled that the warlord be allowed to break his army against the walls of the Reikland capital. They argued that the defences of the city were as strong as they had ever been; there was a plentiful supply of shot and powder for the cannon, storehouses groaned under the weight of grain and salted meat, engineers were able to field many of their newly-invented black powder weapons and every soldier stood ready to defend their homeland.

But the Counts of Wissenland and Averland, whose lands had been razed by the Orcs, were in no mood to let the enemy come to them, and led their armies to the town of Grünberg. Here, they deployed across the northern road and stood ready to face the advancing armies of Gorbád. In light of the devastation wreaked upon their lands, it is perhaps understandable that these fiery warriors acted so impetuously, but as courageous as their decision to face the Orcs blade-to-blade was, there was no doubting the outcome of the battle. Gorbád's army smashed through the Imperial force, though the Count of Wissenland grievously wounded Gorbád with his Runefang before fighting his way northwards. The scattered survivors of the battle fled back to Altdorf, telling tales of an invincible army that destroyed all before it. A week later, Gorbád's horde had reached the walls of Altdorf and surrounded the last bastion of the Empire in a seething green sea.

ALTDORF BESIEGED

At the walls of Altdorf, Gorbád's army met its most serious challenge. Thicker and higher than the walls of Nuln, the capital's defences resisted his every effort to breach them. Sallies from knightly orders destroyed siege engines and the contraptions of the engineers killed Orcs by the hundred at every turn. Though casualties among the Men of the Empire were horrendous, the Orcs suffered even more so. The siege dragged on for many months, with Gorbád's wound paining him ever more as summer turned to autumn and the onset of winter could be felt on the westerly winds.

The city almost fell on the ninth day of Brauzeit when Sigismund was carried from the walls by a pack of terrifying wyverns. Unable to save him, the defenders of

Altdorf watched in horror as the flying monsters tore him to pieces, fighting to devour his carcass. A palpable wave of despair descended upon the Imperial forces, and in several places the Orc attackers gained decisive footholds upon the bloody ramparts. Only the timely intervention of the Count of Wissenland, who took up the fallen Ghal Maraz and rallied the dispirited Imperial soldiers, saved the day, and he and the survivors of Grünberg drove the enemy from the walls.

At the start of the siege, Gorbád had personally led every attack, but as the first snows fell, he led his warriors less and less, the wound from the Runefang plaguing him ever more and sapping his strength with each passing day. As the ferocity and frequency of the Orc attacks began to fade, the Imperial defenders took heart and led more and more sallies beyond the walls to attack the Greenskins. As winter closed in on the Empire, hundreds of Orcs and Goblins were starving to death every day and, at last, the Orcish horde began to break up. In small warbands at first, then in greater and greater numbers as Gorbád's strength of leadership weakened along with his physical strength, the warlord's army began to disintegrate until the Orcish army was no more. Of Gorbád, there was no sign, though many assumed that he either perished from his wound or was slain soon after by a more powerful Orc.

THE EMPIRE SURVIVES

With the dissolution of the Orcish army, the threat to the Empire from Gorbád Ironclaw was ended, though his name still strikes fear into the hearts of men. Though the invasion was defeated, the province of Solland was utterly destroyed, and its lord's Runefang lost. Its people had been slaughtered or taken into slavery and its once fertile soil had been reduced to an arid wasteland. The areas of land it had once encompassed were subsumed into the province of Wissenland and its name and history passed into memory. And with Orcish threat defeated, old rivalries and bitterness between the Counts resurfaced and the unity they had forged in the face of destruction was soon forgotten.

THE SOLLAND RUNEFANG

Though many attempts to locate the Solland Runefang were attempted over the centuries that followed Gorbád's invasion, none were successful and it was feared that the legendary sword of Alaric the Mad was lost forever. Treasure maps declaring the location of the Runefang became commonplace, and there was no shortage of adventurer bands willing to risk their lives in attempts to recover the blade. None were

successful and the blade's final resting place remained a mystery for centuries, the prospect of its eventual return all but lost.

Though the Runefang was lost, the Dwarfs – who had recorded its theft by Gorbak in the Zhufbar Book of Grudges – did not forget it. Periodically, warriors from this most ancient of holds would set off on quests to rediscover the blade and return it to its rightful owners. On occasion, human adventurers would accompany these ventures and most of these perilous expeditions were never seen again. One such party, led by the Dwarf Thane Ergrim Stonehammer and an outcast knight in 2378, set out to slay a beast that had been terrorising the villages and towns of the Moot, carrying off victims and treasure to its mountain lair.

The warrior band climbed high into the forbidding peaks of the Worlds Edge Mountains, following the Blue Reach towards the beast's lair at Black Water.

Many of the band had died along the way, fighting against marauding bands of Orcs and Skaven or killed in unnatural rockslides. When the warrior band discovered the lair of the beast, they discovered a creature so mutated by the warping powers that it defied any classification of form; a chimera with a leonine head, powerful, clawed limbs and feathered wings. The beast attacked the brave adventurers and many were slain in ways too gruesome to describe. The adventurers were fighting at the very limits of courage, when the knight's sword snapped and he was cast to the ground amid a pile of silver coins. But as fate would have it, the golden hilt of a sword protruded from the piles of treasure, and as the foul creature of Chaos loomed above him, the knight seized the sword and struck off its head with a single blow. In the aftermath of the battle, Stonehammer immediately recognised the weapon for what it was – the lost Solland Runefang.

Together, with as much treasure as they could carry, the few survivors of the warrior band returned to Altdorf and presented the Runefang to the Emperor. Though Solland no longer existed, the return of the Runefang was greeted with great celebration and those who had rediscovered it were rewarded with lands and title. The outcast knight went on to found the Order of the Shining Sword, though Stonehammer journeyed north to Karak Kadrin and (for unknown reasons) became a Slayer. Without an Elector Count of Solland to wield the newly-returned Runefang, the Emperor kept the sword in the Imperial Treasury – to be presented to the greatest of heroes and brought to the field of battle in the direst of emergencies only. Today, the Runefangs remain as they have always been: symbols of the glory of the Empire and magical weapons of terrifying power.



Ergrim Stonehammer's warrior band battle their way up the Worlds Edge Mountains.

Johan Kolkjaer's Slaaneshi Chaos Space Marines won the award for Best Painted Army at Heat One of this year's Warhammer 40,000 Grand Tournament, held at Warhammer World.

CHILDREN OF LISHTAAR

Johan Kolkjaer's Emperor's Children

For Johan it all began with Space Hulk, thirteen years ago. Even by that point he had already won a few local competitions in his native Copenhagen for painting miniatures. He took a six-year break from the hobby before returning to it four years ago. The Children of Lishtaar came into being

after Johan went through his bits box and found miniatures, like Daemonettes and, of course, the classic Keeper of Secrets. He then purchased the new Emperor's Children Chaos Space Marines and with some extra components donated by friends, he set about creating Johan's army. Much of

his inspiration came from the fabled Realms of Chaos: Slaves to Darkness, the miniatures of John Blanche and, of course, the models themselves. One of the things Johan was aiming for was variation between each Chaos Space Marine, another reason why he chose to mix older miniatures with newer ones.



One of the hardest things about the army was the colour scheme. It had to be Slaaneshi, but Johan didn't like the idea of bright pink or purple, so he decided to use Dwarf Flesh as the base colour, washed with Red Ink, and then given an outline of Brown Ink. The highlights start with Dwarf Flesh and then another highlight of Bleached Bone (which is also the base colour of the pale skin). To keep a unified look to the army everything is given a glaze of Brown Ink. Finally, pure red is added to the tongues and claws.

Johan is currently planning to start a Beasts of Chaos army and is keen to get hold of some of the new plastic models as well as the older miniatures. Hopefully this will see Johan in action at Warhammer tournaments in the future.

The Daemon Prince, Lishtaar the Hunter has been created using Warhammer and Inquisitor models. The torso and tail are from the mounted Slaanesh Lord's steed and the upper torso is the Daemonhost, Cherubael. On the head Johan has used Green Stuff to create the mask.





Johan's Dreadnought uses the Space Marine Dreadnought, with extensive conversion. The head and chest are from the classic Warhammer model, Ox-roar Chaos Champion of Ultimate Slaughter. The Daemonettes shown here are the new Mounted Daemonettes of Slaanesh.



Slaaneshi Chaos Space Marines, each one converted using anything Johan had in his bits box.



Aspiring Champions from each of Johan's Chaos Space Marine squads.



*This Keeper of Secrets leads a squad of Daemonettes out of the woods.
All of these models are from the Games Workshop Classic range.*



Johan's heavily converted Chaos Space Marine Icon Bearers.

For more photos of this incredibly converted army take a peak at our website:
<http://www.games-workshop.com/whitedwarf>



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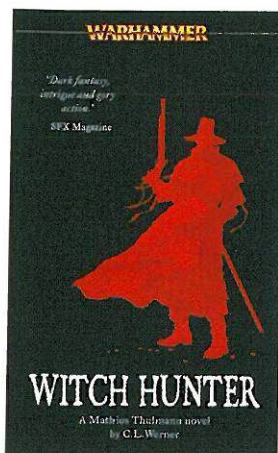
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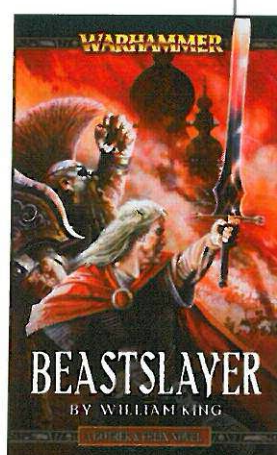
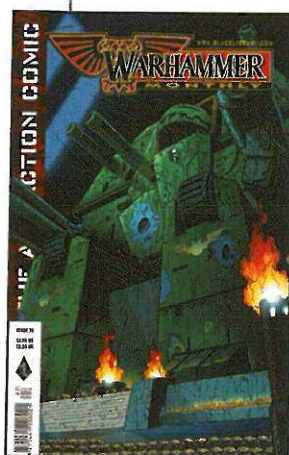
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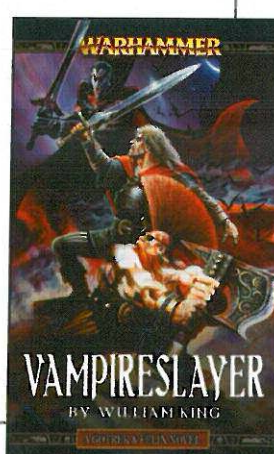
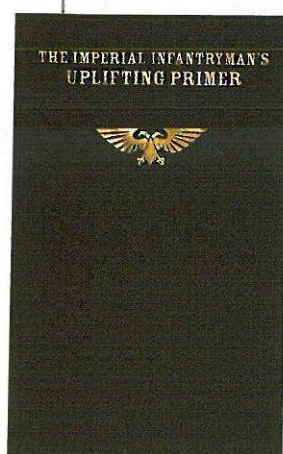
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Ulric is the second most worshipped God in the Empire. Here, following on from the *Priests of Ulric* article in WD279, Ian Hawkes introduces rules and background for fielding a Cult of Ulric army list in your Warhammer games.

Warhammer chronicles

The Cult of Ulric army list

Ulric is the mighty god of battle, wolves and winter. He is acknowledged across the Old World but the centre of his worship is Middenheim, the city of the White Wolf, in the north of the Empire. Ulric is a pragmatic god and his church is less overtly pious than that of Sigmar, rarely inclined to holy crusades and dogmatic preaching. However, Ulric is the patron of soldiers, and every initiate of Ulric is a warrior. The Cult of Ulric's political power, combined with the martial nature of its members, means that Ar-Ulric, the High Priest, can wield tremendous military might should he require it. At such times as the state is unable or unwilling to deal with an enemy, Ar-Ulric is able to use his religious influence to call on his followers and his political power to procure state troops, drawing together powerful armies to destroy the foes of the Empire in the name of Ulric.

THE WOLF GOD OF WINTER

Ulric is one of the many gods of the Old World. Like the others, he was, in the distant past, the god of one of the great tribes of men that would eventually come together to form the human nations of the present day. The tribe that worshipped Ulric were called the Teutogens, and inhabited the lands that are now the north of the Empire.

Along with Myrmidia, goddess of War and Sigmar, the deified founder of the Empire, Ulric is a warrior god. However, where Myrmidia stands for the science and art of battle and Sigmar for the righteous power to smite evil, Ulric's domain is honour, bravery and prowess. He despises cowardice and weakness, and expects his followers to display directness and independence in all walks of life.

Ulricans and Sigmarites. These differing philosophies can cause friction between the cults of the war-gods. In particular Ulricans and Sigmarites have, if not contempt, then certainly a suspicion of each other. In most respects the two cults are in accord, as both have a hatred of evil and respect might and power. The smaller philosophical differences between them – such as Sigmar's placing of mental resolve above physical strength, or Ulric's emphasis on self-sufficiency rather than protection – can cause friction but it is history rather than dogma which is the root of this animosity.

Before the coming of Sigmar, Ulric was the most powerful deity in the Old World; indeed, it was the High Priest of Ulric who crowned Sigmar as the first Emperor almost 2,500 years ago. For centuries the Cult of Ulric refused to acknowledge Sigmar's divinity and



A Cult of Ulric army converted and painted by Neil Cropper, Matt Benson Parry, Ian Selly, Mark Riordan, Keith Furgerson, Owen Barnes and Dale Allen.

although most Ulricans now believe that Sigmar is as much a god as any other, it is rumoured that there is still a secretive sub-sect of the Cult of Ulric who hold that Sigmar was nothing more than a mighty mortal hero – and by implication that the entire Empire is founded on heresy. As well as this, the Cult of Ulric begrudges the Sigmaries' three Imperial votes to its one, believing that if any cult is to be prevalent it should be theirs. The most devout Sigmaries in turn are notoriously superstitious, and rarely hold any trust in anyone who is not a dedicated servant of Sigmar: in the case of the Cult of Ulric this suspicion is doubled by the Ulricans' mistrust of the man-god, which in the eyes of the Church of Sigmar makes them highly suspect themselves. This mutual mistrust is mostly unfounded and relations between the two cults usually remain friendly, but on occasion the religious differences act as catalysts in other disagreements, turning the smallest bone of contention into a blazing conflict. This is particularly noticeable during Imperial elections, when the votes of the Grand Theogonist and two Arch-Lectors of Sigmar almost always go to the Count of Reikland, while the High Priest of Ulric invariably supports the Count of Middenland should he be contesting the election.

Ulric's relations with the other gods are mostly peaceful: in particular he has an ally in his brother Taal as a fellow god of nature and the north, and there exist many shrines dedicated to both Ulric and Taal as the gods of the four seasons. For the most part, Ulric is a distant deity however and has little interest in the affairs of other gods, while they in turn rarely conflict with his. Only with the Cult of Ranald does Ulric on occasion take issue, as he sees the methods of the Trickster God as underhand and dishonourable.

THE ULRICSBURG

The brothers Taal and Ulric were the most powerful of the gods. Both were widely worshipped by men. And yet Ulric was troubled, for it seemed that his older brother came before him in all things. To Taal he voiced his concern. Taal asked what would make his brother content, and Ulric replied that he desired a place, a realm that he could truly say belonged to him alone. Taal considered this and decided to grant his younger brother's request. He gave to Ulric a vast rock, surrounded on all sides by harsh forests filled with beasts. Ulric was well pleased with the gift. Thanking his brother for his kindness, he struck the rock with his fist, smashing the top away and leaving a plateau a mile across. Here, he declared, his followers would build a great temple and city, where his fires would burn eternally and where men would come from far and wide to pay him tribute. And thus the Ulricsburg was in times past called the Fauschlag which in the tongue of the Teutogens means Fist-Strike.

THE LAIR OF THE WHITE WOLF

The state of Middenland, in the north of the Empire, is one of the most treacherous realms in the Old World. Its soil has always been poor, its climate harsh, and the land covered by dense, impenetrable woodland. The people of Middenland are by necessity tough and rugged for theirs is a hard existence, a constant struggle against hunger, cold and the dangers of the forests. To the north-east of Middenland are the Middle Mountains. Which are home to one of the largest populations of monstrous beasts in the Old World, and some fanciful tales have it that even such fell creatures as manticores and jabberwocks nest there. Beyond the mountains lies the Forest of Shadows. Here the necromancer Dieter Helsnicht, the so-called Doomlord of Middenheim, fled following his ousting by Ar-Ulric Herrsher and a company of White Wolves. His subsequent defeat at the Battle of Beeckerhoven occurred over 1,000 years ago but his body was never found, and legends persist in the superstitious lands of Ostland and Hochland that the Doomlord resides in the forest still, plotting his revenge against the city that nearly destroyed him.

Most fearsome of all, though, is the infamous Drakwald Forest. Few travellers willingly subject themselves to its perils, for the place's reputation has it that Orcs, Goblins, Beastmen and darker things await around every corner. Even the exorbitant tolls charged by Nordland for travel on its coastal roads, the stuff of legend in the fireside talk of coaching inns, are rarely enough to convince merchants to take their chances in Drakwald. Even once the forest is cleared the Midden Moors lie between the wayfarer and Marienburg, and while these are too open for hordes to lie in ambush, tales of haunted heaths and enchanted barrows abound.

It is little wonder that such a land has a deity as harsh as Ulric for its patron. The Wolf God is venerated by the Middenlanders simply because he is as unforgiving as the country he watches over, and demands of his followers the strength they need to survive there. Though Ulric has no time or sympathy for the weak, those who show strength of body and character will gain both his favour and his respect.

Middenheim. Located at the far northern tip of Middenland is the mighty city of Middenheim. It is built on top of a massive, sheer-sided bluff called the Ulricsburg, which rises out of the Drakwald Forest like a gargantuan monolith. Middenheim is known as the City of the White Wolf, for the greatest temple to Ulric in the Known World stands there. But Ulric is of deeper significance to Middenheim than merely its patron, and it is more than simple

chance that it is the centre of the Ulrican cult. Middenheim is Ulric's city, for the rock upon which it stands is Ulric's own domain. Not only the temple, but Middenheim itself is a site of pilgrimage for followers of the wolf god from all over the Old World.

Middenheim is usually accessible only by four long viaducts, which all contain wooden drawbridges and can easily be destroyed in times of dire need, adding to the city's already fearsome defences. However, there also exist a few ropes and pulleys that may be used to hoist supplies, and on occasion people, up and down the cliff face in baskets and on platforms.

Middenheim has always been the principle city of Middenland. Although at times various counts have seen fit to rule from elsewhere either by choice or circumstance – Carroburg in particular has seen its share of fugitive Middenlander nobility – the true power in Middenland has rested in Middenheim for 2,000 years. The Imperial votes of the Count of Middenland and Ar-Ulric give the city more political power than any other except Altdorf, and the armies of Middenland are large and powerful. Not only this but Middenheim also contains two of the oldest and most renowned knightly orders in the Empire: the Knights of the White Wolf, who are the Templars of Ulric, and the Knights Panther, sworn to protect the city and its count. Truly, Middenheim is one of the most powerful cities in the Old World.

The Undercity. Beneath Middenheim is an ancient network of tunnels and caverns. These date from before the time of Sigmar when Artur, the chief of the Teutogens, tunnelled up through the Ulricsberg and built a fortress atop it. In centuries past it was used as general transport up and down the Ulricsberg, but as the viaducts were constructed, the tunnels fell further and further out of use, the viaducts being seen as altogether more pleasant means of travel. Eventually, only a very few tunnels were left in use. With the siege of Middenheim by Middenland in 1812, they were finally sealed altogether, and the Watch and the Knights Panther were then given the task of preventing anyone from entering the tunnels.

However, from time to time, certain licensed adventurers are permitted to venture below in search of abandoned Dwarf treasure. When (or if) they return they often bring with them claims that the tunnels may be rather more extensive, and inhabited, than they used to be. Such people are well known to exaggerate tales of their own deeds for the sake of renown, however, and their claims are usually discredited.

Cult of Ulric Special Rules

Ulric's Champions: Any unit of Warriors of Ulric, Spearmen, or Halberdiers in a Cult of Ulric army may upgrade one model to a Priest of Ulric, representing Priests from throughout Middenheim and across the north gathering to join Ar-Ulric's campaign. This costs +75 points, and does not count against the army's characters limit. The Priest does not come with the same equipment as his unit, but equipment may be bought for him as normal. The Priest may not leave his unit if bought in this way but counts as a character in all other respects, eg, he may issue and accept challenges, move through the unit into a fighting rank, etc. A Priest attached to a unit will be lower in the cult hierarchy than one taken as a Hero choice and so may not have any magic items, although he may still choose items from the Talismans of Ulric list. Note that you may include a Priest and a Champion in the same unit.

CRUSH THE WEAK

Ulric detests weakness and cowardice. The Priest of Ulric, the Grand Master and Seneschal and any unit they leads will hate models with a Leadership characteristic of 6 or lower, even if normally Immune to Psychology. This has no effect on other characters in the unit or on the model's mount. In addition, the following rules apply:

The Grand Master: The Grand Master may only join units of Knights of the White Wolf. He is a veteran of hundreds of battles and strong in his faith, and so is Immune to Psychology. In addition, as long as the Grand Master is with a unit of Knights of the White Wolf, they are inspired by his presence and are Immune to Psychology as well.

Commanding Presence: The Seneschal is a veteran warrior, and is Immune to Panic. In addition his presence and leadership so reassures his troops that any unit he leads becomes Immune to Panic too. Note that the Seneschal is free to join any unit in the same way as other characters; his is a more public role than that of the Grand Master.

PRAYERS OF ULRIC

In each Magic phase the Priest of Ulric can use one of the following Prayers, counting it as a Bound spell with Power level 3. Ar-Ulric's fervour and willpower is such that he may use two Prayers in each Magic phase, although he may only use each Prayer once successfully:

Battle Howl: Remains in play until dispelled or the Priest attempts to use another Prayer. As long as the Battle Howl is in effect, the Priest and any unit he leads add D3" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target as normal.

Strength in Faith, Faith in Strength:

Such a gathering of devout followers of Ulric is inspiring for his Priests, and their fervour gets ever stronger as they incite their followers to crush their enemies. Whenever a Priest of Ulric uses a Prayer, the Power level of the Prayer is increased by D3. Therefore the total Power level when using a Prayer will be 3+D3. For the purposes of dispelling Remains in Play Prayers in later turns, only the basic Power level of 3 is used. Note that this rule only applies in Cult of Ulric armies.

Cult: Although many soldiers of Middenheim are followers of the Winter God and take part in campaigns called for by Ar-Ulric, Cult of Ulric armies are united by religion rather than training. As such they lack the cohesion of other Empire forces, whose regiments train together to act as a unit on the battlefield. For this reason, the Empire Detachments rule does not apply to Cult of Ulric armies.

Blessing of Ulric: The presence of the Priest of Ulric adds one dice to the Dispel pool of the army. Ar-Ulric's Blessing adds two Dispel dice rather than one.

Individuals: The Warriors of Ulric are no formal regiment, but are followers of the Wolf God from many fighting and adventuring professions united in their service of Ar-Ulric. As such they carry a diverse selection of weaponry and equipment. However, for game purposes

Destruction: Every enemy model in base contact with the Priest suffers a single Strength 4 hit.

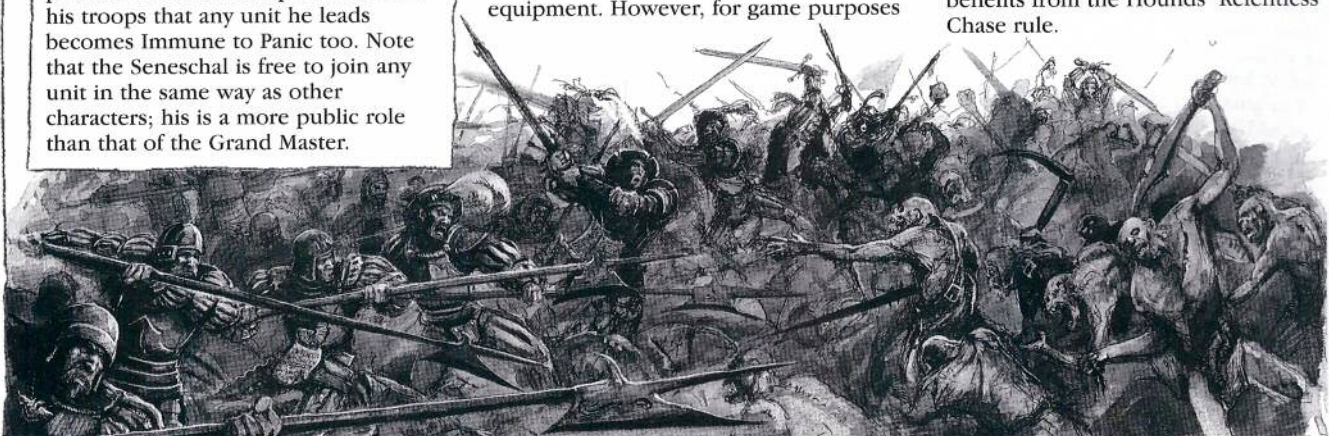
Winter's Chill: All enemy units engaged in close combat with the Priest or the unit he is with must take a Leadership test. If failed, they suffer a -1 to hit penalty in the next Close Combat phase. Note that this is not a psychology test.

Fury of Ulric: Remains in play until it is dispelled or the Priest attempts to use another Prayer. The Priest and any unit he leads become Immune to fear, terror and panic.

they all count as being armed in the same way. You should make sure that the majority of models in the unit carry the correct equipment, and make clear to your opponent how the unit is equipped before the game. (Note: Mordheim figures, particularly Middenheimers, are ideal for representing Warriors of Ulric)

Relentless Chase: Hunting Hounds are used to track and hunt down Beastmen and Orcs deep within the Drakwald Forest. They suffer no movement penalties for moving through woods. They suffer penalties for other terrain as normal. Hounds cannot be joined by characters other than their Hunt Master and do not cause Panic tests in friendly units except other Hounds, although they benefit from the general's Leadership and the Battle Standard as normal.

Hunt Master: The Hunting Hounds are often led by Hunt Masters, warriors mounted on warhorses who guide them towards the foe. The Hunt Master is bought as an upgrade in the same way as a unit Champion and is treated as a Champion in all respects, ie, he cannot be singled out as a target for missile weapons, may issue and accept challenges, etc. Note that as long as any Hounds remain alive the Hunt Master will be restricted to their Movement of 7, even though his horse would normally be able to move faster. He still benefits from the Hounds' Relentless Chase rule.



TIMELINE OF MIDDENHEIM

Imperial Year		
-50		Artur, the chief of the Teutogens, discovers the Ulricsberg rock and tunnels up to its peak, where he constructs a mighty fortress.
63		Wulcan, the High Priest of Ulric, experiences a vision of Ulric smiting the top of the Ulricsberg with the butt of his axe. Inspired, he builds a temple to the god on the site.
100-550		The ascendant Cult of Sigmar clashes in open conflict with the Cult of Ulric, which continues to deny Sigmar's divinity.
1124		Count Mandred of Middenland rallies the plague-ravaged citizens of the Empire and drives out a massive invasion of Chaotic beasts. Following this campaign, he is elected Emperor, holding his court in Middenheim.
1152		The assassination of Emperor Mandred. The Elector Counts cannot agree on a successor. Stirland and Talabeccland emerge the strongest claimants and outright war begins between them. Baron Reinhart of Carroburg claims to be Mandred's heir as Count of Middenland. Baron Erich of Middenheim conquers Carroburg, killing Reinhart and securing the title for himself.
1360		Ar-Ulric Krieger moves to Talabheim to support the Ottila of Talabeccland's claim to the throne following a disagreement with the Count.
1547		Count Siegfried of Middenland proclaims himself Emperor. There are now three Emperors.
1550		'Emperor Siegfried' leads an army from Middenheim to besiege Talabheim. He fails to take the city, and upon returning finds that the nobles of Middenland have renounced his rule and he is unable to retake Middenheim.
1812		Baron Leonhard, brother of Count Karl-Heinz of Middenland, proclaims himself the rightful Count. After a brief but bloody coup the Count is ousted and flees to Carroburg where he sets up a rival court, and the Count of Reikland offers him troops and weapons in return for subsequent aid in his own war with Wissenland. Count Karl-Heinz lays siege to Middenheim, trying to break through the tunnels in the Ulricsberg, but is finally repulsed when Leonhard orders the tunnels sealed. Following this victory, Baron Leonhard is widely acknowledged as Count.
1865		The Count of Middenland attacks Carroburg, where Jurgen, the grandson of Count Karl-Heinz, is rumoured to be plotting to regain the Electorship. He finds the city defended by Reikland troops, who repel the attackers. The Count of Reikland's own Greatsword regiment is instrumental in the victory, earning their honorific title of the Carroburg Greatswords and their famous red uniforms. The Count is killed in single combat with Jurgen, who takes back his grandfather's title. He hands over the former Count's estates and wealth in payment to the Count of Reikland.
1979		The three year-old Magritta of Marienburg is elected Empress by those Electors not otherwise claiming the crown for themselves. The Countess of Stirland, Ottila of Talabeccland and Count of Middenland refuse to acknowledge this, as does the Grand Theogonist. The Imperial system is effectively ended until the time of Magnus the Pious nearly 400 years later. As government is devolved further and further, the mercantile Burgomeisters begin to grow in power.
	2010	Stirland is removed as a serious claimant to the Imperial crown owing to the fact that Vlad von Carstein of Sylvania all but destroys it.
	2025	The dread vampire Vlad von Carstein is slain by Grand Master Kruger of the Knights of the White Wolf. However, von Carstein is seen at the head of another army within a year, and Kruger's body is found drained of blood at the base of the Ulricsberg.
	2100	The Battle of Four Armies. Konrad von Carstein is battled to an inconclusive draw by a combined army from Middenland, Talabeccland and Marienburg. The Count of Middenland and the Ottila of Talabeccland treacherously order each other's assassination during the battle, and the only thing that stops Helmut of Marienburg becoming Emperor is him being killed by Konrad.
	2198	Grand Master Giger of the White Wolves and Grand Master Sechse of the Knights Panther lead a joint victory over the Norse barbarians of Thialfi Swiftaxe. Both try to claim sole credit.
	2302	The Great War Against Chaos. Magnus 'the Pious' of Nuln travels to Middenheim to enlist aid for the war. Ar-Ulric Kriestov, swayed by ancient animosities, at first attempts to have Magnus branded a heretic but eventually concedes and leads a massive army north to fight the barbarians.
	2371	The marriage of Countess von Bildhofen of Middenland to Boris Todbringer of Middenheim. Their son Bertholdt becomes the first Todbringer Count of Middenland (the great-grandfather of the current Count).
	2502	Boris Todbringer, the current Count, takes Anika-Elise Nikse of Nordland as his second wife only two weeks after meeting her for the first time.
	2515	The Battle of Osterwald. The massive Orc and Goblin army of Azhag the Slaughterer is finally stopped when Seneschal Kessler of the Knights Panther kills Azhag in single combat. Azhag's powerful magic crown is recovered and a great argument breaks out between the Grand Theogonist, who wishes to seal the crown away within the Imperial vaults, and Ar-Ulric, who wants it destroyed. Following the intervention of the Emperor, the Grand Theogonist prevails and the crown is taken to Altdorf.
	2518-present	Boris Todbringer initiates a massive purge of the Drakwald, personally taking the eye of the banebeast Khazrak who becomes known as The One-Eye. A year later the beast returns the favour, putting out Todbringer's right eye. The Count's war continues to this day, with a 10,000 crown reward on Khazrak's head.

The Ulric Armoury

WHITE WOLF HAMMER

This is the same weapon referred to in the Empire Army book as a cavalry hammer, the traditional armament of the Knights of the White Wolf. However, in this list some of the Knights of the White Wolf are on foot, so continuing to call it a cavalry hammer could get confusing! When a mounted model is using its White Wolf hammer, the cavalry hammer rules apply, namely +2 Strength in the turn the model charges and +1 Strength the rest of the time. On foot the hammer is wielded differently, and so counts as a halberd instead. In either case the weapon requires two hands to use.

COMMON MAGIC ITEMS

Sword of Striking Weapon; +1 to hit.	30 points
Sword of Battle Weapon; +1 Attack.	25 points
Sword of Might Weapon; +1 Strength.	20 points
Biting Blade Weapon; -1 Armour save.	10 points
Enchanted Shield Armour; 5+ Armour save.	10 points
Talisman of Protection Talisman; 6+ Ward save.	15 points
Dispel Scroll Arcane; (One Use Only) Automatically dispel an enemy spell.	25 points
Power Stone Arcane; (One Use Only) +2 dice to cast a spell.	25 points
War Banner Banner; +1 combat resolution.	25 points

DISALLOWED MAGIC ITEMS

The following items may not be taken in a Cult of Ulric army, either because they are consecrated in the name of Sigmar rather than Ulric or because they are kept in the Imperial Vaults in Altdorf:

Mace of Helstrum
Sword of Righteous Steel
Armour of Meteoric Iron
The Gilded Armour
Shroud of Magnus
The Jade Amulet
Sigil of Sigmar
Icon of Magnus
Imperial Banner
Banner of Sigismund
Griffon Banner
Steel Standard

NEW MAGIC ITEMS

The following are new items available only to Cult of Ulric armies:

MAGIC WEAPONS

Blitzbeil 60 points
Ar-Ulric only.
Named for the axe of Ulric himself, Blitzbeil is traditionally carried by Ar-Ulric to battle against Middenheim's greatest foes. It strikes with the power of thunder and its mere presence chills enemies to the bone, numbing their limbs and slowing their movements.

Wielder strikes at +1 Strength and ignores Armour saves. In addition, all enemy models in base to base contact with the wielder strike last, even if they charged.

Winter's Bite 30 points
In the year of its forging, this axe was embedded in the Ulricsberg for an entire winter, absorbing the very essence of Ulric's power.

On a to hit roll of 6 Winter's Bite automatically wounds with no Armour save possible.

Storm Hammer 30 points
Grand Master or Seneschal only.

The Storm Hammer is made of dense meteoric iron, enchanted to allow it to be wielded as easily as a normal weapon. Its massive impact can send foes reeling or smash them to the ground.

As White Wolf hammer. Models wounded in the turn the wielder charges may not attack that turn.

MAGIC ARMOUR

Wolf Helm of the Teutogens 35 points

This iron helm, formed into the fearsome visage of a wolf, dates from before the coming of Sigmar but shines as brightly as the day it was created. It is said that Ulric will reward a courageous wearer with great strength.

Grants a 6+ Armour save that can be combined with other armour as normal. In addition, the wearer can take a Leadership test at the start of every Close Combat phase. If passed, they gain +1 Strength for the duration of that phase.

Armour of Skoll 40 points

This heavy suit of armour is decorated with a golden axe and wolf-head designs. It has the power to dull the natural light and warmth from the air around it, and the very energy of blows aimed at the wearer is sapped.

As heavy armour. Attacks against the wearer in hand-to-hand combat suffer a -1 Strength penalty. This can affect the attack's save modifier. Wearer is immune to Light magic.

TALISMANS

Heart of Middenheim 40 points

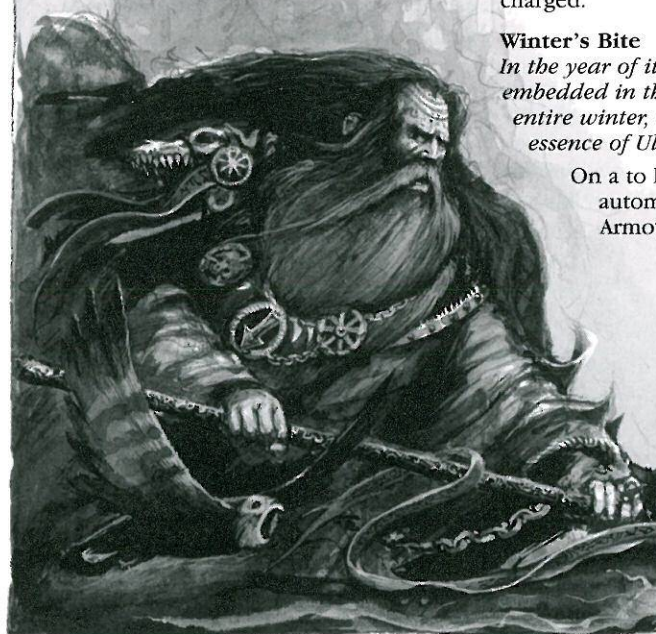
A perfectly round stone set into a golden amulet, the Heart of Middenheim is crafted from a fragment of the keystone of the gateway to the Temple of Ulric. It has been carried by some of the finest warriors ever to have lived in the City of the White Wolf.

5+ Ward save. Wearer gains +1 to their Weapon Skill.

Cloak of Anraheir 25 points

Anraheir was an Amber wizard who created this cloak to protect himself from the beastmen of the Drakwald. The cloak is made from the hide of a minotaur, which the mage slew with a magical spear he formed from the winds of magic.

Magic Resistance (1), wearer counts as causing fear to all Beastmen and Minotaur models.



ENCHANTED ITEMS

Bane of the Craven 30 points

The power of this amulet fills all who feel it with fighting spirit, all thoughts of retreat banished from their minds.

Neither the unit that carries the Bane of the Craven nor any unit they charge may ever voluntarily flee as a charge reaction. They may use any other charge reaction they would normally be allowed.

Pelt of Horros 20 points

Long ago the villages around Middenheim were terrorised by a massive wolf, which became known as Horros after a savage folkloric beast. When it was finally slain by an unknown knight, the wolf's spirit was imprisoned within its pelt, bestowing the wearer with primal strength.

The wearer may re-roll one failed to wound roll in each Close Combat phase.

Claw Totem 15 points

The bone of a wolf carved into the shape of a fang, the magic symbols inscribed in this totem instil a preternatural speed and eagerness in its bearer.

The character and any unit he is with can roll one extra dice when pursuing fleeing enemies, and discard the lowest roll.

MAGIC STANDARDS

Banner of the Warrior True 35 points

This finely woven standard was blessed by Ar-Ulric Sehrhart, who single-handedly slew thirty Orcs at the Battle of Kleindorf.

When the unit carrying this banner takes a Break test, they count as having lost the combat by D3 fewer points than they really did. If this reduces the margin of the loss to 0 or lower, they still count as having lost the combat but test on their unmodified Leadership. This has no effect on other friendly units in a multiple combat, which must test as normal.

Banner of Middenheim 40 points

The origins of this banner are unknown, but centuries ago it was adopted as the battle standard of the City of the White Wolf. Its power fills the troops under it with great courage, inspiring them to defy the most terrifying of foes.

Unit carrying the banner is immune to fear and terror.

Standard of the White Wolf 40 points

The Standard of the White Wolf is made from the pelt of a massive wolf from the Drakwald forest. It has the power to protect its followers from the arrows and bullets of the enemy.

All missile fire against the unit (including magic missiles) suffers a -1 penalty to its Strength. Other types of attack, including spells that are not magic missiles, are unaffected.

Talismans of Ulric

The following items can only be chosen by Priests of Ulric and Ar-Ulric. Their value counts towards the bearer's maximum points allowance for magic items. However, they are not magical per se, and items or spells that have a special effect against magic items will not affect them. Unlike magic items you may include more than one of each item, even multiple items of the same type on a single Priest.

Wolfshead Emblem 10 points.

One use only

The wolf's head is the most archetypal symbol of Ulric. Before a campaign the Priests of Ulric will bless many Wolfshead Emblems, such as medallions and brooches, with the power to ward away sorcery.

Before making a Dispel attempt, the player can declare he is using a Wolfshead Emblem. This allows him to roll one extra dice for the Dispel attempt. You do not necessarily have to use any of the army's normal Dispel dice – you may choose to use only the Wolfshead Emblem's dice, and more than one Emblem may be used against a spell if you wish.

Amber Fang 35 points

Only the most favoured priests are gifted by Ar-Ulric with the incisor of a white wolf set into an amber medallion as a medal of their faith and service.

A Priest carrying an Amber Fang can use an additional Prayer in each Magic phase. He may only successfully use each Prayer once. A Priest may only use one additional Prayer; there is no further bonus for additional Amber Fangs.

Ice Dagger 30 points

The Ice Dagger is not a weapon, but an icon of Ulric as the savagery of the piercing winter chill. It is usually worn on a chain around the neck.

The Ice Dagger is a powerful icon of Ulric's wrath, and the Priest draws strength from the faith and courage of those around him. The Priest bearing the Ice Dagger may add the current rank bonus of the unit he accompanies to the Power level of his Prayers. The rank bonus may only be added once; there is no further bonus for additional Ice Daggers.

Fang of the Winter Wolfs 25 points

One Use Only

A Fang of the Winter Wolf is a tooth taken from one of the largest wolves of the Drakwald Forest and blessed by Ar-Ulric himself. They are said to be potent talismans, and possession of one instills a priest with supreme confidence.

Before using a Prayer, a Priest of Ulric may declare he is using his Fang of the Winter Wolf. The Prayer counts as being cast with Irresistible Force, in the same way as a magic spell cast with two dice rolls of 6.

Shard of Skoll 15 points

Skoll is a legendary wolf from Teutogen folklore, the companion of Ulric himself who chases away the sun to allow the onset of winter. The Shards of Skoll, relics kept in bronze or iron amulets, are said to be fragments of the great wolf's claws and fangs.

The Shard adds +1 to the score of every dice rolled when making a Dispel attempt, up to a maximum of 6. Note that this makes automatic failure impossible, and automatic success far more likely. Only one Shard can be used against a single spell. If the Dispel attempt was successful the Shard is destroyed, shattered by the magic it absorbs, but otherwise it can be retained and used again.



Warrior Priests of Ulric.



LORDS

0-1 GRAND MASTER OF THE KNIGHTS OF THE WHITE WOLF 166 pts/model

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

Weapons & Armour: Full plate armour, White Wolf hammer.

Mount: Barded warhorse.

Options:

- May be given magic items from the Common or Empire magic item lists with a maximum total value of 100 points.

Special Rules: *The Grand Master*, *Crush the Weak*

0-1 HIGH PRIEST OF ULRIC 145 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Ar-Ulric	4	5	3	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Weapons: Hand weapon.

Options:

- May have light armour (+3 pts) or heavy armour (+6 pts), and may also carry a shield (+3 pts).
- May have additional hand weapon (+6 pts) or great weapon (+6 pts).
- May ride a warhorse (+15 pts), which may have barding (+6 pts).
- May be given magic items from the Common or Empire magic item lists and/or Talismans of Ulric with a maximum total value of 100 points.

Special rules: *Blessing of Ulric*, *Crush the Weak*, *Prayers of Ulric*. Note that the High Priest's Blessing adds two Dispel dice rather than one, and he can use two different Prayers in the same turn.

SELECTING THE ARMY

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

CHOOSING CHARACTERS

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

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

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

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

CHOOSING TROOPS

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

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

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

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



HEROES

SENESCHAL OF THE WHITE WOLF 62 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Seneschal	4	5	3	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Weapons & Armour: White Wolf hammer, full plate armour.

Options:

- May ride a barded warhorse (+20 pts).
- May be given magic items from the Common or Empire magic item lists with a maximum total value of 50 points.

Special rules: *Commanding Presence, Crush the Weak*

PRIEST OF ULRIC 95 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Priest of Ulric	4	4	3	4	4	2	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Weapons: Hand weapon.

Options:

- May have light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May have additional hand weapon (+4 pts) or great weapon (+4 pts).
- May ride a warhorse (+10 pts), which may have barding (+4 pts).
- May be given magic items from the Common or Empire magic item lists and/or Talismans of Ulric with a maximum total value of 50 points.
- One Priest of Ulric may carry the Battle Standard for +25 points. The Battle Standard Bearer may not be the army's general. The Priest of Ulric carrying the Battle Standard may not choose any extra weapons or a shield. He may carry a magic banner (no points limit), but if he does so he may not take any other magic items or Talismans of Ulric.

Special rules: *Blessing of Ulric, Crush the Weak, Prayers of Ulric*

UNIT ENTRIES

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

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

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

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

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

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



White Wolves accompanied by their Grand Master encounter a roving Beastmen warband.



WARRIORS OF ULRIC

Ulric is the god of warriors across the Old World, and initiates of his cult are expected to make their way in the world by directness, bravery and force of arms. A good number find their calling in formal armies and mercenary regiments, yet in the Empire there are many wandering fighters seeking adventure, fortune, or simply to honour their patron. When Ar-Ulric announces a holy campaign many of these warriors heed the call, and those that are able make their way to Middenheim to take up the cause. They band together in groups of like-minded souls, frequently using a test of arms or other contest to establish a leader amongst them and a bearer for an agreed icon or standard.

HUNTING HOUNDS

The Drakwald Forest is vast and treacherous, and many monstrosities such as Beastmen, Orcs and Minotaurs make their lairs deep within it. These creatures are dangerous and savage, and must be purged from time to time lest their numbers grow out of control. Finding these lairs is difficult, and so the Middenlanders use packs of hounds to sniff them out and hunt them down.

THE TEUTOGEN GUARD

The Teutogen Guard are the personal bodyguard of Ar-Ulric in his role as an Elector of the Empire, accompanying him both at state occasions and on the battlefield. They are named after the great Teutogen tribe that in the time of Sigmar helped the man-god drive the Orc and Goblin invaders from the lands of men. However, unlike the Greatswords who are drawn from the state army, the Teutogen Guard are instead selected from the ranks of the Templars of Ulric – the Knights of the White Wolf.

Each year the Teutogen Guard is renewed, with its members selected by the Grand Master and Ar-Ulric himself. They are often members of the Order's Inner Circle, although the selection process takes account only of merit not rank and ordinary brethren are just as likely to be chosen. Being selected for a tour of duty in the Teutogen Guard is one of the highest accolades a Knight of the White Wolf can receive, and the warrior's already fearsome resolve is strengthened still further by the weight of the honour and duty he bears.

CORE UNITS

WARRIORS OF ULRIC..... 3 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	3	3	3	1	3	1	7
Champion	4	4	3	4	3	1	3	2	7

Unit Size: 10+

Weapons & Armour: Hand weapon.

Options:

- Any unit may be equipped with light armour (+1 pt/model) and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade one Warrior to a Musician for +5 points.
- Upgrade one Warrior to a Standard Bearer for +10 points.
- Promote one Warrior to a Champion for +13 points.

Special Rules: *Individuals*

HUNTING HOUNDS 7 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Hunting Hound	7	3	3	3	3	1	3	1	5
Hunt Master	4	4	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5-20

Weapons & Armour: None.

Options:

- Upgrade one Hound to a Hunt Master for +15 points. The Hunt Master rides a warhorse and wears light armour. He is armed with a spear.

Special Rules: Fast Cavalry, *Relentless Chase*. Hunting Hounds do not count towards the minimum number of Core units in your army; in other words you must always include some units of Knights of the White Wolf, Teutogen Guard or Warriors of Ulric.

0-1 TEUTOGEN GUARD..... 11 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Teutogen Guard	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8

Unit Size: 10+

Weapons & Armour: White Wolf hammer, full plate armour.

Options:

- Upgrade one Teutogen Guard to a Musician for +6 points.
- Upgrade one Teutogen Guard into a Standard Bearer for +12 points. A Standard Bearer may carry a Magic Standard worth up to 50 points.
- Promote one Teutogen Guard to a First Knight for +12 points.
- Knights of the Inner Circle: The Teutogen Guard may be upgraded to Knights of the Inner Circle for +2 pts/model. The Teutogen Guard and First Knight in this unit are Strength 4. Note that you may upgrade both the Teutogen Guard and one unit of Knights of the White Wolf to Inner Circle status in the same army.

Special Rules: *Stubborn*

KNIGHTS OF THE WHITE WOLF 23 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Weapons & Armour: White Wolf hammer, full plate armour.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight to a Musician for +8 points.
- Upgrade one Knight into a Standard Bearer for +16 points. A Standard Bearer may carry a Magic Standard worth up to 50 points.
- Promote one Knight to a First Knight for +16 points.
- Knights of the Inner Circle: One unit may be upgraded to Knights of the Inner Circle, at the cost of +3 pts/model. The Knights and the First Knight in this unit are Strength 4.



SPECIAL UNITS

ARCHERS 7 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Archer	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

Unit Size: 10-20

Weapons & Armour: Hand weapon and bow.

Options:

- Promote one Archer to a Marksman for +5 points.

Special Rules: *Skirmishers*, *Huntsmen* any number of Archer units in a Cult of Ulric army may be upgraded into Huntsmen for +2 pts/model (see below).

HUNTSMEN

Unit Size: 5-10

Weapons & Armour: Hand weapon and longbow

Options:

- Promote one Huntsman to a Marksman for +6 points.

Special Rules: *Scouts*, *Skirmishers*

SPEARMEN 5 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Spearman	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Weapons & Armour: Hand weapon, spear and light armour.

Options:

- Any unit may be equipped with shields for +1 pt/model.
- Upgrade one Spearman to a Musician for +5 points.
- Upgrade one Spearman to a Standard Bearer for +10 points.
- Promote one Spearman to a Sergeant for +10 points.

HALBERDIERS 5 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Halberdier	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Weapons & Armour: Hand weapon, halberd and light armour.

Options:

- Any unit may be equipped with shields for +1 pt/model.
- Upgrade one Halberdier to a Musician for +5 points.
- Upgrade one Halberdier to a Standard Bearer for +10 points.
- Promote one Halberdier to a Sergeant for +10 points.

RARE UNITS

WOLF-KIN 8 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Wolf-kin	4	4	3	4	3	1	3	1	8
Wolf Brother	4	4	3	4	3	1	3	2	8

Unit Size: 5-15

Weapons: Hand weapon.

Options:

- Any unit may be equipped with light armour (+1 pt/model) and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade one Wolf-kin into a Standard Bearer for +10 points.
- Upgrade one Wolf-kin into a Musician for +5 points.
- Promote one Wolf-kin to a Wolf Brother for +10 points.

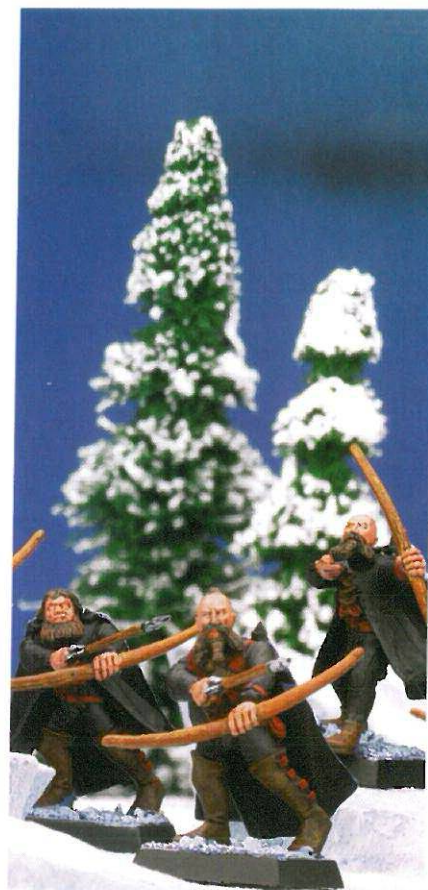
Special Rules: *Stubborn*, *Skirmishers*. Note that after the Wolf-kin line up for combat, their Command group and any characters in the unit are moved to the middle of the fighting rank.

DOGS OF WAR Variable pts/model

The Cult of Ulric counts as an Empire army for the purposes of hiring Dogs of War and Regiments of Renown.

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

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



Converted Huntsmen.

THE WOLF-KIN

The Wolf-kin are fighters driven to near-madness by hardship or despair. Rather than lower themselves to morose preaching of punishment for man's sins and the end of the world, however, followers of Ulric traumatised in this way take a more direct approach befitting their pragmatic and vengeful god. Gathering together, they travel the roads and forests seeking out Beastmen, Orcs and evil in any form. Their anger and hatred lends them insane strength and they hack apart their foes with a terrible fury, oblivious to the most insurmountable odds in their desire to destroy those responsible for the ills of the world.

Though often sombre and quick to anger, the warriors of the Wolf-kin are welcomed in the armies of Middenland, for their bravery and power more than make up for their impetuousness. Many a raiding force of bandits or Beastmen has attacked from the forests, confident of razing a village or town, only to be driven back by the fury of the Wolf-kin of Ulric.

Boris Todbringer

Boris Todbringer is the current Elector Count of Middenland. He is a distinguished warrior and statesman, having been the head of his family for almost three decades. He is now advancing in years, and there are whispered rumours that personal and political problems weigh heavily on the Count's mind. His battles with the Beastmen of the Drakwald, in particular the banebeast Khazrak whose eye he took and in turn lost his own right eye to, are a ceaseless struggle. It is also said that the loss of his second wife, Anika-Elise, almost twenty years ago was a blow he has still to fully recover from.

However, if these rumours are true, Boris Todbringer is a determined man indeed, for outwardly he remains as vigorous as ever, a fearsome fighter and leader. He regularly leads the armies of Middenland personally, smiting enemies with his Runefang and urging his soldiers on to victory.

Boris Todbringer may be taken as a Lord choice. He must be fielded exactly as detailed here and no extra equipment or magic items can be bought for him. If chosen, Boris Todbringer must be your army's general, and his army will always be chosen from the modified list on this page.

Warhammer Chronicles takes a look at the Warhammer game, its rules, background and game mechanics, frequently stolen from work in-progress here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought-out and exciting additions to the game.

If you have a good item for Warhammer Chronicles then write to:

Gav Thorpe
(Warhammer Chronicles)
Games Workshop,
Willow Road, Lenton
Nottingham, NG7 2WS

Any rules queries etc, will be shredded for Skaven bedding, so send them to the Roolzboyz at Games Workshop Direct, and not to Warhammer Chronicles. You can also speak to the Roolzboyz directly using the contacts listed below.

Phone: 0115 91 40000

E-mail:

HobbySpecialists@games-workshop.co.uk

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

Cost: 278 points

Weapons & Armour: Full plate armour, shield, Runefang (see below).

Mount: Barded warhorse.

MAGIC ITEMS

Runefang: Magic weapon. All hits wound automatically, with no Armour saves allowed.

Talisman of Ulric: Talisman. At the start of every player turn unless he has been removed as a casualty, Boris Todbringer instantly recovers any lost wounds, up to his starting total of 3. In addition, the Talisman is infused with the power and courage of Ulric, granting Boris Todbringer Magic Resistance (1) and this Talisman also makes him Immune to Psychology.

Special Rules: Boris Todbringer is the Elector Count of Middenland. As such, one unit of Halberdiers, Spearmen or Swordsmen in the army (not Handgunners) may carry a magic banner worth up to 50 points.



The army of Middenland led by Boris Todbringer.

Army of Middenland

An army led by Boris Todbringer will be the State Army of Middenland rather than the Cult of Ulric. This is chosen from Warhammer Armies: The Empire with the following alterations. Note that although the Ulric's Champions, Cult, Strength in Faith, Faith in Strength rules do not apply, the special rules of individual troop types from the Cult list (such as for the Grand Master and Seneschal) apply as normal.

The same magic item restrictions and bonuses as the Cult of Ulric apply to the Army of Middenland. Priests of Ulric may choose Talismans of Ulric. Wolf-kin, Warriors of Ulric and Hunting Hounds may not form Detachments or

Parent units. Teutogen Guard may form Parent units but not Detachments.

LORDS

0-1 *Grand Master of the Knights of the White Wolf and Wizard Lord.

HEROES

*Seneschal of the White Wolf,
*Priest of Ulric, Wizard and Captain.

CORE UNITS

Spearmen, Halberdiers.
Archers (any number of Huntsmen upgrades), Swordsmen,

Knights of the White Wolf and 0-1 Knights Panther.

SPECIAL UNITS

*0-1 Teutogen Guard (12 pts/model)
0-1 Greatswords, Crossbowmen,
*Warriors of Ulric (4 pts/model)
and *Hunting Hounds.

RARE UNITS

*Wolf-kin, Mortar, Great Cannon, Handgunners and Dogs of War.

** All units marked are selected from the Cult of Ulric list.*



Following this month's Warhammer Chronicles we have put together everything you would need for the core of a Cult of Ulric army just add some components to convert your force.

WARRIORS OF ULRIC, THE GOD OF WAR

Build and convert your own Cult of Ulric army



Soldiers of the Empire

£15

This boxed set contains 19 soldiers of the Empire, with enough components to make either 19 Swordmen or 19 Halberdiers.

Denmark.....kr 200.00
Swedenkr 250.00
Euro.....€25.00



Boris Todbringer

£7

This blister contains
1 Boris Todbringer.

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



White Wolf Grand Master

£7

This blister contains
1 White Wolf
Grand Master.

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



Empire Knightly Order

£15

This plastic boxed set contains 8 Knights.

Denmark.....kr 200.00
Swedenkr 250.00
Euro.....€25.00



Warrior Priest of Ulric

£8

This blister contains 2 Warrior Priests of Ulric (1 mounted and 1 on foot).

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



Empire Militia

£15

This plastic boxed set contains 20 Empire Militia.

Denmark.....kr 200.00
Swedenkr 250.00
Euro.....€25.00

Each Empire Militia box gives you enough components to make 20 Empire Militia. You can arm them with hand weapons as shown on the left or you can make two units of ten, one armed with crossbows and one armed with longbows, as you can see here...



Models shown at 75% actual size. Models supplied unpainted.

Using the components below you can create stunning conversions to make your Cult of Ulric army totally unique.



TRUMPETER
9947020203210 £3



STANDARD BEARER 1
9947020203203 £3



DRUMMER
9947020203202 £3



STANDARD BEARER 2
9947020203211 £3



HERO WITH HALBERD 2
9947020203309 £3



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ARCHER 8
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9947020200904 £3



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CAPTAIN 1 BODY
9947110202001 £5



MIDDENHEIMER
CAPTAIN 2 ARM
9947110202004 50p



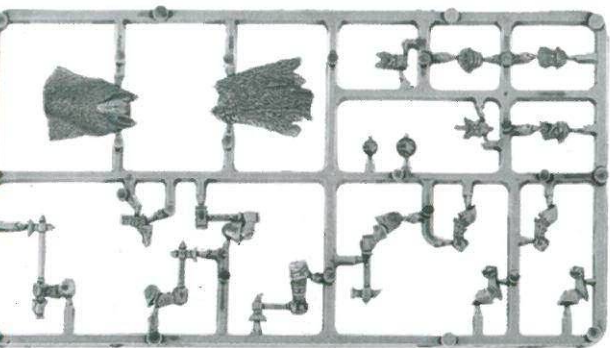
MIDDENHEIMER
CAPTAIN 1 ARM
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MIDDENHEIMER
CAPTAIN 2 BODY
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MIDDENHEIMER
YOUNGBLOOD 1 BODY
9947110202201 £2



MIDDENHEIMER
YOUNGBLOOD 2 ARM
9947110202204 50p



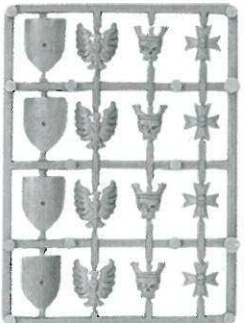
MIDDENHEIMER
YOUNGBLOOD 1 ARM
9947110202203 50p



MIDDENHEIMER
YOUNGBLOOD 2 BODY
9947110202202 £2



KNIGHT SHIELDS SPRUE
99360202001 £2



EMPIRE SHIELDS SPRUE
99360299003 £1

Models shown at 50% actual size. Models supplied unpainted.

EVENTS DIARY WHAT'S ON AND WHERE

The White Dwarf Events Diary is the place to find out about events in your area or at Warhammer World in Nottingham. Whether it's a tournament, campaign day or painting competition the Events Diary has all the details so read on...

Are you running an event? If you want to advertise it for free in this fine publication, all you need to do is drop us an e-mail to:

eventsdiary@games-workshop.co.uk

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

22nd December for **WD291** (March 2004)

19th January for **WD292** (April 2004)

23rd February for **WD293** (May 2004)

Please note all dates & details are correct at time of going to print but are subject to change.

JANUARY

SPELLENDAG

Date: 17th & 18th January, 2004

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 Youngbloods (Under 14s) 500pts tournament for both Warhammer & Warhammer 40,000.

Contact:
Vlieg-Er-Uit, TEL: 043 32 51 653
Website:
www.vliegeruit.com

DEN FØRSTEVINTERKRIGEN (TRANS: THE FIRST WINTER WAR)

Date: 24th & 25th January, 2004

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.

Telephone: 0047 55314822

Website: www.bba.no

RISE OF KINGDOMS WARHAMMER CAMPAIGN WEEKEND

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.

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

FEBRUARY

WARHAMMER PLAYERS' SOCIETY WARHAMMER ANCIENT BATTLES AND WARMASTER GRAND TOURNAMENT

Date: 21st & 22nd February, 2004

Venue: Davy Sports Club, Sheffield.

Details: Format not confirmed as yet but very probably:-

Five games of WAB over two days.
Five games of Warmaster over two days.
Lunch will be included in the ticket price.
Entry fee price is £20 for members and £24 for non-members. Warhammer Players' Society members get priority entry to Warhammer Players' Society events over non-members.

Contact:
tournieinfo@players-society.com

Website:
www.players-society.com (Check the Upcoming Events from the main menu for more details, including entry forms and rule packs).

YORKSHIRE WARHAMMER OPEN TOURNAMENT

Date: 29th February, 2004

Venue: Headingley Community Centre (opposite the Lounge Cinema), Leeds.

Details: Leeds Gaming club proudly presents its first event of 2004. Starting at 10am (finishing at 5pm) fight for glory (and prizes!) in three tournament-style games. You will require a 2,000pts painted army, army list and army background (for ages 13+).

Tickets available from 1st December, 2003, priced £8 each.

Contact:
Stephen Nolan
5 Moss Gardens, Alwoodley,
Leeds. LS17 7BJ

Telephone:
Evenings and Weekends: 0113 2250461

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.

Contact:
events@games-workshop.co.uk

Website:
www.games-workshop.com/events

MARCH

CONFLICT DUBLIN

Date: 14th March, 2004

Venue: The Burlington Hotel.

Details: Warhammer (1,500pts), Warhammer 40,000 (1,000pts) & The Lord of The Rings (500pts Good & Evil forces) Tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass ticket.

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

RETURN TO DAMOCLES WARHAMMER 40,000 CAMPAIGN WEEKEND

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.

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

WARHAMMER PLAYERS' SOCIETY BLOOD BOWL GRAND TOURNAMENT

Date: 27th & 28th March, 2004

Venue: Central London.

Details: NAF approved event. Lunch will be included in the ticket price. Entry fee is £20 for members and £24 for non-members. Warhammer Players' Society members get priority entry to Warhammer Players' Society events over non-members.

Contact:
tournieinfo@players-society.com

Website:
www.players-society.com (Check the Upcoming Events from the main menu for more details, including entry forms).

STEEL & HONOUR



From the vast Empire of Men to the Northern Wastes the foul Beastmen have found a way through the Grey Mountains and are now spilling into the fair land of Bretonnia. In an unstoppable tide, the crude axes of the Beastmen sack village after village. Bretonnia is under siege and the steel-clad Knights of the Realm are gathering their armies and marching north to end the threat once and for all...

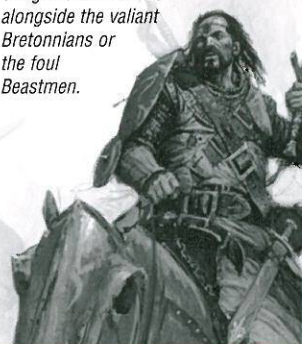
War has finally come to Bretonnia!

Special Promotional Miniature on sale on this day only.

Date: 14th February, 2004

Venue: All Northern European Retail, Elite and Partnership hobby stores.

Details: Take part in an epic conflict – bring and battle either alongside the valiant Bretonnians or the foul Beastmen.



CONFLICT EDINBURGH

Date: 28th March, 2004

Venue: The Corn Exchange.

Details: Warhammer (1,500pts), Warhammer 40,000 (1,000pts) & The Lord of The Rings (500pts Good & Evil forces) tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass ticket.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.com/events

APRIL

THE LORD OF THE RINGS GRAND TOURNAMENT

Date: 3rd & 4th April, 2004

Venue: Warhammer World, Lenton.

Details: Eight games played over two days using 1,000pts of troops divided between Good & Evil forces. Ticket prices include two lunches and Saturday evening's meal. Tickets on sale from the 10th of January priced £40.

Contact:

lotrgt@games-workshop.co.uk

Website:

www.games-workshop.com/events

WARHAMMER PLAYERS' SOCIETY WARHAMMER 40,000 GRAND TOURNAMENT

Date: 10th & 11th April, 2004

Venue: Warhammer World, Lenton.

Details: Five games of Warhammer 40,000. Lunch will be included in the ticket price. Entry fee £20 for members and £24 for non-members. Warhammer Players' Society members get priority entry to Warhammer Players' Society events over non-members.

Contact:

tournieinfo@players-society.com

Website:

www.players-society.com (Check the Upcoming Events from the main menu for more details, including entry forms).

DRAGON WARS TOURNAMENT

Date: 14th to 16th of April

Venue: Munkebjergskolen Odense, Denmark.

Details: Warhammer and Warhammer 40,000 tournament. 2,000pts and 1,500pts respectively. Five games Swiss Draw (GT style).

Also on the day, there will be a Youngbloods 500pts tournament (for beginners) for both Warhammer and Warhammer 40,000.

Contact:

Dragons Lair, TEL: 0045 65919701

Website:

www.dragons-lair.dk

WARHAMMER 40,000 GRAND TOURNAMENT 2004: SCANDINAVIA

Date: 24th & 25th April, 2004

Location: Helsinki, Finland.

Details: The second Warhammer 40,000 Grand Tournament in Scandinavia, this time in Helsinki. Five-game Swiss Draw tournament. You will require a 1,500pts painted Warhammer 40,000 army, full details with tickets. Tickets on sale from the 1st of March, 2004, priced at £30.

Contact:

scandagt@games-workshop.co.uk

Website:

www.games-workshop.com/events

SPLICE THE MAINBRACE!

Aaarrgh matesys!!! 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:

10/01/04	GW Shrewsbury	11am until 6pm.
17/01/04	GW Worcester	4pm until 10pm.
17/03/04	GW Middlesbrough	12noon until 6pm.
20/03/04	GW Aberdeen	4pm until 10pm.
22/03/04	GW Carlisle	4pm until 10pm.

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

MAY

CONFLICT MANCHESTER

Date: 2nd May, 2004

Venue: Sheridan Suites.

Details: Warhammer (1,500pts), Warhammer 40,000 (1,000pts) & The Lord of The Rings (500pts Good & Evil forces) tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass ticket.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.com/events

A SMALL MATTER OF HONOUR

Date: 8th May, 2004

Venue: Church Cottage, Church Street, Basingstoke.

Details: The Sad Muppet Society proudly presents its first 1,750pts Warhammer 40,000 tournament. On the world of St Michael, armies from across the Imperium and beyond, have gathered. All searching for something powerful, something terrible, something lost...

Entry is £10 for the whole day.

Contact:

muppet@genesis-sf.org.uk

Website:

www.rkerry.fsnet.co.uk/sms

THIS FEBRUARY LET BATTLE COMMENCE!

This half term re-enact your favourite scenes from The Return of The King, the final film in The Lord of The Rings trilogy. Games Workshop will be hosting gaming events across the country. Why not visit one of the independent stockists below and take part.

13/02/03	Dibs Toymaster	Llandudno, Wales	(01492) 876503
16/02/03	Dentons	Bicester, Oxfordshire	(01869) 323946
16/02/03	Empire	Kings Lynn, Norfolk	(01553) 765174
17/02/03	The Hobbit	Pudsey, Leeds	(0113) 2556562

17/02/03	Hammins	Berkhamsted, Hertfordshire	(01442) 864642
17/02/03	Junners Toymaster	Inverness, Scotland	(01463) 233234
17/02/03	Toymaster Kingdom	Kettering, Northants	(01536) 512507
18/02/03	Pied Pedaller	Thame, Oxfordshire	(01844) 260022
18/02/03	Nuneaton Bookstore	Nuneaton, Warwickshire	(02476) 342000
18/02/03	Ottakers	Epsom, Surrey	(01372) 742533
18/02/03	Marquee Models	Harlow, Essex	(01279) 423334

18/02/03	Gladstones	North Shields, Northumberland	(0191) 2570335
19/02/03	Ottakers	Horsham, West Sussex	(01403) 268088
19/02/03	Just for Fun	Clevedon, Somerset	(01275) 341819
19/02/03	Cyberdyne	Stroud, Gloucestershire	(01453) 767722
19/02/03	Space, Myth and Magic	Scarborough, North Yorkshire	(0845) 6441113
19/02/03	Byte Size	Ashton under Lyne, Lancashire	(0161) 3437556

19/02/03	Toy Box	Beccles, Suffolk	(01502) 712785
20/02/03	Austins	Newton Abbot, Devon	(01626) 201117
20/02/03	Ottakers	Bracknell, Berkshire	(01344) 488124
20/02/03	Access Models	Newark, Nottinghamshire	(01636) 673116
20/02/03	Mercer and Son	Blackburn, Lancashire	(01254) 587000
20/02/03	Game On	Saffron Walden, Essex	(01799) 506070
21/02/03	Elys of Wimbledon	Wimbledon, London	(0208) 9469191

Greetings, citizens, and welcome to Chapter Approved. This month we present for your edification some of the secrets of the Ordo Malleus, better known as the Daemonhunters. So, whether your query's about Orbital Strikes or Grey Knights we've got it covered.



DAEMONHUNTERS Q&A by Phil Kelly

Several questions concerning Codex: Daemonhunters have recently been brought to light, so without further ado we'll attempt to lay these ghosts to rest as befits loyal servants of the Ordo Malleus.

Special thanks go to Dan Wright, Wallace Frye Jr. and the rest of the Daemonhunters Yahoo! group for their valuable contributions to this dark text...

Q. Can you take more than one ally in the same force, for instance attaching Kroot Mercenaries, Daemonhunters and Deathwatch to the same Imperial Guard force?

A. *This question has come up a few times in different incarnations. Use the following rule:*

• *Daemonhunters cannot ally with a force that uses any other type of ally amongst its number (this includes Deathwatch, Kroot Mercenaries, Imperial Assassins not chosen from Codex: Daemonhunters, and so forth) with the exception of separate detachments.*

Q. Can inducted Imperial Guard platoon Command squads and Veteran Sergeants (Imperial Guard and Space Marine) take equipment from the Daemonhunters Armoury, or only from their respective codex?

A. *Only from their respective codex.*

Q. Would Tank squadrons and Armoured Fist platoons from the Armoured Company List be usable as a Troop choice and Artillery Batteries as a Heavy Support choice?

A. *Nope, 'fraid not. Daemonhunters may only use the basic Imperial Guard listed in the codex.*

Q. Do psycannon bolts and the psychic power Scouring, which ignore Invulnerable saves, also ignore Invulnerable Dodge saves? If so, why?

A. *Yes indeed. An Invulnerable save is an Invulnerable save, there are no subcategories. If you need a background explanation, the powerful psychic detonations distract and destroy the mental acuity of the target, affecting*

psychic powers and supernaturally fast reflexes alike. So there.

Q. If attacks made by an enemy character are made against an Inquisitor and more than one wound the model, how many of these wounds can be allocated to an acolyte?

A. *One per acolyte. So an Inquisitor with three acolytes can palm off three wounds before he needs to worry.*

Q. Grey Knights seem to only get the True Grit ability when they are CHARGED, but not if they charge. The wording in the Daemonhunters codex seems to imply this.

A. *They have the True Grit ability permanently but, when they charge, they do not get the bonus attack for charging just as with the True Grit entry in other codexes.*

Q. In the Chimera entry it says that passengers in the Chimera may fire the lasguns, but these lasguns are meant to be the ones that Guardsmen poke through the slot. Does this mean that the guns on the side count as hellguns instead of lasguns, and if that's the case, can any weapon be fired from these slots?

A. *Sorry matey but your assumption's incorrect: those lasguns are part of the Chimera.*

Q. Does the Space Wolves ability to re-roll dice to determine if they can spot the enemy in night fighting missions work against the Grey Knights' Shrouding ability?

A. *Yep. They can smell the incense a mile off.*

Q. Say I take an Inquisitor with consecrated scrolls, a Familiar, Sanctuary, and an additional psychic power. Now, if he uses one of his other powers, such as Scouring, to shoot at a nearby enemy unit like an approaching Daemon pack, can you use consecrated scrolls to use Sanctuary as well to keep him safe from their attacks?

A. *No, as Sanctuary is used at the beginning of the turn, and automatically ended if the Inquisitor employs another psychic power.*

Q. Does Codex: Daemonhunters supercede Codex: Assassins?

A. *Yes*

Q. Can a Daemonhunters army without Grey Knights or Inducted Space Marines take the Priestly Delegations which are offered to the Imperial Guard forces?

A. *Sadly not. Just what it says in the codex. Similarly, you cannot take Priests from an Imperial Guard Command HQ.*

Q. The Inquisitorial Storm Troopers don't have any nifty abilities like Deep Strike or Infiltration. They're a Troop choice and I'm sure this wasn't a typo but I'd like to be sure this was intentional.

A. *It was intentional. They get Rhino transports instead, plus far better wargear for the Veteran Sergeant.*

Q. I noticed that in the wargear there are combi-bolters but there isn't a basic bolter or boltgun. Is this a mistake or is it meant to be like that?

A. *The bolter and the hellpistol should both be available to the Daemonhunters at a cost of 1 pt each; this will be fixed in the reprint. In the meantime, I shall no doubt continue the lengthy and painful program of cerebral drilling assigned to me by the Overfiend.*

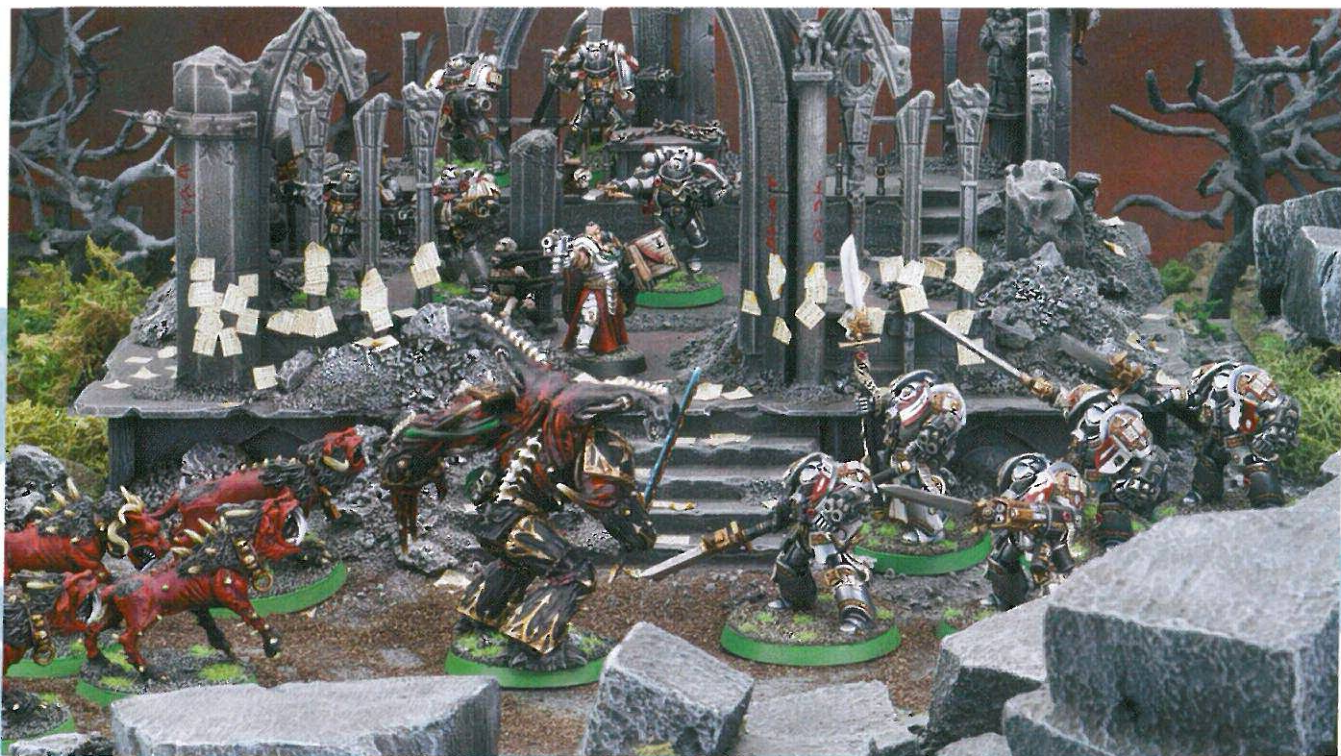
Q. If Grey Knights in Power armour and Terminator armour are attached to a Space Marine force, can that force still use the Drop Pod rule? Do the Grey Knights automatically Deep Strike along with the Space Marines?

A. *No, as they do not have the Drop Pod special rule. Any Space Marine army that wishes to use the Drop Pod special rule must leave any units without this special rule back on the ship.*

Q. It seems like the Imperial Storm Trooper Veteran can get all sorts of great wargear and weapons. Thunder hammer, lightning claws, even Artificer armour. Is this correct?

A. *Yes. His boss is a highly influential man. How much use they get out of it is another matter...*

Q. Lets assume I take Grey Knights as allies in my Black Templar army, and I purchase Land Raider Crusaders. May I



The Grey Knights defend a shrine of the Blessed St. Capilene.

have the Grey Knights ride in the Land Raider Crusaders?

A. *Provided the Crusader was bought as a Heavy Support choice and not as a transport option for another unit, then yes you may.*

Q. This question also works in reverse. If I take Imperial Guard as allies may I have them ride in the Grey Knight's Land Raiders?

A. *Theoretically, yes (although it's strongly against the background material, is tactically dubious, and may garner Inquisitorial attention).*

Q. If, in a pure Daemonhunters army, I have Inquisitorial Storm Troopers and Grey Knight Land Raiders, may I have the Storm Troopers ride in the Land Raiders?

A. *Again, yes, if the Land Raider was bought as a Heavy Support choice. Go celebrate.*

Q. For the purposes of the Aegis special rule, what is the Grey Knight Dreadnought's Leadership considered to be?

A. 10.

Q. The entry for Artificer and Terminator Armour does not state that it is an upgrade for Power Armour.

It is obvious that Artificer and Terminator armour are meant as upgrades to Power armour, but that is not what the rules as written state.

A. *It is not an upgrade to Power armour. You may buy Terminator or Artificer*

armour without first having to buy Power armour. Not sure where the problem lies here, interrogators have been dispatched.

Q. There seems to be some confusion as to the status of a psychic power chosen by a Grey Knight Hero if the Grey Knight Terminator retinue that accompanies him has the Holocaust power. Disregarding concerns that anyone might have about two Holocaust powers in one turn, the Holocaust entry is unclear as to who exactly is using the power when it is purchased as a unit upgrade.

A. *The retinue may select Holocaust as a unit upgrade. So may the Hero who accompanies them. So they may potentially use Holocaust twice in a given turn (one hell of a pricy unit, though). If it is the Grey Knight Hero using his own ability that suffers a Perils of the Warp test, he alone takes the hit. If he is acting as a conduit for the squad's Holocaust power, they all take the hit. Declare before rolling and blam, off you go.*

Q. In the stat line in the summary, heavy flamers are Heavy 1, is this an error as every other codex has Assault 1?

A. *D'oh, the scrivener responsible has been duly lobotomized. It's Assault 1.*

Q. Are psycannons legal for Justicar/Grey Knight Heroes?

A. *Yes indeed (see the Terminology note on page 20) provided they wear Terminator armour.*

Q. Sanctuary Psychic Power vs. Collar of Khorne: which takes precedence?

A. *Only a problem if the Collar bearer counts as a daemon, if so use the following solution. If Sanctuary is cast when the Collar bearer is within its area of effect, Sanctuary is nullified on a 2+. If not, the Collar bearer cannot get within the area of effect of the Sanctuary power and hence cannot use the nullification effects.*

Q. A lot of the weapons in the armoury are at Space Marine point costs. Is this correct? For instance a Strength 3 Inquisitor Lord pays 25 pts for a power fist (as much as a Space Marine Hero) but his Strength is raised to 6, not enough to even auto-kill a Space Marine character. In the Imperial Guard codex the cost is reduced to 20 pts to take in this factor.

A. *This is a case of tough luck, I'm afraid. We took the decision not to split the points costs. Trust me, an Inquisitor Lord has the potential to be far, far scarier in close combat than a mere Imperial Guard officer.*

Q. I understand that only one Major Psychic Power can be used each turn. Is that each player turn, or each game turn? For instance, can a model with a force weapon invoke the power of his blade in his own Assault phase and then again in his enemy's Assault phase?

A. *A force weapon can be used in any player's turn (including your opponent's) in which the owner has not used another psychic power.*



The Daemonhunters must destroy a Khorne icon the enemy is protecting.

Q. Is there any way to use the Hierophant miniature with the Eviscerator in gameplay as it actually looks?

A. No, there is not. Henchmen weapons are so many and varied, and will grow more so, and we took the decision to keep an abstract rule for them as a result.

Q. If an Ethereal is possessed by a Greater Daemon, do Tau units still have to take Morale checks for the 'Price of Failure' rule?

A. As their spiritual leader just transformed into a bloodthirsty monstrosity, I would say yes.

Q. Can my squads of Grey Knights in Power armour be mounted in Chimera troop carriers?

A. No, as the Chimeras would have been bought as transports for specific units and cannot therefore be used to transport other units.

Q. In the past, if a weapon ignored an invulnerable save, it also ignored armour saves, so there was no issue for models that didn't have a listing for both.

Starting with the new Chaos Space Marine codex, the designers were very specific to note save entries for daemons as -/5+, or 3+/5+. The point is there are models before these codices that do not have both listings, they only

have the invulnerable listing. We need clarification about whether these models get an armour save or not.

A. Any model with a save that is listed as invulnerable may not use that particular save against these attacks. So a Terminator would still get his 2+ armour save, but a Cyborg with his 5+ invulnerable save would be toast.

Q. Does a Daemonhost have to use its power even if the controlling player doesn't want it to? Eg, a Terrify result in the midst of your own battleline?

A. 'Fraid so. They are unpredictable, and sometimes, they just don't do what they're told...

Q. When using an Orbital Strike, should the opposing player be made aware of the target terrain before deployment?

A. Certainly not. That would quite spoil the surprise when it arrives.

Q. It says that if I take a Land Raider Crusader as a Heavy Support choice, then I can transport 15 Grey Knights in it. Does this mean I could place a squad of ten plus a squad of five inside. Could I even transport three squads of five each.

A. No. Only one squad may be contained in each vehicle, not counting Independent Characters.

Q. It says you can only have up to three henchmen of any one type but there are

several different types of Warriors, so can you take up to three of each type of warrior or only three warriors total?

A. Only three warriors total.

Q. Daemonhosts: if you choose to Deep Strike a Daemonhost, do you still roll for its psychic power for that turn? If so, do you roll before or after the Daemonhost has deployed, and if you roll Teleport, can you assault that turn?

A. You roll for the power after the Daemonhost has been deployed. It may not move on the turn it Deep Strikes, unless it rolls Teleport, in which case it scatters as usual and can assault enemy troops that turn.

Q. If I take inducted Imperial Guard in my Daemonhunters list, may I use improved comms on a vehicle to be able to re-roll reserve rolls for Orbital strikes and for Deep Striking Teleport Attacks and Terminators?

A. Yes. Enjoy...

Q. If an army has an effect with a certain radius (for example, the effect of holy relics) do those affect units taken from another list as well?

A. Yes. In their description it generally states 'all friendly models'.

Q. With regards to an Orbital Strike, how big is the specified terrain piece meant to be?

A. However big it is, just pick a terrain feature (the entire scenery piece – determine edges before deployment if it is a fully modeled table). Targeting a river that spans the table is often worth a laugh.

Q. Does Coteaz count toward the 0-1 for the Inquisitor Lord, and by the same token does Stern count toward the 0-1 restriction on Grey Knight heroes?

A. No, they do not count towards the 0-1 limit.

Q. Do Nemesis force weapons count as one handed or two handed?

A. One-handed (see the models).

Q. Is it possible to take Inquisitorial Storm Troopers by themselves (i.e. without any other Daemonhunter list choice like a Grey Knight hero or Inquisitor) as an allied unit?

A. Yes. They have evidently been seconded by an Inquisitor behind the lines.

Q. Can Grey Knight squads take transport options? (the codex says no, but it doesn't seem right)

A. No. Sorry, maybe I didn't state that clearly enough, NO. We wanted a different playing style for the Grey Knights and that is why they have storm bolters, Deep Strike etc. They can travel about in a Land Raider or Land Raider Crusader bought as a Heavy Support choice though.

Q. What is the definition of a Major and Minor psychic power as it applies to Tyranids and Eldar?

A. All psychic powers are considered Major unless taken from the special Minor Psychic Powers tables, which neither Tyranids nor Eldar have access to.

Q. Can Inquisitor Lord Coteaz receive enhancements from Henchmen other than Familiars?

A. Yep. When he's got his lads with him he's a very nasty character indeed.

Q. Why does the power fist and the thunder hammer have the same points cost (25 points)? What would be the point of buying a powerfist (WYSIWYG requirements notwithstanding) over a thunder hammer?

A. The thunder hammer has a slight points break to encourage people to take them for their Ordo Malleus characters, as the hammer is the holy weapon of that order. Now get out there and smite!

Q. Can Grey Knights have more than one Land Raider Crusader or is it just one?

A. They may have up to three, one per Heavy Support slot.

Q. According to Codex: Space Wolves you have to take exactly one HQ for every 750 pts. In Codex: Daemonhunters it is said that all compulsory choices have to be fulfilled from the 'parent' list. Therefore it does not seem to be possible to use an Inquisitor Lord (or Grey Knight Hero) in a Space Wolves army because all HQs are compulsory (exactly one for every 750 pts, no more or less allowed). Is this right or is it possible to have an Inquisitor Lord as second or third HQ?

A. It is not possible to include a Daemonhunters HQ choice to lead the Space Wolves because of this special rule. They just won't listen!

Q. Can allied Space Marines be used with Daemonhosts?

A. Oh yes. That's where the Relictors come in...

Q. Is the Daemonhost lost when they fail to appear on a roll of a double 1 or can't they be lost to the warp like stated under the 'Daemon summoning' rule?

A. They are lost. Fickle creatures, if they get the chance they will vanish when the boss isn't looking.

Q. Can Terminators move and fire with a psycannon and still fire it at 36" range?

A. Terminators can move and fire with heavy weapons, ergo the psycannon always counts as 36" range in the hands of a Grey Knight Terminator. Very tasty, but you pay 71 points for the model, so it ought to be good.

Q. When it says a Daemonhunters army of 1,500 points or more may include Brother-Captain Stern, does it mean that it only counts Daemonhunters and not any allies?

A. Yes, only count units with a full army list entry in Codex: Daemonhunters for the purposes of determining this.

Q. Do psychic powers count as points of wargear for the total amount of points that an Inquisitor Lord can have?

A. No.

Q. Do Daemonhosts act as any other unit that Deep Strikes when they come into play without teleporting or do they act as Daemon Packs?

A. They act as any other unit that Deep Strikes.

Q. Does the mystic allow you to take a free shot at EVERY Summoned Pack of Daemons and unit that deepstrikes within 4D6" of the inquisitor?

A. Yes. Every single time. More power to you if you manage to capitalize on this; it's quite tricky.

Q. If my opponent makes an attack that would affect any/all psykers, and for

some reason the Justicar and Brother-Captains of all my Grey Knight squads are dead, are they presumed to be immune? One could argue that since it's stated that all Grey Knights are psykers and just use their squad leaders as focuses at that point they all could be affected.

A. Bereft of their psychic focus, they cannot be killed by such attacks although they might get a splitting headache.

Q. If you give a Grey Knights character artificer armour or power armour, does he lose 1 attack from losing the terminator armour?

A. You cannot give a Grey Knight character artificer or power armour due to the fact that he already wears terminator armour and hence can only choose items marked with an ***.

Q. Orbital Strike: you place it in a terrain piece, so do you place it each Shooting phase (wherever you want) and it then scatters each turn, or do you place it once, and it scatters from wherever it last was, each Shooting phase?

A. Place it wherever you want each turn, and scatter from there. If the terrain feature is too small to contain an Ordnance Blast template, try to get as much of the template on the terrain feature as possible.

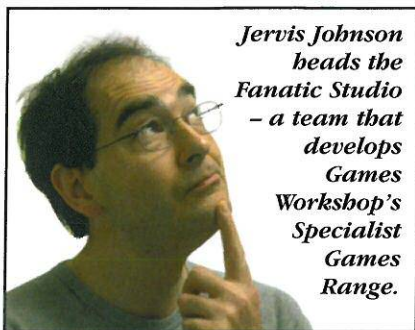
That's all for now. Cheers folks.

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

Andy Chambers (Chapter Approved),
Games Workshop,
Willow Road, Lenton,
Nottingham,
NG7 2WS, UK



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

JANUARY'S FANATIC NEWS

Specialist Games news from the Fanatic Studio

This month sees the release of a set of miniatures that have been sitting on my desk for some time now! Yes, we have finally got around to bringing out Mark Harrison's lovely Necromunda Enforcers. These models were commissioned before we had decided to do a new edition of the Necromunda rules, back in the early days when the Fanatic Studio was just getting up and running, and before we became the frighteningly efficient well-oiled machine that we are now (okay, okay, that last bit is something of an exaggeration, but we really are a lot more efficient now than we were back then!)

Anyway, by the time that Mark had delivered the miniatures to us we'd decided to produce a new edition of the game, and we'd also decided that this meant we really needed new versions of the old plastic Orlock and Goliath models... This pushed back the release of the Enforcers, and then we decided that it would be a good idea to at least bring one of the Outlander's gangs back out again, just to show that we hadn't forgotten Outlanders before we put out any new models... So the Enforcers went back once again! The good news is that the Enforcers are finally going to come out, some two years after they

were first commissioned, and over a year after we first showed them as a sneak peek at Games Day. Hopefully you'll agree with me that they were well worth the wait!

For full details of the Enforcers and how you can use them in your games of Necromunda check out the article on our website at:

<http://uk.games-workshop.com/whitedwarf/downloads>

Also out this month are two new Big Guys for Blood Bowl... well, actually, that's not quite true, we have one Big Guy and one Big Gal! The Big Guy in question is a quite superb Blood Bowl Minotaur by Adam Clarke. What I like most of all about Adam's model is that he hasn't resorted to any cheap tricks in order to make the model look interesting, concentrating instead on making a model that very simply captures the sheer menace of the bull-like creature. This said, I have a feeling that most of you will be rather more intimidated by Felix Paniagua's Ogre Cheerleader model. What can I say other than that she is one scary looking lady... and Felix, you are one sick puppy!

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

Best regards,

Jervis Johnson
Head Fanatic

QUESTION OF THE MONTH

Every month a message is plucked from the dozens sent to us to be answered in the newsletter.

"Why do you use alternate units in Warmaster?"

One thing Fanatic often does for Warmaster is to bring out new units that 'count as' an existing type of unit from an army list, rather than giving the new units their own specific rules and army list entry. Both of the new Warmaster units out this month are 'alternate units' of this type; the Giant Undead Scorpion shares the characteristics and is chosen in the same manner as a Sphinx, while the Stormvermin 'count as' Clan Rats.

The reason we do this is to avoid something called 'rules creep'. Basically, when a game is released we do our best to make sure that it is as perfectly playable as possible (we do, we really do!) However, as we bring out more and more new units, models and army lists the once playable game system can sometimes become a little bit unwieldy. The designers at Games Workshop call this process 'rules creep', and it can sometimes mean that we have to consider doing a new edition of the game just to ensure that players don't have to cart round a huge stack of magazines, annuals and army lists in order to fight a battle.

Rules creep is something that game designer Rick Priestley is keen to avoid in his gem-like and elegant Warmaster game, and so he has decreed that new units can't be added to an existing army list. Instead when we bring out new units for an existing Warmaster army, they must either be used as alternatives for an existing unit, or we must come up with a scenario that includes them, or we must publish a complete new army list that includes them. What this means is that players of Warmaster don't have to bring along several issues of Warmaster magazine that detail changes and amendments to an army list in order to use the army. It also allows us to bring out exciting new miniatures for Warmaster, without slowly making the game unplayable in the process.

SURFING THE WEB

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

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

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

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

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

SPECIALIST GAMES NEW RELEASES

Blood Bowl, Necromunda and Battlefleet Gothic releases

BLOOD BOWL



Blood Bowl magazine 11 £3.00

This 32-page bi-monthly magazine keeps you updated with new rules and releases.



Blood Bowl Minotaur £9.00

Contains 1 Blood Bowl Minotaur.



Blood Bowl Ogre Cheerleader £8.00

Contains 1 Blood Bowl Ogre Cheerleader.

BATTLEFLEET GOTHIC



Battlefleet Gothic magazine 18 £3.00

This 32-page bi-monthly magazine keeps you updated with new rules and releases.

NECROMUNDA

**Necromunda Enforcers
Patrol Team boxed set £18.00**

Contains 1 Leader, 1 Specialist, 1 Cyber-mastiff and 5 Enforcers plus weapons sprues containing boltguns, shotguns, special weapons, heavy stubber, riot shield and shock maul, bolt pistol, plasma pistol, grenade and laspistol.



Necromunda Enforcer booster pack £6.00

Contains 3 Necromunda Enforcers plus weapons sprues, containing boltguns, shotguns, special weapons, riot shield and shock maul.



Necromunda Enforcer Leader and Specialist blister

£7.00

Contains 1 Necromunda Enforcer Leader and 1 Necromunda Enforcer Specialist plus weapons sprues including heavy stubber, riot shield and shock maul, bolt pistol, plasma pistol, grenade and laspistol.



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 supplied unpainted and need assembly.

Models shown at 70% actual size

www.games-workshop.com/storefront 41

Olde Weirde's INCUNABULUM

Being an essay on the fauna of the area known as the Troll Country

Having found a rather loathsome rat corpse in the chamber pot last week, with no less than two extra tails and a third ear, this put me in mind to gather together some tales of errant animals and bizarre livestock for the edification of like-minded scholars of history and the tainted creatures that inhabit our world.

Such was my endeavour, then, that led me to the bestiaries section of the Imperial Library. Although I was there to ostensibly research the various afflictions of rodents, I was soon waylaid by a series of volumes entitled, 'The Northern Wastelands', compiled by an unnamed scholar some centuries previously. This series of accounts details the benighted tundra north of the nation of Kislev, and I found references to several creatures that I find remarkable in the extreme. Curious, I delved into several other bestiaries and compiled this guide to the fauna of the area known as the Troll Country.

The Minor Fauna

The lands of the Troll Country are inhospitable to most life at first glance, but it seems from the tales of travellers that what at first appears to be a lifeless wasteland is in fact home to many lesser birds and beasts. Crows thrive on carrion in abundance, as do other birds of prey, such as the snowy feathered ice eagle and the Norscan owl. There are all manner of foxes, rats, wolves and bears that have found the means to survive through preying on each other and the deer that roam the tundra. However, these are of little interest to one already scholarly in the various creatures of the Empire, as they differ little from their southern cousins, except in colouration and markings.

However, this being the tainted northlands, even these lowly creatures show signs of the corruption which festers in those lands. Twin-headed foxes, flying salmon, flesh-eating hares and all manner of other abominations can be found out in the wilds.

Mankind in the Troll Country

As far as I can fathom, there is no true boundary between the nation we know as Kislev, and the rulerless wastes further north. The River Lynsk forms a natural barrier to many of the most dangerous creatures of the Troll Country, yet Kislev settlements extend far north and west of its icy waters. Similarly, the northern horse tribes of Kislev make camp in these barren climes, as do the more southerly tribes of the Norse. In fact, my reading suggests that the gap between Kislev horseman and Norscan barbarian is narrower than many would believe.

Certainly, generations of bloodlines mixing between tribes has led to an unfathomably complex web of relationships between the horse tribes, who refer to themselves as Ungols I have learned, and the raider peoples of Norsca. Some even share common settlements and trading posts for the purposes of gathering hunting parties and selling furs to each other. It appears, though I suspect some may shudder to read it, that some of the auxiliaries numbered amongst the armies of the Tzarina are of almost pure Norse heritage.

On the whole, these savage people are best left to their own devices, and any adventurer brave enough to dare these northern lands would be wise to employ a trustworthy guide, should such a thing exist amongst these uncivilised and base people. I may devote myself to a future study of the peoples indigenous to the Troll Country, but my current purpose is the compilation of a rough bestiary and so that must wait.

The Major Fauna

As well as the animals of the oblast, as I am told the Kislevites refer to this snowy wasteland, there are many other creatures, of greater or lesser size and varying intelligence. It would be obviously remiss of any bestiary not to begin with the titular beast of the Troll Country.

Unsurprisingly, given the region's name, Trolls live in abundance in the area. These range from the Sea Trolls of the coast, to

the River Trolls that dwell near the few melted brooks and pools, to the Mountain or Stone Trolls, and the Ice Trolls, up to the deformed and greatly hideous Northern Trolls, or Dark Trolls as they are often called by hunters in those lands.

Unfortunately, my bursary has extended only to a few simple plates with which I have asked the renowned and skilled natural artist Herr Steurh to illustrate these terrifying beasts. Would that I could afford more, the pages would flow with vibrant colour and inhuman visages. As it is, I have limited myself to describing, and Herr Steurh to illustrating, a few of the more dominant examples of the diverse Trollkind and sundry other creatures.

In these unpleasant climes, the Stone Troll is perhaps the most populous of these loathsome, unintelligent creatures. Variation in colour is common, but the most dominant shade of hide appears to be grey, or a bluish-grey. Often, as illustrated, this is accompanied by markings or striations across the shoulders and back, either of a lighter tone, often white, or a darker hue. It is unlikely that this helps as any form of camouflage for the creature while hunting, given the noisome stench it emits, and quite possibly is more a means by which individuals are recognised by other Trolls. Some myths claim that Stone Trolls have become resilient to the corrupting magical vapours that tinge the air in the north, and through this have some immunity to spells. There seems to be little physical evidence to suggest such a thing, and I firmly believe this lies within the realm of folklore rather than fact.

Though far too common for safe travel within the boundaries of the Emperor's realms, the River Troll is a scarce sight in the Troll Country. There are few of the mires and bogs in which it likes to make its home, and those that do survive the freezing conditions can be found near the streams and tributaries of the Lynsk in the southern Troll Country. Tending to be a bluish-green in colour, with lank, matted hair and often decorated with the skeletons of fish and river mammals, River Trolls have adapted their

hunting to their watery environs. It is claimed that they can stay submerged for long periods of time, and haunt crossings, such as fords and bridges, or areas where the bank is low and animals come to drink. They quite frequently drag their victims into the pool or stream and drown them before feasting on their uncooked flesh.

Most dangerous of all the Trolls are those found in the very north of the region, in the foothills of the mountains of Norsca. These are known as North Trolls, Great Trolls or Dark Trolls. I have surmised that these are simply the same species given different names, rather than other varieties of Troll bearing a resemblance to each other. Larger and even more aggressive than other types of Trolls, Dark Trolls often have shaggy fur to protect them from the bitter northern wind, and evident physical corruption in the form of jutting horns, tusks and extra appendages. They are savage and will even prey upon other Trolls if hungry. Some northern tribesmen believe Dark Trolls to be creatures favoured by their gods and create bizarre totems in their image, and leave piles of rotting meat at some distance from their villages to appease them. Of all the Trolls, the Dark Trolls vary in colour the most, as the examples

demonstrate, ranging from black skins and reddish fur, to highly patterned hides.

Although it is from the Trolls that this land has earned its name, they are by no means the only creatures to thrive there. In particular, there are numerous mutated Beastmen warbands that prey upon hunters and travellers. Like the Trolls, their appearance varies according to their locale, and some may have very splendid pelts. There are also reports of twisted, rat-like Beastmen living in the mountains, and of gigantic, half-ogre rat creatures that often battle with the Trolls.

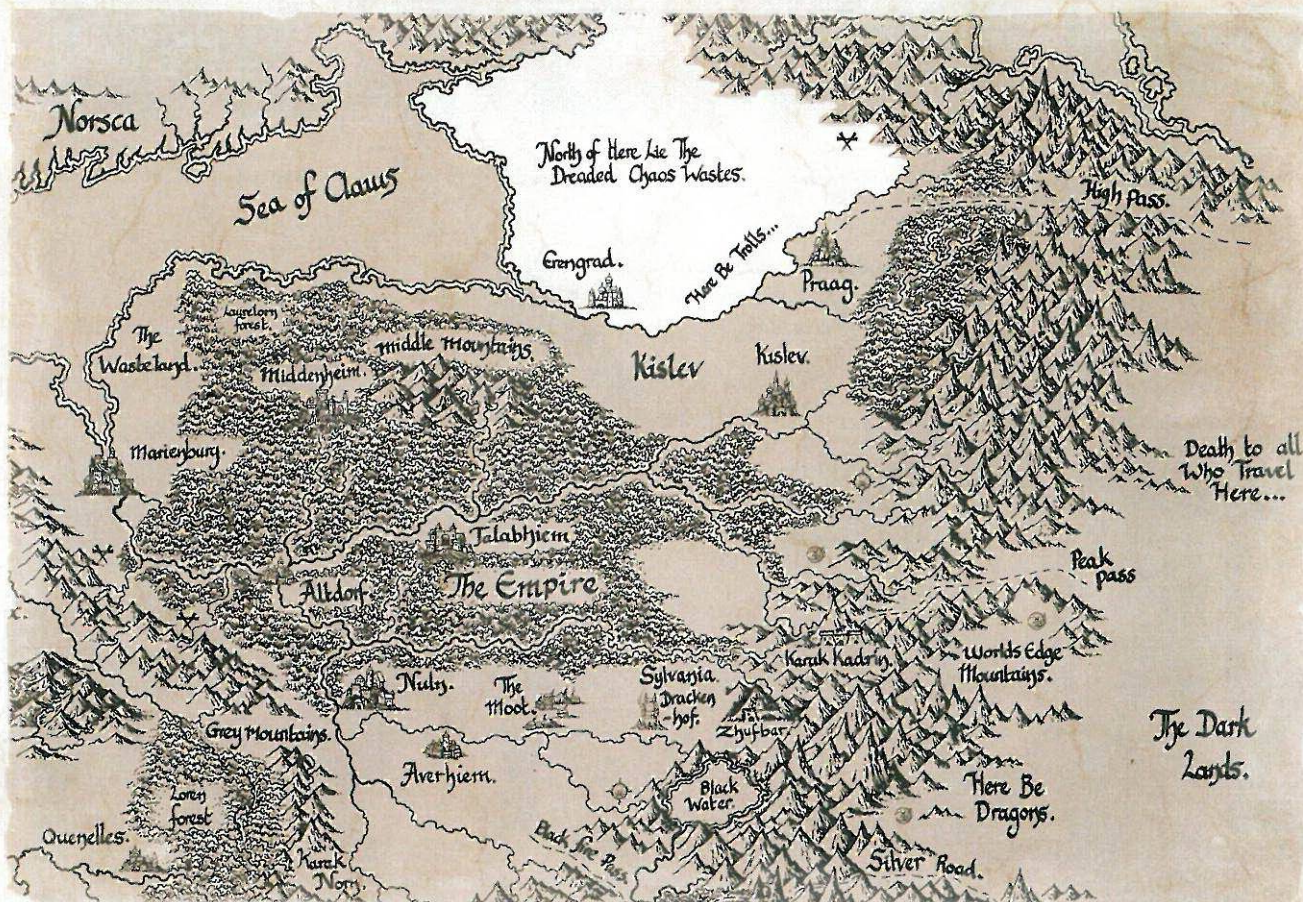
As well as these, there are a few scattered bands and villages of Ogres, who do a thriving trade as caravan guards, or as bandits. Quite often, I was told by a Kislevite mercenary who overheard the purpose of my research in the Hanging Crow, they make money by doing both. These gigantic bandits are as likely to ally with the Norse tribes as they are to attack them, and some have even adopted their manner of dress and worship the same twisted gods.

Last, and by all means definitely least, like the rest of the Known World the Troll Country is plagued by tribes of Goblins. In particular, it is not uncommon for these creatures to cross the High Pass from the steppes beyond, and on occasion

hordes of wolf-riding Goblins, Gnobys, Hobyars and Hobgoblins have poured into the north of Kislev. These sporadic incursions are destroyed in short order by the disciplined armies of the Kislevites, and with a generous standing bounty for Goblin heads amongst the northern tribesmen. However, Goblins will flourish in the most hideous circumstances, and the survivors of these successive invasions have, over the generations, established sizeable communities of their own, both on the tundra, and in caverns and tunnels beneath the mountains.

In all, then, the Troll Country is a place replete with life of all kinds. However, life is harsh and the majority of these creatures are dangerous to any traveller or would-be settler. Armed guards are advisable for any expedition to these parts, and from what I can tell, there are very few, if any, reasons to wish to attempt such a journey.

So, now I lay down my scratching quill once more, and ponder the freakish rat hung outside the window, and I must turn my thoughts to more practical matters. If anybody knows of a reliable rat-catcher, unlike the charlatan who charged me five shillings three weeks ago, please contact me forthwith at the sign of the Hanging Crow. A finder's fee is on offer if a suitable arrangement is made.





Mountain Troll of the north east.



Dark markings common amongst Trolls of the Norscan mountains.



Western Fen Troll, typical near the Lynsk Estuary.



Example of River Troll haunting the banks of the Lynsk.



This Dark Troll was seen near Praag.

Trolls often use basic weapons, as demonstrated by these etchings.



Great Trolls often show strange markings and unnatural colouration.



Rat-Troll mutant hybrid, seen near the Southern Mountains of Norsca.



Rat-featured Beastman.



Beastmen are regularly hunted by the Kislev horse tribes.



Gigantic Beastman, commonly known as a Minotaur, which inhabit caves in the Worlds Edge Mountains.



Note the leopard-like markings.



Elongated fangs, claws and boney spines and horns are a common sight in Troll Country fauna.



Not sure what this is... possibly fictional.



Lake Kobolds seen near High Pass.

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...

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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.



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



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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.



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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.



MORE HOBBY SPACE

Games Workshop hobby centres (Aberdeen, Bromley, Burton, Chester, Carlisle, Macclesfield, Middlesbrough, Newport, Worcester, Shrewsbury, Uxbridge, Ipswich and Poole) offer more free gaming space for hobby veterans and local clubs. Please contact your local store manager 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**.

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GW BRISTOL (CENTRAL):
13 Broad Walk, Tel: 0117 925 1533
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Tel: 01275 844 751
YATE, Hoggosaurus Toystore:
Tel: 01454 326566

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Tel: 01525 217415
LUTON, Ottakers:
Tel: 01582 486999

BERKSHIRE

GW MAIDENHEAD:
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GW SLOUGH:
101 High Street, Tel: 01753 575 675
BRACKNELL, Ottakers:
Tel: 01344 486124
NEWBURY, Swampys:
Tel: 01353 36355
SANDHURST, Toyworld:
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WINDSOR, Ottakers:
Tel: 01753 656 456
WINDSOR, W.J. Daniels:
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112 Foregate Street, Tel: 01244 311 967
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Unit 38, Chestergate Mall, Grosvenor Centre,

GW STOCKPORT:

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CONGLETON, Deans Toys & Cycles:
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CREWE, ABC Models Sport:
Tel: 01270 565048
NANTWICH, Funfayre LTD:
Tel: 01270 626346
NORTHWICH, Level 1:
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NORTHWICH, The Model Shop:
Tel: 01606 17740
STOCKPORT, Goslings Toymaster:
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HARTLEPOOL, Illusions:
Tel: 01429 233190

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BODMIN, Bricknells:
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HAYLE, Blewett's of Hayle:
Tel: 01736 753912
HELSTON, Eddy & Son:
Tel: 01326 572787
NEWQUAY, Planet Hobbywood:
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BRIDPORT, Frosts Toymaster:
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GILLINGHAM, Mervyn's Toys & Models:
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SHAFTSBURY, Howards:
Tel: 01747 852156
SHERBORNE, Pursuits:
Tel: 01835 816072
SWANAGE, Leonards:
Tel: 01929 426006
WEYMOUTH, Razzamatraz:
Tel: 01305 780661

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: 01708 867 133
BRENTWOOD, B&M Cycles:
Tel: 01277 214345
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01645 96555
COLCHESTER, Toymaster Kingdom:
Tel: 01206 544344
HARLOW, Marquee Models:
Tel: 01279 423334
LEIGH-ON-SEA, Calver Books:
Tel: 01702 473966
RAYLEIGH, Toys N Tuck:
Tel: 01268 775501
SAFFRON WALDEN, Game On:
Tel: 01799 506 079
SOUTHEND-ON-SEA, Toymaster Kingdom:
Tel: 01702 343464
WALTON-ON-THE-NAZE, Yesterday Today Tomorrow:
Tel: 01265 850238

GLOUCESTERSHIRE

GW CHELTENHAM:
18 Patville 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: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Putlens 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: 01862 860 199
ALDERSHOT, Esdevium Games:
Tel: 01420 809000
ALTON, Alton Model Centre:
Tel: 01420 542244
ANDOVER, Hoggosaurus Toystore:
Tel: 01264 352 263
BASINGSTOKE, Ottakers:
Tel: 01256 460946
FAREHAM, Fareham Toys and Hobbies:
Tel: 01329 282183
FARNBOROUGH, Darkstar:
Tel: 01252 376050
FLEET, Fleet Toys:
Tel: 01252 613949
GOSPORT, Cornucopia:
Tel: 02392 503 241
NEW MILTON, Toys of New Milton:
Tel: 01425 617805
PETERSFIELD, Folly Models:
Tel: 01730 267 832
PORTCHESTER, Wicor Models:
Tel: 02392 351180
RINGWOOD, Toys of Ringwood:
Tel: 01425 479444
ROMSEY, Roundabout:
Tel: 01794 512145
SOUTHSEA, Southsea Models:
Tel: 01705 733208
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259186

HEREFORDSHIRE

HEREFORD, Hereford Model Shop:
Tel: 01432 352809
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Little & Hall:
Tel: 01893 562 499
HERTFORDSHIRE
GW HEMPSTEAD:
16 Bridge Street, Tel: 01442 249 752
GW ST ALBANS:
18 Heritage Close, off High Street,
Tel: 01727 861 133
BARNET, Murray & Brand:
Tel: 0208 4480627
BERKHAMSTED, Hamlins:
Tel: 01442 864642
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 933
CHORLEYWOOD, Chorleywood Models:
Tel: 01923 284 313
HARPENDEN, Felicitations:
Tel: 01582 767811
HATFIELD, Mr Games:
Tel: 01707 266699
HERTFORD, Marquee Models:
Tel: 01992 504718
HITCHIN, Mainly Models:
Tel: 01462 422204
LETHBRIDGE, Comics Unlimited:
Tel: 01462 480018
ROYSTON, Toyshop:
Tel: 01763 243270
STEVENAGE, KS Models:
Tel: 01438 746618
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

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- GW BLUEWATER:**
Unit 052B, Upper Thames Walk, Bluewater,
Greenhithe, Kent. Tel: 01322 427 880
- **GW CANTERBURY:**
Unit 5, Iron Bar Lane. Tel: 01222 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 667450
- ASHFORD, GZ Computers Ltd:**
Tel: 01233 663996
- BEXLEY HEATH, Kit Krazy:**
Tel: 0208 298 7177
- BROADSTAIRS, Time & Space:**
Tel: 01843 666006
- CRANBROOK, Whites:**
Tel: 01580 713298
- DOVER, Turners Models:**
Tel: 01304 203711
- GRAVESEND, The Stamp Centre:**
Tel: 01474 534186
- SEVENOAKS, JH Lorimer:**
Tel: 01732 452840
- SEVENOAKS, Manklows:**
Tel: 01732 454952
- SITTINGBOURNE, AJ Blundell & Son:**
Tel: 01795 424 371
- TONBRIDGE, Kids Stuff:**
Tel: 01732 353 186

LANCASHIRE

- GW BLACKPOOL:**
8 Birley Street. Tel: 01253 752 056
- GW BOLTON:**
Unit 13, The Gate Centre. Tel: 01204 362 131
- **GW PRESTON:**
15 Mifer Arcade. Tel: 01772 821 855
- ACCRINGTON, Twin Suns:**
Tel: 01254 386683
- ASHTON UNDER LYNE, Byte Size:**
Tel: 0161 343 7556
- BLACKBURN, Mercer & Sons:**
Tel: 01254 58790
- BLACKPOOL, Toymaster:**
Tel: 01253 626461
- BOLTON, Toymaster:**
Tel: 01942 812398
- BOLTON, Whitaker's Toymasters:**
Tel: 01204 398248
- BURNLEY, Arthur Benn:**
Tel: 01282 422 546
- BURY, Toymaster:**
Tel: 0161 761 6200
- CHORLEY, A & B Games:**
Tel: 01257 261533
- CHORLEY, Hampsons Toys & Nursery World:**
Tel: 01257 263945
- CLITHEROE, Cowgills of Clitheroe LTD:**
Tel: 01203 423587
- KIRKHAM, RK Boyes:**
Tel: 01772 671900
- LANCASTER, Lawsons Toymaster:**
Tel: 01524 64518
- LANCASTER, Micro Markets:**
Tel: 01524 840486
- LEIGH, Storktown Limited:**
Tel: 01942 671116
- LEIGH, Toymaster:**
Tel: 01942 671116
- MORECAMBE, Richard Lancaster:**
Tel: 01524 470 304
- OLDHAM, Ottakers:**
Tel: 0161 6205543
- PRESTON, Toymaster:**
Tel: 01772 887799
- ROCHDALE, Microshack:**
Tel: 01706 715938
- ROSSENDALE, Rossendale Models:**
Tel: 01706 260007
- THORNTON-CLEVELYS, Toy2save Collectables:**
Tel: 01283 855905
- WIGAN, Sophies:**
Tel: 01942 700356
- WIGAN, Wigan Model Centre:**
Tel: 01942 245 583

LEICESTERSHIRE

- GW LEICESTER:**
Unit 2, 16/20 Silver Street. Tel: 0116 253 0510
- **GW LOUGHBOROUGH:**
22 Baggin Street. Tel: 01509 238 107
- ASHBY-DE-LA-ZOUCH, Steve's Models:**
Tel: 01530 416827
- COALVILLE, Geoff's Toys:**
Tel: 01530 832795
- HINKLEY, Punctilio Model Spot:**
Tel: 01455 230582
- LOUGHBOROUGH, Geoff's Toys:**
Tel: 01509 218966

LINCOLNSHIRE AREA

- GW GRIMSBY:**
9 West St Mary's Gate. Tel: 01472 347 757
- GW LINCOLN:**
Unit 5JA, Sakergate (on outside of Waterside Centre). Tel: 01522 548 027
- BOURNE, GT Collectable Cards:**
Tel: 01778 422639
- GAINSBOROUGH, Toymaster:**
Tel: 01427 876000
- GRANTHAM, Arbon & Watts:**
Tel: 01664 855030
- GRANTHAM, Access Models:**
Tel: 01476 592 001
- LOUTH, Castaline:**
Tel: 01507 602149
- MAPLETHORPE, Belas Toymaster:**
Tel: 01507 473328
- QUADRING, MS Sturgess:**
Tel: 01773 821967
- SCUNTHORPE, Shermans Model Shop:**
Tel: 01724 842 439
- SCUNTHORPE, Toymaster:**
Tel: 01724 271030
- SCUNTHORPE, Westgate Department Store:**
Tel: 01724 281888
- SKEGNESS, The Model Shop:**
Tel: 01754 763428
- SPALDING, Mason's Models:**
Tel: 01775 722456
- SPALDING, Westgates Department Store:**
Tel: 01775 713424
- STAMFORD, Hawleys:**
Tel: 01780 762125

MANCHESTER AREA

- **GW MANCHESTER (central):**
Unit R35, Mardons Way South,
Amdale Centre. Tel: 0161 834 8871
- LEIGH, Toymaster:** Tel: 01942 671116
- MANCHESTER, Waterstones:**
Tel: 0161 837 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 WIRRAL:**
Unit 20, Time Square (near Currys). Tel: 01925 651 984
- WALLASEY, Fireside Miniatures:**
Tel: 0151 691 1883
- WIRRAL, RS Models:** Tel: 0151 348 4363
- GW Uxbridge:**
Unit 32, Chalkers Malt, The Pavilions Shopping Centre.
Tel: 01895 450 304

MIDDLESEX

- GW ENFIELD:**
Unit 32, Chalkers Malt, The Pavilions Shopping Centre.
Tel: 01895 450 304
- ENFIELD, Jennings Stores:**
Tel: 0208 8041804
- UXBRIDGE, A Bovill Wright:**
Tel: 01895 450 304
- GW NORWICH:**
12-14 Exchange Street. Tel: 01603 767 556
- CROMER, Medland Toys:**
Tel: 01263 512177
- DISS, Diss Toys:**
Tel: 01379 649003
- DISS, Toymaster:**
Tel: 01379 641743
- EAST DEREHAM, Youngsters World:**
Tel: 01788 562 372
- GORLESTON, Toymaster:**
Tel: 01493 44308
- GREAT YARMOUTH, Toying:**
Tel: 01493 858920
- HOLT, Starlings-Toymaster:**
Tel: 01263 713101
- HUNSTANTON, Hunstanton Models:**
Tel: 01485 533324 / 834466
- IPSWICH, Toymaster Kingdom:**
Tel: 01473 253046
- KINGS LYNN, Westgate Department Store:**
Tel: 01553 760981
- KINGS LYNN, Empire:**
Tel: 01553 765 174
- NORWICH, Kerrisons:**
Tel: 01603 494 008
- NORTH WALSHAM, Blackfish Games:**
Tel: 01692 403 372
- SHERINGHAM, Starlings-Toymaster:**
Tel: 01263 822368
- WYMONDHAM, The Toy Loft:**
Tel: 01953 607 730
- WROXHAM, Point House Toyshop:**
Tel: 01603 706654

NORTHAMPTONSHIRE

- GW NORTHAMPTON:**
38 Princess Walk, Grosvenor Centre.
Tel: 01604 636 687

- CORBY, Westgate Department Store:**
Tel: 01536 203525
- KETERING, Toymaster Kingdom:**
Tel: 01536 512507
- KETERING, Green Angel Cards & Games:**
Tel: 01536 250 248
- NORTHAMPTON, Toymaster:**
Tel: 01604 620 320
- RUSHDEN, Osborne Sports & Toys:**
Tel: 01933 512415
- WELLINGBOROUGH, Software Seller:**
Tel: 01933 440861

NORTHUMBERLAND

- ALNWICK, Woodys Computer and Video Game:** Tel: 01665 696351
- AMBLE, Gremlynz Imports:**
Tel: 0845 125 9305
- BELLINGHAM, The Hobby Box:**
Tel: 01434 220022
- HEXHAM, Fairplay:**
Tel: 01434 509678
- MORPETH, TG Allan:**
Tel: 01670 515136

NOTTINGHAMSHIRE

- **GW NOTTINGHAM (central):**
34a Friar Lane. Tel: 0115 948 0651
- **GW WARHAMMER WORLD:**
Wilow Road, Lenton. Tel: 0115 916 8410
- MANSFIELD, Bridge Street Model Shop:**
Tel: 01623 22215
- NEWARK, Access Models:**
Tel: 01636 673116
- NEWARK, Toymaster:**
Tel: 01636 611211
- NOTTINGHAM, Shaves:**
Tel: 0115 9418646
- RETFORD, Toymaster:**
Tel: 01777 709330
- RETFORD, Puzzles Plus:**
Tel: 01777 708628
- SUTTON IN ASHFIELD, Sutton Models and Hobbies:**
Tel: 01623 557812
- WOODBOROUGH, Regency Printers:**
Tel: 0115 935 8500
- WORKSOP, Toymaster:**
Tel: 01909 431330
- WORKSOP, Model Base:**
Tel: 01909 501 752

OXFORDSHIRE

- **GW OXFORD:**
1A Bush House, New Inn, Ha'il Street.
Tel: 01865 242 182
- BANBURY, Trinder Bros:**
Tel: 01295 262 548
- BICESTER, Dentons:**
Tel: 01869 323946
- CARTERTON, Giles Sports:**
Tel: 01993 842398
- COWLEY, Dentons:**
Tel: 01865 749746
- DIDCOT, Dentons:**
Tel: 01235 816566
- OXFORD, Boswells Toymaster:**
Tel: 01865 241244
- OXFORD, Swampy's:**
Tel: 01235 770755
- THAMES, Pied Pedaller:**
Tel: 01844 280022
- WALLINGFORD, Pettits of Wallingford:**
Tel: 01491 835253
- WITNEY, Dentons:**
Tel: 01993 704 979

SHROPSHIRE

- **GW SHREWSBURY:**
6 Market Street. Tel: 01743 362 007
- BRIDGENORTH, Hobby Horse:**
Tel: 01746 706 659
- NEWPORT, Model Mania:**
Tel: 01952 410827
- OSWESTRY, Funfayre:**
Tel: 01691 670 646
- SHREWSBURY, Funfayre:**
Tel: 01743 233647
- TELFORD, Sanda Games:**
Tel: 01952 676722
- TELFORD, Questing Knight Games:**
Tel: 01952 417747

SOMERSET

- GW BATH:**
30 Upper Bannock Way. Tel: 01225 314 414
- BRIDGEWATER, Games Mart:**
Tel: 01278 435677
- BURNHAM ON SEA, GW Hurley:**
Tel: 01279 780281
- FROME, The Ellenbray Press:**
Tel: 01373 462139
- CHARD, Games Wizard:**
Tel: 01460 239090
- GLASTONBURY, Pedalers:**
Tel: 01458 834562
- MINEHEAD, Minehead Toys & Models:**
Tel: 01643 705550

- TAUNTON, Krackers:**
Tel: 01283 335057
- WELLS, Wells Models:**
Tel: 01749 675 262
- WESTON SUPER-MARE, Griffins Games:**
Tel: 01934 429790
- WESTON SUPER-MARE, JJ Toys:**
Tel: 01934 416151
- YEOVIL, Yeovil Collectors Centre:**
Tel: 01935 433739

STAFFORDSHIRE

- **GW STROKE:**
27 Stafford Street. Tel: 01782 205 287
- BURTON ON TRENT, Spirit Games:**
Tel: 01283 511289
- BURTON ON TRENT, Toymaster Kingdom:**
Tel: 01283 544 560
- STAFFORD, JW Bagnall:**
Tel: 01785 223349
- STAFFORD, Too Fat Goblinz:**
Tel: 01827 310 320
- TAMWORTH, The Old Bell:**
Tel: 01530 832785
- TAMWORTH, Geoff's Toys:**
Tel: 01530 832785
- UTTOXETER, The Toybox:**
Tel: 01889 565 367

SUFFOLK

- GW IPSWICH:**
49 Byster Market. Tel: 01473 210 031
- BECCELES, Toy Box:**
Tel: 01502 712785
- BURY ST. EDMUNDS, Model Junction:**
Tel: 01284 753 456
- BURY ST. EDMUNDS, Toymaster Kingdom:**
Tel: 01284 761846
- FELIXSTOWE, Wizards Taxis:**
Tel: 01394 275555
- HALESWORTH, Halesworth Toy Shop:**
Tel: 01395 674270
- HAVERHILL, Baby Connexion:**
Tel: 01449 706292
- IPSWICH, Toy World:** Tel: 01473 728536
- LOWESTOFT, Toymaster Kingdom:**
Tel: 01502 565688
- NEWMARKET, Moons Toyland:**
Tel: 01638 663147
- STOWMARKET, Simpson & Sons:**
Tel: 01449 612914
- SUDBURY, Toymaster Kingdom:**
Tel: 01787 372238
- SUDBURY, Toy Connexion:**
Tel: 01787 888002
- WOODBIDGE, Toytown:**
Tel: 01394 383170

SURREY

- **GW GUILDFORD:**
Unit 1, 9/12 Tunagate. Tel: 01483 451 793
- GW WOKING:**
Unit 3 Cleary Court. Tel: 01483 771 675
- CAMBERLEY, Morningstar:**
Tel: 01276 685160
- COULSDEN, Taylors Toys & Sports:**
Tel: 0208 869 9710
- DORKING, Dorking Models:**
Tel: 01306 681747
- EPSOM, Ottakers:**
Tel: 01372 742533
- EPSOM, Masters of Epsom:**
Tel: 01737 356373
- FARNHAM, Elphicks:**
Tel: 01262 716222
- REDHILL, Gamers Guild:**
Tel: 01737 789123
- REIGATE, The Toy Shop:**
Tel: 01737 245300
- WALTON ON THAMES, Naseem:**
Tel: 01932 252660

SUSSEX AREA

- **GW BRIGHTON:**
7 Nile Street. Tel: 01273 203 333
- **GW CRAWLEY:**
11 Broadway. Tel: 01293 552 072
- GW EASTBOURNE:**
13 Terminal Road. Tel: 01323 641 423
- BEXHILL ON SEA, Matek Models and Hobbies:**
Tel: 01424 816099
- BOGNOR REGIS, Trains Models and Hobbies:**
Tel: 01243 864727
- BURGESS HILL, Kid's Stuff:**
Tel: 01444 257 724
- CHICHESTER, Chichester Toys:**
Tel: 01243 788055
- HASTINGS, Jade Marial Arts:**
Tel: 01424 720 330
- HAYWARDS HEATH, Heath Models & Toys:**
Tel: 01444 459785
- HORSHAM, Gentle Gallery:**
Tel: 01403 258567
- HORSHAM, Ottakers:**
Tel: 01403 268088
- LEWES, The Hobby Shop:**
Tel: 01273 472344

STEYNING, Gentle Gallery:

Tel: 01903 812933

UCKFIELD, Kid's Stuff:

Tel: 01825 768398

WORTHING, KC's Games Shop:

Tel: 01903 237983

TYNE AND WEAR AREA**GW NEWCASTLE (Central):**

63 Clayton Street. Tel: 0191 232 2418

GW NEWCASTLE (METRO CENTRE):

Unit B14, First Floor (near the Mediterranean Village). Tel: 0191 461 0950

METRO CENTRE, Gateshead, Toymaster:

Tel: 0191 450 2200

NORTH SHIELDS, SR Gladstone & Son:

Tel: 0191 257 0305

SOUTH SHIELDS, Coats Models:

Tel: 0191 427 7644

SUNDERLAND, Exkayex:

Tel: 0191 5147960

SUNDERLAND, The Toy & Computer Shop:

Tel: 0191 5655196

SUNDERLAND, Joplings:

Tel: 0191 5102105

WASHINGTON, Toymaster:

Tel: 0191 415 5444

WARWICKSHIRE**GW COVENTRY:**

Unit 39, Upper Level, Cathedral Lanes Shopping Centre. Tel: 02476 227 311

GW LEAMINGTON SPA:

22 Park Street. Tel: 01926 435 771

BEDWORTH, Railway & Modellers Junction:

Tel: 02476 315265

KENILWORTH, Abacraft Arts & Pictures:

Tel: 01926 511294

NUNEATON, Nuneaton Bookshop:

Tel: 02476 342000

RUGBY, Jota Railways & Models:

Tel: 01788 562 372

STOCKINGFORD, Whittleford Post Office:

Tel: 024 7638 5740

WILTSHIRE**GW SALISBURY:**

18 Winchester Street. Tel: 01722 330 955

GW SWINDON:

60 Fleet Street. Tel: 01793 436 036

DEVIZES, Hoggosaurus Toystore:

Tel: 01380 723 841

MARLBOROUGH, H Duck:

Tel: 01672 512170

SWINDON, Spot On Models:

Tel: 01793 522098

WARMINSTER, Row Models:

Tel: 01985 216418

WORCESTERSHIRE**GW WORCESTER:**

4 Charles Street. Tel: 01905 616 707

BROMSGROVE, Kids Cottage:

Tel: 01527 559121

EVESHAM, Battle Honours UK:

Tel: 01386 45675

REDDITCH, Hoggosaurus Toy Store:

Tel: 01527 66 092

STOURPORT ON SEVERN, TP Activity Toys:

Tel: 01299 872800

WORCESTER, Electronic Dungeon:

Tel: 01684 891619

YORKSHIRE**GW BRADFORD:**

4 Piccadilly, Bradford. Tel: 01274 739 430

GW DONCASTER:

Unit 10, The Colonades. Tel: 01302 320 535

GW HARROGATE:

29 Beulah Street. Tel: 01423 564 310

GW HULL:

30 Paragon Street. Tel: 01482 589 576

GW LEEDS (central):

12-16 Central Road. Tel: 0113 242 0834

GW LEEDS (WHITE ROSE):

Unit 28D, White Rose Centre. Tel: 0113 272 3470

GW SHEFFIELD (central):

16 Fitzwilliam Gate. Tel: 0114 275 0114

GW SHEFFIELD (MEADOWHALL CENTRE):

Unit G18, High Street, Upper Mall (next to entrance near Boots). Tel: 0114 256 9836

GW YORK:

13A Lendal. Tel: 01904 628 014

BARNESLEY, Kitecraft:

Tel: 01226 206080

BRADFORD, Toymaster:

Tel: 01274 724733

BRIDLINGTON, Croppers:

Tel: 01262 677727

HALIFAX, Halifax Modellers World:

Tel: 01422 349157

HALIFAX, Magazine World:

Tel: 01422 330547

HALIFAX, Toymaster:

Tel: 01422 353996

HARROGATE, Toymaster:

Tel: 01423 654335

HUDDERSFIELD, Toymaster:

Tel: 01484 544664

HUDDERSFIELD, Something Wicked:

Tel: 01484 592226

HULL, Mayfair Toymaster:

Tel: 01482 862 777

ILKLEY, Wargames World:

Tel: 01943 607500

KEIGHLEY, Pennine Model Shop:

Tel: 01535 642867

KEIGHLEY, Toymaster:

Tel: 01535 604045

LEEDS, The Hobbit:

Tel: 0113 258562

LEEDS, Royal Armouries Museum:

Tel: 01432 201999

OTLEY, Toymaster:

Tel: 01934 462065

POCKLINGTON, Chyldes Play:

Tel: 01759 306041

SCARBOROUGH, Space Myth & Magic:

Tel: 01723 501821

SHEFFIELD, Atkins Toymaster:

Tel: 0114 276 1960

SHEFFIELD, Toymaster:

Meadowhall Shopping Centre. Tel: 0114 256 9970

WAKEFIELD, Model & Craft Centre:

Tel: 01924 574067

WHITBY, John Anderson - Toymaster:

Tel: 01947 602213

LONDON**GW BRENT CROSS:**

Unit F9, Lower Mall (near Farnicks). Brent Cross Shopping Centre. Tel: 0208 202 4979

GW BROMLEY:

Unit 24, The Mall, Bromley. Tel: 0208 466 0678

GW CROYDON:

Unit 35, Drummond Centre (outside the back of the centre), Kewley Road. Tel: 0208 680 4800

GW EALING:

52D St Stephens Mall, Ealing Broadway Centre. Tel: 0208 840 0171

GW ENFIELD:

3/5 Genotin Road. Tel: 0208 363 3236

GW HAMMERSMITH:

161 King Street. Tel: 0208 846 9744

GW HARROW:

296 Station Road. Tel: 0208 861 2350

GW KENSINGTON:

Shop 7, Larner Square, Kensington Church Street. Tel: 0207 927 7011

GW KINGSTON ON THAMES

Tel: 0208 549 5224

GW LONDON (OXFORD ST.):

Unit F10, The Plaza Shopping Centre, 1st Floor, 116-128 Oxford Street. Tel: 0207 436 0839

GW RICHMOND:

Unit 8, Westminster House, Kew Road. Tel: 0208 948 6122

GW ROMFORD:

12 Quadrant Arcade. Tel: 01708 742 140

GW STAINES:

52D Elmsleigh Centre (at back of M&S). Tel: 01784 460 875

GW SUTTON:

Unit 24, Times Square Shopping Centre. Tel: 0208 770 9494

GW WATFORD:

Unit G, 1A Queen Street, Harlequin Centre. Tel: 01923 245 388

CHINGFORD, Rossis of London:

Tel: 0207 629 1920

CLAPHAM JUNCTION, Toystop:

Tel: 0207 2289079

DULWICH, The Art Stationers:

Tel: 0206 6935938

EAST SHEEN, Toystop:

Tel: 0208 876 5229

ELTHAM, Eltham Models:

Tel: 0208 850 4324

FINCHLEY, Leisure Games:

Tel: 0208 346 2327

FULHAM, Patricks Toys:

Tel: 0207 3859864

HAMPSTEAD, Happy Returns:

Tel: 0207 439 2431

ISLINGTON, Frederick Beck:

Tel: 0207 228 3403

KNIGHTSBRIDGE, Harrods:

Tel: 0207 730 1234

NOTTING HILL, Barnetts Novelty House:

Tel: 0207 7277184

PUTNEY, Toy Shop:

Tel: 0207 722 9821

RUISLIP, John Sanders:

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BATTLE HONOURS

Over the last few months White Dwarf has shown you some of the best independent events from around the UK. Games Workshop are usually on hand at these events, either in a refereeing capacity or to offer modelling and painting advice. We sent Ian Huxley to Evesham for one such tournament...

A Warhammer tournament with a twist!

Ian: This time it would be a little different. On accepting an invitation to Battle Honours UK in Evesham in Worcestershire, Adam Hall (Independent Stockist Account Manager for the South West) and myself would enter and participate in their 1,500 pts Warhammer tournament. The tournament was a 10-man competition using, with a few amendments, our standard tournament rules (the gaming club website www.gamingclub.org.uk/resources.htm has a wealth of information on this subject). Each participant would play three games after which the points would be added up and the person with the most would be crowned Best General.

With the weight of expectation on our shoulders we put ourselves to the task of constructing our armies – we even had a couple of weeks to fit in a few practice games! So, what army should I take? I decided to opt for a hard-hitting Chaos army. I was confident in using Chaos as I'd played plenty of games with

them since the release of the army book. I did think about taking the new Beastmen, however, because of my lack of experience with them I decided against it. I usually opt for plenty of fast moving units with a dead hard unit of Chaos Warriors, so that was one choice made. I'd also been experimenting with a Sorcerer in the practice games the week before the tournament but, after some unimpressive results where the Sorcerer practically played no part, I dropped him. With Adam taking a mean, green Lizardmen army everything was set – all we had to do now was win!

Battle Honours UK is based just off the high street in Evesham. Not only does it have a huge array of Games Workshop box sets and blisters, they also stock loads of rulebooks and miniatures devoted to re-enactment table-top wargames and resin buildings, but the best thing is the gaming room upstairs. There is enough space upstairs for four 6'x4' tables and additional space for another one or two on the shop

floor. By 10:30am all the entrants had arrived, the first round was drawn and the tournament could begin.

Round 1; Chaos vs Orcs & Goblins

My first match would be against Adrian, owner and manager of Battle Honours UK, who confessed that he hadn't played Warhammer for more than a decade. Was this a bluff? Time to find out!

During the first couple of turns I uncharacteristically eased my army forward. Wary of those Fanatics, I used the cheap Warhounds to flush them out. Those dreaded green destroyers could make mincemeat out of my expensive Knights. However, fortune braved the cautious this time and the Fanatics, unfortunately for the Orcs and Goblins, continued to bounce back and forth through their own lines for the rest of the game. Knowing that there was still one unit of Goblins in the centre with Fanatics in its ranks, I took the option to charge only my General, with his Knights, into the Goblins directly in front on the right flank.

CHARACTERS

Exalted Chaos Champion, Mark of Khorne, Great weapon, Chaos Steed, barding, shield and Armour of Damnation. **185 pts**

Aspiring Chaos Champion, Mark of Khorne and Great weapon. **119 pts**

CORE

5 Chaos Knights, with Standard, Musician, Mark of Khorne, upgraded to Chosen and Champion. **320 pts**

5 Chaos Knights, with Standard, Musician, Mark of Chaos Undivided, and Champion. **215 pts**

14 Chaos Warriors, with Standard, Musician, Mark of Khorne, Champion, and armed with additional hand weapons. **313 pts**

5 Marauder Horsemen, with Standard, Musician, Champion, and armed with additional hand weapons. **105 pts**

5 Chaos Warhounds. **30 pts**

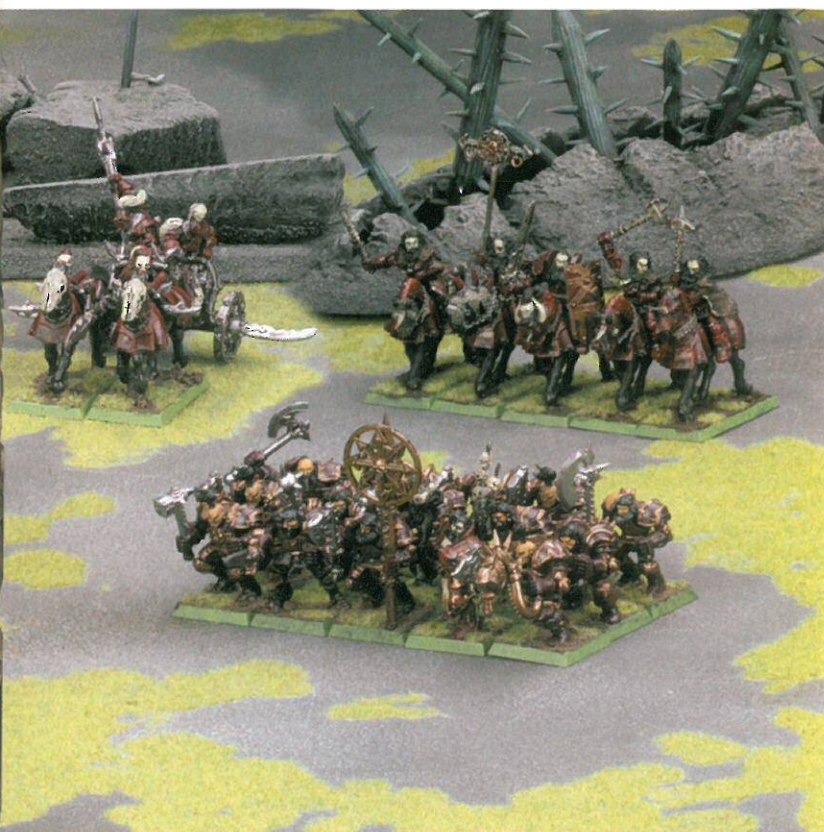
5 Chaos Warhounds. **30 pts**

1 Chariot of Chaos. **120 pts**

SPECIAL

1 Spawn of Chaos **60 pts**

TOTAL **1,497 pts**





Say "cheese!" All the guys pose for the camera.



Ian - Game 1. The Warhounds flush out the Fanatics.



Ian - Game 2. The Chaos army charge through a hail of crossbows.

Easily winning the combat, I then overran. Now surrounded by Fanatics, it would take a small amount of luck to escape this unharmed!

Leaving the rest of my army in the centre of the battlefield wasn't the best idea I've had, as this gave the initiative to the Greenskins and, with my small but expensive units, I could get overwhelmed. In fact, this is exactly what happened and a unit of Big 'Uns and a unit of Night Goblins charged my Chaos Warriors in the centre. Losing the combat, the Warriors fled only to rally the following turn. After prematurely thinking the game was mine because of the wayward Fanatics I watched victory slip from my grasp. Two failed charges later - one from my second unit of Knights on the left, and the other from the General with his Knights on the right - and I was in danger of losing. My Warriors in the centre were charged again but I managed to hold on and, with that final action, the match was over. At the end,

only my Warriors were above half strength, however, I'd caused enough casualties to draw the match... phew!

Result - Draw

Round 2; Chaos vs Dark Elves

Having learned my lessons from the first round, I then faced Paul and his Dark Elves. With no missile fire or magic, my one and only strength lay in close combat, so it was imperative that I did not hesitate and moved as quickly as I could across the table. By the second turn my General and Knights had charged into combat with the Dark Elf Spearmen in the centre; the Dark Riders, on the right, had fled off the table after being charged by my second unit of Knights.

I usually use the Warhounds, Chariot and Chaos Spawn as cover or to flush out nasty surprises and the Chariot hooked a fish by charging the Spearmen on the right, flushing out an Assassin. The Chariot lost the combat and fled, only to open the

way for the Knights who were still looking for combat after the Dark Riders fled. By Turn Four the constant Dark Elf shooting was beginning to take its toll, with both units of Warhounds and all of the General's Knights having fallen, along with seven of my Chaos Warriors. To rectify the situation my General, now on his own, charged the Repeater Bolt Throwers and cut down the crew. The Spawn slithered into a unit of Crossbowmen, and by Turn Three I was pretty much in control and had decided to move in for the kill. With half the table in my hands only ten Crossbowmen, the Sorceress and the Shades remained. Again, what looked like certain victory began to morph itself into something less desirable - losing Victory Points to some well-placed shooting at the end made a draw look more likely.

Result - Draw

After two draws I was lying in joint 3rd place but was undefeated!





Round 3; Chaos vs High Elves

In the final round I was drawn against Chris and his army of High Elves. Adam had already warned me that Chris' army was built around three Level 2 Mages and plenty of spells. I decided to keep to the same game plan used throughout the day – get into combat as quickly as possible – although with an average of 11 Power dice in each High Elf Magic phase, it would be difficult just getting across the board in one piece! The High Elves caused considerable damage during Turn One with *Uranon's Thunderbolt* accounting for three of the General's Knights, and the Bound Spell, *Fury of Khaine*, being a constant thorn in the side for my Chaos Warriors. I eventually managed to get half of the army across the battlefield and into combat. Even with my army at half strength the High Elves were no match for my close combat units; the Warriors alone accounted for a unit of Spearmen and a unit of Phoenix Guard. The Warriors also put the High Elf Archers to the sword,

causing two of the Mages to flee off the table. The battle was over and it was time to add up the scores, and yes, you've guessed it, it was another draw!

Result - Draw

I finished the day joint 4th in the table, undefeated and content. Before I knew it, it was 6:00pm, which is always a sign you've had a good day. Next time I vowed to turn at least one of the draws into a victory.

Adam: Originally Games Workshop was going just to help run the tournament, but the invitation to take part was too good to pass up. I took my Lizardmen army as I'd used one at the last Grand Tournament and I was pretty confident I knew their strengths and weaknesses.

Round 1; Lizardmen vs Vampire Counts

My first round was something of a one-sided affair. Fighting against Vampire Counts my Saurus Warriors, Kroxigors, and Terradons overwhelmed their

opponents. Circling in for the kill the Stegadon and Kroxigor destroyed the Grave Guard and pretty much ended the chances of victory for my opponent. My victory was sealed when my Saurus Warriors crushed the remaining Skeletons underfoot and left the Ghouls fleeing towards the table edge. With the entire Vampire Counts army destroyed, apart from some fleeing Ghouls, victory was mine. With the loss of only 10 Skinks as well, you could say that I was pretty satisfied with the result.

Result - Massacre

Round 2; Lizardmen vs High Elves

Round 2 was against High Elves. With so many Power dice my plan was simple – move as fast as I could across the table and engage the High Elves in combat. For the first couple of turns the only concern for the Lizardmen was moving as fast as they could towards the High Elves. The Elves set up a good defence, and shot up my coming saurus and the magic from the



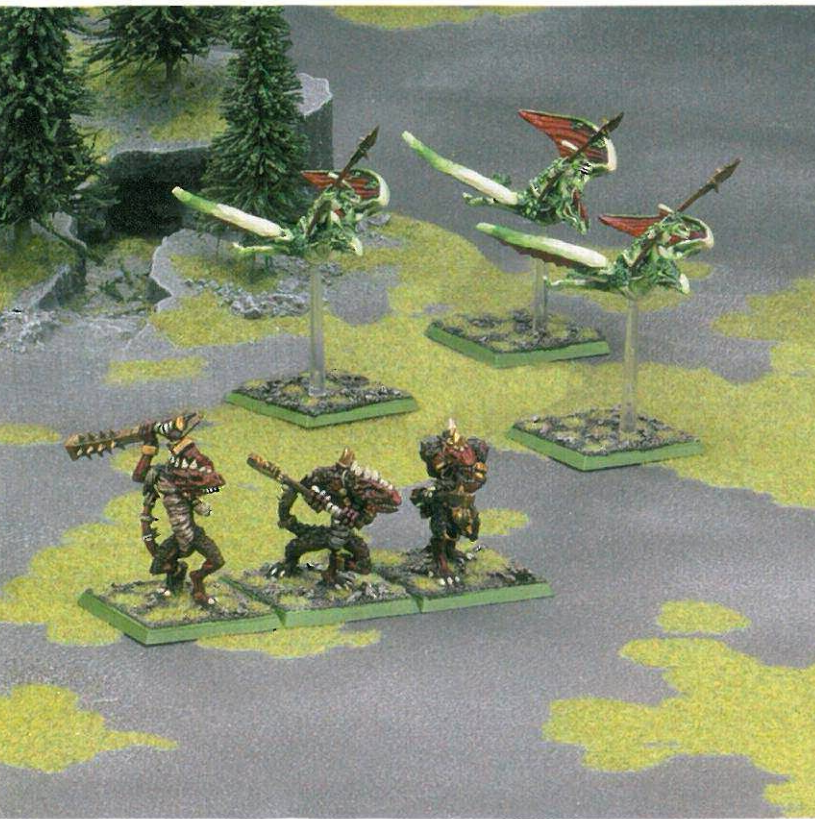
All change! Everyone gets ready to face their new opponents.



The Dwarfs were superb in all their games and made it to the Final.



Ian - Game 3. The Chaos Warriors get ready to defend themselves against the magic of the High Elves.



CHARACTERS

Saurus Scar-Veteran, Great weapon and Light armour.	91 pts
Saurus Scar-Veteran, Great weapon and light armour.	91 pts
Skink Chief, 2 Dispel Scrolls	115 pts

CORE

15 Saurus Warriors, with Standard, Musician and Champion.	210 pts
15 Saurus Warriors, with Standard, Musician and Champion all armed with spears.	240 pts
10 Skink Skirmishers with javelins and shields.	60 pts

SPECIAL

3 Kroxigors, with Great weapons	171 pts
3 Kroxigors, with Great weapons	171 pts
3 Terradons	105 pts

RARE

1 Stegadon	235 pts
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TOTAL

1,489 pts

magies was devastating, and I lost all of my Skinks as well as a Kroxigor. By Turn Three though the strength of the Lizardmen army began to show itself. The High Elf Archers and Swordmasters failed their Terror test and fled because of the Stegadon, which then charged and destroyed the Spearmen. With a good chunk of the High Elves force fleeing or destroyed I turned my attention the Mages. My Saurus Hero dispatched one and another fell to a Kroxigor blow. All this left the High Elf army in tatters and all that was left was to count up the Victory Points. Another massacre!

Result - Massacre

Round 3; Lizardmen vs Dwarfs

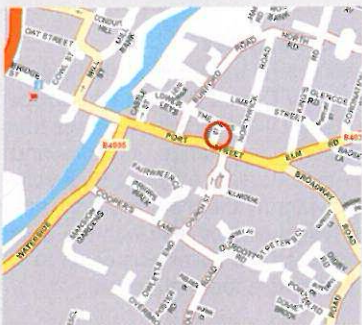
My final match was against Dwarfs. These sturdy fellows had inflicted two massacres already today and this match would decide the winner of the tournament. This was a real clash of the titans! For the first couple of turns my forces marched forward under a hail of fire, although a Flame Cannon

burnt my General to a crisp in the very first turn! Then my charge hit home! The Terradons routed the Flame Cannon and swooped onto the Bolt Thrower, and the Stegadon crushed the Dwarf Warriors while the Kroxigors swamped the Thunderers. Once the left flank was in disarray, the Skinks coaxed the General and his Ironbreakers into charging forward, only to be met by more Kroxigors who then pounded them mercilessly for a couple of rounds before they were charged in the flank by the rampaging Stegadon who promptly ran them down! The field and the tournament was mine.

Result - Massacre

When the dust had settled and the outcome of all contests had been decided, the results were collated. With three draws Ian had come a respectable 4th however destroying every opponent in his way, Adam with three massacres had won the tournament. All that was left now was to arrange the rematch.

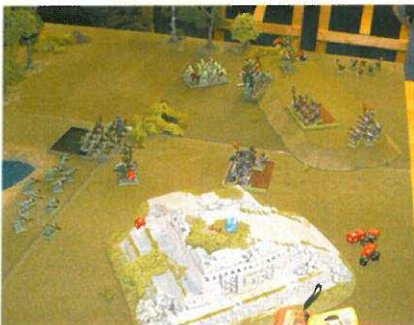
Battle Honours hold regular gaming events. Why not give them a call on 01386 45875 to see what's going on, or pop down and give them a visit at: **Battle Honours UK, 3 Shor St, Evesham, Worcestershire, WR11 3AT**



If you're interested in running your own tournament, why not check out the Gaming Club Network website at www.gamingclub.org.uk The website is full of useful resources to help you organise a gaming club or tournament.



Adam - Game 2. Adam spots an opening against the High Elves.



Adam's final battle, the result was still the same though, massacre.



Battle Honours has plenty of terrain boards for you to pick and choose from.

Imperial Guard Hardened Veteran squads give an Imperial Guard player a good opportunity to really go to town on modelling and painting. Tammy Hays takes a look at some of the Veteran squads being created.

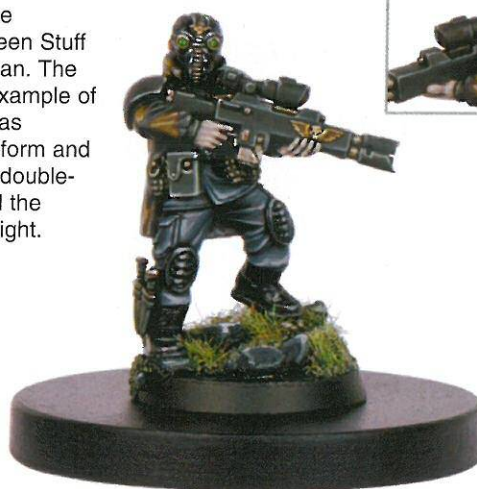
HARDENED VETERANS

Modelling Imperial Guard Veterans by Tammy Hays

Hardened Veterans are the soldiers of the Imperium who have survived the longest and are the toughest in battle. They're the troops that get stuck in at the grittiest war zones. After approaching a selection of expert modellers and painters with the idea of putting together a few squads of Hardened Veterans we were overwhelmed by the avalanche of superbly painted and converted models. The modellers had taken their inspiration from the rich Warhammer 40,000 background. At the beginning we gave each of the guys some of the new Cadian plastic sprues and any other plastic and metal bits they thought they'd need. On the next four pages you can see what they came up with.

MIKE ANDERSON

Mike Anderson made extensive use of Green Stuff to convert this Veteran. The model is a perfect example of a guardsman who has adapted his own uniform and weaponry. Note the double-barrelled lasgun and the Space Marine gun sight.



DARRON BOWLEY

These veterans were modelled and painted by Darron Bowley. He replaced the normal lasguns with weapons from the Necromunda range of figures and gave his Sergeant a Space Wolf bolter. The background behind this unit is that they fought side by side with the Space Wolves and the bolter was given to the Sergeant as a mark of honour.



Darron repositioned the arms on this model, and remodelled them so the sleeves of the uniform are rolled up, ready for business. He has also added battle scars to his models to show that they have been in many campaigns. He simply scored a gash over the eye of the model with a modelling knife and painted it as normal.



Darron swapped the head with a head from a Mordheim Middenheim warband sprue. It fits in perfectly with the idea of the older, battle-scarred Sergeant that he wanted him to resemble.



Darron used the backpacks from the Heavy Weapons sprue to bulk out the kit that the veterans are wearing. They carry all their equipment on their backs, so that they can survive in the harshest of areas for days without having to be re-supplied.

DAVE TAYLOR

The Macharian 24th PDF was the inspiration for Dave Taylor's Veteran squad. They are a regiment from one of the planets in the Cadian sector, known for their devotion to Solar Macharius, their planet's namesake. Dave is an enthusiastic Imperial Guard collector and is planning to collect a whole army of Macharians 1,500 models strong!



Dave has really gone to town with the Sergeant, using all kinds of plastic and metal components, as well as adding purity seals with Green Stuff. The halo, made from an Ork shoulder pad, reflects the extreme purity and devotion of the Sergeant.



His squad consists of the decorated heroes of the Macharian 24th and although their weapons are very personalised, their uniforms are still quite standard. The main additions are the Imperial Scripture embroidery and purity seals. This is to show that they are the most devout followers of Imperial Scripture in the sector and have proven their faith in battle.

The laurel wreaths are worn by some of the Veterans to display achievements above and beyond the call of duty. They're taken from the Empire Steam Tank accessory and Empire Knight sprues and then attached to either the shoulder pads or the helmets.



By adding laurel wreaths and purity seals to the uniforms of the models, Dave has managed to show the devout nature of the Macharian 24th perfectly.

MARK TAIT

Mark Tait has based his Hardened Veterans squad on the cover of *Codex: Cityfight*. He wanted them to look like the cream of the Cadian regiments, without making them look too much like Kasrkin, the Cadian Storm Troopers.



"The idea behind it is that they are part of the inner-city tank-killer squadrons, specialized in close combat and destroying enemy armour". He has made every trooper in his unit an individual by giving them personalised tattoos, kill marks and equipment.



Mark's Veteran Sergeant is based on a normal plastic Cadian Guardsman, with the addition of the bionic arm from the 'Iron Hand' Straken model. A portable voxcaster on his back finishes the conversion.



This model has had his stomach bulked out with Green Stuff and Cataphan Jungle Fighter arms glued on instead of Cadian arms. The head is from the Mordheim sprue and really makes the model look like a battle-hardened soldier who's seen it all.



Even though a bolter isn't standard equipment for Imperial Guardsmen, Mark wanted to have one of his men carry one anyway. The image of the Guardsman on the front cover of *Codex: Cityfight* with the bolter was so strong that he just had to make him.



Mark Tait's Hardened Veterans really look the part. By adding several components from the Cataphan Jungle Fighter and Empire plastic sprues to the Cadian plastics as well as using all manner of metal parts, he created a very characterful unit.

STEVE SHEPHERD

Steve works in the Reading store and says that his main inspiration for his squad comes from the Eisenhower novel *Malleus* by Dan Abnett. Each figure is meant to look as though they have been equipped from the same regimental armoury but with more specialised equipment.



The pouches and backpacks are taken from the plastic Catachan Jungle Fighters. He also used some Space Marine components to show that his models are weighed down with lots of personal gear because they would be stuck in a war zone for weeks on end.



Steve painted his veterans in an ice world colour scheme using Shadow Grey, Space Wolves Grey and Skull White. He painted the equipment pouches with Chaos Black and Camo Green to create a bit of contrast.

CHRIS BLAIR

Chris Blair is a keen converter of models and decided that he wanted each model in his squad to look distinctly different. Although he didn't use that many components apart from the Cadian and Catachan plastics, his veterans stand out from each other by the details that were painted on.



By using slight variations in the colour scheme and adding subtle changes with Green Stuff, Chris has given each of these models its own distinct character.



The medic has been given a laspistol and a chainsword. The extra grenade pouch from the Cadian sprue does a good job as a med kit. Chris decided to paint the left shoulder pad white and paint a medical symbol on it in red to make the figure more distinct from the others.



This model has been modelled as a grenade specialist. Apart from having a lot of grenades on his person, he also has several markings on his uniform showing what he's good at, ie, blowing up things.



Converting your own Hardened Veterans is very rewarding and adds some real character to your Imperial Guard army. These models show how you can make your Hardened Veterans stand out as the Elites they are. By using all the miniatures and components at their disposal, the modellers were able to create Veterans that look good on their own or as squads. The paint scheme is as important as the modelling, however, and giving your miniatures kill markings and tattoos makes them stand out even more from your normal troops.

Following this month's battle report between the Iron Warriors and Space Wolves, we thought we'd show you some of the models you could use for the core of an Iron Warriors force, and some components to customise your troops.

Available from your local hobby centre, in-store order point, independent stockist (call 0115 91 40000) or at:
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COLD IRON AND HOT STEEL

Models and extra components for starting an Iron Warriors force

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Chaos Space Marines Predator £20

This boxed set contains 1 plastic Predator.

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This boxed set contains 8 multi-pose plastic models and colour transfers.

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Chaos Space Marines Raptors £20

This boxed set contains 5 Raptors.

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Models shown at 75% actual size.

Using the components below you can create stunning conversions to make your Chaos Space Marines Iron Warriors force totally unique.



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Hardened Veterans can be represented by any models, we have picked a few models and components below so you can create conversions for a Imperial Guard Hardened Veteran squads, making each figure individual.

Available from your local hobby centre,
in-store order point, independent stockist
(call 0115 91 40000) or at:
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Blessed be

Bretonnians Preview

In the fair-lands of the western Old World live the noble and valiant Bretonnians, whose history and ideals are based on the heroic, epic deeds of their forefathers. The knights of Bretonnia are renowned throughout the Warhammer world for their skill at arms, for their bravery and chivalry, and for their undying faith in their goddess, the Lady of the Lake. Duty and honour are the cornerstones of every knight's beliefs, and this duty extends to the protection of those who cannot protect themselves. When they march to war in their Great Crusades, the Bretonnian army is an impressive sight to behold, with magnificent gleaming ranks of knights with the divine protection of the goddess shining upon them, backed up by scores of lowborn peasants.



the Lady





Smoke from the burning village drifted through the upper branches of the trees, carrying the scent of burning flesh and grain. The waters of the river foamed red with the blood of the fallen and the knights' warhorses tossed their heads and snorted as they caught the scent of battle. Duke Bohemond of Bastonne, known by his warriors as the Beastslayer, rode at the head of his knights down the rutted road of hard-packed earth towards the village. By daring to attack a community so close to his castle, the beasts of the forests were displaying a boldness that could not go unanswered, and Bohemond swore that every last twisted beast that profaned his lands here would perish.

He saw a group of the bestial creatures armed with crude axes and swords loping towards a small building of white stone, adorned with bright cloths and gaudy ornamentation. A dishevelled woman in her night attire knelt before it in prayer, begging the Lady for protection or salvation.

"The shrine!" shouted the Duke. "They must not defile the shrine!"

He raked back his spurs and leaned into the charge, bracing the flare of his lance against his breastplate. His knights matched his pace as they rode past the first victims of the slaughter – a woman and two small children whose bodies had been ripped apart by fang and claw. Ahead, the villagers' attackers bellowed in warning as the rumble of the knights' charge echoed from the valley sides. The earth trembled beneath the mighty warhorses' hooves; a rolling thunder that grew in power as their speed increased. The dragon standard of the duke snapped and billowed from the banner pole, its colours bright against the darkness of the sky.

The knights lowered their lances as their steeds covered the last few yards between them and

their foes. The horned creatures howled their challenge, raising their shields and axes in defiance. With a crash of steel on iron the knights smashed into the braying monsters with the fury of the Breton himself. Lances spitted the foul denizens of the forest on iron tips and swords chopped down, hacking limbs and heads from furred bodies. Those beasts spared the initial slaughter did not survive the hooves of the warhorses, the knights' steeds thrilling to the scent of blood and battle and lashing out with iron-shod hooves to split shields and skulls alike. The Duke rammed his lance into the belly of a massive beast with a horned head and dark fur matted with dried blood and filth. The impetus of his charge punched the creature from its hooved feet and it bellowed in pain, dark blood jetting from the wound before the lance snapped and the corpse was crushed beneath the duke's warhorse.

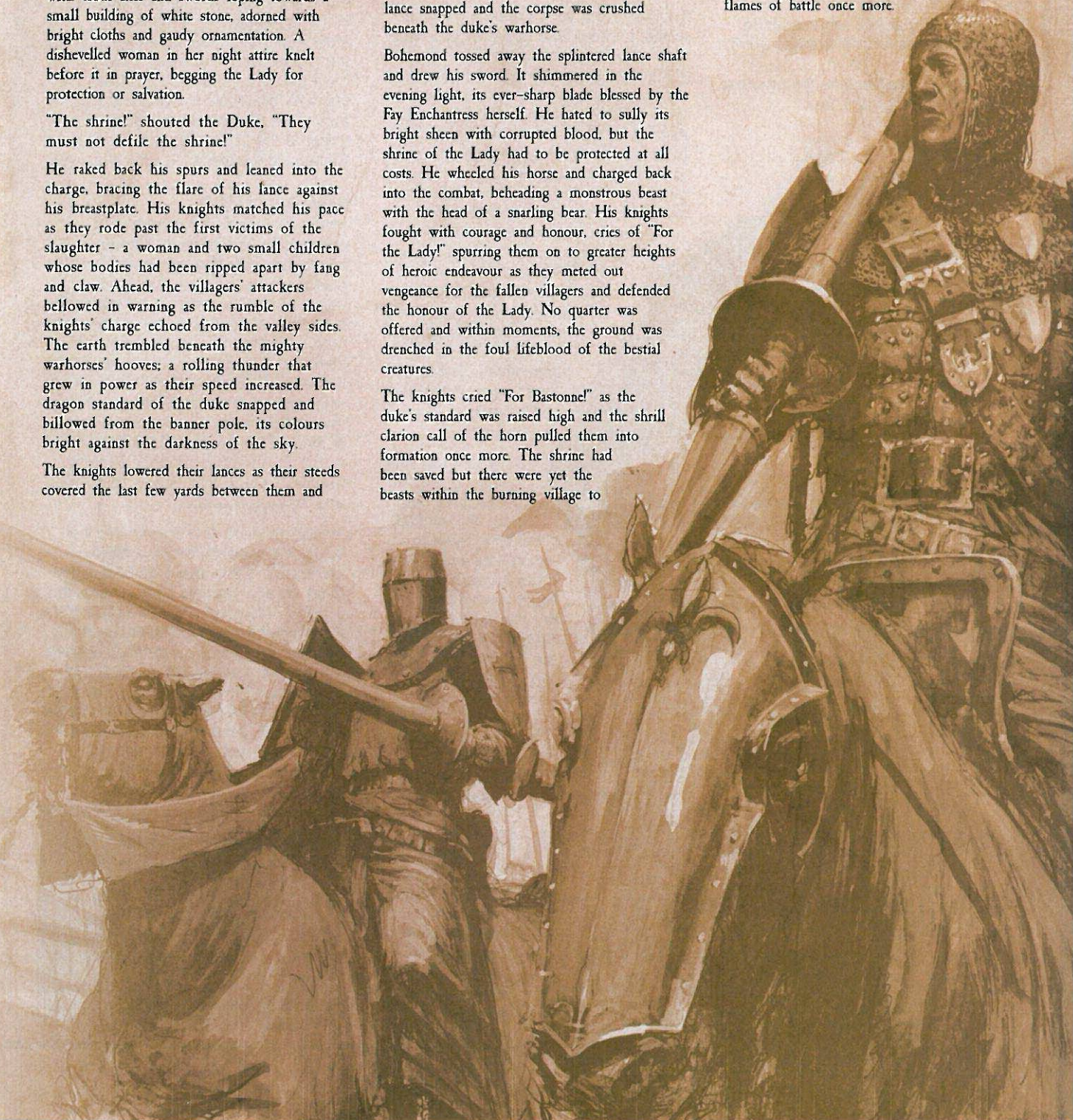
Bohemond tossed away the splintered lance shaft and drew his sword. It shimmered in the evening light, its ever-sharp blade blessed by the Fay Enchantress herself. He hated to sully its bright sheen with corrupted blood, but the shrine of the Lady had to be protected at all costs. He wheeled his horse and charged back into the combat, beheading a monstrous beast with the head of a snarling bear. His knights fought with courage and honour, cries of "For the Lady!" spurring them on to greater heights of heroic endeavour as they meted out vengeance for the fallen villagers and defended the honour of the Lady. No quarter was offered and within moments, the ground was drenched in the foul lifeblood of the bestial creatures.

The knights cried "For Bastonne!" as the duke's standard was raised high and the shrill clarion call of the horn pulled them into formation once more. The shrine had been saved but there were yet the beasts within the burning village to

despatch. The Duke smiled indulgently as the woman who had been praying before the shrine ran to him and clasped herself to his armoured leg. She pulled a ribbon from her hair and said, "Take it, it was touched by a priestess of the Lady and will bring you victory."

The duke nodded, allowing the peasant woman to tie the ribbon around the hilt of his sword, but deciding not to chastise her for suggesting that he and his knights needed her paltry token to win this day. He lifted the sword high and walked his horse forward as frenzied beasts ran from the sacked village towards them.

"Kill them all," he snarled and, as one, he and his glorious knights charged into the smoke and flames of battle once more.



Ostracised from the Tau civilisation, O'Shovah remains one of the most reputable figures of this evolving race. Through his exile to the Farsight Enclaves, many have questioned where his loyalties lie, often citing his unusual behaviour as an indication that his actions may not be his own.

O'Shovah, or Commander Farsight as translated from the Tau language, was a great hero of the alien Tau empire. His exploits against the Orks won him a reputation as a renowned campaigner protecting the other Tau castes for the Greater Good.

But O'Shovah has become the greatest enigma of the emergent Tau

HEROES & VILLAINS OF THE 41ST MILLENNIUM

O'SHOVAH, COMMANDER FARSIGHT

race. In a society renowned for its dedication and sense of duty he has become a renegade and defied the ruling caste, the Aun, or Ethereals.

The Tau are a young race in galactic terms, but their rise to power has been meteoric. Their nascent empire, which lies in the Eastern Fringe, has survived Ork invasions, Tyranid assaults and an Imperial crusade, while still vigorously expanding to absorb several other minor races. Their science and technology has also advanced rapidly, ensuring their explorers and colonists are always well-equipped and well-

armed to deal with any difficulties they encounter. Tau society is a tightly structured caste system of warriors, workers, intermediaries and travellers keyed to four elements; fire, earth, water and air respectively. These are ruled by an enigmatic fifth caste, the Ethereals.

Over the last few centuries the Tau castes have been completely unified, enabling them to push their boundaries further and to reap richer rewards from it. But the galaxy is a dangerous place, and the Tau race has yet to encounter its full horror.

In the aftermath of the Imperium's abortive Damocles Gulf Crusade in 742.M41 a Tau Fire caste commander, Shas'o Viorla Shovah Kaius Montyr, led an expeditionary force which broke away from the main Tau empire and

established a series of fortified Tau colonies at the far side of the Damocles Gulf. The underlying reason for the split has intrigued certain (admittedly obscure) scholar-adepts in the Imperium for centuries. As more information has come to light the actions of Commander Farsight have become the source of grave concern for certain members of the Inquisition who perceive a distinct threat to the Divine Rule of the Emperor of Mankind.

HERO OR VILLAIN?

Firstly, Tau forces for the Farsight enclaves have frequently acted as mercenaries, selling their considerable martial prowess to any aggressor willing to pay the price in raw materials they demanded. Secondly, intelligence from within the Tau empire has identified Farsight 'sympathisers' within the ranks of the Fire warriors, those who claim to understand the actions of the renegade commander in the context of the Tau central tenet of faith, that of acting 'for the Greater Good'. Thirdly, the place where it all began holds deep and dark significance.

Inquisitors fear that O'Shovah and the colonies he established have been corrupted in some way. Members of the Ordo Malleus naturally sway towards the insidious influence of Chaos as being at the heart of it, citing the likelihood of a possessing daemon or accursed artefact, or even a silver-tongued worshipper of the Ruinous Powers planting the seed of corruption in Farsight's expedition. Those of the Ordo Xenos contend that xeno corruption is just as likely, Tyrannic organisms have been known to

"Each must find their own way, if those in our heartland had witnessed the savageries of the void as have we they would know this. The hand of each of the great starfarers is turned against the other, none will join their strength together just to see their ancient enemies prosper. Neither should we."

Attr Commander Farsight 765.M41



COMMIT TO: IMPERIAL RECORD
EST 02/8301INQUISITORIA
8953/3932

CROSSFILE TO: ALIENS
EASTERN
FRINGE
MERCENARIES
TAU

INPUT DATE: 6284996M41
INPUT CLEARANCE: INQUISITOR ARTELLES
AUTHOR: AGENT OSSNEOUS
TRANSMITTED: VANGOR IX
TRANSMITTER: ASTROPATH PRIMUS TIEN'SZAR
THOUGHT FOR THE DAY:
PURE IN BODY, PURE IN HEART.

CAPT DALMUERTUS' TESTIMONY

+++++BEGIN VOX RECORD+++++

"WELL, SEE I HAVE CONTACTS WITH THE TAU, AND FOR XENOS THEY TREAT YOU WELL ENOUGH. I'VE GOT TO KNOW THIS WATER CASTE MERCHANT CALLED POR'UI [++ DIALOGUE NOTE LIT: WATER/ENVOY, A TAU RANK EQUIVALENT ++], WHO'S BIG ON DRINKING AND GOSSIP, AND WHENEVER I VISIT TAU'N WE GET TOGETHER TO TRADE AND TALK. I TALKED TO HIM ABOUT THE RUMOURS OF TAU MERCENARIES ONE TIME AND HE SHUT RIGHT UP, WOULDN'T SAY A THING ABOUT IT. ANOTHER TIME, MONTHS LATER, HE WAS DEEP IN HIS CUPS AND HE BROUGHT IT UP HIMSELF - I RECKON HE WAS FEELING GUILTY FOR NOT SAYING ANYTHING FIRST TIME. WELL, HE SAID AS HOW IT WAS A BAD BUSINESS, TO HEAR OF TAU FIGHTING FOR PAY AND NOT THE GREATER GOOD, WHICH IS WHAT THEY OFTEN CALL THEIR EMPIRE, AND THAT THE AUN [++ DIALOGUE NOTE: ETHEREAL CASTE ++] SHOULD DO SOMETHING ABOUT IT. HE LOOKED GUILTY FOR SAYING THAT TOO, BUT THE SPIRIT WAS IN HIM, IF YOU TAKE MY MEANING, AND HE CARRIED ON AND TOLD ME ABOUT COMMANDER FARSIGHT. SEEMS THAT FARSIGHT WAS A BIG HERO TO THE TAU, FOUGHT OFF TWO BIG ORK INVASIONS AND HELPED FIGHT AGAINST THE IMPERIAL CRUSADE TWO CENTURIES BACK. WHEN THE CRUSADE WAS OVER, FARSIGHT TOOK AN EXPEDITION OUT TO THE EDGE OF THE EMPIRE TO RECOLONISE SOME LOST OUTPOSTS, ONE OF THEM AT WHAT HE CALLED AN 'ARTEFACT WORLD' AT THE EDGE OF DAMOCLES GULF. SOMETHING HAPPENED WHEN THE EXPEDITION WAS THERE, APPARENTLY A MESSAGE-BOAT CAME BACK SAYING THERE WAS FIGHTING BUT IT SEEMED CONFUSED ABOUT WHO THE ENEMY WAS. WORSE STILL, THE AUN WITH THE EXPEDITION HAD BEEN KILLED, BUT THERE WAS NO WORD OF BY WHAT. AFTER THAT FARSIGHT HAD APPARENTLY GONE ON TO FIGHT OFF ANOTHER ORK INVASION THREATENING THE EMPIRE BUT HE NEVER CAME BACK, AND THERE WAS NO MORE WORD OF WHAT HAD BECOME OF THE EXPEDITION. POR'UI SAID THE RUMOURS MUST MEAN THAT FARSIGHT'S PEOPLE HAD SET UP COLONIES OUT IN THE GULF, IN AN AREA THE AUN NORMALLY FORBODE THE TAU SHIPS TO ENTER. HE RECKONED THAT WITHOUT THE GUIDANCE OF THE AUN THEY WERE IN DANGER OF REGRESSING TO BARBARISM, 'THE TERROR' HE CALLED IT, LIKE BEFORE THE AUN CAME, WHEN EACH CASTE WAS SET AGAINST THE OTHERS AND WOULD FIGHT TO DOMINATE EACH OTHER INSTEAD OF SIMPLY WORKING TOGETHER FOR THE GREATER GOOD. I SAID THAT IN A SET-UP LIKE THAT I COULDN'T SEE AS HOW IT COULD BE ANYTHING OTHER THAN FIRE CASTE IN CHARGE, AND HE SAID IF FARSIGHT HAD WANTED IT THAT WAY HE WOULD HAVE MADE IT LIKE THAT. WELL, POR'UI SEEMED REALLY UPSET AT THE IDEA OF THE FIRE WARRIORS RUNNING THE SHOW, AND KEPT SAYING AS HOW THEY'D WANT NOTHING BUT WAR ALL THE TIME. NOW I'VE SEEN ENOUGH FIRE WARRIORS AND TAU SHIPS TO KNOW THAT'D BE BAD FOR EVERYONE. I KNOW YOU'VE GOT THE EAR OF THE IMPERIALS, OSSNEOUS, AND I THINK YOU'D BETTER LET THEM KNOW DOUBLE QUICK THAT THERE'S SOMETHING BAD BREWING IN THE DAMOCLES GULF."

+++++ VOX RECORD ENDS+++++

HONOURED SIR, AS REQUESTED I HAVE INVESTIGATED THE RUMOURS OF A BREAKAWAY SECTION OF THE TAU EMPIRE, AND THE OPERATIONS OF TAU MERCENARY FORCES IN THE HORST SECTOR AND DAMOCLES GULF. AS YOU POSTULATED, THESE TWO STORIES HAVE THE SAME ROOT, REVOLVING AROUND AN INFLUENTIAL FIRE CASTE COMMANDER CALLED O'SHOVAH, OR COMMANDER FARSIGHT, WHO APPEARS TO HAVE SPLIT OFF FROM THE MAINSTREAM TAU CULTURE. AS YOU WILL BE AWARE, THE TAU EMPIRE HAS TO DATE BEEN THOUGHT EXCEEDINGLY COHESIVE WITH NO DISSIDENT ELEMENTS AND, AS SUCH, THIS EVIDENCE IS PARTICULARLY INTRIGUING AS IT REPRESENTS THE FIRST KNOWN INCIDENCE OF TAU TREASON OR HERESY.

INTENSIVE QUESTIONING OF CHARTER MERCHANTS AND FREE CAPTAINS HAS UNCOVERED SOME INFORMATION, ALTHOUGH THE COMPLETE PICTURE REMAINS RATHER MURKY. IT APPEARS THAT AFTER THE HALT OF THE DAMOCLES CRUSADE, WHEN OUR SHIPS WERE CALLED TO THE DEFENCE AGAINST HIVE FLEET BEHEMOTH, SEVERAL TAU RECLAMATION FORCES WERE DESPATCHED TO RECONQUER THEIR LOST COLONIES. O'SHOVAH WAS THE LEADER OF ONE SUCH FORCE, A CONSIDERABLE FLEET OF SHIPS AND GROUND TROOPS ACCOMPANYING COLONY SHIPS TO REPOPULATE THE CLEANSSED WORLDS. AS IS CUSTOMARY, ONE OR MORE TAU ETHEREAL CASTE MEMBERS WERE ALSO PART OF THE EXPEDITION. IT APPEARS THAT COMMANDER FARSIGHT'S EXPEDITION RAN INTO UNEXPECTED DIFFICULTIES WITH AN ORK INCURSION PROBING AT THE SHATTERED EDGES OF THE TAU EMPIRE. O'SHOVAH ABANDONED HIS RECOLONISATION MISSION, INSTEAD DIRECTING HIS EFFORTS AT FIGHTING THE ORKS AND WAS DRAWN INTO A DECADE-LONG CAMPAIGN ACROSS MANY WORLDS.

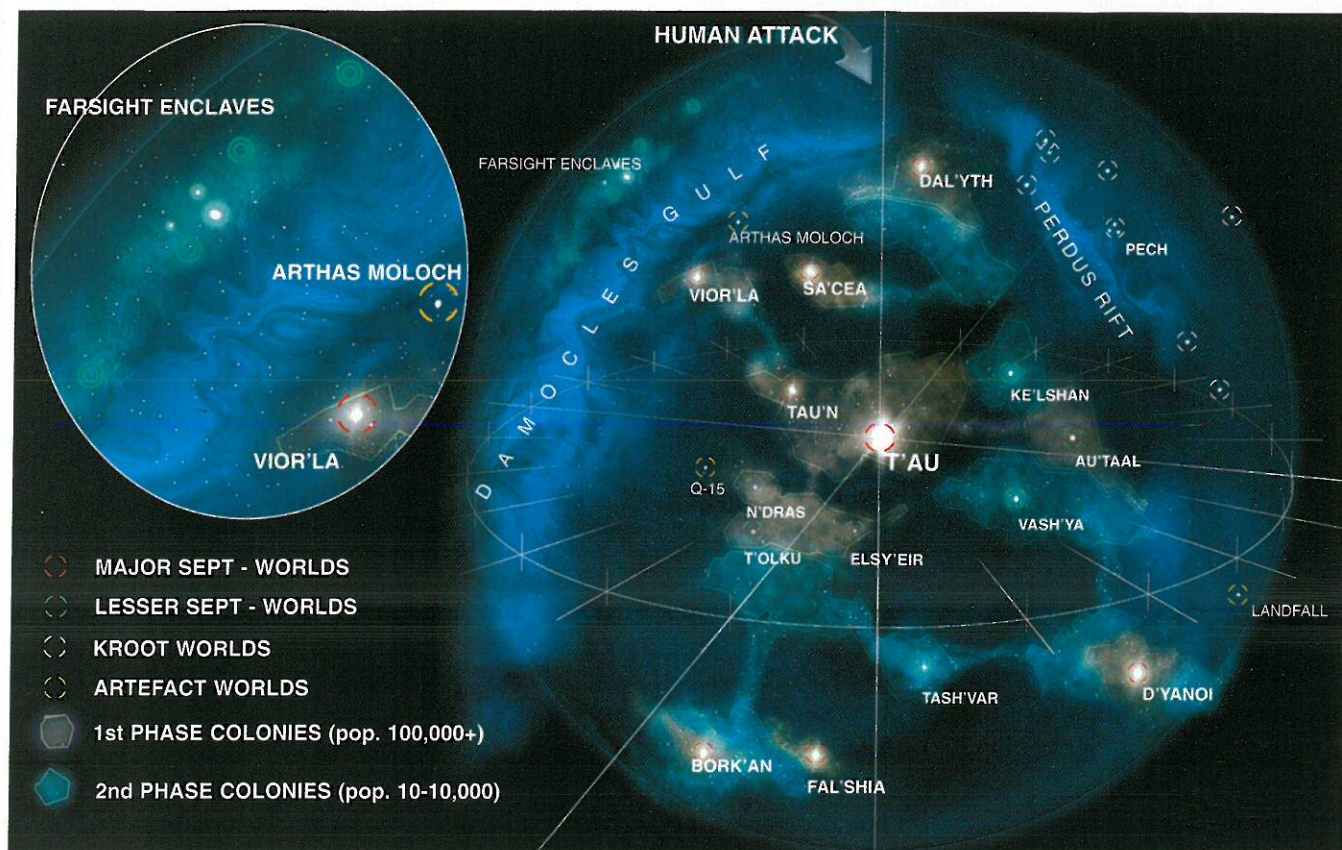
IN TIME, O'SHOVAH'S FORCES PUSHED BACK INTO SEVERAL ORK HELD SYSTEMS IN THE DAMOCLES GULF AND INFLICTED EXTERMINATUS UPON THEIR WORLDS, EFFECTIVELY TERMINATING THE IMMEDIATE THREAT. BY NOW THE EXPEDITION WAS WELL BEYOND THE KNOWN REACHES OF TAU SPACE AND IT SEEMS THAT O'SHOVAH CHOSE TO ESTABLISH A STRING OF HEAVILY FORTIFIED STRONGHOLD-COLONIES IN THE REGION INSTEAD

OF RETURNING TO THE EMPIRE. BY OUR RECKONING THIS WOULD BE SOMETIME AROUND 760.M41 BUT AN ACCURATE PROJECTION IS IMPOSSIBLE WITH CURRENT FACTS. I HAVE THE FIRST REPORT OF ALIEN MERCENARIES WHICH WOULD FIT THE DESCRIPTION OF TAU FIRE WARRIORS FIGHTING ALONGSIDE PIRATE FORCES IN THE SACK OF PENURY IV 7330763.M41. RUMOURS OF SUCH ACTIVITY CROP UP THROUGHOUT THE PERIOD 770-820 BEFORE DROPPING AWAY NOTICEABLY TO OCCASIONAL REPORTS UP TO THE PRESENT. IF SUCH RUMOURS ARE TO BE BELIEVED (WHICH MUST BE DONE WITH NATURAL CAUTION), THESE TAU MERCENARIES HAVE FOUGHT ALONGSIDE KROOT (UNSURPRISINGLY), TARELLIANS, HUMAN RENEGADES, ELДАР, THE ACCURSED TRAITOR LEGIONS AND EVEN ORKS. OUR MOST SOLID PIECE OF INFORMATION IS THE OFFER OF ASSISTANCE REPORTED BY PREFECT VERTEX IN THE EVACUATION OF ALEPH SIGMA 5664994.M41 IN THE FACE OF ONE OF THE TYRANID SPLINTER-FLEETS FROM ICHAR IV - HIVE FLEET HARBINGER I BELIEVE. I SUSPECT THAT A NUMBER OF FREE CAPTAINS HAVE ESTABLISHED TRADE ROUTES INTO THE FARSIGHT ENCLAVES, BUT THEY REMAIN CLOSE-MOUTHED ABOUT THE SUBJECT. I HAVE NOT PURSUED SUCH MATTERS FURTHER IN FEAR OF SCARING THESE INDIVIDUALS AWAY AT A TIME WHEN WE MAY NEED TO ELICIT THEIR ASSISTANCE TO FIND OUT MORE.

OF THE APPARENT INTENTIONS OF O'SHOVAH, IF HE STILL LIVES, I CANNOT SAY. THE CIRCUMSTANCES OF HIS BREAKAWAY FROM THE TAU EMPIRE REMAIN SHROUDED IN MYSTERIES SO PERSISTENT THAT I STRONGLY SUSPECT THAT THEY ARE BEING MANIPULATED BY SOME AGENCY IN ORDER TO HIDE THE TRUTH. THE ONE CLUE I COULD UNCOVER IN THIS DIRECTION WAS BROUGHT TO ME BY A CERTAIN FREE CAPTAIN DALMUERTUS WHO ACTIVELY SOUGHT ME OUT AND SEEMED GENUINELY CONCERNED BY WHAT HE'D HEARD. I HAVE INCLUDED A TRANSCRIPT OF THE STORY HE TOLD ME VERBATIM SO THAT YOU MAY MAKE YOUR OWN JUDGEMENT OF IT. I WOULD STRONGLY URGE THAT STEPS BE UNDERTAKEN TO INFILTRATE THIS TAU ENCLAVE AND DISCOVER WHAT CONDITIONS ARE TRULY LIKE THERE. IF CAPTAIN DALMUERTUS' TESTIMONY PROVES TRUE IT MAY INDICATE THAT O'SHOVAH HAS BEEN CORRUPTED IN SOME WAY ON THE ARTEFACT WORLD REFERRED TO. IF THIS IS TRUE THEN THERE IS A GREATER THREAT GROWING IN THE FARSIGHT STRONGHOLDS THAN THAT REPRESENTED BY THE ENTIRE TAU EMPIRE.

YOUR DEVOTED SERVANT

OSSNEOUS



The Farsight Enclaves lie on the far rim of the Damocles Gulf, ostracising them from the rest of the race.

overthrow entire civilisations from within by subversive genetic corruption. Likewise there are many known alien entities which are capable of enslaving other races – parasites, vampires and symbiotes which can control their hosts or prey.

The Ordo Hereticus see O'Shovah's actions as those of a crisis of faith, a crumbling of ideology. They believe something caused O'Shovah to question the very basis of the powers he served. For some reason, perhaps revenge or

"Learn to shorten your reach! If your foe can come close enough to negate your striking power, all stratagem is lost and when all stratagem is lost, the battle is lost".

Attr Commander Farsight 757.M41

power lust, fear or disgust, he made the fateful decision to use his personal power to betray his masters and strike out on his own. Treachery begets heresy, so they also fear something as insidious as

corruption by an idea, and that if the Tau prove vulnerable to disruptive concepts many more will follow his path with unpredictable results. To date there is no record of Tau with psychic powers, but such an uncharacteristic change in motivations and personality may also indicate O'Shovah being awakened to some power of the wyrd buried deep in the Tau psyche.

Less biased observers point to the simplest conclusion of all, that O'Shovah still serves the empire. Many times

FARSIGHT REPORT ADDENDA

[Sigma prioris clearance]

SEALED BY INJUNCTURE OF THE ORDO MALLEUS

Further to the investigations of the redoubtable Ossneous my own enquiries among more esoteric sources have revealed more information on this Tau renegade and his corrupted influences. It is my belief that the artefact world referred to in Ossneous' report is none other than Arthas Moloch, a dead world at the periphery of the Damocles Gulf purged by the Scythes of the Emperor Space Marine Chapter in the 39th millennium. Sotha, homeworld of the Scythes of the Emperor has been destroyed in the advance of Hivefleet Kraken and the

surviving brethren retain little of their Chapters' history but my investigation have pieced together what little knowledge remains. Certainly Arthas Moloch once housed one of the most perfidious Chaos cults on the eastern fringes, a nation of renegades, mutants and heretics under the thrall of traitor marines of the Alpha Legion. It was a continual blight in the area, raiding and plundering surrounding worlds for almost three centuries until the Scythes cleansed it with righteous fury. However the dark reputation of Arthas Moloch extends even further back. No record exists of its discovery and reconquest during the great crusade, but it is known to have been subject to Exterminatus in the aftermath of the Horus Heresy. The Scythes of the Emperor reported it to be covered in

blasphemous, pre-human ruins of unknown origin.

It is apparent that O'Shovah's arrival at this world is concurrent with the death of the ruling caste members of his expedition and his decision not to return to the empire. It is my contention that O'Shovah has been subject to the taint of the Dark Gods which hangs about Arthas Moloch and has become their agent among the alien Tau. Should this plague of Chaos spread to the mainstream Tau race they will indeed become a formidable threat. I shall be investigating this matter personally, but urge other members of the Ordo to bend their attention hither for the sake of all.

In His Will
Inquisitor Artelles

THE ARKUNASHA WAR

O'Shovah's first and greatest victories were won amid the arid oxide-deserts of Arkunasha. When the Tau colony there was threatened, he led the Fire warriors in a masterful defence against many times their own numbers. Using the immense canyons and gulleys criss-crossing the desert to maximum effect O'Shovah set the Ork invaders to chase shadows, constantly boxing off and destroying isolated elements wherever they turned at bay, earning him the famous title 'Farsight' for his actions. It is true that towards the end of the war O'Shovah was in turn surrounded and besieged by massive numbers of Orks in the natural fortress of the Argap highlands, but even then his Fire warriors held the mountains for months until the last remnants were evacuated. Some believe that the commander was embittered by the bloodshed of the siege and blamed others for failing to break through the encirclement. Instead the Orks were allowed to batter themselves to a standstill against O'Shovah's defences before being easily scattered the following year.

commanders take on the guise of pirate lord, mercenary or renegade to achieve some end that is desired by their masters but which has to appear otherwise. All agree that O'Shovah's apparent rebellion is a disturbing twist in the rapid expansion of the Tau. It is hoped that a recent expedition by Inquisitor Artelles to the world of Arthas Moloch, seen by all as lying at the heart of the matter, will uncover more clues.

To many in the Tau empire itself O'Shovah is a virtual non-entity now, an old soldier that disappeared in to the void and never came back, one among many in the histories being written of the Tau's expansion. For the Tau it is a time of heroic endeavours, and the apparent end of one has obscured successes of others. Those who know of the Farsight enclaves seldom speak of them. When they do, O'Shovah's sympathisers emphasise the impossibility of returning across the vast region of the Damocles Gulf after his pursuit of the Orks to their lairs after ten years of battle and pursuit. His fiercest detractors fear this is a sign that the Fire caste harbours a desire to overthrow the Ethereals and rule the empire in their stead. Almost nothing is known of the distant enclaves in recent decades, but there are persistent rumours that their mercenary forces have even clashed with the Tau empire, a truly repellent concept to the devoted followers of the Greater Good.

COMMANDER FARSIGHT

(TAU: O'SHOVAH OR SHAS'O-VIOR'LA-SHOVAH-KAIUS-MONT'YR)

O'Shovah, or Commander Farsight, is alleged to still lead the Farsight Enclave although this would mean he has lived for at least three centuries, considerably beyond the ordinary span of the Tau Fire caste. It may be that another has taken up his mantle, or that the real commander is extending his life through some technological process. One thing that is certain is that the breakaway Farsight Enclave maintains a strongly martial tradition closely based on the Vior'la sept (lit; 'Hot-blooded'), O'Shovah's birthplace.

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Farsight	170	5	4	3(5)	3(4)	3(4)	5	4	10	3+

Special Character: A Tau army may include Commander Farsight as a special character. If you decide to take him then he counts as one the HQ choices for the army. He must be used exactly as described below and may not be given extra equipment from the Tau armoury.

Wargear: XV8 Crisis battlesuit, shield generator, plasma rifle and dawn blade (see below).

SPECIAL RULES:

Dawn blade: The dawn blade is an alien artefact which O'Shovah gained on the dead world of Arthas Moloch. It's sculpted surface flickers with unknown energies which paint glittering arcs of destruction as it is swung. The dawn blade makes O'Shovah count as a monstrous creature in hand to hand combat, so he ignores Armour saves and rolls 2D6+5 for armour penetration against vehicles.

Ork fighter: O'Shovah's fame was won battling against Orks and he has denounced the normal Tau philosophy of using ranged combat almost to the exclusion of all else. Fire caste warriors of the Farsight Enclave train heavily in hand to hand combat and any Tau model in an army led by O'Shovah may improve their WS and I characteristics by +1 each for a total cost of +5 pts.

Breakaway Faction: O'Shovah and his followers have chosen to separate themselves from the Tau empire. As such their resources are more limited and their forces generally less well equipped. As such the following units are not available to an army led by O'Shovah; Ethereal caste members, Gun Drone squadrons, Kroot, Kroot Hounds and Krootox. The following units count as 0-1 in an army led by O'Shovah; Stealth armour, Pathfinder squads, Hammerhead, Broadside armour.



Independent Character:

Unless accompanied by a bodyguard, O'Shovah is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Bodyguard: O'Shovah may be accompanied by a bodyguard as detailed for a Commander in the Codex army list. If O'Shovah is accompanied by a bodyguard they must all be given the Ork Fighter upgrade noted above.

Mike Walker returns after a short sabbatical with his own unique slant on the Warhammer world. This month Mike delves into the curious science of dice rolling and offers some ideas for good dice rolling practice.

ROLLS, RE-ROLLS AND RINGS

An approach to dice rolling in Warhammer

Mike: How can you ensure you avoid cocked dice? How can you deploy your own Scatter dice directional enhancer? How do six rings on a Bloodthirster's axe make this embodiment of destruction seem much less threatening?

These questions and more will be answered in less time than it takes for "Alan Time" to catch up (explained later).

It is a hot summer afternoon in Wiltshire and, having completed my garden chores, I am relaxing with my laptop. I can tell it is summer as just about all the Warhammer club members have disappeared off on vacation and it is unbearably hot in the windowless garage used for our games. These are

the main things that have contributed to a games-free day today.

As I sit listening to the ever-present summer sounds of pollen obsessed bees, our clanging wind-chime and the teeth rattling rasp of a hover mower decapitating some nearby grass, I am contemplating topics for another Warhammer article.

Perhaps a series called 'Hunting for Victory' featuring my futile attempts to get my Witch Hunter¹ army to win a game. Perhaps 'Stroll Silent, Stroll Deep' about my new found appreciation for Dwarf Miners. In fact, neither of these ideas have made the cut. Instead I have decided to share some of my experience on the basics of Warhammer. This will be the start of a short and not entirely

serious series of articles giving hints and tips on things like, dice rolling, measuring and time travelling.

So, if you are a Warhammer beginner, or an experienced player intrigued by how others tackle their favourite game, draw up a recliner. Get yourself a thoroughly chilled glass of finest diet cola and join me, and a swarm of largely disinterested aphids, in the warm Wiltshire sun as we start with some thoughts on that essential bit of Warhammer hardware; cuboid randomisers.

STATE WHAT YOU MEAN

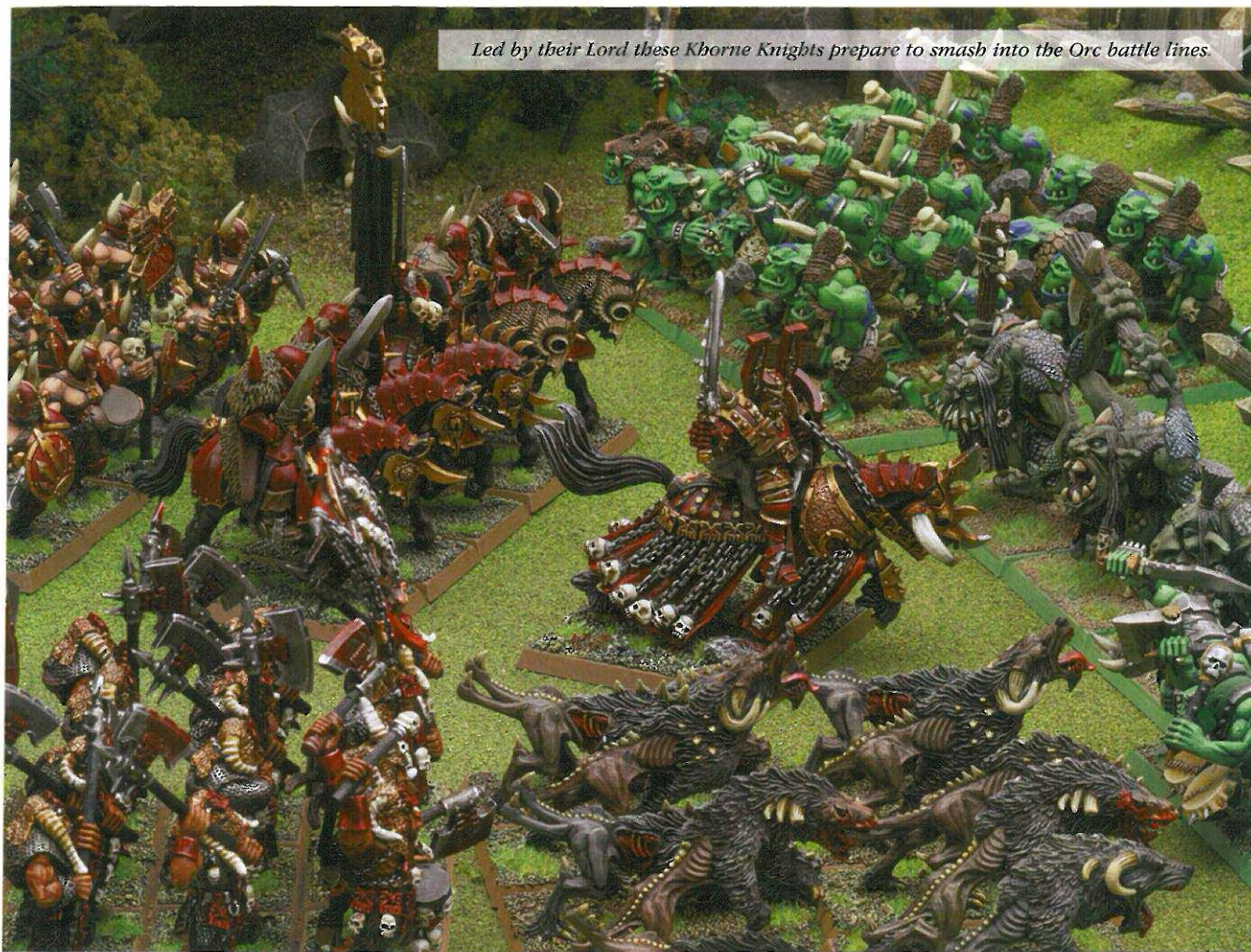
Now before getting into the complexities of actually throwing the dice, I'd like to look at nominations. Those hoping for some tactics here



Dark Elf Warriors unleash a lethal volley from their Repeater Crossbows.

¹ This is an Empire army without any Wizards, Knights, Artillery, Steam Tanks or victories.

Led by their Lord these Khorne Knights prepare to smash into the Orc battle lines.



concerning how to remove dull self-obsessed people from their residence by subjecting them to a public vote will be disappointed.

Before making each dice roll clearly state what the roll is for and what you need to roll.

"Fifteen Repeater Crossbows firing at those Ghouls over there, 3s for everyone apart from this big black dice for the Bloodshade who needs a 2."

This gives your opponent a chance to point out that you are using a multi-shot weapon to target skirmishers who are behind a wall (hard cover), at long range and actually need to roll 8s and a 7.

Most Warhammer games involve two players and it is a good idea that both of them are aware of what's going on most of the time. I play very few games when the person on the other side of the table doesn't correct at least one of my situational assessments.

Stating what each roll is for, before the dice are in the air, prevents tantrums and avoids lots of unnecessary

grumpyness. Imprecise finger waving and vagueness like "I'll roll for these" can lead to yet another emotional roller-coaster when you think that Little Dave has moved his fleeing Witch Elves 8", and off the table edge, only to find out that he thinks he has rallied his Cold One Knights.

As you may realise from the Repeater Crossbow example above we use different coloured and sized dice to assist in fast rolling. This is especially useful in combat when lots of different dice can be rolled at the same time for models with different Weapon Skills, Strength or Saving throw modifiers.

ROLLING DICE

In the middle of Alan C's army is a unit of six Khorne Chosen Knights. Just in case the nineteen Strength 5 (three for each Knight and four for the Champion) and six Strength 4 attacks (from the Chaos steeds) are not enough they are accompanied by an Exalted Champion and a Lord of Chaos both wielding great weapons. If they can find a wide enough

target to charge, Alan needs 38 dice for all their attacks!

Except that Alan prefers slow rolling. After nominating all his attacks his models roll separately. This meticulous approach ensures that nothing is missed and, like a true disciple of Khorne, allows him to savour every moment of combat. It also makes the rest of us glad that he exclusively plays with utterly frenzied Khorne Knights and Daemons with a few much calmer Warhounds, and therefore we do not have to endure any prolonged sessions of dice rolling during the Shooting or Magic phases. Evening games with Alan still have a reasonable chance of starting and finishing on the same date despite the game start being subject to "Alan Time"². Alan C seems to be immune to the thrill of chucking a really substantial pile of dice about.

I reckon that nothing beats the anticipation of gathering up a really large fistful of dice. As I heap up twenty or so dice for a volley of Dwarf

² "Alan Time" is a parallel time stream that Alans exist in. It runs approximately 25 minutes behind regular time and therefore causes both our Alans to always arrive a bit later than everyone else. The concept of "Alan Time" has been so firmly embraced by our group that when one Alan failed to turn up for a game it was immediately suggested that this was caused by an anomaly in the "Alan Time" continuum...as opposed to another traffic jam on the M4 which was the actual cause.

Handgunner fire, the optimistic part of my mind is visualising a devastating weapon discharge, at the same time as the doubt centres of my brain are suggesting that they will probably "A-Team"³.

The simplest and easiest way to roll dice is to fling them straight onto the tabletop. Then all you have to do is: Straighten the unit that was peppered with plastic projectiles.

Search the miniature tree foliage and trouser turn-ups for any missing dice.

Have several minutes of discussion about the crucial original position of the displaced lead skirmisher.

Peer at the dice propped against an Ogre's leg and then examine the phrasing of the house rules dictating exactly how tilted a dice needs to be before it is considered to be cocked and needs to be re-rolled.

For many years we watched dice ricochet off painstakingly painted troops, disrupt our carefully formed units and dent our polystyrene terrain. Our solution began to be deployed about six years ago. In addition to the mostly painted figures and terrain bits, an A4 printer paper box lid was placed on each table. These are our dice boxes.

The house rule is simple. A dice must land flat in the dice box. If not it is re-rolled.

I must really recommend the use of a dice box to you as it will speed up your game, protect your figures and mean far less name calling during cocked dice disputes. It can even help you sort out the right direction for a Scatter dice.

To do this make sure the box is somewhere near the scatter event and then lob⁴ the Scatter dice into the box. Get a 12" ruler and lay it across the box sides in the direction of the arrow. This emphasises the scatter direction and makes it much easier to ensure that the tape measure is used in a parallel direction so that the rock, Goblin Fanatic or Tunneller is moved correctly.

There is a further use for the dice box: combat resolution.

For all but the simplest of combats we chuck dice into the dice box. First the box is emptied and then each player acquires a pile of same-colour dice.

Then we run through the combat resolution modifiers tossing a dice into the box for each modifier. This has become ritualised and the resolution modifiers are examined in order:



casualties, ranks, standards (including magical bonuses), flanks (and rears), outnumbering and then the infrequently used uphill.

When all modifiers have been checked, equal numbers of each colour of dice are scooped out of the box and whatever dice remain in the box indicate the combat result. We believe that we make far less mistakes for this important calculation by using this method.

KILL RINGS

Now something that we do not use dice for: marking wounds.

Many gamers place a dice adjacent to multi-Wound models to indicate how many Wounds they have lost.

Unfortunately these are a bit prone to being left behind, knocked over or accidentally rolled. In the heat of battle these administrative markers are so easily forgotten or re-set.

We now use plastic kill rings.

Mine are cheap plastic curtain rings

about half an inch in diameter. You will need a dozen or so of these for a 2-3,000 points sized battle, avoid using metal washers or any of your parents' jewellery⁵.

Every time a Wound is scored a ring is hung from any convenient protrusion on the model. Weapons are a favourite location for rings but it is best to avoid anything that looks particularly fragile. If playing a new opponent make sure you



ask permission before hanging anything at all from their prized models. I have taken my kill rings to a few tournaments and have yet to encounter anyone who objected.

Kill rings will tell you at a glance how

³ "A-Team": Verb. Example: To "A-Team": To expend a vast quantity of munitions hitting only cardboard boxes and overturned tables, whilst causing a jeep to flip into the air.

⁴ When I make a really critical dice roll I feel an almost irresistible urge to make the dice plunge dramatically into the dice box. This involves a powerful flick of the wrist combined with an underarm toss to achieve sufficient altitude. Whilst the few times the dice has actually ended up in the dice box has been exceptionally rewarding, all the crawling round on the floor or hunting amongst the cobwebbed garage rafters that is usually required is much less fun. Well over half the dice still missing in action were last seen on a high arcing trajectory. Not recommended.

⁵ Regardless of how suitable, available or tasteless it is.

many Wounds a model has endured. Now you will always be able to determine how dead a Treeman is by counting its rings.

Swarm bases present a bit of a challenge for this wound recording system. It is very difficult to find anything to hang more than a couple of kill rings on when the model is a base of very small rats, beetles or lizards. My solution is to make a base with a bit of terrain sticking up. A stump, column or a discarded spear is modelled on one of the unit's bases to hold any kill rings. The feature will be heavily varnished to prevent paint damage during any kill ring placement or removal activities.

I like to have fully modelled artillery pieces. Aesthetically, I prefer mini dioramas to separate artillery pieces and crew on the tabletop. I enjoy modelling crew figures struggling with huge rocks or snoozing peacefully with their head resting on the barrel of an about to be discharged mortar. Kill rings can be used with these models to indicate deceased crewmen and any damage to the weapon.

RE-ROLLS

This final section concerns a bit of tactics as we look at that most potent of dice rolls: the re-roll.

Hatred, Battle Standards and other special rules allow dice to be re-rolled, but only specific dice at a specific time. What I want to look at here are those re-rolls that a player can choose to affect a number of different rolls.

There are a couple of spells that if cast allow the re-rolling of dice. The enormously popular *Second Sign of Amul* from the Lore of Heavens and the more uncommon Greenskin magic spell *Mork Save Uz*, can both generate D3 re-rolls.

These allow any D6 to be re-rolled, even one that is generating a D3 result. But not Artillery or Scatter dice. When one of these spells is successfully cast, our players select up to three large dice (one for each re-roll) and place them deliberately in front of themselves.

Players make two fundamental mistakes with precious re-rolls. Frittering them away too soon on insignificant rolls or, worse still, forgetting them completely. I find that in mid-game my memory capacity can suddenly reduce to that of a distracted goldfish. The very act of picking up and placing the dice in front of me improves my chances of recall.

A correctly timed re-roll can swing a battle. A couple of tales from our recently completed league:

Craig's Great Cannon sends a ten-pound sphere of bouncing lead straight

through a 2 Wound Khemri Hierophant. The Hierophant is cowering with too few Skeletons to be allowed to dodge the cannon ball and Craig makes the roll to wound. He now needs to roll a D6 to determine the number of Wounds inflicted. Unwisely, as he releases the dice, he announces: "Anything but a 1 to kill him"⁶. Distant lightning flashes and a barely perceptible rumble of thunder can be heard as Fate acknowledges the challenge contained in Craig's words. The dice spins and then inevitably becomes stationary with the 1 spot side uppermost. In a beat Craig has a *Second Sign of Amul* generated re-roll dice in his hand and, as it flies, he says only: "I'll re-roll it". A 4. The Hierophant is destroyed and the sound of crumbling Skeletons accompanies Craig's major victory.

Remember that unit of Khorne Knights and characters I mentioned earlier? In a game against Scott's High Elves they could be found cantering across the table happily bringing spiky death to anything with perfect skin they encountered. Suddenly a big formed up unit of Archers hit them in the flank. I say hit, but beneath several inches of blood soaked steel plate I think the Chosen were barely aware that they had been attacked by a bunch of lightweights with beautifully carved bent sticks. Until they got to combat resolution. The kills of the single Knight able to fight was exceeded by the ranks and outnumbering modifiers which the Archers enjoyed. Alan fumbled the Break test, sighed and picked up the dice to flee. If his unit could outrun the Archers, rally and about face, the only result would be lots of stabbed citizens from Ulthuan. Alan's three dice gave a 9" move for the fleeing Knights. Scott

managed only a 4 and a 1 in return. Scott picked up a dice from his re-roll pile and re-rolled the 1. Another 4, still an inch short! But his Mages had been busy with their *Second Signs* and he re-rolled the other dice – a 5! The brilliant white smiles of the Elves sparkled as they strode in perfect unison nine glorious inches forwards and despatched 900 points worth of figures back into their army box. Scott's smile was still evident several hours after he had shaken Alan's hand at the end of this crushing Elf victory.

Re-rolls can be game breaking. But all too often they are wasted on making an extra arrow hit or causing an extra casualty in a combat that is already won or lost. Mind you hanging onto re-roll dice as late in the turn as Scott did demonstrates the sort of willpower required to avoid calorific intake when in the presence of a sugar-coated doughnut oozing strawberry jam.

That concludes our meander around all things dice related and next time you will probably find me sheltering indoors, hiding from the more usual Wiltshire rainstorm, when I will be perusing another couple of Warhammer basics – movement and measuring.

I hope you have enjoyed this piece, even if the only thing you have learned is the dangers of the phrase: "Anything but a 1 to kill him". Wait a minute, what is Little Dave doing with that dice box? Where did he get those dice from? Look out... incoming!!



The High Elf Mage uses magic to aid his kin.

⁶ Along with "Anything but a 1 to save him" this phrase has the same impact on some veteran players as a mention of the "Scottish play" does in theatrical circles. In order to dissipate the bad luck they will put a box lid on their head and hurl a handful of dice over their left shoulder.

In this month's 'Eavy Metal showcase we present a few of the fantastic winning entries from the 2003 French Golden Demon. This year seemed to be heavily-themed towards Chaos, in particular the Lord of Decay...

'EAVY METAL SHOWCASE

Daemonhunter,
by Thomas Barse.

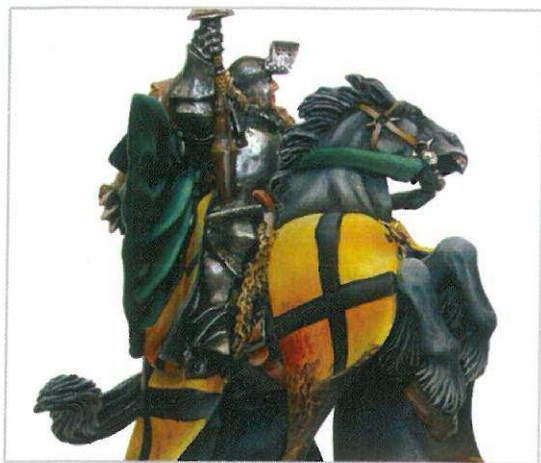
2003 Slayer Sword winner,
Gold, Prestige category.



Chaos Marines, by Michel Martinez.

Bronze, Warhammer or Warhammer 40,000 Regiment category.





Bretonnion Knight,
by David Poret.
Gold, Warhammer
Large Model category.



The Mark of Chaos,
by George Reynolds.
Silver, Diorama category.



La marque du Chaos



Chaos Champion,
by Guillaume Giroud.
Bronze, Warhammer
Single Miniature category.



Ork Weirdboy,
by Bruno Grellet.
Silver, Warhammer 40,000
Single Miniature category.



Grail Knights of Bretonnia,
by Sébastien Micard.

Gold, Warhammer or
Warhammer 40,000
Regiment category.

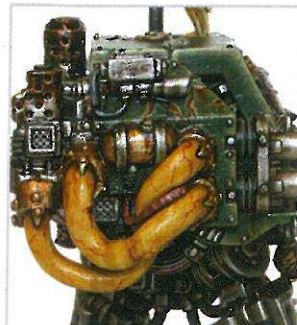




Chaos Dwarf Lord,
by Olivier Perello.
Gold, Warhammer
Single Miniature category.



Plague Marine,
by Cyril Abati.
Gold, Warhammer 40,000
Single Miniature category.



Nurgle Dreadnought,
by Michel Martinez.
Bronze, Warhammer 40,000
Single Miniature category.



Emperor's Champion,
by Francois Ramet.
Bronze, Warhammer 40,000
Single Miniature category.



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

HOBBY EQUIPMENT

A guide to paints and painting accessories

CITADEL PAINTS

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

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

METALLICS

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

INKS

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

VARNISHES

'Ardcoat

All £1.75

Empty Paint Pot 50p



Warhammer Starter Paint Set

£12

This box set contains 5 plastic Chaos Warriors, 6 paint pots, a paintbrush & painting guide.

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



Warhammer 40,000 Starter Paint Set

£12

This box set contains 5 plastic Space Marines, 6 paint pots, a paintbrush & painting guide.

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



Games Workshop Paint Set

£15

This paint set contains nine of the most regularly used colours in our paint range, a painting guide and a paintbrush.

Denmark.....kr 200.00
Swedenkr 250.00
Euro.....€25.00



Paintbrush Set

£6

Detail Brush, Standard Brush, Small Drybrush.

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



Tank Brush

£4

Larger brush for models such as tanks.

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



Citadel Colour Spray Cans 250ml

£4 each

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

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

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

Citadel Colour Spray Cans 400ml

£5 each

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

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



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

PVA Glue

£3

Super Glue

£3

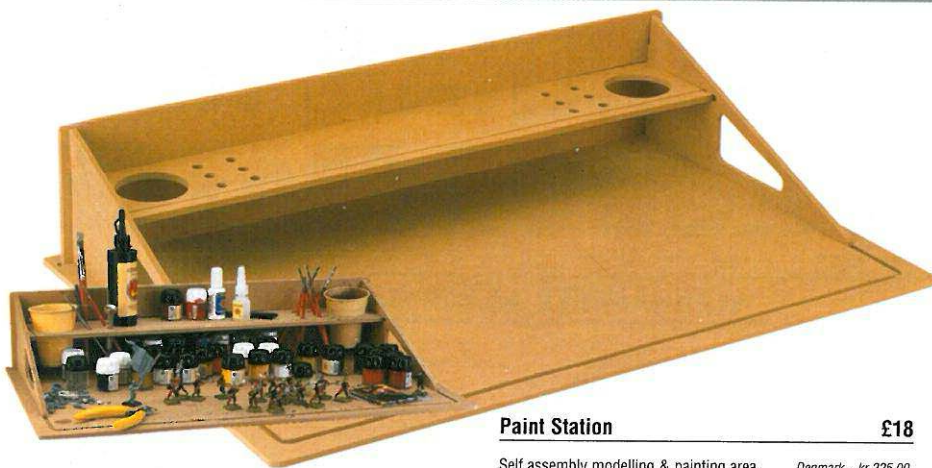
Plastic Glue

£3

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

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

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

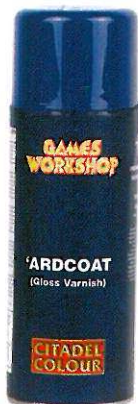


Paint Station

£18

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

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



'Ardcoat Gloss Varnish

£6

Also available in
a 12ml pot.

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



Modelling Putty

£4

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



Cutting Set

£12

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

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



Modelling Gravel

£3

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



Green Flock

£3

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



Modelling Sand

£3

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



Electrostatic Grass

£3

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



Curved Pliers

£7

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



Model Files

£6

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



Sculpting Tool

£3

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



Clippers

£7

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

BASING



Paint the base & leave to dry.



Apply PVA glue to top of base.



Dip in material.



The completed model.

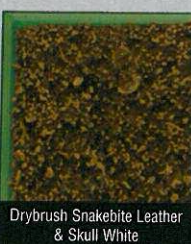
ADVANCED BASING



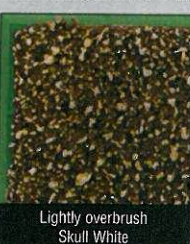
Bestial Brown



Overbrush Snakebite
Leather



Drybrush Snakebite Leather
& Skull White



Lightly overbrush
Skull White

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



Tweezers

£5

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



Pin Vice

£8

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

This month's battle report is a real test of close combat vs firepower, as we pit Geoff Porritt's Space Wolves against Max Horseman's Iron Warriors. As both are veteran gamers and regular opponents we opted for a highly tactical tournament engagement.

TOURNAMENT GRUDGE MATCH

WARHAMMER 40,000 BATTLE REPORT

Both Geoff and Max are members of the Northern Warlords gaming club (currently ranked as the best Wargames club in the country due to impressive wins by their members on the tournament circuit) and are regular tournament gamers with a string of impressive titles to their names.

Geoff has been wargaming for thirteen years, came second at Heat 2 of the 2002/2003 Warhammer 40,000 Grand Tournament and won the Warhammer Grand Tournament Final for 2002/2003!

Max also has a lot of experience on the tournament circuit and won the 2002/2003 Warhammer 40,000 Grand Tournament Final. Being the armies that both players use regularly in tournaments, both forces are well balanced.

A different dynamic is needed in choosing a tournament army over an army selected for a one-off battle against a known opponent. This being a game closely following the format of our Grand Tournament both players would need to conform to House Rules. In the this case the Warhammer 40,000 Grand Tournament this year used the Trial Assault rules (first published in White Dwarf 273 and subsequently in Chapter Approved 2003) so both players will need to bear these Trial rules in mind as opposed to the official Assault rules found in the Warhammer 40,000 rulebook.

Geoff's favourite unit is his Venerable Dreadnought, which, with the aforementioned proviso in mind, he uses in a broad role to offer fire support or to get stuck in during close combat. Max's weapons of choice are the Chaos Raptors whose combined abilities make them a terrifying prospect on the battlefield for any opponent.

Geoff and Max's usual conflicts are fairly destructive affairs, the record between the two players almost even with each battle leaving very little of either player's army on the table.

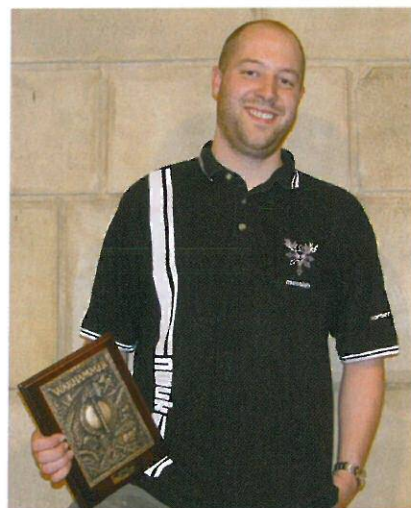
Geoff reckons the Iron Warriors are probably his toughest opponents due to their resilience and ability to inflict huge amounts of damage even after a severe pummelling by an opposing force. One thing is certain, the battle is pitched on a knife-edge and neither player will go down without a fight. May victory go to the last man standing...

For more information about Games Workshop tournaments visit:

www.gamesworkshop.com

If you want to know more about the Northern Warlords visit:

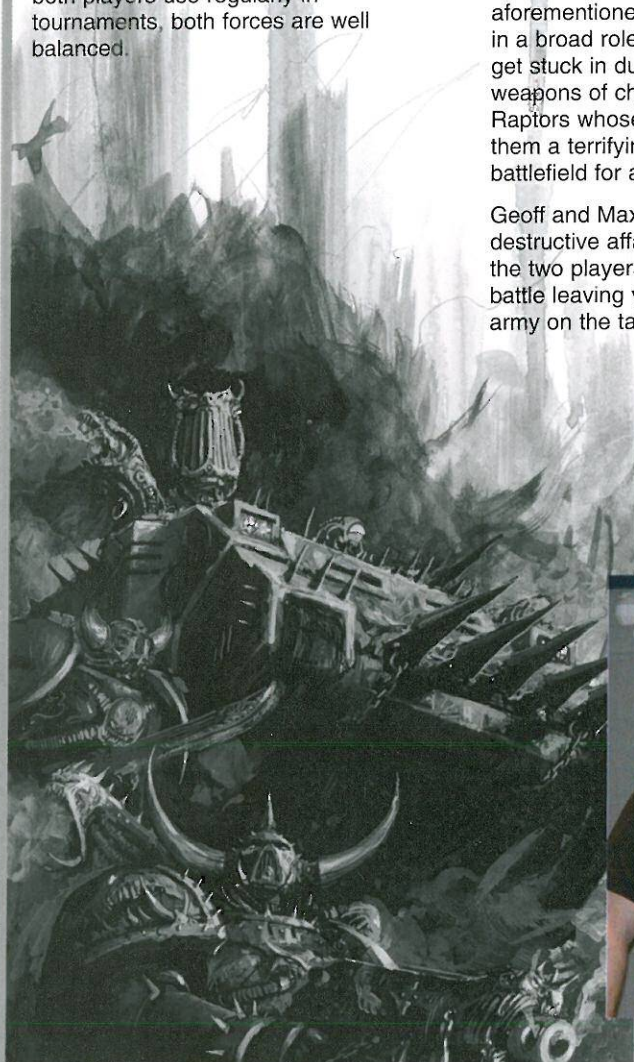
www.nwuk.4ever.cc



Geoff with his trophy for the 2002/2003 Warhammer Grand Tournament.



Max collects his trophy at the 2002/2003 Warhammer 40,000 Grand Tournament.



PITCHED BATTLE

OVERVIEW

You are operating under a general order to not only engage and destroy the enemy where you find them, but to secure the ground ahead, pushing on if possible to draw in enemy reserves. This is your opportunity to show your commanders you are worthy of independent command by winning a decisive victory.

SCENARIO SPECIAL RULES

Night Fighting, Reserves and Deep Strike (see below for qualification), *Infiltrators, Victory Points*.

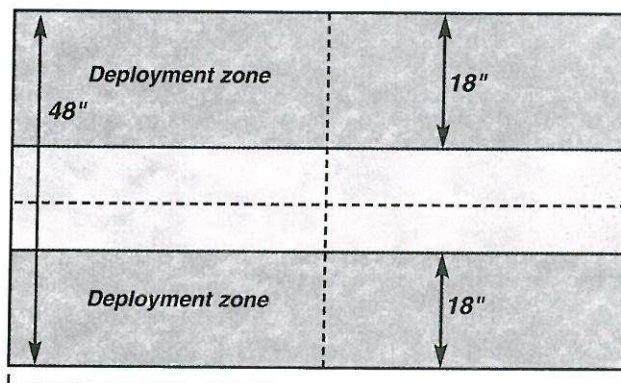
SET-UP

1 Both players roll a D6, re-rolling ties, the winner chooses which long table edge is their base edge, the loser taking the opposite long table edge. The winner deploys the first unit, both players then alternate placing units. Units are placed in the sequence: Heavy Support, Troops, Elites, Headquarters, Fast Attack.

2 Units may deploy up to 18" from their table edge but cannot deploy within 24" of the enemy (note, this means that a 24" move will not reach the enemy and 24" range weapons will initially be out of range).

3 After all other units are set up, Infiltrators are deployed. Roll a dice to decide who places all their Infiltrators first. Infiltrators may deploy anywhere on the table as long as they are more than 18" from the enemy.

4 After deployment, roll a D6. On a 1, the first game turn is played with the Night Fighting rules in effect; on a 6 the last game turn is played with the Night Fighting rules in effect.



Long board edge

MISSION OBJECTIVE

In addition to counting Victory Points conventionally during the game, both players score points for controlling table quarters.

Divide the table into four quarters as shown by the dashed lines in the diagram above.

A player controls a table quarter if there are no enemy infantry, bikes or cavalry over half strength or mobile vehicles entirely in the quarter AND that player has a mobile vehicle, or at least one unit of infantry, bikes or cavalry with more than half their original number of models entirely in the area.

Score 200 Victory Points for holding a quarter.

Total up all Victory Points scored; the highest scorer wins the game.

To determine the margin of victory, subtract the lowest score from the highest and consult the Generalship Points table.

RESERVES

Elite and Fast Attack selections on the force organisation chart may be held in Reserve. Reserves eligible to do so may arrive using Deep Strike or by moving on conventionally, arriving anywhere on their side's base edge. The owning player should make a note before deployment specifying which units are starting in Reserve and whether they will arrive by Deep Strike or not. No other units may begin the game in Reserve. Drop pods and mycetic spores may not be used.

GAME LENGTH

The Pitched Battle lasts for six turns.

LINE OF RETREAT

Any unit forced to fall back will head for the nearest point on their side's long table edge.

TRIAL BY FIRE



Max Horseman

It's all Graham McNeill's fault. It was summer 2002 and I was happy as Larry playing Warhammer. All that changed after I bought the novel *Storm of Iron*. I read it from cover to cover in one night and again the next. I was

captivated by the style and imagery that the Iron Warriors had, so after buying my first box of Iron Warriors and the new Chaos Space Marine codex, a monster was born.

I've been playing Games Workshop games for over ten years now, starting with Advanced HeroQuest and swiftly followed by Blood Bowl and Rogue Trader. I'd played Warhammer 40,000 on and off throughout the 2nd and 3rd editions of the game with Space Wolves and Imperial Guard armies, but I was mainly a Warhammer player. The Iron Warriors were the first Warhammer 40,000 army I'd painted for five years and with it came a revitalised interest in the game. Several games and a few tournaments later, here I am...

I am, at heart, a tournament player and always select my armies with that in mind. A well composed tournament army must be able to fight all manner of opponents, whether it's the infantry horde of an Ork army, a mechanised Space Marine assault army or a sit-back-and-shoot Imperial Guard army (and everything else in-between). You can't tailor your army to fight specific opponents, what you bring in your army list must do the job regardless. As such, this army is identical to the one that travelled with me to the Games Workshop Grand Tournament Final.

In this army I decided on a combined arms approach. Concentrating on one aspect of the game (whether that is shooting or close combat) often puts you at a big disadvantage against certain other armies, leading to a rock/paper/scissors situation. I wanted two combat units that

could handle themselves, backed up by a strong firebase that was flexible enough to take out anything. I also wanted an artillery piece that could harass enemy units and generally annoy the hell out of my opponents!

My two combat units are quite dissimilar to each other and fare differently depending upon the opposing army. The Raptors, with a power weapon-armed Aspiring Champion and Furious Charge, are perfect at hacking down small Elite squads. Also using Hit and Run with Daemonic Flight, they can pick the fights that they want. Their small unit size means that they are vulnerable to enemy fire; and against numerous opponents their limited number of attacks can often fail to make a real dent.

The Rhino-borne Chaos Space Marine squad led by my Hero, Hans von Darkstar, is much better at weathering enemy fire due to it's transport. This squad is excellent at taking out other combat squads and characters. The deadly Dark Blade and an Aspiring Champion with a power fist is a great combination of high Initiative, no-save attacks followed by usually insta-kill Power Fist attacks. The larger number of models and hence, attacks, in this squad is also handy against enemy hordes.

My firebase is split into two parts – the fodder and the real firepower. The fodder is the two units of Chaos Space Marines, the finest troops to ever have had targets painted on their heads. Their job is to stand between the enemy and my Havocs and Obliterators, getting shot at or charged first. These guys are expected to die, but die doing a good job protecting more valuable troops and slowing down enemy assaults. This then sets up the enemy unit for a countercharge by one of my own units, usually spelling doom for them. It's a tough job in the infantry!

The Chaos Predator, the Havocs and two units of two Obliterators comprise the core of the firebase. The Predator is there to take down enemy vehicles and high value/low number units such as Bikes or Terminators. The versatility of the Obliterators is fantastic, allowing almost any weapon that you like depending on the opponent.

WARHAMMER 40,000									
ARMY NAME: Iron Warriors Chaos Space Marine Army									
Unit	W	IS	S	T	W	I	A	L	Points
Chaos Unleashed	5	5	4	4	4	4	4	4	112
2 Obliterators	4	4	5	5	2	4	2	9	140
2 Obliterators	4	4	5	5	2	4	2	9	140
7 Chaos Marines	4	4	4	4	1	1	1	9	115
7 Chaos Marines	4	4	4	4	1	1	1	9	115
7 Chaos Marines	4	4	4	4	1	1	1	9	115
7 Chaos Marines	4	4	4	4	1	1	1	9	115
Aspiring Champion	4	4	4	4	1	1	1	9	115
5 Raptors	4	4	4	4	1	1	1	9	115
Aspiring Champion	4	4	4	4	1	1	1	9	115
5 Havocs	4	4	4	4	1	1	1	9	115
TOTAL 1400									

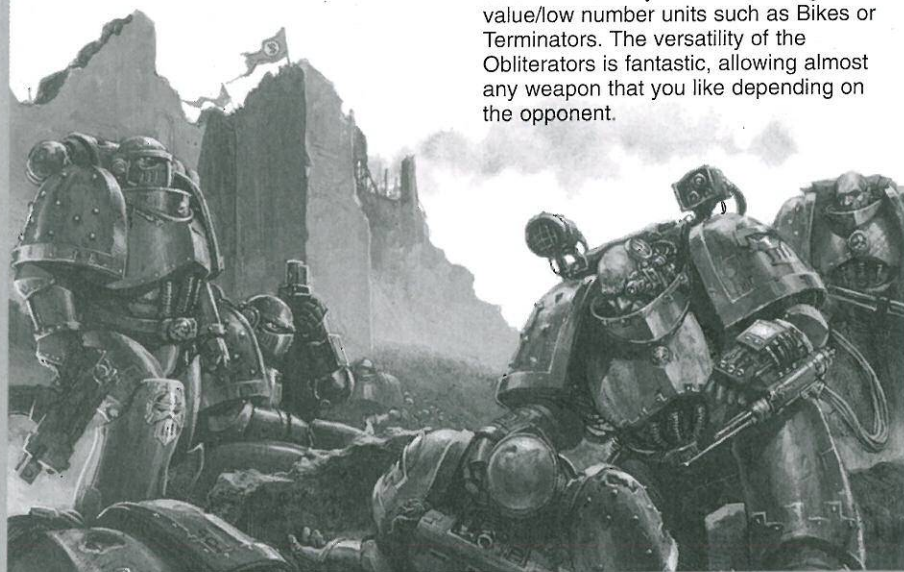
They move and fire to a small degree and can also Deep Strike depending on the mission. The Havocs, armed with missile launchers and the Tank Hunters ability give lascannon performance against vehicles, but still retain the option of frag missiles against hordes of infantry.

Finally the artillery. I chose the Basilisk over the Defiler for three reasons; firstly it costs less, second it is exclusively an Iron Warriors choice and finally because I'd thought of a cool conversion. Accurately guessed indirect fire weapons always give opponents a headache as there is quite literally nowhere to hide!

I never normally plan a battle in advance, because at a tournament you don't have time. I usually have a general idea what I'm going to do once I've met my opponent and seen the terrain and their army. Against Geoff I'll probably set up two firebases to allow multiple lines of fire, limiting where he can hide his Rhinos full of screaming loonies. They should also be able to target the approaches to each other, so that any swamping tactics can face all the firepower I have. Against Space Wolves, stopping the combat squads assaulting simultaneously is the way to win. Individually I can pick them off through either firepower or close combat.

I can't stop the Space Wolves Scouts coming on and ripping up a unit so I won't worry about it. Usually I'll set a trap with the Raptors or my Chaos Lieutenant ready to strike once they've arrived. Geoff will probably go after the Havocs or the Basilisk as he's been on the wrong end of them before! My combat units will not advance too much waiting instead to counter-attack Geoff's inevitable assault.

This should be a good game. Geoff is an excellent opponent and we usually rip each other's armies apart, ending with only a loose handful of figures left per side. I just hope this time that I have a couple more than him!



A COMING OF AGE



Geoff Porritt

Fantastic! My first battle report for White Dwarf and I get to play... the current Tournament Champion of Warhammer 40,000. Speaking to various friends their advice was pretty

unanimous. Gems such as "don't get killed too quickly" and other nuggets of equally useless tactical wisdom were kindly offered. I guess I'll be starting this battle as the underdog then...

The Space Wolves army I'm using was designed in the same way as Max's; a pure-bred tournament force designed to be able to deal with anything that comes its way, from a Tau shooty army of death to a Tyranid combat swarm of death (and any other variant 'army of death' in between). As a regular tournament player I never tailor my army to meet specific foes, but rely on a combination of a flexible force and tactical ability to counter whatever I come across.

There is a feeling amongst some that Warhammer 40,000 is not as tactical as Warhammer. However, in my experience of the two systems I have not found this to be the case. Instead the tactics in Warhammer 40,000 are never as obvious, nor as rigid, as Warhammer – a fact that I attribute to the increased damage potential of Warhammer 40,000. To illustrate this point, it's harder to formulate plans with a Rhino than it is with a Warhammer unit of 30 Spearmen, as the Rhino can be killed relatively easily in comparison to the Spearmen. This means that as a Warhammer 40,000 general you have to be more flexible, adaptable and open to risk taking than a Warhammer general.

The army itself is divided into two broad camps – assault and fire support. Every unit fits into one or the other with the sole exception of the Venerable Dreadnought who, appropriately enough, plants one foot firmly in each. The Wolf Scouts and Blood Claws are designed solely for one role, that of assault, and do it very well. Each is equipped to deal with numbers of enemy troops (4 Attacks per Blood Claw) and armour (power-based weapons in each unit) meaning that they can quickly deliver a massive knockout blow to the enemy when assaulting. The Scouts are awesome too, equipped to tackle both enemy troops and tanks and packing so many melta bombs that the local Wolf Priest has started phoning me to ask for some back. The Dreadnought is pivotal in the general assault – able to go toe-to-toe with virtually anyone and make a mess of them at the same time. This ancient veteran has often been used to absorb an enemy charge, giving me the Initiative to come in on the next turn with a counter-attack from the Blood Claws. The addition of the plasma cannon means that he can also soften up even the best protected

troops on the way in – enabling the assault squads to have an easier time when they reach their target. Don't be fooled by the inclusion of the Rhinos – this is not a point-and-click, Rhino rush-based army, but rather the more tactical Rhino creep army (more on that later).

The second element is the fire support; these units are the yang to the yin of the assault elements, and give a balance and synergy to the army. In doing so it is vital that these units select the correct targets if they are to complement the assault units. This usually means knocking out the enemy big guns, allowing the Rhino-borne assault to converge unhindered on their target, but are also used to prevent a counter assault from coming to the rescue once the assault troops hit home. This means that the units in the fire support component have to be fast, long ranged and manoeuvrable. Difficult decisions must also be made with regards to these units, resulting in some occasions where it may be better to take a reduced number of shots, or none at all, in favour of creating a better position for later turns.

In general I play the army one of two ways depending upon the type of opponent. Against a predominantly shooting army I'll look for covered routes via which to launch my assault troops. By covered routes I mean those paths through the terrain which will limit the enemy's suppressing fire. Often this requires you to study the battlefield and predict where your opponent is likely to deploy and then formulate your plans of deployment and general movement accordingly. Of course, you're not going to get this right first time (or every time), but if you persevere then it will normally give you a distinct advantage before even a single bolter shell is fired. The high damage potential of these units is such that you need to have a general plan in mind (eg, push down the right, hold the centre, don't deploy on the left) rather than any specific plan (eg, this Predator is going to kill that Wave Serpent).

Against a predominantly assault opponent I prefer to set up ambushes with the Blood Claws and Wolf Scouts, and pick off and isolate the enemy assault elements one at a time with the fire support. This means the assault troops can then rush in, do their job, jump back on the Rhinos and re-deploy to counter the next threat before the enemy can mobilise their own counter-attack. "Wolf Scouts deploy on the board?" I hear some long-toothed veterans gasp. Yes is the answer – again a sign that you've studied your opponent's force and are prepared to consider the best method of countering it rather than simply pelting ahead at full speed like a young whelp. As the Wolf Scouts are Infiltrators you can set up ambushes (by deploying after the enemy have set up) just as well as you can when coming on from behind your opponent.

Max will most likely deploy in the archetypal style of a shooting army, opting for a fairly static firebase of troops, and using the Rhino-borne troops and Raptors as mobile counter assault units. I do not expect to be able to shoot these units early on, rather Max will keep them out of sight until his big guns have softened my advance sufficiently. The reason for the static firebase is due to the low manoeuvrability of his units; heavy weapons toting Marines, ordnance and Obliterators. Whilst his Obliterators can move up to 6" a turn, the fact that it's variable means that as a Chaos player you've got to assume bad results and not rely on needing to move them more than 2 or 3" per turn. As I can't match Max's firepower, I'm going to need to mix it up in combat quickly, or face getting blasted to pieces.

For the battle I therefore intend to do the following:

- 1) Work out where I think he'll deploy his firebase.
- 2) Determine the best assault path for the Rhino creep.
- 3) Take out the Basilisk, Rhino and Raptors as soon as possible. I'm not too bothered about killing the squad in the Rhino – it's more about taking away their mobility on the battlefield.
- 4) Send the Wolf Scouts and Blood Claws into the middle of the firebase to do their stuff.

As ever, I expect this one to be fought tooth and claw, but I hear rumours that Max will be employing his own unique version of the 'Shock and Awe' tactic – those nauseating orange-coloured 'lucky' tournament trousers of his!

WARHAMMER 40,000									
ARMY NAME: Space Wolves Space Marine Army									
Unit	W	S	T	W	I	A	La	Pl	Points
Wolf Lord	1	1	1	1	1	1	1	1	136
4 Wolf Scouts	4	1	1	1	1	1	1	1	163
Wolf Guard Leader	1	1	1	1	1	1	1	1	127
6 Grey Hunters	4	1	1	1	1	1	1	1	161
8 Blood Claws	3	3	4	1	1	1	1	1	203
Wolf Guard Leader	1	1	1	1	1	1	1	1	127
9 Blood Claws	3	3	4	1	1	1	1	1	203
Wolf Guard Leader	1	1	1	1	1	1	1	1	127
10 Rhinos	1	1	1	1	1	1	1	1	136
Wolf Guard Leader	1	1	1	1	1	1	1	1	127
Venerable Dreadnought	1	1	1	1	1	1	1	1	136
Rhino	1	1	1	1	1	1	1	1	136
Plasma Annihilator	1	1	1	1	1	1	1	1	136
Predator Infiltrator	1	1	1	1	1	1	1	1	136
Overlord	1	1	1	1	1	1	1	1	136
TOTAL									1500

DEPLOYMENT

Max: I won the roll to select sides and deploy the first unit, so I studied the terrain and selected the side with most of the woods on. This side also had a raised hill to the left, allowing line of sight over some of the rocky formations in the centre of the board. Geoff is a great fan of sending his Rhinos straight through woods and other difficult terrain and I wanted to deny him this advantage. Also, the woods in the centre-right of my board edge would make a useful defensive position for a firebase.

Before we set up, Geoff and I agreed what exactly the different types of terrain did and how they affected the game. This practice is usual in a tournament and saves some potential misunderstandings later. The woods were as normal, blocking line of sight from one side to the other, allowing 6" of sight whilst in the wood and giving a 5+ Cover save. The rocky formations were impassable to vehicles and difficult terrain to infantry. Other than that line of sight was 'model's' eye view.

Geoff: More so than Warhammer, Warhammer 40,000 requires you to focus clearly on ensuring deployment is organised correctly. All too often cries of first turn wins are heard echoing through gaming clubs, usually from people who deploy their big guns facing the enemy big guns and then lose the dice-off for first turn (and subsequently their own big guns too!).

Max: The Chaos Predator was the first unit deployed. I placed it a full 18" forward, in-between the two largest rock

formations. Because of the mission, we could not set up any units within 24" of any enemy models. This placement of the Predator pushed back the Space Wolves' potential deployment zone in the centre of the board by quite a way. The further away they start, the more firepower I can send into them!

Geoff: By deploying his Predator in a forward position it meant that he could force me back from where he intended to create a firebase. Although the Predator would most likely be destroyed, he hoped this sacrifice would be repaid in terms of gaining valuable time for his other big guns to halt my advance. In reply my anti-personnel Predator (I often find it helps focus your mind if you describe a unit by its role, not its title) deployed on the left. Although I know that its impact in this game would be limited, I could still use it to deny Max the chance to set his Basilisk up in his right hand side corner.

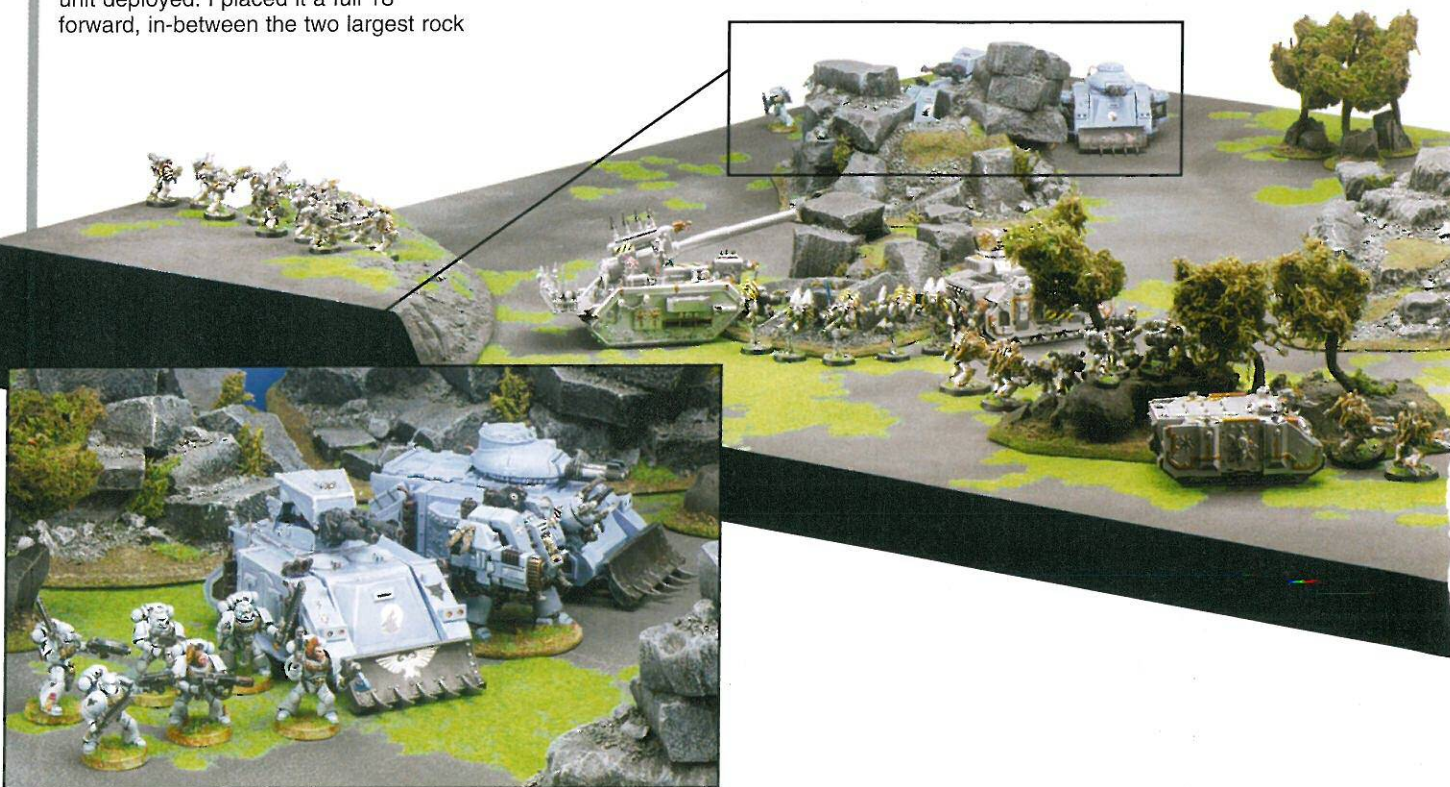
Max: The Basilisk was then placed behind the rock formation and in front of the hill. The intention was to be behind cover for the majority of the battlefield. The only place a clear shot on the Basilisk could be made was from opposite the hill. With the Havocs firepower covering that area I wouldn't be expecting Geoff to deploy anything in there.

Geoff: At this point I had to place my anti-tank Predator (Annihilator). Although I could have dumped it on the other side of the big rock to my right, looking to swing round and fire at the side of the Basilisk, I knew that it would most likely

be out of the game by then, or at best firing just one weapon a turn on the advance. That, and the fact that the Havocs would probably take up a position on the hill, meant that its expected lifespan would be less than a Manchester United replica Away shirt. Instead I opted for a more central role, looking to cover the opposite gap (and the inevitable Obliterators) with suppressing fire.

Max: I placed the Havocs upon the hill to my left, intending to screen them with a normal Chaos Space Marine squad later. I couldn't put the Chaos Space Marines down first, as the mission specifies the order in which types of units are deployed. I was hoping that the threat of the Havocs, and whatever else I placed on the hill, would scare Geoff into deploying on the other side of the table, near the ruin.

Geoff: I deployed my next choice (Razorback and Grey Hunters) opposite the Havocs. This meant that they would be bereft of their usual 'Chaos Space Marine Personal Meat Shield' option later on in deployment as they would not have the room to interpose themselves between the Razorback and the Havocs. I made a note to add the Dreadnought, complete with 'Space Marine Killer' plasma cannon, on the right flank later to take full advantage of this. I might be able to hit the Basilisk early with the Razorback, but fully expected it to die in return. Should I fail to take out the Basilisk then that Ordnance Blast could take out the Razorback and the troops



on board. With this in mind I opted to disembark the Grey Hunters now.

Max: Well I didn't expect that! That bold move also caused me another slight problem. The Grey Hunters were exactly 24" away from my Havocs and so I could not deploy a Chaos Space Marine squad in front to cover them. Instead I placed the squad behind, intending to move them forward in my first turn.

Geoff: The first Blood Claws Rhino was then deployed to the left of the trees (the presence of the Iron Warriors' Predator putting paid to any possibility of deploying closer).

Max: The rest of the deployment was fairly straightforward. My second Chaos Space Marine squad deployed within the woods in the centre of my deployment zone, giving a clear shot to the Space Wolves Predator Annihilator.

Geoff: The second Blood Claws Rhino backed up the first by deploying the other side of the woods. Hull Down is OK during deployment, but if they're out of sight then it doesn't matter who wins first turn as they're just not going to be shot. After all, anyone can score a 'lucky' glancing hit that ends up destroying your transport. For the sake of a few inches extra on a 50/50 dice roll, I prefer to minimise the fire they take as much as possible.

Max: Both of Geoff's Rhinos were on the table now and were in a position to move behind the large rock formation in the middle of the table. Because of this I placed my close combat Chaos Space

Marine squad in their Rhino directly opposite this danger spot.

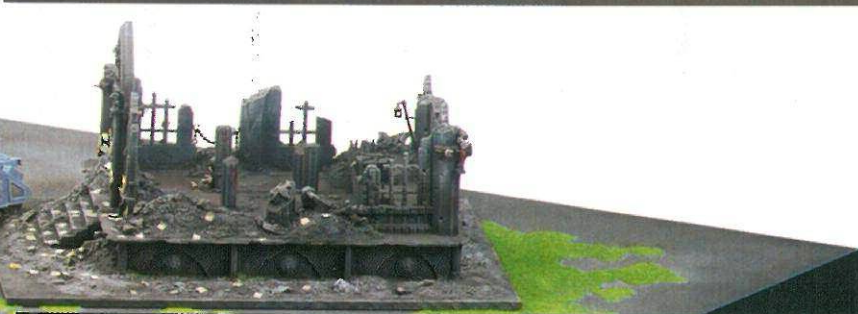
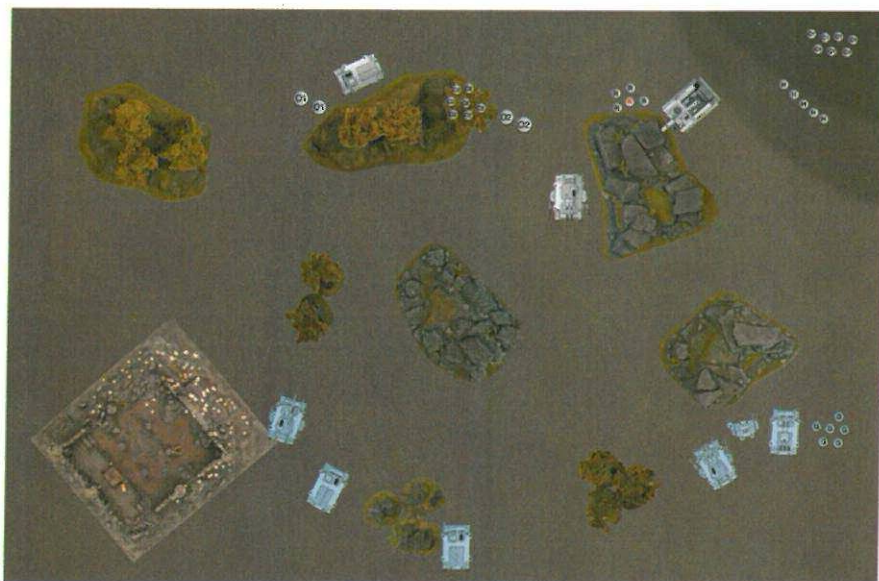
Geoff: By this stage a lot of the deployment had been decided, and so it was time to consolidate the strengths in my battle line. Max had opted for the firebase, clearly concentrated on his left half of the board, whereas I'd opted for a two-pronged centre assault with fire support and a slower advance on the right. The Venerable Dreadnought therefore stomped into position on the right flank, hopefully to rip into the Havocs. The Wolf Lord joined the Blood Claws unit in the Rhino to the right of the wood.

Max: With all of Geoff's units on the table the Obliterators took up positions either side of the wood, allowing a crossing line of fire past the rocks regardless of where the Rhinos went. The Chaos Lieutenant joined the close

combat squad in the Chaos Rhino. Finally I set up the Raptor squad in-between my Predator and the Basilisk, shielded from all enemy fire and able to move either left or right depending on how the game developed.

The final set-up was fairly close to what I wanted in regards to the overall plan. The Basilisk, Havocs and a Chaos Space Marine squad made up one firebase in and around the hill. Both units of Obliterators and the second Chaos Space Marine squad made up the second firebase by the wood, with the Predator linking between them. Finally, the combat squads were in a good position to counter-attack the Space Wolves as they came for me.


The roll for first turn was won by Geoff, following a re-roll given by the special ability of his Venerable Dreadnought. Lets just see what he does with it...



MAP KEY

Ⓛ Chaos Lieutenant	Ⓒ Chaos Space Marine Squad 3	Ⓜ Chaos Rhino
⓪1 Obliterator Squad 1	Ⓜ Aspiring Champion	Ⓜ Chaos Predator
⓪2 Obliterator Squad 2	Ⓜ Chaos Havocs	Ⓜ Chaos Basilisk
Ⓒ1 Chaos Space Marine Squad 1	Ⓜ Chaos Raptors	
Ⓒ2 Chaos Space Marine Squad 2	Ⓜ Aspiring Champic	
Ⓛ Wolf Lord	Ⓒ1 Blood Claws Pack 1	Ⓜ Predator Destructor
Ⓜ Venerable Dreadnought	Ⓒ2 Wolf Guard Battle Leader	Ⓜ Rhino
Ⓜ Wolf Scouts	Ⓒ2 Blood Claws Pack 2	Ⓜ Predator Annihilator
Ⓜ Wolf Guard Battle Leader	Ⓒ2 Wolf Guard Battle Leader	Ⓜ Rhino
Ⓒ Grey Hunters Pack	Ⓜ Razorback	

H Chaos Havocs

 Chaos Predator


O1 Obliterator Squad 1

C2 Chaos Space Marine Squad 2

C1 Chaos Space Marine Squad 1








 Chaos Basilisk




 Chaos Raptors


 Obliterator Squad 2


 Chaos Rhino


 Chaos Space Marine Squad 3

 Chaos Lieutenant


 Predator Destructor Razorback Grey Hunters Pack Rhino Blood Claws Pack 2


 Predator Annihilator

 Wolf Scouts

 Venerable Dreadnought

 Rhino

 Wolf Lord

 Blood Claws Pack 1



SPACE WOLVES TURN ONE

Geoff: Thanks to the Venerable Dreadnought's re-roll, I managed to secure first turn. From left to right I moved the Predator Destructor 6" across to face the Iron Warriors' Rhino. Shooting at it Hull Down would do just fine – the plan was to restrict the squad's mobility, not to try and kill it just yet. The two Rhinos advanced into the relative safety of the rocky outcrop in the centre, popping smoke as they did so. Although virtually every one of Max's guns would be Hull Down on both of them I wanted to make doubly sure. Besides, if they survived this turn then they'd be dropping off their deadly cargo into the heart of the enemy and so wouldn't need the Rhinos after that. The Predator Annihilator sat still and aimed all guns at its opposite number. Even a Crew Shaken result would do this turn, as it would force the enemy tank to miss the next round of shooting (and so several less lascannons would be aiming at my Rhino). The Razorback rounded the corner of the rocky hill and lined up on the flank of the Basilisk, hoping for a quick knockout blow. On the right the Grey Hunters and Venerable Dreadnought raced towards the Havocs. The Venerable Dreadnought was also positioned behind the Razorback – effectively using it as mobile cover from the Havocs on the hill.

RUSH OR CREEP?

A Rhino 'rush' would have moved directly forwards, covering as much ground between it and its target whilst popping smoke. Whilst the net effect is the same (both Hull Down) the Rhino 'creep' version has a vastly improved chance of making it to the target as the number of enemy shooters, who can draw a bead on your Rhino in the following round, is drastically reduced because of the intervening terrain. Normally it takes about four or five shots hitting a Hull Down Rhino to stop it. If you place the Rhino in the open then the opponent can get these shots; placing it behind terrain makes it less easy to target. I was hoping then that this would leave at least one of the Rhinos (two would be too much to hope for) with a damaged storm bolter or some badly scratched paintwork, which the accompanying Blood Claws could then ask the Chaos boys to stump up the repair bill for – ably encouraged by power fists and lightning claws of course!!

The Shooting phase saw the Predator Destructor stun the enemy Rhino – ooh, no combi-bolter next turn. Having a little more luck the Predator Annihilator took out the turret of its enemy counterpart

TURN 1



and also stopped it firing next turn as a result of the multiple hits. The Venerable Dreadnought blew apart two Havocs with the plasma cannon, but they passed their Break test. However the big sigh of relief came when the Razorback opened up on the Hull Down flank of the Basilisk. Hit, glanced, and a 5 on the damage table – weapon destroyed. However the Basilisk is Open-Topped, so the damage went to a 6 – vehicle destroyed.

Lucky Shot? Perhaps not as much as you would think. More about using the right weapon in the right place at the right time against the right target. That's Warhammer 40,000.

IRON WARRIORS TURN ONE

Max: Geoff's movement in his first turn came as no surprise to me. I expected the advance of the Rhino's towards the centre of the battlefield and the use of the smoke launchers immediately told me that he planned to run straight down



my throat. Other than the expected shots on my Predator, I was slightly annoyed at the loss of my Basilisk in the first turn. However it sometimes only takes one glance to destroy a vehicle as that shot so aptly proved.

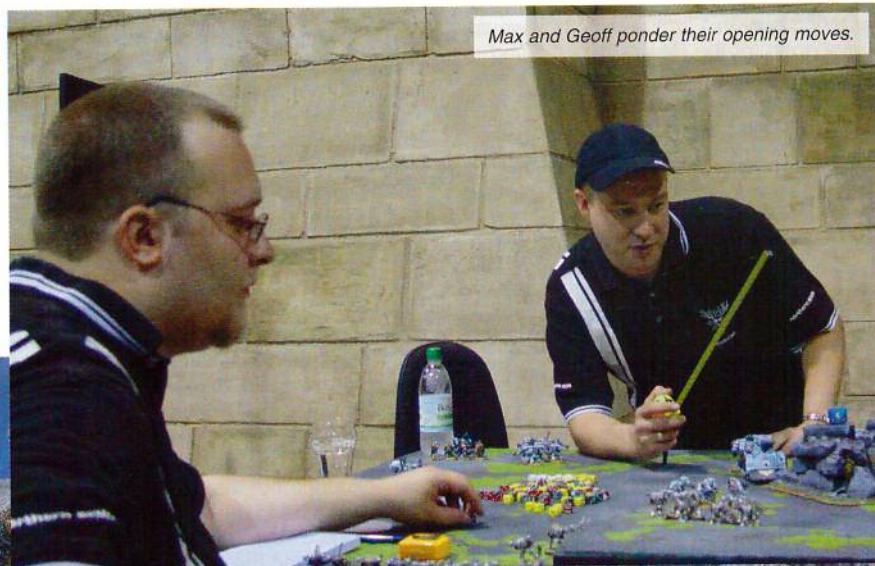
So, my turn for a little payback. I backed off the Predator out of the line of fire of the Predator Annihilator. The glancing results meant that I couldn't fire, so moving would force Geoff to also move if he wanted to blast it again. Each of the Obliterator units moved forward to allow firing upon the two Space Wolves Rhinos. The plan was to halt those Rhinos before the Blood Claws played merry hell in my lines and I had no reason to change it. The Chaos Space Marine squad on my left advanced ahead of the Havocs squad, hopefully shielding them from any incoming fire.

I also moved the Rhino containing my combat unit a full 12" out to the side of the wood. This was for two reasons. Firstly, I wanted to put the Predator Destructor to within assault range next turn and maybe tempt Geoff to move it away. Secondly, was the threat of the incoming Space Wolf...Scouts. My Rhino was virtually on the edge of the board and if the Scouts did turn up they could have covered all the hatches, killing all inside. Moving it eliminated this danger. I popped smoke to limit the incoming fire to glances from the Predator Destructor.

My Shooting phase was fairly simple – shoot the Rhinos! The Havocs targeted the Rhino they could see scoring two hits, causing just one Crew Shaken result. I fired the Obliterators to the right of the wood, at the other Rhino. As I could only cause glancing hits, I chose to fire autocannons. This is the best weapon for causing glancing hits on a Rhino at this range – four Strength 7 shots from the unit is better than two strength 9 (lascannon) shots, work it out some time! Three hits converted into one glancing result which came up 4, Immobilised. The other Obliterator unit targeted the still functioning Rhino, again with autocannons. Unfortunately a low roll on the 'slow and ponderous' rule only allowed one Obliterator to draw line

hit, glanced successfully and destroyed the Rhino. Nice! Both Rhinos out of action and going nowhere. Three Claws died in the explosion and they piled out behind the rocky formation. My final shot of the turn was my lascannon-toting Chaos Space Marine, who blazed a shot at the Predator Annihilator. I decided that the tank was a bigger threat than the immobilised Rhino, as it wasn't going anywhere! Sadly, 'blazed' is definitely the word to use as he rolled a 1 to hit.

Overall I was very happy with the turn. The plan to hit the Rhinos was more successful than I had hoped, destroying one and stopping the other. Geoff's firebase was untouched as yet, so I'd be taking more casualties next turn. However, with the Blood Claws held, I may be able to do something about his firebase next turn.



Max and Geoff ponder their opening moves.



SPACE WOLVES TURN TWO

Geoff: What a disaster! The Rhinos had both ground to a halt. The Wolf Lord's Rhino may only have been immobilised, but under the circumstances it may as well have been destroyed. Despite only being able to draw line of sight to it from just two models, they received three hits with autocannons and one glancing hit got through. Two thirds of the time this would ordinarily do nothing (I'll take anything that isn't a 4 or 6), but not this time. Had it not been stopped then the unit would have been free to assault the Obliterators or Chaos Space Marines in the wood. I could have opted for the Lieutenant's combat squad, but that would be assuming I could force them out of the Rhino and if I didn't get them out then they would have been free to assault me instead. Had the Rhino still been operational then the choice of target probably would have been the Obliterators due to their high cost and tactical flexibility. No Wolf Scouts entering play this turn either (they would have gone for the Raptors), combined with both of the two immobilised Rhinos meant that I needed a backup plan. And I needed one quickly.

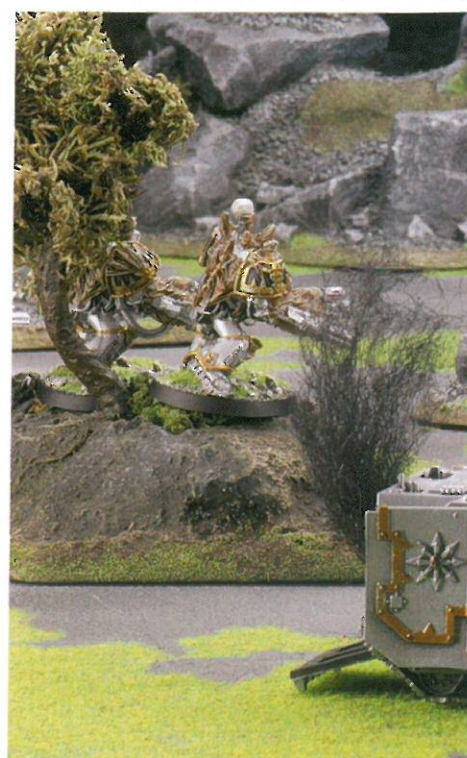
Going from left to right, the Predator Destructor stayed still. The Iron Warriors' Rhino was parked side on in front of it. Although it meant that the Iron Warriors may get out and assault me in return, I knew I had to pour as much firepower as possible into it to stop it going any further. Despite the fact that a Predator Destructor for a Rhino would be an unequal trade of points, the lack of mobility caused to the Chaos boys would be worth its weight in gold. With the Wolf Scouts not turning up either I was bereft of a suitable distraction for the unit of Obliterators on my left, and I decided that a Blood Claw shooting gallery would only be fun for one of us.

So the Wolf Lord's unit stayed put and tried to fix the thing. I may lose the Rhino next turn, but there were still plenty of turns left to reach the enemy without running outside straight away to get shot, ending up as furry rugs in Ikea. If the Obliterators wanted to shoot at them then they'd have to do it the hard way. Likewise the second Blood Claws unit stayed put this turn. With nothing to distract them, getting pounded by the Obliterators' twin-linked rapid fire plasma guns was not my idea of a holiday. What was painfully obvious was that I needed to take out both of those Obliterator units – and fast!

The Grey Hunters advanced alongside the Venerable Dreadnought, as did the Razorback. I was still using this as mobile cover from incoming fire for the more valuable Venerable Dreadnought. Tanks can't fight, and the plasma cannon was taking out more Chaos Space Marines than a lascannon would. At this point I regretted not mounting the Grey Hunters up during deployment. Had I done so then they could now have raced forwards and assaulted the Havocs in hand to hand, with the threat from the Basilisk now removed. With the Havocs targeting the Rhino last round, the Razorback was left unaffected.

Meanwhile, the Predator Annihilator moved into the cover of the trees. Although I had debated long and hard over staying still to get the badly needed extra shots on the Obliterators, I figured that I was then a sitting duck out in the open for the inevitable counter shooting. Furthermore, the Predator was positioned so that only the Obliterators and damaged Predator could fire back; the lascannon of the Chaos Space Marine squad in the woods having a combined distance of wood of over 6" between it and the Predator which blocked line of sight. Sadly this meant I would only be wounding one of the Obliterators at best. Unfortunately the Obliterators also have an Invulnerable save, and so put on an impromptu display of how to remain unscathed.

The rest of the shooting did what was intended, destroying the Rhino and taking out some of the meat shield that had placed itself in front of the Havocs. I feel an assault coming on next turn...

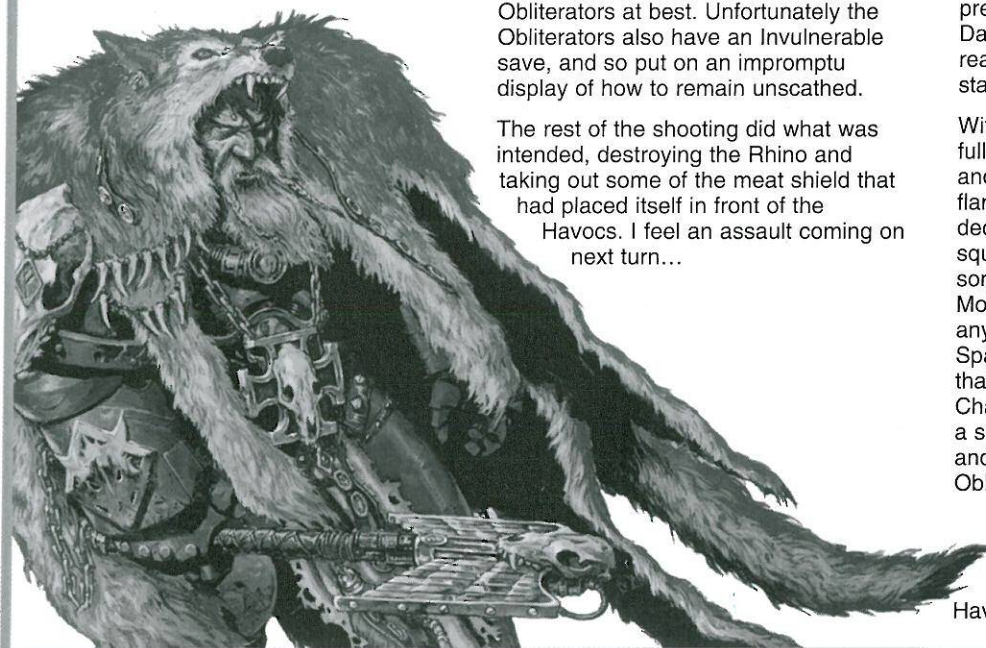


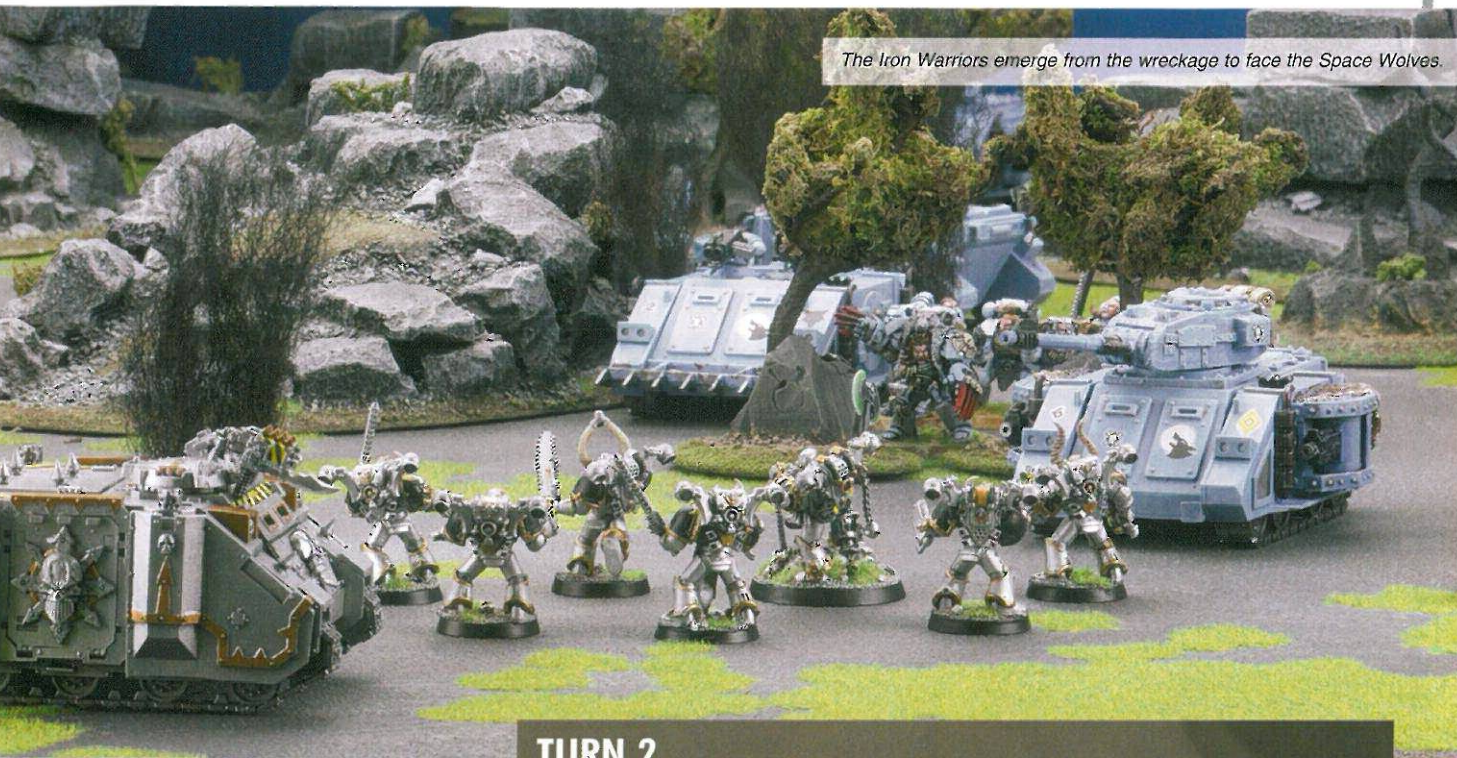
IRON WARRIORS TURN TWO

Max: Ah, my second turn and I was yet to have any Space Wolf Scouts rampaging around my back line. I knew that I would be taking more casualties from the firing and almost all of it was concentrated on my left flank. My Havocs were really hurting, being down to two models and the Chaos Space Marine screen for them were also down to two. Still, they did their job and caught a plasma cannon shot instead of the Havocs. Losing my Rhino was a real blow, as I had gained a real speed advantage over the Blood Claws. Now, only my Chaos Lieutenant out-charged them thanks to Daemonic Speed. This is precisely the reason I give my hero this Daemonic Gift, as a 12" assault can really come in handy in this kind of stand-off.

With only four guys facing off against a full squad of Grey Hunters, a Razorback and a Venerable Dreadnought, my left flank was pretty much a complete loss. I decided to stand with both of these squads and hoped to at least cause some damage before they dropped. Moving would have been a waste anyway, as I couldn't have fired and the Space Wolves had plenty on that flank that could move and fire. I moved my Chaos Predator forward a little to ensure a shot against the Predator Annihilator and to open a gap between the Obliterators next to it and the Raptors.

The plan was to leave the Raptors where they were to await Geoff going for them with his Scouts. With the Basilisk gone and the Havocs about to be wiped out, Geoff





TURN 2



would surely go for these next. A few Raptors would hopefully survive, using their 'Hit and Run' to leave the Scouts standing within 12" of the Obliterators. A blast from the rapid-firing plasma guns would soon dispatch that troublesome scout unit. Finally, my close combat Chaos Space Marine squad and Chaos Lieutenant advanced to within 6" of the flank of the Predator Destructor. Depending on what happened next in the Shooting phase, they would assault it. It is always best to allow yourself an option and then not use it, rather than not doing so and needing to!

I opened my shooting on my left flank. Nothing else could affect this at the moment, so my two remaining Chaos Space Marines rapid-fired at the advancing Grey Hunters. On the good side, one bolter shot and one plasma gun shot each killed a Space Wolf. On the bad side, Geoff passed his Morale test (I was expecting this) and my plasma gun overheated and immolated my guy! My final Chaos Space Marine was definitely looking lonesome. Geoff had continued to advance his Razorback, so there was now no cover from the krak missiles of the Havocs. One missile hit, penetrating and destroying the vehicle.

My Predator, and the Obliterators next to them, all opened up with lascannons on the enemy Predator Annihilator. Of the three shots, two hit but neither pierced the frontal armour. The Chaos Space Marines in the wood shot at the immobilised Rhino, hitting with the lascannon this time and destroying it

with a glancing hit. The glancing hits in this game had been murder for both sides! Oh and the plasma gun overheated in this squad as well, but this time I made the save. Four Blood Claws were hit while piling out of the Rhino, two of which failed their saves. Geoff moved the squad out to the right of the Rhino, in the direction of the Predator Destructor. Had he exited the vehicle on the other side behind the rocky formation, then I could have assaulted the Predator and undoubtedly destroyed the stationary vehicle. However, protecting the tank allowed the Obliterators on that side of the wood to target the Blood Claws. I used twin-linked plasma guns to hit twice and killed two more of the Space Wolves. Geoff rolled a 10 for his Morale check. This led to a few highly amusing seconds where he double checked that

he'd brought a Ld 10 Wolf Lord and not a Ld 9 Wolf Guard Battle Leader!

I had given up the left flank completely by this point, so was pleased that I'd got at least some points by trashing the Razorback. Whittling down the Blood Claws further was nice, but the Predator Annihilator was looking to be a real pain. I did not assault the Predator Destructor due to the Blood Claws presence within 12" of it. Of course I wouldn't be able to consolidate after an attack on a vehicle, leaving me exposed to a possible counter-attack that I would probably lose.

Turn 3 could be critical, with the probable arrival of the Space Wolf Scouts and Geoff's decision as to what to do with his held up Blood Claw advance.

SPACE WOLVES TURN THREE

Geoff: No surprises here, losing the immobilised Rhino and the Razorback. This just brings home how important deployment is in Warhammer 40,000. Had the Grey Hunters been mounted in the Razorback then they could have assaulted in the second turn once the Basilisk was taken out. They weren't, they didn't and so the Havocs were free to shoot the Razorback up. My fault. On the left side though, the loss of the Rhino had forced the Blood Claws squad out which meant that the Chaos assault squad could no longer charge the stationary Predator Destructor. Why? Well, had they done so, then the Space Wolves would have been in a position to counter assault them, and that is not a pretty sight.

The start of Turn 3 brought a welcome sight – the arrival of the Wolf Scouts. The Raptors hadn't moved last turn, and so they remained number one priority for the newly arrived troops. The plan for them was to engage both the Predator and Raptors at once, and as the Trial Assault rules are used in tournaments I had to be very careful how I positioned the unit during the Movement phase. Of course it also meant that I couldn't risk a meltagun shot either as the unit wouldn't gain the +1 Attack for the charge if they did so. But the rear of that Predator was tempting....

Meanwhile, the Predator Destructor decided that it was about time to get the

heck out of Dodge City, and did so at top speed. The autocannons and heavy bolters were now almost useless against the 2+ Armour saves of the Obliterators, and the Chaos Space Marine assault squad would have it for breakfast. Speed and positioning were its best hopes of survival now. With hardly any vehicles left that looked increasingly unlikely though, as Max would be looking to put every anti-tank weapon in the Chaos arsenal to good use.

The long awaited distraction was now here in the form of the Wolf Scouts though. Even so, the Obliterators were still operating at full capacity – I couldn't face their undiluted firepower with a frontal assault so hoped to get through with enough troops. So the Blood Claws on the right made a small campfire again this turn in the shadow of the smoking Rhino and sang a few songs to keep their spirits up.

The Predator Annihilator was in position, and locked all of its guns on the Obliterators. With enough firepower to leave them needing more than a couple of Aspirin I hoped to at least send one of the infernal machines back to the scrap heap. The Venerable Dreadnought moved back behind the rock cover with the intention of going either round it or over it next turn. I was confident that the right flank would be secured by the Grey Hunters; killing the last Chaos Marine Space and consolidating into the Havocs who I expected to put up little

resistance. Had the Venerable Dreadnought continued up towards that side then the choice of targets would have disappeared faster than a bacon butty in Max's hands.

Shooting did little this turn, with the Obliterators' Invulnerable save deflecting some of the attentions of the Predator Annihilator and only just leaving one on the right flank wounded.

The assault hits home, but unfortunately with all the deadly force of a wet kipper. Despite being outnumbered four to one, the lone Chaos Space Marine refused to accept the inevitable (meaning that the predicted consolidation into the Havocs was now off the cards) whilst the Wolf Scouts decorated the Iron Warriors deployment zone with daisy chains instead of body parts as they spectacularly fluffed it against the Raptors. The only saving grace was the lone Wolf Scout who managed to slap a melta bomb on the back of the Predator, sending it careening into the air and flipping it onto its roof. Unfortunately the Raptors then used their Hit & Run ability, taking off and leaving the Wolf Scouts facing a rather less than impressed tag team of gruesome metal mayhem.

IRON WARRIORS TURN THREE

Max: So, Geoff did decide to go after the Raptors. The damage caused by both sides in the assaults of the Space Wolves Turn 3 was very light. The



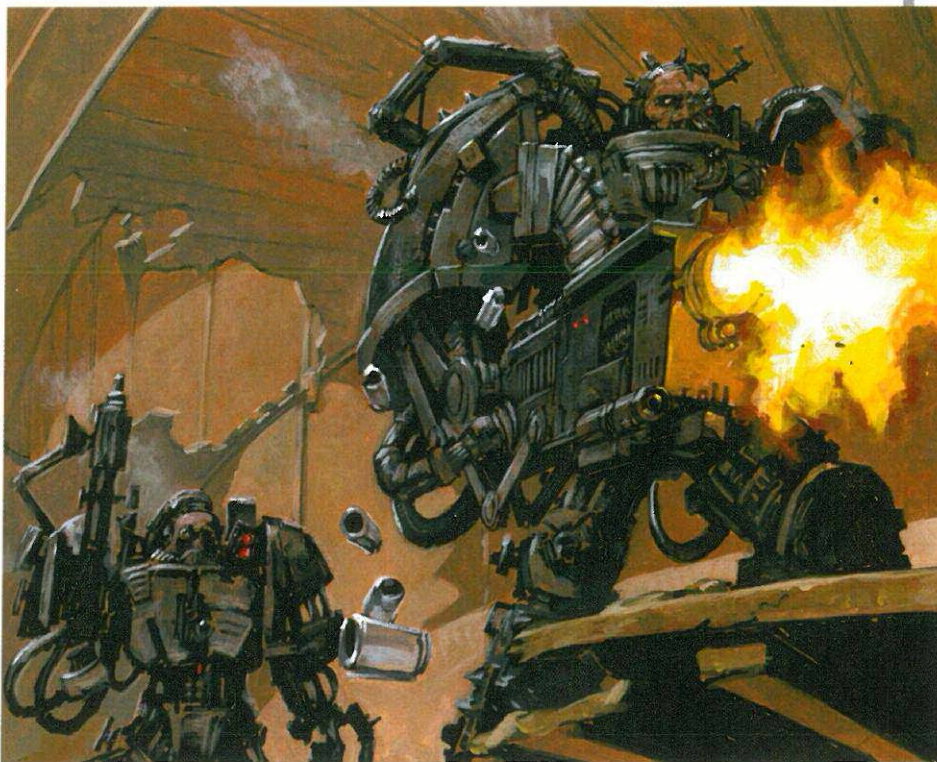
The Wolf Scouts charge the Raptors and Chaos Predator.

Raptors and Grey Hunters doing nothing at all in their respective combats was quite a surprise! When it came to my Hit & Run, I decided to fly them across to the left flank. This gave me the option to either go back for the Scouts or to continue on and assault the Grey Hunters. The loss of the Predator to a single melta bomb was also infuriating, but at least my Chaos Space Marine squad in the wood and the Obliterators would revenge that! Geoff did hold back with the Blood Claws and backed off the Predator Destructor to protect them further.

The plan for this turn was to eliminate the Scouts and to continue applying pressure to the Blood Claws. To that end, I moved my Obliterators on the left of the woods closer to the Scouts. The twin-linked, rapid firing plasma gun fire, combined with the Chaos Space Marine squad in the wood (also mostly rapid firing) would be enough to wipe them out. The Raptors were moved into position to assault the Grey Hunters surrounding my last Chaos Space Marine on the left. The Raptors weren't needed against the Scouts and could really help swing the combat on my left flank. The Obliterators and the combat Chaos Space Marine squad to the right of the woods continued the advance. I made sure that the Obliterators had a clear shot at the Predator Destructor. This was both because it is worth shooting in its own right, but also I did not want Geoff to be able to use it as mobile cover for his Blood Claws.

I started my shooting at the Scout squad firing my Chaos Space Marines at them first, as I knew some of them were at rapid fire range while others were at long range. Had I fired the Obliterators first, Geoff could have taken any casualties from nearest the Chaos Space Marines. This would have left them firing much less effectively at long range. Anyway, the Chaos Space Marines opened up with all they had and after the dust cleared one guy from each side was dead. Yep, my stupid plasma gun had blown up again! The Obliterators killed three more Scouts, but that crucially left the Wolf Guard with lightning claws still alive.

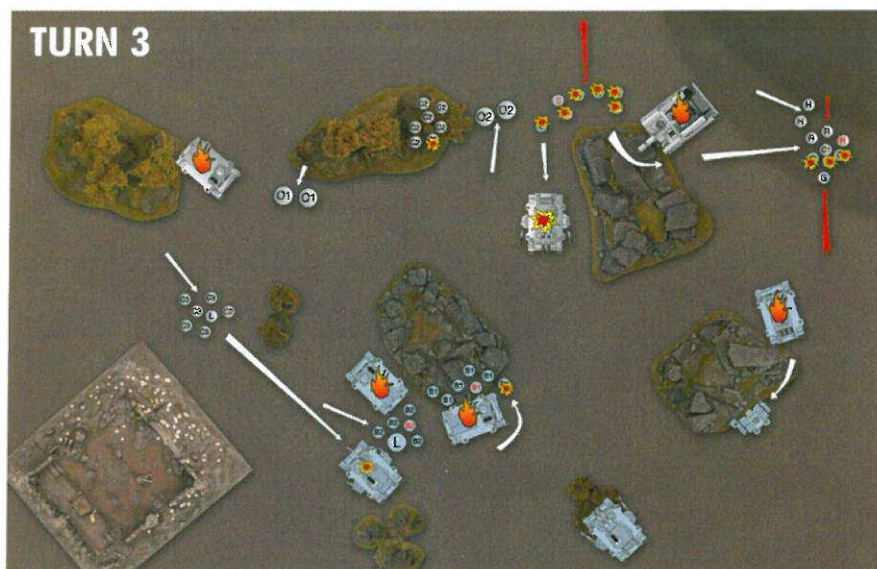
The remaining shooting in the turn was much better. Because of the close combat raging before it, the remnants of the Havoc squad could only see a Blood Claw between the Rhino and the rocky formation. He was dispatched by a krak missile. The second unit of Obliterators shot the Predator Destructor with lascannons, penetrating and destroying it. The damage result was a 5, which flipped the vehicle backwards by several inches. This was handy for me, as it made hiding the Blood Claws much more difficult.



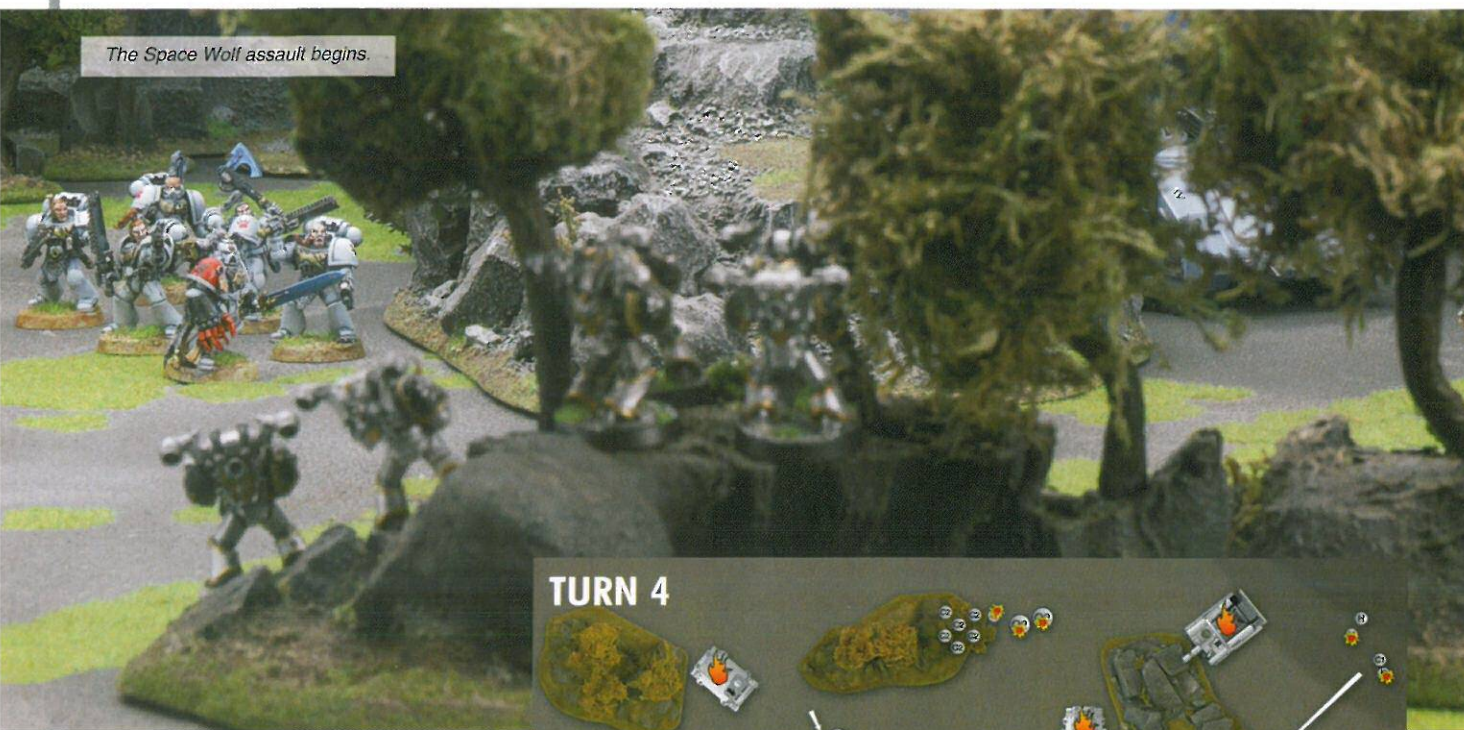
For my assault moves, I attempted to charge the Obliterators into the last scout. Annoyingly, the bad point of the Slow and Ponderous rule came to bite me and I did not roll high enough to assault. The Raptors got stuck into the Grey Hunters. However the Raptors had an Initiative bonus over the Space Wolves thanks to the Furious Charge veteran ability. They took full advantage and killed three of the Grey Hunters. My Chaos Space Marine did nothing, as did the last remaining Grey Hunter. At -2, he failed his Morale check (-1 was for under half strength and -1 was for Daemonic Visage – Space Wolves ignore outnumbering penalties). I attempted to hold him in and successfully did so.

Under the Trial Assault rules, if the winner rolls higher than the loser then they don't fall back and the combat continues. I wanted the Raptors to stay in combat for another round, as then they could not be shot at by a vengeful Venerable Dreadnought!

I was slightly infuriated at the failure to wipe out the Scout squad. I was sure that the shooting would do it and even if not, the Obliterators could complete the job in the Assault phase. However, these things happen and I'd have to deal with a single nutter with lightning claws next turn. Still, at least the left flank now looked an awful lot better than it did just a turn or two previously.



The Space Wolf assault begins.



SPACE WOLVES TURN FOUR

Geoff: Ouch, that hurt. The early turns had seen the Space Wolves grab a fist full of Victory Points from the Iron Warriors and, although behind on points, we agreed that the Iron Warriors looked to be in a much more commanding position. Just because it is a tournament game doesn't stop players from discussing the current situation or reviewing a battle at the end. In actual fact, playing tournament games is one of the fastest ways to learn a system. Both of the Blood Claw units were pinned down behind cover, the right flank assault had been crushed and there was a rapidly dwindling supply of fodder to throw at the enemy. This wasn't going to be pretty. Just the Wolf Guard Scout Leader and the Grey Hunters' power weapon were left from each of their respective units and the Predator Destructor had gone – if I couldn't come up with something quickly then I would be in trouble.

On reflection, it was a bad move to bring the Venerable Dreadnought back round the rock. Had it moved forward then it would now have been in a position to countercharge the Raptors. Still, I hadn't expected the Grey Hunters to do so badly and in the last round I felt that the covering fire in the centre on the Obliterators was needed more than the assault support. With this in mind it was time to achieve both objectives, opting to stride forwards onto the top of the hill. Earlier in the game this would have been tantamount to suicide, but with the Wolf Scout Wolf Guard Leader moving in on the Obliterators and the Blood Claws now advancing I figured that Max

TURN 4



would only have one or two shots available to him to return fire. And I needed a little luck. Also, if I could get a shot off on the Obliterators facing the Wolf Scout Wolf Guard Leader then I might be able to make his life easier in the Assault phase – just another example of softening up your target with supporting fire.

With the Obliterators now occupied, both Blood Claw units went for it. The Wolf Lord's unit started after the Chaos Assault squad in preference to the Obliterators, knowing full well that whichever ever target they went for would retreat and leave the Obliterator's twin-linked rapid fire plasma guns of death to whittle the unit down further. However 'in moving' I made fully sure that the squad would be about 5 to 6" out of the deadly 12" range of the guns if the Obliterators moved in on them the following turn. I'll happily take two twin-linked shots this turn, but not four. By doing this I hoped to isolate the Chaos Assault squad from the Obliterators and I was sure that this would have the

desired effect. All being well, the Blood Claws could then turn on the slower moving Obliterators (who wouldn't be able to move back quickly) without fear of the Chaos Assault squad gatecrashing the party.

The Predator Annihilator, devoid of targets, moved round to target a single Havoc on the hill. It may not have been much, but everything counts at this stage of the game.

Meanwhile, the Venerable Dreadnought wounded both Obliterators. Yet again the Invulnerable save came to the rescue of one of them, but its colleague was reduced to little more than a pile of molten slag.

In the Assault phase the last Grey Hunter survived only to break and run, but the Raptors easily held him in combat by beating his flee distance. Meanwhile the lone Wolf Guard Leader ripped the remaining Obliterator in half with his lightning claws and consolidated towards the unit in the wood. Had Max removed the other Obliterator from



Max looks on as Geoff's Space Wolves charge his Iron Warriors.

shooting then the consolidation would have left me close enough to engage the Chaos Space Marine unit and so prevent them from shooting in the following turn. You will often see tournament players pause briefly before removing casualties (or even change their mind over which ones to remove). What they're looking for is highlighted here, namely what will be the best for them in the next phase/turn.

IRON WARRIORS TURN FOUR

Max: Not a good turn. The loss of the Obliterators was troublesome for a few reasons. Obviously they'd been destroyed before they could strike back in combat with their power fists, so the Scout was still alive and kicking. The Chaos Space Marines would have to shoot him instead of the advancing Blood Claws, so they wouldn't be assaulted in the next turn. Finally, those Obliterators would have made a right mess of the Blood Claws! I hit and ran again with the Raptors, but the remaining Grey Hunter survived last turn as well so they have to go back in and would finish the job. The advance of the Blood Claws was also good, as they didn't look much like the Emperor's finest while cowering behind a rock!

At the start of the turn, my final Havoc made his Last Man Standing roll. As already mentioned, the Raptors moved to re-engage the Grey Hunter. They were in possible range to attack the Blood Claws, however there were still too many of them there and the Raptors would be wiped out. The safer option was to finish the Grey Hunter. The surviving Obliterator unit advanced

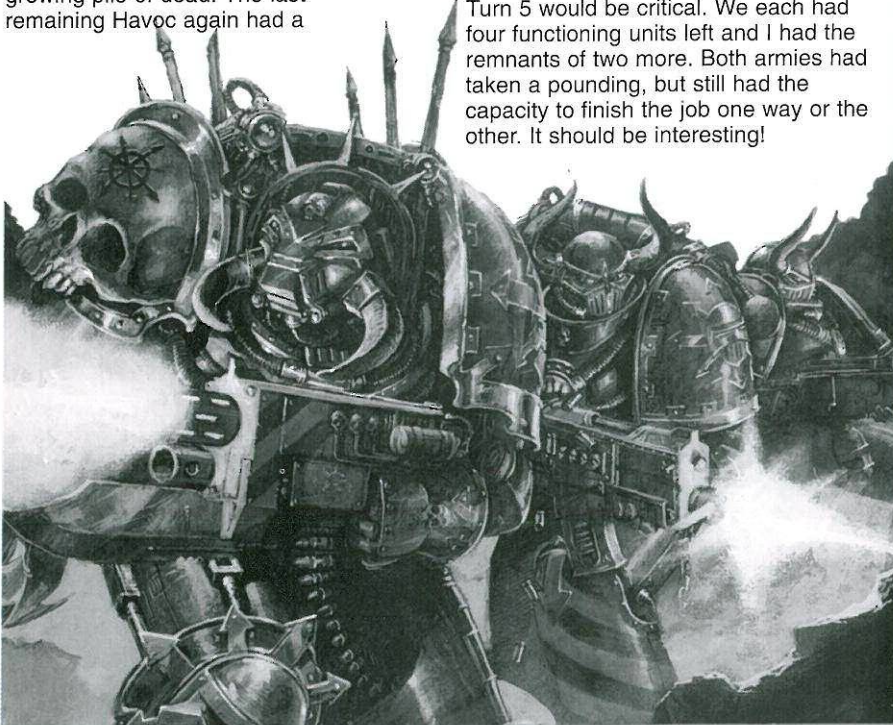
again, but was careful to remain outside a 12" of the Blood Claws. I had another turn of shooting and I did not want the Space Wolves assaulting me too soon. The combat Chaos Space Marine squad backed off to outside 12" as well, for the same reason. I had the shooting advantage and fully intended to use it.

Again, I opened my shooting against the Scout. Six bolter shots hit, but the lascannon missed. Only two wounded and thoughts of a very irate Scout rampaging through the squad flashed before my eyes. Fortunately one of the saves was failed and the final Scout joined the rest of the squad in the growing pile of dead. The last remaining Havoc again had a

shot on the Blood Claws and took another one out. Finally, using twin-linked plasma guns, my Obliterator unit fired at the Blood Claws opposite them. Both shots hit, but then disaster struck as the roll to wound was snake eyes. There went my theory of a shooting advantage!

The Assault phase went a little more predictably, with the furious assault of the Raptors slaying the final Grey Hunter. As I consolidated, I spread out the Raptors as much as possible. The Venerable Dreadnought had that nasty plasma gun and I wanted to limit its potential damage as much as possible.

Turn 5 would be critical. We each had four functioning units left and I had the remnants of two more. Both armies had taken a pounding, but still had the capacity to finish the job one way or the other. It should be interesting!



SPACE WOLVES TURN FIVE

Geoff: Sadly the heroic Wolf Scout Wolf Guard Leader was no more. The Chaos Marines riddled him with bolter fire (the lascannon missed) and scored two wounds. However my complete inability to pass Armour saves on 3+ (cross ref: number of dead Blood Claws from Rhino 'accidents') meant he was now consigned to the great feasting hall in the sky. Or more precisely the black figure case at the end of the table.

At this point there was unrelenting fire reigning down on both sides, leaving carnage and destruction all around. The lone Grey Hunter had gone too, the Raptors having seen to him. At this point in the tournament scenario it's time to start considering table quarters. To reiterate what was said at the start, it is much harder to formulate tactics in Warhammer 40,000 as the damage potential of the weapons means you can never plan what you expect to have left by any stage of a game. Therefore it is more a case of making an initial, broad plan (where to assault, the style in which you want to play etc) and then react to events as they unfold, planning ahead only for the next few turns.

With a lack of effective anti-armour firepower capable of targeting them, the Venerable Dreadnought was unscathed and looking good for taking the opposing right table quarter and the Predator Annihilator holding the near right table quarter. On the left it's all gone to pot, so no hope of capturing anything there. On the flip side, Max didn't have anything that could contest the table quarters I wanted, but had three units capable of claiming on the left. If I was to grab some VPs from the table quarters then I needed to start inflicting some harsher punishment on his troops. The remaining unit of Obliterators looked likely targets for this, needing to kill just one of them to prevent them from claiming a table quarter. The Chaos Marine squad in the wood looked

promising too, needing to take out three of their number to help my cause. There was little chance of even reaching Max's Assault squad, so it was best to forget about them and get on with the job in hand.

With this in mind the Venerable Dreadnought set off over the rocks for the Raptors. It was my intention to assault them this turn, but it looked like they were about 12" away. With this in mind I rolled my Difficult Terrain test and scored a 6. Great news, and I was half way there. However, before I even touched the model I explained to Max that I intended to assault the Raptors and we measured the distance between the two closest models. With the terrain unable to balance the Venerable Dreadnought model, moving it 6" first may have put it clearly in or clearly out of assault distance, so by checking first we could see that the two models were just less than 12" apart. Although this isn't covered in the rulebook, it is a prime example of where a little common sense at the start prevents any disagreements later. Max made a similar move last turn when he backed off his Assault squad. By firing their out of range bolt pistols (and measuring the range) he could demonstrate that the Blood Claws were clearly over 12" away which meant that no matter how I moved the unit, or positioned it in the intervening terrain, they could not reach his Assault squad in my following turn.

The right hand unit of Blood Claws ran forward, putting themselves in position for a final turn charge on either the Chaos Space Marines in the wood or the remaining Obliterators on my left. I was hoping that the Predator could knock out the few Chaos Space Marines in the wood needed to prevent them claiming the quarter, leaving the Blood Claws free to tackle the heinous metallic creations.

There was not much to note in the following phases. The Predator Annihilator took out two more of the Chaos Space Marine squad, but the Venerable Dreadnought failed to kill the final Havoc (shooting), then

charged the Raptors (courtesy of rolling another 6) but failed to hit a single one of them on 3s (so, that'll be four 2s' then...). More hit and run from the Raptors. This was becoming annoying.

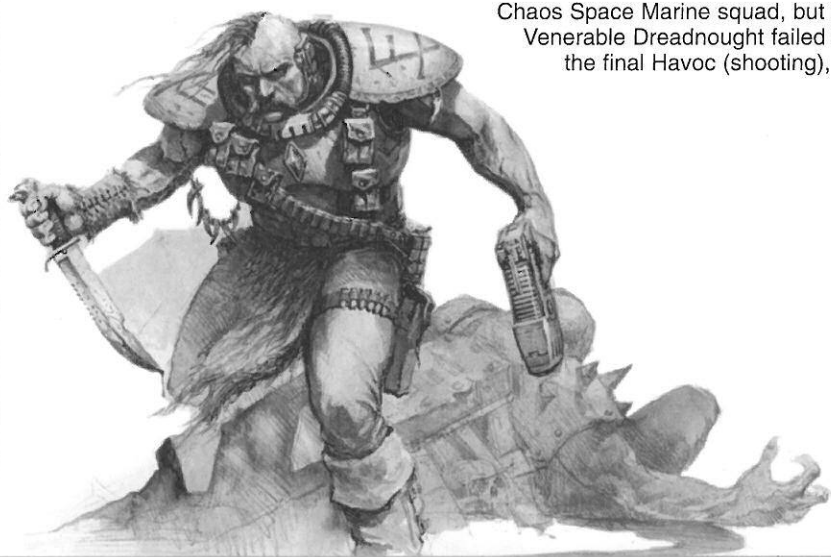
IRON WARRIORS TURN FIVE

Max: All I can really say about that was "Whoops". I thought that the Venerable Dreadnought was more than 12" away, but it was just in. The difficult terrain tests needed those 6s! Fortune smiled on me when the Dreadnought then missed everything. Still, it shows that dice can go any way for both players. I obviously hit and ran with the Raptors, as I couldn't hurt the front armour of the Venerable Dreadnought. The Space Wolves' Predator was definitely bugging me, but the combat squads up close could do much more damage. I'd have to ignore it for now.

Turn 5 was the time to consider board quarters. In Pitched Battle, you get a whooping 200 Victory Points for each quarter you control at the end of the game. Looking at the table, I had three units on the right that could take those two quarters. If the Raptors didn't lose another figure then they too could take a quarter.

My final member of the Chaos Space Marine squad which had lasted this far decided enough was enough and failed his Last Man Standing check. He fell back towards the board edge and took no further part in the battle. The hit and run move was not enough to get the Raptors into assault range of the Blood Claws nearest to them. There was nowhere that they could move to and not get shot by the Venerable Dreadnought or the Predator. So instead I decided to go for Death or Glory and assault the Venerable Dreadnought. I had the move to be able to assault the rear of it, so I moved the Raptors appropriately. The Strength 6 Aspiring Champion was who I was hoping would do the job.

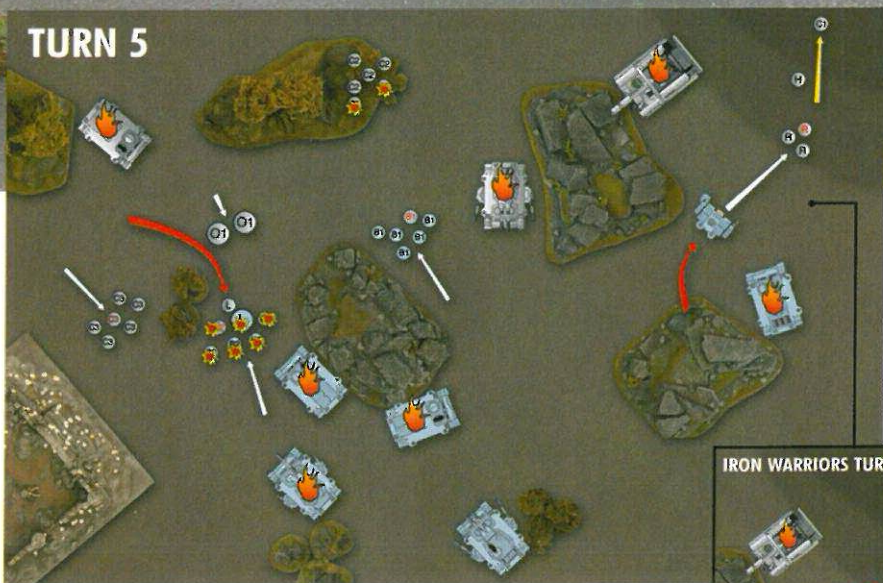
On the right, I decided to attack the Blood Claws and Wolf Lord with everything I had and leave the other squad alone. Splitting my fire and/or assault could still leave partial units left, which are still very combat-worthy due to their special close combat weapons. It is much better to destroy one squad outright this turn and go for the other one in the next. The Obliterators advanced forward 3", as far as they could go. My Chaos Lieutenant split off from the unit and went to one side of the small wood, while the squad marched around the other way. I split them in this way so that regardless of where Geoff removed any casualties from, the remaining squad would still be assaulted. Also, it got the squad closer to the far table quarter, which it could take in the final turn.



The Raptors make a daring assault on the Dreadnought.



TURN 5



The last Havoc stood his ground and took a shot at its only target: the Venerable Dreadnought. The frontal armour proved too strong for the krak missile. The rest of my shooting then opened up on the Blood Claws squad. My Obliterators shot first, hitting and killing four at rapid fire range with the ubiquitous twin-linked plasma guns. That left the Lord and one last member of the Blood Claws squad (The Wolf Guard leader). I next fired the bolt pistols of my combat squad, hoping to take out that Wolf Guard leader. Three wounds were caused, but all saves were made. I had kept my Chaos Space Marine squad in the woods to fire last, hoping that only the Lord would remain. That would have made a very nice target for the lascannon! As it happened, the Wolf Guard leader was still there to take the shot from the heavy weapon, getting reduced to a pair of smoking boots for his trouble.

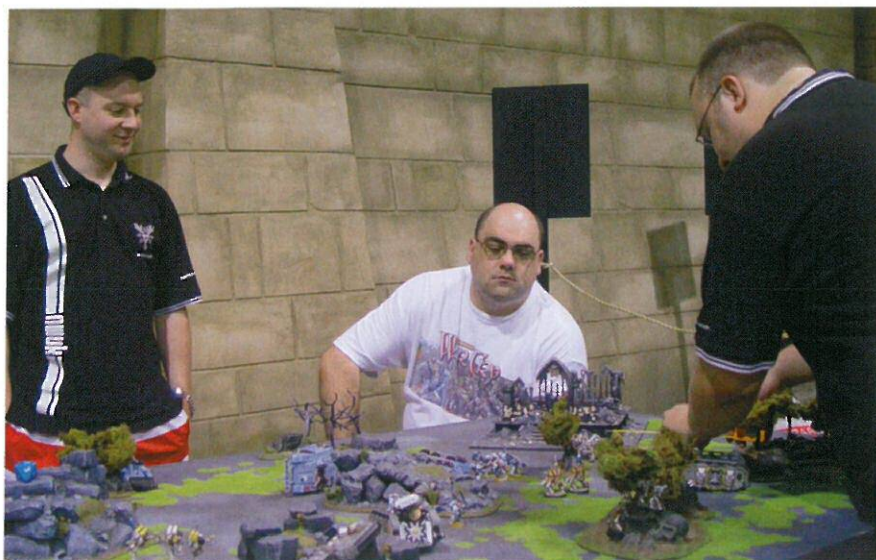
In the Assault phase, I moved the Raptors into the rear of the Venerable Dreadnought and attempted to assault the Lord with the Obliterators. The dice were not enough (to be fair, a 5" move was needed) and so it was up to my Chaos Lieutenant to go against a Wolf Lord packing twin lightning claws.

The Raptors fought before the Venerable Dreadnought, so if they could do the damage then they'd survive the battle. Again, if they didn't then I couldn't count on Geoff to miss all his attacks again! Their ten attacks only hit twice, one at Strength 5 and 1 at Strength 6. Unfortunately neither pierced the rear armour and the Venerable Dreadnought then squished two Raptors. The last remaining Raptor failed his Morale test at -1, failed the re-roll (the Mark of Undivided gives a re-roll to Morale checks) and fell back.

In the battle of the Generals, we fought simultaneously because of equal Initiative score. Geoff rolled first, hitting twice but failing to wound on 5s despite the re-rolls. I fought back, hitting three

times and wounding with all three on 2s. The Dark Blade is an exceptional weapon. The Wolf Lord needed to make at least one Invulnerable save with his Belt of Russ to stay alive, and saved one. Geoff passed his Morale check and we fought on.

I felt that Turn 5 was another mixed bag for the Chaos forces. The destruction of the Blood Claws squad was good, as was wounding the Wolf Lord. Unfortunately my attack on the Venerable Dreadnought with the Raptors proved to be a complete failure. Then again, you don't win games by backing off and not fighting.



The final moves are made.

SPACE WOLVES TURN SIX

Geoff: Ah, so the plan to cunningly draw in all of Max's firepower at my remaining models worked then. Just a little too well though. Having now disposed of most (read: all) of my Wolf Lord's remaining unit of Blood Claws the Iron Warriors

Lieutenant piled into combat using his Daemonic Speed and tore a gaping hole in the side of the Wolf Lord. Even with the finest wargear in the Imperium, the Wolf Lord failed to even scratch him back. Daemonic power weapon, Daemonic Toughness, Strength 6. What manner of inhuman abomination is this heretic?

Fortunately, the Raptors finally got their come-uppance. Screeching into the rear of the Venerable Dreadnought it looked

like it could be all over for the poor fellow as one Strength 6 and one Strength 5 attack hit home. But without a single dent he swung round to face the attackers, slaying two of the remaining three and sending the champion running to the hills. Sweet. With the last Chaos Space Marine on the flank failing his Last Man Standing test, and the remaining Havoc about to undertake some quick practice fighting against a Dreadnought close combat weapon, it looked like this quarter was mine.

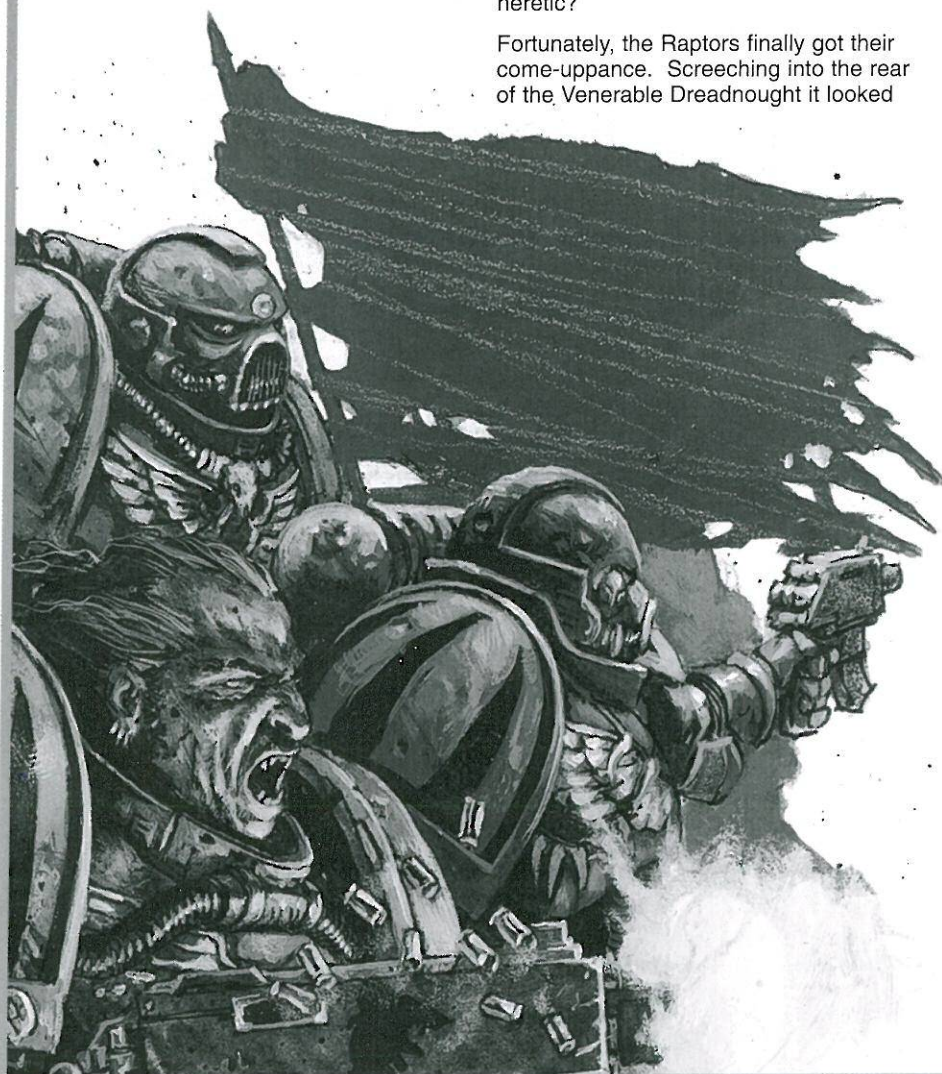
With only the Venerable Dreadnought, Predator Annihilator, half a Blood Claws pack and a wounded Wolf Lord left (about eight figures) movement was going to be quick. The Venerable Dreadnought strided off the hill to shoot into the wood, whilst the Blood Claws moved in on the Obliterators. The Predator Annihilator stayed put. One more Chaos Space Marine of the squad in the wood dying would deny Max 200 Victory Points for the quarter whilst I would gain about 75 myself. Killing one Obliterator would net about the same again. So a gain of about 550 VPs was riding on this move.

Shooting brought the reward I was looking for, killing just one Chaos Space Marine, but the one was all I needed. In the Assault phase the Venerable Dreadnought fluffed again, only hitting once (!) and then rolling a 2 to wound. Talk about wasted effort! Meanwhile the Blood Claws charged into the Obliterators, taking down one of them for the loss of two Blood Claws. Those things are tough.

Finally, the continuing battle between the two commanders saw the Wolf Lord survive and in turn inflict a wound on the Chaos Lieutenant. This was turning into less of a duel to the death and more of a pillow fight! At this point Max remembered that he should have taken a Leadership test last turn when he wounded the Wolf Lord with the Daemon weapon. He promptly failed this and just survived the subsequent Perils of the Warp test. Had he failed this then he would have been dead. Despite the obvious dangers, Max showed exactly why he receives good sportsmanship results in tournaments. A lot of people think tournaments are purely about winning games but in fact they're much more than that, offering an unrivalled opportunity to play against people who you've never met before. If you end up cheating people by 'forgetting' your armies own special rules, such as this, then you're also cheating yourself out of the fun of the game. The same goes for games between your close friends.

IRON WARRIORS TURN SIX

Max: Well, Geoff gave it his best shot and a brilliant shot it was. Pouring all of his remaining firepower into the Chaos



TURN 6



Space Marine squad in the woods took them to below half strength. The assault on the Obliterators killed one, also dropping them to half strength. This stopped both units from taking a quarter. As both of his vehicles were fine, Geoff was taking 400 Victory Points for those quarters. And to top it off, my Chaos Lieutenant took a wound and failed to kill his Lord!

My combat Chaos Space Marine unit advanced into assault range of the last remaining Blood Claws. The Chaos Space Marines in the wood shot their lascannon at the Predator, hoping to deny the quarter to Geoff. It wasn't to be, as the shot went wide. All that was left was the Assault phase.

The Chaos Space Marines stormed in, at equal Initiative. The Blood Claws rolled first and Geoff went for the Chaos Space Marines rather than the Obliterators. This was because they could still take a quarter, where the Obliterators couldn't. His power weapon armed Blood Claws hit twice, but failed to wound. My Chaos Space Marines then fought, hitting a total of 5 times, causing four wounds. Geoff failed two saves, which left only the Wolf Guard leader with a power fist. He also struck at the Chaos Space Marines, needing to kill three to reduce them to below half.

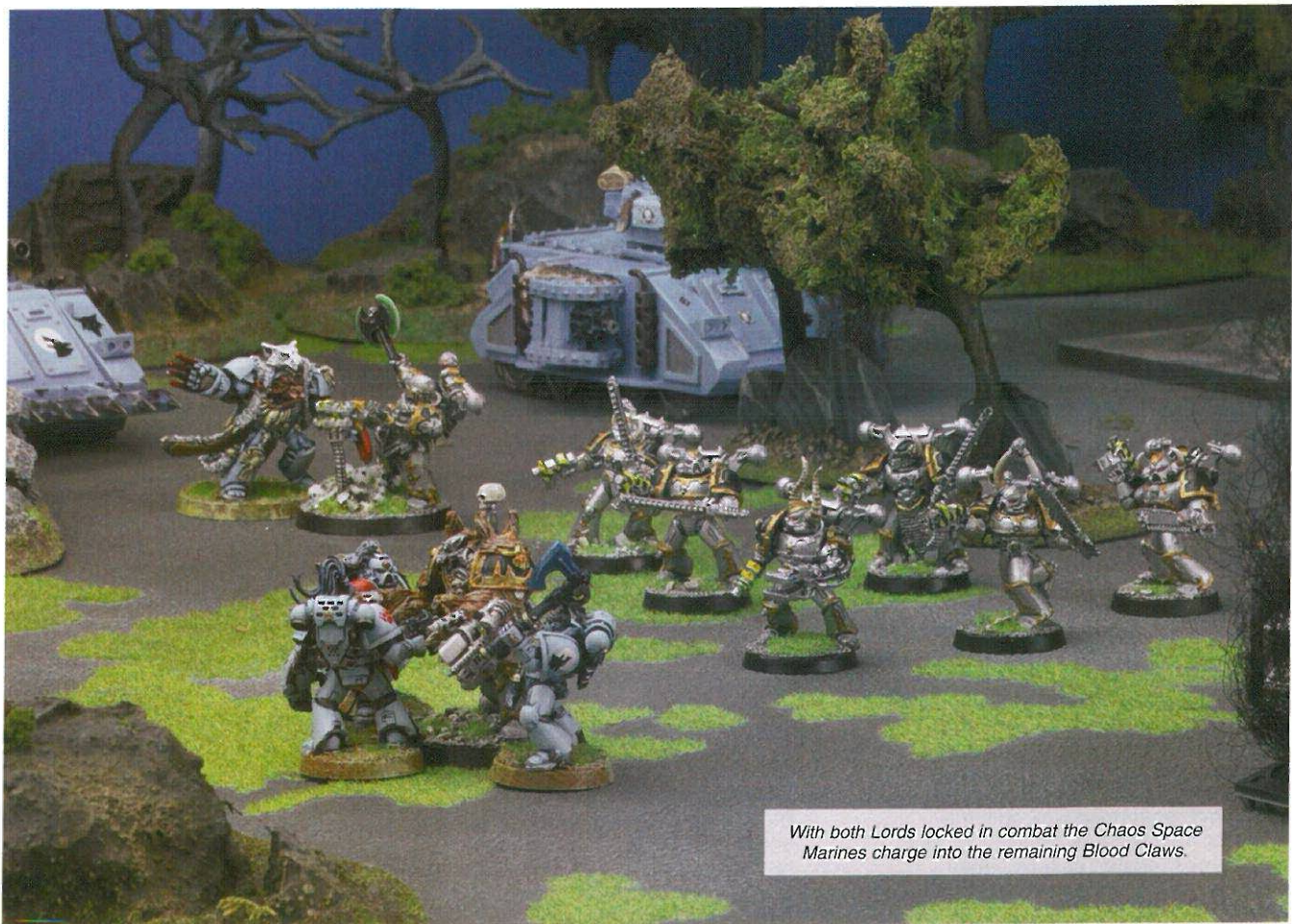
He hit two Chaos Marines and even though he killed both it was not enough. My power fist armed Aspiring Champion and the remaining Obliterator finished him off, wiping out the squad.

And the final act of the game was the last combat, Wolf Lord against Chaos Lieutenant. We were each down to one wound. Geoff allowed me to roll first and I hit with two attacks and wounded with both. This was too much for the Belt of Russ and the Wolf Lord died. However

with the same initiative, the Wolf Lord struck back and hit three times. A wound was caused and with his own dying breath in his mouth he struck down the Chaos Lieutenant.

VICTORY POINTS

Iron Warriors	1362
Space Wolves	1612



With both Lords locked in combat the Chaos Space Marines charge into the remaining Blood Claws.

COUNTING THE COST

Geoff: Phew! What a scorcher (and I don't mean the 100 degree heat outside). That game had just about everything in it. Flipped vehicles, Trial Assault rules, Break tests, Last Man Standing tests, the works. A final tally of 250 Victory Points difference, meant that under tournament rules this equates to an equal scoring draw (ten tournament points each). Nope, no amount of whinging, cursing or recounting will get me that Minor Victory score (a 251 Victory Point difference) so I'll just have to settle down and accept that I came as close to doing it as possible but without success.

Still it's a better result than I could have expected, so I'll take a lot of pleasure from that. I had come prepared to take Max's army head on and expected heavy losses. Having played the army on several occasions before, it always results in near enough a draw. In the end I finished with no Space Wolves alive, a small matter which would have been different had the Rhino not stalled on Turn 2. I know from experience that if one of the Blood Claws units makes it into combat then the game can go quite differently.

Reviewing the general plan I can see that ultimately I secured the right flank with the advance I'd planned during deployment, using the Venerable Dreadnought to great effect. This could have been secured a lot quicker had the Grey Hunters been riding in the Razorback already so they could have assaulted in Turn 2. However Max would probably have shot the Razorback earlier, which would have meant the Rhino wasn't shot by the Havocs, etc, etc. In situations like this it is often the case that it probably wouldn't have mattered anyway as Max would have reacted accordingly to whichever move I made. The mistake on the right was pulling the Venerable Dreadnought back behind the rock. Still, I was very conscious of the fact that I would have been moving into 'no man's land' without cover, something which I'm very reticent to do. The three tenets of Warhammer 40,000 are position, position and position. You need to have a fairly large amount of cover with limited distance (around 8-10") between to get the best game. I think the battlefield used here was about the right density of terrain as it meant that there were some lines of cover to advance in but it also had some death zones, forcing both of us to carefully consider our strategy (overall plan) and tactics (turn by turn action).

The centre performed well, with the Predator Annihilator accounting for half the Chaos Rhinos, softening the Obliterators and preventing them from advancing at the trapped Blood Claws



With the game a draw, Geoff and Max arm wrestle to decide the outcome.

(for fear of nasty laser-based death), and then reducing the Chaos Space Marine squad in the wood below half strength before finally claiming a table quarter. The fact that it's armed with weapons capable of 48" range is something often overlooked, but here only a handful of models were ever capable of returning fire on it due to keeping it at extreme range.

The left and centre-left Blood Claws units were hamstrung from Turn 2, and to even have had the limited impact they did from that position I'm actually happy with. At the end of the day I had to time their assault correctly. Too early and they'd have been plasma gunned and then assaulted, too late and there would have been too few left to have an effect. Situations such as this demonstrate the power that a diversion or distraction in the enemy lines provides.

Reviewing the post-match analysis against the intended plans it is clear that the majority of them were achieved.

- 1) Firebase – The prediction was correct, with Max opting for the hill and wood on his left.
- 2) Assault Route – Despite both Rhinos going out of action I stand by my decision. I feel that the route was the best available, but it just goes to show that even a single glancing hit can put paid to the best laid plans.
- 3) Target Elimination – With the Basilisk and Rhino gone in Turns 1 and 2 respectively I'll give myself two out of three marks. The Raptors did well to keep away from the plasma cannon, though I'm a

little disappointed that the Wolf Scouts didn't take out more than two on the charge as they were my best opportunity to soften the unit up.

- 4) Assault squads into the middle – hmmm, only marks at best for this one. The Wolf Scouts did little (though the lone Wolf Guard Leader did take out an Obliterator and if someone else had rolled my Armour saves he could easily have taken on the Chaos Space Marine squad in the wood). The Blood Claws did even less. As above, I stand by my choice of assault route. Perhaps a slight change of plan would have been to completely screen the Wolf Lord's Rhino with the Predator Destructor, but in turn this would have left the Chaos Rhino still mobile. I guess you can't have everything though.

As explained at the time, the idea behind Rhino 'creep' is that the vehicles hug the cover as much to gain Hull Down as to limit the quantity of fire directed at them. And the Wolf Lord's Rhino would have gotten away with it too if it wasn't for those pesky kids (and a small matter of the two Obliterators). This would have left them free to launch an assault on the centre and meant the second unit of Blood Claws could have started their run two turns earlier. Although in this situation it made no difference, in plenty of others it will have a very different result.

So, back to the Fang to get some more Space Wolves and who knows, maybe I'll see you at the next tournament!

A NEAR MISS

Max: Ouch, that was close. I think that it was a very good game, which went right down to the wire. Geoff finished with a few more Victory Points than I did, but the difference was small enough to be a draw in tournament points terms. (Just, though...) The final numbers left on the table were eight infantry for me, and one vehicle and one Dreadnought for Geoff. Considering that we'd played a tournament game rather than a more story driven scenario, we still had lots of almost-cinematic moments. From starting with a tank dual, to finishing with a one-on-one fight between Generals, the game was epic. Also, hardly anybody survived!

As I reviewed the game and wrote this battle report, it is staggering how many turning points that I noticed. This could have so easily been a completely different game. For example, had I failed to immobilise the Wolf Lord's Rhino then we'd have been fighting close combat in Turn 2. Had one less Chaos Space Marine died in the woods, 265 Victory Points would have swung my way. There are quite literally dozens more of these that me and Geoff noticed whilst discussing the game afterwards.

Obviously hindsight is good, but looking back at my deployment I set up the Basilisk and the Havocs poorly. The Havocs should have been right towards the back of the board, so that I could have got the Chaos Space Marine squad deployed ahead of it. The Basilisk should probably have been in the far right hand corner, behind the wood there. I should never have assumed that Geoff wouldn't take a risk!

Another mistake I made was in the position of the Raptors to within assault range of the Venerable Dreadnought. Despite Geoff needing 6s on both Difficult Terrain tests, I shouldn't have given him the chance in the first place. During the game itself I think that my target selection was good, dealing with the biggest threats at the time.

An interesting what if I thought about after the game was my use of the Raptors on Turn 3. Instead of taking out the Grey Hunters, should I have made sure against the Scouts and kept them back? I would have lost my last Havoc and the Chaos Space Marine ahead of it sooner, but at least one Obliterator to the left of the woods would have still

been up and about. Also, my Chaos Space Marines in the woods wouldn't have lost their chance to fire at the approaching Blood Claws. My Raptors could always have gone for the Grey Hunters a turn later. Then again, I was expecting the firepower from the Obliterators and the Chaos Space Marines to do the job. In a similar situation in the future I'd probably do the same thing.

As far as the plan went, I considered it a success. The Rhinos did nothing and the Blood Claws were limited to a single charge on Turn 6. They were also wiped out by the end of the game.

Unfortunately, Geoff's other elements in his army stood up to the challenge and did very well, especially the Venerable Dreadnought and the Scouts.

Overall, I think a draw was a fair result. We both played wholeheartedly and went for a win, whilst still enjoying ourselves immensely. For me, that is the epitome of what tournaments and tournament games should be about.

Next time...



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The next issue of **WHITE DWARF** is on sale 22nd January

Coming next issue...

WARHAMMER

February sees a packed month for all you Warhammer players! The Bretonnians charge into combat in earnest and we present the Designer's Notes and an in-depth feature on Heraldry for this eagerly awaited army.

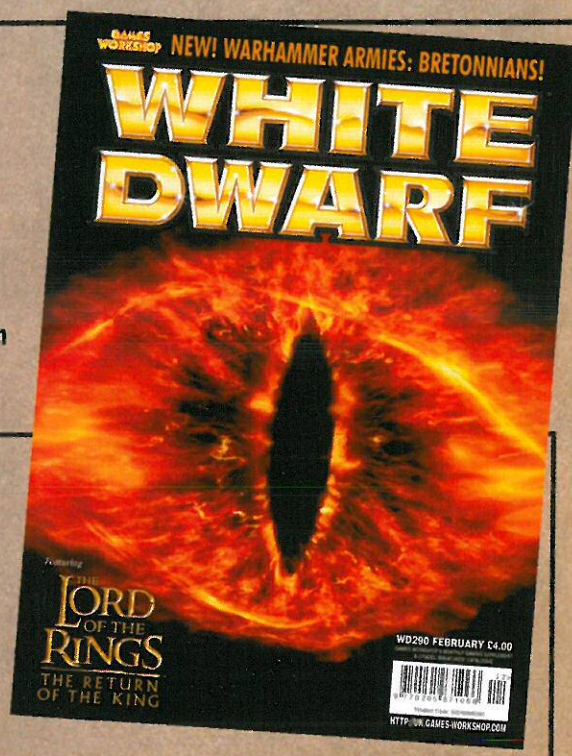
Dark things stir in the bowels of the world as the Skaven form an unlikely alliance with Chaos, while events in the Old World escalate still further...

And finally, this month's battle report sees the valiant Dwarfs versus an insidious horde of Undead, commanded by a Necrarch Vampire Count. Can the Dwarfs retrieve the dreaded Necromantic tomes before the Vampires can decipher them? The race is on in this special scenario...

WARHAMMER 40,000

Emit a mighty Waaagh! It's Ork-mania as Chapter Approved presents rules for using specific clans in your Orky armies and Ghazghkull Mag Uruk Thraka makes an appearance in Heroes and Villains.

Add to this a wealth of other cool material and there's plenty for Warhammer 40,000 fans to get excited about.



THE LORD OF THE RINGS

We might have had the final movie release of the awesome trilogy but The Lord of The Rings fervour is still rampant and to prove it we have a host of new material for the devotees of our strategy battle game.

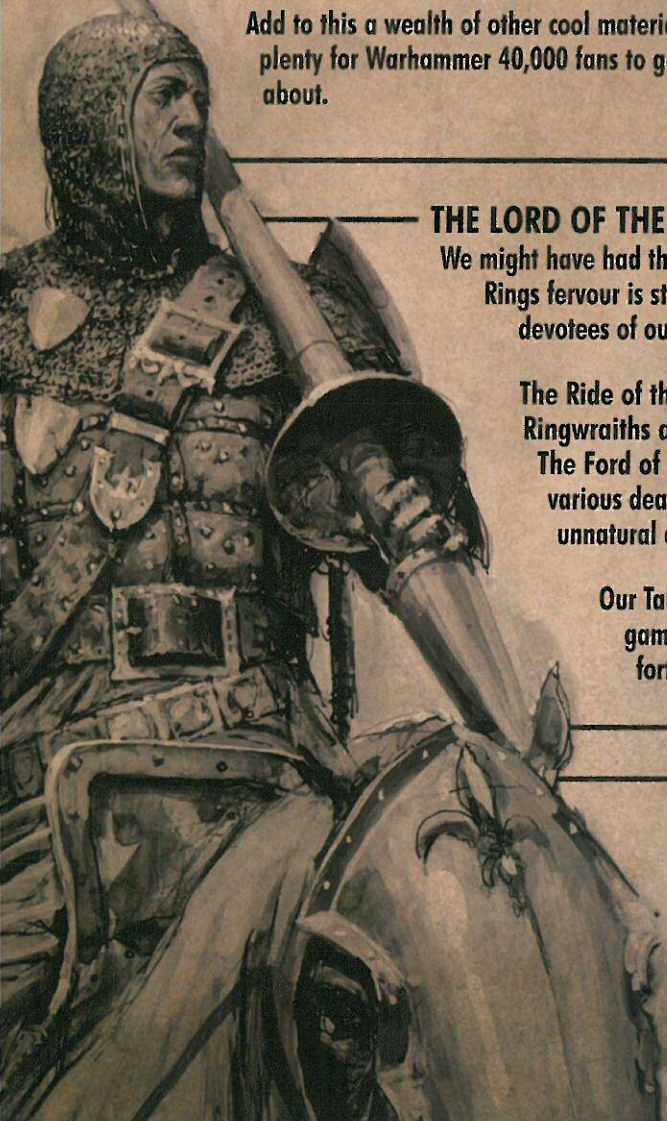
The Ride of the Ringwraiths series concludes with part five which sees the Ringwraiths attempting to prevent Frodo reaching the safety of Rivendell in The Ford of Bruinen. In The Land of Shadow we present special rules for the various deadly hazards your forces might face battling in Mordor, from unnatural darkness to poisonous fumes...

Our Tale of Good and Evil series continues with the players constructing a gaming board. Finally, we offer a mouth-watering preview of the forthcoming Siege of Gondor supplement.

EPIC ARMAGEDDON

With the release of a brand new version of the game of large scale battles we take a look at what's new and put it through it's paces in a battle report!

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"The out-companies with great cheer turned and smote their pursuers."



The defenders of Minas Tirith.

A new scenario allowing you to recreate Denethor's desperate attempt to summon help from Rohan before Gondor is overwhelmed by the forces of the Dark Lord.

Description

Sauron is on the move and Gondor is soon to be besieged. The armies of the Dark Lord are vast, a tide of Evil creatures that will sweep away all in their path if they are not stopped. Denethor, Steward of Minas Tirith, knows this and also knows that the forces available to him are not enough to stand against the Dark Lord.

Calling forth the bravest warriors in Minas Tirith, Denethor sends messages south to the fiefdoms of Lossarnach, Lamedon, Morthrond and many others. The most senior of messengers, Hirgon, is sent westwards to Gondor's staunchest ally: Rohan. In times of need in ages past, Gondor would always send a Red Arrow to the king of Eorl's folk, and it is this icon that Hirgon carries to convince Théoden of the danger.

Taking the swiftest steed in the stables,

THE RED ARROW

A new scenario for The Return of The King

Hirgon travels west through the Druadan forest when his keen eyes spy Orcs blocking his way. Can Hirgon win through to Rohan?

Participants

The Good side consists of Hirgon Captain of Gondor with longbow (counts as an Elven bow) on horseback, (may not be given a lance or heavy armour).

The Evil side has 6 Orcs with Orc bow and 2 Warg Riders with Orc bow.

Points Match

You can use this scenario to re-enact similar battles – for example, Arwen carrying Frodo to Rivendell while the Ringwraiths attempt to stop her.

If you want to play this game with other forces choose a single Hero for the Good side and an equal points worth of Evil warriors for the Evil side.

Layout

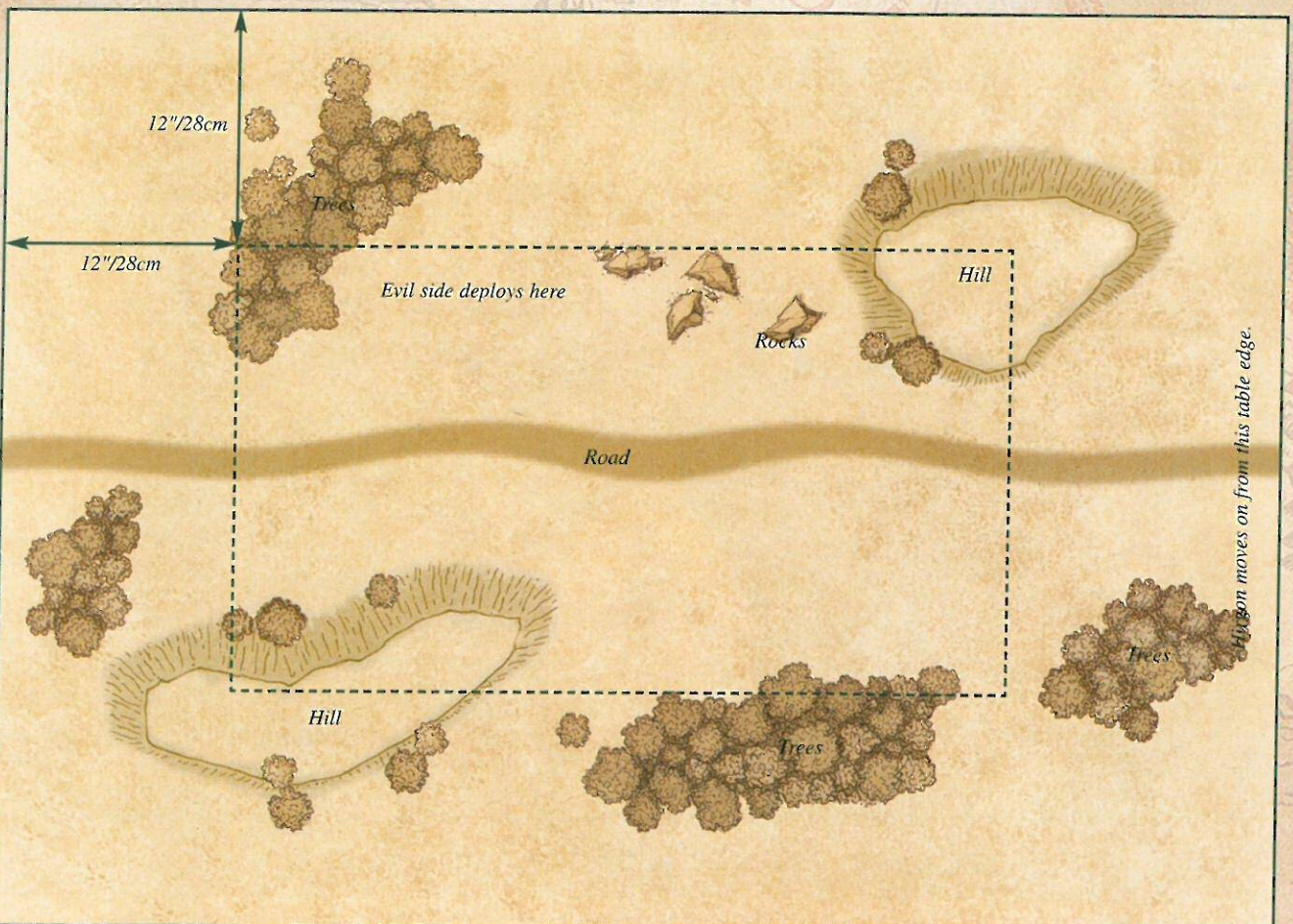
The scenario is played on a board 48"/112cm by 72"/180cm. A road runs centrally, parallel to the long board edges with at least one hill to either side. The remainder of the board should be covered with several small woods and scattered with rocky outcrops.

Starting Positions

The Evil player deploys his force anywhere on the board but no closer than 12"/28cm to a board edge or within 6"/14cm of another Evil model. Hirgon moves onto the board from one of the short edges at the start of the first turn.

Objectives

The Good player wins if Hirgon exits the board from the board edge opposite the one he moved on from.





With the Warg Riders in hot pursuit, Hirgon breaks through the Orc line.

The Evil player wins if the Good player does not achieve his objectives.

Special Rules

Sentries. Hirgon must try and escape under cover of darkness as, once the Orcs realise that a messenger is trying to escape the city, the call will go up and his effort imperilled. At the start of the game, the Orc scouts are unaware of the enemy presence and are as likely to wander off in the wrong direction as they are to move towards Hirgon.

To represent this, they do not move in the usual way. Instead, at the start of the Evil player's Move phase he rolls a D6 for each Orc. On a roll of 1-3 he may move the Orc as normal. On a roll of 4-6 the Good player may move the Orc instead. If at any point an Orc is within 6"/14cm of Hirgon and has line of sight to him, the alarm is raised.

Once the alarm has been called, the Evil player may move the Orcs as normal. Until the alarm has been raised, the Orcs may not shoot Hirgon (they have not seen him).

If Hirgon kills an Orc there is a chance the death rattle will alert his fellows. If this happens, the Evil player rolls a D6. On the roll of a 1, the alarm has been raised.



Wargs – massive and dangerous creatures with a carnivorous intelligence.

A Tale of Good & Evil

Part One – Mustering the Forces

The classic contest of good and evil is played out once again as two bold captains of Minas Tirith and Mordor fight for supremacy. Bravely defending the besieged city of Gondor from the assaults of Mordor is Steve Cumiskey, a long time gamer who can assemble and paint his forces in the twinkling of an eye. His opponent, Adi Wood, is no stranger to collecting hordes of twisted Orcs and looks forward to smashing the White City with his Trolls, Wraiths and other, more devastating weapons.

Over the coming months you can follow their progress as Steve and Adi begin their collections, build terrain, fight scenarios, personalise their forces, and construct mighty siege engines. Join them as they wage the War of The Ring.

This issue sees the two opponents make a start by assembling warriors of Minas Tirith and Mordor Orcs. They each demonstrate how they painted their models with a stage-by-stage painting guide, showing off their fully modelled and converted warbands.

Warriors of Minas Tirith

By Steve Cumiskey

I've been considering collecting a force for The Lord of The Rings game for a while now. What I really loved about the game was the idea that all of the models had complete freedom to move about independently, making all of the warriors on the table into characters of a sort.

As with any game, the rules alone wouldn't make me take the plunge and start gaming. What I was waiting for was an army that really gripped me. I've always had a fascination with knights, fighting against impossible odds, battered and bruised. So when I saw The Two Towers film and the armoured defenders of Osgiliath, I knew I had my army.

Well, I finally got my hands on the new Warriors of Gondor. The thing that struck me most strongly about The Lord of The Rings game was that the all of the models could act as individuals, so I decided to treat them that way when I painted them. I would forgo my normal batch painting habits and approach each model one at a time, that should help to give them all a more unique appearance.



The Skin

The skin is normally the first thing that I paint on a model. This is partly because I am confident of which colours to choose for skin and partly because, on an armoured character, it would be hard to reach the face without getting paint on the rest of the helmet.

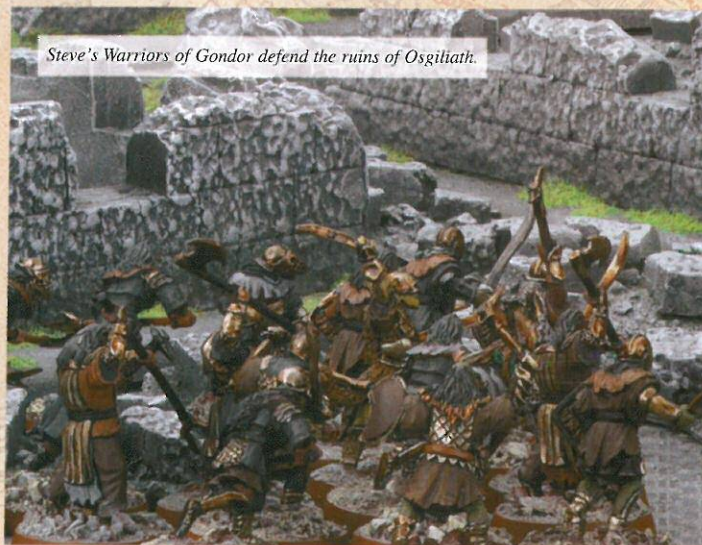


1. I started by painting the whole of the face a basecoat of Bestial Brown. The full helmet would make it very hard to see the eyes, so I didn't bother painting them.

2. I followed the Bestial Brown basecoat with a layer of Dwarf Flesh to give the skin a weathered appearance.

3. Finally, I finished off the skin with a few selected highlights of Elf Flesh around the mouth and chin.

Steve's Warriors of Gondor defend the ruins of Osgiliath.



The Armour, Weapon and Shield

The armour of a Warrior of Gondor is a very pale silver. Normally, when I paint armour I tend to make the armour quite dark and brassy, and then brighten the edges and upturned plates with silver. That kind of colouring tends to give the armour quite a warm feel, but clearly wasn't going to work with a Warrior of Gondor. The overall impression would also be the slightly more worn look of a suit of armour that's spent its recent history being battered by Orcs in a crumbling city.



4. I decided to use Tin Bitz as the basecoat for the metal parts of the model. Although I intended to have a bright finish on the armour and weapon, the Tin Bitz layer would partly show through.



5. I used a layer of Boltgun Metal to establish the silvered armour colour. To maintain the battered look that I wanted I made sure not to use too thick a coat, virtually drybrushing the colour on.



6. With the basic silver colour taking shape, I began to pick out details on the armour and the raised edge of the sword with Chainmail.



7. I finished off the metal with a few sparing touches of Mithril Silver, paying special attention to the tree symbol of Gondor on the shield and breastplate.

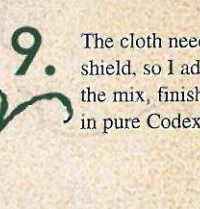
Cloth and Shield Face

The parts of the shield face that aren't silver are black. Given that the cloth of the uniform of Gondor is a dusty grey, I decided to deal with the cloth and shield at the same time, using the same colours.

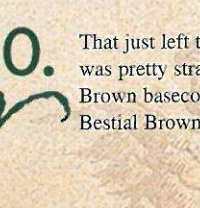
I thought about using Shadow Grey as a basecoat but decided against it, as it would produce a bluish finish to the model. Instead, I decided to use a mix of Codex Grey and Chaos Black. Black can be a dangerous colour to use to darken a mix, as it tends to have a deadening effect but, in this case, I wanted quite a flat, dusty grey so the black would actually help that.



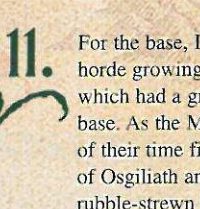
8. I started with a dark mix on the shield, before painting on a lighter mix on the cloth.



9. The cloth needed to be lighter than the shield, so I added more Codex Grey to the mix, finishing it off with highlights in pure Codex Grey.



10. That just left the hair and base. The hair was pretty straightforward; a Scorched Brown basecoat, drybrushed with Bestial Brown.



11. For the base, I took a look at the Orc horde growing on Adi's desk, each of which had a great rubble covering on its base. As the Men of Gondor spend most of their time fighting Orcs in the ruins of Osgiliath and the White City the rubble-strewn base seemed like the way to go, so I shamelessly copied it.



That's all for now

Given that I had two sprues each of the Warriors of Gondor, with two copies of each of the Warriors, I'd want to convert the duplicates so that my whole force consisted of unique models. The idea has just occurred to me to make at least one Warrior who's lost his helmet, so I'll leave the writing for this month and go in search of a suitable bare head to fit the bill.

Orcs of Mordor

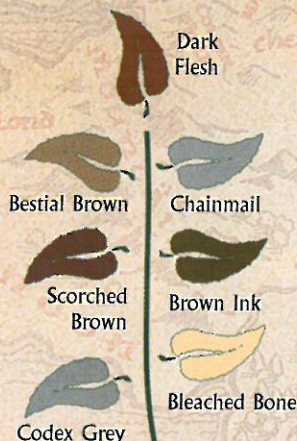
By Adrian Wood



I've been fascinated by the savage character of the Orcs since I read "The Uruk-hai" chapter in The Two Towers book, many years ago. Needless to say, when the first of The Lord of The Rings models began to appear, I took the opportunity to collect a few. I started by looking at the uniformed Uruk-hai, but was soon drawn to the more varied Mordor Orcs.

I spent some time taking the already diverse Mordor Orc models and converting each one with small, personal touches, but what I was really waiting for was a set of plastic Orcs. I've always been attracted to the modelling aspect of the hobby even more than the painting. Easy to cut and shape, and with enough models on a sprue to make part swapping fantastically easy, plastics are a modeller's dream. Especially with the new Mordor Orcs, which have none of the uniformity of their larger cousins.

To demonstrate how I've decided to go about painting my horde, I've chosen to use their chief, Raghat as the example.



Like the rest of his kind, he's clothed in rags and furs, but is set apart by his more elaborate armour and larger size.

Cloth and Fur

To begin with, I applied a layer of Scorched Brown over the black undercoat. This formed the base colour of not only the cloth, but also the fur and the skin, giving an underlying warmth to some of the grey colouring that would come later.

When it came to the painting, I wanted to keep them looking rough and ragged. The models are covered in filthy rags and furs, which I decided to paint in a palette of browns and greys.



1. Bestial Brown is a lighter shade of brown that is quite bright when applied, but is more flat and neutral when dry. I painted a layer of it onto Raghat's undershirt, gloves, boots and shield.



2. Next, I overbrushed the fur areas with Codex Grey. The Scorched Brown base colour, which shows beneath the grey, makes it look more like natural, dirt-encrusted fur.



3. To finish off the fur, I lightly drybrushed Bleached Bone onto the raised areas. Once again I think it's more natural to highlight with Bleached Bone rather than Skull White which looks too harsh and artificial when applied in this way to The Lord of The Rings miniatures.

Every Mordor Orc in Adi's force looks different, but a common palette of colours unifies them all.



The Armour

In the past I've tried lots of different ways to paint areas of metal: drybrushing, layering and various combinations. I've also used, at one time or another, the full range of metal paints in order to get the right effect. However, for my Mordor Orcs I've found an approach that is not only quick, but gives me just the effect I want.



4. I like to use Chainmail to paint armour as it's a solid metal colour that's not too dark.



5. Chainmail retains its brightness on the raised areas when I apply a wash of Brown ink, while still being nicely shaded by the wash in the deep recesses of the model.

The Base

A month or so back I had been painting the decorative bases of some Warg Riders, and used a particular combination of colours to paint the rocky bases. This was influenced by the type of colours that Mark Jones often uses when painting his terrain pieces.



9. Fine pebbles followed by sand are glued on the base with PVA glue. A watered down coat of PVA is then applied over the top to seal the texture. The base is painted a basecoat of Dark Flesh for warmth, and then drybrushed with Codex Grey and finally Bleached Bone. When we come to make any of the rocky terrain pieces for our games, I'll use the same combination of colours, if I can.

Mordor Orcs are remarkably quick to paint, perfect if you want to get a lot of troops ready for battle. Although I used a very limited palette of browns and greys to paint the rags, it was particularly important to me to use contrasting tones to make the layers of the model stand out. Whenever I look at film clips of Mordor Orcs, it always strikes me how varied the colours are: they aren't just black. This is true of not only the rags, but of the skin tones as well, so I've tried to imitate this effect on all my Orcs.

The Skin

The skin colour of the Orcs in the films varies dramatically between individuals, ranging from greys through greens to dark brown or black. To keep the colours suitably muted, I decided to use Codex Grey or Bleached Bone rather than Skull White for highlighting some of the colours.

With only the skin needing to be done, I could afford to spend some time giving the face the attention that a character deserves. I started by painting the skin with Dark Flesh, leaving a little of the Scorched Brown in the deep recesses to act as darker shadows.



6. When I came to highlight the face, I added a little Codex Grey to the Dark Flesh and layered it over the raised areas.



7. To finish highlighting the face, I added even more Codex Grey to the original highlight mix. This time, though, I carefully overbrushed the colour onto the face, picking out the cheekbones, brow, lips and nose.



8. Finally, I picked out Raghat's teeth with Bleached Bone. It was then that I noticed that he had a tongue! Rather than paint it bright red, I decided not to introduce any more colours onto the model and chose a coat of Codex Grey instead.



NEXT MONTH

So now the guys have made a start on their forces, the next step is to make a gaming board to fight over. They have decided to make a fully modelled board, in 2' by 2' sections. This will make a flexible 4' square gaming surface that can be laid out in different ways. Neither modellers have tried anything this ambitious before, so look out next month for how they get on building their battlefield.

In this latest instalment of the Ride of the Ringwraiths saga, Gandalf hurries toward Weathertop, trying to save Frodo from the threat of the dreaded Nazgûl. Arriving at Amon Sûl, Gandalf finds the Ringwraiths lying in wait for him there...

Description

Delayed by treachery at Orthanc, Gandalf hurries back to assist Frodo and his companions. Arriving at Bree, he finds them already gone but rides off towards Weathertop in an attempt to catch them. Alas, he arrives at Weathertop before Frodo, and finds the Ringwraiths waiting for him. In an attempt to draw the Nine away, Gandalf prepares to fight. Wary of his power, and daring not to face him while the sun remains in the sky, the Nazgûl withdraw and encircle the hill. Though their mission calls to them, the chance to overwhelm and destroy such a powerful foe as Gandalf is too tempting to resist. As night draws on, the Ringwraiths advance upon the hill...

Participants

The Good side consists of Gandalf the

RIDE OF THE RINGWRAITHS

Part four – Amon Sûl

Grey. The Evil side consists of all nine Ringwraiths (all on foot). The Witch-king of Angmar does not carry a Morgul blade in this scenario.

Points Match

If you want to play this game with other forces, choose up to 200 points of Heroes for the Good side and 700 points of Heroes for the Evil side.

Layout

The scenario is played on a board 48"/120cm by 48"/180cm. The remains of the watchtower of Amon Sûl is placed on a hill in the centre of the table – an open area of about 6"/14cm in diameter ringed with broken walls. The rest of the board should be scattered with occasional rocky outcrops and trees.

Starting Positions

The Good player deploys Gandalf within the remains of the watchtower.

The Evil player then deploys 3 Ringwraiths anywhere within 6"/14cm of any board edge. The Witch-king and remaining Ringwraiths are kept in reserve and will be available later in the game.

Objectives

The Good side wins if Gandalf survives and at least four Ringwraiths have been slain. The Evil force wins if Gandalf dies.

If both sides meet their victory conditions in the same turn, the game is a draw.

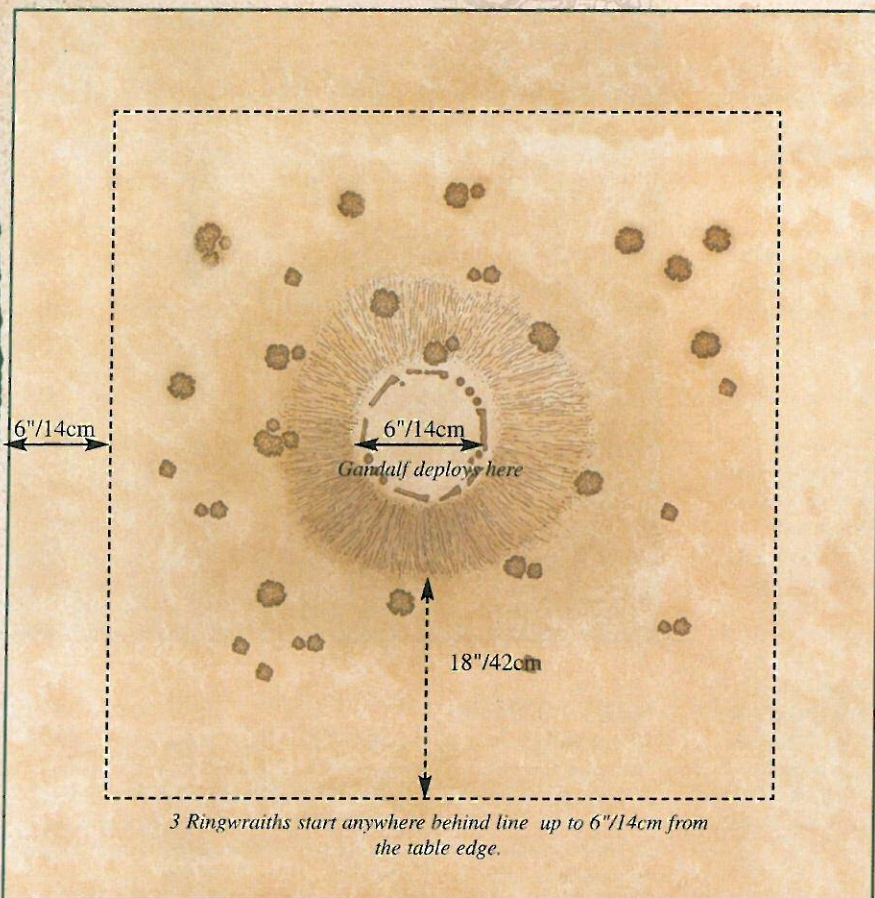
Special Rules

Servant of the Secret Fire. Gandalf has fortified his resolve as best he can for the coming confrontation and knows the natures of the terrors that he will have to face. Gandalf will automatically pass any Courage test required of him in this scenario. In addition, the Ringwraith's *Sap Will* power has no effect on him.

Gandalf begins the game with both *Terrifying Aura* and *Cast Light* in effect. In addition to the usual effects of these spells, when he wins a combat any surviving opponent must immediately retreat a full move, exactly as if they had failed a Courage test. As the model will have already been beaten back 1"/2cm as a result of the combat this will place the model out of charge range in the next turn.

Seat of Power. The aura of nobility that surrounds the ruins of what was once a great fortress is a major deterrent to the Evil forces. Therefore, any Evil model in the circle at the start of its move must test its Courage in the same way as if it were alone.

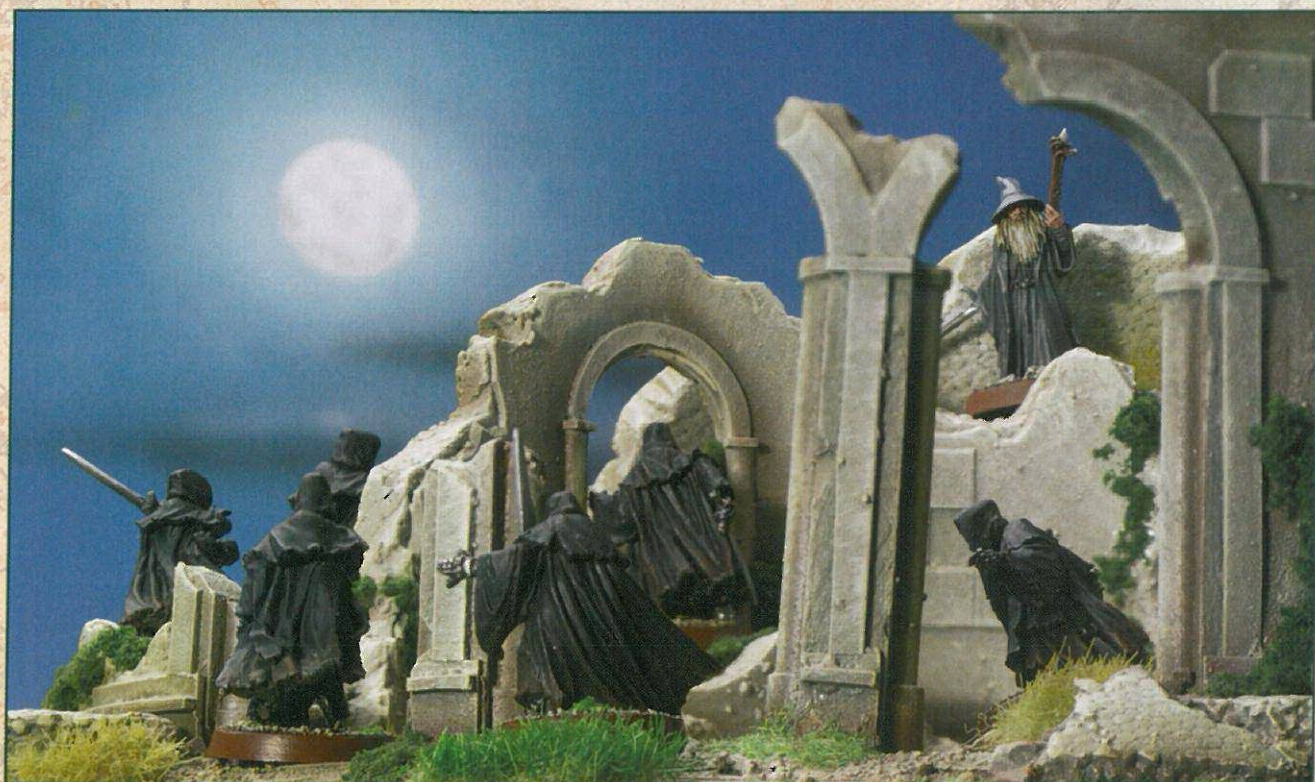
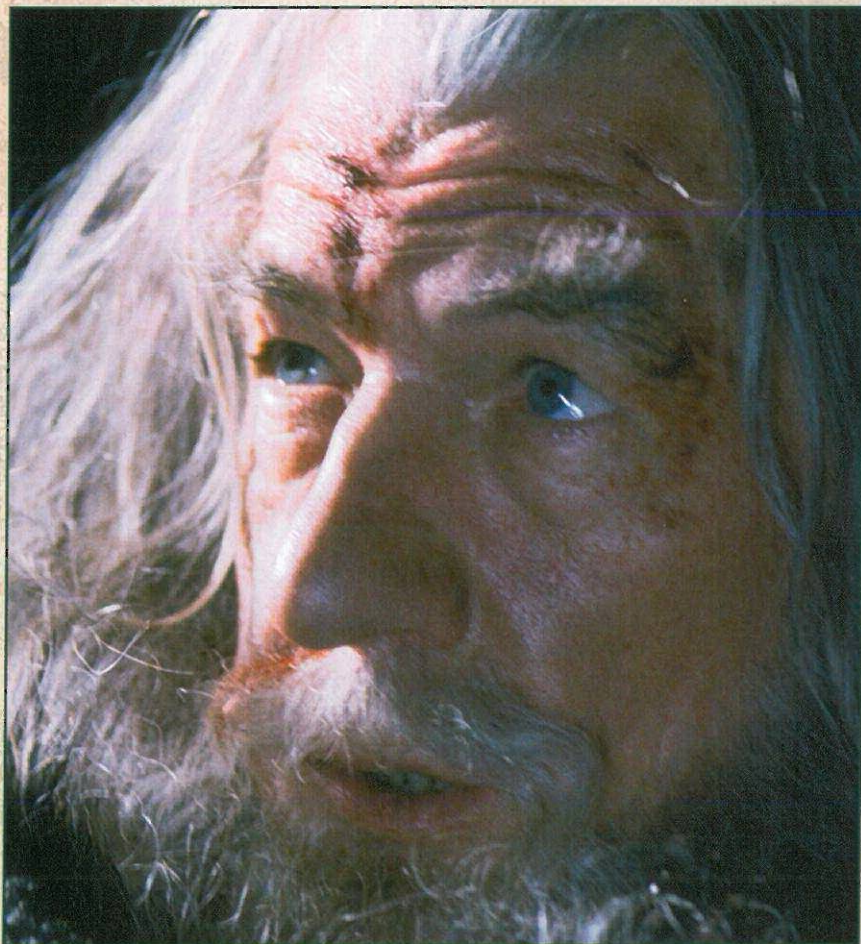
The Night. Although the game takes place at night, Gandalf's *Cast Light* spell enables him to see normally up to 12"/28cm away. If *Cast Light* ends, Gandalf can only see a Ringwraith if it is within 6"/14cm. The Ringwraiths can see normally.



Ringwraiths. At the end of each of the Evil player's Movement phases he may roll a D6. On the roll of a 4+, one Ringwraith model may move on from a table edge of the Evil player's choice. You may not bring on Ringwraiths which were slain previously in the scenario.

The Ride of the Ringwraiths. This scenario can be played as a standalone or as part of the Ride of the Ringwraiths campaign. If playing a part of a campaign, the Ringwraiths do not begin this scenario with their full complement of Will. Instead each Ringwraith carries over the amount of Will he had at the end of the previous scenario (Sam Ford) to which D3 points of Will are added. If a Ringwraith died during the previous scenario, it is returned to life but with only D3 points of Will. In this way each Ringwraith will always start this scenario with at least one point of Will each.

If you wish you can play the Weathertop scenario from The Fellowship of The Ring immediately after this one. If you choose to do so, the Evil force has as many Ringwraiths as survive this scenario. Each Ringwraith also regains D3 points of Will. Note that if a Ringwraith dies in Amon Sûl he does not regain D3 Will and does not take part in Weathertop.



Gandalf steels himself for the ensuing attack.

Mat Ward expands the rules presented in last month's article, 'Points Match', with rules for playing competitive games in Mordor, the Land of Shadow.

The Land of Shadow

Playing a game in Mordor



Sauron's chief stronghold for many thousands of years, Mordor lies in the east of Middle-earth, bordered by Gondor in the west and by Khand and Rhûn in the east. A land that has endured too long under the shadow, Mordor is a ruined and evil place. History does not tell of Mordor before Sauron began to dwell there at the start of the Second Age – no name from earlier times is known. In the years of Sauron's power it became the most feared realm in Middle-earth, a shadow that could stretch across the face of the world. Even its name – literally translated as 'the Black Land' – is a title bestowed as a result of the Dark Lord's evil nature.

Mordor itself is split into two distinct regions by branches of the Ered Lithui and Ephel Dúath. The northern region of Gorgoroth is a barren plateau where little grows, and that which does grow is twisted by the vile fumes that emanate from the dominant feature of Gorgoroth: Orodruin, Mount Doom. It is here, in the mountain's volcanic fury, that Sauron forged the One Ring – an act that would bind Mount Doom to the fate of Middle-earth itself. In contrast, the plain of Núrn could almost be considered a fertile land – its soil enriched by the many rivers that empty into the inland sea of Núrn, but even here there is something unwholesome about the air. The plains of Núrn are criss-crossed

with a great network of roads that ultimately lead out of the black land, to the vassal nations in the east and the south. Day after day great convoys bearing slaves and supplies journey to the camps along the sea of Núrn, where countless slaves toil to support the armies of the Dark Lord.

Mordor is ringed on three sides by forbidding mountains. Though primarily they form Sauron's first line of defence, these mountains are also a cage to pen the disloyal and unwilling amongst his servants, as well the innumerable slaves and prisoners interred in the dungeons of Mordor. These silent borders are almost unassailable, for in addition to the substantial natural barrier presented by the towering spires of rock, many fell and foul creatures inhabit the tunnels and caverns beneath the peaks – creatures that even the Orcs dread an encounter with. The mountains of Mordor can only be breached at two points – two cursed and desolate chinks in the armour of Mordor.

The first, the pass of Cirith Ungol, winds through the Ephel Dúath to link the green land of Ithilien with the dusty wasteland that is the plateau of Gorgoroth. Though the route is navigable, passage through Cirith Ungol is by no means easy or safe. Orcs will not enter portions of the pass, fearful of the bloated presence of Shelob, last child of Ungoliant.

This giant spider-creature preys upon anything that she pleases, afraid of nothing. Not even Sauron's power is sufficient to cow her, though in truth he welcomes her presence in that forsaken place, guarding as she does the entrance to his land.

The second road into the Black Land is Cirith Gorgor, the haunted pass, located in the extreme north-west of Mordor, at the junction of the Ered Lithui and the Ephel Dúath. Cirith Gorgor is the only road down which an army can easily travel and is the only true weak point in Mordor's western defences. This vulnerable spot is reinforced by the Morannon, the Black Gate of Mordor – a massive bastion of iron and steel that overlooks the morass of the Dead Marshes far below.

As the only true entrances to Mordor, both passes are watched with ceaseless vigilance. Above Cirith Gorgor sit the twin towers of Narchost and Carchost, whilst another tower whose name has been long forgotten rests beside Cirith Ungol. Ironically, these fortresses were built by Gondor in years past, after Sauron fell beneath the Last Alliance. Originally intended to watch Mordor and prevent the Dark Lord from rebuilding his strength, these aged but strong towers have been taken and corrupted. Now infested with Orcs they have been turned to a new purpose – to defend Mordor against their creators.

PLAYING SCENARIOS IN MORDOR

Mordor is an oppressive and bleak land, rife with danger. With your opponent's approval, you can play the Points Match scenarios from White Dwarf 288 (or any other scenarios) within Mordor. If you do so, the following special rules can be used – roll one D6 on the following table to determine which special rules (if any) are to be used each – note that multiple rolls of the same rules do not stack (you could not end up with two Rogue Trolls for example). Alternatively, players can agree which of these rules they are using before the game begins.

Dice Result

- | | |
|---|--|
| 1 | Unnatural Darkness |
| 2 | The Very Air You Breathe is a Poisonous Fume |
| 3 | Tangled Thorns |
| 4 | The Gaze of Sauron |
| 5 | Rogue Troll |
| 6 | Roll twice more on this table |

Rogue Troll: A lone maddened Troll is wandering this part of Mordor and will attack whoever comes close. At the start of the game, place a Mordor Troll in the centre of the board. Both players then roll a D6 – the player with the highest may move the Troll 2D6"/4D6cm in any direction. For the remainder of the game, the Troll is controlled by the player who has Priority, in exactly the same way as Gollum.

GLOOM CHART

Dice Result

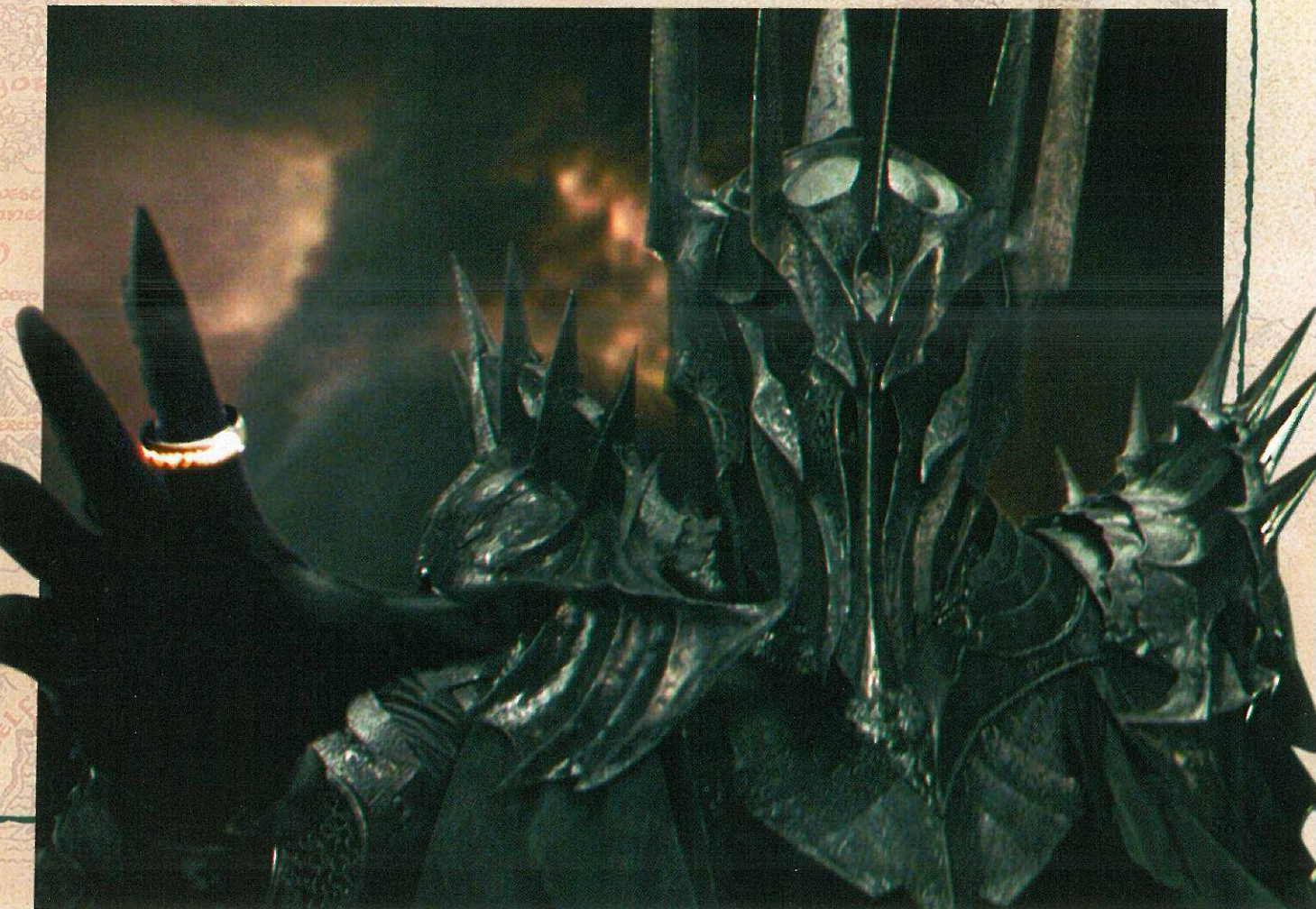
- | | |
|-----|---|
| 1 | Pitch Black – The darkness is so total that warriors can barely see a hand in front of their face, let alone other warriors. Each time a model wishes to charge, cast a spell at or shoot an enemy, he must first roll greater than or equal to the distance in inches that separates them on a D6 (or 2D6 if measuring in centimetres). If the dice roll is not sufficient, then the model can instead charge a different enemy within the distance rolled. Might may be used to influence this roll. |
| 2-5 | Oppressive Darkness – Some light penetrates the gloom, but most creatures cannot see far in such poor light. Elves, Dwarves, Trolls, Orcs and Moria Goblins can only see other models up to 12"/28cm away and may not charge, cast a spell or shoot at targets outside this distance. All other creatures can only see 6"/14cm into the darkness and may not charge or shoot at targets outside this distance. |
| 6 | Ample Light – A hazy light breaks through the veil and, though weak, provides ample illumination to fight by. |

Unnatural Darkness: Mordor is often covered in a pall of darkness that even the sun cannot pierce. At the start of the game, roll on the Gloom chart to determine the level of visibility.

The Very Air You Breathe is a Poisonous Fume: The noxious gases that vent from Mount Doom blanket the air, making it difficult and deadly to breathe. At the start of the game, before either player has deployed, every model in both forces takes a single Strength 1 hit to represent the effects of the poisonous atmosphere.

Tangled Thorns: Very little plant life thrives on the plateau of Gorgoroth and those few species that do are dark, twisted things and covered in all manner of thorns and razor sharp spines. To represent this, any models that move into an area of difficult terrain will suffer a single Strength 1 hit as they enter the terrain.

The Gaze of Sauron: The Dark Lord's eye wanders hither and thither in his search for the One Ring, but where it focuses upon his servants they fight with a greater ferocity. To represent this, all Evil models receive a +1 bonus to their Courage for the remainder of this game.



Without a doubt the ruins of Osgiliath would make perfect gaming terrain, because of the cover they provide. Mark Jones, the resident Model Maker of the Studio, has made some useful pieces of scenery based on the images from the movies. They are very simple to make and would be a worthy addition to any The Lord of The Rings gaming board.

BUILDING OSGILIATH RUINS

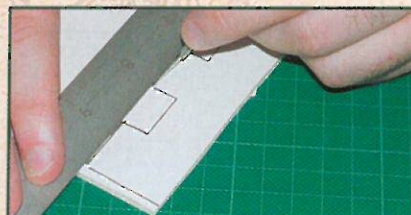
How to build the Ruins of Osgiliath



Materials – 5mm foam board, 6mm wooden sheet, textured polystyrene ceiling tiles, sand, gravel and texture paint.

Tools – Steel rule, craft knife, PVA glue, jeweller's saw.

Glue them to a piece of sturdy card and cut them out. Trace around the templates onto a sheet of 5 mm thick foam board.



Cut out the inner walls using a craft knife and a steel ruler.



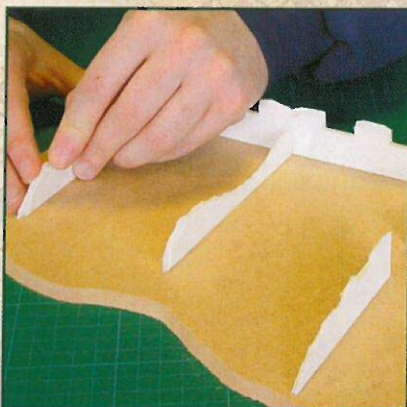
Carve the top edges of your walls with a craft knife, creating a worn down and damaged surface.

The Inner Walls

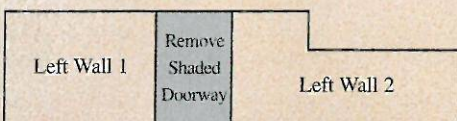
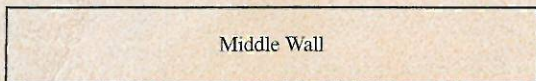
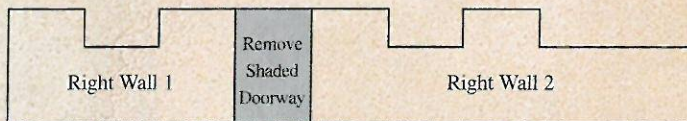
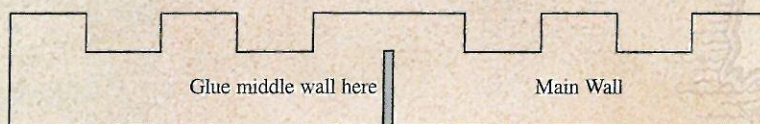
To begin making the ruined building, you will need to print out the templates printed below and found on the Games Workshop web site.
www.games-workshop.com

Place the walls onto a large piece of MDF board, according to the diagram, and draw a flowing shape around them for the base. Take care to leave at least 10mm around the edges of the walls to make room for the outer brick walls.

Take a jeweller's saw and cut out the base. The outline of the base should be cut at an outward 45-degree angle, to create a bevelled edge.

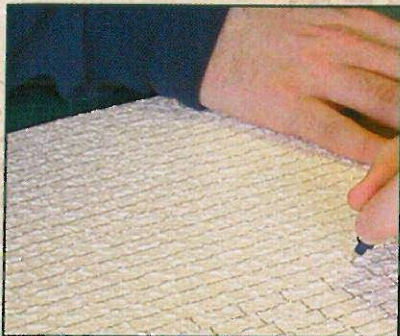


Glue the walls in place on the base with PVA glue.

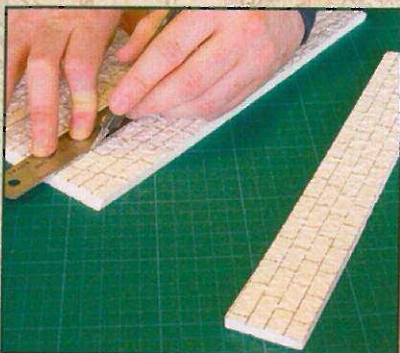


Templates shown at 50% size.

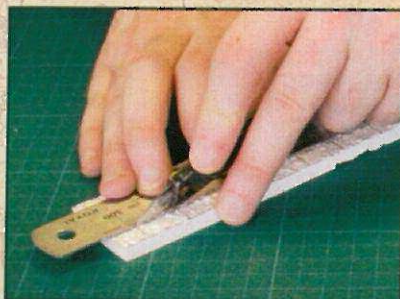
The Outer Walls



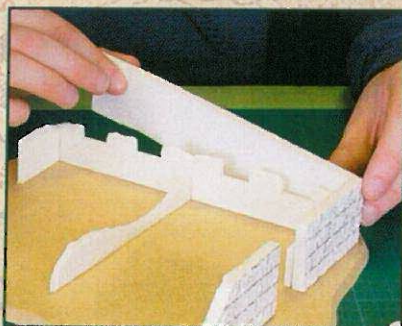
Measure out lines 10 mm apart on the textured side of the ceiling tile. Then draw on the brick pattern, making sure it's irregular. This will make the brick pattern look more realistic.



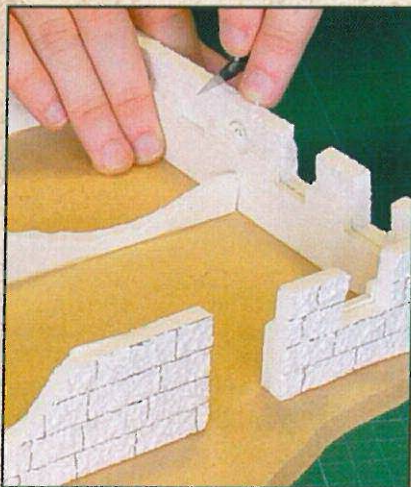
Cut the tile into strips 4 bricks wide.



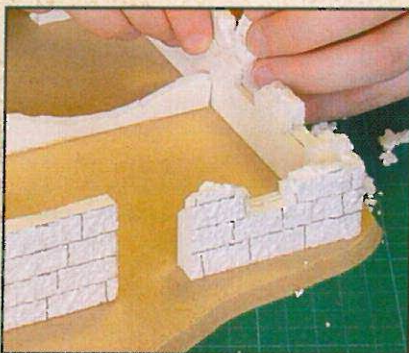
Score the brick pattern with your craft knife, taking care not to cut it all the way through.



Glue the outer walls to the inner walls, with the textured side facing outward. Cut the edges where the walls meet on the corners at a 45-degree angle, so that the brick pattern continues uninterrupted.



Cut out the windows in the outer walls by taking your craft knife and cutting into the outer walls, using the windows in the inner walls as a guide.

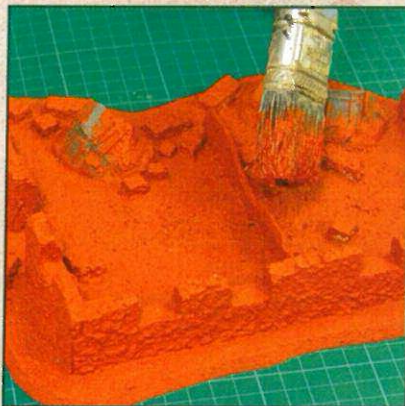


Crumble the edges of the outer wall to resemble broken rock. Try to keep the outer wall slightly higher than the inner wall. Keep the bits you've crumbled off, so you can use them as rubble later on.

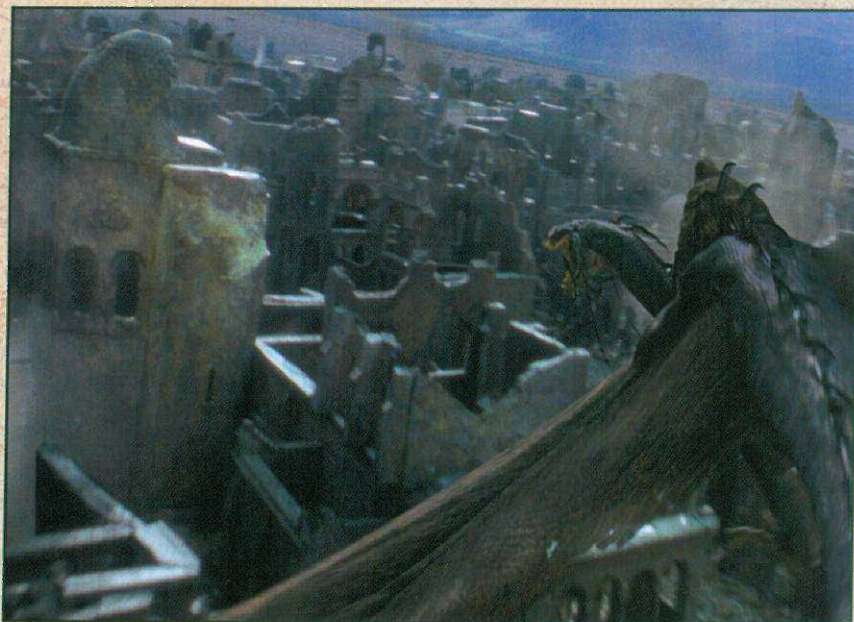


Glue bits of left-over polystyrene bricks around the ruin. Mark has also used the ruins from The Return of The King boxed game, which adds a nice level of detail.

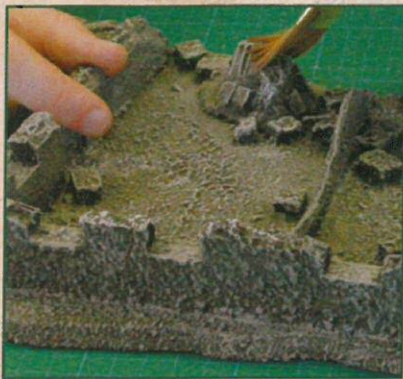
Take some sand and gravel and glue it to the base of the model with slightly watered down PVA glue.



After the PVA has thoroughly dried, paint the model with textured paint. After that has dried, the scores in the brickwork may need to be re-defined. The easiest way to do this is to take a sharp pencil and follow the lines of the bricks.



Painting the Model



Spray the ruin with Chaos Black undercoat and give it a heavy drybrush with Codex Grey.

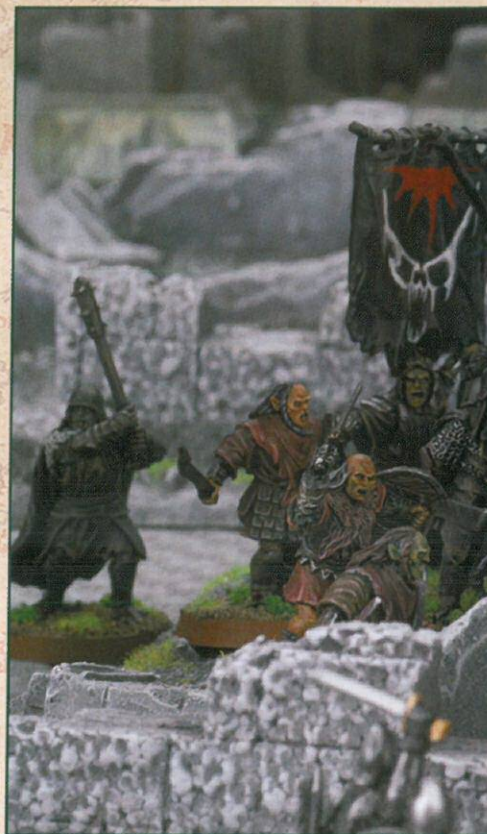


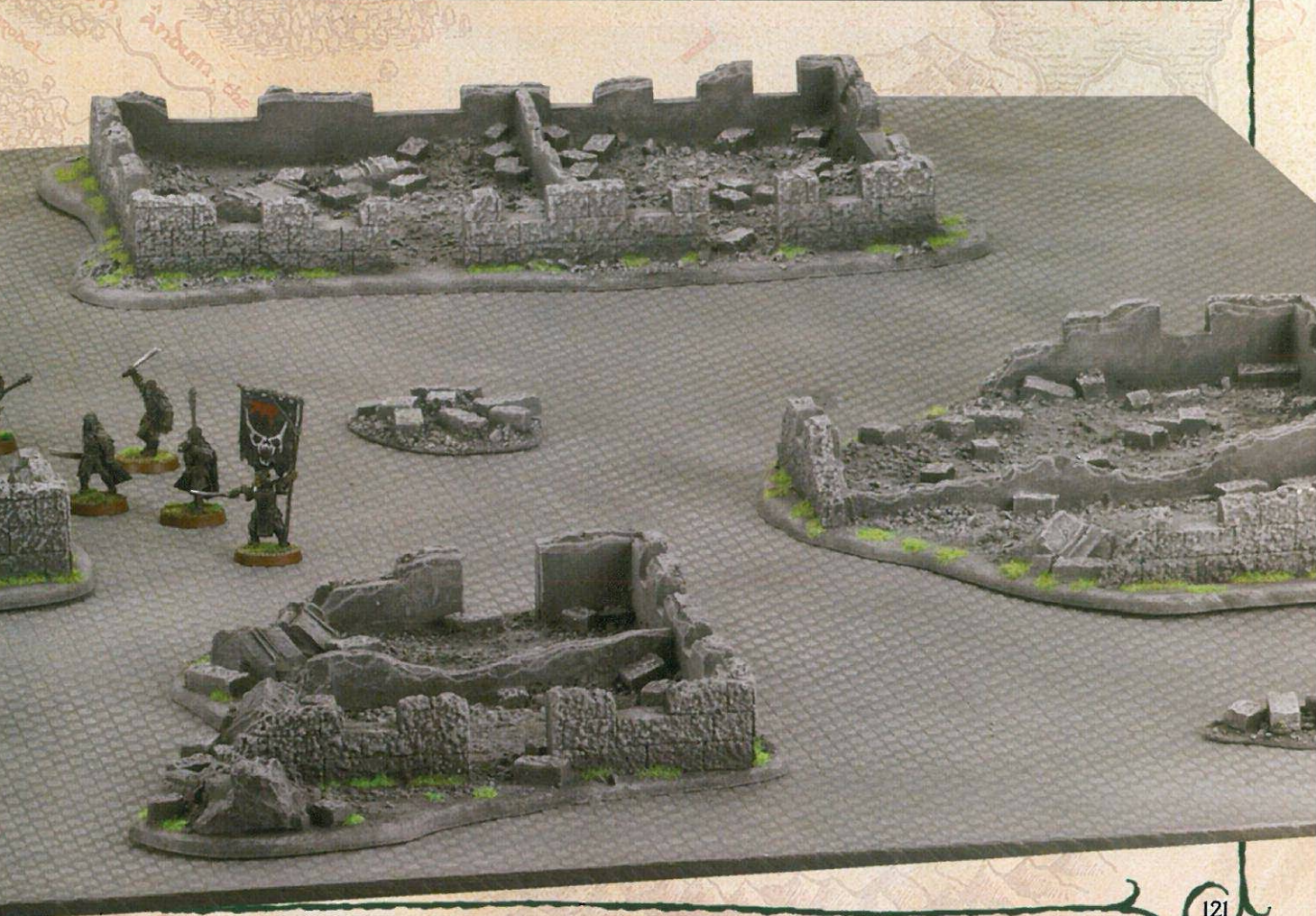
Drybrush the model again with Fortress Grey and finally with Skull White.



You can give the ruins a weathered effect by carefully drybrushing Scorched Brown and Dark Angels Green around the base of the walls and heaps of rubble. For a final touch you can add some small tufts of static grass to the base.

You don't need to stick to the shape and design that we have used for our example, you can use the basic construction techniques to create a large amount of different ruins. With a little creativity you can expand on these techniques as well, just think about adding in ruined staircases or even multiple storeys of buildings. The best thing is to have a go and let your imagination run wild.





As battles rage across Middle-earth, one Elven army stands surrounded by the hordes of Sauron. Despite the differences that stand wedged between their two races, Dáin readies his own force to come to the aid of Thranduil in ousting the Evil forces from Mirkwood.

The Gathering Storm

A The Lord of The Rings scenario

Description

As Sauron marches on Gondor, so too are his armies marching on the other bastions of the Free Peoples. In the north, Mirkwood, Dale and Erebor are assailed by armies of Easterlings, and while the realms of Men and Dwarves hold firm under the assault, the Elves fare less well.

While Thranduil battles the armoured cohorts of Easterlings on the borders of Mirkwood, Orcs and other foul creatures issue forth from Dol Guldur and attack the Elves in the rear. Though the Elves fight valiantly, the numbers of the Evil host threaten to overwhelm the resolute Eldar.

As the hours of battle pass and time goes on, the situation begins to look increasingly bleak for the Wood Elves. Fortunately for Thranduil's forces, help is at hand. Though

there is much bad blood between the Elves of Mirkwood and the Dwarves of Erebor, Dáin realises that all the realms of Rhovanion must stand together lest they fall forever.

Taking advantage of a reprieve in the fighting at the Lonely Mountain, Dáin leaves the defence of Dale and Erebor in the hands of his captains and leads an army to Thranduil's aid.

Participants

The Good side consists of Thranduil (Thranduil is an Elven King – use the rules for Celeborn) Dáin, 8 Khazâd Guard, 8 Dwarf Warriors with Dwarf bows, 8 Dwarf Warriors with shields, 1 Elf Captain, 4 Wood Elves with Elf bows and Elven blades, 8 Wood Elves with armour and Elven blades, and 6 Wood Elves with armour and Elf bows.

The Evil side consists of 2 Orc Captains, 1 Easterling Captain, 10 Easterlings with shields, 10 Easterlings with spear and shield, 12 Orcs with sword and shield, 6 Orcs with Orc bows, 12 Orcs with spear, 6 Orcs with two-handed weapon and 4 Warg Riders with Orc bows.

Points Match

If you want to play this game with other forces, choose at least 400 points for each side. The Good side must contain at least two Heroes.

Layout

The scenario is played on a board 48"/112cm by 72"/180cm. Set on the border of Mirkwood, the board should be covered with a large number of trees with a few hills and rocky outcrops interspersed over the scope of the board.

Starting Positions

The Good player deploys the Elves in their deployment area. The Evil player then splits his warriors into three equal groups and adds one Hero to each group. He then deploys one group in each deployment zone (see map). Dáin and the Dwarves are kept to one side and may be available later in the battle.

Objectives

The Good side wins if the Evil side is reduced to 25% or less of its starting numbers. The Evil side wins if any two Good Heroes are slain.

Special Rules

Dáin's Fury: Dáin is on the move, resolved to avenge the fallen. From the fourth turn onwards, at the end of each of the Good player's Movement phases, he may roll a D6. On the roll of a 4+, Dáin and his Dwarves have arrived. To determine where they arrive, roll an additional D6 – they move onto the table from the edge indicated by the roll (see map).

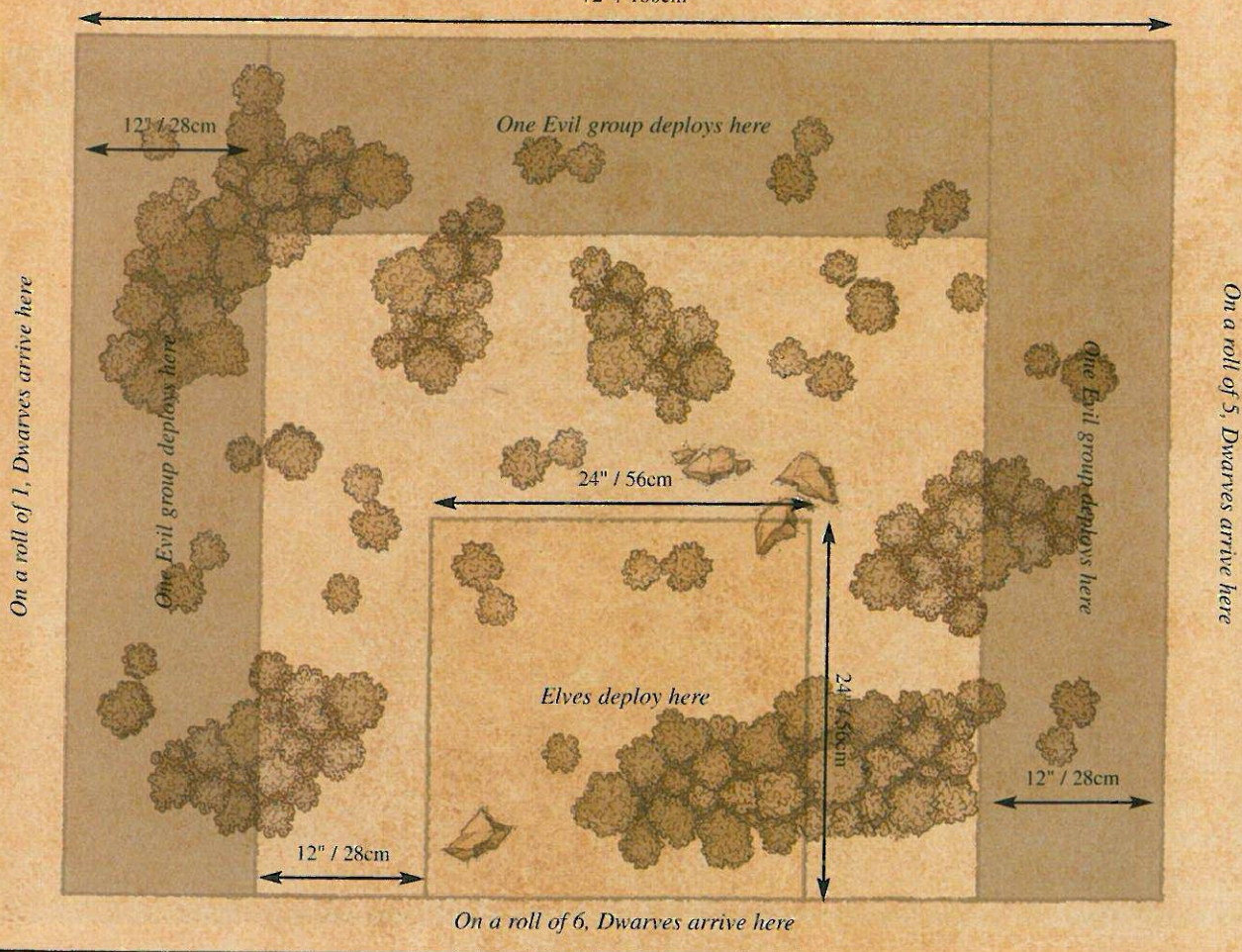
Wood Elf Sentinels: The unarmoured Wood Elf warriors armed with bows are actually Mirkwood Sentinels, the elite of Thranduil's household guard. These are exactly like Wood Elf warriors in every way, but in addition have the 'Expert Shot' special rule and may shoot twice each turn.



The Dwarves try to fend off the Orc onslaught.



On a roll of 2-4 Dwarves arrive here
72" / 180cm



Adrian Champion takes a look at the forces available to you if you want to collect a Gondorian-themed Forces of Good army. He then runs through some of the tactics that can be employed on the battlefield.

The land of Gondor is the first and last line of defence against evil in Middle-earth. Facing the constant threat of attack from Sauron's forces, the proud warriors of this once-great nation safeguard the lands and freedom of the Free Peoples of the world. But, this is only achieved at a terrible cost; the lives of many brave warriors have fallen to the growing Shadow in the East.

It is now a time of total war, and in a land under siege the Men of Gondor must steel themselves to weather the storm of the coming assault. If Gondor falls, then none shall be spared the wrath of Sauron the Deceiver.

The Warriors of Gondor

The basic soldiery of Gondor are typical of the race of Men. Neither as brave nor as skilled in combat as the Elves, and lacking the

toughness and resilience of the Dwarves, Men do have the advantages inherent of the younger races – their numbers are many. The swarming tides of Orcs (and worse) will not outnumber them by too great a degree.

While Men are certainly braver than the craven forces of Sauron, their 'average' Courage value of 3 makes it important to ensure that a spread of Captains, Heroes and Banners are deployed to keep the morale up. A deciding factor of many battles will be who runs first – make sure it is not you!

Warriors of Minas Tirith

The defenders of Minas Tirith have access to the finest wargear and armour in the whole of Gondor. Even the rank and file of the city's defenders are clad in heavy armour bearing the design of the White Tree. The extra

survivability provided by this higher level of Defence ensures that even a lost combat may not necessarily mean a lost man, making them the immovable heart of your army.

The Rangers

The Rangers are expert skirmish and ambush troops. Possessed of the best shooting skills on your force, their highly accurate bowfire, when brought to bear en masse, can be key for opening up a hole in the enemy line. The extra chance of hitting the target makes up for the comparative weakness of human bows. A deadly shower of arrows from these marksmen is a very handy way of removing significant threats before they can engage your troops. Even the Witch-king is less terrifying once his fell beast has been shot out from under him!

BY THE BLOOD OF OUR PEOPLE

Gondor Tactics, by Adrian Champion



Faramir leads the Knights of Minas Tirith



The Fountain Court Guard stand against the hordes of Orcs.

While the nature of their 'hit and run' tactics means that they cannot make use of items like shields and heavy armour, the Rangers are still excellent fighters in close combat. With their increased Fight value on a tied dice roll, Orcs will lose out to these elite warriors and even Uruk-hai will only equal them! While they may be less able to survive a blow, they are also less likely to be hit in the first place.

Knights of Minas Tirith

The Knights are the shining jewel in the army of Gondor. Clad in heavy armour, their true power derives from the devastating effect of their lances. On the charge, these weapons deliver a crushingly powerful blow. This charge bonus is not lost in combat against enemy cavalry, making the Knights the most feared horsemen on the battlefield!

To make the most use of your Knights you need to understand the vital importance of Priority. It is vital that you get to charge as all the benefits of fielding Knights depend upon it. Therefore your Captains must save their Might points for heroic moves; this will allow you to counter the effect of any Priority rolls that may go against you.

There will be times when you may find it necessary to charge a densely packed and numerically superior force of the enemy. In such a situation, the potential for your Knights to be surrounded and brought down is a very real danger. The time to strike is in the turns in which you have lost the Priority roll, giving you a full turn in which the only combats that take place are the ones that you choose to initiate. In the subsequent turn, as you will be more likely to win the Priority roll, you should have the option of disengaging and reforming for another charge before the enemy has a chance to retaliate. If you fail

this roll, a heroic move called by your Captains will still allow you to escape the wrath of your foe.

Guard of the Fountain Court

The Guard of the Fountain Court, like the Rangers, are the best hand-to-hand fighters in the Gondor army. Backed up by their phenomenally strong armour, these are a classic example of elite front-line troops. While the Hero they have sworn to defend still lives, these hand-picked guardians can be relied on to pass any Courage tests they are required to take. Never underestimate just how valuable this ability is, there are many creatures in the service of the Dark Lord that inspire *terror*. While others may quail before the horrors of Mordor, the Guard of the Fountain Court will willingly confront the most feared of Sauron's servants, even at the expense of their own lives should the situation call for it.

The Heroes of Gondor

No matter how mighty or numerous an army may be, its true worth can only be measured by how well its leaders can inspire their troops on to glory. Let us now look closely at the Heroes of Gondor.

Isildur and Elendil

At the time of the Last Alliance, Elendil and his eldest son Isildur were mighty leaders of Men. Brave and fierce in battle, few could stand before them. Just be careful to remember that Isildur is vulnerable to magical attacks, having but a single point of Will. Elendil, on the other hand, is more likely to suffer harm as he has only the one Fate point.

Elendil carries Narsil, a mighty blade that allows him to call a heroic combat every turn allowing him to potentially fight in two combats. Of course, you only get to fight a

second time if you kill all your foes in the first battle, so don't bite off more than you can chew. It is far better to engage just one or two Orcs and have a good chance of a bonus combat than to engage more and miss out on a second chance, you'll dispatch more foes in the long run! Be aware also that any spearmen supporting Elendil will not be eligible to join in with the second combat, so wherever possible get them to fight alongside him instead, this way they will be able to move on to the bonus combat as well.

Denethor

By the end of the Third Age, the line of kings has been lost and custodianship of the nation has fallen to the troubled mind of the Steward, Denethor. While still capable of wielding a sword like a true leader of Men, the strain of many years can lead him to attack warriors on his own side occasionally! Denethor's low points cost makes him a good value for money addition to your force, especially for his high Courage which will keep your troops fighting until the end. You may wish to assign a couple of bodyguards chosen from the Guard of the Fountain Court. If Denethor does suffer a bout of madness they can use the shielding ability to protect themselves and others from harm. With their high Defence they should be safe from his attacks should they get through, plus the rest of the time they can concentrate on their usual task of defending the Steward.

Boromir of Gondor

The mightiest warrior of The Fellowship of The Ring, Boromir of Gondor is capable of causing devastation to the foes of the White City. With an incredible six points of Might in addition to his phenomenal combat skills, Boromir can dominate an area of the battlefield. The Horn of Gondor means that

Boromir actually benefits most from charging multiple enemies at once, a suitably heroic deed for the son of the Steward!

The lack of Fate points makes Boromir quite vulnerable in drawn out combats. While his store of Might allows him to turn many losses into victories, they will not last forever. Neither can they protect him from missile attacks, a fact that became all too clear at Amon Hen. Your opponent will be rightly fearful of Boromir's close combat skills; they will try to shoot him from a distance when they can. Prepare for this and make sure that there are always a couple of warriors assigned to screen Boromir from the enemy archers.

Faramir

Faramir, the younger son of the Steward, can fulfil one of two distinct roles on the battlefield. Leading the Rangers he can employ his skill with the bow to harass the enemy from a distance. Alternatively he can lead a charge of the Knights. With the option of heavy armour and a lance, Faramir can lend his skills to ensure the hammer blow of the Knights' charge is driven home deeper still.

Aragorn, the King Elessar

There is little that needs to be said about Aragorn that you do not already know. His skills are incomparable, his ascension to the

throne of Gondor as its returning king being the turning point of the fortunes of the besieged nation. Now with the added protection of his royal heavy armour, Aragorn is deadlier than ever. He also carries with him Anduril, the reforged sword of his ancestors. Wounding on a 4+, this Sword of Kings means that even the hulking form of a Mordor Troll can be cut down as easily as an Orc. As befits a true hero, you now have no excuse not to seek out the toughest enemies on the board.

Tactics of the White City

Now that you have a full understanding of the forces available to you, let us take a look at some advanced tactical formations suitable for the Gondor army.

The Shield Wall

The prime defensive formation of Gondor troops since the time of the Last Alliance has been the shield wall. The initial deployment of the troops should be in two wide ranks, the rear of these being armed with spears. Any enemy troops attempting to assault the front of the formation will then face the prospect of facing well-supported troops that cannot be individually outflanked.

Your opponent will attempt to move some troops around to the ends and rear of the line; if they can attack your supporting spearmen

then they remove your advantage and can trap your warriors. To prevent this, as the enemy begin their flanking manoeuvre, simply curve the ends of your formation backwards so that the line becomes a curve. If need be, this can be continued until the ends of the line meet to form a hollow circle of two ranks. This schiltrion will have equal protection from all sides and, with space inside for your troops to be pushed back into, the integrity of the shield wall can be maintained without the inner troops trapping the front rank.

The Spearhead

When it is your turn to go on the offensive, an effective method of breaking through the opposing lines is to form your troops into a wedge shape. This traditional attack pattern can easily push its way through a group of enemy troops. Form up into a triangular formation like that of a spearhead. Choose your most powerful Hero to form the point of the spear, and have an inner core of spearmen to maximise the number of Attack dice you can roll in combat.

This works best against an unprepared force that is still fairly spread out. Arrange your troops and launch them into the heart of the enemy. This should serve you well for scenarios that require you to 'break through' to the opponent's side of the board.

The Knights of Minas Tirith support warriors on foot in a coordinated attack.





The forces of Minas Tirith rush to defend the city.



Combined weapons tactics

A note of caution should be urged as regards your cavalry. When fielding a hard-hitting, fast-moving unit like the elite Knights of Minas Tirith it is tempting to send them charging off towards the enemy at the start of the game. You must restrain this impulse – your unsupported cavalry may well have a very impressive kill ratio on the charge, but in the following turn your riders can be outnumbered and overwhelmed by the rest of the enemy troops.

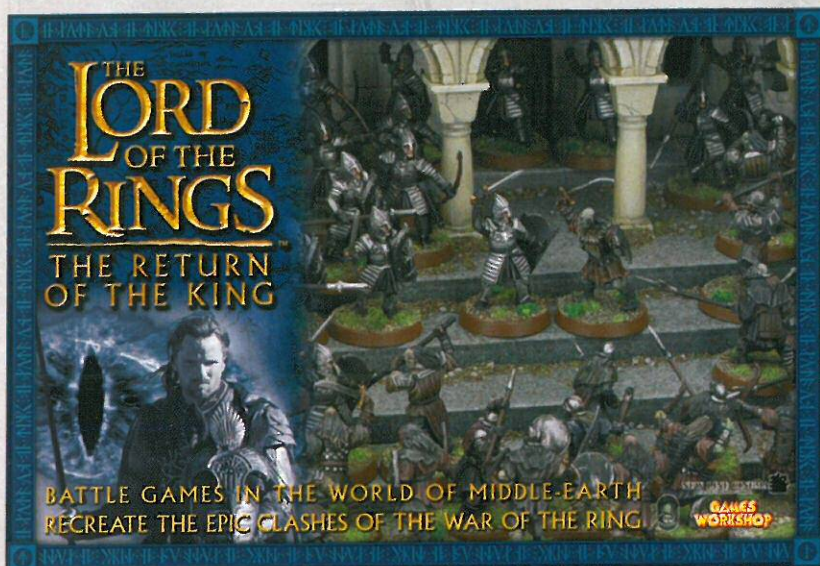
Keep your cavalry to the flanks of your army and push your infantry steadily forward. Do not let any units become isolated; they will be pounced upon by your opponent. While the cavalry with their lances prevent your flanks being attacked by enemy Warg Riders, your infantry can form a solid battle line. When this line reaches the opposing force, your fast-moving Knights can swing around the flanks and hit the enemy hard from the rear. Trapped between both elements of your army there will be few that will escape to threaten the safety of Gondor.

And so as the end of the Third Age draws nigh, the fate of the world rests with the nation of Gondor. During the darkest hour of the darkest day, it is time for the return of the King Elessar to lead Gondor in its struggle against Sauron. So gather your forces, form your battle lines and prepare yourself for the greatest battle of the Age!

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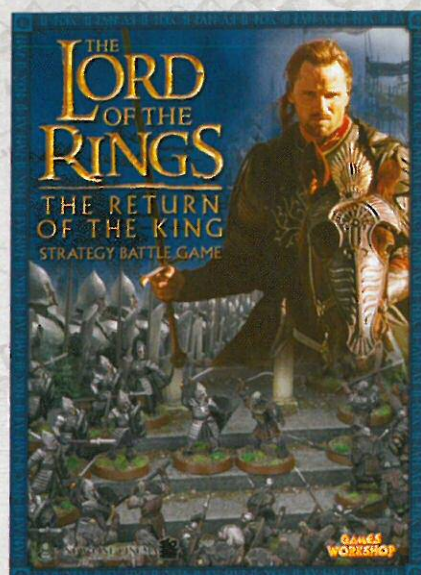
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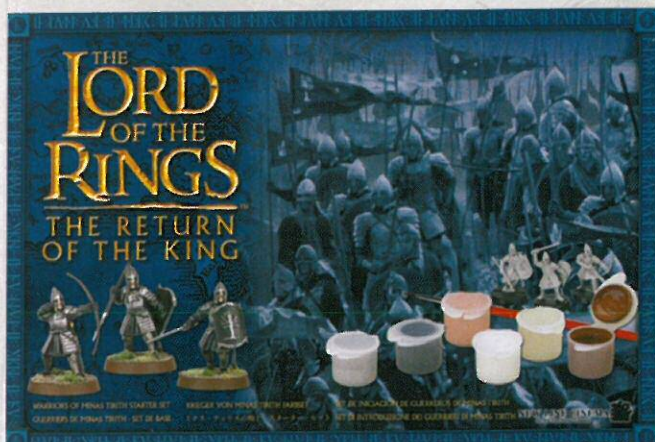
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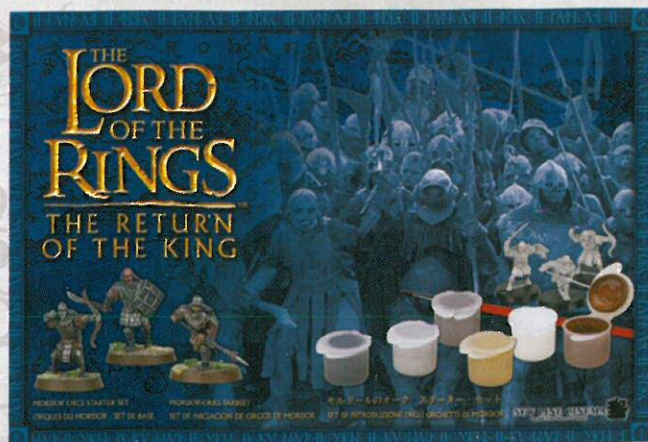
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Coming next issue...



Duke Theodoric of Brionne inspects his men as they join the ranks of the king's army.



Spear of Orc and lance of Knight meet before a castle at the foot of the Grey Mountains.