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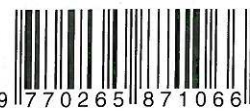
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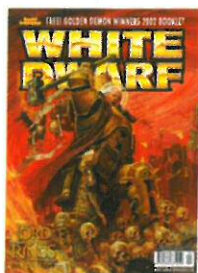
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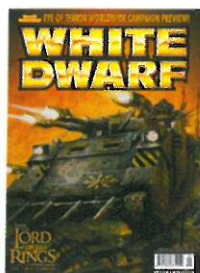
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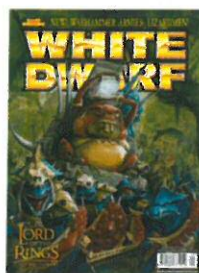
White Dwarf Magazine – What have you missed?



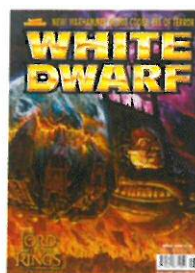
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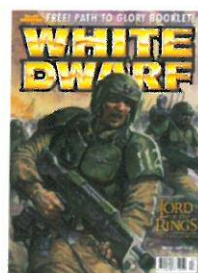
- WD280:**
- Battle Report: Eldar vs Daemonthunters
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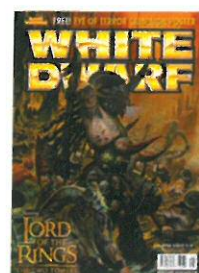
- WD281:**
- Battle Report: Skaven vs Lizardmen
 - The Voyage of Yin-Tuan
 - Daemonthunter Adversary armies
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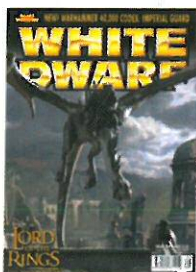
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 - Slann Mage-Priest colour schemes
 - Designer's notes: Eye of Terror



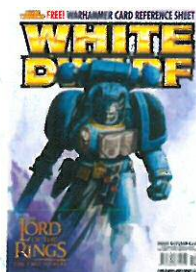
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 - Two Battle Reports: Battle for the Basilica
 - Shadow & Flame
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 - Index Astartes: Space Wolves
 - Scenery Workshop: Saurus Spawning Pools



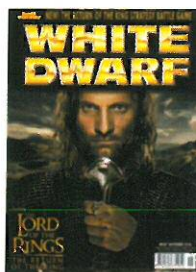
- WD284:**
- **Free Eye of Terror Campaign Poster**
 - Two Battle Reports: Battle for the Basilica
 - The Seven Sigmarites
 - Bloodlands Campaign: Part One
 - Designer's notes: Beasts of Chaos
 - Scenery Workshop: Moria terrain



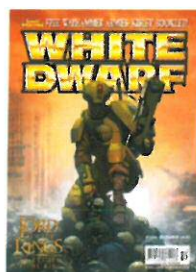
- WD285:**
- Battle Report: Beasts of Chaos vs Wood Elves
 - Index Malleus: The Lost and the Damned
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 - Painting Masterclass: Dragon Ogre Shaggoth
 - Scenery Workshop: Building a Barrow



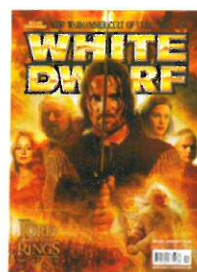
- WD286:**
- **Free Warhammer Card Reference Sheet**
 - Battle Report: Orks vs Imperial Guard
 - Preview: Fire Warrior
 - Bloodlands Campaign: Part Three
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 - Scenery Workshop: Building a Chaos Tree



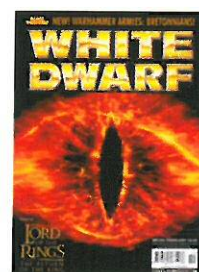
- WD287:**
- Two Battle Reports: High Elves vs Dark Elves
 - Minas Tirith
 - Horus Heresy CCG
 - Dark Elves revisions
 - Regiments of the Imperium
 - Designer's notes: The Return of The King
 - Painting Masterclass: Heroes of the West



- WD288:**
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 - Three Battle Reports: A four-player Warhammer battle
 - A multi-player The Return of The King battle
 - A Fire Warrior based mini-battle
 - Index Astartes: Crimson Fists



- WD289:**
- Battle Report: Space Wolves vs Iron Warriors
 - Mike Walker: Dice rolling!
 - Heroes & Villains: O'Shovah
 - Chapter Approved: Tyrannid Bio-weapons
 - Chronicles: Cult of Ulric army list



- WD290:**
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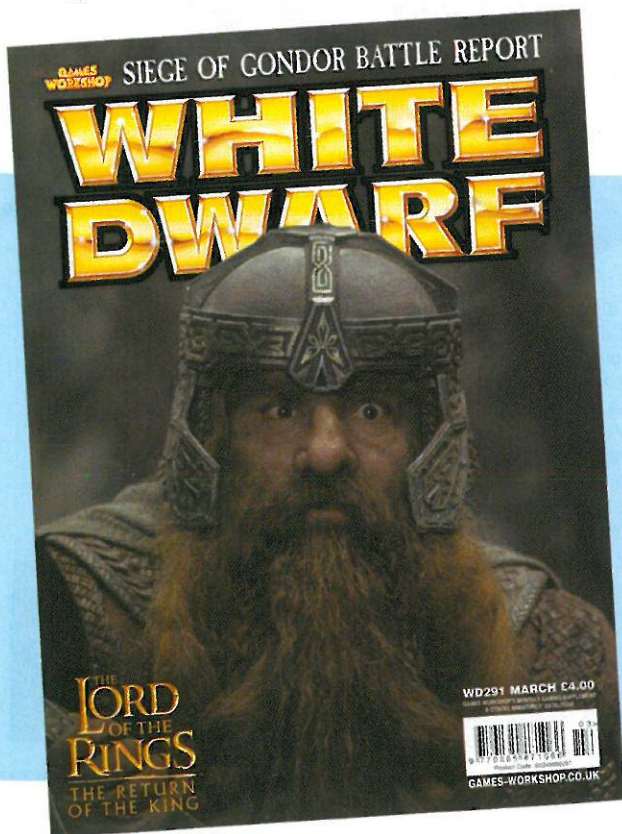
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WD291

291 March 2004

Printed at Artisan Press, England.

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SABERTOOTH ARTWORK (p113)

Ben Peck

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EDITORIAL

A new edition of our Warhammer 40,000 game system is on the way.

There, I've said it, but what does it mean in real terms?

Our team of Games Developers, Artists and Miniatures Designers have been hard at work for some time now refining the current rules system to give our gaming experiences even more dynamicism as well as planning the look of the finished item.

It's important for me to be very clear about this new edition being a refinement of the existing system rather than a complete redesign. Ostensibly, it'll still be the Warhammer 40,000 we all know and love but you'll find it a more satisfying experience.

The key refinements to the existing rules are those that affect the Assault phase and the rules for vehicles. These revisions are to the main rules rather than to individual armies or models and that brings me nicely onto another important point that you've no doubt been asking yourself since I announced the new edition – how does all of this affect my current army/armies?

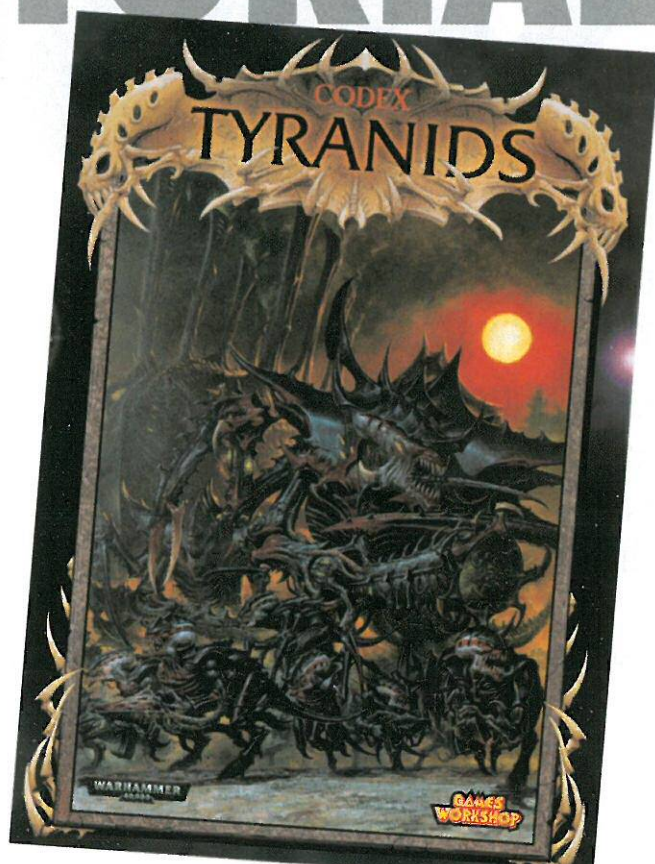
Well, the good news is it doesn't! All the existing codex army books are going to be just as compatible with the new system as they are with the current game. Hurrah!

As if to demonstrate this I'll move seamlessly onto my next point...

A CHANGE OF HEART

In my editorial way back in White Dwarf 280 I ranted about the Ultramarines, their apparent fall from grace as the iconic Chapter of the Adeptus Astartes and how I was going to lead from the front in restoring them to their former glory by collecting an army of Roboute Guilliman's warriors of Ultramar. However, it seems the fickle tendrils of fate had other plans for my painting time...

I'd intended to put together an Ultramarines army that was heavily ravaged by battle with the Tyranids (a classic adversary of the Ultramarines). Sporting gouges and slashes from scything talons and rending claws, corroded armour splashed by acid blood and other such embellishments. I spent a long time reading all the background I could find for instances where the Ultramarines had faced the swarms of the Great Devourer.



I agonised for days about which of these colour tests I'd produced to pick (much to the chagrin of those who work nearby) but settled on the left one eventually.



I put together a couple of Tactical squads and set about the converting work but there was something nagging away at the back of my mind that wouldn't go away. It wasn't until I started to undercoat the Space Marines that I realised what it was – I'd caught the bug (pun intended) and really wanted to collect a Tyranid army instead!

Best of all, because the new version of Warhammer 40,000 is compatible with the current codexes I don't have to worry about radically changing my army when the new edition is released. I can start my army right now without fear of the

new edition causing problems with my army list.

I'll keep you posted on any further news of the new edition in future issues of White Dwarf.

Until next month,

Paul Sawyer
Editor



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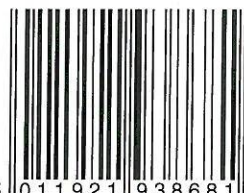
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GRAND TOURNAMENTS – HEAT 2

Recently Warhammer World hosted the second heats of both the 2003/2004 Warhammer and Warhammer 40,000 Grand Tournament. The events were held over the weekends of 25th & 26th of October and 22nd & 23rd of November respectively, 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.

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

www.games-workshop.co.uk/events

Overall Champion and Most Sporting Player Markus Liechti <i>Ork Kult of Speed</i>	Best General Michael Lehnertz <i>Orks</i>	Best Army Gary Marsh <i>Slaanesh Chaos Space Marines</i>	3rd Place Max Barton <i>Tyrants</i>	2nd Place Richard Whalley <i>Eldar</i>
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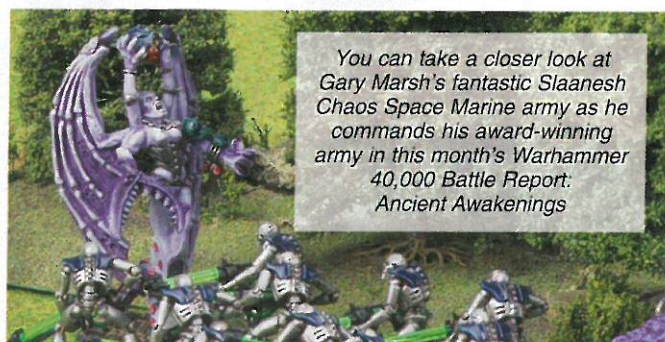
WARHAMMER 40,000 HEAT 2 WINNERS

WARHAMMER HEAT 2 WINNERS

2nd Place Willhelm Grofte <i>Skaven</i>	Best Army Joe Sturge <i>Dogs of War</i>	Most Sporting Player Will Pardington <i>Chaos Warriors</i>	Overall Champion Asger Granerud <i>Skaven</i>
--	--	---	--



3rd Place Andrew Przybyla <i>Empire</i>	Best General Kent Max Hansen <i>Vampire Counts</i>
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LATEST FROM THE BLACK LIBRARY

The Orks of the Deff Skwadron are famous for many things: their tireless devotion to increasing the killing power of their planes, their disregard for personal safety to get the mission finished and their uncanny ability to wreck the plans of their power-hungry commander. Crammed with Orks, Bommerz and dead things (lots of dead things), the Boyz of the Deff Skwadron line up for their first graphic novel. Comics legend Gordon Rennie teams up with Games Workshop artist Paul Jeacock to bring you death and destruction on a universal scale!

For more information visit:

www.blacklibrary.com

SWEDISH BATTLE BUNKERS



Sweden's first battle bunker is here! One of the main reasons the Games Workshop hobby centre in Gothenburg was opened was to include an in-store gaming area, known as a Battle Bunker.

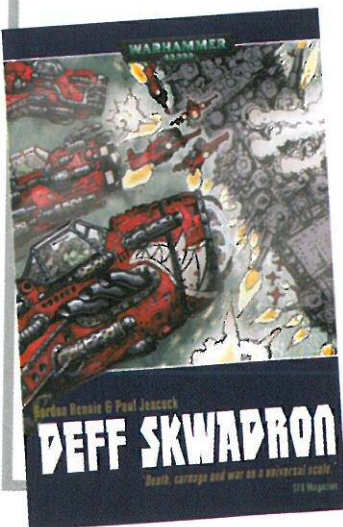
The Gothenburg Battle Bunker offers 12 gaming tables, a painting table and a place for you to sit down and make army lists. It also has great terrain for all tables, handmade by the Fanatic Studio in Denmark. The tables are also themed, amongst them a desert table and a Nurgle table with accompanying terrain. All of this takes place inside the Games Workshop hobby centre, where you will still find all those vital components for your all-conquering army

Since the hobby centre is on the ground floor, the staff will not be actively participating on the gaming floor – the room is for players to enjoy whichever Games Workshop game they wish to have a go at or whether they want to sit and paint or convert their models. However the staff are always on hand for rules and other gaming related questions that might crop up.

Although gamers are left to battle it out, there are plenty of staff on hand to help beginners new to the worlds of Warhammer, Warhammer 40,000 and The Lord of The Rings universes. The staff also organise evenings for new gamers with experienced staff lending a hand if necessary.

The address is:

**Kungsgatan 28
Central Gothenburg,
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Telephone: 031-13 39 58**



THE LATEST PRODUCTS FROM FORGE WORLD

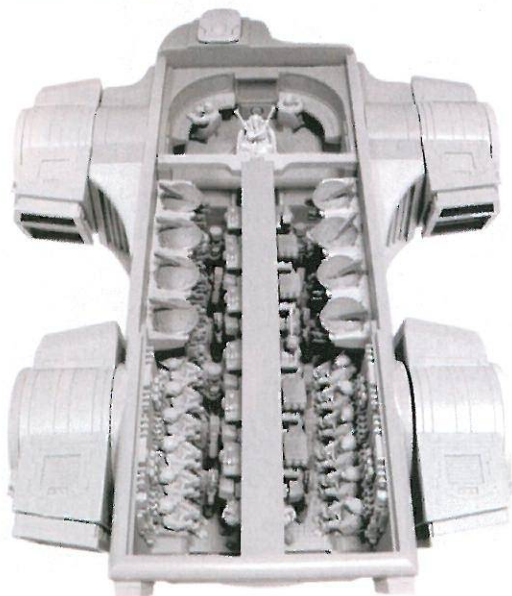
Forge World has released the Tau Orca Dropship, as featured in the computer game Fire Warrior. The Orca is approximately 385mm (15") long and 255mm (10") wide. The kit includes 24 seated Fire Warriors, eight Drones, six Battlesuits, one Ethereal and three crew. The Orca is a complete resin and plastic kit. The master model was made by Will Hayes from the designs provided by the Game Developers Kuju.

AND EVEN MORE...

Forge World's Daren Parrwood has been busy producing a set of Tau Drone Sentry Turrets which can be built deployed or enclosed. Four are available, each with a different weapons system including plasma rifles, fusion blasters, burst cannons and missiles.

For more information visit:

www.forgeworld.co.uk



The interior detail of the Orca is simply amazing.



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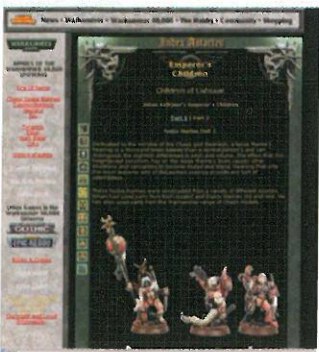
Each week it is Games Workshop Online's mission to bring you all the latest news and information on what's happening at Games Workshop and with the hobby, via the UK's very own Games Workshop website! Here's some examples of what you'll find:

- New releases
- New hobby articles
- Rumours
- Reviews
- Event information
- Poll of the week
- Sneak peeks of upcoming miniatures
- A 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, The Black Library etc.

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

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A small example of the vacancies currently available are:

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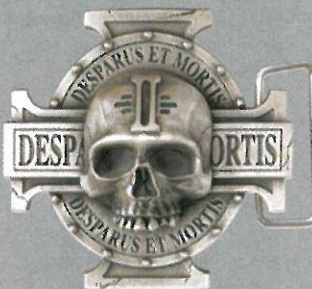
WARP ARTEFACTS

This month sees more products hitting the Warp Artefacts shelves:

Artefacts

In addition to replica swords, Warp Artefacts is commissioning a range of items taken straight out of the Warhammer world and Warhammer 40,000 universe.

This range will kick off with pendants and brooches that are worn by Imperial troops and their enemies and could eventually include limited edition special pieces, such as full-sized Servo-skulls, Guard cap badges and maps of the Warhammer world.



Warp Artefacts will be showing this new range at a number of events in the UK and the rest of the world, the first being the French Games Day in April. In the meantime, for the latest news and pictures and to place an order visit:

www.warpartefacts.com

The Gallery

Also available from Warp Artefacts are two new Limited Edition Collectable Art Prints. These, much-awaited black and white prints from the Gallery, will be made available in March, 2003:

The Battle of Blood Gorge by Alex Boyd

An Empire army is caught by a huge Greenskin horde while making its way back through Blood Gorge. At the forefront of the battle are the Wollenberg Halberdiers. A young unit, and their commanding officer's first battle, they fight bravely against the Orcs, and eventually the green horde is defeated. But the Wollenberg Halberdiers are too badly mauled to continue, their champion is crippled killing an Orc war leader, and the survivors are disbanded.

Space Marine by John Blanche

In the grim darkness of the far future, the glory and heroism of the Adeptus Astartes shines like a beacon to Humanity. Superhuman, and utterly dedicated to the Emperor of Man, Space Marines fight with religious devotion and fervour. Whether in the dank confines of a hive city, or the rolling dunes of a sulphur desert, the Space Marines fight for to protect and honour the Holy Terra, their reliquaries and trophies proudly displaying their past glories.

To see both series in full, and to read the artist's biographies, visit The Gallery at:

www.WarpArtefacts.com

THE EVERLASTING QUEST..

BRETONNIAN QUESTING KNIGHTS

Relinquishing their duties as Knights of the Realm, Questing Knights are the brave warriors who search for the ultimate symbol of Bretonnian honour and chivalry – the Grail. In battle, they are fearsome foes. No longer do they bear the lance in combat but instead wield mighty great weapons to battle the hardest of foes. Few can match their courage and, as such, they may re-roll all failed Psychology tests.

Boxed set: This boxed set contains metal and plastic components to make 5 Bretonnian Questing Knights including Standard Bearer, Musician and Paragon, and 5 Bretonnian Warhorses, designed by Gary Morley, Adam Clarke and Dave Thomas.

These models require assembly.



Blister pack:

This blister pack contains components to make 1 Bretonnian Questing Knight and 1 Bretonnian Warhorse, designed by Gary Morley.

This model requires assembly.

BRETONNIAN MOUNTED YEOMAN

Riding swift horses, Mounted Yeomen are the scouts of the Bretonnian army. They range ahead of the main force, tasked with reporting the movements of the enemy to their knightly commanders, as the army prepares for battle. Armed with spears and bows Mounted Yeomen can harry the enemy from afar and are treated as Fast Cavalry.



This blister pack contains metal and plastic parts to make 1 Mounted Yeoman and 1 horse, designed by Alan Perry. This model requires assembly.

BRETONNIAN TREBUCHET

Immense wooden constructions, Bretonnian Field Trebuchets are capable of hurling massive rocks into the ranks of the enemy. Although they are sneered at by the lofty ranks of chivalrous knights, they are, nevertheless, valued on the battlefield – especially in the art of siege craft. Larger than most stone throwers, the Trebuchet boasts a Strength of 5, which is doubled for a direct hit, and allows no Armour saves.

This boxed set contains metal parts to make 1 Bretonnian Trebuchet and 5 Peasant crew, designed by Martin Footitt. This model requires assembly.

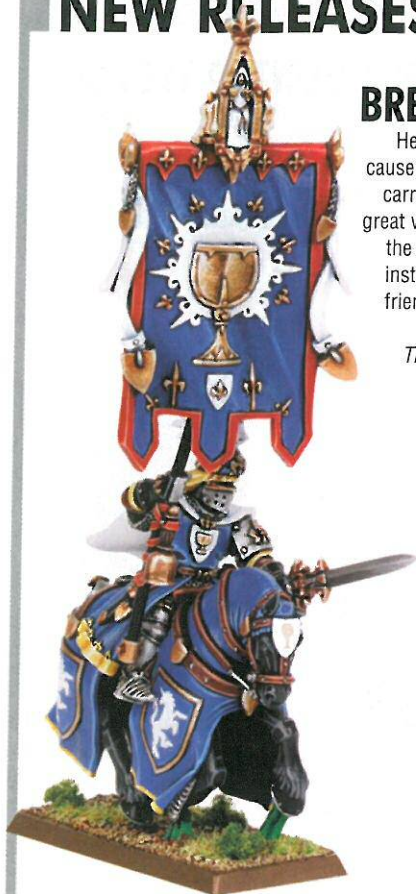


BRETONNIAN BATTLE STANDARD

Heroes renowned throughout the land, brave and true to the cause of Bretonnia, it is upon a Paladin that the great honour of carrying the Bretonnian Army Standard is bestowed. They are great warriors riding down their enemies with fiery zeal, holding the banner aloft to steel wavering hearts. The Battle Standard instils those warriors around it with courage and, as such, all friendly units within 12" of it may re-roll all failed Break tests.

This blister pack contains metal and plastic components to make 1 Bretonnian Battle Standard and 1 Bretonnian Warhorse, designed by Colin Grayson.

This model requires assembly.



CRAFT KNIFE BLADES

These replacement blades can be used with the Games Workshop craft knife. They are an essential addition to any modellers tool kit.



BRETONNIAN GRAIL RELIQUAE

The Grail Reliquae is the body of a long dead Grail Knight often adorned with trinkets and trophies gathered from other knights. Held aloft by dour Battle Pilgrims, the Reliquae inspires its charges to feats of impossible bravery. Battle Pilgrims carrying the Grail Reliquae are *stubborn* and subject to the rules for *hatred*. The Reliquae itself is a potent talisman and, as such, counts as both a Standard Bearer and a Musician.

This boxed set contains metal components to make 1 Bretonnian Grail Reliquae and 6 Battle Pilgrims, designed by Colin Grayson and Dave Thomas.

This model requires assembly.



PRICE LIST

BRETONNIAN QUESTING KNIGHTS BOXED SET£25.00

Denmark	kr	300.00	Sweden	kr	350.00
Euro	€	40.00			

BRETONNIAN QUESTING KNIGHT£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

BRETONNIAN MOUNTED YEOMAN£5.00

Denmark	kr	55.00	Sweden	kr	65.00
Euro	€	8.00			

BRETONNIAN TREBUCHET£18.00

Denmark	kr	225.00	Sweden	kr	270.00
Euro	€	30.00			

BRETONNIAN BATTLE STANDARD£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

BRETONNIAN GRAIL RELIQUAE£20.00

Denmark	kr	225.00	Sweden	kr	270.00
Euro	€	30.00			

DEATH GUARD HAVOC SQUAD£15.00

Denmark	kr	200.00	Sweden	kr	250.00
Euro	€	25.00			

DEATH GUARD CHAMPION£4.00

Denmark	kr	50.00	Sweden	kr	60.00
Euro	€	6.50			

DEATH GUARD SPECIAL WEAPONS£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

WORLD EATERS ASPIRING CHAMPION£4.00

Denmark	kr	50.00	Sweden	kr	60.00
Euro	€	6.50			

CRAFT KNIFE BLADES£5.00

Denmark	kr	55.00	Sweden	kr	65.00
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PIN VICE DRILL BITS£5.00

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Euro	€	8.00			

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DEATH GUARD

Dire servants of Nurgle, the Death Guard vow to spread the corruption of Nurgle's Rot throughout the galaxy. Encased in diseased-ravaged armour they stalk across the battlefield like a pervasive contagion bearing the Mark of Nurgle, which renders them Fearless and increases their Toughness by +1. The Havoc squads of the Death Guard carry brutal weapons, such as tank-punishing meltaguns and infantry-flaying flamers. The Death Guard are led into combat by their Champion. He can be armed with all manner of putrescent accoutrements, such as blight grenades, which reduce enemy To Hit rolls in close combat by -1 if they are charged, or a plague sword, which ignores all Armour saves and kills outright any model wounded by it on a roll of 4+.



Death Guard Havoc boxed set: This boxed set contains metal components to make 1 Death Guard Champion, 2 Death Guard armed with plasma guns, 1 Death Guard armed with a meltagun and 1 Death Guard armed with a flamer, designed by Aly Morrison.

These models require assembly.



Death Guard Champion: This blister pack contains metal components to make 1 Death Guard Champion, designed by Aly Morrison.

This model requires assembly.

Special Weapon Death Guards: This blister pack contains metal components to make 2 Special Weapon Death Guards, armed with either a plasma gun, meltagun or flamer, designed by Aly Morrison.

This model requires assembly.



PIN VICE DRILL BITS

Replacements for your modelling Pin Vice, these drill bits are a great addition to your hobby modelling tools and are ideally suited for pinning large or complicated models together.

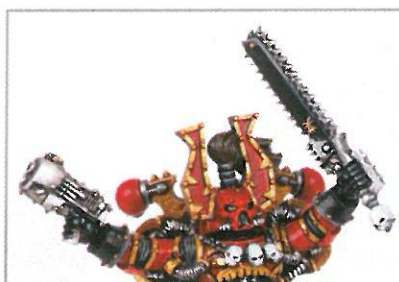


WORLD EATERS ASPIRING CHAMPION

Leading a squad of manic Berzerkers, a World Eaters Aspiring Champion is a fearsome foe on the battlefield, whose lust for combat is never sated. Servant of the Blood God, Khorne, this mighty warrior gains +1 Attack and is utterly Fearless due to its Blood Frenzy. The Aspiring Champion can also be armed with a host of blood-soaked wargear, such as an Axe of Khorne or Khornate chain-axe.

This blister pack contains metal components to make 1 World Eaters Aspiring Champion, designed by Aly Morrison.

This model requires assembly.



World Eaters Aspiring Champion: This model is supplied with one head and two weapons of the following combinations; bolt pistol and Khornate chain-axe, plasma pistol and chainsword, plasma pistol and Khornate chain-axe and bolt pistol and chainsword.



MORDHEIM



Beastmen Gors and Ungors: This blister pack contains 1 Gor and 2 Ungors, designed by Mark Bedford.

These models require assembly.



Beastman Champion:

This blister pack contains 1 Beastman Champion, either a Chieftain or Bray-shaman, designed by Mark Bedford.

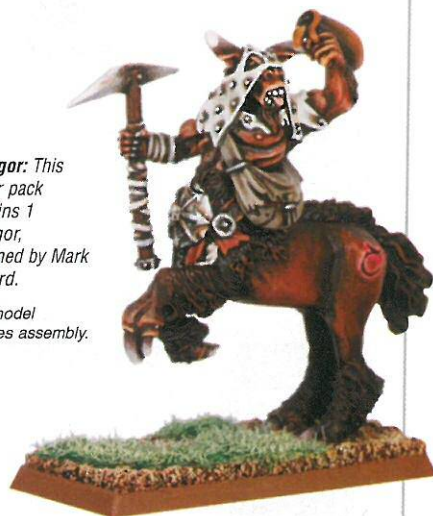
This model requires assembly.

Beastmen Warband: This boxed set contains enough metal components to make 1 Beastmen Chieftain, 1 Bray-shaman, 3 Gors and 3 Ungors, designed by Mark Bedford.

These models require assembly.

Centigor: This blister pack contains 1 Centigor, designed by Mark Bedford.

This model requires assembly.



Beastmen Warhounds:

This blister pack contains 2 Beastmen Warhounds, designed by Michael Anderson.

These models require assembly.



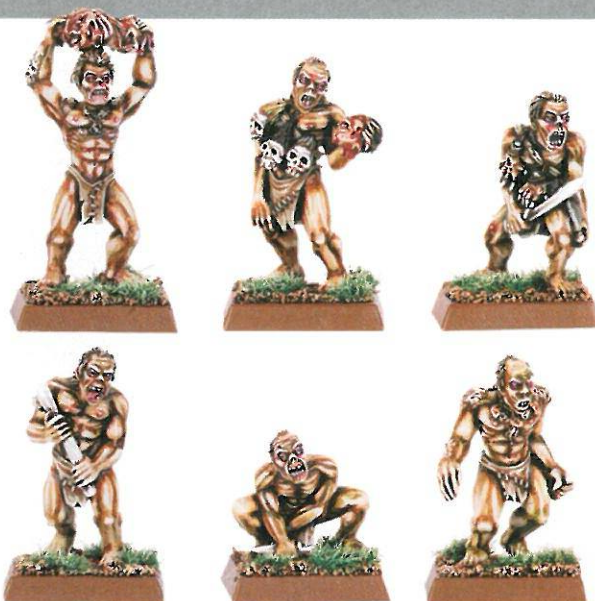
Minotaur: This blister pack contains 1 Minotaur, designed by Mark Bedford.

This model requires assembly.





Town Crier 29: This, the last issue of Town Crier, contains the final instalment of the Empire in Flames series with rules for using Wild Beastmen warbands. It also includes rules for the second of the settlements around Mordheim, Cutthroat's Den.



Ghouls: This blister pack contains 3 Ghouls, designed by Daniel Pacey.



Zombies: This blister pack contains 3 Zombies (either Zombie Elf, Dwarf or Hound and 2 Human Zombies), designed by Daniel Pacey.



Undead Warband: This boxed set is re-released this month, containing the new metal Zombie miniatures in place of the old plastic Zombie sprues. The boxed set contains 1 Vampire, 1 Necromancer, 2 Dregs (re-released) and 4 new Human Zombies.



Witch: This blister pack contains 1 Witch, designed by Mark Harrison.



Necromunda Bounty Hunters: This blister pack contains 1 Necromunda Bounty Hunter, designed by Mark Harrison.

PRICE LIST

TOWN CRYER 29	£3.50
Denmark kr 40.00	Sweden kr 45.00
Euro € 5.50	
BEASTMEN WARBAND	£20.00
BEASTMAN CHAMPION	£6.00
BEASTMAN GORS AND UNGORS	£9.00
BEASTMEN WARHOUNDS	£6.00
MINOTAUR	£10.00
CENTIGOR	£7.00
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UNDEAD WARBAND	£20.00
ZOMBIES	£7.00
GHOULS	£7.00
NECROMUNDA BOUNTY HUNTERS	£5.00
BLOOD BOWL MAGAZINE 12	£3.00
Denmark kr 40.00	Sweden kr 45.00
Euro € 5.50	
VARAG GHOULCHEWER	£6.00
GRIFF OBERWALD	£6.00
BATTLEFLEET GOTHIC MAGAZINE 19	£3.00
Denmark kr 40.00	Sweden kr 45.00
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BATTLEFLEET GOTHIC ARMADA	£18.00
ROGUE TRADER CRUISER	£6.00
ROGUE TRADER ESCORTS	£6.00

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BLOOD BOWL



Blood Bowl magazine 12:
This month is a bit of a house rules special with rules for Halfling leagues, new skills and Bioniks.

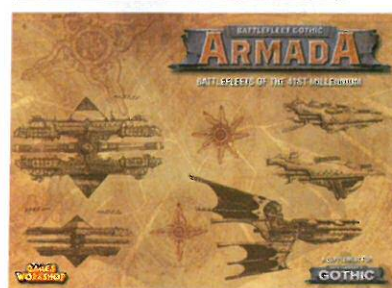


Griff Oberwald: This blister pack contains 1 Griff Oberwald, designed by Aly Morrison.



Varag Ghoulchewer: This blister pack contains 1 Varag Ghoulchewer, designed by Aly Morrison.

BATTLEFLEET GOTHIC



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



Battlefleet Gothic magazine 19:
This month there's the full, official Tau fleet list by Pete Haines, the Damocles Gulf Crusade background, scenarios by Nate Montes and experimental rules for new Rogue Trader vessels by Matt Keefe.

EPIC ARMAGEDDON

EPIC:ARMAGEDDON NEW RELEASES

Following on from last month's release of the Epic: Armageddon rulebook, this month sees the release of a number of reinforcements for the Space Marines, Imperial Guard and Orks. Space Marines receive a number of specialist units, in the form of Scouts, Terminators, Dreadnoughts, Bikes and Attack Bikes. The Imperial Guard receive a variety of units, with a powerful artillery tank (the Bombard), two super-heavy tanks (the Shadowword and Baneblade) plus some much needed air support from Imperial Navy Thunderbolts. It's also a month for war engines, with the release of both the Imperial Warlord Titan and the Ork Great Gargant – two classic Epic adversaries. Finally, the Ork hordes are joined by Stompas and Supa-stompas, plus a Battlefortress, Soopa Gunz, Dreadnoughts and Killa Kans. Any of these units would make useful additions to existing armies, especially for players who are now familiar with the Epic rules and perhaps fancy adding a war engine or some specialist units to their existing forces.



IMPERIAL GUARD BOMBARDS £8.00

This blister pack contains 3 Imperial Guard Bombards, designed by Tim Adcock.



IMPERIAL GUARD BANEBLADE £8.00

This blister pack contains 1 Imperial Guard Baneblade, designed by Tim Adcock.



IMPERIAL GUARD SHADOWWORD £8.00

This blister pack contains 1 Imperial Guard Shadowword, designed by Tim Adcock.



SPACE MARINE BIKES & ATTACK BIKES..... £9.00

This blister pack contains 12 Space Marine Bikes and 1 Attack Bike, designed by Tim Adcock.



IMPERIAL GUARD THUNDERBOLTS..... £10.00

This blister pack contains 4 Imperial Guard Thunderbolts, designed by Tim Adcock.



IMPERIAL GUARD FIRE SUPPORT PLATOON ... £7.00

This blister pack contains 4 Imperial Guard Fire Support Platoons, designed by Mark Bedford and Aly Morrison.



SPACE MARINE DREADNOUGHTS £7.00

This blister pack contains 3 Space Marine Dreadnoughts, designed by Tim Adcock.



SPACE MARINE TERMINATORS £10.00

This blister pack contains 8 Space Marine Terminator stands, designed by Aly Morrison and Bob Naismith.



SPACE MARINE SCOUTS £8.00

This blister pack contains 8 Space Marine Scouts stands, designed by Aly Morrison and Bob Naismith.



IMPERIAL WARLORD TITAN £20.00

This boxed set contains 1 Imperial Guard Warlord Titan, designed by Dave Andrews.

This model requires assembly.



ORK GREAT GARGANT £20.00

This boxed set contains 1 Ork Great Gargant, designed by Dave Andrews.

This model requires assembly.



ORK BIG GUNZ £10.00

This blister pack contains 10 Ork Big Gunz, designed by Norman Swales.



ORK SOOPA GUNZ £7.00

This blister pack contains 2 Ork Soopa Gunz, designed by John Manders.



ORK MEKBOY STOMPA MOB £20.00

This blister pack contains 3 Ork Stompas (right) and 1 Ork Supa Stompa (left), designed by John Manders.



ORK BATTLEFORTRESS £8.00

This blister pack contains 1 Ork Battlefortress, designed by Mark Bedford.



ORK DREADNOUGHTS & KILLA KANS £7.00

This blister pack contains 2 Ork Dreadnoughts (left) and 2 Ork Killa Kans (right), designed by Mark Bedford.

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

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Index Astartes



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

CULT OF THE MACHINE GOD

Techmarines of the
Adeptus Astartes

by Graham McNeill

Schooled by the Adeptus Mechanicus in the mysterious rites of the machine, Techmarines are essential for the survival of any Chapter of Space Marines. It is they who tend to the spirits of the weapons and wargear of the Chapter, ministering to the technological secrets that bind man and machine into an instrument of the Emperor's wrath. Deep within their machine temples they forge weapons and armour for their Battle Brothers with great reverence and skill.

Techmarines and the Adeptus Mechanicus

The workings of technology and the mysteries surrounding the inner secrets of machines is knowledge that has long since passed from the Imperium of Man. A great catastrophe wiped away much that was once common knowledge and reduced a great deal of Humanity to barbarism. What little remains, is debased, mythical or has become such unthinking repetition that its true purpose has long since been forgotten. These scraps, gathered obsessively over the millennia are jealously gathered together on Mars by the Adeptus Mechanicus, the devotees of the Machine God, the Omnissiah. Only those privy to such knowledge, however rudimentary it may be, can hope to utilise any form of technology, and such individuals are rare indeed.

Ancient pacts sworn between the Adeptus Mechanicus and the Adeptus Astartes allow the Space Marines to send a proportion of their warriors to Mars to train with the Adeptus Mechanicus and begin the long, arduous journey of becoming a priest of the Machine God. Without the passing on of such revered knowledge, the fate of the Space Marines would be sealed, for only by such means may the weapons and wargear of the Adeptus Astartes be maintained. The role of the Techmarine is to minister to the spirits of the machines in the care of their Chapter, the weapons, the armour and all the equipment in daily use by the Space Marines.

The young Space Marines train for many years on Mars, swearing powerful oaths and spending their every waking hour in deepening their understanding of the Omnissiah. They learn the correct rites of activation, maintenance and how to call forth or placate the wrath of the war-spirits of the machines they will be entrusted with. When they return to their Chapter, they are changed individuals, aloof and mysterious, with an unusual dichotomy of loyalties; they are Techpriests of the Machine God and Battle Brothers of their Chapter. This division of loyalties causes the majority of Techmarines to stand apart from their Chapter, becoming strange figures of awe and power. The knowledge they possess is held in great esteem by their Battle Brothers and they recognise and

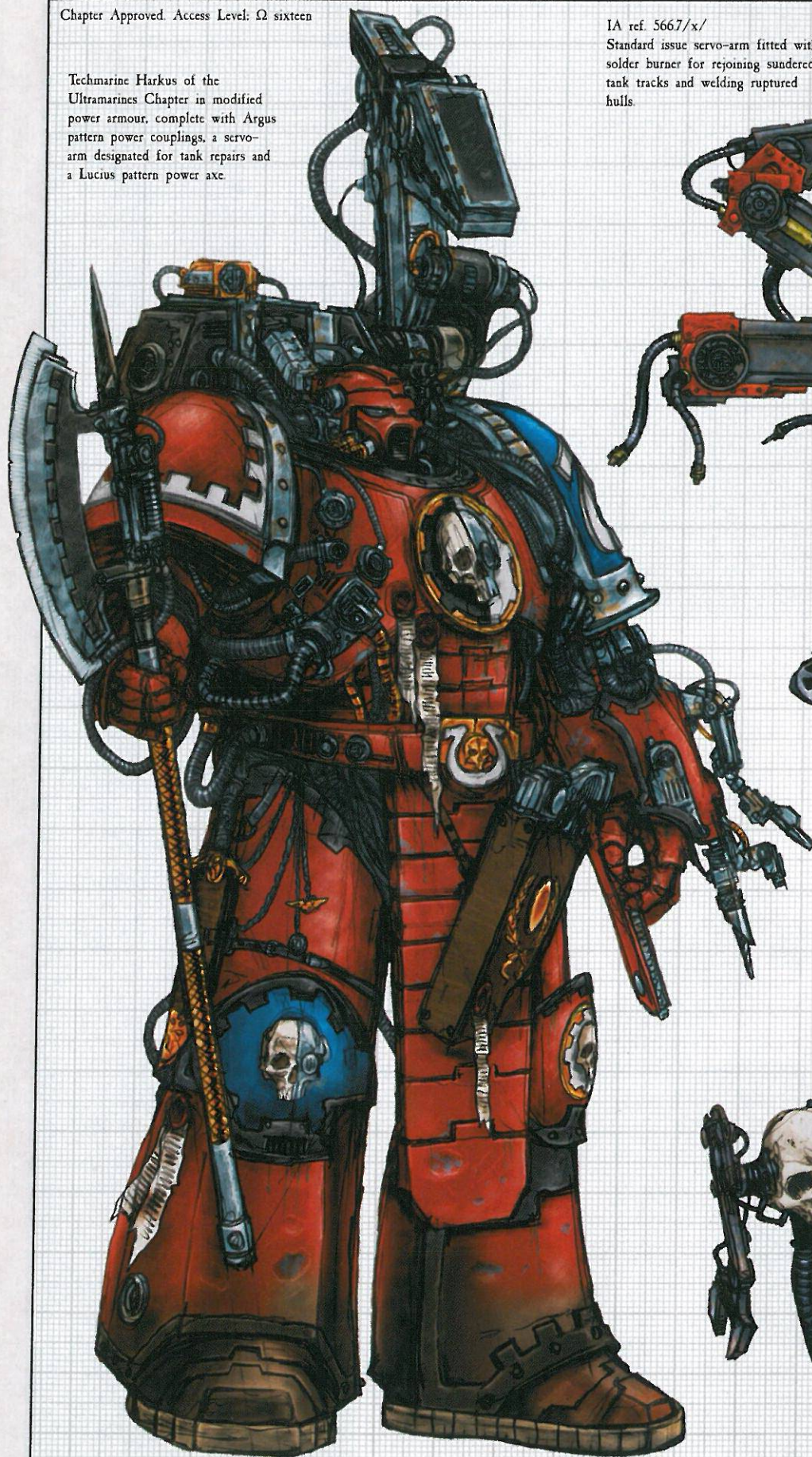
acknowledge their skills in the arcane sciences pertinent to the dark secrets of technology. Though they possess great skill and knowledge regarding the mystical science of machines, they are warriors first and foremost and are often in the forefront of many of the fiercest battles. Should a vehicle or artefact of technology be lost, it is the Techmarines who will fight hardest to retrieve it, and as hard, if not harder, than their brethren fighting to recover a fallen comrade.

Codex Roles of the Techmarines

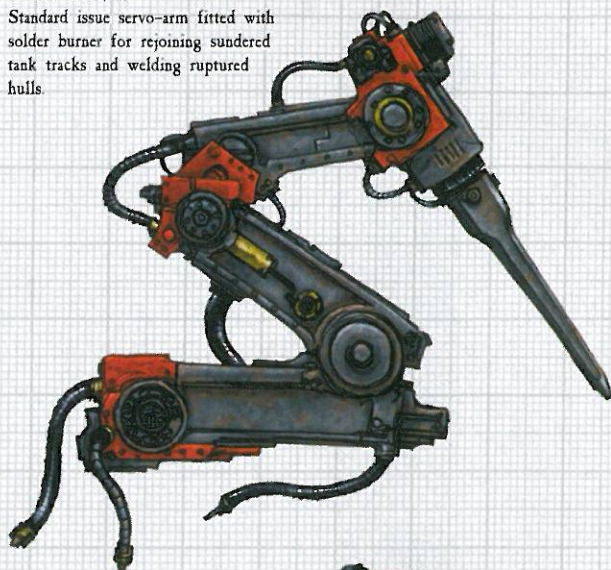
Within their Chapter, Techmarines are arcane engineers, maintaining and ministering to the needs of the Chapter's arms, armour and vehicles. Each Chapter has its own weapon shops, foundries and artisans. Some Chapters honour long-standing agreements with forge worlds that supply them with starships and weapons which the Techmarines subsequently modify to meet their own requirements. This practice varies from Chapter to Chapter, but few Space Marine Chapters have the facilities to build their own spacecraft, most being constructed in the shipyards of Jupiter and Mars. A notable exception to this are the Ultramarines, who maintain extensive construction yards in orbit around Calth, one of the planets within their realm of Ultramar. Marine armourers are highly skilled, practical craftsmen and their chief weapon-smith is the Master of the Forge; an honoured title and a position of great respect. All of the Space Marines' armourers work within an ancient tradition of design and decoration unique to their own Chapter and the work of a fine artificer is incredibly prized.

Before battle, the Techmarines ritually prepare their charges for war, raising the anger of the war-spirits of the weapons and vehicles that are being employed in whatever coming conflict they are to take part in. They have a strong bond with the vehicles and weapons they issue to the Space Marines, treating the equipment as though it belongs to them and the Space Marines are merely borrowing it temporarily. Once deployed for battle, the Techmarines and their servitor thralls ritually bless the weapons and tanks of the force, uncaging the war-spirits and allowing them to see the targets of their wrath. Together with a retinue of

Techmarine Harkus of the Ultramarines Chapter in modified power armour, complete with Argus pattern power couplings, a servo-arm designated for tank repairs and a Lucius pattern power axe.



IA ref. 5667/x/
Standard issue servo-arm fitted with solder burner for rejoining sundered tank tracks and welding ruptured hulls.



IA ref.3457/v/
Bionic augmentation incorporating Mk3 Signum.



IA ref. 4322/p/
Servo-skulls equipped with power drill, slave link and auto-callipers.



PAULLIAN BLANTAR IRON FATHER OF THE IRON HANDS

The Iron Hands Chapter of Space Marines eschew the codex practice of having Chaplains to administer to the spiritual needs of their Battle Brothers, relying instead on Iron Fathers, a position akin to an amalgamation of Chaplain and Techmarine. The Iron Hands have a deep-rooted hatred – and some might whisper, fear – of the weaknesses of the flesh, seeing its frailty and ultimate decay as the greatest danger to Humanity. To them, the flesh is weak and must be replaced wherever possible. The Iron Fathers fuel this hatred with rousing speeches and fiery oratory, proclaiming that the example their Primarch set them is the only true path. The Iron Hands have a reverence for the machine that far outstrips that of most other Chapters, and they have a much closer relationship with the Adeptus Mechanicus than is usual.

Paullian Blantar served in the Kaargul clan company, a warrior with a natural affinity for the mysteries of technology. The Iron Fathers of his Chapter noticed his kinship with the spirits of machines early on and he was sent to Mars to begin his initiation into the Cult of the Machine. Within decades he rose to become the pre-eminent Iron Father of his clan company, a mentor and tutor to a great many aspirants of the Chapter. His expertise in the field of bionic augmentations was unparalleled and his skills in this area profoundly affected the direction of the Chapter. Blantar himself performed the necessary surgery on many recruits and was later to perform the augmentations that saved the life of his clan leader, Brannus, after Dark Eldar Haemonculi horrifically mutilated him following the Battle of Kaladrone.

His own hatred for the weaknesses of flesh was just as great and for the entirety of his life as an Iron Father, he ritually scarred what little flesh remained of his body until, towards the last years of his life, there was almost nothing organic remaining of his body, save his brilliant, mechanically-attuned brain. As with most Iron Hands, it is his fervent wish to one day be interred within the sacred sarcophagus of one of the ancient and revered Dreadnoughts.

Look to your battlegear and it
will protect you

We guard it with our lives

Your armour is your Soul, and your
Soul's dedication

The soul of the warrior is the shield
of Humanity

Honour the craft of death

Only the Emperor is higher in our
devotion

Honour the battlegear of the Dead

We ask only to serve

– Part of the Warrior Catechism of Worship as
taught by the Chapter's Techmarines.

Strike the first rune upon the engine's
casing employing the chosen vessels. Its
tip should be anointed with the oil of
engineering using the proper incantation
when the auspices are correct.

Strike the second rune upon the engine's
casing employing the arc-tip of the
power driver.

If the second rune is not good, a third
rune may be struck in a like manner to
the first. This is done according to the
true ritual laid down by the Great
Engineer.

A libation should be offered.

If this sequence is properly observed the
engines may be brought to full activation
by depressing the large panel marked
'ON'.

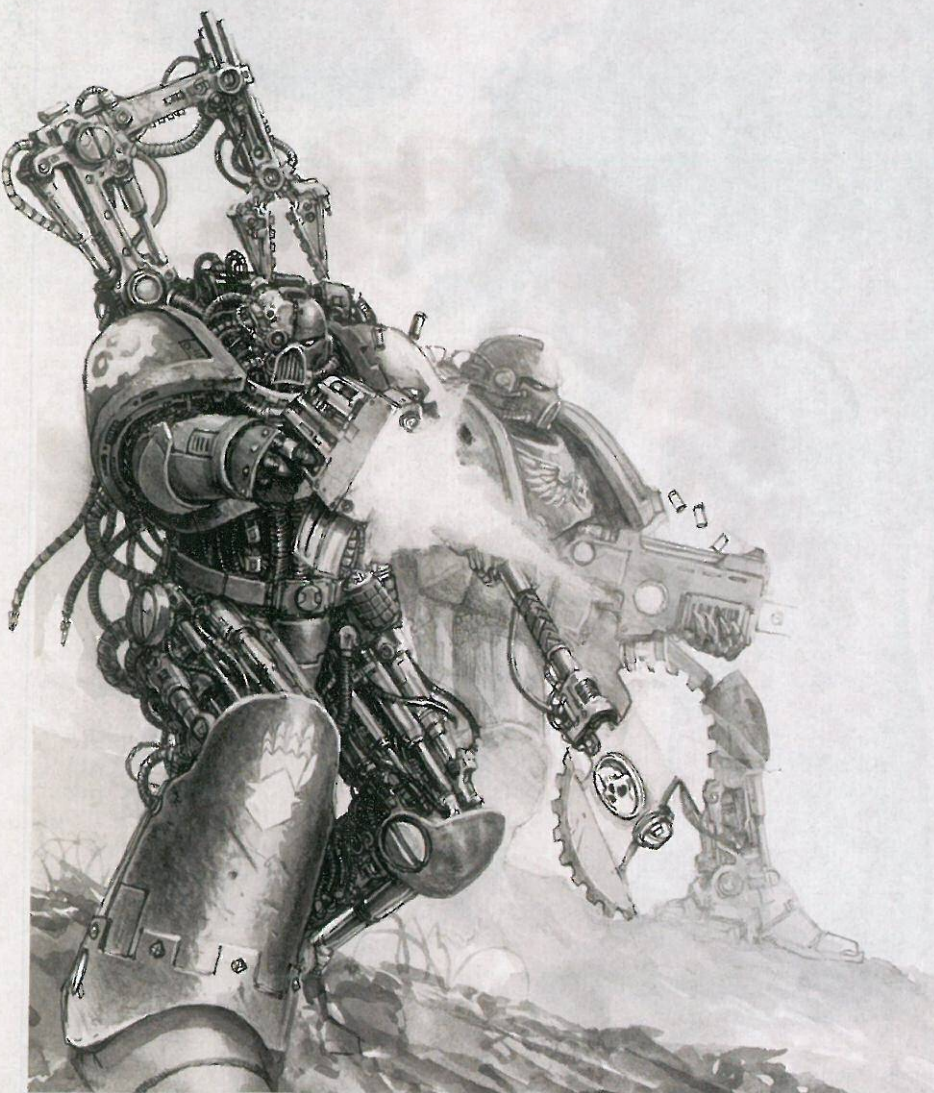
– Runic Spaceflight – An introduction: Naval
Flight Manual W110E

The beast of metal endures longer than
the flesh of men. Those that tend the
beasts of metal must labour long to learn
its ways, for a single beast must suffer
the mastership of many men until ready
to shed its vorpal coils. Those that seek
apprenticeship must attend closely to the
runes of mobilisation, the rites of
maintenance, and the words-of-power that
describe the parts of a beast. Nor must
they neglect the tutelage of the Adeptus
Prefects, nor the casting of the proper
roboscopes.

– Runic Mechanicus: An Introduction.

"The Machine is strong. We must purge
the weak, hated flesh and replace it with
the blessed purity of metal. Only
through permanence can we truly
triumph, and only through the Machine
can we find victory. Punish the flesh.
Iron in mind, iron in body."

Paullian Blantar



cybernetically altered servitors, the Techmarines can also effect battlefield repairs on vehicles, healing the damage done to armour and rekindling the war-spirit that it might fight once more. At battle's end, each wound done to the vehicles and wargear issued by the Techmarines is reverently repaired and recorded in the Litanies of Battle, and it is not uncommon for some vehicles to remain in service for many hundreds, if not thousands, of years. The oldest known serving vehicle is a Rhino belonging to the Salamanders, known and honoured as Nocturne's Hammer, said to have carried the great Primarch, Vulkan. It is a position of great honour to minister to such holy artefacts and those Techmarines who honour such revered pieces of technology are accorded great respect by their peers.

Equipment and Armour

Techmarines employ a wide variety of esoteric tools and equipment not normally issued to their brethren. Many Techmarines are equipped with a servo-arm, a specialised auxiliary arm grafted to the Techmarine's armour and linked to his neural network. These arms can be fitted with a multitude of lastorches, vibrosaws and power drills or any number of arcane tools that aid the Techmarine in his battlefield role of vehicle maintenance and repair. Their gauntlets are also often heavily modified to include more delicate tools or even a limited form of mechatendrites. Many Techmarines have the organic components of their hands removed and replaced with augmetic prosthetics that allow them a greater connection to whatever machine they are ministering to, some even going as far as to incorporate mechanical interfaces that allow the Techmarine to commune directly with the Machine Spirit.

In deference to their training on Mars and the close bond that exists between Techmarines and the Adeptus Mechanicus, Techmarines traditionally repaint their armour red, though one shoulder guard will always remain in their Chapter's colours. Techmarines understand better than anyone the risks inherent in angering the war spirit of battle gear and are careful to ensure that their Chapter symbol remains clear and unobscured. Though the Iron Priests of the Space Wolves, despite their training on Mars, exhibit a fiercely independent streak by retaining their original armour colour throughout.

Iron Priests of the Space Wolves

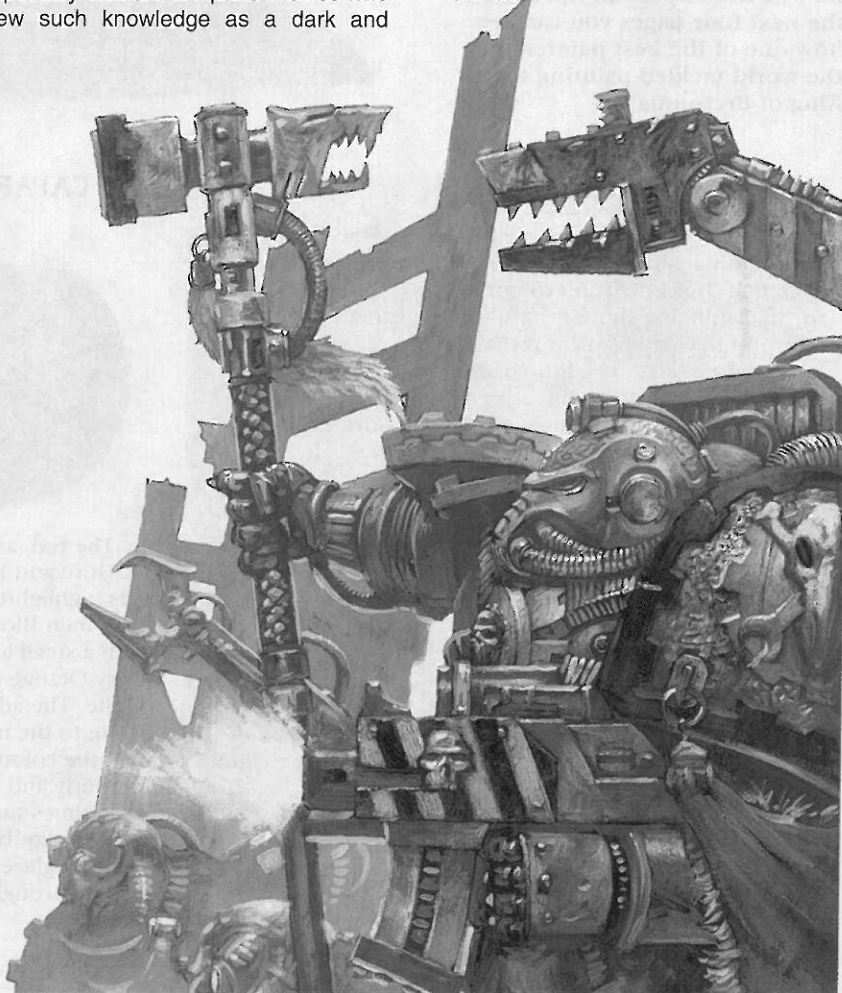
The Iron Priests are masters of the forge and armoury, their expertise with matters technical marking them apart from their

brothers of the Chapter. They fulfil the same function for the Space Wolves as Techmarines do for Codex Chapters. Like Techmarines they spend many years on Mars training with the Adeptus Mechanicus where they learn the innermost secrets of arcane mechanics. Like all those steeped in the mysteries of technology, the Iron Priests stand apart from their brethren though this is especially true of the Space Wolves who view such knowledge as a dark and

frighteningly arcane science. The Iron Priests are the keepers and guardians of the venerable Dreadnoughts who dwell in the deepest cavern of the Fang, the Space Wolves fortress, monastery on Fenris. They ensure that their ancient brethren are woken only in times of great need and honour their undisturbed slumbers. Without their expertise, the Fang would crumble and the Chapter itself die.

TECHMARINE SEVANO TOMASIN OF THE ULTRAMARINES

As is typical of the Ultramarines, their Techmarines exactly follow the letter of the Codex when it comes to their training and methodology. The rigid adherence to the holy tome of their Primarch instils a dogmatic belief in following the words written thousands of years ago without deviation in the Chapter, and even more so in the Ultramarine Techmarines. Sevano Tomasin was no exception to this, and was a faithful servant of the Cult Mechanicus and expert in the field of demolitions. His service to the Emperor was very nearly cut short on Ichar IV when a rampaging Tyranid Carnifex ripped apart the Land Raider he was driving. Alien bio-plasma flooded the interior of the vehicle and detonated its ammunition in a huge explosion that wrecked the tank and killed the monstrous alien. Determined not to lose his centuries of wisdom, the Chapter's Apothecaries were able to save his life. Tomasin himself directing the replacement of his legs and right arm with augmetic components he had forged many years ago. His expertise in demolitions came to the fore during the Ultramarines mission to the planet of Thracia when the Fourth Company was given the task of destroying a number of strategically vital bridges. Though the mission was ultimately a success, it was to be Tomasin's last, as he was killed in action by a direct hit from an artillery shell that cooked off the melta charges he was in the process of arming.

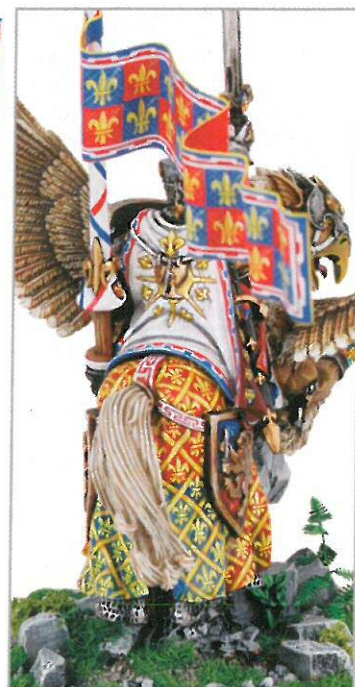
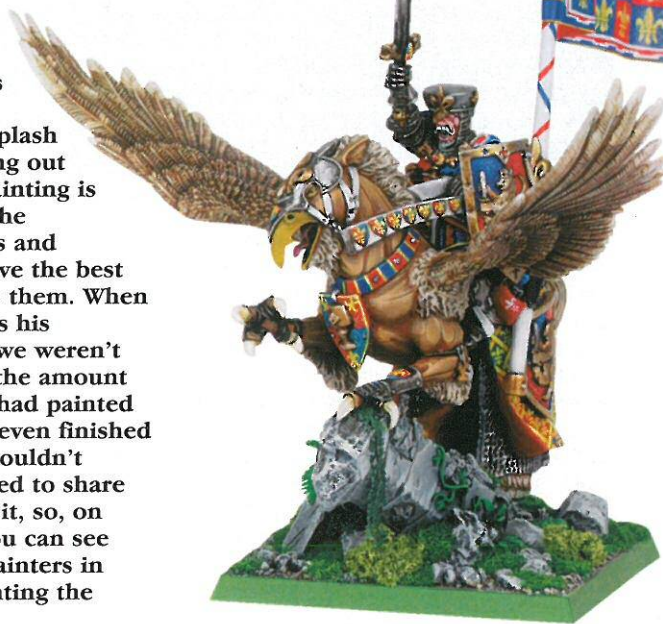


Winner of a whole host of Golden Demon trophies, Matt Parkes competes every year in the UK Golden Demon Awards and never misses taking home another trophy or two. He has won the coveted Golden Demon Slayer Sword three times, so who better to ask to paint the fantastic new King Louen Leoncoeur miniature.

PAINTING MASTERCLASS

King Louen Leoncoeur

Special characters are the perfect opportunity to splash out and pull everything out of the closet where painting is concerned. They are the centrepieces of armies and collections, and deserve the best paint job you can give them. When Matt Parkes showed us his Leoncoeur miniature we weren't entirely prepared for the amount of gorgeous detail he had painted on it... and he hadn't even finished yet! We told him we wouldn't return it until he agreed to share how he accomplished it, so, on the next four pages you can see how one of the best painters in the world tackled painting the King of Bretonnia.



BLUE IS THE COLOUR

Louen Leoncoeur wears specific colours in his heraldry and clothing, so I couldn't really veer too much away from that. But I did want to put my own spin on things, so, after thinking about it for a while, I came up with the answer. I decided to paint the blues and reds of Leoncoeur's heraldry a little darker than you would normally expect, and paint a lot of yellow details over this. Since yellow represents gold in heraldry, I thought it would be quite fitting.



Left: To make the dark red tone, I mixed Red Gore with Blood Red, and used Enchanted Blue for the blue areas. These would not interfere with the heavy detailing I planned to paint over this, because none of these colours are overly bright.

THE CAPARISON



1 The red, a mix of Red Gore and Blood Red, was highlighted using Blood Red, then Blood Red mixed with a small amount of Fiery Orange and Skull White. The addition of white to the mix ensures that the colour will cover properly and although this sometimes turns out to be a little chalky, by applying a Red Ink glaze the warmth will be brought back into the colour.

2 Regal Blue was highlighted with Enchanted Blue and finally with Enchanted Blue mixed with a little Skull White. Most tones of blue mix very well with white, so I did not need to use any glazes to intensify the colour.



THE HIPPOGRYPH

As the detail work on this model was going to be quite bright, making sure the colour of the Hippogriff didn't clash with the rest of the model was very important. It would be a shame to put so much effort into painting a miniature when the end result doesn't look as stunning as possible. I painted it in very muted, natural colours, trying to maintain the balance of colours on the finished piece.

MIXED COLOURS

Whenever I'm attempting a project as elaborate as this, I like to pre-mix my highlight colours in empty paint pots, so, whenever a mistake is made, it can easily be rectified. This also broadens my paint collection no end, to a point where I hardly have to mix any colours at all.



THE FLEUR-DE-LYS



This is a guide to how I painted all the fleur-de-lys on Louen Leoncoeur. It looks daunting when they're finished, but, actually, by breaking it in to simple steps, it makes the painting of them a lot easier. This is true for any freehand flat detailing you might want to paint on your models.



1 Using Vomit Brown, I painted crosses onto the model where the design was going to be. I made sure that the horizontal line was slightly lower than the centre of the vertical line.



2 Thickening the lines and painting the centre leaf shape was easy by using the cross as a guide. Any mistakes I made I painted over with the pre-mixed background colour.



3 Paint construction lines for the outer leaves. Again, these are to help the actual painting of the outer leaves.



4 The two outer leaves were painted in the same way as the centre leaf. The basic design was now finished, although there were still detail and highlighting stages left.



5 I painted a thin line of the background colour above and below the crossbar, to separate it from the design.



6 To highlight the design, I painted a line of Sunburst Yellow down the centre of the middle leaf. Highlighting the top and the middle line with Skull White and carefully glazing over this with Yellow Ink was the last stage.

THE CLOAK



1 I painted the cloak with Fortress Grey and highlighted it with Skull White. I applied thinned down Skull White washes to intensify the colour. After leaving the paint to dry, a thin Blood Red line was painted on the cloak, along the edge. I also painted a border of Enchanted Blue onto the edge of the cloak, at the same thickness as the red line.



2 Small construction lines were added to the two coloured bands, carefully measuring out the distance between them. These construction lines are far easier to repaint if a mistake is made, than if I'd tried to paint the design in one go.



3 I filled in the pattern carefully, and cleaned up any mistakes with Skull White.

CAPARISON PATTERN



1 The first thing to do was to paint thin construction lines onto the caparison using Vomit Brown. I've tried to crease the lines to follow the flow of the fabric. Vomit Brown is a very yellowy colour that covers very well, so when painting yellow over a dark undercoat, this colour is great to use as a basecoat.



2 To make the initial pattern intertwine I used Bestial Brown to paint thin lines at each junction, followed by the first highlight of Golden Yellow. The lines were highlighted again with Sunburst Yellow, followed with Sunburst Yellow mixed with equal parts of Bleached Bone and Skull White. I then applied a thin Yellow Ink glaze on top of the pattern to intensify the colour.



3 The pattern of lines has created small diamond shapes on the caparison, in which I planned to paint small fleur-de-lys. To make this easier I painted thin horizontal and vertical lines in the diamond shapes as a guide.

THE REINS

The reins and straps on the model all have some kind of extra decoration on them. Due to the size, these have been simplified, except on the strap on the back of the caparison. I wanted this to stand out from the pattern surrounding it, so I had to do something extra to it.



1 I painted the straps Blood Red at the same time as the red fields on the caparison were highlighted. Four lines were added on the edges and in the centre of the red area. I made sure these were evenly spaced, because that's crucial to the end result working out.



2 Now I added the connecting white lines, again making sure that they were equally spaced.



3 The last stage was to connect the red areas to make it into a meandering line. This might seem like a difficult way of achieving a simple effect, but drawing square corners with a brush is very hard, and I prefer to do patterns like this one in this manner instead.

THE SHIELD



1 The surfaces of the shields are much smaller than the caparison, so I adjusted the pattern accordingly. I used Blood Red and Enchanted Blue for the respective areas. There's no need to go through the same amount of highlight and shading stages that larger areas require, so I didn't start with the basecoat, but the first highlight colour.



2 The next step was to glaze the colour with thinned down ink. Both the red and blue areas were given a thinned down glaze of Red Ink, followed by a glaze of Black Ink.



3 I then painted diagonal lines into the blue and red fields. For the red I used Blood Red, mixed with a little Golden Yellow and Bleached Bone. The blue diagonals were painted using Enchanted Blue mixed with a little Skull White. Note that the lines are continued through the fields, as if they were one line.



4 Finally I painted small crosses inside the diamond shapes. As before, the lines are synchronised, with the vertical lines painted first, to avoid making mistakes. I applied another ink wash over the finished paintwork to bring the highlights back together. After this I painted the gold trim and lion.

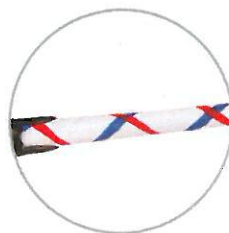
LANCE & PENNANT



1 I first painted the lance Fortress Grey, and then highlighted it with Skull White.



2 The blue ribbon was painted on first, using Enchanted Blue. The space between each revolution around the lance is kept the same, roughly 10mm.



3 I painted the red line straight over the blue, since I would be separating them from each other with Skull White in the last stage.



4 All I had to do now was paint thin lines of Skull White on either side of the ribbons where they intersected, and the pattern was finished.



Left: Painting the pennant wasn't really that complicated, because all I had to do was repeat the techniques that I'd already used to paint the other details on the model. I drew out the design on a piece of printer paper using a pencil and a ruler, and, when I was satisfied with the basic shape of the design on the pennant, I coloured it in with paint.

Matt's efforts to make the model look so exceptional have really paid off. The Louen Leoncoeur model he painted has 155 individually hand-painted fleur-de-lis designs on them, creating a design fit for a king. By breaking down the patterns into manageable steps, Matt has made it possible to paint this stunning piece.

Steve Cumiskey talks to Dave Andrews about how he built the Bretonnian hovels in the Studio scenery collection and then has a go at building some himself.

SCENERY WORKSHOP

Building a Bretonnian Hovel



Mounted Squires advance through a Bretonnian hamlet.

Whether you've got a Bretonnian army or you plan to fight a campaign against them, having terrain that places the action squarely in their home territory adds a great deal to the atmosphere of your battles. The easiest way to bring that across is to add a building or two with a distinctively Bretonnian appearance.

The average Bretonnian doesn't live in the timber-framed house which an Empire citizen enjoys. So where does he live? That's the question that was put to Dave Andrews. After working away in his mysterious den for a while, Dave emerged with the creaking grandeur of the castle featured in the Bretonnian book. At the same time, he also spent a little while grubbing with the peasants and came up with a peasant farmhouse. An explanation of how the castle was built would take a book all by itself. The farmhouse on the other hand is surprisingly easy to make, despite appearing to be so intricate. I talked Dave into telling me how he'd done it.

Materials Required

- Textured paint
- 5mm foamboard / thick card
- Thin card
- Balsa wood sheet
- 25mm thick polystyrene sheet
- Sand/gravel/flock

- Fake fur (available from most hobby stores)
- Cocktail sticks

Tools Required

- Modelling knife
- Steel ruler
- PVA glue
- Old toothbrush

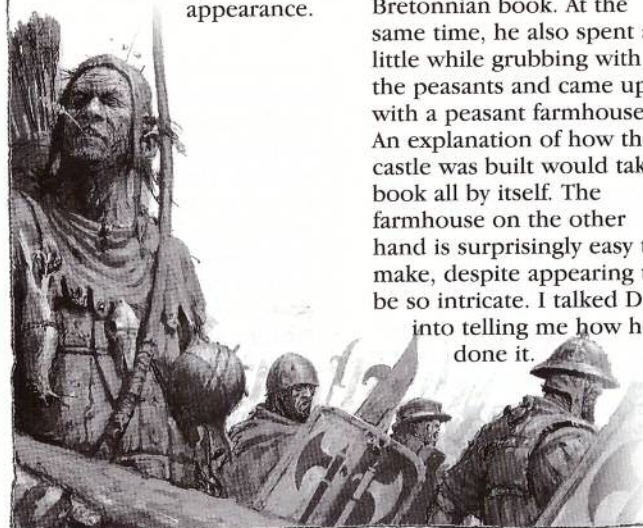
A QUICK NOTE ON MEASUREMENTS

The building is made up of a solid core of polystyrene covered with a surface of blocks, roof, windows and doors. To give the house its distinctively crude appearance, the parts involved have to be subtly irregular, which means that precise measurements can only be given for selected parts. Any other parts can be cut to fit as you go along.

The measurements given for the core of the building will give you a building more or less the same size as the Studio model. To make your own building bigger, smaller or differently shaped, just change the size of the core.

A NOTE ON SAFETY

To avoid accidents, always cut away from yourself when using a knife.



PREPARATION

As I've already mentioned, the building is made up of a core with blocks, doors, windows and roof glued around it. Before we get into how to put these elements together, we'll spend a little time preparing them, starting with the basic building blocks.

THE BUILDING BLOCKS

- Take your sheet of polystyrene and cut a section of it into strips, roughly 10mm square.
- Cut the strips up into blocks between 15 and 20mm long.

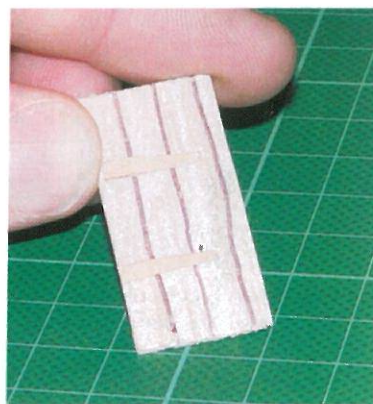
There's no way to be sure how many blocks you'll require, so cut a lot more than you think you'll need. Any left over blocks can be used to add extra features later, like the garden wall on the Studio model.



THE DOOR

- Draw the shape of a door onto a thin sheet of balsa wood, roughly 30mm high and 15mm wide. Cut out the door using your craft knife.
- Score the door with a pencil to give it the appearance of being constructed from separate planks.
- Cut out shapes from thin card to represent hinges and glue them in place.

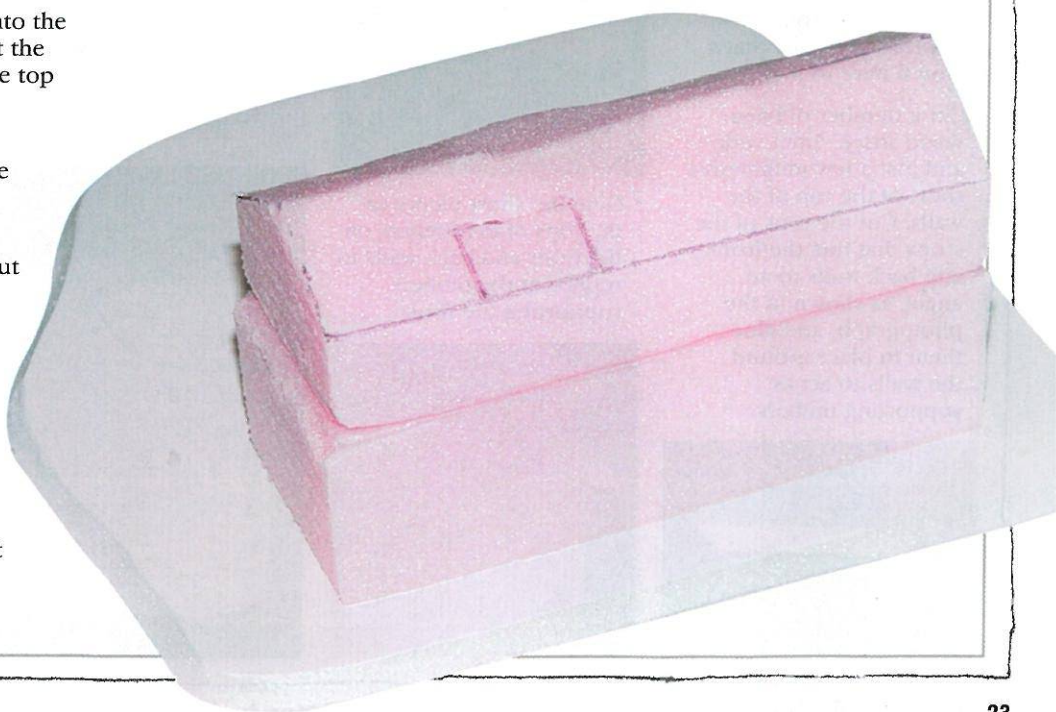
Use exactly the same process when you come to make the window shutters later on.



THE CORE

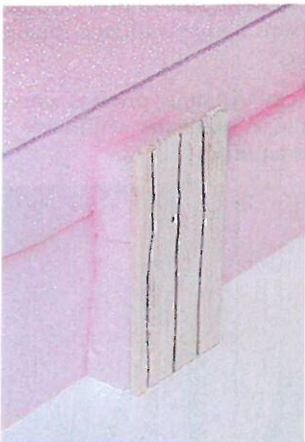
- Cut out two blocks of polystyrene roughly 90mm long and 40mm wide.
- Glue the two blocks together to form a single block, giving you the core of the house.
- Carve the top of the block into the shape of a peaked roof. Start the peak roughly 10mm from the top of the block.
- Cut a slot roughly 15mm wide and 10mm deep to take the chimney.
- With the core itself built, it's time to make a base for it. Cut out a base from foamboard, thick card or wood. You can either make the base just big enough for the core and a layer of blocks, or big enough to fit extra features, like the garden wall on the Studio model.
- Glue the core to the base, ensuring enough room is left for the blocks to be placed around it.

Pinning the two blocks together with cocktail sticks can help hold the pieces in place while the glue dries. It can also strengthen the finished model.

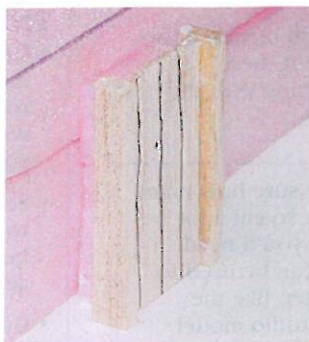


BUILDING THE ROOF

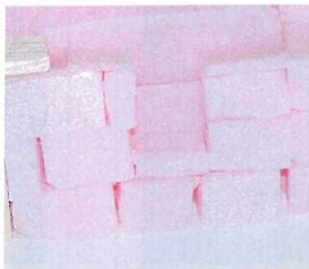
- Cut out a polystyrene block the same shape as the door, but about three quarters the thickness of your bricks, and glue it to the back of the door.
- Glue the door to the core of the house.



- Cut out two pieces of balsa wood, the same height as the door, and stick these to the sides of the door to form a frame.

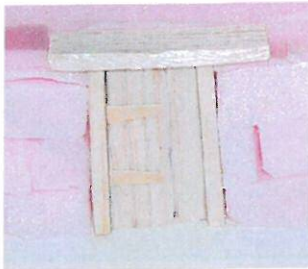


- Begin to glue the blocks around the core starting at the door and finishing each layer completely before beginning a new one. Make sure to leave some space for the windows (about one and a half layers is about right).



As you lay each block, take your knife and carefully chip each one to create a weathered appearance. The blocks can be cut into smaller sizes to make the rows fit better, but make sure all of the blocks keep the same thickness.

- When the walls come up level with the top of the spaces left for windows or the top of the door, cut a lintel from balsa wood and glue it in place.
- Finish the rows of bricks up to the height of the roof, cutting down blocks to fit as required.



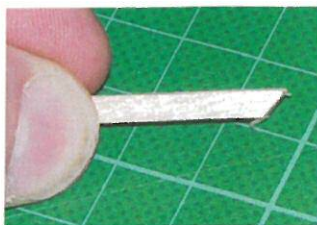
- At this stage, you can add any closed windows that you want. Simply measure the shape of the space left for each window and make a shutter of suitable size in the same way as you made the door earlier. Open shutters are likely to be knocked off during painting, and so can be left off until the end.
- Make a small block of polystyrene to go behind the shutter and bring it out level with the face of the block work, exactly as you did for the door.



WALL & ROOF TIMBERS

It's a good idea to get the wall timbers glued on now, so you don't have to try and work under the roof. The vertical timbers are simple balsa wood strips. As only the ends of the roof supports are visible, that's all you'll have to make.

- Cut a number of balsa wood strips, 5mm wide and just a few millimetres short of the top of the walls. Cut the tops of the strips that line the front and back walls to an angle, as shown in the photograph, and glue them in place around the walls to act as supporting timbers.



- Take a number of short pieces of wood, the same width as the support timbers and with the same angle cut into one end.



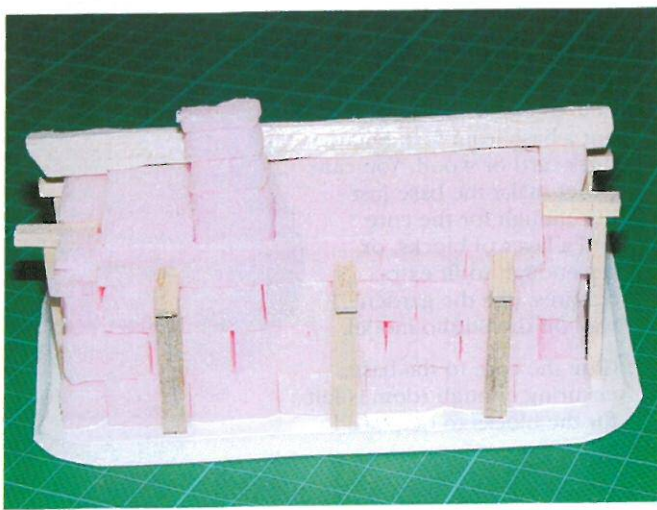
- Glue the short pieces to the tops of the timbers on the front and back walls to represent the timbers supporting the roof.



- Make some similar pieces of wood to top the timbers on the sides of the house. These pieces don't need to be cut to an angle.



- Shape a piece of polystyrene to represent the chimney and cut it to fit the slot in the roof. Carve the chimney with your craft knife to represent the building blocks that make it up.
- Take a single, thick piece of balsa wood, slightly longer than the house, and glue this in place at the apex of the roof.



BUILDING THE ROOF

The thatched roof is made up of fake fur, available in most hobby shops, glued onto two pieces of card. The timber frames on the roof of the Studio model can be added when the glue in the fur is drying, if you want to use them.

- Cut out two pieces of thin card, one for each side of the roof, making sure to cut a slot in which to accommodate the chimney.
- Measure two pieces of fur to cover the pieces of card, cut them out and glue them onto the pieces of card.
- After the glue has had time to dry, brush more PVA glue directly into the fur, and ensure it gets a good and thorough coating. Make sure that all of the fur has been brushed in more or less the same direction. An old toothbrush is particularly good for this.
- Glue the finished thatch in place on the roof.



PAINTING THE HOUSE

- Paint the model with textured paint, avoiding the thatch and, as much as possible, the wooden parts. The gaps in the block work will mean that you'll have to go back over the house with more watered-down paint to get a good covering.
- Undercoat the model with Chaos Black paint or spray. Again, a second coat of watered-down

paint will be needed to get into the gaps in the block work.

- Paint the stonework and wood with a basecoat of Scorched Brown.
- Drybrush the stonework with Camo Green, followed by Rotting Flesh.
- Finish the stonework with a light drybrush of Bleached Bone, paying special attention to the edging of the blocks.

- Paint the thatch with a basecoat of Bestial Brown. Build up the straw colour by drybrushing it with Bubonic Brown, followed by Bleached Brown.

- Drybrush the wooden parts with a mixture of Scorched Brown and Rotting Flesh.



As you can see, making the basic building is pretty straightforward, it's the details that make it special. For the Studio model, Dave went on to use leftover blocks to make the garden wall and the pile of firewood.

The shield (a spare taken from a plastic Knight of the Realm), adds an extra touch to the building that really makes it feel like a living part of the Warhammer world. Adding touches like that to your own terrain will do the same, helping to create a specific sense of location on your table.



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

HOBBY EQUIPMENT

A guide to paints and painting accessories

CITADEL PAINTS

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

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

METALLICS

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

INKS

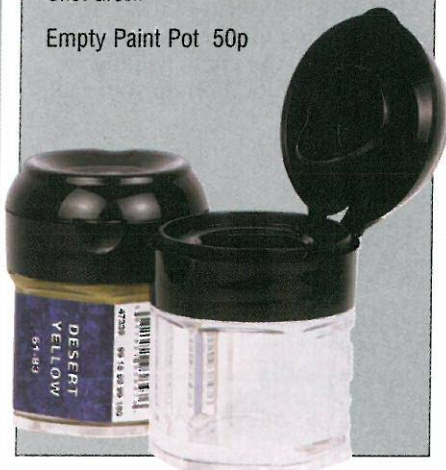
Black
Yellow
Flesh Wash
Red
Purple
Chestnut
Magenta
Blue
Dark Green
Brown

VARNISHES

'Ardcoat

All £1.75

Empty Paint Pot 50p



Warhammer Starter Paint Set

£12

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

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



Warhammer 40,000 Starter Paint Set

£12

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

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



Games Workshop Paint Set

£15

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

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



Paintbrush Set

£6

Detail Brush, Standard Brush, Small Drybrush.

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



Tank Brush

£4

Larger brush for models such as tanks.

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



Citadel Colour Spray Cans 250ml £4 each

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

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

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

Citadel Colour Spray Cans 400ml

£5 each

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

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



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

PVA Glue £3

Super Glue £3

Plastic Glue £3

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

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

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

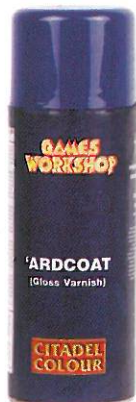


Paint Station

£18

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

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



'Ardcoat Gloss Varnish

£6

Also available in
a 12ml pot.

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



Modelling Putty

£4

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



Cutting Set

£12

1 cutting mat, 1 steel rule and
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



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

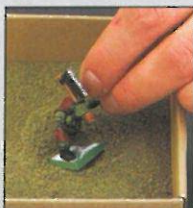
BASING



Paint the base & leave to dry.



Apply PVA glue to top of base.



Dip in material.



The completed model.

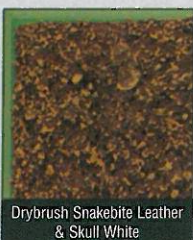
ADVANCED BASING



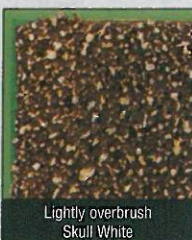
Bestial Brown



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.

Plague Marines are the incarnation of silent death, the virulent epidemic, the wasting disease and the merciless decay. Like all of these things, they are most terrifying when they come without word or warning.

PLAGUE BRINGERS

Death Guard fiction by Nick Kyme

It was quiet. A dense fog had gathered and wreathed the steaming ruin of the city square, coalescing with the smoke and falling dust of the recent battle.

They had held them for now. The servants of the arch-enemy had run up against the steel of their armour and the fire of their courage, and faltered.

Sergeant O'Hellar of the Tundrian 5th, sequestered from an off-world urban light infantry division, felt a sudden swell of pride as he sat upon the hull of his unit's Chimera and took a long drag on his cigar.

"Well done lads," he said, blowing a perfect smoke ring in the air. "We sent those fething traitors back to the hell that spawned 'em."

A bout of raucous laughter and general agreement erupted from the guardsmen around him.

They had earned this respite, earned it with blood, sweat and true Imperial Guard grit.

"Sir?" a trooper asked.

"What is it Trooper Heskon?" the wily sergeant returned, dipping his dark glasses slightly, a gift from an old Imperial Navy buddy, to see the man more clearly.

"You smell that?"

Bemused, O'Hellar breathed in deeply through his nose.

Heskon was right. There was a stink in the air, cloying and sickly.

Something collided with Trooper Golmar's helmet, making a tiny 'plinking' sound. It caught Sergeant O'Hellar's attention and he looked over.

A huge, bulbous fly buzzed about the man's head. As it drew nearer, Golmar swiped it with his meaty hand, only to crush it underfoot as it landed on the ground.

A low humming could suddenly be heard, upsetting the stillness. Persistent and annoying at first, it grew violent, rising

angrily in tempo.

"What the feth?" O'Hellar remarked, removing his glasses completely to peer into the distance.

Through the smoke and dust, something moved towards them. Like a black congealing miasma, it emerged steadily, floating over and through the wreckage and debris. At first it was nothing more than an indistinguishable mass, then it became clear.

They were flies, thousands and thousands of bloated flies; cousins of the one Golmar had crushed beneath his boot.

All too quickly the swarm engulfed the front line, scant feet from O'Hellar's own position. He watched, horrified, as guardsmen were brought down, crushed and suffocated as the flies surged into them, filling throats, eyes, ears and mouths.

Suddenly, there was running and the whip-crack of snap-fire as the panicking guardsmen fired ineffectually with their



Imperial Guard of the Tundrian 5th engage the Death Guard in a desperate effort to stall their advance.

And now time for some advice for those of you who like things on the foul side, revel in all things rotting and tend not to mind the odd stench or two. Take heed as Ryan Powell reveals the lessons he has learned in fielding Plague Marines, Nurglings and the uncleanest of hosts.

TACTICA

DEATH GUARD

STRATEGIES FOR NURGLE PLAGUE MARINE ARMIES

Whether on foot, in vehicle, or summoned, the followers of Nurgle have every right to be feared on the tabletop. Their resilience and skill is second to none. As silent and effective as their battle cry, the Plague Marines of Nurgle seek to spread disease and pestilence to the universe, all in the name of their dark god.

It is well known that Nurgle armies are one of the hardest and most resilient armies available for the Warhammer 40,000 universe. With almost every figure offering a high Toughness and good Armour save, Nurgle is a real force to be reckoned with on the battlefield. With this in mind, your choice is set, but where to start? Codex: Chaos Space Marines offers a wealth of choices for you to assemble your army. Hopefully, with a little insight from long-term Nurgle player Ryan Powell, this article will point you in the right direction, and bring death and disease to the followers of the False Emperor at the same time.



Ryan's own Legio Morbidus are a fearsome sight to behold on the battlefield.

Ryan: In my opinion playing any Chaos cult force (ie, dedicated to one single god) limits your choices quite a bit. Since army selection is one of the easiest ways I have found to ensure a

fun, yet competitive, outing on the battlefield, let's begin with that. By choosing the Death Guard, you lose many of the more flashy aspects available to a Chaos army, including



lasguns into the mass. Half-muffled screams ripped into the seething chaos as men died, choked to death.

"On your feet," O'Hellar cried, "Fall back, flamers to cover retreat," he ordered.

* * *

Tank Commander Shervron listened to the resonant 'plink', 'plink' of a thousand tiny insect bodies as they peppered the exterior of his Leman Russ battle tank, The Furious Hammer, which denied them access via the hermetically-sealed hatches.

Abruptly, the storm of bodies ceased.

Shervron and his crew waited. The strobe of an amber warning light washed over their faces and the whirr and hum of the tank's internal respiratory systems filled the silent void left in the wake of the insect bombardment.

"Scope," Shervron ordered and peered through the external viewer made ready by his master gunner.

Through the grainy, jade-green resolution of the scope there was no sign of the fly swarm. Tiny black corpses winked like macabre fairy lights in the earth, burned away by flamers.

Suddenly, there was a flash on the horizon.

Shervron nearly leapt back from the scope as a Chimera exploded in a ball of incandescent flame twenty feet to his left.

Dark shapes, hulking and menacing advanced through the gloom.

They were huge - monstrous apparitions born from some terrible childhood nightmare. Their power armour was pockmarked with the crustation and virulent filth of disease. Respirators wept with clogging puss, slime-smear ceramic plates cracked and stinking. Each of these terrible warriors was wreathed in flies, buzzing in and out of eye slits and the cracks in their power armour.

They were Plague Marines. Shervron had heard of them, servants of the ruinous powers, bringers of plague and corruption. These were a particular breed though, tank-killers, equipped with dreaded plasma and melta weapons, that could slough away the metal of his tank's armour as fast as any disease might infect and destroy the skin.

"Turret, fifteen degrees left," the Commander ordered, aiming through the scope. The corruption blighting the air around them had scrambled the auspex and auto-targeting systems.

The crew obeyed, working quickly, sweat festering on their brows as they felt the taint of the enemy clawing at them.

Another tank, a Hellhound, exploded nearby, so close the debris rained upon the armoured hull of the Hammer.

"Fire!" Shervron bellowed, urgency gnawing



at him as he saw the Death Guard train their weapons on him.

A red warning rune flashed on the tank's firing console, followed by a dull but insistent siren as the automated firing mechanism malfunctioned, clogged up by hundreds of squashed insect bodies.

"Switch to sponson weapons," Shervron urged desperately.

As the side-mounted heavy bolters made ready to fire, an impossibly bright flash lit up the scope, searing his eyes.

A fusillade of shots struck the vehicle, igniting fuel tanks, rupturing the hull and blowing off the tracks.

Shervron, his crew and the Furious Hammer were consumed in the ensuing conflagration.

* * *

O'Hellar and his squad returned fire, las shots winking like miniature stars as they were repelled by the disease-ridden armour of the Plague Marines. The Sergeant ducked back instinctively as a Chimera was destroyed by a combination of meltagun and plasma fire. The vehicle flipped, spun and exploded in mid-air, crushing most of 10th platoon as it landed.

All around him, men were dying. A pall of greenish smog clung to the air and brought with it a pervasive contagion that left diseased and rotting bodies in its wake.

"Sarge," a trooper wailed.

It was Golmar; the man had dropped his lasgun, pawing at his face as blood leaked, thick like syrup, from his ears, eyes, nose and mouth. Another trooper, O'Hellar couldn't tell which, was ravaged by skin blisters that wept pus and other foulness over his body. The air was hot and sticky, thick with the rancid stench of decaying bodies.

Trooper Heskon broke from cover and fled, straight into the sights of the advancing Plague Marines.

"Trooper, no!" O'Hellar reached out to him, setting foot out of the rubble they were sheltering behind.

A flash of light and the stink of burnt flesh filled O'Hellar's senses.

Heskon was no more. Vaporised by a melta shot.

O'Hellar suddenly realised he was on the ground. He tried to get up but found he had only one arm, the other burned away to a stump that ended at his elbow.

He wanted to scream but the looming shadow that fell upon him arrested his attention.

O'Hellar looked up into the face of death, a decaying and pitiless visage.

"Emperor preserve me," he gasped as the spectre above engulfed him.

TRUE GRIT

Models with True Grit have learned how to use their bolters with one hand.

This means they can count their bolter as a bolt pistol in close combat and will therefore be allowed to roll an extra Attack dice if they have been equipped with a second pistol or close combat weapon. However, a model using their bolter in this manner may not receive the attack bonus for charging, as a bolter is too unwieldy to be fired with one hand while simultaneously hurling yourself at the enemy.

Raptors, Obliterators, heavy weapons, Furies, and a host of other items. What you are left with is what I have found to be some of the best units that you can field. Plague Marines and Daemons will be the meat of your army, supported by Terminators and Heavy Support. While all of this sounds fairly straightforward, it is much harder to pull together on the tabletop. You should plan on building a concentrated, goal-orientated army. Where an army such as the Space Marines offers a great tactical variance, a Death Guard army is more focused, and this focus must be maintained for victory and glory for Nurgle.

PLAGUE MARINES

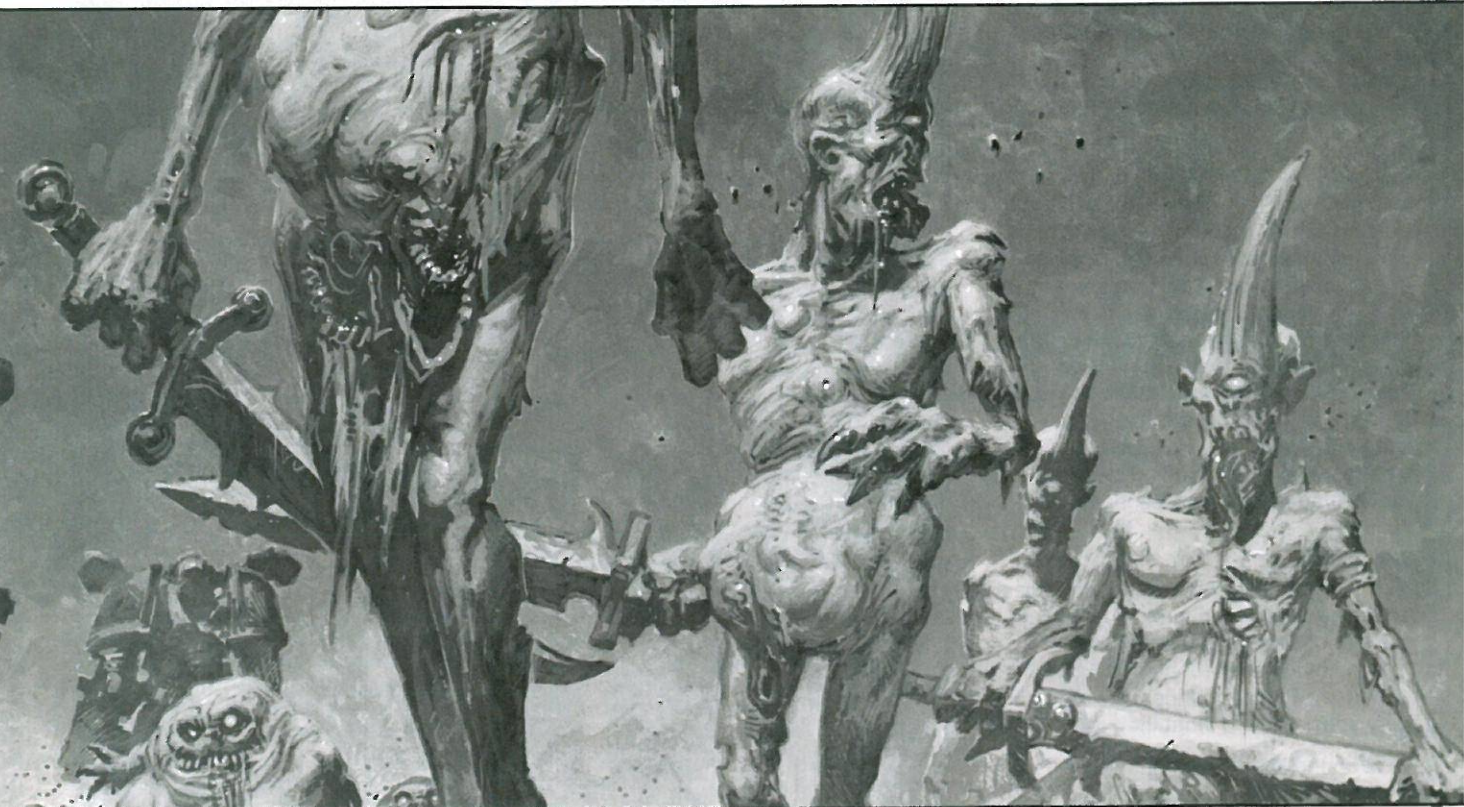
Plague Marines are quite possibly the best tactical troops in the game. At 19 points per model you receive a Fearless



Ryan's Golgotha is used to target priority enemy units that might hamper his army's advance.

Space Marine, with Toughness 5, True Grit, armed with a bolter and close combat weapon. These disease-ridden troops function equally well in assault as defense and are the core of any Nurgle army. This combination of battlefield effectiveness and resilience is the key to your army's success. The only real downside to Plague Marines is their relatively high points cost, so you can count on being outnumbered.

Fortunately, Nurgle troops pride themselves on being able to take a large amount of abuse. The sacred number of Nurgle is seven and units organized into this sacred number (or multiples of) are considered favoured by their dark god, and receive bonuses because of this. For Plague Marine squads this means a free Aspiring Champion upgrade for one squad member. One of the problems that Nurgle will face is that, while they



can take an awful lot of beating, they cannot dish it out as quickly as other close-combat armies can. I have found the simple addition of a Champion with a power fist (or power weapon) typically helps to offset this by providing the needed killing power for your unit.

While the idea of your plague-ridden troops waltzing across the battlefield, bolter shells bouncing off their distended guts, may sound appealing (if not a little disgusting), they can have a great deal of trouble in achieving this, if left unsupported. Your restricted choices offer few options to get around this little problem, the easiest being the addition of a few transports. By fielding a pure Death Guard army, you are limited to two Plague Marine units in Rhinos as Troops, with any additional mounted units becoming Fast Attack. Not only does the addition of a few Rhinos allow you to get into grips with the enemy earlier, they also provide great cover from low AP weapons, which will spell almost certain death for your already expensive models. These mounted Plague Marine units are not your only option for speed and mobility, as Plague Marine Havocs can also take Rhinos. Since any model bearing the Mark of Nurgle cannot use a heavy weapon, your choice of weapons becomes limited to flamers, plasma guns, and melta guns. I have found the best way to field these units is in specialized roles, depending on the rest of your army. A Havoc squad armed with four melta guns and a Rhino can use their added mobility to get within melta gun range quickly or alternatively a squad with four plasma guns can provide great supporting fire, especially against well armoured units such as Space Marines.

Another option for added battlefield advantage is the inclusion of a few infiltrating units. Infiltration is a veteran skill that is available to any Plague Marine unit. I have found that not only does the ability to set up as close as 18" from your enemy greatly assist you, but the mere fact that you get to set up after your opponent with these units can assist you to focus your attack. Although the skill will not be useful in every scenario, my advice is to strongly consider this as a squad upgrade, as it has helped me more times than not.

DAEMONS

Without a doubt, I have found the largest advantage that any Chaos army has is the use of Daemons. These units provide much needed support for your expensive Plague Marine units, and are very specialized at what they do.

First on the list of Daemons available to a Death Guard army is the mighty Great

MARK OF NURGLE

The Mark of Nurgle can be bought for an independent character at +10pts or for all members of a unit at +5pts per model.

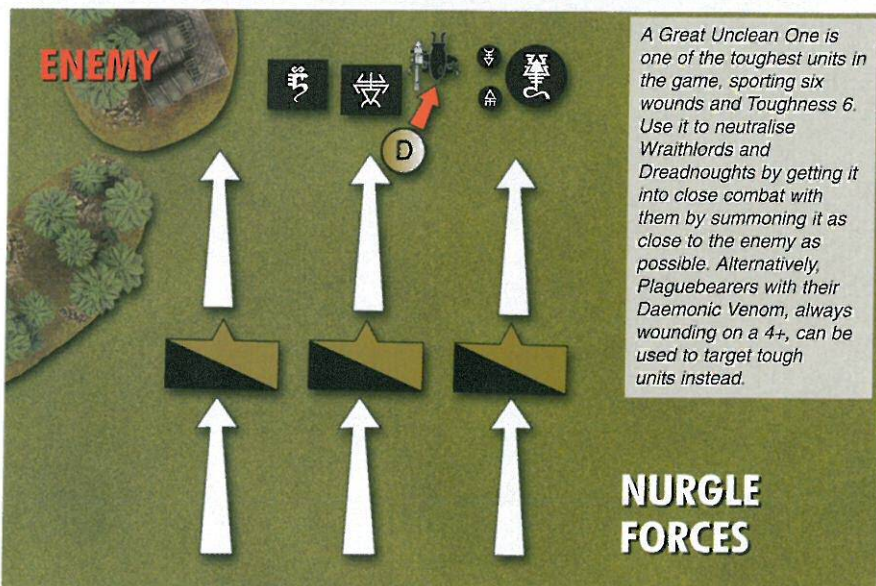
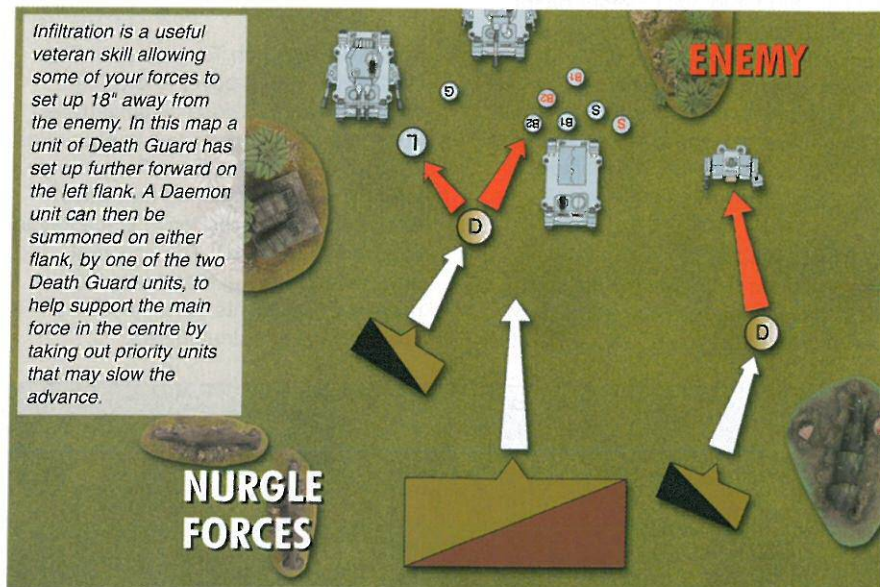
Models with the Mark of Nurgle are Fearless and gifted with Daemonic Resilience (+1 to Toughness).

No unit with the Mark of Nurgle may carry a missile launcher, lascannon, autocannon or heavy bolter.

Unclean One. Rightly feared, the Greater Daemon of Nurgle is a terrifying behemoth on the battlefield. Sporting a massive six wounds, he is one of the hardest units in the game to destroy. Greater Daemons can be useful to your army in a variety of ways. First and foremost, they are terrifying in hand-to-hand combat. As they are monstrous creatures they ignore Armour saves and have a high Strength. This should be

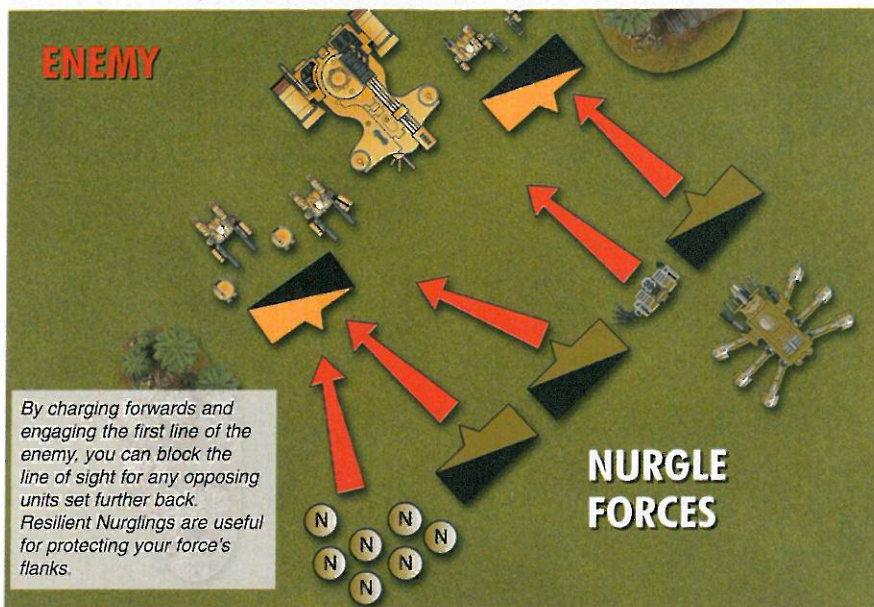
more than adequate to be able to tear down the most powerful of characters and vehicles. With his Toughness of 6, he cannot suffer Instant Death by even the most powerful weapon in the game either. This ensures that the Daemon will hang around long enough to cause trouble for your opponent. The Great Unclean One can also provide powerful support against units that normal Plague Marines cannot possibly take care of. My advice is to use him against such units as the Eldar Wraithlord and Dreadnoughts. Both of these units can decimate an entire unit of Plague Marines, however, they are easily taken down by the Greater Daemon. At the beginning of the game you are required to select a model to act as your daemonhost. I would suggest using a simple Aspiring Champion. The daemonhost fights with the strength of the Greater Daemon even before possession occurs, so that will give your lowly champion a very useful high

Infiltration is a useful veteran skill allowing some of your forces to set up 18" away from the enemy. In this map a unit of Death Guard has set up further forward on the left flank. A Daemon unit can then be summoned on either flank, by one of the two Death Guard units, to help support the main force in the centre by taking out priority units that may slow the advance.





One of Ryan's highly resilient Death Guard squads.



A Rhino is a cheap way and effective to provide cover for your Death Guard.

Strength, combined with whatever weaponry he is wielding.

Plaguebearers, your second choice of Daemons, are an excellent supporting unit, as their daemoniac venom allows them to wound any creature on a 4+. They are particularly useful at assaulting Wraithlords, C'Tan, and large Tyranid creatures. At 16 points each, they are also moderately less expensive than Plague Marines, and offer the same profile. Many people shy away from Daemons because of the low Armour save or the summoning rules. The summoning rules should be seen as an advantage rather than a flaw. Since they are always summoned I have found that they can offer support in ways that no other army can offer.

There are several points to cover about summoning before we continue to the best use of them. First off, never forget that if your Plaguebearer units are organised into the sacred number of Nurgle you receive a +1 to your summoning roll. This means that on Turn 2 you will get them on a 3+, which is a very good chance. If you make the roll, you **MUST** summon them if there is an icon available. What this means is that if you have, say, two Daemon units in reserve and you make both Reserve rolls, you must bring them on. In my games I have found that you can only wait so long to launch your attack; lest your Plaguebearers end up summoned too far away to be effective. In addition, you must place the ordnance template so it is touching a single model on your side bearing a Chaos icon. I personally try to have at least one icon in a useful place on the battlefield; otherwise I may lose the opportunity to maximise the added strength of numbers the Daemons bring.

Plaguebearers can provide much needed assistance when things go wrong, due to the fact that they are held in reserve. This means that you can bring them in wherever you think they will help you the most. Where your opponent thinks he is facing one unit, this can quickly become three units, or when the dice just don't go your way, they can add strength to let you break a unit, or capture a table quarter. Another tactic that I have used, when all else fails and I am having trouble getting to grips with the enemy, is to rush forward as far as I can, place the template, and hope it scatters! I cannot count the number of times the Daemons have scattered towards an enemy unit that otherwise would have been able to shoot in the next turn had my horde of pestilent minions not tied them up (then again, it's probably the same amount of times they have scattered right in front of the heavy bolter squad....).

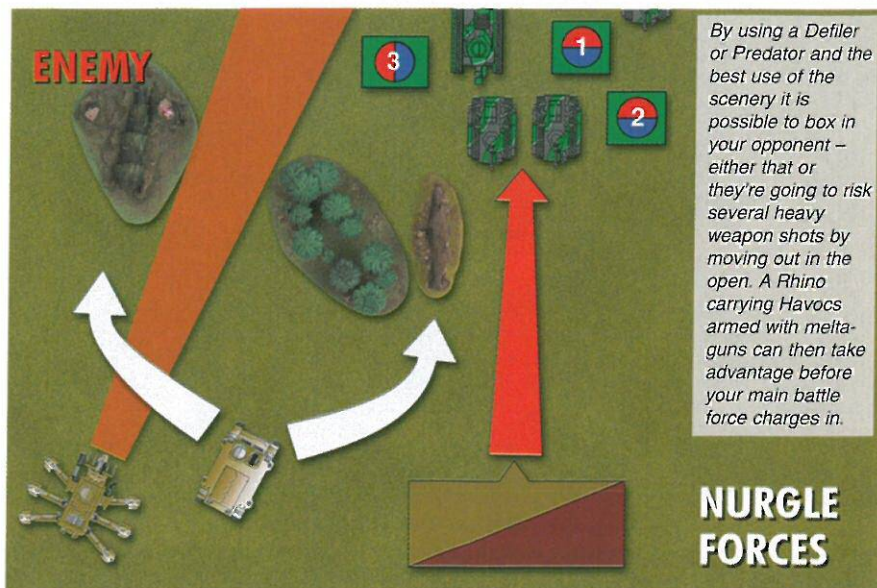
The final Daemon choice available to you is Nurglings. Sadly, it seems that these diminutive creatures are often underestimated and ignored by most players. Although they cannot hold table quarters or an objective, they provide you with a large swarm of creatures. Additionally, an entire unit of Nurglings is worth few Victory Points. This means that you can quite literally throw the Nurglings at the enemy. Your opponent has the choice of either firing at your more resilient, expensive troops, or the Nurglings. More often than not, the Nurglings will be ignored which means your opponent has left the door wide open for you to get into assault. Once tied up in close combat, Nurglings are hard to get rid of as they have a high number of wounds and are unbreakable. If all else fails, I have used Nurglings to tie up more expensive and powerful hand-to-hand units such as Incubi, Honor Guard, etc.

CHOSEN/POSSESSED

I have lumped both of these units together due to their similar traits: high killing power, high points cost, and limited usefulness. Chosen squads come at a premium and are considerably more expensive than your normal Plague Marine unit. They have a

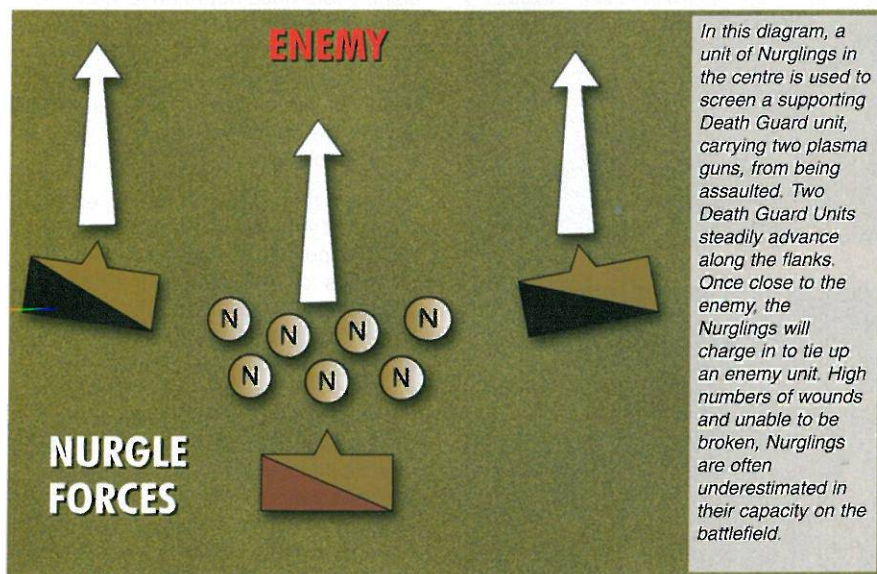
few options that your normal units cannot take advantage of, with the most notable being Terminator armour. I believe that Plague Terminators are quite possibly the most powerful Terminators available. The added protection of Terminator armour, combined with the already high Toughness of Plague Marines is a nasty combination. These do not come cheap;

as even your basic Plague Terminator is going to cost you 36 points per model, but their high availability of special and unique weapons means that you can tailor the unit to whatever task you see fit. Possessed have a few options that are unique to them, however, I have found the basic Possessed Plague Marine without any special abilities to be the most cost effective. They are





Ryan uses his heavy support, such as his Defiler, to take out units that your Death Guard cannot. If a war of attrition in close combat assault does not work, then let your opponent feel the wrath of the Defiler's battle cannon and reaper autocannon.



NURGLE'S ROT

Both your champions and vehicles can be gifted with Nurgle's Rot, and Plaguebearers come with it for free.

The upgrade is relatively inexpensive, and overly useful. The rules are simple; at the end of the Chaos player's Shooting phase any model within 6" of a Nurgle model with the Rot takes a wound on a D6 roll of a 6. This means that each turn you can basically get free wounds against the enemy, a very unique ability that only Nurgle can grant.

I have found this to work wonders against horde armies such as Orks and Tyranids, although quite a few of the Emperor's 'finest' have fallen as well.

almost as good as a Terminator, and certainly more powerful than your typical Space Marine. This is due to their high Strength, Toughness, and the addition of a 5+ Invulnerable save.

TACTICS AND DEPLOYMENT

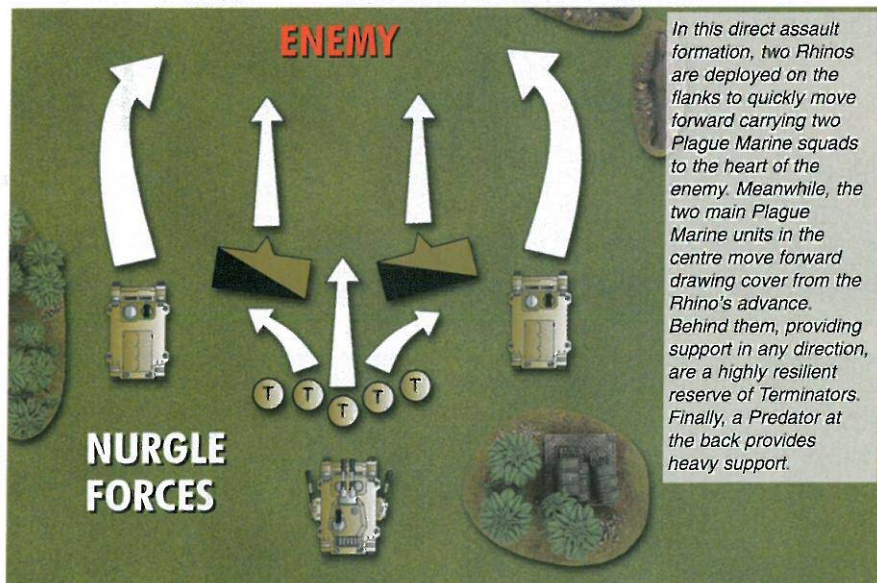
All this time spent poring over the codex and planning your army is the start of your tactics, as what you assemble and

field will be the basis for any attack you may launch. However, this is only the first step. The real test of a general is on the battlefield, and your Death Guard army is no exception. In my opinion, the real key to a Death Guard army is its ability to use a variety of unique and specialized units to support one another. I have found a certain finesse is required to really maximise their strengths.

The first item I will cover, is that of deployment. As the cornerstone to any tactical plan, where your units are, where they can get to, what they can see, are all crucial to your success. One needs to keep in mind what the opponent is using as well, including weapons, speed, and what the apparent play of them may be. Generally, I suggest setting up your army with the belief that you will not get the first turn



A Great Unclean One can provide the ultimate support for your Death Guard.



Plaguebearers are a very useful force with their Daemonic Venom.

as the best plan. As all too often happens, assault armies rely heavily on the 'first turn advantage' too much. Set up your transports behind cover or hull down to provide some extra help when the enemy line starts dropping shells on you. Also consider where you can get to. A Rhino that is hidden behind a forest but has no other cover within 12" is going to have almost as hard a time of it as a Rhino out in plain view. I suggest trying to stagger your assault to keep your forces alive until they get to the enemy. Where possible, I would also recommend sending a strong push up one flank. Since you will be outnumbered already, this can help you concentrate what few numbers you have against your opponent.

To fully utilize your army you must learn to analyse and dissect your enemy's forces. The Death Guard did not live to be 10,000 years old by foolishly waging war against that which they cannot defeat. Leave that for the World Eaters. Your heavy support units will offer invaluable support in this instance. I suggest having their primary objectives be things that can quickly dispose of your Plague Marines. Talos, Wraithlords, Leman Russ, etc, can all halt your assault dead in its tracks (or slime trail as it may be) if not dealt with properly. While some armies strive to take out enemy transports and other assault units, yours does not need to worry so much. I have found that the best place to be is in hand-to-hand combat with your enemy as this allows you the benefit of using the Plague Marines' high Toughness and fearlessness where it is most effective.

I suggest that when assaulting, engage units that you can kill outright or ones that can potentially cause you lots of problems for other squads if allowed to charge you. If they are set up in a deep line of squad after squad, I often assault the front unit so that it will block the enemy's line of sight. Using your Daemons to add numbers to your assault and crush one squad at a time is a tactic that can often be the direct cause of victory, or defeat. I cannot stress enough the concept of sticking to the objective – if you fail your mission you lose, regardless of how many loyalist scum you send to their makers (even though it makes for loads of fun).

DEFENSIVE SET-UP

Thus far, all my talk has centred on the offensive, but what about the defensive? Some may say that Chaos armies are best suited as the attackers. However, the Death Guard can just as easily be a solid defensive army. Remember that



the key advantage of the entire Death Guard army is their high resistance to punishment. When you must be defensive, I suggest keeping your head, planning your counter-attack, and taking appropriate actions. Target selection is just as important when defending as when launching an attack. An example is that a swarm of Tyranid Hormagaunts will have a huge problem taking out Toughness 5 Plague Marines in hand-to-hand combat due to the combination of their low Strength and your high Toughness. Also, the addition of Nurgle's Rot (see side) makes them even easier to deal with. On the other hand, I have found Carnifexes and Hive Tyrants to be some of the most feared units in the game. I suggest

dealing with them in the conventional way; with your heavy support.

I always say that it's better to assault, than to be assaulted, so don't balk at the notion of charging if the need arises. Experience has shown me that seven Plague Marines (remember your sacred numbers) can take on a swarm if done properly. Orks are no exception to this rule, deal with them in much the same manner. Let the choppas come, they need to roll very well to cause any significant damage, an advantage that I have found few armies to possess against these hordes.

OTHER RESOURCES

Like any army, there are many ways to

construct and play the Death Guard. Instead of simply following my concepts, why not discuss and entertain other options? There are several great resources on the Internet that any novice, or even experienced, Death Guard player can take advantage of. The first and foremost is (humble), my own website:

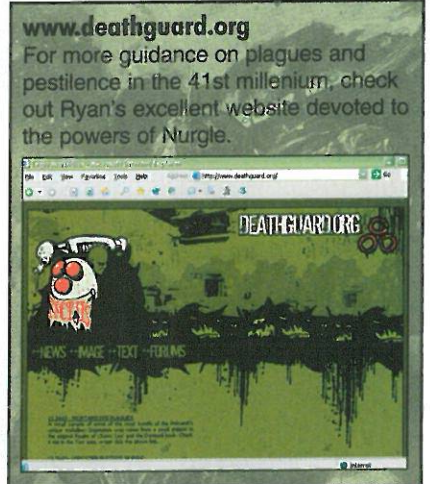
<http://www.deathguard.org>

This consists of a detailed build-up of my army, news updates, fiction, images, and discussion forums. With over 200 registered Death Guard commanders, it's a great place to get ideas for not only playing the Death Guard, but also for painting, converting, and indeed all aspects of the Games Workshop hobby.

The second resource that I will strongly suggest is the Bolter and Chainsword website:

<http://www.bolterandchainsword.com>

With forums for all the major Space Marine chapters, this too is a great forum for the Death Guard commander. The site offers a dedicated Chaos section, as well as more expansive forums for modelling, discussion, and tactics. As the site administrator of Deathguard.org and a moderator at the Bolter and Chainsword, I am easily contactable if anybody has the desire to do so, just look for the user kenshin138 and drop me a line.



CONCLUSION

Although your choice of units may be limited, faith in Nurgle can carry you a long way. What they lack in tactical finesse is made up with rock hard resilience. With your high Toughness you can wade into situations that a normal Space Marine would balk at. Combined with a host of daemonic support and solid tactics, the Death Guard are rightly feared. Use this to spread plague and disease throughout the galaxy. In the end, all is committed to death and decay in the name of Father Nurgle.

CONVERSION MASTERCLASS

Converting Typhus, Herald of Nurgle

Tammy Haye could not resist the temptation to apply her own unique style of painting to the Nurgle Chaos Lord, Typhus. And after looking at the model more closely, she decided he was a prime candidate for conversion.



Typhus, Herald of Nurgle, in all his pustulent glory.

Right: The original Typhus model.



Tammy: When I got hold of the Typhus model and saw the loose components, I loved the way Jes Goodwin had sculpted them. But, as the scythe covers most of the torso, I wanted to change the pose so that you could see more of the body. One of my favourite things about the hobby is that you can change models as much as you want. By changing the pose of the arms I could make the chest and torso more visible – I thought having one hand holding the scythe and the other clutching a severed head would make a great dramatic pose.

I don't plan out my conversions too much, preferring to just 'go with the flow'. A good example of this came when I was about to start taking the model apart, the thought occurred to me that swapping the helmet for a bare head would give the model a totally new appearance. Luckily I had the Warhammer Fantasy Nurgle Champion (also by Jes Goodwin) lying around and his head fitted in with the vague ideas I had in mind.



THE LEFT ARM

While removing the left arm, both the arm and the left side of the model were damaged. This is ok, since using a saw is never an exact science and the damage to the body was easily repaired. However, the arm was in a far worse state; I had to remove it from the shoulder pad completely and sculpt it back on. When trying a 'dry fit' of the left arm in its new position it became obvious that the pipe work on top of the carapace had to be removed, because it wouldn't fit otherwise. I used a rotary modelling tool to remove the piping and thin down the actual carapace on the left-hand side a little. After that I pinned the arm into place and sculpted new piping, copying the other side.

The re-sculpting of the pipework on the carapace was a little time consuming, because I sculpted a few pipes and let those dry before sculpting the next batch. This made sure I didn't damage any of the ones I'd already sculpted by accidentally pressing on them while they were still soft.



Above: Close up detail of the converted (and troublesome) left arm.

CONSTRUCTING THE BASE

The model would look terrific on a scenic base to make him stand out. I used bits of slate to resemble rocks to stand on and created some bubbling goo in-between them by drilling holes in the base, and sticking small, round glass beads in place. I also sculpted some 'popped' bubbles to give the ooze some movement. I drybrushed the bits of slate with Codex Grey and stuck some small bits of modelling grass to the sides of them to resemble reeds. I used Catachan Green as a basecoat for the ooze, and lightly drybrushed over that with Bleached Bone. A mix of Green and Brown inks diluted with water was painted over the top of this. I then applied some fast-curing resin on top of this, leaving the slate sticking out. This gives a much 'wetter' effect than using a high-gloss varnish.

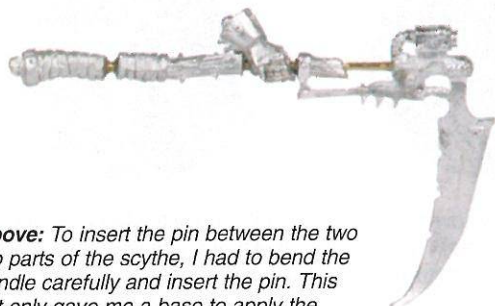


THE SCYTHE

Both hands were clipped off the scythe so the left hand could be pinned back onto the arm, and the right hand could be repositioned, holding the scythe in a more natural pose. I then separated the scythe where the right hand would be and pinned it back together with the hand in-between. Finally the end of the scythe was pinned back on and all the gaps where the hands used to hold the weapon were filled with Green Stuff.

I used a severed head from the Zombie sprue and glued it right under the closed fingers. A little Green Stuff was added and sculpted to resemble hair. Thankfully the rest of the model only needed a little gap filling. This conversion had taken me a little while to do and I couldn't wait to start painting it.

Right: The finished conversion in all its glory before undercoating. The most important thing about converting models is that the new pose should look natural, and doesn't look obviously changed in any way.



Above: To insert the pin between the two top parts of the scythe, I had to bend the handle carefully and insert the pin. This not only gave me a base to apply the Green Stuff over, but also added to the strength of the scythe.



PAINTING THE MODEL

I don't think too far ahead when painting models, I just choose colours that I think will work. This allows me to respond to sudden impulsive ideas and makes painting a miniature a real adventure. After I sprayed the model with Chaos Black spray I painted the armour Catachan Green, simply because it was brand new and I wanted to use it.

The idea of using Dark Flesh as a shading (see step 1) came from observing a piece of dark green clothing I had lying around the house. The shades on that seemed to be very reddish brown in colour. This gave the model a very disjointed look, but I was hoping the colours would pull together after a few highlight stages.

I love using inks, because you can hide all those little mistakes you make in the painting process. Choosing the right colour for a model can make all the difference. In order to finish off this model (see step 4) I chose a green that was off colour enough to give it that feel of rotten pustulence, but not so messy that the details disappeared. In my experience this choice is crucial to making a model work, although that doesn't mean I get it right all the time.



1 Dark Flesh was applied into the recesses of the armour, carefully feathering it out and blending it back into the original green base colour.



2 Adding Bubonic Brown to the Catachan Green gave me a nice, warm highlight colour that wasn't too bright.



3 I then added some Bleached Bone into the final highlights, to lighten up the edges of the armour.



4 After I finished highlighting the armour it ended up being too bleached and lost a lot of its warmth, so I used a thinned-down glaze of Flesh Wash and Yellow Ink to bring back a bit of the colour.

PAINTING THE FACE



1 Terracotta made a good basecoat for the face and I highlighted it with Dwarf Flesh.



2 A glaze of watered-down Flesh Wash with some Red Ink helped to bring some colour back into the face.



3 I then touched up the highest details like the cheeks and nose with Dwarf Flesh and continued highlighting the face with Elf Flesh.



4 To emphasise the unhealthy look of the face I carefully painted Red, Blue and Purple inks into the recesses. The face is positively evil and it was a real treat painting it.

For the decapitated head I roughly followed the same steps, but left out all the ink glazing, so it looks flat and lifeless compared to the face of Typhus.



1 I wanted the exhausts, the weapon blade and any miscellaneous metal detailing to contrast with the green. Using Brazen Brass, for the basecoat seemed logical, as it is a very red metallic colour.



2 I highlighted the basecoat with a mix of Brazen Brass and Burnished Gold.



3 The colour was now a very dull yellowish metal, so I gave it a wash of Chestnut Ink.



4 I then highlighted that with Mithril Silver. It's not what I originally intended the metal to look like, but I was very pleased with how the end result looked anyway.

ADDING EXTRA DETAILS



I painted the blood on the scythe by mixing Red Ink, Red Gore and a little bit of Chestnut Ink together in equal amounts and applying that to the blade in stripy layers.



When painting the bone spikes coming through the armour I simply used Bubonic Brown as a basecoat, layered Bleached Bone over that and then used Skull White as a final highlight.



I gave the Nurgle symbol on his forehead a basecoat of Dark Angels Green, followed by layering Snot Green on the top of that. For the final highlight I painted a small line of Goblin Green on the bottom edges of the circles and glazed the whole symbol with an equal mix of Blue and Dark Green ink.

Tammy: I'm extremely pleased with the end result and have come up with loads of ideas I'd like to try out on other miniatures. From the conversion work to using colour combinations which I wouldn't normally consider, this model turned out to be one big experiment and I've found that just by winging it I've discovered all sorts of new things. Now where's the rest of that Champion of Nurgle gone...

Right: The concept of a conversion does not mean that the final miniature bears no resemblance to its original form. Tammy has shown that subtle changes often make for a more striking result.



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:

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.

Events diary abbreviation guide

WH	Warhammer
40K	Warhammer 40,000
BB	Blood Bowl
WAB	Warhammer Ancient Battles
WPS	Warhammer Players' Society
WECW	Warhammer English Civil War
Epic	Epic Armageddon
LOTR	The Lord of The Rings
GW	Games Workshop

MARCH

CONFLICT DUBLIN

Date: 14th March, 2004

Venue: The Burlington Hotel.

Details: WH (1,500pts), 40K (1,000pts) & LOTR (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 40K 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. WPS members get priority entry to WPS 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).

CONFLICT EDINBURGH

Date: 28th March, 2004

Venue: The Corn Exchange.

Details: WH (1,500pts), 40K (1,000pts) & LOTR (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: lotr@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 40K. Lunch will be included in the ticket price. Entry fee £20 for members and £24 for non-members. WPS members get priority entry to WPS 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 April, 2004

Venue: Munkebjergskolen Odense, Denmark.

Details: WH and 40K 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 WH and 40K.

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 40K Grand

THE MIDLANDS ROADSHOW AND GAMING WEEKENDS

HEIR TO AVERLAND

Archaon is preparing for the last great war of the Old World this summer in the Storm of Chaos. These six dates will see his five most trusted lieutenants leading pre-invasions to weaken key areas of the Empire. What they are not expecting is that the three mad sons of the now dead Elector of Averland, Marius Leitdorf, are currently on a quest to each find the Runesword of Averland and stake a claim to their father's state. Both Luthor Huss and the fiery leader of Men known

as Valtan are already engaging the forces of Chaos openly too. Now is your chance to take to the field of battle and prepare for the greatest war to ever come to the Old World!

03/04/04 GW Nottingham
10/04/04 GW Burton
17/04/04 GW Derby
24/04/04 GW Loughborough
01/05/04 GW Macclesfield
08/05/04 GW Stoke
15/05/04 GW Lincoln

Contact your local Hobby Centre's manager for more details.

A SHOW OF FAITH

Luthor Huss and Valtan, the chosen of Sigmar, have found allies in the state of Averland in the form of Marius Leitdorf's three mad sons. They have begun to show the dread forces of Chaos that they fear them not and have ridden day and night to make it to the very edges of Kislev to declare their faith to Sigmar on the open battlefield. Archaon is wary of this new threat and has sent his second-in-command, Crom the Conqueror, to deal with them swiftly.

15th & 16th May, 2004
GW Burton's gaming room

22nd & 23rd May, 2004
GW Macclesfield's gaming room

Over the course of these two days we will be fighting these massive battles. The core of each army (over 2,000pts) will be supplied by the stores and will contain all of the converted characters for the battles. We invite players to bring in their own painted 1,000pts armies and join in. You will need to talk to the staff of these Hobby Centres for any army list requirements. You will also need to get your name down quickly as there are limited places available.

Tournament in Scandinavia, this time in Helsinki. Five-game Swiss Draw tournament. You will require a 1,500pts painted 40K 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

MAY

THE CHAOS DYSFUNCTION

Date: 1st & 2nd May, 2004.

Venue: Royal Post Office Sports and Social Club, Richfield Avenue, Reading
Details: The Spiky Club are proud to announce next year's 40K campaign weekend extravaganza – St Valentine's Day Aftermath 4 'The Chaos Dysfunction'.

You will require a fully painted 1,500pts army. You will also need to bring 400pts and 1,000pts army listings, as plans are afoot to run six games over the weekend, potentially one 40K in 40 minutes, one 1,000pts game & four 1,500pts games during the course of the weekend.

(actual requirements to be confirmed)

The campaign will be run on domains. Each domain is anticipated to contain five to six people. Whether this be a team/club entry or an individual one, we will endeavour to accommodate where we can. However, each domain will be themed into the relevant army background where practical.

The ticket price has yet to be confirmed, but will include lunch on both days.

Contact: Sean Curtis at:
oockhelibrarian@hotmail.com

Telephone:
07798 825696

CONFLICT MANCHESTER

Date: 2nd May, 2004

Venue: Sheridan Suites.

Details: WH (1,500pts), 40K (1,000pts) & LOTR (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 40K 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.krerry.fsnet.co.uk/sms

THE BLOOD BOWL GRAND TOURNAMENT

Date: 8th & 9th May, 2004

Venue: Warhammer World, Lenton.

Details: BB players return to play in the BB Grand Tournament. A weekend of ball play to determine who will be the new holder of the BB. Ticket price includes two lunches and Saturday's evening meal. Tickets on sale from 7th February, 2004 priced £40.

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

GANG WAR – SPECIALIST GAMES WEEKEND

Date: 15th & 16th May, 2004

Venue: Warhammer World, Lenton.

Details: Gangs of swordsmen and snipers rage for supremacy in this campaign weekend for Necromunda and Mordheim game systems. Will your Gang Leader ascend to join the Guilders and live a life of plenty, or will your warband collect on the greatest bounty ever offered? Find out at Gang War.

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

CONFLICT BRISTOL

Date: 16th May, 2004

Venue: British Empire & Commonwealth Museum.

Details: WH (1,500pts), 40K (1,000pts) & LOTR (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

WARHAMMER PLAYERS' SOCIETY CLUB CHALLENGE

Date: 22nd & 23rd May, 2004

Venue: Harvey Hadden Sports Centre, Bilborough, Nottingham.

Details: Club-based event for the WPS Club Challenge Shield. Various gaming systems including WH, 40K, WAB, Warmaster, BB, WECW, Epic and LOTR. Lunch will be included in the ticket price. Entry fee is £20 for members and £24 for non-members. WPS members get priority entry to WPS events over non-members.

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

WARHAMMER GRAND TOURNAMENT 2004: SCANDINAVIA

Date: 22nd & 23rd May 2004

Location: Oslo, Norway.

Details: The second Warhammer Grand Tournament in Scandinavia takes place in Oslo. Five games Swiss Draw tournament. You will require a 2,000pts painted WH army – full details with tickets.

THE SIEGE OF MINAS TIRITH

'It is the Third Age, the time for Men to prove themselves is at hand. The Dark Lord Sauron's eye is turned to the ancient unbreachable city of Minas Tirith. Following word that the hordes of Mordor are on the march, all of the fiets and territories of Gondor have answered the call of Denethor.'

Date: 17th April, 2004

Venue: GW Birmingham

Details: The Birmingham store are recreating the siege of Minas Tirith on a huge 12' by 8' gaming board. You will control your own territories in the kingdom of Gondor and fight for the good of Middle-earth. The fate of the White City is in your hands.

For more details contact the Birmingham Hobby Centre on: 0121 236 7880



Tickets on sale from the 1st of April 2004, priced at £30.

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

FANATIC TOURNAMENT

Date: TBC

Location: Arnhem, the Netherlands.

Details: WH and 40K tournament. 2,000pts and 1,500pts points respectively.

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

Contact:
Spelkwartier, TEL: 026 35 17 669
Website:
www.spelkwartier.nl

PORTENT TOURNAMENT 2004

Date: 29th & 30th May, 2004.

Venus: Warhammer World, Lenton.

Details: Portent presents its second tournament. Both WH and 40K tournaments will take place at the same time. Dare you take up the challenge? Competitors will need a painted 1,500pts army. The weekend will include five games. The ticket price of £30 includes meals on both days.

Contact:
SimonTull1@aol.com
Website:
www.portent.net

Games Workshop and Northamptonshire Council present:

CONFLICT NORTHAMPTON AND SLAYER DAY

Date: 30th May, 2004

Venue: The Pemberton Centre, HE Bates Way, Rushden, Northamptonshire.

Details: Featuring 'Conflict' tournaments for 40K (1,000pts painted army), WH (1,500pts painted army) and LOTR (500pts of Good and Evil). Also participation games, painting workshops, painting competition, scenery making for non-tournament Open Pass attendees. Tournament tickets £25 - full details for each tournament will be sent with your tickets. Open Pass tickets £6.

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

JUNE

CONFLICT LEEDS

Date: 6th June, 2004

Venue: Leeds United football ground.

Details: WH (1,500pts), 40K (1,000pts) & LOTR (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

CONFLICT LONDON

Date: 27th June, 2004

Venue: Alexandra Palace

Details: WH (1,500pts), 40K (1,000pts) & LOTR (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

WARHAMMER PLAYERS' SOCIETY WEYMOUTH WAAAGH

Date: 19th & 20th June 2004

Venue: Upwey and Broadway Memorial Hall, Broadway.

Details: WH, 40K and WAB. Lunch is included in the ticket price. Entry fee £20 for members and £24 for non-members. WPS members get priority entry to WPS events over non-members.

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

This month we continue our feature on Fanatic Studio's latest offering, *Epic: Armageddon*. In this article, Jervis Johnson takes a look at an alternative Ork army list, the Speed Freeks, as well as presenting a new scenario for using them.

DA KULT OF SPEED

EPIC SCALE WARFARE IN THE 41ST MILLENNIUM



Jervis: This article provides an Ork Speed Freek army list for use in *Epic: Armageddon* tournament games. Epic is rather different to most other Games Workshop games in that rather than having generic army lists that cover a wide variety of different forces for a single race, it has specific army lists that each cover a single specific army. For example, the Imperial Guard list that appears in the Epic rulebook is based upon the Armageddon Steel Legion, while the Space Marine army list covers Codex Astartes Space Marine chapters. In a similar manner, the army list included with this article covers the Burning Death Speed Freeks tribe that fought during the 3rd Armageddon War.

There are two reasons for adopting this approach. First of all, it gives me a way of adding exciting new models to the Epic range without having to go back and retroactively add them to an existing army list. For example, I plan to produce a Black Templar army list in the future, and when I do we'll be bringing out an Epic scale Land Raider Crusader for use with the army. What I won't have to do then is go back to the Codex Astartes list and add the option of taking Land Raider Crusaders. What this means in practical terms is that you'll know that once an army list is published, it won't change or be added to.

Secondly, it allows me to make sure that each army list is as balanced as it can possibly be. It is extraordinarily difficult

to 'balance' generic army lists, as they need to include a huge number of different options in order to cover all of the different forms of army that a race can field. This open-ended nature means that hidden within them are usually one or two combinations of troops that are far more effective in a game than any other combination of troops. Sadly these troop combinations are rarely ones that make sense in terms of the army's background, but players will use them nonetheless to get a small edge in the games that they play. By using specific, rather than generic, lists I'm able to cut down on the number of choices I need to make available to a player in any one list, making the task of balancing it much easier.



The Black Templars try to hold back the advance of the Speed Freeks, until much needed reinforcements arrive.

Finally, some players have asked if this approach means that they can't use models unless they are painted in exactly the right colour scheme for the army list being used. This categorically is not the case. Although the army lists are specific, they can be used quite happily as stand-in lists for models painted to represent other armies. For example, if you have a Blood Angels Space Marine chapter, then you can use the models with the Codex Astartes army list, or at least you can until we publish an army list specifically for the Blood Angels. By the same token, if you have a Cadian Imperial Guard army, you can use your models with the Steel Legion army list until we publish an army list specifically for Cadian regiments, and so on.

In this article I present a new Epic list that will allow players to field Speed Freek armies in their games of Epic. Although it has similarities to the 'Waaargh Ghazghkull' Ork list in the Epic: Armageddon rulebook, there are subtle but important differences between the two, allowing Ork players to field two quite different styles of Ork army. I hope you enjoy using it. If you have any questions about the list, I recommend visiting the Epic forum on the Epic website at www.epic-battles.com. You will also be able to find other new lists to try out on the website.

NEW SPEED FREEK UNITS

The following new units can only be used in Speed Freek armies. There are three types of unit: Mekboy Bad Ork Bikeboyz, Mekboy Speedstas and Ork Trukks. These are described in detail below, along with the rules you will need to use them in your games.

Mekboy Bad Ork Bikeboyz: The Kult of

BURNING DEATH SPEED FREEKS

Below was some sort of Humie supply dump, with stacks of crates and barrels, and Imperial Guardsmen scuttling around dousing fires. Skargrim grinned and sounded the Waaagh-horn before kicking his driver to go faster. Around him, the massed vehicles of the Speed Kult raced down towards the shocked Humies at full throttle. Warbuggies vied with bikes and Traks to cover the ground the fastest. Trukks packed with Boyz careened against each other as they fought to get ahead, the greenskins' shouts inaudible over the thunder of engines. The column of ramshackle, bellowing vehicles snaked and twisted like a living thing as it converged on its prey.

Speed is a constant social problem for the Orks. Nobody minds a few reckless races around the stronghold, but sometimes it gets out of hand, especially if the Warboss' fleet of new red wagons gets smashed up by crazed hoodlums in ramshackle Mekboyz hot-rodz. The Warboss is sometimes left with no option but to banish the offenders together with their vehicles. From that moment on they become a roving band of troublemakers looking for adventure, willing to fight for anybody.

These wandering bands of homeless renegades are known as Bad Ork Bikeboyz. Their favourite sport is running over ranks of drilling Stormboyz, but they are quite happy to practise on Gretchins, Snotlings, Madboyz or anyone else who gets in the way.

Unfortunately, some Ork Mekaniaks don't just love fixing bikes, they love

riding them too, and this can lead some of them to becoming dedicated members of the Kult of Speed and much feared Bad Ork Bikeboyz in their own right. The most skilled and fearsome Mekaniak Bad Ork Bikeboyz can rise up through the ranks to become the leader of entire Speed Freek clans.

Arguably the most famous Mekaniak Bad Ork Bikeboy is Wazdakka Gutsmek. Although Wazdakka started out as a simple Mekaniak, he quickly became seduced by the Kult of Speed and soon thereafter was banished from his warband to become a Bad Ork Bikeboy. Most Bikeboyz like to ride around in gangs, but Wazdakka prefers to travel on his own. It is rumoured that he only leaves the saddle when he has to perform repairs on his highly kustomised warbike. All the rest of the time he rides hard and fast, kept awake by a dangerous cocktail of drugs supplied by an outlawed Mad Dok, and with complete disregard for his own or anyone else's safety.

MEKBOY SPEEDSTAS

Mekaniaks are the technical engineers and master mechanics of Ork civilisation. Their understanding of the principles behind the technology they use is somewhat vague and crude. In fact, Mekboyz are often as mystified as the rest of the Orks as to why something they've put together actually works (but it usually does). The Meks have an instinctive talent with machines and their unlikely creations often work surprisingly well, though it must be said that there are often some spectacular accidents and malfunctions.

Meks build and maintain a bewildering array of vehicles, weapons, spacecraft and machinery. They are great

SPEED FREEK REFERENCE

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Mekboy Bad Ork Bikeboy	INF	40cm	5+	4+	5+	Sawn-off Kustom Blasta* Choppa Blades	15cm base contact	MW5+ AND Small Arms Assault Weapons	- Extra Attack (+1), Macro Weapon Extra Attack (+1), Macro Weapon Mounted, Invulnerable Save, Supreme Commander.
Mekboy Speedsta	AV	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	Power Field (D3)
Ork Trukk	IV	35cm	5+	6+	na	none	-	-	Transport**

*The sawn-off kustom blastas can be used to shoot and in an assault as small arms.

**May carry one of the following units: Boyz, Nobz, Grots, Big Gunz. Units other than Big Gunz may shoot or while being transported.

innovators and inventors but seldom plan their creations before they begin; rather they take an idea from something they've seen or heard about and construct it, kustomising it in typically Orky fashion with additional bolts and spiky bits as they go along. Each Mek produces highly original work and every item of Ork machinery bears the indelible stamp of an individual Mek's handiwork. Often Meks 'eksperiment' with vehicles or weapons they're repairing, fitting extra armour or kustom force fields. The result of all this is that Ork weapons and vehicles are seldom identical, mass produced articles – they are kustom-built.

The Kult of Speed always attracts lots of Mekboyz who endlessly tinker with the Speed Freeks' buggies and bikes to make them 'go fasta'. The only thing Mekboyz like more than tinkering with machines is building and tuning their wickedly fast Kustom Battlewagons. Every Mekboy has his own pet 'projikt' he's working on. These often lie about forgotten for months or years but when the Waaagh-Ork starts, a Mekboy will find the time (inbetween building weapons and Gargants) to finish off his special Kustom Speedsta with a few more widgeits and gubbins and (most of all) new, shiny kustom weapons.

ORK TRUKKS

An Ork Trukk consists of little more than a large engine strapped to a big enough chassis to transport a group of Boyz on the back. Like all Ork vehicles, Trukks come in a huge variety of different types and sizes, and the largest are nearly as big as a Battlewagon. The majority, however, are about the same size as a buggy, and have enough space to carry about half a dozen Orks and/or Grots. Because of their small size, there isn't usually room to carry a permanently attached weapon, but because of their open design the Boyz being transported on the back are able to shoot any weapons they are armed with, so the lack of a fixed weapon isn't usually much of a problem.

Trukks are used in great numbers by Speed Freek Kults, where their additional speed allows them to keep up with the rest of the buggies and traks in the army. In any case, the Boyz hitching a ride in a Speed Freek army are as addicted to speed as the drivers themselves, and much prefer to ride into battle hanging to the back of a Trukk than to be cooped up in a stuffy (and slow) Battlewagon!

Imperial commanders been caught out a number of times by Speed Freek armies using their Trukk-borne infantry to good effect. At the battle of Gett's Ridge, Speed Freek warbands rushed ahead of the main army and seized the vital high ground after which the battle was named. When Imperial Guard forces from the 222nd Armageddon Steel Legion arrived they found Gett's ridge already occupied by Speed Freek infantry. The Boyz were able to hold up the 222nd long enough for the rest of the army to turn up, and then leaped

back into their Trukks and proceeded to ride round the flank of the hapless Imperial Guard regiment, cutting off their line of retreat. Caught between the Ork warbands on the ridge and the Speed Freeks from behind, the 222nd was all but annihilated, for very little loss to the Ork army (including, rather typically, a number of accidental Ork deaths amidst high speed crashes with their own vehicles).

SPEED FREEK ARMIES

As well as their unceasing love of warfare, some Orks have also developed a strange addiction to speed. Orks like to go fast. Speed fulfils some deep need in the Orkish temperament, just like the thunder of guns, the clank of tracks and the din of battle. They like to feel the wind on their faces, see the dust rising behind them in a big cloud, and hear the roar of powerful engines. This being the case it is hardly surprising that bikes and buggies of all kinds are highly popular with the Orks. They may not be all that heavily armoured, but they are cheap, shooty and, most important of all, they go dead fast!

There are two unique sensory areas in the Ork brain. One of these is stimulated by noise, the other by the sensation of speed. When Orks are exposed to loud noise, such as the din of battle, or the thrill of going very fast on a vehicle, he experiences a sensation of utter delight and an overwhelming feeling of well-being. Undoubtedly, the Ork brain has naturally evolved in this way so that Orks will instinctively behave in a manner which benefits and expands the Ork race as a whole. In other words, Orks love the noise of battle and the din of heavy machinery and are consequently prone to reckless



behaviour. That this often leads to the destruction of individual Orks is of no consequence because the race as a whole is made dynamic, adventurous, cheerful in the face of adversity and heedless of danger.

Once an Ork has begun to indulge his natural instinct for speed, he is liable to become addicted to it. The part of his brain which responds to the sensation of rapid movement demands more and more stimulation. It may start by the Ork riding on a vehicle or becoming the proud owner of a Warbike. Soon the Ork is racing frantically against rivals. Next he is handing over bags of teeth to Mekboyz for kustom jobz on his beloved machine. Layer upon layer of red paint goes on and comes off again as soon as it is even slightly dull or scratched. The Ork is enmeshed in the Kult of Speed; he has become a Speed Freek.

These Speed Freeks principally come from the Evils Sunz clan, though not exclusively. They like nothing better than to roar into the heat of battle on their fast machines, tearing around at breakneck speeds. Like war itself, this seems to fulfil some deep requirement within the Orks' psyche and when they are not in battle, Speed Freeks spend their time racing around the Ork settlements or tinkering with their machines to get that extra ounce of speed from them. Buggies include vehicles such as Ork Wartraks and Scorchas, as well as the ubiquitous War Buggies themselves. The Orks who ride the impressively armed Ork Warbikes are known as Bikeboyz.

Vehicles that go really fast have great prestige value, and Orks will hoard teeth for years to afford a really fast vehicle. Whenever an Ork takes his buggy or bike to a Mek for repairs, he always asks "Can yer make it go faster?" This usually necessitates a fresh coat of red paint, as well as a bit of noisy tinkering with the engine. For, as every Ork knows, red ones go faster. Rivalries between Nobz and Warlords as to who has the fastest machine leads to reckless racing around the perimeter of Ork settlements. The Orks' love of fast





Ork Speed Freeks ambush a convoy of Steel Legion Chimeras that has lagged behind the rest of the Imperial armoured column.

vehicles – known by the Orks as ‘da Kult of Speed’ – accounts for the vast array of customised buggies, bikes and ramshackle vehicles that can be mustered by an Ork Speed Freek warband. Most are in a constant state of disrepair, with bits falling off every few miles or so. A lot of these vehicles are owned by Mekz, who have been known to attempt repairs while the vehicle is in motion! Orks suffering from extreme speed addiction find it difficult to stop once they’ve revved up to full speed.

The mark of a hardened Speed Freek is unmistakable: his glazed eyes stare directly ahead, oblivious to the surroundings and conscious only of his machine and the distant horizon. Should he be forced to stop for fuel, he paces up and down, jittery and fidgeting while the Gretchin servant fills the tank. Those Warbosses, Nobz and other Orks who rely on a Speed Freek driver must always carry a hefty spanner or wrench about their person since the only way to ask him to stop is often a hefty belt on the head. These anti-social tendencies invariably lead to them eventually being banished from their warband, especially when their latest antics have resulted in the Warboss’s favourite buggy being

trashed. These outlaws will more often than not join a Speed Freek warband, where all of the other Orks in the warband share their addition to the Kult of Speed. When several Speed Freek warbands gather together to take part in a Waagh they form their own Speed Freek tribes. There are several such tribes on Armageddon, of which the Burning Death Speed Freeks are arguably the most famous. Speed Freek tribes are usually led by a renegade Mekaniak Bad Ork Bikeboy, whose combination of extraordinary mechanical skills and fearsome fighting prowess make them the perfect leaders for the crazed Speed Freeks under their command.

As already noted there are several Speed Freek tribes taking part in the Armageddon campaign. Although they tend to lack the numbers and heavy equipment found in more typical Ork warbands, this is more than made up for by their speed and aggressiveness. In this campaign Ghazghkull has made good use of these traits, using the Speed Freeks under his command to outflank strongly held enemy positions, and to exploit any breaches in Imperial defence lines. Often the first sign that an

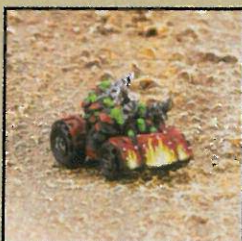
Imperial Commander will have of an attack is the rapidly approaching clouds of ash dust thrown up by the Speed Freeks buggies, followed moments later by an all-out assault led by hundreds of small Ork vehicles being driven at break-neck speed and with no thought for their own safety! Following close behind the Speed Freeks will be slightly slower-moving Blitz Brigades and Fortress Mobs, whose more heavily armoured vehicles will mop up any centres of resistance not overwhelmed by the initial attack. When unexpectedly strong resistance is met, the Speed Freeks will simply bypass it, leaving it for the Ork warbands following in their wake to deal with.

The following army list is for Ork Speed Freek armies. It is designed to work with the range of models produced by Games Workshop for Epic, and will produce a closely balanced game when used along with the tournament game rules.

The army list covers a specific army that took part in the 3rd Armageddon war. Although each army list is based on one particular fighting force, they are typical of many other similar armies, and so all of these lists can be used as ‘stand in’

MODELLING THE NEW SPEED FREEK UNITS

The new Speed Freek units can be represented very easily using models in the current Ork range, as shown below. All you really need to do is take the model and paint it in appropriate Speed Freek colours. If it’s a Mekboy vehicle then it should also be adorned with a Mekboy banner. The only model that requires any real modelling work is the Trukk, where you will need to fill in the small hole in the hull of the buggy where the vehicle’s gunner is normally attached (the gunner is not used when the model is used as a Trukk, in order to allow room to carry the Boyz that travel in the back!)



Above Left: Mekaniak Speedsta.

Above Right: Converted Mek Bad Ork Bikeboy. Represent Nob Warbikes units by adding a small pennant like that on the model on the right of the Mek.

Left: Converted Ork Trukk with plastic Ork Boyz glued on the back.

Right: Ork Trukk, this simple conversion involved filling the hole where the gun normally sits.



BURNING DEATH SPEED FREEKS ARMY LIST

Ork Speed Freek armies have a Strategy rating of 3. All Ork units have an Initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action or the size of the warband when rallying (see 5.5.1 & 5.5.2 in the Epic rulebook).

TYPE	CORE UNITS	NORMAL	BIG	HUGE	EXTRAS
Speed Freek Warband	One Nob, three Boyz, and four Trukks plus any four of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Ork Boyz (plus free Trukk unit), Buggies, Stormboyz, Warbikes, Skorchas, Big Gunz. Any number of the following for +35 points each: Battlewagons, Gunwagons, Deth Koptas, Flakwagons. Up to one of each of the following: Nobz Unit (+35 points), Mekboy Speedsta (+50 points).
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Buggies; Warbikes; Skorchas. Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagons. Up to one Mekboy Speedsta for +50 points.
Warbike Outriders	Five Warbike units	150	225	300	No extra units allowed. All units receive the Scout ability for no extra cost.
Blitz Brigade	Any four of the following units: Gunwagons; Deth Koptas, Flakwagons.	150	250	350	Any number of the following for +25 points each: Ork Boyz, Buggies, Warbikes, Skorchas. Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagons. Up to one of each of the following: Nobz unit (+35 points), Mekboy Speedsta (+50 points), Gun Fortress (+135 points).
Fighta-Bommerz Sqwadron	Three Fighta-Bommerz.	150	N/a	N/a	Up to six Fighta-Bommerz for +50 points each.
Ork Landa	Ork Landa.	200	N/a	N/a	None.
Kill Kruiser	One Kill Kruiser.	200	N/a	N/a	May be upgraded to Ork Battlekroozers for +50 points.
Fortress Mob	Any two of the following units: Battle Fortress, Gun Fortress.	275	500	700	Any number of the following for +25 points each: Ork Boyz. Any number of the following for +35 points each: Flakwagons. Up to one of each of the following: Nob (+35 points), Battle Fortress (+125 points), Gun Fortress (+135 points).

lists for players that may already have collected an Epic army from a previous edition of the rules. Over time, we plan to produce additional army lists covering other armies from the Armageddon war and other famous conflicts of the 41st millennium. You can find out what additional army lists have been produced in Fanatic magazine and on the Epic website at:

www.epic-battles.com

The Speed Freek army list shows the formations that can be used in the army, the units that make up each formation, and lists a point value for each formation. It also includes the army's Strategy rating and the Initiative rating for any formations in the army. The datasheets for all of the units in the army

can be found in the Epic Armageddon rulebook (see section 5.5). A quick reference sheet detailing the characteristics of all of the units that can be used in the army is included with this article.

HOW TO USE THE ARMY LIST

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, such as Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows. The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a huge formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a huge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Fortress Mobs.

Extras: An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a huge formation. For example, a normal-sized Kult of Speed can include 0-1 Mekboy Speedsta, a big Kult of Speed can include 0-2, and a huge Kult of Speed can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Nob Warbikes: Any Nob unit may be mounted on warbikes if desired, at no additional cost in points. The Nobz

speed becomes 35cm, and they count as having the Mounted ability. Note that any units upgraded in this fashion must be represented by a suitably converted Nob Warbike unit.

Battle Fortresses & Gun Fortresses:

In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

What, no Grots?!?: Sharp eyed readers will have noticed that the Speed Freek army does not include Grot units. This is because the Grots in a Speed Freek army are used as riggers, where they help to keep the vehicles in the army running properly instead of

fighting. Because of this they are not represented as units as they have no direct effect on game-play.

SPECIAL RULES

Every Speed Freek Ork army must include a Mekboy Bad Ork Bikeboy unit. The Bikeboy character is free, you don't have to pay any points for him, and it can be added to any formation in the army.

Every unit in a Speed Freek army must either have a speed of 30cms plus, or be transported in a unit with a speed of 30cm plus. In other words, formations may not include units with a speed of less than 30cm unless they also have a transport vehicle capable of carrying the unit around.



SCENARIO: BAD DAY ON DEATH'S HIGHWAY

The frontline between the two armies on Armageddon was thousands of kilometres long. Even the huge armies fighting on Armageddon found it impossible to adequately patrol such vast distances, and because of this, fast-moving, highly mobile formations from both sides were able to infiltrate behind enemy lines and make hit and run attacks on the opposing sides' supply lines.

Typical of these types of raids were the actions carried out around Hive Tarturus by Speed Freek warbands belonging to the Burning Death tribe. A major Ork offensive breached the Imperial defence lines to the south-east of Tarturus, allowing Burning Death warbands to slip through. Once behind the lines, the Speed Freeks split into numerous small battle groups and launched a series of hit and run attacks that caused severe disruption to the vital convoys of vehicles that carried supplies to Tarturus. Before the war, the main highway that the supply columns used was known simply as Route 101, but soon the raids carried out by the Burning Death Orks gave it a new name: Death's Highway.

Forces: The Ork player picks a 3,000 point army from the Burning Death Speed Freeks army list. He may not include any Fighta-Bommerz or spacecraft in the army. His opponent then picks a 2,000 point army from the Imperial Guard Steel Legion army list (see section 6.4 in the Epic:

Armageddon rules). Note that the Imperial player has two-thirds of the points of the Ork player available. The Imperial Force may not include any Titan Legions or Imperial Navy formations, but receives a Supply Column consisting of seven Chimera for free (see the special rules below).

Gaming Area: Set up the terrain for the game in any mutually agreeable manner, as long as there is a road running from one narrow table edge to the opposite narrow table edge. It is recommended that the guidelines for setting up terrain in tournament games is followed for the remaining terrain in this scenario (see section 6.1 in the Epic: Armageddon rulebook).

Imperial Deployment: The Imperial player must set up first, and must set up the supply column first. One of the Chimeras in the supply column must be placed on one end of the road that links the two narrow table edges touching the edge of the table. The other vehicles in the formation must be set along the road, stretching forward from the first Chimera that was placed. Each Chimera must be within 5cms of another Chimera in the formation and within 30cms of the point where the road enters the table. All remaining Imperial Guard formations must be setup within 45cms of the point where the road enters the table, but do not have to set up on the road itself.

Ork Deployment: The Ork player must split his army into three separate

groups of formations. Each group must include at least one formation, and may not include more than half of the formations in the Ork army. At the start of each turn, one of these groups is randomly selected and then deployed within 15cms of a random point on the edge of the table. We used a Games Workshop Scatter dice to determine the set up point (we rolled the dice, and the Orks had to set up within 15cms of the point on the table edge where the arrow pointed) but you can use another method if you prefer. Ork units can deploy anywhere within 15cms of the point selected as long as it's not in an enemy zone of control or impassable terrain. If it's impossible for them to deploy then they are destroyed! Ork formations are allowed to take actions on the turn that they deploy.

Special Rules: The Chimera convoy in the supply column is filled with vital supplies. Because of this it may not transport any units, and is not allowed to leave the road. In addition the formation is not allowed to take March actions.

Victory Conditions: The Ork player wins the game by destroying all of the Chimera vehicles in the supply column before the end of Turn 4. The Imperial player wins immediately if any of the Chimera in the supply column are able to move off the table along the road at the point opposite that which they entered by. Any other result is a draw.

This month's 'Eavy Metal showcase has some of the best Warhammer and Warhammer 40,000 entries that have appeared at various Golden Demon competitions throughout the world.

'EAVY METAL SHOWCASE



Tau Commander,
by Ken Symopoulos.

This miniature won
1st place in the
Warhammer 40,000
Large Model category
at Games Day
Canada 2002.



Karandras the
Shadow Hunter,
by Adam Rantz.

3rd place
Warhammer
40,000 Single
Miniature,
Games Day
Canada 2002.



Wolf Lord,
by Bryan Shaw.

3rd place
Open Competition,
Games Day
Baltimore 2002.



Logan Grimnar,
by Jonathan Palermo.

3rd place
Warhammer 40,000
Single Miniature,
Games Day
Australia 2002.



Goblin Chariot,
by David Bain.

2nd place, Warhammer
Large Miniature category at
Games Day Australia 2002.



Prince Tyrion,
by Bobby Wong.

Winner of the
Warhammer Single
Miniature category at
Games Day
Baltimore 2002.
Bobby previously
won the Slayer Sword
at the 2001 US
Golden Demon for
his diorama based
on the popular
Bloodquest comic
series (showcased in
White Dwarf 269).



Emperor's Children Lord,
by Kenith Tan.

Winner of the
Warhammer 40,000
Single Miniature
category at
Games Day
Australia 2002.



Dark Eldar Scourge Sybarite,
by Jennifer Haley.

2nd place Warhammer
40,000 Single Miniature,
Games Day Canada 2002.



High Elf Mage on
War Hawk,
by John Rantz.

3rd place,
Warhammer Large
Miniature category
at Games Day
Canada 2001.

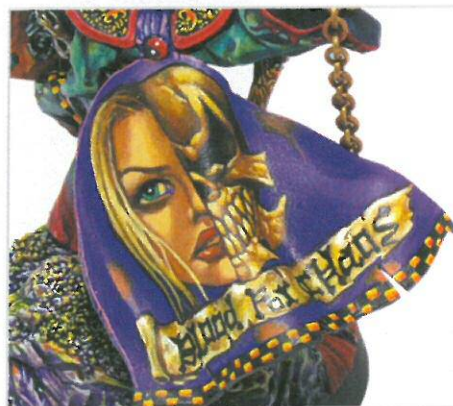




Necron Lord,
painted by Marcus
Blackman.
2nd place
Warhammer 40,000
Single Miniature
category,
Games Day
Australia 2002.



Chaos Sorcerer,
by Georges Reynolds.
2nd place, Warhammer
Single Miniature category
at Games Day
France 2001.



Undead Carrion Birds,
by Glenn Lamprecht.
2nd place, Open Competition at
Games Day Australia 2002.

Nuodhu "Fireheart", painted by Bryan Shaw.

3rd place Warhammer 40,000 Large Model category,
Games Day Baltimore 2002.



Anghkor
Prok, Kroot
Master Shaper,
by Jacob Tracz.

3rd place
Warhammer 40,000
Single Miniature
category, Games
Day Baltimore 2002.



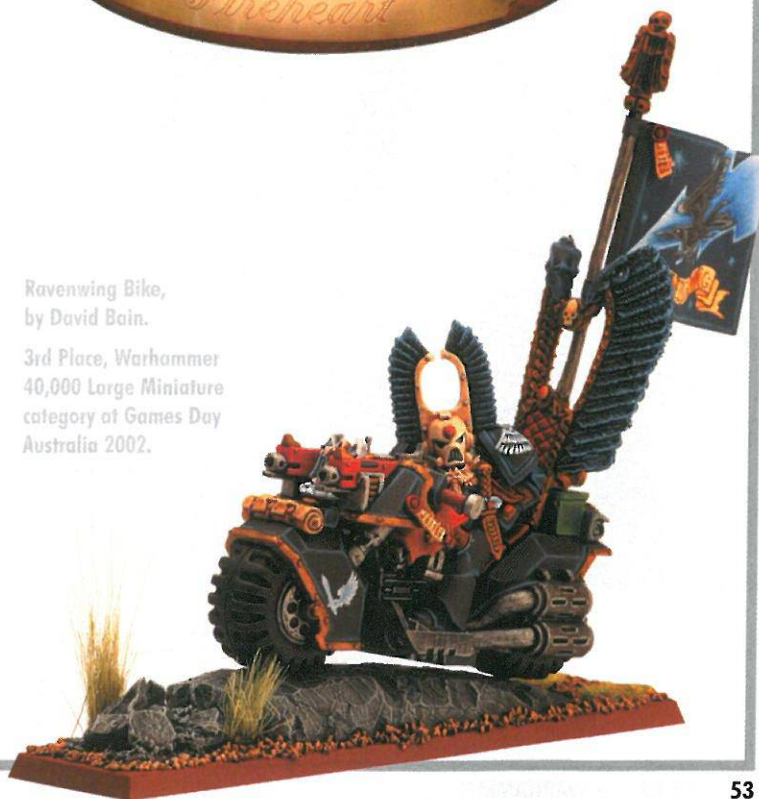
Ghazghkull Thraka, by Bruno Greliez.

3rd place, Warhammer 40,000 Single Miniature
category at Games Day France 2001.



Ravenwing Bike,
by David Bain.

3rd Place, Warhammer
40,000 Large Miniature
category at Games Day
Australia 2002.





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Veteran Warhammer player, Jeff Leong, presents a series of articles that examine the tactical nuances of Warhammer. Here, we present a detailed preview of what's to come...

THE ART OF WARHAMMER

Veteran gaming in the Warhammer world

Jeff: When I first started playing Games Workshop games over 15 years ago, fighting battles was the only thing that interested me. As I have continued in the hobby, I have learned to enjoy painting and modelling as well, but there's still nothing as gratifying as a well-fought game of Warhammer. When I was discussing a series of articles on Warhammer tactics with Paul Sawyer, I really had to sit down and think about the game in a more in-depth way than I ever had before. This is the first of a series of articles in which I will explore the major elements of tactics in a Warhammer battle, so I'd like to start off with an overall look at the game.

THE EVOLUTION OF WARHAMMER

Now in its 6th (and, in my mind, best) edition, Warhammer brings to life a fantasy world of constant conflict. The mechanics of the game provide

significant advantages to large, ranked units, which focuses combats on the basic troopers, rather than the heroes who lead them, creating an interesting tactical challenge for the Warhammer general. To me, the keys to this challenge lie in five basic ideas, which I have unabashedly stolen from any number of 'real' military writers:

- : Mass
- : Manoeuvre
- : Initiative
- : Objective
- : Simplicity.

THE BASICS

While not tactics per se, these 'Principles of Warhammer' form the basis for my view of the Warhammer battlefield and will serve as the context for later articles on more specific tactical issues. Let's look a little more closely:

Mass is the concentration of force at a decisive place and time. This really is

common sense – if you can engage half of your opponent's forces with your entire army, your chances for victory are greatly enhanced. While it is rare that you can actually achieve this level of superiority, it is still important to work towards causing these imbalances – trying to create favourable match-ups for your forces. In hand to hand combat, you want to focus your units at a single point in the enemy battle line to maximize your local combat resolution. During the Shooting phase, concentration of fire from your carefully placed shooters leads to Panic tests and critical reductions of enemy unit strength.

You achieve mass through the application of **manoeuvre**, which is forcing your opponent's units into a bad position through the flexible use of your forces. This goal is achieved primarily through movement, but only as a function of a solid overall battle plan. The classic example of this is the flank or rear charge – removing rank bonus from a large infantry unit can spell disaster for your enemy. However, this result can be achieved through various means – a swift infiltration by Fast Cavalry can set up a flank charge but accepting a charge and holding a critical enemy unit can also put you in position for a flank attack.

In order for manoeuvre to work, you must retain the **initiative**. That is, control the battle and make your opponent react to you rather than the other way around. Have you ever found yourself trapped, with only one way out? You've lost the initiative – your opponent is guiding you where he wants you to go, and the battle is no longer in your control.

These three principles are all key to a successful battle, but, in the final analysis, everything has to be focused on your **objective**. If you don't keep the victory conditions in mind, you can all but wipe out your opponent and still lose the game. You can have a fun game, but it's still a loss. In some cases, destruction of the enemy army is the goal; in other cases, you must claim a specific objective or piece of terrain – just know what you have to do and stay focused on it.

The final component is **simplicity**. Keep it simple. The fewer things you depend on, the fewer can go wrong.



Diligent readers may remember another of Jeff's tactics articles published way back in White Dwarf 280 that dealt with the use of Fast Cavalry.



There's always something new to learn about Warhammer, even for veteran gamers like Andy Jackson Hall and Phil Kelly.

THE NEXT STEP

All right, so far it's all rather common sense stuff, but the application of these ideas during a battle can be a bit more complex. In the middle of a hard-fought game it can be very difficult to keep all these things in mind. Over the next few months, we'll be exploring the various phases of the game in more depth. For now, however, let's start with an overview of what is to come.

The **Movement** phase is the most critical phase of the game – Warhammer is a game that rewards skilful manoeuvre. By carefully planning your attack around the scenario conditions (*objective*) and managing the entire battlefield, you bring your forces to bear at the right moment (*mass*) and successfully funnel your opponent's forces where you want them to go (*manoeuvre* and *initiative*).

A friend of mine calls **deployment** the first Movement phase, and it is in many ways. A good deployment can rarely win the game, but a bad one can lose it before the dice are rolled. As you position your troops, keep the victory conditions in mind and don't forget how you plan to achieve them (*objective*). Don't get sidetracked by your opponent's deployment, but rather force his deployment by yours (*initiative*).

Magic can also be a key phase. Although there are rather few spells with game-winning potential, magic can still be the difference between victory and defeat. Many is the time that an overwhelming round of magic has

knocked an opponent on his heels (*initiative*), and there are plenty of spells to enhance your movement or reduce enemy manoeuvrability (*manoeuvre*). Used appropriately, magic enhances your effectiveness in all the other phases of the game.

The **Shooting** phase supports your ultimate victory, but, again, rarely

ensures such a result on its own. However, the proper application of even a small amount of shooting power can limit your opponent's manoeuvrability and deny areas to his speedy troops (*manoeuvre* and *initiative*). You can also reduce the size of his units as you move to attack them, creating a better combat resolution for your troops (*mass*). Each shot can make a difference if used correctly.

And, although it actually occurs first, I plan to talk about army selection last. This is because the key to selecting the perfect force lies in knowing what you want your army to do and how you will go about accomplishing this (*objective*). Once you have a vision of how you want to deal with the other phases of the game, choosing your army falls right into place. The important thing to remember is that there is no single best answer – each player has a different way of approaching the game, and each approach needs a slightly different army.

ONCE MORE INTO THE BREACH...

Well, I hope that this general overview has given you a few new ideas to consider – or perhaps just a new way of looking at your own approach to a Warhammer game. As we discuss each of these issues in more depth, I'll expand more on these ideas and provide some real game examples to help bring it home. Next month, we'll look at the most important phase in the game, the **Movement** phase. Until then, best of luck to you – go forth and conquer!



This month we present a clash between the forces of Slaanesh and the archaic menace of a Necron horde. The pleasure god's Noise Marines seek to enact an ancient Daemon summoning ritual but something stirs in the earth, enraged at their trespass...

Both Gary Marsh and Nick Simmerson are veteran Warhammer 40,000 gamers and are, as we write this, in preparation for Heat 2 of the 2003 Warhammer 40,000 Grand Tournament. This is the first time the two players have met, so it was with a clean slate that Gary

ANCIENT AWAKENINGS

WARHAMMER 40,000 BATTLE REPORT

fielded his Emperor's Children-based Chaos Space Marine army, the Castigators, against Nick's intractable Necron force.

In terms of their rationale and background, a Slaaneshi Space Marine army and a Necron horde couldn't be more different. On the one hand you have the crazed and devoted servants of the Lord of Pleasure – decadent, self-indulgent slaves who revel in sensations of pain and pleasure equally. On the other, taciturn, unfeeling, mechanised shells. Singular in purpose and utterly devoid of emotion, the Necrons are a fitting foil against the rapturous warriors of Slaanesh.

These two disparate armies will be playing the Stop the Ritual scenario which, bizarrely enough,

comes from the Codex: Daemonhunters. With a little alteration to the scenario's narrative, the fact that Daemonhunters were not involved in the battle did not prove a problem. The Slaaneshi Chaos Space Marine Army is trying to summon Daemons while the Necrons effectively take the role of the 'Daemonhunters'. However, rather than trying to stop the summoning for the benefit of the galaxy and the persecution of Daemon-worshippers, the Necrons have been awakened by the activity on their planet's surface, emerging from their subterranean tombs to repel the interlopers. By offering a different spin on a scenario, it is possible, by adhering to an army's background and putting a little thought into the narrative, to use normally army-specific scenarios with a number of different forces.

The scene is set for an interesting conflict between two armies from the opposite ends of the emotional spectrum. Would the Necrons break the summoning circles of the Slaaneshi Chaos Space Marines, or would the servants of immortality achieve victory and summon a host of creatures from the Warp to envelop the planet's surface? Read on...

Buried deep within the earth they slept. An eternity of man they had slumbered, it was to them a mere flash in the cosmos. Stars were born and had died in that time, wars raged across the galaxy and planets burned and still they slept, undisturbed in gigantic cryo-tombs, vaguely aware of the universe around them.

A tiny dust mote drifted languidly from the vaulted ceiling of the cryo-chamber.

Nothing.

Just a shifting of the planet's gravity well. Another dust mote spiralled downward, followed by another and another. The earth shook and brought with it thick chunks of earth and

embedded stone. The cryo-tombs were bombarded by a veritable landslide as, high above, large craft made landfall. The ships' engines whirled and hummed resonantly, shaking the very core of the sleepy world as thick landing prongs pierced the outer crust of the surface.

Silence descended. The falling debris all but ceased, dust clung to the stagnant air like a hazy shroud.

Darkness reigned in the cryo-chamber. Suddenly a multitude of red lights, mere pin pricks in the massive chamber, flared into life. Fiery vengeance burned hot in their eyes, incensed at the interruption of their dormancy.

As one, they awoke, ready to exterminate the interlopers above.



STOP THE RITUAL

Corrupt minions of Chaos are seeking to summon a being of immense power into the material plane, unknowing that they have chosen a planet infested by Necrons to commence their ritual...

Attacker's Overview

You have detected an unusually strong Chaos presence about to be disgorged from the Immaterium into reality, and must stop it at all costs. Survival is secondary to the disruption of the summoning ritual and destruction of those foolish enough to traffic with daemons!

Defender's Overview

The summoning ritual, decades in the preparation, is mere minutes from completion. Those who would seek to hinder this great work must be exterminated. All other considerations are secondary to the ritual's successful execution, for surely none can stand against a manifestation of Chaos in all its glory.

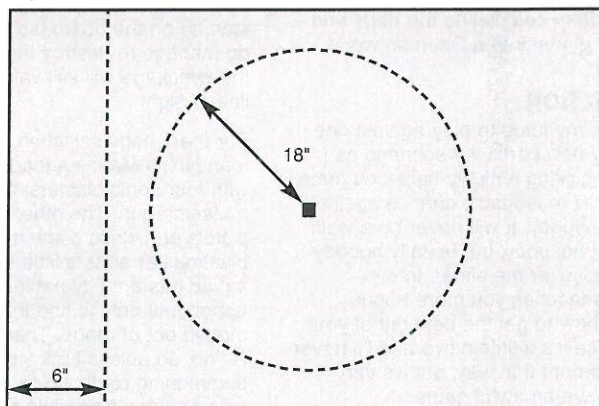
Scenario Special Rules

Stop the Ritual is a Raid scenario and uses the Random Game Length, Infiltrators, Reserves, Sentries and Deep Strike rules.

Set-Up

Set up the terrain in any mutually agreeable manner. Ideally a ruined temple, mausoleum or other building should be placed in the centre of the table.

The defender sets up his forces anywhere within 18" of the ruined temple. He must set up at least one unit in a circular formation (all models in the unit form the circumference of a circle, the size of the circle is not important). Models may not be deployed or move within this formation. Any unit set up in this manner is considered to be practising the summoning ritual and may not move or shoot unless it is forced to do so (falling back, piling in during a combat, etc) although they may fight if they are assaulted, and may move to retain unit coherency in order to maintain the circular formation. Any number of units may be set up in this manner. There must be at least five models in each circle. Any models in such a circle count as having a 5+ Cover save due to the coruscating energies swirling around them, and count as being in cover in all respects.



The defender then deploys Sentries (see the scenario special rules in the Warhammer 40,000 rulebook). These Sentries do not cost any extra points. They are placed anywhere on the table which is not within 12" of a short table edge.

The attacker then chooses a short board edge and deploys as much of his force as he wants anywhere within 6" of it. Any units not deployed are in reserve. If the attacker has any Infiltrators he may deploy them up to 12" onto the board from the short table edges.

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

Mission Objective

The defender must ensure that at least one of the summoning circles is intact (still in a circular formation, in coherency, and at least five models strong) at the end of the game. If this is the case then the defender wins as the ritual becomes complete and all hell breaks loose. Note that if a circle is broken it can be reformed provided the unit is at least five models strong, in a coherent circular formation as described above, and is not falling back.

The attacker is attempting to stop the ritual by breaking the summoning circles in the enemy camp. This can be done by reducing the number of models in a circle to less than five, or by forcing them to move (fall back or pile in during combat). If there are no summoning circles intact at the end of the game, the attacker wins as the gateway to the Warp closes forever and all daemoniac intrusions become impossible.

Reserves

When the attacker's reserves become available they will enter from the same table edge as the attackers chose during their deployment, or by Deep Strike if they are able to do so.

Game Length

The game lasts for a variable number of turns.

Line of Retreat

The attackers retreat towards the short table edge which they chose during deployment. The defenders will retreat towards the opposite short table edge. The normal Fall Back rules are used.

FOR THE DIVINE WILL OF SLAANESH



Gary Marsh

Gary: All good things come to those who wait!

Nobody has ever used a pure Slaanesh force in a Warhammer 40,000 Battle Report and, to top it all, I've been given the honour of showing

Slaanesh in all its glory. My delight has been plain to see ever since the White Dwarf team e-mailed me.

I've been playing Slaanesh since the release of the third edition of Warhammer 40,000 and although the Castigators are of my own creation they still use the Emperor's Children rules.

After much deliberation Nick and I decided that Stop the Ritual would make for an interesting and entertaining scenario with Nick's Necrons attempting to stop the Castigators from completing the ritual and turning their planet into a Daemon world.

ARMY SELECTION

I never tailor my force to play against one type of army or a particular scenario as I believe that picking a nicely balanced force will give you a reasonable chance against just about anybody. It will never be a walk over against anybody, but usually nobody ever walks all over me either. In my opinion, this teaches you more about tactics and how to get the best out of your units. I realise it's a little naive and I'll never win a tournament that way, but it's very rare that I have an awful game.

After reading the scenario several times I realised I would be hard-pressed to achieve the victory conditions. The problem being most of my squads were only six men strong (*this is the sacred number of Slaanesh and allows Gary to have free Aspiring Champions for his Favoured units and adds +1 to the Summoning roll for his Daemon Packs*) and in order to complete the ritual I had to have a complete circle of no less than five models. Two casualties and it would be all over!

My army would be led by my Daemon Princess. There could never be any doubt about her being daemonic as she has a frightening array of daemonic abilities. With Daemonic Flight,

Stature, Resilience, Strength, Aura and Talons she can take on just about anybody. Her move of 12" could prove to be crucial in plugging any gaps that appear in my lines and she should be more than capable of taking on a unit of Necron Warriors by herself if needs be.

My Elite choices are also close combat monsters. Six Possessed with Daemonic Talons can make short work of most opponents. Led by an Aspiring Champion and containing an Icon bearer, I expected great things from this squad. Although they have a Rhino they will probably set up outside of it. Nick's Necrons will have to get in close to stop the ritual and because of this the Rhino shouldn't be needed. Instead, I plan to use their Rhino as a shield to protect the squads performing the ritual.

Most of Nick's army will only be able to cause glancing hits due to the low Strength of the Necron weaponry starting on the board, so even if they do manage to destroy the Rhino, the wreckage will still valuably block line of sight.

For the Troops selection, I took two six-man Noise Marine squads. One is armed with four sonic blasters, a blastmaster and a plasma gun. The other squad has bolt pistols and close combat weapons, and a blastmaster adds a little firepower as this squad has a nasty habit of killing their opponents only to find the enemy has moved out of range. This squad also has a Rhino, so unless Nick will let me set up my summoning circle inside it, this Rhino will also be used as mobile cover.

Both of these squads have Aspiring Champions with power weapons, just in case anybody breaks through and manages to engage them in hand-to-hand combats.

As tempting as it is to only use one squad for the summoning, I only need to lose two models and the game is over. Because of this I plan to use both Noise Marine squads for summoning. I can't really afford to use any more units in this role as I simply don't have the units for it.

My next two Troop choices have to be Daemonettes. Not only are they some of the best models Games Workshop have ever produced, but point for point they have to be the best Daemons available to any Chaos force.

No doubt Nick will make use of some Destroyers and with these lovelies I might just be able to catch him out thanks to being able to move on the turn they appear.

For Heavy Support, I plan on using the latest acquisition to my army, a Defiler with indirect fire. Again the best that most of Nick's Necrons can hope to do is cause a glancing hit as the Strength of their weaponry is so low. Because it's Daemonically Possessed, over half of these glancing hits will be unable to stop it from firing the next turn.

WARHAMMER 40,000									
ARMY NAME: Emperor's Children Chaos Space Marine Army									
Unit	W	M	T	S	T	A	Ld	Notes	Points
Shrine of the Father	6	5	6	5	5	4	10	Mark of Slaanesh, daemonic strength, daemonic resilience, daemonic talent, daemonic flight, daemonic aura, daemonic mutation	185
6 Possessed - Aspiring Champion	4	4	5	4	1	4	10	Mark of Slaanesh, daemonic talent, daemonic strength, daemonic resilience, daemonic aura, daemonic mutation	182
6 Chaos Marines (Squad Captain) - Aspiring Champion	4	4	4	4	1	4	10	Mark of Slaanesh, bolt pistol, close combat weapons, 1 Heavy weapon, daemonic strength, daemonic resilience, daemonic aura, daemonic mutation	181
6 Chaos Marines (Squad Captain) - Aspiring Champion	4	4	4	4	1	4	10	Mark of Slaanesh, bolt pistol, close combat weapons, 1 Heavy weapon, daemonic strength, daemonic resilience, daemonic aura, daemonic mutation	181
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6 Havocs (Squad Captain) - Aspiring Champion	4	4	4	4	1	4	10	Mark of Slaanesh, bolt pistol, close combat weapons, 1 Heavy weapon, daemonic strength, daemonic resilience, daemonic aura, daemonic mutation	181
6 Havocs (Squad Captain) - Aspiring Champion	4	4	4	4	1	4	10	Mark of Slaanesh, bolt pistol, close combat weapons, 1 Heavy weapon, daemonic strength, daemonic resilience, daemonic aura, daemonic mutation	181
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6 Havocs (Squad Captain) - Aspiring Champion	4	4	4	4	1	4	10	Mark of Slaanesh, bolt pistol, close combat weapons, 1 Heavy weapon, daemonic strength, daemonic resilience, daemonic aura, daemonic mutation	181
6 Havocs (Squad Captain) - Aspiring Champion	4	4	4	4	1	4	10	Mark of Slaanesh, bolt pistol, close combat weapons, 1	



Nick Simmerson

Nick: So my first battle report, and hopefully a chance to prove Necrons don't have to be boring – I might even get asked to fight another.

Having discovered the Castigators were trying to open a

daemonic portal on my home planet, something had to be done. After all, my Necrons had been in slumber under the sands for thousands of years and were not about to be rudely awakened by the scurrying of tiny Daemonette feet and their depravities in the name of pleasure – how are you supposed to sleep through that?

I would be facing Gary Marsh who I'd never had the opportunity to play before, but having admired his award-winning army on the tournament circuit it was an offer I wasn't going to refuse (playing a really good looking army can be just as rewarding as a competitive game). As both Gary and myself were preparing for the Warhammer 40,000 Grand Tournament Heat 2 in a few weeks time, we decided to use our standard competition forces rather than design a scenario-specific army with lots of nasty tricks to spoil the day. A well-balanced army should be able to cope respectably with anything thrown its way, and here was a chance to find out why in a scenario very different to the Pitched Battle we are used to.

ARMY SELECTION

My army selection was hardly unusual for a Necron force.

First choice (well it is compulsory in most missions), as it is the only HQ available, is a Necron Lord with the almost obligatory Resurrection Orb, which further enhances the Necrons special We'll Be Back rule and gives the army even more resilience. I also armed him with a warscythe which could prove useful as a last ditch attempt to halt any models with Invulnerable saves, eg. Chaplains or Possessed, and any vehicles which stray too close to my baseline.

The next must-have units are two units of 12 Necron Warriors, the only Troops choice available. The squad is just slightly larger than the minimum of ten to give them more staying power, more shots and of course using all the models in the boxed set!

The next selection was a unit of seven Immortals who can dish out horrendous amounts of firepower; in fact, 14 Strength 5 shots a turn whilst moving. These are normally positioned behind my Warriors for protection from incoming shots and assaults, and lend covering fire when the Warriors advance and lose the opportunity to shoot.

Now some of the juicier stuff, starting with two units of three Destroyers. These guys have the speed and manoeuvrability of Jetbikes and the firepower of an assault cannon each... that's some serious mobile

PLAY THE INFIDELS!

firepower, capable of delivering that killer blow where it is most needed. By having two units it is possible to direct them at different parts of the battlefield or come together with a concentration of force.

A regular sight in a Necron army is a Monolith, and mine is no exception. Its main feature is, of course, its near indestructibility (famous last words). It also hands out a healthy dose of firepower, but one of its most important (and often overlooked) assets is using its portal to reposition troops, pull them out of unwanted close combats and of course have another go at We'll Be Back rolls, making the army even tougher to destroy. In ordinary Pitched Battle scenarios, the Monolith can also be used to protect an exposed flank, but that wouldn't be the case in this game.

Not many points left to spend now, so time to plug a few gaps. First up I took a Tomb Spyder which would lurk behind my lines whilst spitting out Scarabs every turn. Hopefully, it would be able to help a wiped out unit within 12" make We'll Be Back rolls and join another unit and/or charge into close combat wielding its Strength 6 monstrous creature attacks whilst using its 'offspring' to soak up any hits.

Next, I'll use a small swarm of five Scarab bases to intercept an infantry assault or hold a unit in combat for a turn or two, giving me enough time to redeploy vulnerable units. Finally, an unusual choice of Flayed Ones makes up my army selections. I took only the minimum of four as they can Deep Strike in any scenario to secure a table quarter or objective late in the game without having to disperse my main force (I also enjoyed converting them to look like they were emerging from the sands below).

Confession: astute readers will have noticed I'm using two Heavy Support choices, but Stop the Ritual is a Raid scenario which only allows the attacker one. As Gary and I had agreed to use our tournament armies we let this slip, as it was unlikely to be a game-winner anyway.

The most important part in any game of Warhammer 40,000 (apart from having lots of fun) is to always remember the mission objectives, not always easy in the heat of battle when you can get carried away killing things, although this is often a good way to stop your opponent winning too! In this scenario, however, most casualties would be of little consequence, but of course Gary had to maintain his summoning circle(s) and I still had to prevent my Necrons from phasing out. How embarrassing that would be if it happened on my own planet!

I figured that by using the Emperor's Children list,

WARHAMMER 40,000										ARMY NAME		The Dread Legion - Necron Army		Points
Unit	W	S	T	W	A	Ld	Sp	Res	Notes					
Necron Lord	4	4	5	5	3	4	5	10	3+	Resurrection orb, warscythe				150
7 Immortals	4	4	4	3	1	2	1	10	5+	Queen Master				126
4 Flayed Ones	4	4	4	4	1	4	2	10	5+	Queen				72
12 Warriors (Alpha)	4	4	4	4	1	2	1	10	5+	Queen Bearer				216
12 Warriors (Beta)	4	4	4	4	1	2	1	10	5+	Queen Bearer				216
3 Destroyers (Alpha)	4	4	4	5	1	2	1	10	5+	Queen carriers				150
3 Destroyers (Beta)	4	4	4	5	1	2	1	10	5+	Queen carriers				150
5 Scarab Swarms	2	0	3	3	3	2	2	10	5+	Queen carriers				60
Tomb Spyder	2	2	6	6	2	2	2	5	10	5+	Queen			55
										Monolith		The Dread Legion - Necron Army		Points
										4	4	4	4	235
TOTAL														1500

Gary would be using Noise Marines in units of 6 which is the favoured number of Slaanesh. If these formed the summoning circles I would only have to kill two models in each unit to win, as it requires a coherent unit of at least five models to perform the ritual. The question was, how much of his army would Gary commit to summoning, also stopping them from attacking me voluntarily?

Having checked the Sentry rules I discovered I could not deploy my Monolith without raising the alarm... hmmm. I then realised my Destroyers would count as bikes and would cause the same problem... disaster! I would have to see how Gary deployed and then decide whether to attack immediately with all guns blazing, or try to sneak up until these units became available from my reserves.

I guessed the Castigators would include a few Rhinos, which could be used as armour for the summoning circles and make life very difficult if I raised the alarm too early, so I would have to form a back-up plan too.

Then it hit me, I could Deep Strike not only my Flayed Ones, but my Scarabs and even my Monolith – which would probably be starting in reserve anyway. The Monolith was a bonus as it would disperse any units it landed on, so I could go for a direct hit and pray I didn't roll double 1! Even if this didn't stop the summoning I might be able to phase another unit of Necrons through its portal and finish the job. Sounds like a good excuse for plenty of carnage then?



DEPLOYMENT

Gary: Looking at the magnificent scenery on the table, both Nick and I decided to leave everything where it was when we arrived. There was plenty of cover for Nick to sneak forward behind and enough to shield my summoning squads to some degree. Nick's Monolith had the potential to fulfil the victory conditions on its own, and with this in mind I placed both summoning squads as far away as possible from each other. Both squads were on the 18" limit from the centre of the board and both had large rock formations protecting them from any fire should Nick decide to deploy from the right table edge.

Summoning squad Divine used its Rhino to block line of sight from anything that appeared in the centre of the table and Corruptus, my newly constructed Defiler, protected them from anything targeting them from the left. Summoning squad Sublime was protected in a similar way using squad Schadenfreude, my nine-

man Havoc squad, and their Rhino to block any incoming fire from the centre and centre-left. I purposely left a gap so any Necrons which deployed on the bottom left of the table would be able to target them within a couple of turns if they managed to sneak past my sentries.

I really needed Nick to deploy on the bottom left of the table so my Defiler could actually target something. Summoning squad Sublime would be used as bait and hopefully Nick would be too tempted to ignore it. This was a very risky thing to do as Nick only had to kill two models and the circle would be broken, but hopefully fortune would favour the bold!

My Daemon Princess deployed to the left behind some woods, as did my Possessed in their Rhino. If Nick decided to enter play from the right he would have to move well onto the table to get any line of sight to my summoning squads and this would give my Daemon Princess and Possessed plenty of time to get across the board and intercept them.

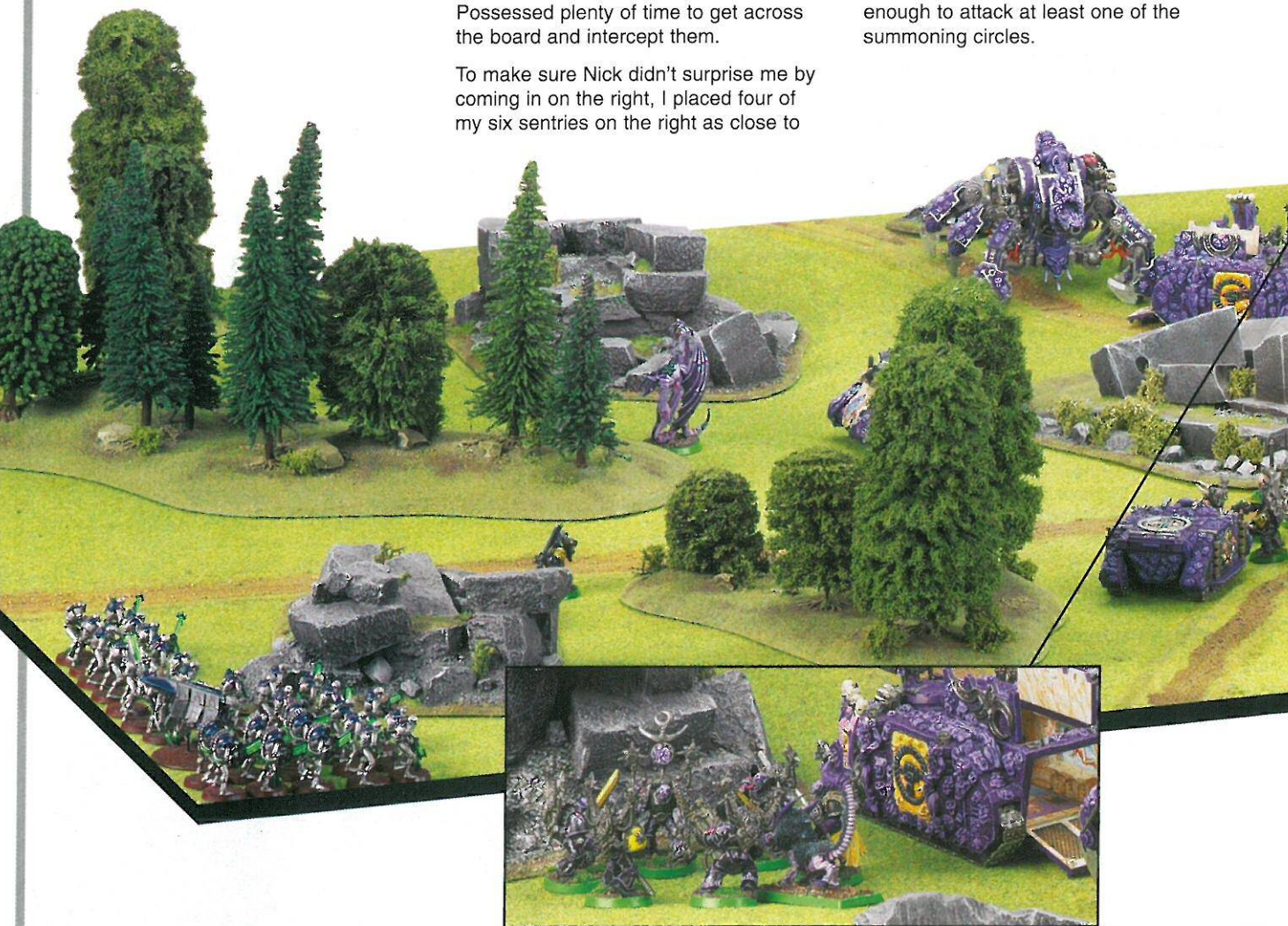
To make sure Nick didn't surprise me by coming in on the right, I placed four of my six sentries on the right as close to

the edge as possible. The two remaining sentries were placed on the left with a nice little route left open to the bait.

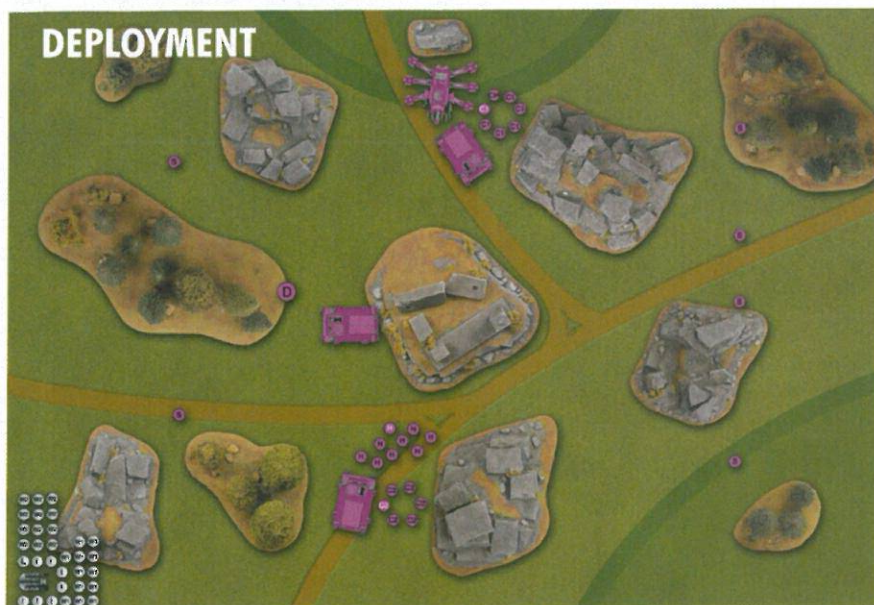
With the perimeter secure, the summoning commenced.

Nick: With a good amount of terrain spread across the table, it was obvious even before Gary set up that he would be able to use this to his advantage and partially protect the summoning circles. However, I wasn't prepared for what can only be described as excellent deployment by my opponent. Apparently Gary had put a lot of thought into this and had made it very hard for me to steal an easy win by Deep Striking my Monolith into the heart of his force.

Looking at the table after Gary had deployed, I really had a tough choice on where to position my forces. One choice was to go all-out and raise the alarm immediately, leaving only my Flayed Ones and Scarabs in reserve, hoping the rest of my force could weather the storm of the inevitable Chaos attack long enough to attack at least one of the summoning circles.



DEPLOYMENT



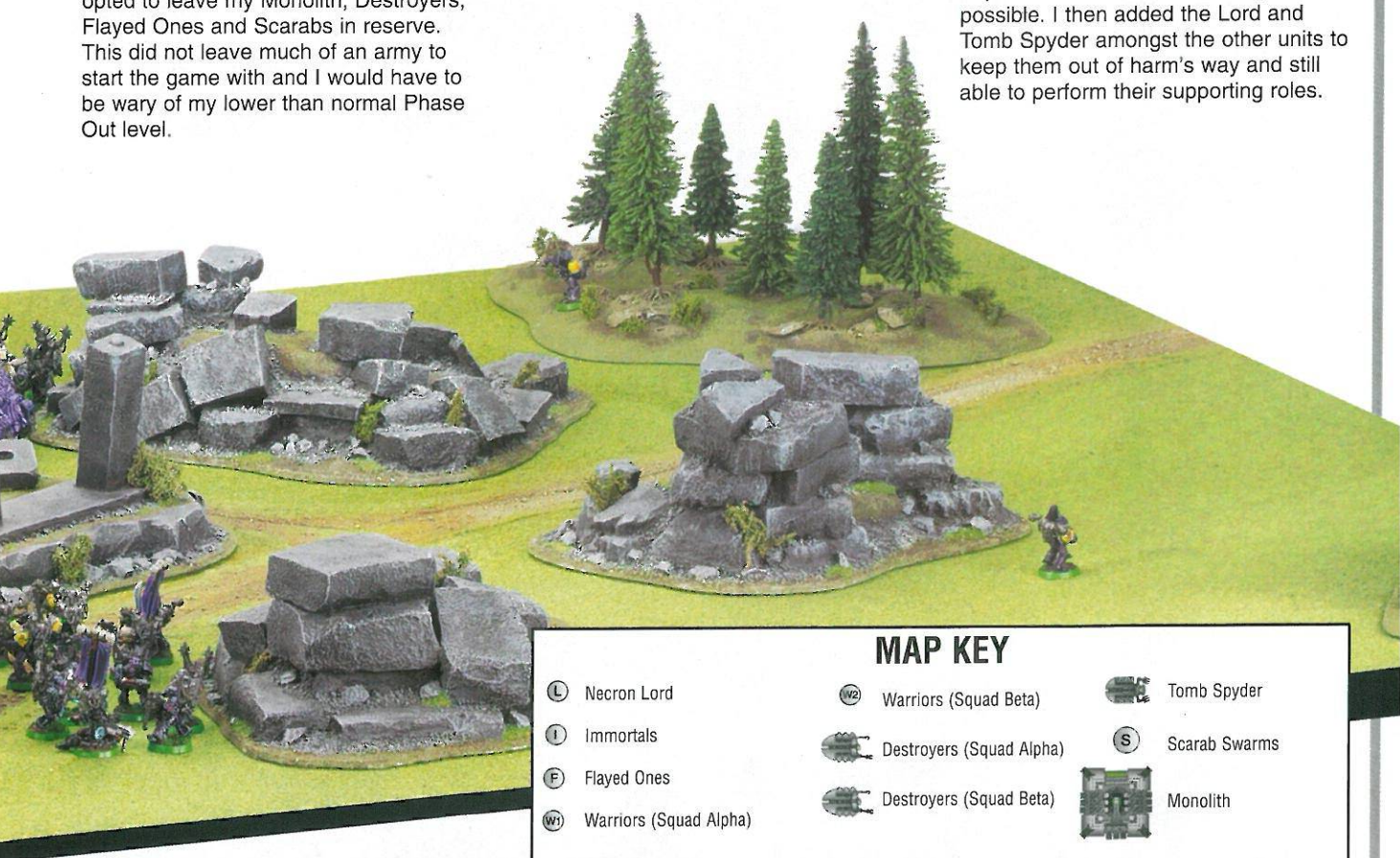
On reflection though, this seemed rather rash as I had the opportunity to advance further onto the table by playing the Sentry rules to the full, so I opted to leave my Monolith, Destroyers, Flayed Ones and Scarabs in reserve. This did not leave much of an army to start the game with and I would have to be wary of my lower than normal Phase Out level.

I really wanted to deploy in the top right of the board to stop the Defiler taking indirect shots at me and force it to move. This would also put me as far away as

possible from the fast response units – the Daemon Princess and Possessed units. With four sentries and a wooded area to negotiate, it seemed the only logical place I could hope to sneak up on the Chaos force was the bottom left of the table. I might just be able to avoid the sentries long enough to attack Squad Sublime before the alarm was raised as Gary had left them partly exposed. I was hoping this was a weakness Gary had overlooked and that I may be able to break the summoning circle before he could react to my threat. Hopefully, the reserve units could attack Squad Divine quickly too.

Having made my decision, I bravely packed all my units behind the rock pile in this corner of the board as far away from the sentry as possible and hoped I could spread out before the Defiler had a chance to bombard me!


I put a Necron Warrior squad at each end of the column so that they could spread out and protect the Immortals with their mobile firepower, which I tried to position as close to their target as possible. I then added the Lord and Tomb Spyder amongst the other units to keep them out of harm's way and still able to perform their supporting roles.




MAP KEY


(L) Necron Lord	(W2) Warriors (Squad Beta)	Tomb Spyder
(I) Immortals	Destroyers (Squad Alpha)	(S) Scarab Swarms
(F) Flayed Ones	Destroyers (Squad Beta)	Monolith
(W1) Warriors (Squad Alpha)		
(D) Shel'das, Daemon Princess	(G1) Daemonettes (Unit 1)	Chaos Rhino
(P) Possessed	(G2) Daemonettes (Unit 2)	Chaos Rhino
(G1) Chaos Marines (Squad Sublime)	(S) Chaos Sentry	
(G2) Chaos Marines (Squad Divine)	Chaos Rhino	Chaos Corruptus, Defiler
(H) Havocs (Squad Schadenfreude)		




 Tomb Spyder

 Scarab Swarms

 Monolith

 Destroyers (Squad Alpha)

 Necron Warriors (Squad Alpha)

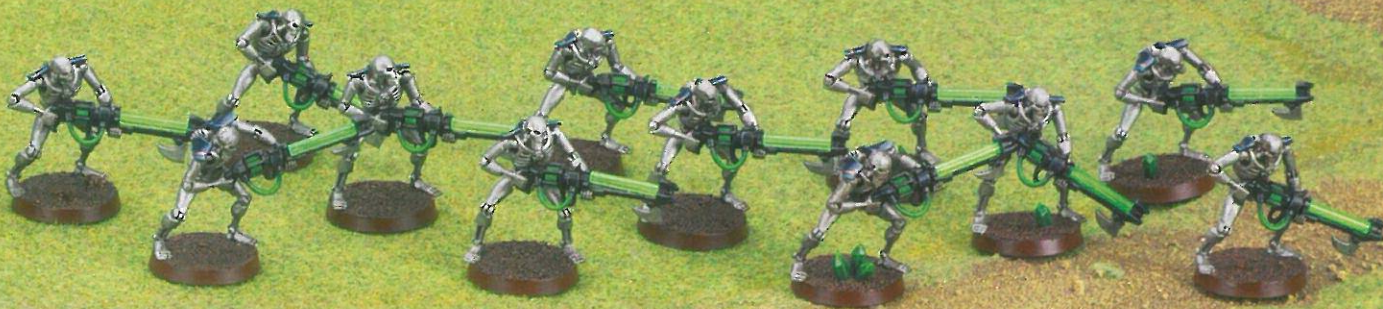
THE DREAD LEGION



F Flayed Ones



Destroyers (Squad Beta)



NR Necron Warriors (Squad Beta)



L Necron Lord



I Immortals

SHEL'DAS'S CASTIGATORS



H Chaos Space Marine Havocs (Squad Schadenfreude)



C1 Chaos Space Marines (Squad Divine)





D1 Daemonettes (Unit 1)



D Shel'das, Daemon Princess



 Corruptus,
Chaos
Defiler

 Daemonettes (Unit 2)

 Chaos Space Marines (Squad Sublime)

 Possessed Chaos Space Marines 

SHEL'DAS'S CASTIGATORS



◀ The Daemon Princess, Shel'das. This unique model has been created from a variety of sources. Astute readers will notice parts from a Warhammer Daemon Prince and Inquisitor-scale Bound Daemon and Deathcult Assassin.



◀ Detail of Shel'das as she cracks open the head of a Crimson Fist Space Marine.

▼ Detail of Shel'das's serpent body.



With such a wonderfully produced army as Gary's gracing this month's battle report, we couldn't resist giving you an in-depth look at his beautifully painted and converted models for his army.



◀ Gary's Noise Marine and Havoc with Sonic Blaster bear the purple colour scheme that unifies this excellent army.



▲ Two of Gary's Aspiring Champions. Both of these models have superb banners bearing the icon of the army.



▲ One of Gary's extensively converted Rhinos. Gary has modelled the hull of the vehicle to represent the souls of the damned trapped, writhing along its surface. Even the interior has been painted the colour of flayed skin!



► The Possessed Chaos Space Marines have been corrupted from a variety of chapters including the Crimson Fists, Imperial Fists and Black Templars.

▼ Another of Gary's Aspiring Champions, who even has a tail to demonstrate the depths of his allegiance to Chaos.



Corruptus, the Chaos Defiler, stalks into battle, ready to deal out death and destruction to its enemies.



SENTRY TURN 1

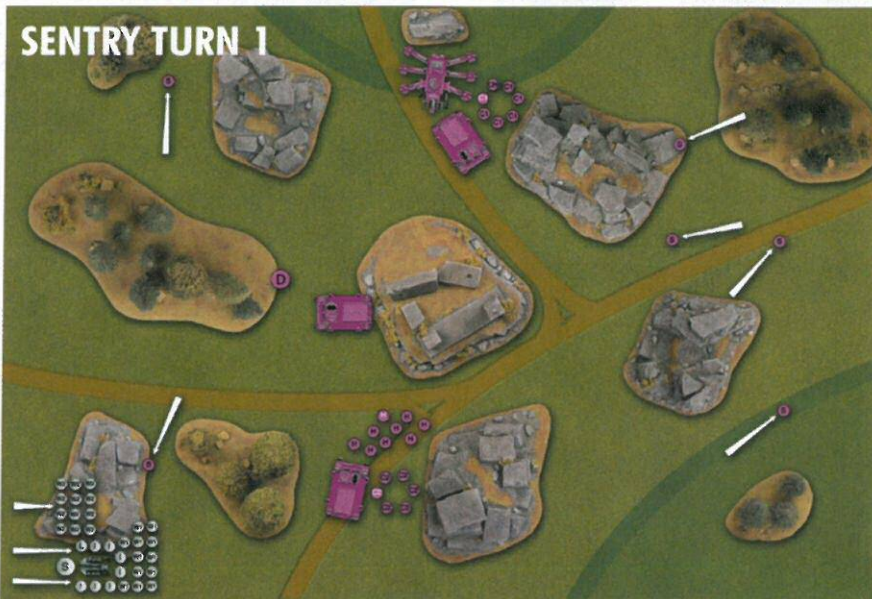
Nick: So the espionage phase of the game began as we rolled for who got the first turn... we both rolled a 1, a rather ominous start for us both, possibly an indication of pre-battle nerves or just an indication of a close game ahead?

I won the re-roll... phew! and made the obvious choice of moving first, trying to advance as far towards Squad Sublime before the all-too-close sentry could raise the alarm.

I moved the Necron column en masse towards their target, spreading Warrior squad Alpha out to allow the Immortals to get further forward. Unfortunately Warrior squad Beta only managed to move 4" through the rock formations and started to fall behind. I avoided getting any closer to the all-important sentry, but there was still an ever-present danger I would be spotted as soon as he moved if Gary got control.

Finally, the Tomb Spyder generated a new Scarab base in the Assault phase.

Both players rolled for control of the sentries, getting to move three each, but Gary must have been in favour with Slaanesh as he was able to move the sentry that really mattered, in the bottom left of the table, directly towards Nick's approaching Necrons. However, the sentry didn't get close enough to spot anything. The remaining five sentries were moved either directly towards this corner by Gary, or away from it by Nick.



SENTRY TURN 2

This left me with three choices – ignore the sentry and hope I got control next turn (which was very risky), attempt to assault the sentry and remove the threat (although there was still a chance of him raising the alarm in the struggle), or shoot at Squad Sublime (but this would automatically raise the alarm).

I couldn't risk ignoring the sentry, as there was no way to avoid being spotted unless I got control. I wasn't confident I could kill him in combat and he would still raise the alarm on a 4+, so it looked like shooting at the circle was the best option. I started by rolling 2" for my Difficult Terrain test for Warrior squad Beta, which really confirmed my decision as I might not even reach the sentry to assault him and I certainly wouldn't reach him in full force, so I just spread them out among the rocks.

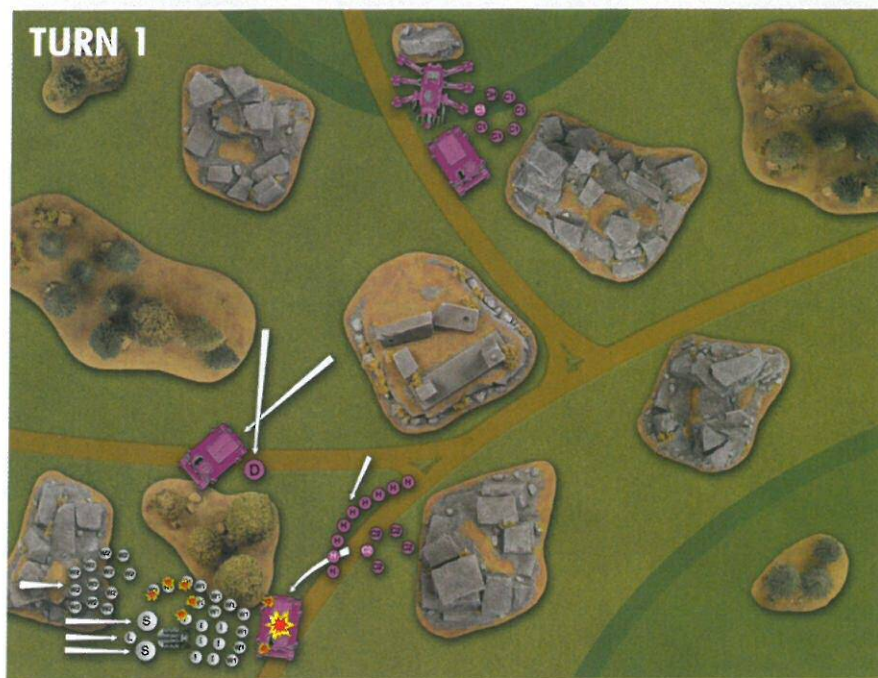
had a reasonable chance of killing at least two Chaos Space Marines, which was all I needed, nine hits was a great start and causing 4 wounds. Gary was looking worried... 3 saves! Aaargh! Only one casualty and the alarm was well and truly raised. The Tomb Spyder created another Scarab base and the game was on.



The Necrons sneak silently towards the first summoning ring.



TURN 1



SLAANESH TURN 1

Gary: I was somewhat relieved that Squad Sublime had enough bodies left to carry on summoning. I had forgotten about the Immortals having assault weapons and had only expected to weather seven shots and not the fourteen that came their way!

It seemed Slaanesh was smiling on me.

Nick had taken the bait and it was time for phase two of my cunning plan to get under way. Squad Schadenfreude's Rhino shot forward to plug the gap between the woods and the table edge, if the Rhino survived next turn I would have a chance to tank shock all of Nick's Necrons in one move.

Squad Schadenfreude moved across to protect the summoning circle just in case any Necrons managed to make it through the woods. With an elegance that defied her mighty frame Shel'das, my Daemon Princess, leapt into the air and landed on the other side of the woods from the Necrons. The Rhino carrying my Possessed gunned its engines and roared towards the eerily silent Necrons. Taking up position alongside their Daemon Princess, they would be in a perfect position to charge next turn.

Corruptus, my newly created Defiler, fired its battle cannon into the heart of the Necrons, and as the smoke cleared four Necron Warriors and one Immortal were lying motionless in the dirt, although the Lord and Tomb Spyder emerged unscathed. Nick passed both Pinning tests and the Warriors' Morale check, so with everything out of charge range it was time to weather the inevitable storm of fire that was sure to come.

The Necron Warriors and Immortals unleash a salvo of fire, hoping to break the summoning ring.



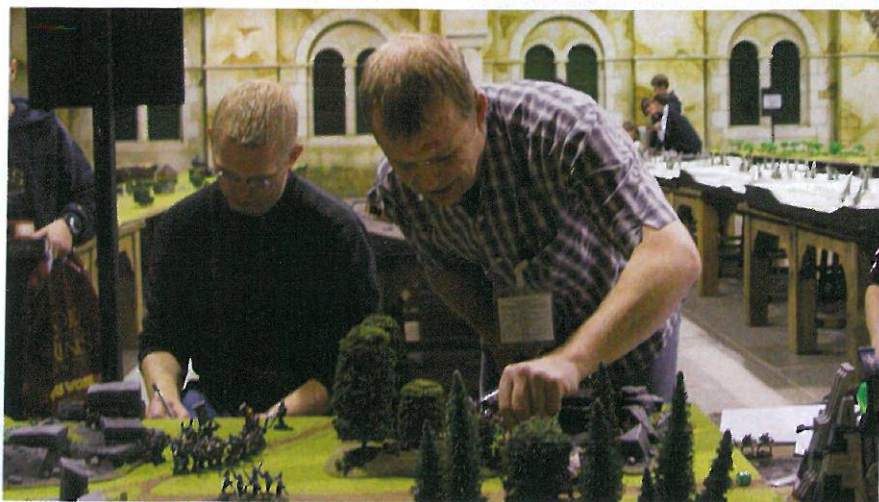
NECRON TURN 1

Nick: Well that shook things up a bit, and Gary had played his hand with both the Daemon Princess and Possessed rushing towards my deployed units.

My turn started with two Warriors and the Immortal climbing to their feet ready to fight again. There were no reserves as it was only game Turn 1, so I would have to hold out until they arrived.

It was clear that I would be assaulted where I stood in the next turn, so I needed to use both Warrior squads to shield the other potentially more lethal units from being attacked. I needed to push Warrior squad Alpha through the woods and start attacking Squad Schadenfreude which was shielding the summoning circle, and destroy that annoying Rhino with the Immortals and Tomb Spyder, ready to reinforce the attack next turn. I also had to keep the Lord out of trouble, especially looking at all the Daemonic Talons heading my way. If I lost my Lord and his Resurrection Orb then I would be very susceptible to these deadly attacks from the Daemon Princess.

Warrior squad Beta moved 4" through the rocky outcrop which left them out of position again but nonetheless able to intercept the Possessed squad when they charged out of their Rhino. Then disaster struck: Warrior squad Alpha were only able to stumble 2". Not even enough to enter the wooded terrain. I would just have to spread them out with



Gary makes his moves whilst Nick notes down tactics for future turns.

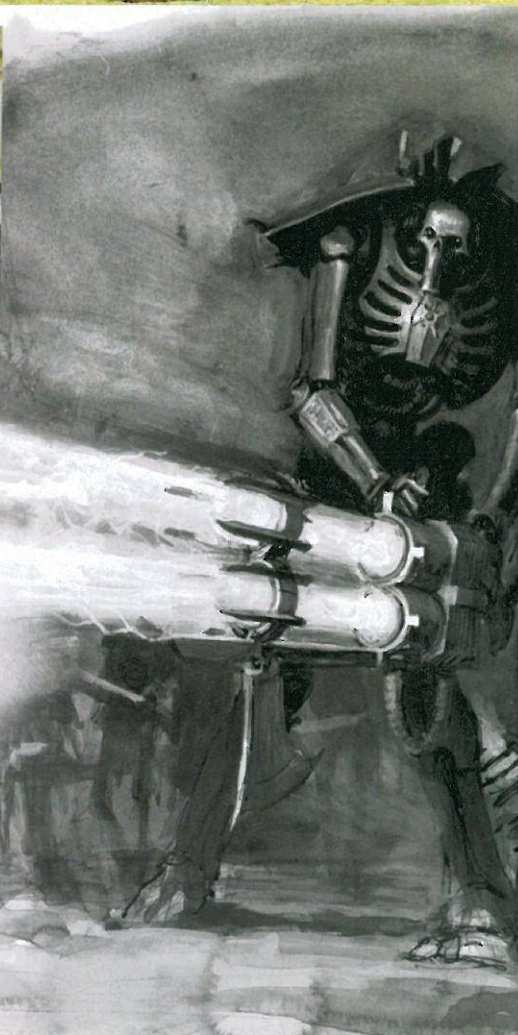
the other Warriors. Everything else pushed towards the Rhino, but the Tomb Spyder would no longer be able to attack this turn.

Without any other visible targets I threw everything I had at the blocking Rhino, although with hindsight I should have tried to draw line of sight to the Possessed squad's Rhino during the Movement phase and delay their attack.

I opened up with Warrior squad Alpha first using their gauss flayers, surely they couldn't miss from that range and seven of them didn't! Unfortunately they only managed to get Immobilised and Shaken results, which wouldn't hinder

Gary for now. Warrior squad Beta had no success so it was left to the Immortals who managed an impressive ten hits, two of which glanced the side armour and found a weak spot that destroyed it! Now I would be able to bypass the wrecked vehicle to attack Squad Sublime and hopefully have some reinforcements to initiate the demise of Squad Divine as well.

As my movement had been compromised this turn I hadn't left enough room for the Tomb Spyder to create a third Scarab base, so it was time to dig in and take the massed daemonic attack on my metallic chin.



SLAANESH TURN 2

Gary: Well that wasn't too painful. My Rhino would not be tank shocking anybody this game but it was still a nice piece of difficult terrain that Nick would have to negotiate.

I needed to cause some serious damage to Nick's Necrons this turn as there was a strong possibility of his Monolith Deep Striking onto the table this turn. Once that showed up, he would be able to take out at least one summoning squad per turn. If I could cause enough damage, he might forget all about his game plan or if he carried on regardless of the casualties taken, I might be able to phase him out next turn.

The Ritual was obviously proceeding well, as one squad of Daemonettes was drawn to summoning squad Sublime appearing 11" from the squad and moving over to the woods to form

another screen should any Necron reserves show up. Sheld'as, my Daemon Princess eager to show her displeasure at these soulless abominations leaped over the woods and landed next to Necron squad Alpha. The Rhino carrying the Possessed positioned itself between the woods and rocks with the Possessed disembarking and readying themselves to charge Necron squad Beta. Squad Schadenfreude moved slightly to form a perfect screen should any uninvited guests appear.

Wary of hitting its daemonic kin, Corruptus fired its battle cannon at the Immortals who were the furthest target. The shell hit home with devastating accuracy, felling five Immortals and wounding the Necron Lord and Tomb Spyder into the bargain. Although the Tomb Spyder simply ignored the barrage raining down upon it, the onslaught

proved too much for the Lord who threw himself to the ground, pinned. The Immortals passed their Pinning tests but the ferocity of the attack from the daemonic machine shook the Immortals so much that they fell back towards their entry point.

Shel'das threw herself into Necron squad Alpha knocking three warriors to the ground with no Necrons capable of hitting the agile Daemon. The Enlightened, my Possessed squad, charged Necron squad Beta and brought down three from this squad also. Again the Necrons could do nothing in return. Both squads passed their Moral Checks and piled in.

I'd done a reasonable amount of damage this turn, but wasn't sure if it would be enough to make Nick change his battle plan. I had a very uneasy feeling that Nick's Monolith was about to shatter any hope I had of fulfilling my objectives.

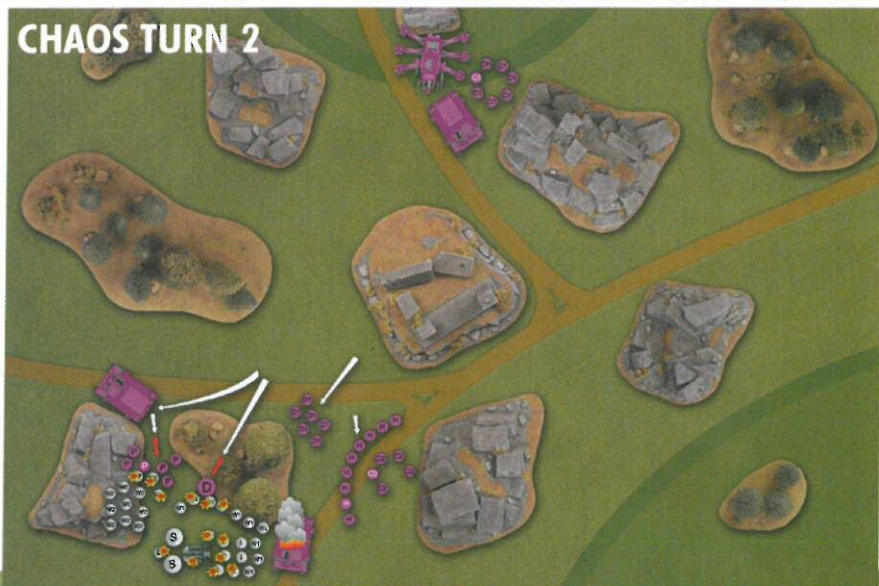
However, you never know. It might not turn up!

NECRON TURN 2

Nick: Ouch!! That hurt. Most of my powerful Immortals were down and the survivors running away, both Warrior squads locked in a combat they could never hope to win, and both my Lord and Tomb Spyder injured as well.

Starting my turn with We'll Be Back rolls, I managed to raise three Immortals and one Warrior from each squad to their feet again, but things were starting to look grim. At least my Immortals were over fifty percent strength again, but with the Possessed within 6" they still couldn't rally and it looked doubtful that they would return to the fray.

CHAOS TURN 2





It was now time to start rolling for my Reserves and I was really hoping I could bring some powerful units into play, to redress the balance of power before it was too late. I received reinforcement from everything but Destroyer squad Beta – excellent news. That meant I now had my Monolith, Flayed Ones, Scarab Swarm and Destroyer squad Alpha to bring into battle, so I deployed using Deep Strike wherever possible and bypassed the Castigators' defences.

The Flayed Ones and Scarabs managed to burrow their way out of the ground with near perfect accuracy and start the attack on Squad Divine, which had so far been untouched. The Scarabs made good use of the rock formation behind the summoning circle to gain valuable protection from the Chaos guns,

although I wasn't sure the small unit of Flayed Ones would survive long! Next up was the Monolith, which we both knew had the potential to win the game single-handedly. Unfortunately, I could no longer risk the option of a direct hit on Squad Divine, as it suddenly dawned on me that Gary might well be trying to phase me out in order to secure victory. With my original force trapped in the corner and crumbling fast under the relentless pressure of Daemonic adversaries, it was starting to look like this was a real threat! It felt like I had no choice but to teleport units out of combat using the Monolith and into a relatively safe position, although I really wanted to save the Immortals as well, before they fled off the table.

I tried to land the Monolith on the edge of the woods and near the Daemonettes, hoping I could attack them and maybe the Havocs and Squad Sublime with the gauss flux arc in the Shooting phase, as I would be using the Power Matrix for teleportation this turn rather than firing the Particle Whip. Then, with a disastrous show of complete incompetence, the Monolith emerged 9" off target and directly on top of the Rhino from the Possessed. This was really bad.

Although the Monolith's special rules meant it would not be destroyed, it also implied that the Rhino could be re-positioned as near to its original position as possible, which was anywhere surrounding the Monolith and Gary was obviously going to block the door which would ruin my plans even further. I was gutted!

I decided to turn the exit door away from the ensuing combats in case it crash landed, and I lost any hope of teleporting out of harm's way completely. Fortunately I passed my Difficult Terrain test and would be able to move next

turn, however this was little comfort at the time and Gary's Rhino promptly parked outside the door!

I had very little to move this turn, as the Immortals continued their retreat. I brought the Destroyers into play from the top left corner of the board hoping to remove the Defiler and attack Squad Divine, but with little chance of success this turn, I hid them behind the woods and hoped they would keep the number of Necrons above the Phase Out point a little longer. The Lord was still recovering from the barrage attack but was fortunate to be within 6" of the Resurrection Orb's range of both Warrior units in hand-to-hand fighting. I moved my Tomb Spyder right up behind the now smouldering Rhino of Squad Schadenfreude hoping I might get a sneaky attack on the summoning circle next turn.

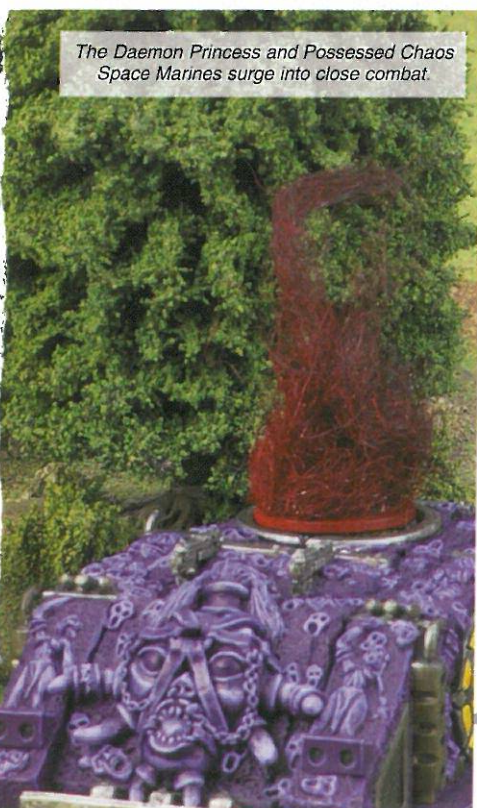
With only the misplaced Monolith able to shoot this turn it drew a bead to the newly-summoned Daemonettes, which it could just see past the woods, hoping it may scatter into the Havocs or even Squad Divine. It managed to obliterate three Daemonettes and destabilise another two despite shrugging off the initial effects of the ordnance, and left just one standing – some success at last.

Now the dreaded Assault phase, which started with Shel'das felling three Warriors from squad Alpha, one of which was sliced clean in half by her razor sharp talons.

The remaining Warriors could only muster three hits which again did no damage. The Enlightened then followed suit by littering the ground with five Necron bodies, three of which had been severely dismembered by yet more Daemonic Talons! I knew they were going to hurt! The remaining five combatants were able to wound four of the hideous Chaos Space Marines in their anger, but only one struck deep enough to land a killing blow. Somehow squad Alpha stayed in the fight with the Daemonic Princess, but for the tattered remnants of squad Beta it was too much and they began to fall back a measly 2" through the rocks they had just appeared from. However, keen to sustain the pressure of hand-to-hand fighting, the Possessed consolidated their position and brought them back into the fight.

Having already taken damage to its power circuits from the Defiler's barrage, the Tomb Spyder didn't increase the Scarabs it had to maintain. So with the end of a daunting turn for the Necron army, I sat back and prepared for the almost inevitable Phase Out and an early shower!

The Daemon Princess and Possessed Chaos Space Marines surge into close combat.





SLAANESH TURN 3

Gary: There was no disguising my relief at Nick's Monolith scattering in the worst possible direction. There was a chance I could actually achieve the victory conditions now.

The ritual was obviously drawing Slaanesh's attention to the planet as my final Daemonette squad materialised next to summoning Squad Divine. The sole survivor from the other Daemonette squad drew strength from the ritual and passed her Instability test with ease, moving out of sight of the Monolith and into charge range of Necron squad

Alpha. Wary of the damage inflicted upon the Daemonettes by the Monolith, Squad Schadenfreude decided to leave summoning squad Sublime to the whim of Slaanesh and moved towards the centre of the table. The driver of the Possessed's Rhino gunned his engines once more and placed itself between the Monolith and summoning Squad Sublime blocking any chance of the Monolith moving towards them.

Corruptus fired its battle cannon at the Scarabs scuttling about the rocks near summoning Squad Divine but thanks to their Cover save only one Scarab base

fell. Squad Schadenfreude levelled its blastmasters at the Scarabs but they were too well protected from the rocks to do any notable damage. Squad Divine's Rhino rapid fired into the Scarabs also, but still the little critters kept on coming.

The newly arrived Daemonettes charged the Flayed Ones, tearing them to pieces in the blink of an eye. The Possessed charged the fleeing Necrons from squad Beta, who turned to face this fresh onslaught. Before Warrior squad Beta could do anything, the Possessed knocked them to the ground. The lone Daemonette charged through the woods and out of the other side into Necron squad Alpha, knocking two of the metallic Warriors to the ground. Shel'das slammed two more into the ground, leaving one Necron Warrior out of her grasp and stopping the entire Necron army from phasing out!

I'd managed to cause a lot of damage to the Necrons by this point, but squad Sublime looked doomed and the Scarabs in the rocks would be charging summoning Squad Divine this turn so the Necrons could still win the battle.

NECRON TURN 3

Nick: Wow! That was too close for comfort. I couldn't believe that I escaped with a single warrior still standing, however I would need some very good We'll Be Back rolls or the game would be over anyway.

Looking at my corner of the table, it was like a scrapyard! Fortunately, the Tomb



The Flayed Ones and Scarab Swarms attack!



use the Monolith's Power Matrix to keep me in the game a little longer.

With the Monolith still mobile, but nestled amongst both rocks and trees, I would have to risk crashing if I moved. With the exit covered by both the Defiler and the Havocs, it would be suicide to emerge without the Lord who was still stranded on his own, especially as Shel'das could easily fly over the woods to finish them off! With this in mind, the Monolith gracefully turned through 180°, easily brushing aside the terrain with its mighty form, ready to teleport the Warriors out of combat and fire on the foul Daemons. As Warrior squad Alpha appeared in the glowing doorway of the Monolith, two more exoskeletons had been revived and the unit was back at full strength! With the Warriors spreading out in the shadow of the towering Monolith, the Lord ran amidst their ranks for mutual protection.

At last I could shoot again and the Destroyers let loose at the sprawling frame of *Corruptus*, which they could hardly miss. Four shots struck home but were unable to shake the Daemonic form inside. A crippling blow to a vital knee joint immobilised it but none of this could prevent it shooting and blocking line of sight to Squad Divine. The now rejuvenated Warrior squad Alpha tried to gun down the Daemon Princess, seeing her as their greatest threat. Although shot after shot ripped into her soft underbelly, the ornate armour protected her from harm as they looked on at their impending doom. Finally, the Monolith sent sparks flying as it unleashed its Gauss Flux Arc in all directions, but despite hitting every enemy unit in range. Only the Daemonette was banished back to the Warp.

For a change, I was actually looking forward to the Assault phase and the possibility of snatching victory from the jaws of defeat, although I would be relying heavily on Scarabs to accomplish what others had failed, and I wasn't confident they could tear through all that power armour.

The Tomb Spyder sent its Scarabs slamming into Squad Sublime losing one little critter in the rush but totally eviscerating a Noise Marine in return. As a bonus, the Tomb Spyder was able to join the combat and promptly despatched two more with a snip of its monstrous claws. On the other side of the table, the Scarab swarm closed in for the kill, hoping for similar success in saving the Necrons from Daemonic infestation. It seemed the Chaos Space Marines could do nothing to prevent them. Seven Scarabs were able to latch onto their opponents with four of them biting down deep into the fleshy morsels. Feeling just pain and not the pleasure they sought, the Castigators threw off their tiny adversaries and no lasting damage was done.

So, at last I had broken the summoning circle of Squad Sublime and surely the Tomb Spyder, which was still locked in combat, would finish them off. Meanwhile, the Scarab swarm had made a valiant attempt to win the game. Gary was rather nervous when the Scarabs managed to cause four wounds on Squad Divine, knowing he only had to fail two saves and the game was mine!

As predicted though, they couldn't eat through power armour! We had both survived into a tension-filled Turn 4, with it all to play for.

Spyder was just within 12" of what were now three separate piles of Necron Warriors, which meant I could use its special ability to add any resurrected Warriors to the remains of Warrior squad Alpha. I would then have to consider whether to teleport them through the Monolith or use it more offensively.

I successfully repaired four Warriors from the original squad Alpha and five more from the two parts of the now defunct squad Beta, so I now had a squad of ten Warriors surrounding Shel'das and the lone Daemonette. I tried to reinforce my now desperate attack with Destroyer squad Beta, but again they failed to arrive and to make matters worse the Immortals were still too close to the enemy and fled off the board!

With so few Necrons left, I had to assume this would be my last chance to break the summoning circles and throw everything I could at both Squad Divine and Squad Sublime to stop the ritual. The Tomb Spyder successfully negotiated the wrecked Rhino to move ever closer to Squad Sublime, and its accompanying swarm of nimble Scarabs were able to get within striking distance. The Scarab swarm behind Squad Divine easily negotiated the rock formations and rushed forward ready to engage them at close quarters. With three Warriors from Squad Alpha locked in combat with the Daemon Princess, and in grave danger of causing the army to Phase Out, I decided I would have to



The remaining Necron forces are finally enveloped by the Daemon Princess and her minions.



TURN 4

Gary: The Necrons were attacking the Castigators from all sides now. Summoning Squad Sublime was locked in combat with the Tomb Spyder and even if they managed to survive they were too few in number to reform the circle. Summoning Squad Divine was fighting off the attentions of the Scarabs and with three Necron Destroyers poised to strike should Squad Divine manage to rid themselves of the annoying Scarabs, things were starting to look dicey!

Although the Necron Destroyers looked a very tempting target for my Defiler, I needed to knock all of Nick's Warriors down this turn and would

need the Defiler to have any chance of achieving this. The problem was, if I didn't eliminate all the Warriors, the Necron Destroyers would be in an ideal position to strike at Squad Divine. Hmm, what to do?

I decided to stick to my original plan and go for the Phase Out.

The Daemonettes moved into the rock formation to help out Squad Divine against the Scarabs. The Rhino blocking the Monolith's path moved over to the other side of the woods to block line of sight, just in case any Necron Destroyers decided to turn up next turn. Shel'das and the Possessed moved towards the Necron Warriors readying themselves for the charge.

Corruptus ignored the Destroyers and once more fired its battle cannon at the Necron Warriors. With unerring accuracy the shell smashed seven of the Warriors to the ground. Although the Necron Lord was caught in the blast, one of the Warriors must have taken the brunt of the explosion as no wound was caused. Squad Schadenfreude levelled its blastmasters at the hulking form of the Monolith, but although all four hit, none of them could find any weakness in its armour.

The Daemonettes charged into the combat with summoning Squad Divine and the Scarabs, and between them they crushed the scuttling insectoids, including the four that had once again latched onto the Noise Marines. Squad Divine consolidated back into their summoning circle and proceeded with the ritual. Summoning Squad Sublime, meanwhile, continued to try and fend off the Tomb Spyder but the monstrous creature proved too strong for them and with a snip of its deadly claws, ripped them apart. Shel'das and the Possessed threw themselves at the remaining Necron Warriors and, in an obscene display of bloodlust, tore them limb from limb.

With no other Necron Warrior on the board there was no way back for the Necrons, even if the final unit of Destroyers arrived.

Nick: With so little left of the Necron attack and none of the Warriors eligible to make We'll Be Back rolls, they all faded away as quickly as they had appeared to prepare for the daemonic onslaught.

A NEW DAEMON WORLD

Gary: Well, that has to be the first time a battle plan went as I intended it to, although if I had failed one more Armour save at the beginning of the battle it would have been an entirely different story.

If I had to do it again, my plan would stay pretty much the same. My Defiler *Corruptus* out-performed all my expectations. Apart from making the Necron Immortals flee of the table, pinning the Necron Lord and putting a wound on the Tomb Spyder, it downed about six or seven Necron Warriors a turn – not too shabby!

My Daemon Princess and Possessed did sterling work keeping the vast majority of the Necron force trapped behind the woods and away from my summoning squads, which in turn allowed me to use my Daemonettes as rapid response units. When Nick and I decided upon which scenario to play, we thought it would make for a great game. After thinking about it for a couple of days I came to the conclusion that I'd made a terrible choice and that I would be lucky to survive longer than two or three turns. Fortunately, that wasn't the case, thanks mainly to Nick having a similar attitude to me and not changing his army to pick the most effective units for the scenario. The game turned into a real nail-biter, all throughout the game, I thought Nick would break through my

lines of defence and even when Nick had terrible luck with his Monolith scattering, I thought it was only delaying the inevitable. When his Flayed Ones and Scarabs popped up, I thought my number was up, but thanks to my Daemonettes and the Chaos Space Marines' power armour they managed to fight them off... just.

Nick was a true sport and a pleasure to play against. I'm sure he'll get his revenge the next time we meet!

So, the Castigators have completed the ritual and a new Daemon world dedicated to Slaanesh is born. There will be no stopping them now!



Gary and Nick shake on a battle well fought, but with full honours going to the Noise Marines.

PHASED OUT

Nick: Oh the shame of it, phased out on my home planet! I'm sure they just went for reinforcements!!? They'll certainly need it now that the ritual has been completed and an endless stream of Daemons pours onto the planet.

Well, that didn't go to plan. The first time I've been phased out, and in a White Dwarf battle report too! However, it was still touch and go until the bitter end, with onlookers willing those little Scarabs to win the game for me!

Gary played an excellent game, and was a great opponent with a fantastic army as well. I think my biggest mistake was falling into Gary's trap and deploying where he hoped I would, although if my Immortals had managed to kill another member of Squad Sublime when they opened fire, it would have been a totally different game. As it was, the combination of deadly barrage from the Defiler and lethal Daemonic Talons in combat was too much to bear without the Monolith for support. Speaking of the Monolith, that 9" scatter was really cruel, especially landing on the Rhino. That unfortunate dice roll (along with failing

three Morale checks!) was the most likely turning point, as we both knew how effective it could have been.

In hindsight I think I'd have been better sticking with my initial idea to attack from the opposite corner, probably foregoing the sentry rules to allow me to deploy my army together like a normal Pitched Battle. Although this would have raised the alarm immediately, it would have given me at least two turns to deal with the Daemon Princess and Possessed before they reached me. It would also have prevented the Defiler shooting at me without moving to a better position.

Lessons learned today? Well, firstly, never underestimate your opponent! And always have a back-up plan! I was convinced before the game that my Monolith would prove to be an instant game winner, and it certainly wasn't. Other than that it just confirmed my own views that Necrons work best as a cohesive force which struggles once split up, and Scarabs are a good investment – hell, they nearly won me the game.

I'd certainly be up for a rematch and hopefully a bit more fortune with the dice. All that's left is to wish Gary good luck at Heat 2 and say... We'll Be Back!



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ALDERSHOT, The Game Shop:
Tel: 01252 311443
ALTON, Alton Model Centre:
Tel: 01420 542244
ANDOVER, Hoggosaurus Toystore:
Tel: 01264 252 263
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 257 932
PORTCHESTER, Wicor Models:
Tel: 02392 351150
RINGWOOD, Toys of Ringwood:
Tel: 01425 479444
ROMSEY, Roundabout:
Tel: 01754 512145
SOUTHSEA, Southsea Models:
Tel: 01705 735506
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: 01969 562 639

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GW HEMEL HEMPSTEAD:
16 Bridge Street, Tel: 01442 249 752
GW ST ALBANS:
18 Heritage Close, off High Street,
Tel: 01727 861 193
BARNET, Murray & Brand:
Tel: 0208 4990927
BERKHAMSTED, Hamilins:
Tel: 01442 864642
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033
CHORLEYWOOD, Chorleywood Models:
Tel: 01923 284 313
HARPENDEN, Felicitations:
Tel: 01582 767811
HATFIELD, Mr Games:
Tel: 01707 266999
HERTFORD, Marquee Models:
Tel: 01892 504718
HITCHIN, Mainly Models:
Tel: 01462 422204
LETCHEWORTH, Comics Unlimited:
Tel: 01462 480018
ROYSTON, Toyshop:
Tel: 01763 243270
STEVENAGE, KS Models:
Tel: 01438 746616
WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 301319

ISLE OF MAN

DOUGLAS, Jac Distribution:
Tel: 01624 622154

ISLE OF WIGHT

NEWPORT, Toy & Models:
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NEWPORT, World World of Wargames:
Tel: 01983 330300
RYDE, The Sports & Model Shop:
Tel: 01963 862454

RYDE, Fun, Fact and Fantasy:

Tel: 01983 617322

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Tel: 01983 404182

SHANKLIN, Toymaster:

Tel: 01983 866824

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Unit 052B, Upper Thames Walk, Bluewater, Greenhithe, Kent. Tel: 01322 427 880

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GW MAIDSTONE:

7a Pudding Lane, Tel: 01622 677 435

GW TUNBRIDGE WELLS:

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ASHFORD, Ottakers:

Tel: 01233 667450

ASHFORD, GZ Computers Ltd:

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Tel: 01843 866006

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DOVER, Turners Models:

Tel: 01304 203711

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SEVENOAKS, Manklows:

Tel: 01732 454062

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

X GW PRESTON:

15 Miller Arcade, Tel: 01772 821 855

ACCINGTON, Twin Suns:

Tel: 01254 386665

ASHTON UNDER LYNE, Byte Size:

Tel: 0161 343 7594

BLACKBURN, Mercer & Sons:

Tel: 01254 58700

BLACKPOOL, Toymaster:

Tel: 01253 626481

BOLTON, Greens Toymaster:

Tel: 01204 366330

BOLTON, Toymaster:

Tel: 01942 812398

BOLTON, Whitaker's Toymasters:

Tel: 01204 366248

BURNLEY, Arthur Benn:

Tel: 01282 462 546

BURY, Toymaster:

Tel: 0161 761 5259

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CHORLEY, Hampsons Toys & Nursery World:

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KIRKHAM, RK Boyes:

Tel: 01772 671900

LANCASTER, Lawsons Toymaster:

Tel: 01524 84518

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LEIGH, Storktown Limited:

Tel: 01942 671116

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Tel: 01942 671116

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Tel: 01524 410 304

OLDHAM, Ottakers:

Tel: 0161 6205543

PRESTON, Toymaster:

Tel: 01772 887799

ROCHDALE, Microshack:

Tel: 01706 715938

ROSSEDALE, Rossendale Models:

Tel: 01706 250007

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Collectables:

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WIGAN, Sophies:

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WIGAN, Wigan Model Centre:

Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:

Unit 2, 16/20 Silver Street, Tel: 0116 253 0510

GW LOUGHBOROUGH:

22 Biggin Street, Tel: 01509 238 107

ASHBY-DE-LA-ZOUCH, Steve's Models:

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COALVILLE, Geoff's Toys:

Tel: 01530 832795

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Tel: 01455 230952

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9 West St Mary's Gate, Tel: 01472 347 757

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GAINSBOROUGH, Toymaster:

Tel: 01427 676000

GRANTHAM, Arbon & Watts:

Tel: 01664 855030

GRANTHAM, Access Models:

Tel: 01476 592 001

LOUTH, Castaline:

Tel: 01507 602149

MABLETHORPE, Belas Toymaster:

Tel: 01507 473328

QUADRING, MS Sturgess:

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Tel: 01724 842 439

SCUNTHORPE, Toymaster:

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SCUNTHORPE, Westgate Department Store:

Tel: 01724 281886

SKEGNESS, The Model Shop:

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SPALDING, Mason's Models:

Tel: 01775 722456

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Tel: 01775 713424

STAMFORD, Hawleys:

Tel: 01780 762125

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MANCHESTER, Waterstones:

Tel: 0161 833 3900

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Tel: 01928 735225

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GW LIVERPOOL:

47 Lord Street, Tel: 0151 258 1404

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Unit K2, Marble Place Shopping Centre, Tel: 01704 501 255

GW WARRINGTON:

19 Bank Street, (near the market), Tel: 01925 651 984

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Tel: 0151 348 4363

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UXBRIDGE, A Bovill Wright:

Tel: 01895 450 304

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GW NORWICH:

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GORLESTON, Toymaster:

Tel: 01493 443097

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Tel: 01263 711031

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Tel: 01485 533324 / 834456

IPSWICH, Toymaster Kingdom:

Tel: 01473 253045

KINGS LYNN, Westgate Department Store:

Tel: 01553 768361

KINGS LYNN, Empire:

Tel: 01553 765 174

NORWICH, Kerrisons:

Tel: 01603 494 030

NORTH WALSHAM, Blackfish Games:

Tel: 01692 403 372

SHERINGHAM, Starlings-Toymaster:

Tel: 01263 822088

WYOMONDHAM, The Toy Loft:

Tel: 01953 607 730

WROXHAM, Point House Toyshop:

Tel: 01603 706804

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GW NORTHAMPTON:

38 Princess Walk, Grosvenor Centre, Tel: 01604 636 687

CORBY, Westgate Department Store:

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KETERING, Toymaster Kingdom:

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KETERING, Green Angel Cards & Games:

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Game: Tel: 01665 606351

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MORPETH, TG Allan:

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GW WARHAMMER WORLD:

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MANSFIELD, Bridge Street Model Shop:

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NEWARK, Toymaster:

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RETFORD, Puzzles Plus:

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WORKSOP, Model Base:

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BANBURY, Trinder Bros:

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BICESTER, Dentons:

Tel: 01869 323946

CARTERTON, Giles Sports:

Tel: 01993 842396

COWLEY, Dentons:

Tel: 01865 749746

DIDCOT, Dentons:

Tel: 01235 816566

OXFORD, Boswells Toymaster:

Tel: 01865 241244

THAME, Pied Pedaller:

Tel: 01844 260022

WALLINGFORD, Pettits of Wallingford:

Tel: 01491 835253

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STOCKINGFORD, Whittleford Post Office:
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GW SALISBURY:

18 Winchester Street. Tel: 01722 330 055

GW SWINDON:

50 Fleet Street. Tel: 01793 436 036

DEVIZES, Hoggosaurus Toystore:

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MARLBOROUGH, H Duck:

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Tel: 01905 772403

EVESHAM, Battle Honours UK:

Tel: 01395 45875

REDDITCH, Hoggosaurus Toy Store:

Tel: 01527 66 092

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Tel: 01293 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 589 578

GW LEEDS (central):

12-16 Central Road. Tel: 0113 242 0834

GW LEEDS (WHITE ROSE):

Unit 260, White Rose Centre:

Tel: 0113 272 3470

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16 Fitzwilliam Gate. Tel: 0114 275 0114

GW SHEFFIELD (MEADOWHALL CENTRE):

Unit 91B, High Street, Upper Mall (next to

entrance near Boots). Tel: 0114 256 3835

GW YORK:

13A Lendal. Tel: 01904 626 014

BARNESLEY, Kitecraft:

Tel: 01226 206080

BRADFORD, Toymaster:

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HALIFAX, Magazine World:

Tel: 01422 330547

HALIFAX, Toymaster:

Tel: 01422 353486

HARROGATE, Toymaster:

Tel: 01423 854 335

HUDDERSFIELD, Collectamania:

Tel: 01484 688966

HUDDERSFIELD, Toymaster:

Tel: 01484 544864

HUDDERSFIELD, Something Wicked:

Tel: 01484 559226

HULL, Mayfair Toymaster:

Tel: 01482 562 777

ILKLEY, Wargames World:

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KEIGHLEY, The Hobbist:

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LEEDS, The Hobbist:

Tel: 0113 256562

LEEDS, Toyworld:

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LEEDS, Royal Armouries Museum:

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RICHMOND, Anything Goes:

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SCARBOROUGH, Maison Militaire:

Tel: 01723 982257

SHEFFIELD, Atkins Toymaster:

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SHEFFIELD, Toymaster:

Tel: 0114 256 9979

SHEFFIELD, Wargames Emporium:

Tel: 0114 2754826

WAKEFIELD, Model & Craft Centre:

Tel: 01924 740997

WHITBY, John Anderson - Toymaster:

Tel: 01947 692213

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Unit F9, Lower Mall (near Fenwick's), Brent

Cross Shopping Centre. Tel: 0208 202 4879

X GW BROMLEY:

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GW CROYDON:

Unit 38, Drummond Centre (outside the back of

the centre), Kewley Road. Tel: 0208 680 4600

GW EALING:

52D St Saviour's Mall, Ealing Broadway Centre.

Tel: 0208 840 0171

GW ENFIELD:

3-5 Gosnold Road. Tel: 0208 363 3238

GW HAMMERSMITH:

161 King Street. Tel: 0208 848 9744

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236 Station Road. Tel: 0208 861 2350

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Shop 7, Lancer Square, Kensington Church

Street. Tel: 0207 937 7011

GW KINGSTON ON THAMES

Tel: 0208 548 5224

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Floor, 116-128 Oxford Street. Tel: 0207 436

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Unit 8, Westminster House, Kew Road.

Tel: 0208 948 6122

GW ROMFORD:

12 Quadrant Arcade. Tel: 01708 742 140

GW STAINES:

52D Elmleigh Centre (at back of M&S).

Tel: 01784 493 675

GW SUTTON:

Unit 24, Times Square Shopping Centre,

Tel: 0208 770 9454

X GW UXBRIDGE:

Unit 32, Chequers Mall, The Pavilions

Shopping Centre.

GW WATFORD:

Unit Q, 1A Queen Street, Harlequin Centre.

Tel: 01923 245 388

BLACKHEATH, 2nd Impressions:

Tel: 02085 526192

CHINGFORD, Ross of London:

Tel: 0207 529 1920

CLAPHAM JUNCTION, Toystop:

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DULWICH, The Art Stationers:

Tel: 0208 6935938

EAST SHEEN, Toystop:

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ELTHAM, Eltham Models:

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FINCHLEY, Leisure Games:

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FULHAM, Patersons Toys:

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HAMPSTEAD, Happy Returns:

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PUTNEY, Toy Shop:

Tel: 0208 7859555

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Tel: 01895 634848

WALTHAMSTOW, Otakars:

Tel: 0208 5200202

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Toy City. Tel: 0208 8810770

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31 High Street. Tel: 02920 644 917

X GW NEWPORT:

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GW SWANSEA:

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ABERGAVENNY, Richards of

Abergavenny:

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ABERYSTWYTH, Albattross:

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BANGOR, ACME Computers:

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DYFED, Clarice Toys:

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Tel: 01437 762633

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Tel: 01446 794118

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Tel: 01646 821456

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Tel: 01745 331 584

SWANSEA, Comix Shoppe:

Tel: 01792 642097

WREXHAM, Brite Ideas:

Tel: 01978 758451

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X GW ABERDEEN:

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GW Ayr:

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115 Braehead Shopping Centre, King Inch

Road. Tel: 0141 885 9440

GW DUNDEE:

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GW FALKIRK:

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198/200 Hope Street. Tel: 0141 332 5588

ABERDEENSHIRE, Buchan Collectibles:

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ANGUS, Gardeners:

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ANGUS, J Yule & Sons:

Tel: 01241 872195

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Tel: 0143 542 452

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Tel: 01397 753651

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INVERNESS, Junners Toymaster:

Tel: 01463 233234

KINCARDINE, Banchory Toy & Gift shop:

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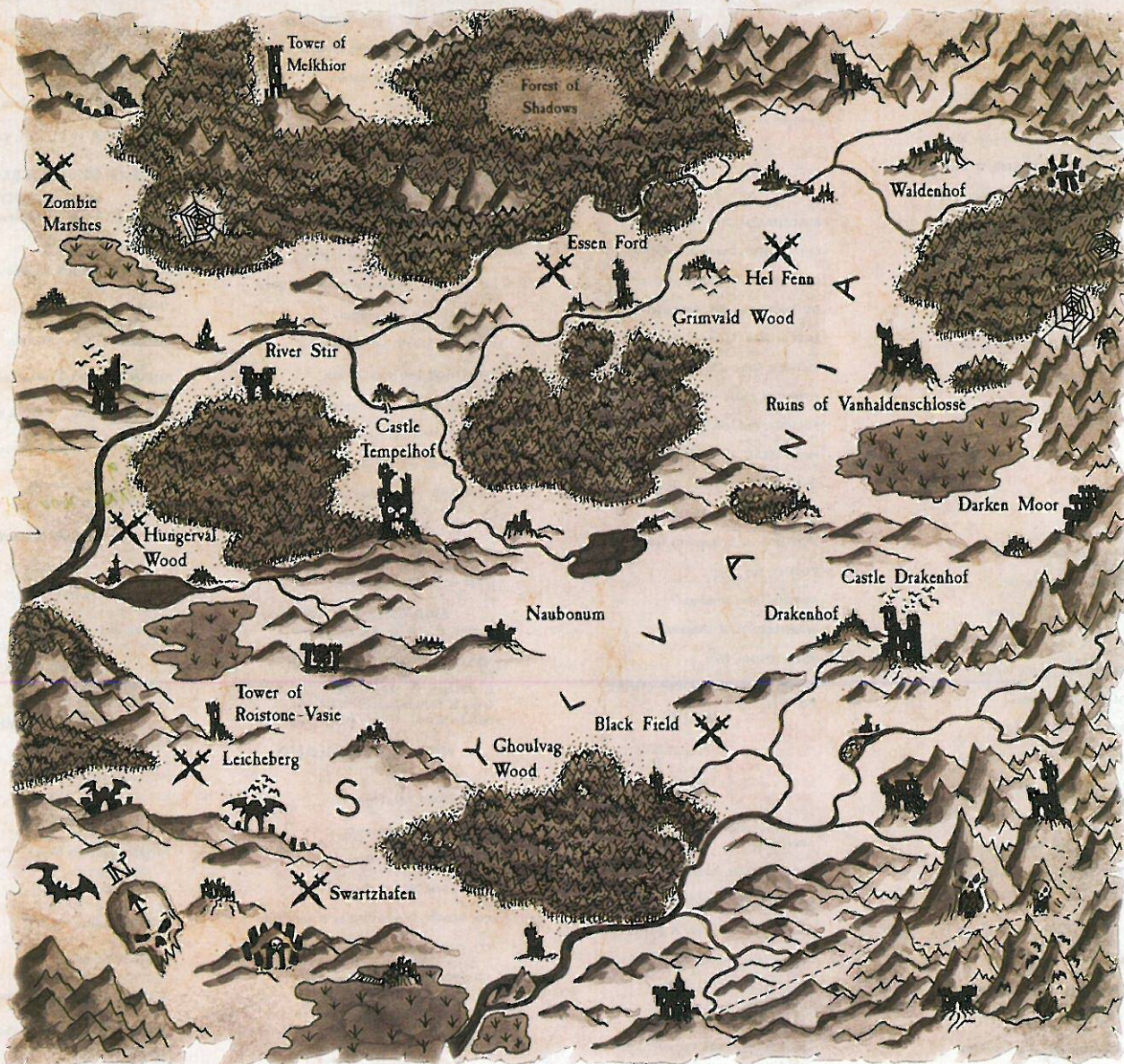
KIRKCUDBRIGHT, SW Computers:

Tel: 01577 331622

KIRKCALDY, The Hope Chest:

Olde Weirde's INCUNABULUM

An essay looking at the Battle of the Old Forest Road and musings on Sylvania and its denizens



I have recently received a despatch from Stefan regarding events unfolding in the cursed lands of Sylvania. I must say that it seems that my young researcher has much to learn about the world. With every letter I receive from him, he seems more inclined towards astounding flights of fancy. It seems that he is not growing out of his naivety and gullibility, and has a disconcerting habit of getting himself caught up in events rather than just observing them. He has written to me telling me that the ancient Vampire Counts have once again risen to prominence and are

awakening the long dead armies of Sylvania; information that one must take with a pinch of salt (though to be honest, a big bag of salt might be more appropriate). But to propose that Manfred von Carstein, that arch-fiend that once threatened our lands and was eventually cut down at Hel Fenn, is in fact alive and well in Sylvania seems to me to be, well, rather preposterous. It would appear that young Stefan is still as terrified by tales of the living dead swooping through the night skies and feasting on the blood of young virgins as he was when he was a young

lad! This is, of course, not helped by such populist writings as those of Felix Jaeger, who's work 'My Travels with Gotrek' merely feeds such superstition.

Nevertheless, despite my sceptical doubts as to the validity of young Stefan's information, I must admit to having always been intrigued by the dark tales of Sylvania. Whether these aristocratic Vampires truly existed or not is besides the point in my opinion - their fell deeds and exploits, their casual nihilism and their romantic, tragic image as portrayed in poems, tales and even by players in the

Royal theatre in Altdorf, makes them an intriguing part of Empire 'history'.

With my interest once again sparked, I decided to do a little research to discover what the army of Sylvania actually was like. Although tales of Vlad and Isabella von Carstein and the later Vampire Counts are commonly known, it surprised me to realise that even I knew little else about Sylvania other than these fantastical characters and episodes. What would the army of Sylvania actually be like if it rose from the grave? I must admit to my ignorance - I was not even truly sure of what the official colours of Sylvania were before embarking on this research!

Pouring through ancient texts dragged from the mouldering depths of the stacks in the Imperial Library by the beleaguered young Wendelen - apologies to him for requesting such books as the truly colossal *War and Warfare of the Empire*, a book nearly as large as I - I discovered many unusual things that I had not before known. Nevertheless, for now I must ignore many of these intriguing tid-bits of knowledge, lest I be drawn off into all manner of obscure topics - I would dearly like to look into a reference I have come across about the people of Merika and their bizarre wigs. I have been accused in the past of being drawn off on tangents in my essays, so I will endeavour not to do that here.

Within the vellum pages, I discovered a report that I believe has never actually been looked upon since it was written. It was recorded in a hurried fashion by a scribe who was an inadvertent observer of a battle between the forces of Middenheim and Count Vlad von Carstein. I can only guess how this report ended up stuffed between the pages of an ancient book. The wax seal

on this communication was unbroken. The report describes a battle that was fought almost five hundred years ago - a battle that I cannot find reference to in any of the histories. This battle I have named the Battle of the Old Forest Road. Alas, I cannot be more specific than that, for the report doesn't really describe exactly where this battle was fought, other than being near the Old Forest Road. It is my belief that it was fought within the borders of Middenland, quite close to the border of Hochland. I will have to send young Stefan along the Old Forest Road at some point in the future in order to see if he can find any evidence to back up my belief.

I will now give a brief overview of the times that the battle was fought, and then go on to examine the battle itself. In doing this, I will take a look at the army of Sylvania itself (though, of course, it does not now exist), examining what it consisted of and looked like.

The Wars of the Vampire Counts

Sylvania has always had a rather bad reputation. The first recorded instance that I can find of this goes back as far as IIII, when the Great Plague ravaged the lands and it is said the dead stalked the night. Over six hundred years later, in 1797, Vlad von Carstein became the Count of Sylvania, by marriage, when he wed the alluring Countess Isabella von Drak. However, the Wars of the Vampire Counts, supposedly led by the very same Vlad von Carstein didn't even begin until over two hundred years later! I must say I am a little bit doubtful of these stories. I am sure that Vlad was an imposing and powerful man, probably a little unhinged and with a strange fondness for the night,

but I'm not sure I can believe he was a true undead monster. What's more, I see it as more likely that his successors took the name Vlad to scare the simple peasants of Sylvania rather than him actually living - or rather, not living - for so long. Nevertheless, I will continue through the rest of this essay putting aside my beliefs and presenting the information as I found it.

But anyway, to continue with the background overview. In 2010, Vlad began the Wars of the Vampire Counts by invading Talabecland with his armies, and began pushing towards Talabheim. This was a time of strife for the Empire. A giant comet had smashed into the city known as Mordheim, sending shock waves throughout the Old World, and the Emperor's throne sat empty. Civil war was brewing in the lands, as three claimants for the throne vied against each other. This was the perfect time for Vlad to strike, for no unified Empire force would muster against him - they were too busy squabbling amongst themselves.

The following years saw Vlad destroy several armies that moved out to fight him. He promised clemency for those who surrendered to him, and no mercy to those who did not. He followed up on these claims, slaughtering thousands who stood in his path. It is said that Vlad was himself slain in one of these battles, only to reappear the next night apparently unscathed.

At the Battle of Schwartzhafen in 2025, it is recorded that Vlad's army of Sylvania fought the Elector Count of Middenheim and his armies. Riding alongside the Elector was Jerek Kruger, the Grand Master of the White Wolves and a great many of his ferocious warrior-templar brethren. It is said that Kruger slew Vlad that day, pulverising his head with his mighty hammer.





Nevertheless, less than a year later Vlad was leading another army of Sylvania - he was determined to repay Jerek Kruger and his White Wolves for his previous defeat. This is when the Battle of Old Forest Road took place.

The Battle of Old Forest Road

Kruger had ridden from Middenheim to face the Sylvanians once again, rank upon rank of White Wolf Templars at his side. The battle was fought in the depths of winter, and crisp white snow covered the forested landscape - not that this would have hindered the White Wolves, being as they are devotees of Ulric himself. I will now have a look at what von Carstein's army of Sylvania actually consisted of. There are no exact figures, but it appears that the Sylvanians were outnumbered. Being that they were in unfamiliar territory and were not as well motivated, armed or armoured than the Middenheimers, Jerek Kruger must have been confident of victory. He caught the Sylvanians off guard, and they were forced to form into a hasty defensive formation.

The personal guard of von Carstein, known as the Drakenhof Guard, were certainly present at the battle. These staunch defenders of their lord were fiercely loyal troops, armed with their great-swords and bedecked in expensive, finely wrought armour. These were the elite of the Sylvanian army, and many victories had been won by their heroics. The battle was fought across several wide open, snow-covered fields, hemmed in on the sides by thick pine. The Drakenhof Guard formed an anchor in the centre of the Sylvanian battle line. It is said that Vlad himself stood amongst them, a loyal young captain at his side holding his family standard. I believe this young man was Vlad's brother-in-law, Vulf.

To either flank of the Drakenhof stood the ranks of Sylvanian regular troops. They were armed with a mix of crossbow, spear and halberd, and were bedecked in their regimental colours - black, red and purple. With his usual callous lack of respect for life, Vlad forced his levy troops to array themselves before the rest of the army, to take the brunt of the initial fighting. A small force of Drakenhof Templars worked their way through the trees out to the east, together with a scouting force of hunters, moving swiftly to outflank the enemy.

The White Wolves fell upon the Sylvanians in three waves, crushing the levy utterly and routing the survivors who fell back in confusion. Vlad ordered his troops

to fire upon those who fled - he tolerated no weakness. The White Wolves carried on into the hail of crossbow bolts and charged into the spearmen and halberdiers, killing hundreds of them. Jerek Kruger, leading the left flank, smashed aside all resistance. The right flank too pushed the Sylvanians back, threatening to break them. The only place where the line was not pushed back was in the centre, where von Carstein's Drakenhof Guard held firm. Nevertheless, they were being brutally cut down, until merely a handful remained. Kruger must have believed that victory was imminent. Even the appearance of the Drakenhof Templars, striking into the right flank from the treeline could not halt the White Wolves.

It was then that Vlad's necromantic powers came to the fore, if this report is to be believed. Dark energy coursed from the Count; his eyes turned black and a sick feeling of dread overcame all on the field. The clouded sky turned dark, and it is said that the heavens were filled with a million swarming bats. The sound of howling wolves erupted on all sides, and the shapes of massive, loping canines appeared, ghosting out of the forest. Bats swarmed down onto the White Wolves, and the massive wolves leaped upon the knights, dragging them from their saddles.

But more horrific, more unnatural than this, the dead began to clamber to their feet - Sylvanians and White Wolves alike - to claw at the enemies of Vlad. Horses screamed in terror, and panic ensued. Each time another warrior fell, the forces of Vlad grew stronger. The Count's few remaining living warriors were horrified, but their Count proclaimed that even the dead fought at their side - surely this was a sign of the gods favour, he said - yet still his men were much disturbed. I would hazard a guess that this is putting things rather mildly - seeing your dead comrades continuing to fight must have been, well, off-putting.

Soon, there was no living White Wolf on the field of battle save for Jerek - Vlad wanted to deal with the Grand Master himself. Before the eyes of the horrified Grand Master, and the scribe who detailed this account, unseen on the edge of the trees, transfixed and fearing for his life, Vlad had his undead automatons turn on his own troops, ripping them apart. Obviously, he preferred the unquestioning obedience of the dead. Interestingly, the scribe relays that Vlad's captains were unharmed, and unfazed by the horror around them - he speculates that their pallid complexions, their strength and their

attitudes betrayed them as being vampires like the Count himself.

Vlad drew his blade against Jerek Kruger, and within moments had cut the Grand Master a dozen times. It was at this moment that the scribe made his escape, running blindly through the forests, cold and frightened, and being pursued by monstrous wolves. How he ever made it back to Middenheim, surviving the cold, is beyond me. I must interject that it is my belief that he was suffering delusions when he wrote about the battle - he was probably in deep shock at witnessing such an unexpected defeat by the Sylvanians and exposure to the elements. Indeed, he was later found dead at the base of a tall tower within Middenheim, his back broken, and his face contorted into a hideous expression of absolute terror.

So what became of Jerek Kruger? While the Battle of Old Forest Road might not be recorded in the histories, the demise of Kruger certainly is. Well, not his demise so much as the aftermath of it. He was found at the base of the Ulricsberg - the massive stone monolith that the city of Middenheim is built upon. His body was completely drained of blood, and staked to a tree - thick wooden pegs had been driven through his hands, pinning him in place.

So, if what Young Weirde says is true, then the Vampire Counts have reawakened. If this is true - if it is possible, that is, of course - then I would imagine they would be awakening their long dead armies of Sylvania, complete with Drakenhof Guard. These soldiers were utterly loyal in life, so I would imagine in death they would be horrifying adversaries.

On the following pages, I have commissioned some sketches of how the Sylvanian soldiers looked in regimental colours - in life, of course. I would not be so vulgar to have sketches of walking corpses commissioned - I have no need to bring the witch hunters down upon me. Although my rational mind balks against such thoughts, in these days strange things happen. It would not be beyond the realms of possibility that the Counts would wish to see Middenheim humbled, for they have long been antagonists, and the Middenheimers were certainly intrinsic in the final defeat of the Vampire Counts of old in the decades after the Battle of Old Forest Road.

Maybe I have listened too long to young Stefan's superstitious insistence that such things walk the night. Nevertheless, I think I may leave a lamp burning tonight.

The Armies of Sylvania

With sketches by Nuala Rat-Keeper - the ever helpful and humble artist, illustrator and scrivener of the Library of Altdorf.

These pages depict some of the soldiers that fought within the army of Vlad von Carstein early in his reign (ie. before it is claimed that they were slain and re-animated by him). They show the colours that the

warriors of Von Drak and later Von Carstein wore as their uniform. Black, purple and deep red are the family colours, as shown in these sketches.

⊕ In this artistic depiction, a Drakenhof Templar holds the Drakenhof Banner. Note that this is the banner as it was before the coming of Vlad von Carstein, and as used for several centuries by the Von Drak family. It traditionally was held within the great hall of castle Drakenhof.

⊕ Once Vlad von Carstein took power, he changed the banner design to incorporate parts from his own family standard. If he truly was one of the Undead, however, I can't help but think that he wouldn't be fooling anybody with this banner. Note that Vlad did not change the banner overnight, but that it was slowly changed - the first noted changes were the removing of the symbols of Sigmar. Over a period of around a century, it slowly changed to the depiction below. It is said that this banner still hangs within the great hall, though it must surely be moth-eaten and thin by now. It is said that when it is carried to war, it attracts all manner of creatures of the night who run, fly and crawl alongside the army. Pure fiction, certainly.





⊕ One of the standard soldiery of Drakenhof. Note the appearance of the holy twin-tailed comet engraved onto the breastplate clearly shows that this warrior comes from a time before Vlad. His insistence that such icons be removed from his sight caused much grumblings amongst his people. Nevertheless, as their new lord proved himself to be a powerful leader, and that the fortunes of Sylvania took a steep increase in his early years, they overlooked such eccentricities.



⊕ Another of the general soldiery of Drakenhof. Clearly a wealthy individual, possibly a captain of one of the many crossbow regiments - this was, of course, a time before the modern magic of black powder. Even in irregular forces, such as crossbowmen and other militia types, they would have made their allegiance plain to see - as evidenced by the colour of this figure's leggings, and the flamboyant dyed feather.

⊕ One of the elite Drakenhof Guards. These soldiers were the most favoured of all the warriors in the army, and were treated as minor nobility. They wore finely crafted armour - generally each warrior had to purchase this himself - this kept the 'rabble' out of their ranks - and were armed with powerful great-swords. They acted as Vlad's personal guard, and now, if rumours are to be believed, continue to act in this role after death. I must admit the thought of such long dead, dedicated warriors manning the walls of Castle Drakenhof is rather off-putting.



The Von Carsteins have risen to become the most powerful of the Vampire bloodlines in the Old World. Hailing from the cursed land of Sylvania, these Undead lords lead their legions to conquer and subjugate the living. Those unfortunates who call the Von Carsteins their rulers can look forward to a life of misery and squalor, being nothing but human cattle for their vampiric masters.

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EYE OF TERROR REDUX

PART ONE

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Graham McNeill and Phil Kelly explain the rules used to run the Studio Eye of Terror campaign so that you can use them to run your own campaigns in this war-ravaged area of the Imperium.

INTRODUCTION

Graham: The Eye of Terror campaign is over... deep breaths everyone... and relax. Well, that was fun, wasn't it? Eight weeks of furious gaming, over a quarter of a million games played by over (appropriately enough) 40,000 generals plotting the destruction or salvation of the sectors surrounding the Eye of Terror. Did you play your part? Did you do your bit for the Imperium or Chaos? Would you like to play more? Then you're in luck. Both Phil and myself were heavily involved in the Eye of Terror campaign, working on the codex and helping develop what was to turn into the largest worldwide campaign Games Workshop has ever run. Armageddon 3 was big, but this... this was gargantuan.

It's been a lot of fun to watch the fruits of our (and many other people's) labours really take off in such a big way. Players jumped at

the chance to play in the campaign and soon alliances, pacts and unsteady truces were being formed through the Internet and in gaming clubs all across the world. But all good things come to an end; *Buffy*, *The X-files*, *Blackadder*, *Space Precinct*... (ok, that last one is a lie – that's something that should never have befooled TV screens in the first place) and now that the dust has settled on the bloody battlefields of Segmentum Obscurus, it's time to sit back and relax after battles well-fought. Or is it? We decided that we wanted more, and thought that it would be cool to continue the destruction unleashed in Abaddon's crusade. After all, it's a raging certainty that there's fighting still going on in and around the Eye of Terror.

Now, while we weren't ever going to be able to recreate something on the same scale as a worldwide online campaign, we didn't feel that that should stop us

from doing something fun. So between us, we sat down to plan a couple of articles based on setting up a reasonably sized campaign system that would allow people to continue the war. Conveniently, it would also allow us to print a great deal of the Event Cards that the 40K team had slaved long into the night to create in time for the campaign, but hadn't been played during the eight weeks of warfare. So, as you can see, there's something new for you all to discover, wrangle over and fight for.

So, without further ado, I'll pass you over to Phil...

Phil: So who amongst those participating in the Eye of Terror campaign wished that their battles could affect the fate of a world, rather than a city block? Who wanted a whole handful of Event Cards to play on their own battles rather than just reading about the occasional card in the newsletters? I think it's probably the majority of us – no matter how much fun you can have as part of a worldwide effort it's still a good feeling to play a lead role rather than be one of the chorus. With that in mind, we've decided to scale down the Eye of Terror campaign so that it can be played amongst a group of gamers rather than an international community. Here's a step-by-step guide on how to run such a campaign.



HOW TO RUN YOUR OWN EYE OF TERROR CAMPAIGN IN TEN EASY STEPS

1) GET HOLD OF THE EYE OF TERROR MAP

If you regularly buy White Dwarf then most likely you'll have a copy of the Eye of Terror map somewhere, if not then it should be simple enough to get one from your local GW store (there's a smaller one printed at the end of this article if all else fails). Once you've secured one of these maps, find a nice prominent place to display it, either in your local store, in your gaming club or even, at a pinch, on your bedroom wall. This will become the focal point of the campaign, so make sure the map's accessible.

2) FIND A GM AND A SET OF PLAYERS

You'll need to find one amongst you willing to put in a little extra effort as the person who runs the campaign: the Games Master or GM. This isn't as difficult as it sounds, as the most organised and keenest players often volunteer for this role, or you could get a founder member of your gaming group or even a member of GW staff to take this on. As for players, you'll need an equal amount of Forces of Order players and Forces of Disorder players, to a maximum of twelve per side.

For those with rusty memories, the divide lies like this:

FORCES OF ORDER

Space Marines*
Daemonhunters
Imperial Guard*
Sisters of Battle
Eldar*
Tau**

FORCES OF DISORDER

Chaos Space Marines*
Dark Eldar
Necrons
Tyranids
Orks*

** Plus ALL variant lists, so the 13th Company would come under Space Marines in the Forces of Order category, similarly the Ulthwé Strike Force under Eldar, etc.*

*** The Tau have been included in the Forces of Order section for simplicity's sake; after all, it's a bit cruel to banish Tau players to the Eastern Fringe whilst everyone else has all the fun...*



▲ As with the Studio Cityfight campaign, the map became the place to scheme and plot.

Once players have chosen their camp, ensure you find out who else is on your side and have a good chat, maybe even discussing the grand strategies you intend to implement. This campaign has a lot of team play, it's the good guys vs the bad guys, so it's important you have team spirit; the side that works together most efficiently will win, just as with the worldwide campaign. Next, sit back and wait for the GM to give the signal for war to begin.

This is as far as the players need go, but a quick peruse over the rest of the article will help the campaign flow smoothly.

3) PHOTOCOPY AND PREPARE THE EVENT CARDS

You may have noticed the mention of special Eye of Terror Event Cards here and there. Although we're planning to publish them next month, these are an integral part of the campaign, and will need to be collected from next month's articles for the campaign to reach its full potential (if you're keen, you can still progress with steps 1, 2, 4 and 5 in preparation for kick-off next month). The GM should simply photocopy them, stick them onto some thin card, and cut them out. It is important that you use a different colour for Forces of Order events and Forces of Disorder events, so that you can shuffle them into two separate decks and deal them out randomly to players of the appropriate alignment at the beginning of the campaign.

PIVOTAL BATTLES

There comes a time in every conflict when one battle, or indeed one bullet, can determine the outcome of an entire war. History is full of these precedents; the attack of the 6th Airborne holding Pegasus Bridge against the panzers in the D-day landings, the schoolteacher-turned-officer who, along with the 20th Maine, held the Confederates' flank attack at bay during Gettysburg, the one-man closing of the gates of the Chateau Huguemont at Waterloo, the shot that killed Arch-duke Ferdinand and kick-started the First World War... the list goes on.

This is where you come in.

Most of the battles you'll be playing in this campaign will decide the fate of an entire world. Unlike during the worldwide campaign, where every player's results were a drop in a collective ocean, in this scaled down version the actions of one force can determine whether a planet remains loyal to the Imperium or falls to the depredations of Chaos. That force is your army. Next month, Graham's section on narrative themes will give you a few ideas on how to get the feeling of both a storyline and a grandiose backdrop into your games.

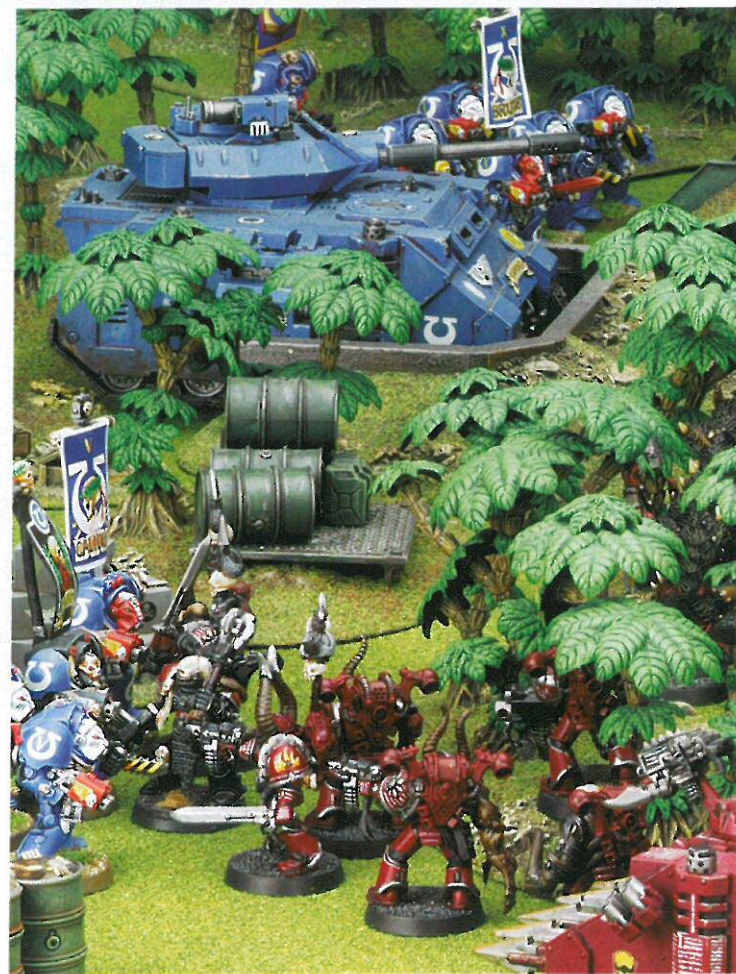


4) SHARE OUT THE WARZONES

You will need to share out the warzones of the Eye of Terror among your players. This is the largest chunk of preparatory work for the GM. Now, as anyone who actually played in the campaign will know, some planets were worth more than others, from the strategically vital Cadia to the barren, desolate Sentinel worlds. The following table gives you the names of each warzone, the Imperial control percentages of the warzone before and after the Eye of Terror campaign, and an Instability rating indicating how heavily defended it is.

DECIMAL POINTS? HERESY!

For those of you wondering why there are really really small numbers in the table below, don't be put off. This is because you multiply them by the Victory Points scored from each game you win (a number usually in the hundreds – described in detail in point 7) - To Battle, below). Rounding up, this will give you a nice chunky integer to redeem systems or plunge planets into chaos...



WARZONE	POST EOT CONTROL (%)	INSTABILITY
Cadia	40	0.01
Demios Binary	80	0.01
Medusa	93	0.01
Solar Mariatus	32	0.01
Elnaur Delta	84	0.02
Kasr Holn	53	0.02
Kasr Sonnen	39	0.02
Thracian Primaris	90	0.02
Xersia	88	0.02
Agripinaa	80	0.03
Kantrael	85	0.03
Macharia	*	0.03
Subiaco Diablo	58	0.03
Ulant	15	0.03
Bar-el	40	0.04
Belis Corona	60	0.04
Kasr Partox	29	0.04
Vigilatum	15	0.04
Amistel	14	0.05
Finreht	33	0.05
Nysa Stromlo	20	0.05
Yayor	12	0.05
Aurent	97	0.06
Caliban	100	0.06
Gudrun	20	0.06
Imbrium	4	0.06
Lelithar	0	0.06
Malin's Reach	0	0.06
Morten's Quay	96	0.06
Tabor	27	0.06
Albitem	14	0.07
Belisar	68	0.07
Chinchare	95	0.08
Lefhe Eleven	0	0.08
Mordax Prime	0	0.08
Ulthor	0	0.08
Dentor	20	0.1
Eidolon	25	0.1
Narsine	69	0.1
Nemesis Tessera	100	0.1
Scelus	95	0.1
Sentinel Worlds	24	0.1
St Josmane's Hope	*	0.1
Belial IV	79.4	0.1

* this planet was destroyed during the Eye of Terror campaign and should not be allocated when sharing out warzones if playing the post-Eye of Terror campaign.

NOTE: Astute players will realise that many of the warzones at system and sector level have been left out. A battle for the fate of a planet is one thing, but having a single battle deciding the fate of the entire Cadian sector is pushing it. As such, we've chosen to keep the campaign at planetary level.

Each player should have roughly the same total Instability rating of warzones in their control at the start of the campaign. This should only take the GM a short while to sort out. We'd give you a hard and fast chart, but as we have no idea how many players will be in your group, you'll have to follow a few simple steps.

- Take the total Instability rating (2.5) and divide it by the number of players you have. Remember to include the GM in this number – you'll want to be playing some games yourself whilst the campaign progresses (although the GM is honour-bound to adopt impartiality as and when it is necessary – standing in for other player's games, for example). Write this number down (you'll need it later).

- With a piece of scrap paper, prepare a number of sub-lists equal to the number of players, showing the warzones they control and the Instability rating of each one. To do this, simply copy the list of warzones presented in this article onto the sub-lists, one by one, going round as if you were dealing cards instead of names. The list above has been

compiled in Instability rating order to allow you to share them out more or less fairly.

- Once all warzones have been dealt out, add up the Instability ratings of each sub-list, and write them at the bottom of that list in pencil. Then, if there are any imbalances, swap the later, less important warzones around until the players all have as close to an equal Instability rating as possible. This need not be spot on, so don't strain your brain getting every sub-list just right to the last point if you don't want to.

- Rewrite the sub-lists (possibly now a little worse for wear) onto pieces of paper and stick them onto identical pieces of card. These are now the Warzone Cards. **Do not** write down the total Instability ratings on the Warzone Cards.

- Get the players together and lay the Warzone Cards upside down in front of them, letting the players pick a list of warzones in turn. These are their starting planets and systems, which determine the points from where they can invade (this is explained later). The GM gets the



▲ A Dark Angels Dreadnought falls foul to an Ork Killa Kans mob.

Reserve regardless of mission; they have not established a staging post for their invasion and will find perfectly coordinated military actions more difficult as a result.

A few rules for would-be conquerors:

- If you are a Forces of Order player and take a planet to 100% Imperial control as the result of one of your games, you take over that planet. In the same way, if you are a Forces of Disorder player who takes a planet to 0%, that world is now in your clutches. Replace the existing pin with one of your own colour. In this way a decent player can spread his influence throughout the stars.

- There is no limit to the number of invasions that can take place; as there are equal sides it will ensure that the Forces of Order and Disorder fight an equal number of battles even if the individuals concerned play differing numbers of games. There is one exception, however...

- At the GM's discretion, a player can invade a planet belonging to a player from his own side. This represents conflicting or rival forces

attempting to benefit from the general confusion such a sector-wide conflict can generate. It's perfectly in character for the forces of darkness to fall upon each other, for rival Space Marine chapters to revisit an old feud, for Eldar to suddenly switch sides or for the Necrons to turn against Chaos in their quest to gain control over the material realm. Besides, as Graham and I have found, a bit of treachery does tend to liven up a campaign...

7) TO BATTLE!

The next step is to fight a few games.

- If you have access to a reasonable amount of scenery, for instance at a gaming club or at your local Games Workshop store, you might like to use the appropriate scenery set for each of your battles. Check out the key on the Eye of Terror map to determine what type of world you are fighting on; for instance, Fremas has an A in its graphic, denoting it as an agri-world. Then just look through the 40K rulebook for an appropriate Terrain Generator table (pages 125-128), roll up some scenery and get going.

- Once you have tallied up the Victory Points obtained from your game, you need to determine the percentage shift of that planet as a result of your efforts. This is where the Instability ratings listed above come into play; you'll probably need a handy lexmechanic (or failing that a calculator) for this bit. Remember that a military success on an unstable world will count for a lot, whereas on a fortress world it might count for comparatively little. The effects of the game are determined by a simple formula:

$$\text{DIFFERENCE IN VICTORY POINTS} \times \text{INSTABILITY} = \text{PERCENTAGE SHIFT}$$

Of course, this is always shifted in favour of the victor. So, for instance, a battle is fought on Kantrael, a heavily defended planet with 0.03% Instability, between Space Marines and Chaos Space Marines. The Chaos Space Marines kick some power-armoured butt in the name of Abaddon and win by an impressive 750 Victory Points. This is multiplied by 0.03, the Instability rating of Kantrael ($750 \times 0.03 = 22.5$).

After rounding fractions up, the control of Kantrael shifts 23% in the favour of the Forces of Disorder. Remember, this percentage can be affected hugely by your event cards. Initially at 85% Imperial control, Kantrael is now at 62% Imperial control; a victory for Chaos.

If the Chaos player had won the same battle by 750 VPs at the comparatively vulnerable Sentinel worlds warzone (with an Instability rating of 0.1), the percentage would have shifted a massive 75% towards Chaos control, taking its initial percentage of 20% way below 0% and therefore conferring control of the Sentinel worlds warzone to the Chaos player. Remember, the larger the game, the more impact it will have.

As you can see, some warzones are a lot trickier to capture than others. No prizes for guessing which is the trickiest system to crack...

8) ONCE MORE UNTO THE BREACH

Once you've worked out the results of your game, it's time to start thinking about invading somewhere else.

- You may not play the same person twice in a row; if this was allowed things could get bogged down rather quickly, with grudge matches springing up all over the place. However, it's perfectly OK for the GM to stand in for a player at any time if that player cannot play a game. In this way, if Steve (a Chaos player) had invaded Cadia (held by Bob, an Imperial Guard player) and fancied another go straight away, he could play the GM instead and apply the result of that game to that warzone in the manner listed above.

- The campaign lasts for eight weeks, after which the GM needs to tot up the scores and find out whether the Imperium has repelled the massive incursions of evil or whether Chaos emerges triumphant.

9) KEEPING SCORE

This is primarily the responsibility of the GM. Each time a battle is fought, the players should determine how this affects the control percentage of the warzone in question. This is done using Step 7, above. The players should then both approach the GM and tell him their results (remember that some of the Event Cards may affect this result – they should be handed over to the GM directly after the game in which they have been played). The GM will then apply that to the alphabetical list of warzones he has prepared*, the

results of which are regularly updated and pinned up by the campaign map. In this way you can easily see just how badly or well the Forces of Order and Disorder are doing in any given warzone.

*Don't fret if you're the GM.

Next month we will publish a list of warzones that you can photocopy for just this purpose, with the initial control percentages listed so that these can be updated and replaced with a new one each time a game is played.

10) THE FINAL COUNTDOWN

Once the eight weeks of the campaign is up, it's time for the GM to count the cost and determine who wins the ultimate victory. This should be easy enough to see; the GM will have built up a picture of who is in the lead over the last few weeks. However, players will no doubt be curious as to who amongst them has done the best. We've included a chart to determine just how well the Forces of Order and Disorder have done. Simply total all the numbers you get from cross-referencing the warzones with their final control percentages in your campaign. If the total is 200 or less, the Forces of Order have scored a Major Victory. If the total is between 201 and 400, they have scored a Minor Victory. If the total is between 401 and 600, The Forces of Disorder have scored a Minor Victory, and if they total 600+, Chaos scores a Major Victory. Simple as that!

THAT'S ALL... FOR NOW

And there we have it: how to adapt the Eye of Terror campaign for your own gaming group. Next month we'll be bringing you those Event Cards which can affect each game as you play it, plus the figures and special rules for those of you who want to start the Thirteenth Black Crusade from Day One to see if you can do better Abaddon himself. In other words, the best is yet to come!

Don't forget that there was a massive Internet element to the campaign, and that there is tons of information on each planet and warzone that we just don't have space to publish here. It's also a good place to compare just how each of your planets did historically, and whether or not you did a better job of holding them in the name of the Imperium or Chaos than the world managed as a whole. See you next issue!

IMPERIAL CONTROL TABLE

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

FORCES OF DISORDER VICTORY POINTS

WARZONE	(0-9%)	(10-19%)	(20-29%)	(30-39%)	(40-49%)	(50-59%)	(60-69%)	(70-79%)	(80-89%)	(90-100%)
Cadia	76	72	63	54	45	36	27	18	9	0
Demios Binary	67	63	54	45	36	27	18	9	0	-10
Medusa	67	63	54	45	36	27	18	9	0	-10
Solar Mariatus	63	58	49	40	31	22	13	4	-5	-14
Elnaur Delta	72	67	58	49	40	31	22	13	4	-5
Kasr Holn	68	64	56	48	40	32	24	16	8	0
Kasr Sonnen	68	64	56	48	40	32	24	16	8	0
Thracian Primaris	64	60	52	44	36	28	20	12	4	-5
Xersia	60	56	48	40	32	24	16	8	0	-9
Agripinaa	52	49	42	35	28	21	14	7	0	-8
Kantrael	52	49	42	35	28	21	14	7	0	-8
Macharia	56	52	45	38	31	24	17	10	3	-4
Subiaco Diablo	42	38	31	24	17	10	3	-4	-11	-18
Ulant	30	27	21	15	9	3	-4	-10	-16	-22
Bar-el	39	36	30	24	18	12	6	0	-7	-13
Belis Corona	45	42	36	30	24	18	12	6	0	-7
Kasr Partox	51	48	42	36	30	24	18	12	6	0
Vigilatum	51	48	42	36	30	24	18	12	6	0
Amistel	24	21	15	9	3	-4	-10	-16	-22	-28
Finreht	32	30	25	20	15	10	5	0	-6	-11
Nysa Stromlo	27	25	20	15	10	5	0	-6	-11	-16
Yayor	20	17	12	7	2	-3	-8	-13	-18	-23
Aurent	37	35	30	25	20	15	10	5	0	-6
Caliban	45	42	36	30	24	18	12	6	0	-7
Gudrun	24	22	18	14	10	6	2	-3	-7	-11
Imbrium	24	22	18	14	10	6	2	-3	-7	-11
Lelithar	10	8	4	0	-5	-9	-13	-17	-21	-25
Malin's Reach	10	8	4	0	-5	-9	-13	-17	-21	-25
Morten's Quay	30	28	24	20	16	12	8	4	0	-5
Tabor	18	16	13	10	7	4	1	-2	-5	-8
Albitern	16	15	12	9	6	3	0	-4	-7	-10
Belisar	21	19	16	13	10	7	4	1	-2	-5
Chinchare	7	6	4	2	0	-3	-5	-7	-9	-11
Lethe Eleven	12	11	9	7	5	3	1	-2	-4	-6
Mordax Prime	11	10	8	6	4	2	0	-3	-5	-7
Ulthor	7	6	5	4	3	2	1	0	-2	-3
Denfor	5	5	4	3	2	1	0	-2	-3	-4
Eidolon	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Narsine	5	5	4	3	2	1	0	-2	-3	-4
Nemesis Tessera	37	35	30	25	20	15	10	5	0	-6
Scelus	37	35	30	25	20	15	10	5	0	-6
Sentinel Worlds	1	0	-1	-2	-3	-4	-5	-6	-8	-9
St Jasmann's Hope	7	6	5	4	3	2	1	0	-2	-3
Belial IV	32	30	25	20	15	10	5	0	-6	-11



Word Bearers Chaos Space Marines attack an Ultramarine Honour Guard defended position.

last card left. If someone complains he didn't get a good batch of planets, explain that the warzones were dealt out fairly across the lists from the best to the worst, and were picked randomly.

- At this point you will also need to thoroughly shuffle and deal out the special Event Cards, published in next month's White Dwarf. These significantly affect either a game you'll be playing over the course of the campaign, or the amount of rewards you can reap from a successful invasion. Watch this space...

5) STAKING YOUR CLAIM

The next step is for the players to stake out their claims by marking out the planets on the map. You can use different colour pins, preferably the type with a blank area so that each player can write his initials on his pins, and place a pin under each one of the warzones you control. Each of the warzones will have a control percentage determined by the course of the worldwide campaign (the extent to which the Forces of Order control that zone) ranging from Anarchy (0-19%

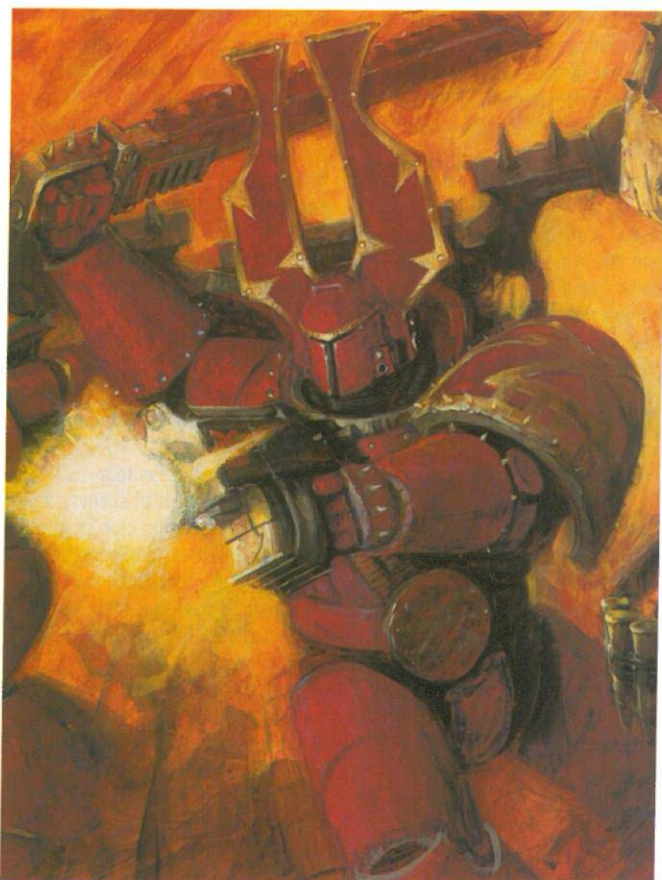
control) to Faithful (80-100% control). Don't worry about recording the control percentage for that sector at this stage, the GM should make a separate alphabetical list, or use the one supplied in next month's issue.

Note: GMs might find a word processing package, such as Microsoft Word or Excel, ideal for recording and printing out this information. Just remember to get the players to tell the GM the results of your games and any percentage swing they entail – he can't keep track of everything on his own.

6) RULES OF ENGAGEMENT

Now you know who controls which warzones, you can start to invade your fellow players. This is simple enough.

- If you wish to invade a planet in the same system as one that you control, simply challenge the planet's controller to a game, work out a suitable time for the clash, and fight (see 7, below). If you wish to invade a warzone that is not in the same sector as a warzone you control, the invading forces will arrive with at least one third of their units held in



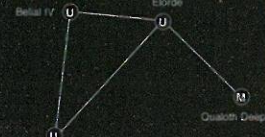
TERROR

U - Uninhabited + - Space Marine Homeworld - Imperial World - Anomaly [Inquisition Clearance Required]

EIDOLON SUB-SECTOR



BELIAL IV SUB-SECTOR

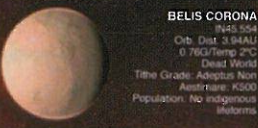


BELIAL IV
OX345.44
Orb. Dist. 6.67AU
0.97G/Temp. 11°C
Xeno World
Title Grade: Adeptus Non
Aesthete: 2066
Population: No indigenous
Metforms recorded

NEMESIS TESSERA

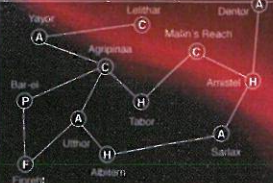


BELIS CORONA SUB-SECTOR



BELIS CORONA
IN45.054
Orb. Dist. 2.94AU
0.76G/Temp. 2°C
Dead World
Title Grade: Adeptus Non
Aesthete: 1500
Population: No indigenous
Metforms

AGRIPINAA SECTOR



AGRIPINAA
AM23.5
Orb. Dist. 2.4AU
0.77G/Temp. 4°C
Industrial World
Title Grade: Exacts
Aesthete: 830
Population: 80,000,000

BELIAL IV SYSTEM

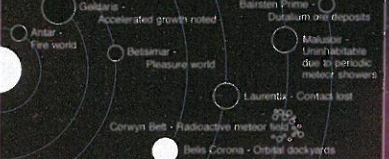


One of the early Eldar homeworlds, Belial was pulled towards the Eye of Terror during the Fall and is now known as a Crono world, deserted and abandoned. It is home to a sacred Eldar artefact of black crystal, a sword forged from the energies of death:

To be Unborn
That is the mark of the Minotaur
To be Ignorant
That is the mark of the Minotaur
To be Altered
That is the mark of the Minotaur
To be Reborn
That is the mark of the Minotaur
To be Haunted
That is the mark of the Minotaur
To be Forgotten
That is the mark of the Minotaur
To be Chained
For that is the fate of all Minotaurs

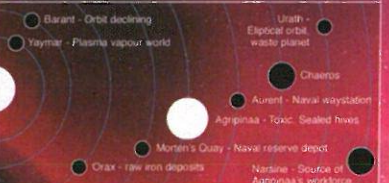
Extract from a Training Chart in the First Book of Instructions

BELIS CORONA SYSTEM



A vast conglomeration of orbital dockyards, the naval facility orbits the dead world of Belis Corona. Entire battlefleets can be serviced here and the munitions stockpiles are stored in armoured bunkers kilometres below the planet's surface.

AGRIPINAA SYSTEM



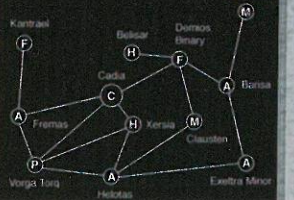
Virtually the entire surface of this world is covered with industrialized infrastructure, pipelines, factories, mines, refineries, processing plants and manufacturing cathedrals. Like almost every other uninhabited planet in the sector, this world primarily produces materials for the Cadian front and its industrial heartland is solely engaged in the production of ammunition.

CADIA



C1.0.17
Orb. Dist. 1.32AU
1.12G/Temp. 20°C
Fortress / Garrison World
Title Grade: Adeptus Non
Aesthete: A3
Population: 250,000,000

CADIAN SECTOR



"Since the time of The Fall, our race has been haunted by what we, in our reckless pursuit of hedonistic indulgence, gave birth to. Though our dreams once overturned worlds and quenched suns, we are now but fitful shadows clinging to the edge of existence. All the stars in the sky cannot blot out the hateful glare of the Red Moon's Eye. The birthing place of The Great Enemy pulses with all the malice of a daemon that is dreaming, casting its shadow over all we have ever done and all we ever shall. Every twisted strand of fate and casting of the Runes leads me to this time, to this place, and it is clear that the final battle awaits me at the ancient Crono Worlds. A conflict the likes of which has not been seen since the Men-Keigh warred amongst themselves, and their corpse of a seer fell to his traitorous son. Is coming and all my steps lead towards it, no matter that I walk other paths. I see the stars stained red with the blood of the Men-Keigh and, though their wars do not concern me and I would gladly let them destroy one another, I know that to avoid this fight is to condemn my race to inevitable doom. And though all I see is darkness, I know that I will not flinch from my destiny."

Ulthar Ulthar -
Forge of Ulthar Craftworld

Here is a list of Games Workshop stores in Belgium, The Netherlands, Poland and Eastern Europe. Each of the independent stockists has a large range of Citadel Miniatures boxed sets and blister packs, as well as boxed games, rulebooks and supplements for Warhammer, Warhammer 40,000 and The Lord of The Rings Strategy Battlegame.

Stores in **red** are Games Workshop stores, while stores marked in **blue** are Elite stores who stock the full Games Workshop range and offer hobby events and demonstration games. Stores marked in **green** are Partnership stores who stock a wide range of Games Workshop products.

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Tel: 02 512 23 56

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WARHAMMER
40,000

This impressive Slaaneshi Chaos Space Marine raiding force, painted by John Thompson, was one of the outstanding armies at Heat One of this year's Warhammer 40,000 Grand Tournament, held at Warhammer World.

INNOCENCE LOST

John Thompson's Emperor's Children



John Thompson, from the Netherlands, has been playing Warhammer 40,000 for around eight years. In 2001 he decided to begin painting armies to compete in tournaments, particularly as this was the year of the first Dutch Grand Tournament. He won Best Painted Army that year with his Space Wolves and the year after that with an Ulthwé Eldar army.

This year, armed with his Emperor's Children, he came to the UK to compete in the Grand Tournament at Warhammer

World, and although he wasn't as successful as he had hoped, he was nominated for Best Painted Army. Upon returning to the Netherlands, John entered the Dutch Grand Tournament again, this time the Emperor's Children won the Best Painted Army award and John came in 1st place overall.

John's Emperor's Children have mainly been built from Chaos Space Marine parts with the addition of some Imperial Space Marine components, like running legs, backpacks and torsos. Most of the

Chaos Space Marines have been converted in some way, whether it is different heads, chains, extra horns or gems bursting through their armour (made from Green Stuff). They also have individual squad numbers on their shoulder pads and gun barrels, all in Chaos runes. The names are the colours of the winds of magic, taken from the back of the Hordes of Chaos Army book.

One of the Chaos Predators has Daemonic Possession, so to symbolise



Led by one of their Chaos Lieutenants, these Chaos Space Marine Havocs, armed with the deadly blastmaster, move into position.



One of the Chaos Lieutenants, created using parts from plastic Chaos Space Marines, and the Warhammer Champion of Slaanesh.



The examples above show how John identified every squad with Chaos runes on the barrels of their sonic blasters.

this he used modelling chain to seal the hatches and wrote the words 'pain' and 'place of Slaanesh' all across it in the same Chaos runes he used above.

The army is led by two Chaos Lieutenants, one of which had his legs replaced by the lower torso of a Steed of Slaanesh, ridden by the Warhammer mounted Champion of Slaanesh. He is armed with a Dark Blade taken from the same Warhammer model, which he holds bare-handed to feel the pain of the Daemons trapped inside more keenly. He also has a Chaos Hound 'pet' which had its tail extended to make it look more whip-like. His counterpart is based on the other Slaaneshi Champion from Warhammer, with the addition of Fabius Bile's backpack to simulate combat drugs.

When it came to painting, John thinned the paint to give the models a smooth finish, and used ink to give more colour. All of the pink parts of the armour on all the models and the tanks are highlighted with small lines to convey a more ancient and weathered look. To finish them off John painted all their eyes blue to give them a cold, uncaring look, then he added tattoos around their eyes.

John has already begun planning for next year's Grand Tournaments, both Warhammer and Warhammer 40,000. For Warhammer 40,000 he wants to do a Daemonhunters army, and for Warhammer, a Tzeentch Chaos force. No doubt both of these will make a strong impression during next year's tournament season.



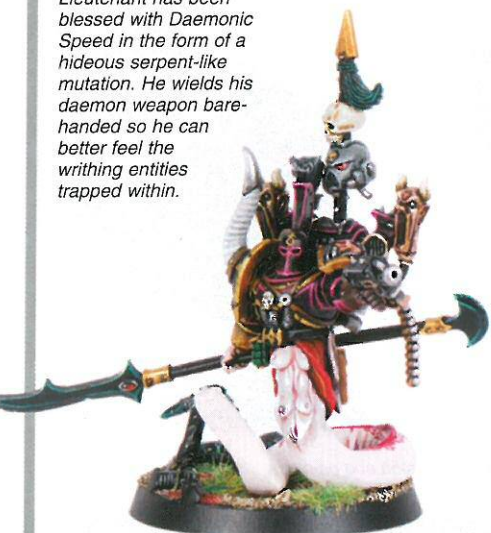
The Chaos Space Marines above show John's attention to detail when it comes to conversion and painting.



This Chaos Predator has its hatches chained shut to bind inside the foul Daemons that possess it.



The other Chaos Lieutenant has been blessed with Daemonic Speed in the form of a hideous serpent-like mutation. He wields his daemon weapon bare-handed so he can better feel the writhing entities trapped within.



John's Chaos Lieutenant follows his 'pet' Chaos Hound into battle while the rest of the army follows behind.



Deadly Daemonettes – the only models in the entire army that John hasn't converted in some way!

With their Aspiring Champion leading, these Chaos Space Marines stand at the vanguard of the attacking Slaaneshi raiding force.



The addition of the blue cloth, bearing the symbol of Slaanesh, is just one of the little touches that make the army so interesting.



The jewel bursting forth from the Aspiring Champion's power fist is sculpted from Green Stuff and is a prominent feature in John's army.



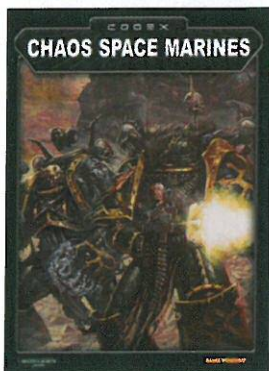
The Aspiring Champions from each of John's squads, all of which feature varying degrees of conversion.

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

The Emperor's Children were once ranked amongst the most devoted of the Emperor's warriors. During the Horus Heresy, they turned to the worship of Slaanesh, and have since committed countless atrocities against the Imperium in the name of their lord.

THE CHOSEN OF SLAANESH

Models and components for starting an Emperor's Children force



Codex: Chaos Space Marines £10

Codex: Chaos Space Marines contains a full army list, special rules and plenty of colour pictures. Also contains painting advice, army ideas, conversion tips and more.

Denmark...kr 125.00
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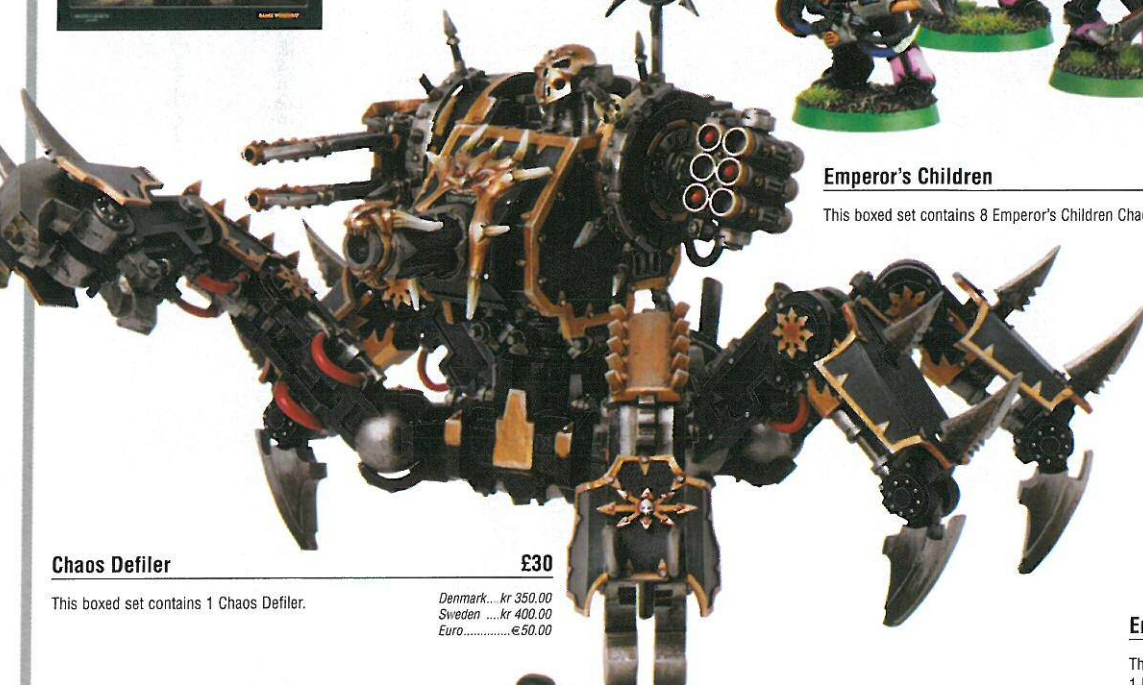


Emperor's Children

£15

This boxed set contains 8 Emperor's Children Chaos Space Marines

Denmark...kr 200.00
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Chaos Defiler

£30

This boxed set contains 1 Chaos Defiler.

Denmark...kr 350.00
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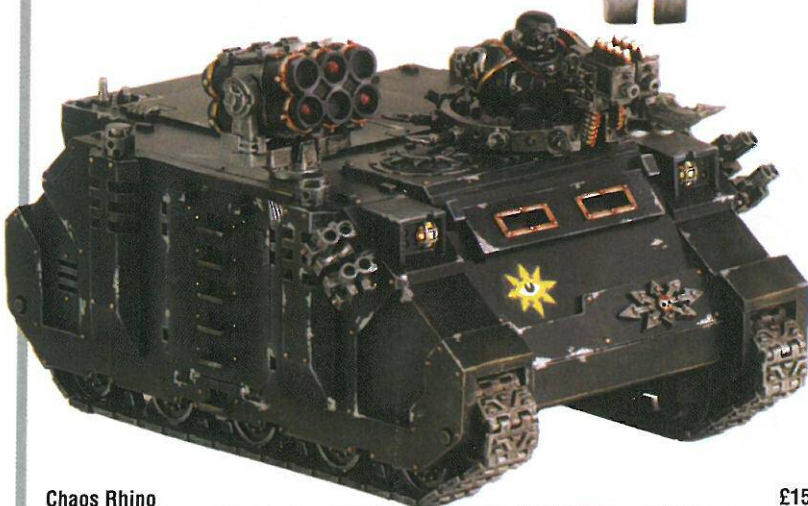


Emperor's Children Lord

£5

This blister contains 1 Emperor's Children Lord.

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



Chaos Rhino

£15

This boxed set contains 1 Chaos Rhino.

Denmark...kr 200.00
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Daemonettes of Slaanesh

£6

This blister contains 3 Daemonettes of Slaanesh.

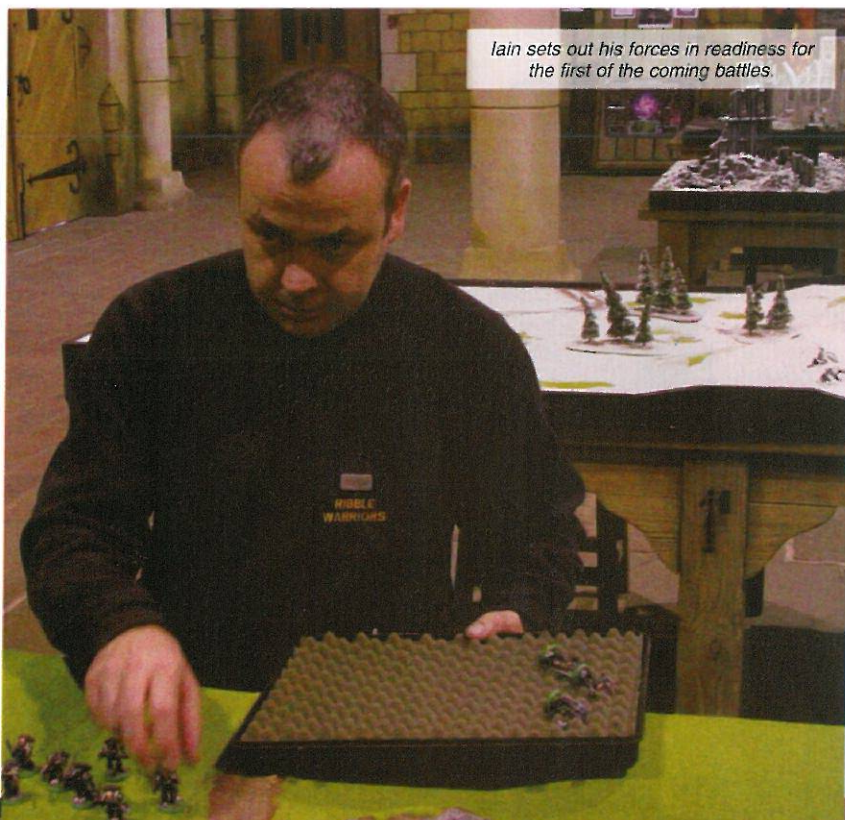
Denmark...kr 70.00
Sweden...kr 80.00
Euro.....€10.00

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

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.

packs to the Assault squad. There were also a couple of other ideas I fancied trying.

With the loss of the Land Raider, I was missing a fair amount of anti-personnel firepower (those hurricane bolters). In order to offset this I wanted to include a Whirlwind – the only problem with this was my complete inability to guess ranges accurately. I also felt that the Assault squad needed a boost where it mattered, ie. in combat. With the trial Assault rules being used (see Chapter Approved 2003), another Independent Character would help enormously, so in came a Chaplain with jump pack who would be assigned to lead the Assault squad. After a few more practice games, it became obvious I had made the right decision regarding the Land Raider. The Assault squad was far more mobile and, with the Chaplain leading them, more resilient. I became more adept at working out whether the enemy was 36" or 38" away from the sniping Whirlwind, and consequently began winning more games. The true test, however, would be at the Grand Final.



Iain sets out his forces in readiness for the first of the coming battles.



In the concluding instalment of this two part article, Iain heads into the UK Grand Tournament final, after being successful in the first heat with his Death Spectres Space Marines. He has a new army now, but how will it fare?

Iain: Since the first heat, I'd played more games fielding the Death Spectres purely for fun (once tournament fever had died down). With the date for the Grand Final approaching, I began to play more practice games to try and iron out any problems, both in the army (if any), and in my tactics (loads, obviously). Once re-acquainted with the Death Spectres, I couldn't help feeling there was something not quite right, but couldn't immediately identify what it was, so I began the long task of analysing the performance of each element in my force.

TO TREAD THE PATH OF THE EMPEROR

THE GRAND TOURNAMENT EXPERIENCE PART 2

Overall, I was happy with the way each selection worked. One or two minor grumbles appeared, such as ensuring that the Veteran squad was committed at the right time, and possibly dropping the flamer from Tactical squad two (in the first heat I think I only fired it once, although it flushed out some Kroot from their protective wood). It was when I came to the combination of the Land Raider and the Assault squad that I realised that here was where the problem lay (all you people out there shouting "about time!" can relax now). I was guilty of treating the Land Raider as merely a way of delivering the Assault squad to where I

wanted them, but then overlooking its capabilities in the heat of close combat. In this way, I was wasting 259 points of my army, nearly 20% of my points forgotten from around Turn 3 onwards. Also, once out of the Land Raider, the Assault squad was severely limited in mobility, which hampered them when (and if) they dealt with their initial target. So, despite my enthusiasm for the model, the Land Raider had to go, sacrificed on the altar of (hopefully) better game results. The next problem was what to do with the available points in order to boost my army's performance. The first and most obvious step was to return the jump

Iain's Grand Tournament army ready for battle replete with the new additions of jump pack Assault Marines, a Whirlwind and a Chaplain.



One of Iain's Land Speeders and a Land Speeder Tornado, armed with heavy bolters and an assault cannon.



THE DAY OF THE GRAND FINAL

I arrived at GW HQ on Saturday morning, full of nervous anticipation and looking forward to the coming test. After registration and the usual announcements, I found my first table. Speed Freaks! Well this would be a severe test, in at the deep end and all that. After some well deserved admiration for my opponent's army (Thomas Brutscher's 'Morley's Rokkit Boyz', featured in White Dwarf 281) we began our first game. I got lucky in the first turn of the first game – a good omen (or so I thought). Thomas had deployed three of his Trukks very closely together in order to benefit from the Mekboy's kustom force field. Unfortunately for him, an on-target Whirlwind missile resulted in one destroyed Trukk and another immobilised, all with the first shot of the game. After that things settled down, and luck swung one way and then the other.

We were playing the Pitched Battle scenario (published in Chapter Approved 2003). There was the option of playing two scenarios – Pitched Battle or Escalating Engagement, randomly determined before the game. Table quarters counted for 200 points at the end of the game. Thomas had managed to keep one Trukk still mobile, and this was the one that claimed an extra 200 Victory Points, thus resulting in a narrow defeat for me. The game itself, though, was one of the best games of Warhammer 40,000 I had played in a long time, so things were looking up for the coming weekend.

The next couple of games showed me just why certain people qualified for the final; hard armies and hard players. In the development of my Space Marine army, I had tried to achieve a balanced force so that I would have a good chance against most opponents. Where

WARHAMMER 40,000		ARMY NAME: Death Spectres Space Marine Army															Points
Unit	WS	BS	S	T	W	I	A	Ld	Sk	Notes							
Commodor	5	5	4	4	1	2	5	3/4	5	5-10	Ordnance, power fist, iron halo, terminator honour						175
Guards	5	5	4	4	2	5	3	9	5	Ordnance, honour, mortar, bolt pistol, terminator honour, jump pack							106
Veteran Sergeant	4	4	4	4	1	4	2	9	5	Power weapon, bolt pistol							135
5 Veterans	4	4	4	4	1	4	1	9	5	Bolt pistol, close combat weapon							111
6 Space Marines	4	4	4	4	1	4	1	9	5	Subter, 1 plasma gun, 1 flamethrower							126
5 Space Marines	4	4	4	4	1	4	1	8	5	Subter, 1 flamer							105
10 Space Marines	4	4	4	4	1	4	1	8	5	Bolters, 1 heavy bolter							205
Veteran Sergeant	4	4	4	4	1	4	2	9	5	Power fist, bolt pistol, purity seals							150
7 Assault Marines	4	4	4	4	1	4	1	9	5	Bolt pistol, close combat weapon, 2 plasma pistols, frag grenades							
5 Deviators	4	4	4	4	1	4	1	9	5	Subter, 4 missile launchers							
TOTAL																	1404

Assault Marines of the Death Spectres chapter, equipped with jump packs so they can engage the foe quickly in close combat.



this theory fell down, I discovered, was against extremes. By this, I mean armies drawn from their codex designed to be so powerful in one area that it is almost impossible to counter. My second opponent fielded a Space Marine army which seemed to contain as many melta weapons as there were Space Marines, supported by no less than three Whirlwinds. Of course, there weren't as many multi-meltas as I thought, but what there was were all Attack Bike or Land Speeder mounted. Coupled with this barrage of heavy firepower was my complete inability to make saving throws when I had the chance. My third opponent fielded a Slaaneshi Chaos Space Marine army, and it was another case of 'eggs in one basket'. A smattering of Tactical squads in Rhinos covered the advance of a Land Raider containing a Daemon Prince with a squad of Terminators.

The Daemon Prince, I discovered later, totalled nearly 200 points on his own. I managed to deal with most of the Tactical squads, but when the Daemon Prince got to my battle line it was all over. A combination of daemonic rewards, combat drugs and other assorted nastiness meant that the Daemon Prince was rolling 8 – yes, 8! – attacks in close combat. The Terminator squad was there just to make up the numbers. So at the end of the first day, I had a grand total of seven Tournament Points, having scored no points at all in the last two games of the day.

THE MORNING AFTER THE DAY BEFORE...

On the Sunday morning I consoled myself with the fact that my next

opponent must have had at least as bad a day as I had. Before we could play our game, however, there was the little matter of the knowledge test. The questions seemed much more fiendish than at the first heat which, being the Grand Final, is only proper. With the ordeal completed, we commenced our game. I was facing a Space Marine army, not too dissimilar to mine (apart from a Land Raider). During the game it became apparent that the luck that had deserted both of us on Saturday had returned in my favour. The most memorable example of this was when, with no other targets in line of sight, the remaining three missile launchers in my Devastator squad fired krak missiles at the Land Raider (Strength 8 versus Armour 14, remember). Three hits followed by three 6s (I kid you not),

followed by another 6 for damage meant that the Land Raider was left a smoking wreck in the middle of the table. My opponent seemed to deflate before my eyes – and who could blame him? Eventually, I ran out the victor, 17 Tournament Points to 3.

With at least one win from the weekend to my credit, I was settled for a good last game, and I wasn't disappointed. When I saw the draw, I noticed that my opponent's name was Mark Owen. Funny, I thought, I didn't think ex-members of Take That played Warhammer 40,000 (Oi! I am reading this!). As it turned out, the Mark Owen who turned up is a member of the Studio production team, and has his name in several army books, which I thought was pretty cool. I was playing another Space Marine army, and going back to an earlier comment regarding extreme armies, Mark paid me the compliment of saying mine was the fairest army he had played at the weekend. As his was similar to mine, we ended up having a good game and a draw was a fair result.

CONCLUSIONS

With a grand total of 34 Tournament Points (out of 100) for the weekend, I could only manage 108th place overall. This brings to mind the question of what am I to do? Tournaments are, despite some disappointing results, enjoyable events, and I shall continue attending them. I have come to the conclusion that there is a definite difference between friendly and competitive play, and in order to do well at competitions it is necessary to recognise it. With this in mind, it is back to the drawing board as far as army composition is concerned. The only way to see if any new ideas work will be at the upcoming 2003/2004 tournament season, so if you are going to be at either of the next heats, maybe I'll see you there.

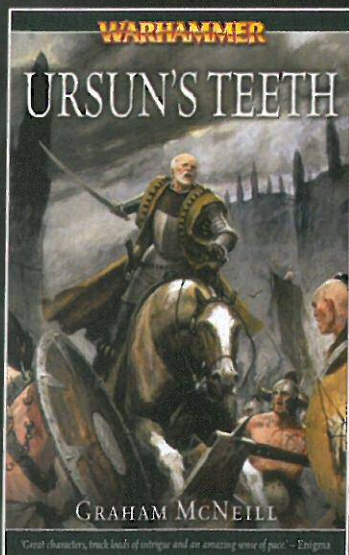


The Whirlwind is ideal in an anti-infantry role, where its long-range ordinance blasts can be devastating.





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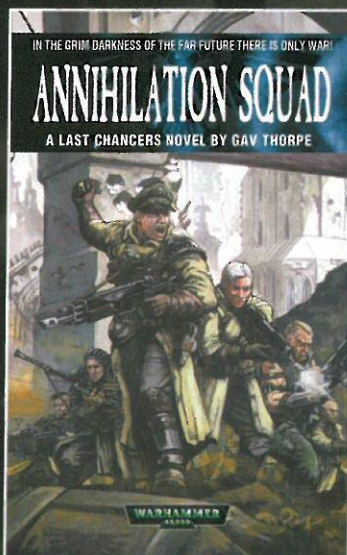


Ursun's Teeth

by Graham McNeill

Ambassador Kaspar von Velten is caught in a desperate race to uncover a Chaos agent in the court of Kislev before the hordes of Archaon break upon them.

Novel • £5.99

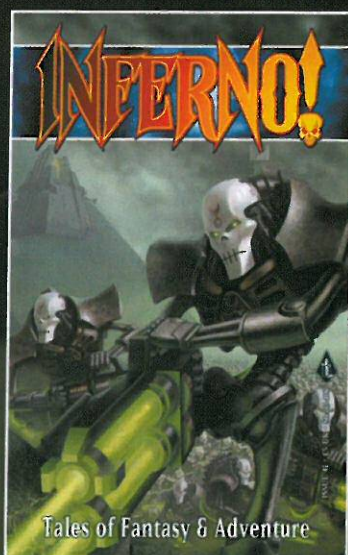


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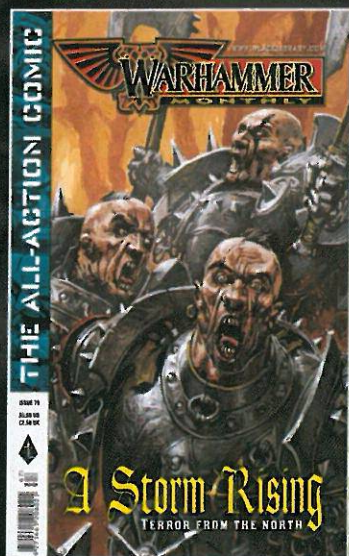


Inferno! 41

Tales of Fantasy & Adventure

Commissar Ciaphas Cain is hearing the *Echoes of the Tomb*! The *Vampire Hunters* arrive to save a terrorised town! A ship crash lands onto a scorching planet in *Calculus Logi*.

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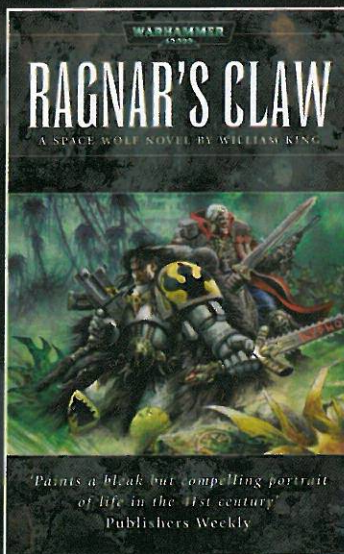


Warhammer Monthly 79

The All-Action Comic

In this month's action-packed issue: *Darkblade* marches into Ulthuan! The crew of *Titan* are stranded! The Storm of Chaos is unleashed in *Quarry*! Plus lots, lots more!

Comic • £2.50

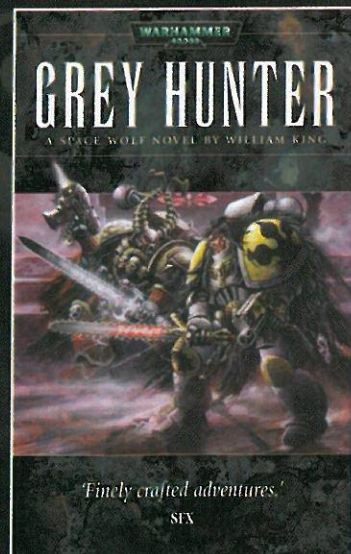


Plus... back as brand new editions! Ragnar's Claw & Grey Hunter

by William King

The saga of Space Wolf Ragnar continues with two brand new editions! Featuring stunning new cover art by Geoff Taylor, these awesome novels tell the storming tales of Ragnar's first mission as a newly promoted Blood Claw and then his legendary rise to the Wolf Guard, bypassing the rank of Grey Hunter!

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WORD OF THE EMPEROR

Codex: Witch Hunters



▲ An Ordo Hereticus Inquisitor leads her retinue.

The Witch Hunters of the Ordo Hereticus are perhaps the most sinister of all Inquisitors as the threats they must face lurk not in the depths of space or the Warp, but amongst the everyday citizenry of the Imperium; the witch, the mutant, the heretic and the fallen cleric. Such abominations are an affront to the Emperor and together with their Chamber Militant, the Sisters of Battle, they purge evil from the worlds of Man with the cleansing fire of purity.



▲ The Sisters of Battle with the new Immolator tank.



▲ Witch Hunters Inquisitor.



▲ A Priest leads a squad of Sisters of Battle.

A cold wind whipped across the landing platform, the icy breeze cutting through Governor Septima's ceremonial robes of office, though the chill he felt deep in his bones had nothing to do with the temperature. Blinking lights radiating from the centre of the platform in a cruciform pattern guided the Inquisitor's descending lander towards the top of the tower they stood upon. He tugged the foxbat fur cloak tighter about himself as the propwash from the lander's screaming engines sent powerful blasts of hot, oily air swirling across the platform, wishing that he did not have to meet this off-worlder in person, but knowing that his absence would only make things worse. Three dozen soldiers stood behind him, formed up beneath the yellow and purple of Septima's personal heraldry, as well as his most senior ministers and councillors and notary servitors. The elite of Hive Urelsir awaited the Inquisitor's arrival and Septima felt another shiver of anticipation as the black, eagle-winged lander slowly rotated to face them, the bulbous frontal section and underslung gun mounts located beneath its nose making it look like a giant predatory insect.

With a squeal of flaring engines and groaning metal the lander touched down, jets of steam blasting from its underside as the soldiers behind Septima snapped to attention. The governor wiped a bead of sweat from his forehead, taking deep breaths and forcing himself to adopt an expression of calm he did not feel. True, they had suffered from the depredations of malcontents and rabble-rousers, but did that really warrant the arrival of one of the Emperor's Inquisitors? The front hatch of the lander screeched open, lowering with a grinding squeal of pistons to clang against the metal of the platform. Septima drew himself up to his full height and waited. And waited. A full minute passed and he exchanged a worried glance with Quintus Laertan, his First Minister, waiting for something, anything, to descend the ramp.

Eventually, a humming skull, a smoking candle fixed atop the parietal bone drifted from the interior of the shuttle, a red, augmetic eye scanning from side to side. Clicking callipers hung beneath its grinning jaw and floating behind it came a pair of bronzed cherub constructs, holding aloft a rippling silken banner of gold and scarlet. The march of booted feet came next, half a dozen warriors in baroque armour plating and swathed in scarlet cloaks trooping from the lander's interior. They carried wide shields and long-handled swords were slung at their waists. Though bedecked with finery and polished ceremonial breastplates that shone like silver, there was no doubting the martial bearing of each warrior. Each carried a blazing torch and in their wake came a

hunched, stoop-shouldered man with a long trailing robe the colour of spilled blood. The blinking lights from the platform threw his sharp, narrow features into stark relief and from his pallor, Septima had a strong impression of a man whose features only rarely saw the light of day. The red-lit horrors of an Excruciation Chamber or the candle-lit dimness of a musty Librarium were the only illumination known to this Inquisitor's skin. Two hooded figures also followed the Inquisitor, their slow steps heavy with menace. One carried a tall sandalwood ossuary mounted on his back, and a collection of blades and other, less identifiable, instruments on his broad, leather belt, while the other was fitted with augmetic braziers in place of hands that glowed red and trailed streamers of scented smoke.

The Inquisitor limped between his armoured warriors, the floating skull bobbing in the air before him and the flag-bearing cherubs flitting above him. As he passed the armoured warriors, they fell in behind him, his acolytes taking up flanking positions to either side. Governor Septima cleared his throat and began the ceremonial Address of Welcome.

"Inquisitor Porfundis, it is an honour to welcome you to our..."

"Spare me your banal platitudes, Governor Septima," interrupted Inquisitor Porfundis, "I have little time for such niceties. Your planet is in turmoil, your cities fester and bubble with corruption and you do nothing to halt the spread of the cancer of heresy and witchcraft."

"Really," protested Septima, "I think you overstate the seriousness of our local troubles, it is little more than some petty agitators and demagogues raising their voices."

"I shall be the judge of that," assured the Inquisitor, casting his gimlet gaze around the assembled ministers of Hive Urelsir. None dared meet his gaze and he allowed himself a tight smile.

"There is witchery here," he hissed, moving past Septima, "I can smell it."

+ + + + +

The relentless chatter of bolter fire had finally faded; replaced by the moans of the dying and the crackle of flames. A marble lintel cracked under the heat sending hundreds of tonnes of rubble crashing to the ground in a cascade of fiery sparks and smoke. The sprawling dwelling consumed itself in the holy fires of retribution, the flames having taken with such fury that Porfundis was sure that the building itself wished to end its existence for having given shelter to such heresies. Though it had taken many weeks of painstaking investigations, divinations and excruciations, he had finally discovered the source of Hive Urelsir's troubles. First Minister Quintus Laertan had denied everything at first, but when Porfundis's bound penitent had uncovered the

scent of his witchery, he had fled to his palace in the high spires. Together with his own personally vetted soldiery and a detachment of Sisters of Battle from the Order of Our Martyred Lady, Porfundis's forces had laid siege to the traitor's den and finally brought him low.

"Sweet Emperor," whispered Governor Septima, his arms wrapped around his body despite the waves of heat billowing from the burning building. "Who would have thought it? Quintus Laertan a witch?"

Porfundis did not reply, watching as two Immolator tanks sprayed yet more burning streams of blessed promethium into the building, scouring it bare of blasphemous magicks and turning the bodies of Laertan's psychically-dominated meat puppets to ash. Armoured in black and red, three-dozen Battle Sisters prevented any escape from within. Their white hair shone like gold in the reflected glow of the fires, the polished steel of their bolters stained with the residue of repeated firing. The leader of the detachment of Adepta Sororitas, Canoness Soipha, spun on her heel and marched towards him, her white furred cloak billowing in the night's breeze. Her gold breastplate was stained with blood and her long, leaf-bladed sword was similarly befouled. Porfundis had watched as she had slain a dozen or more of Laertan's finest bodyguards, her agility and skill more than a match for her foes.

She stopped in front of the two men and inclined her head towards the Inquisitor.

"They are all dead, my lord. The building is cleansed and none escaped."

"Very good," nodded Porfundis.

"Excellent," agreed Septima. "Then the taint of the witch has been removed."

Porfundis shook his head and nodded imperceptibly to Soipha. "Not yet, where those in power are corrupt, their corruption is rarely isolated to a single individual."

Porfundis turned to face Septima as two of his armoured warriors appeared behind the governor. Septima spun, sudden realisation of what Porfundis meant sinking in.

"No!" he cried, "I am a loyal subject of the Emperor! I am no traitor!"

The two warriors seized the governor's arms and dragged him screaming towards the rear ramp of an exquisitely ornamented Chimera. One of the Inquisitor's acolytes awaited him, the flames licking from his augmented limbs hot and bright. The second acolyte stood hunched over inside the vehicle, laying out his collection of blades and excruciators on a bronze surgical tray.

"I tell you I'm innocent!" screamed the governor, bathed in the light from the flames as the warriors carried him bodily into the vehicle.

"Nobody is innocent..." whispered Porfundis, limping towards his Chimera and clearing his mind for the interrogation to come.



The next issue of **WHITE DWARF** is on sale 26th March

Coming next issue...

WARHAMMER

From adverse weather conditions to shifts in the winds of magic, we present a Warhammer scenario generator to add a colourful twist to your games.

Jeff Leong presents the first article in his new Warhammer tactics series, this month focusing upon movement.

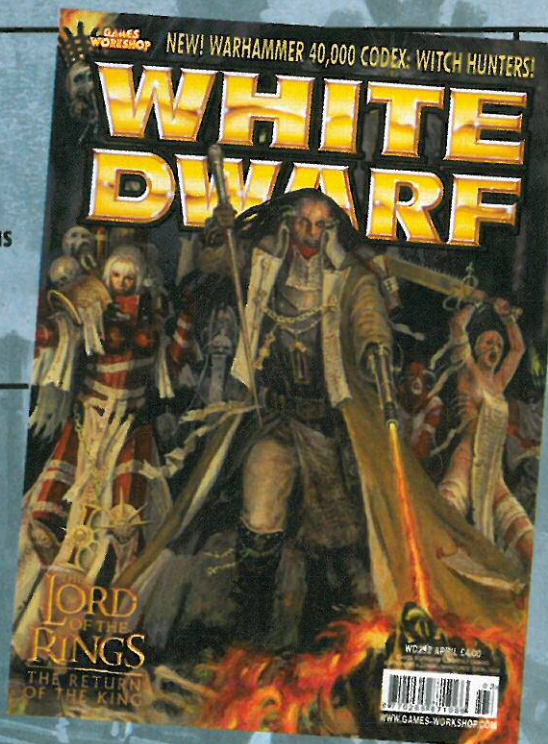
Honour and revenge drive a Bretonnian army deep into the deserts of Khemri as they battle the Tomb Kings to recover the body of a fallen lord in this month's battle report, Legacy of Vengeance!

WARHAMMER 40,000

Servants of the Ordo Hereticus, the Witch Hunters, burst into the Warhammer 40,000 universe and we present the Designer's Notes and a Sisters of Battle painting guide for this new army.

The Eye of Terror Redux series concludes as well with details on how you can run this historically pivotal Warhammer 40,000 campaign.

Chapter Approved delves into the varying and mysterious species of creatures indigenous to the planets of the Warhammer 40,000 universe.



THE LORD OF THE RINGS

New War Party rules allow you to play fast and furious games of The Lord of The Rings.

The Tale of Good and Evil continues as we present Part Four in the series with the players converting and personalising their captains.

We also have another great scenario, The Defence of Laketown.

And finally, we focus on the land of Gondor with a Minas Tirith showcase and a Siege Tactics!

EPIC: ARMAGEDDON

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THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

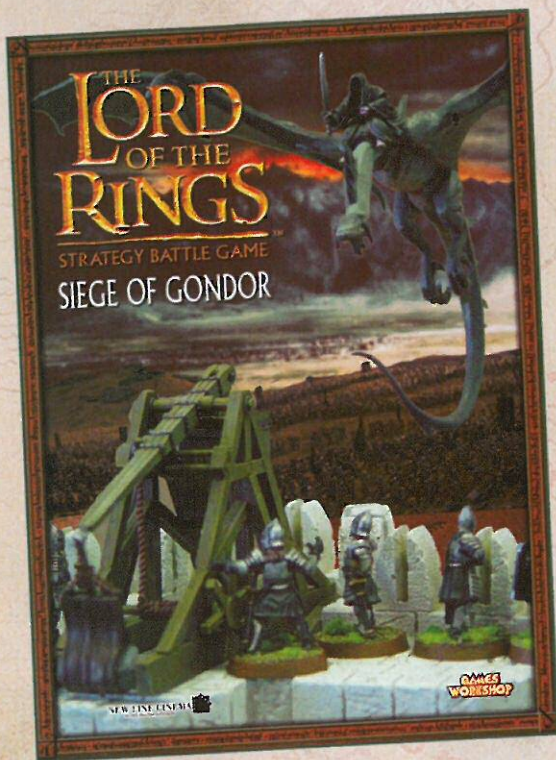
- A Tale of Good & Evil (Part Three)

- Siege of Gondor Designer's Notes

- To The Walls: Siege of Gondor Scenario

- Siege of Gondor Battle Report

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



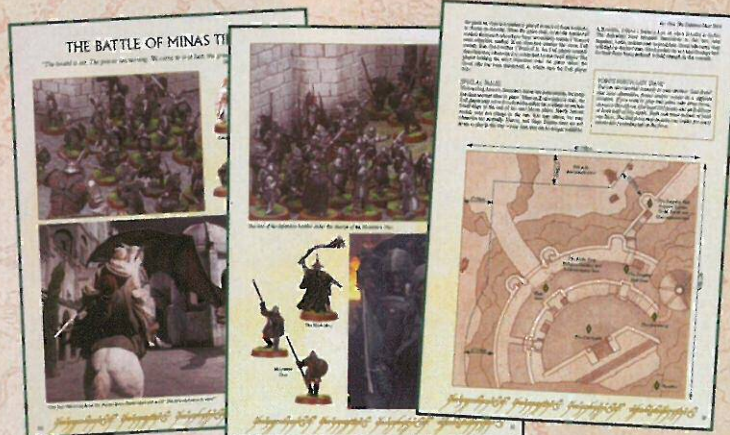
SIEGE OF GONDOR

This 64-page The Lord of the Rings Strategy Battle Game supplement contains complete rules for fighting sieges in Middle-earth. Siege of Gondor introduces characters such as Gothmog, Beregond and Boromir Captain of the White Tower!

There are also rules for siege weapons and eight new scenarios covering Gondor and Helm's Deep. You will need a copy of The Return of The King Strategy Battle Game in order to use this supplement.

SIEGE OF GONDOR£8.00

Denmark	kr	125.00
Sweden	kr	150.00
Euro	€	17.50



Gondor Battlecry Trebuchet

Designed by Tim Adcock & Gary Morley, this box contains 1 Gondor Battlecry Trebuchet and 3 crew.

GONDOR BATTLECRY TREBUCHET£20.00

Denmark	kr	225.00
Sweden	kr	270.00
Euro	€	30.00

This model requires assembly.



Boromir, Captain of The White Tower

Designed by Dave Thomas, this blister pack contains 1 Boromir, Captain of The White Tower, model.

BOROMIR£5.00

Denmark	kr	55.00
Sweden	kr	65.00
Euro	€	8.00



Orc Trackers

Designed by Gary Morley, this blister pack contains 3 Orc Trackers.

ORC TRACKERS£6.00		
Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



Gothmog, Lieutenant of Morgul

Designed by Mark Harrison, this blister pack contains 1 Gothmog, Lieutenant of Morgul, model.

GOTHMOG£6.00		
Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00

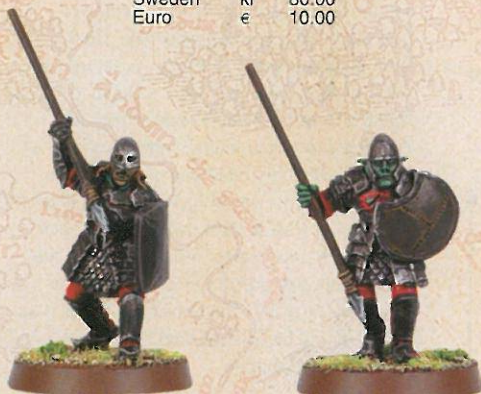


This model requires assembly.

Morannon Orcs

Designed by Alan Perry & Michael Perry, this blister pack contains 3 Morannon Orc models.

MORANNON ORCS£6.00		
Denmark	kr	70.00
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Minas Tirith Citadel Guard

Designed by Alan Perry, this blister pack contains 3 Minas Tirith Citadel Guard models.

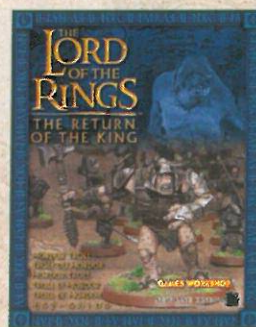
CITADEL GUARD£6.00		
Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



Mordor Troll

Designed by Alan Perry, this box contains a complete Mordor Troll.

MORDOR TROLL£15.00		
Denmark	kr	200.00
Sweden	kr	250.00
Euro	€	25.00



This model requires assembly.

SCENARIO – TO THE WALLS!

A The Lord of The Rings scenario

Mat Ward's scenario finds Boromir, Faramir and Beregond, accompanied by Knights of Gondor, fighting to stem the tide of an Orc army baying for their blood.

Description

Osgiliath is safe for the moment. After a long and vicious struggle, Boromir's leadership and personal valour were able to turn the tide of the battle driving Gothmog and his forces from the ruined capital of Gondor. Though some small skirmishes continue around Osgiliath, the region is relatively peaceful once more as Sauron begins to regather his strength. Satisfied with the apparently stable situation, Denethor recalls Boromir to Minas Tirith leaving Faramir in command of the crossings of the Anduin.

Less than a day into his journey, Boromir discovers that the lands west of the Anduin are not as safe as he had thought – he and his bodyguard are ambushed without warning. Though the Citadel Guard fight valiantly, they are overwhelmed by the sheer number of their foes and, one by one, the Men of Gondor fall until only Boromir and Beregond remain alive. Pushing their luck and skills to the limit, Boromir and Beregond manage to break free

of the encircling Orcs and escape to the ruined riverside fort of Amon Maethor...

Participants

GOOD

Boromir, Captain of the White Tower (on foot)
Beregond of Gondor (on foot)
Faramir (on horseback)
10 Knights of Gondor
2 Gondor Trebuchets with no crew

Boromir does not carry the Banner of Minas Tirith

EVIL

4 Orc Captains
3 Orc Trackers
16 Orcs with hand weapon and shield
16 Orcs with spear
8 Orcs with two-handed weapon
8 Orcs with Orc bow
4 Warg Riders with shield and throwing spear
4 Warg Riders with Orc bow
2 Mordor Trolls

Points Match:

Desperate Defence

As well as re-enacting Boromir and Beregond's desperate fight for survival, you can use this scenario to play other 'Desperate Defence' games. If you want to play this game with other forces, choose a Good force of up to 500 points and an Evil force of up to 700 points. Each side must include at least one Hero. The Good force should include two Siege Engines.

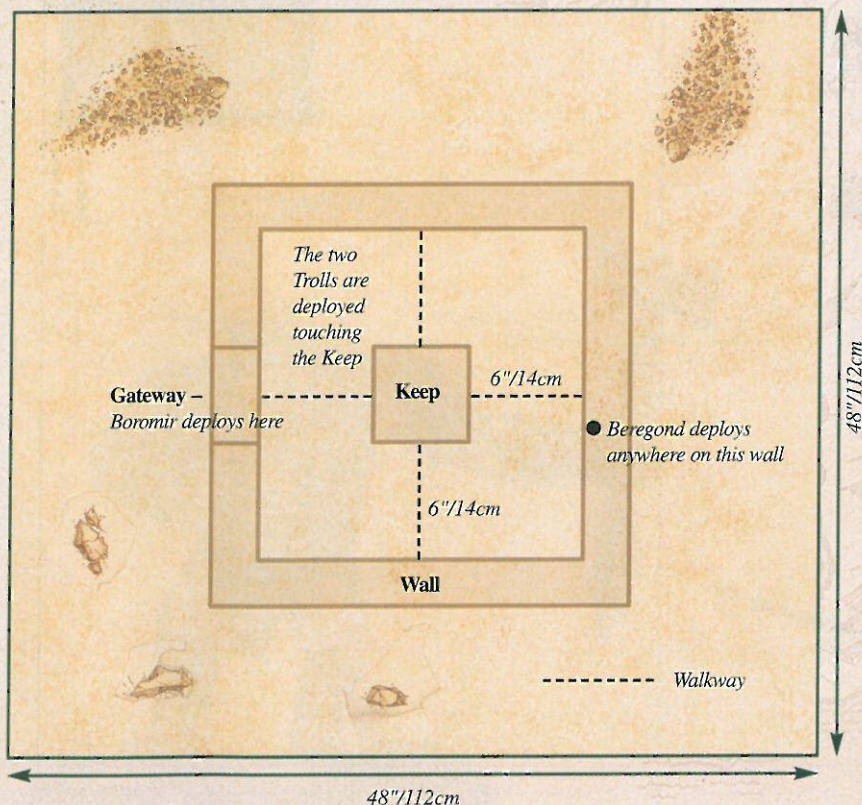
Layout

This game is played on a board 48"/112cm by 48"/112cm. The central keep of Amon Maethor is placed in the exact centre of the board (use a tower of up to 6"/14cm in width to represent the keep) and the walls of the fort are set 6"/14cm away from the tower (see map). Four wooden walkways cross from the castle walls to doorways set into the walls of the keep – they have a Defence Value of 6 and 2 Batter Points as they are supported by ropes and are fairly easy to collapse. The only other way into the tower is through a doorway at its base. There is an opening (at least 4"/10cm wide) in the outer wall which once housed a fortress gate – the gate is so rotted and decayed that it can no longer be fastened. The remainder of the board should be covered with rubble and overgrown vegetation.

Starting Positions

The Good player deploys Boromir in the centre of the ruined gateway (he has just attempted to push the doors shut but they have proved beyond use or repair) and Beregond at on the opposite castle wall. The two Trebuchets are deployed anywhere within the walls of the fort, but at least 12"/28cm apart. Faramir and the Knights are kept in reserve and may be available later in the game.

The Evil player then deploys his entire force (with the exception of the Orc Trackers and Mordor Trolls) anywhere on the board. Outside of the fort, the Evil models should be deployed at least 6"/14cm away from the walls and any Good model. The Trackers are then deployed anywhere within the walls, but no closer than 3"/8cm to any Good model. The Evil player then deploys the Trolls so that their bases are touching the keep and that they are within 6"/14cm of each other.





Objectives

The Evil player wins if he manages to kill two of the three Good Heroes before the Evil force is reduced to 25% or less. If he fails to do this, the Good player wins.

Special Rules

Awoken: The Trolls in this scenario have been awoken from slumber and will attack whoever comes close. To represent this, these Trolls are controlled by the player who has Priority, in exactly the same way as Gollum – though the Trolls will never willingly move 6"/14cm away from each other. If playing a points match game, the two most expensive models on the Evil force will take the place of the Mordor Trolls.

Reinforcements: Faramir has learned of the ambush and is riding to Boromir's aid with all speed. From the fourth turn onwards, the Good player may roll a D6 to see if Faramir has arrived. On a roll of 4+, Faramir's group (all the Good models that were not deployed at the start of the game) moves onto the board from a table edge of the Good player's choice.

The Trebuchets: The Trebuchets have been left loaded, making it very simple to fire a single shot at the incoming Orcs. Each Trebuchet can only be fired once, but can be fired by a single model (rather than the usual two) in addition, both Boromir and Beregond count as Engineer captains for the purposes of this scenario.

Crumbling Walls: The walls of Amon Maethor are sufficiently decayed that they can be scaled using the normal rules for climbing.



The men of Minas Tirith defend to the last.

The valiant warriors of Minas Tirith, led by Alessio Cavatore, defend Minas Tirith against Mat Ward's forces of Evil. For a change this month the players have decided to use the Points Match rules to select their forces.

THE SIEGE OF MINAS TIRITH

A Siege of Gondor Battle Report

The final defences of Minas Tirith have fallen, and now only the city itself stands between Sauron and the dawn of a new age where he is the dominant power. In these final hours of the siege it is Gandalf who saves Minas Tirith from doom. Wherever he strides, hope is renewed and strength redoubled, and without his presence the city would have fallen swiftly. The walls of Minas Tirith are strong and while men still defend them no enemy can prevail, but fear is a weapon the Witch-king long ago mastered. Even as the physical siege progresses, the Captain of Morgul assails the hearts and souls of his foe. Though neither side realises it, this final assault will determine the fate of Gondor. If the city holds for long enough, the Rohirrim will arrive to break the siege and hope will be snatched from the clutches of despair. If the city falls, Théoden and his warriors will arrive in time to gaze upon the ruin of Gondor.

PARTICIPANTS

GOOD

Gandalf the White
Pippin
Beregond
4 Citadel Guard with spear
4 Citadel Guard with longbow
4 Warriors of Minas Tirith with shield
4 Warriors of Minas Tirith with spear and shield
4 Warriors of Minas Tirith with bow
2 Battlecry Trebuchets with three crew each
2 Avenger Bolt Throwers with two crew each
Up to three Good Warriors may be given a banner.

EVIL

The Witch-king of Angmar
Gothmog, Lieutenant of Morgul
1 Orc Shaman
16 Morannon Orcs with spear and shield
8 Orcs with hand weapon and shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapon
2 Mordor Trolls
1 Mordor Catapult with three Orc crew and one Troll
2 Mordor Siege bows with two Orc crew each
4 Orc Trackers

Up to three Evil Warriors may be given a banner. The Evil force may also include up to 8 Siege Ladders, 2 Siege Towers and 1 Battering Ram.

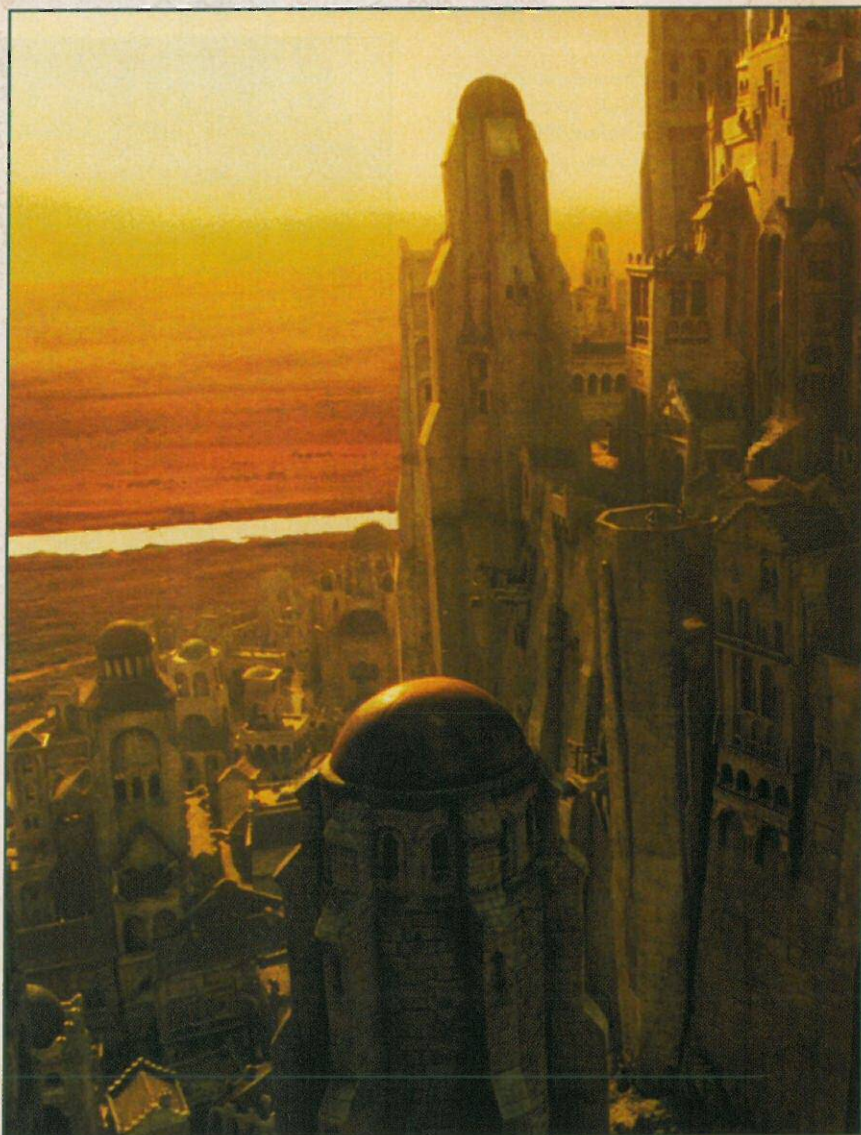
LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The outer wall of Minas Tirith is made of stone and stretches across the board 12"/28cm in from the southern table edge. The inner edge of the wall faces onto the streets of

the first circle of Minas Tirith. The outer edge of the wall faces onto a morass of trenches and siege works (the Pelennor itself is featureless to allow a clear field of fire).

STARTING POSITIONS

The Good player deploys his entire force on or behind the walls of Minas Tirith. When the Good player has finished deploying, the Evil player may deploy his entire force up to 18"/42cm from the northern table edge.



OBJECTIVES

The game lasts for 12 turns. The Evil player wins if he has 16 or more models on or behind the wall, or has achieved two out of the following three objectives at the end of any turn:

- Gandalf has been slain.
- The Good force has been reduced to 25% or less of its starting numbers.
- The Evil player has 8 or more models on or behind the wall.

If the Evil player does not achieve his victory conditions before the game ends, the Good player wins.

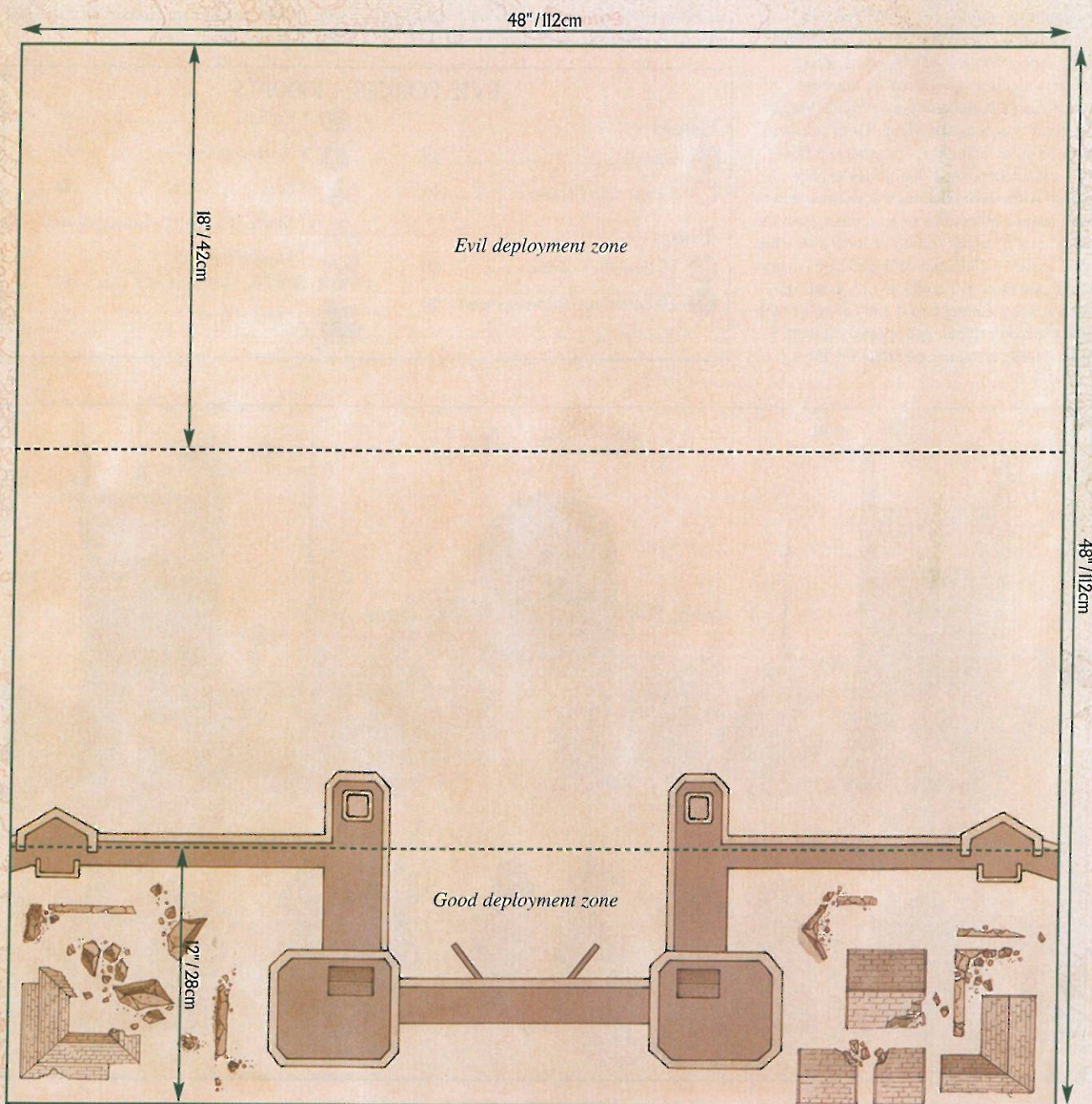
SPECIAL RULES

Rohan has Come! From the sixth turn onwards, the Good player may roll a D6 at the start of his Move phase. If a 6 is rolled, the Rohirrim have arrived and the Witch-king leaves to confront this new threat – remove him from play as if he were a casualty.

The Final Battle. The defenders have resigned themselves to this last, near-hopeless battle and are now beyond fear, whilst the attackers are so numerous they give no heed to their losses. Neither Good nor Evil models take Courage tests for their force being reduced to half strength in this scenario.

POINTS MATCH: GRAND SIEGE

As well as re-enacting the siege of Minas Tirith you can use this scenario to play other 'Grand Siege' games. If you want to play this game with other forces, choose a Good force of up to 750 points and an Evil force of up to 1,000 points. Each side must include at least one Hero. The Evil force may include a single Battering Ram, two Siege Towers, and up to one ladder for every ten models (rounding up) in the force.



48" / 112cm

IN THE SHADOW OF MORDOR



Mat Ward

Mat Ward: Finally! After a little over a year and five battle reports leading the forces of Good (to somewhat mixed success, admittedly) I now finally get to flex my muscles with the insidious forces of

Sauron. Some might say this descent into unbounded villainy is a direct result of getting Aragorn killed the last time I played in a battle report – although at least one of my colleagues maintains that the rot set in long before that. Either way, I'm looking forward to marshalling the armies of Mordor. It's good to be Evil.

Unlike previous *The Lord of The Rings* battle reports (where we've played out a scenario precisely as written) in this case Alessio and I decided to play a Points Match based on 'The Siege of Minas Tirith' scenario from *Siege of Gondor*. As the attacker, this gave me a whopping 1,000 points to play around with. Given that most scenarios tend to work around 500 points or less, this equated to rather a lot of troops to play around with – but what to field? First choice had to be as many Morannon Orcs as I could lay my hands on. With a hearty Strength of 4 and equipped with heavy armour, shield, and spear for a mere 9 points, these creatures are about the most



efficient troops available to an aspiring Evil general. Unfortunately I discovered that we only have eight Morannon Orcs in the Studio army, so I had to look elsewhere to fill out my force. I didn't have to look far – what we lack in Morannon Orcs, we easily make up for in Easterlings. While not as strong as the Morannon Orcs, Easterling warriors still have two things to recommend them: heavy armour, and shields. With twenty Easterlings drafted into my army, things were starting to look decidedly promising. What I needed next was some muscle – this was provided in the shape of two massive Mordor Trolls and a handful of Mordor Uruk-hai. With approximately two thirds of my points spent, I decided that I needed to make sure that I included a few siege engines. After much um-ing and ah-ing, I

settled upon a pair of Mordor War Catapults – one with a Troll for extra effectiveness. With my points rapidly running out, I still had to buy some Heroes to lead my force – a role more than adequately filled by two Easterling Captains and one named character, Shagrat. Last of all, I recruited a handful of Mordor Orcs and some extra crew for my catapults.



As far as tactics went, I decided to eschew a massive escalate assault in favour of Siege Towers. I would split my Easterlings in two and assign each group to a Siege Tower on either flank. The Uruk-hai would take the middle road, heading straight for the gate, hefting a Battering Ram as they went. My remaining troops, in the shape of Orcs and Morannon Orcs, would grab as many ladders as they could carry. Let the siege begin!

EVIL FORCES – 1000PTS

Heroes

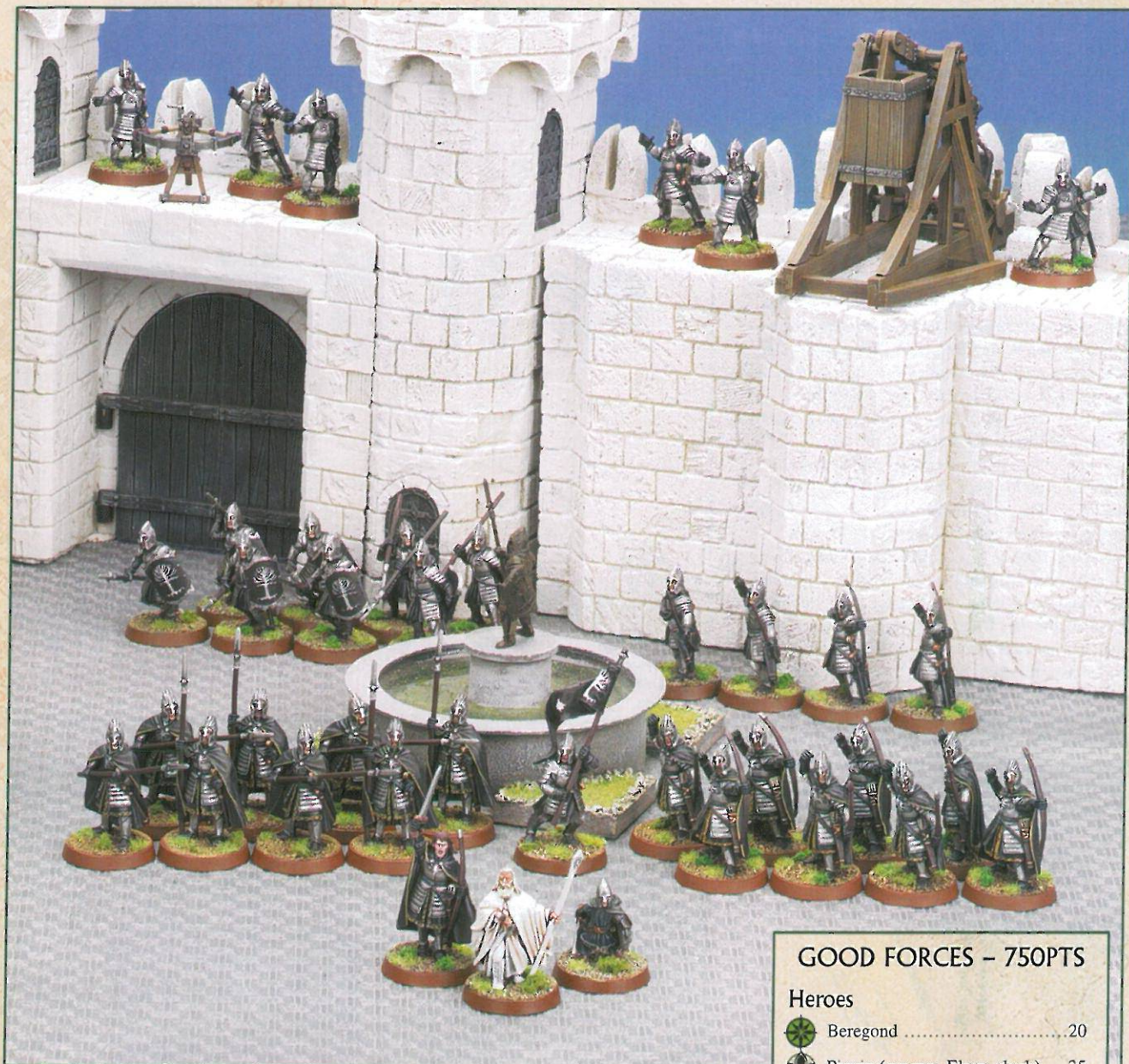
-  Shagrat55
-  2 Easterling Captains110

Troops

-  10 Easterling (shield)80
-  10 Easterling (shield & spear) ...90

-  8 Uruk-hai80
-  8 Morannon Orcs72
-  8 Orcs48
-  1 Mordor Catapult (2 extra crew)100
-  1 Mordor Catapult (Troll & 1 extra crew)185
-  2 Mordor Troll180





I WILL NOT LET THE WHITE CITY FALL



Alessio Cavatore




total despair. Only Gandalf's aura can counter the shadow of terror cast on the warriors of Gondor by the Nazgûl. I decided that Gandalf the White would lead my force and, always thinking of the book, I included Pippin and Beregond – I still remember vividly the scenes depicting those two on the walls, talking about

Alessio Cavatore: Gandalf, it had to be Gandalf! I remember the fantastic description in the book of how the presence of the White Rider is the only thing that keeps the beleaguered defenders of Minas Tirith from

their feelings in the quiet before the storm as they prepare to give their lives in the defence of the White City. I wanted then to include one each of the new War Engines: a Trebuchet to smash those Siege Towers to smithereens and an Avenger Bolt Thrower to mow down any enemies going for my gate. The rest of my points would be spent on Warriors of Minas Tirith and, most importantly, on Citadel Guard. These guys' Fight value of 4 is vital for beating Orcs and Easterlings in combat and to at least draw fights against the nasty Mordor Uruk-hai. I made sure that a third of my force was made of archers, which are vital in siege games to try and reduce the numbers of the enemy as they cover the open ground to reach the walls. And now, may the grace of the Valar protect us!

GOOD FORCES – 750PTS

Heroes

-  Beregond20
-  Pippin (armour, Elven cloak) ...35
-  Gandalf (Elven cloak)210

Troops

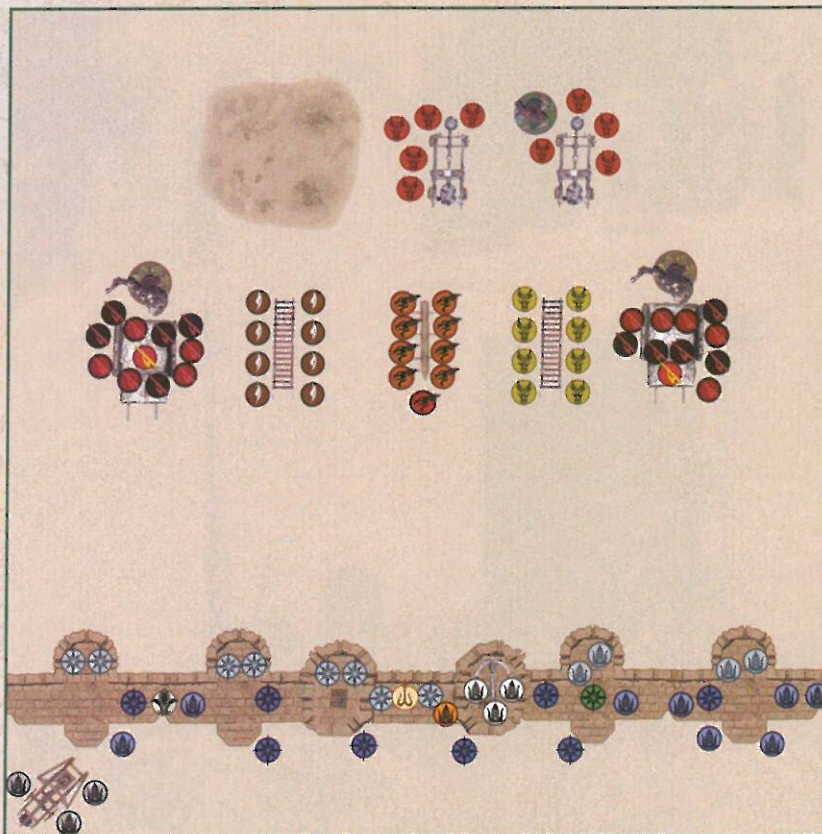
-  8 Citadel Guard (bow)80
-  8 Citadel Guard (spear)72
-  8 Warriors of Minas Tirith (shield & spear)72
-  4 Warriors of Minas Tirith (bow)32
-  1 Warrior of Minas Tirith (banner)32
-  1 Bolt Thrower (swift reload & 1 extra crew) ...97
-  Trebuchet100

DEPLOYMENT

As the Good side had to set up first, Alessio had to spread his defenders across the width of the battlements. On the right flank of the walls, Beregond led a small contingent of warriors, one with a spear and two with bows and a single Citadel Guardsman with spear. In the centre, Gandalf marshalled the defence atop the gatehouse flanked by Citadel Guard bowmen, a Warrior of Minas Tirith with a Banner, and an Avenger Bolt Thrower. Pippin, the last of the Good Heroes, took command of the left flank of the castle, supported by more spearmen and Citadel Guard. To prevent it blocking access across the wall, the Trebuchet was deployed behind the sturdy bulwarks, forcing it to rely on relayed targeting information from the defenders who had a clear view of the enemy. Finally, Alessio spread his remaining troops evenly across and behind the breadth of the wall.

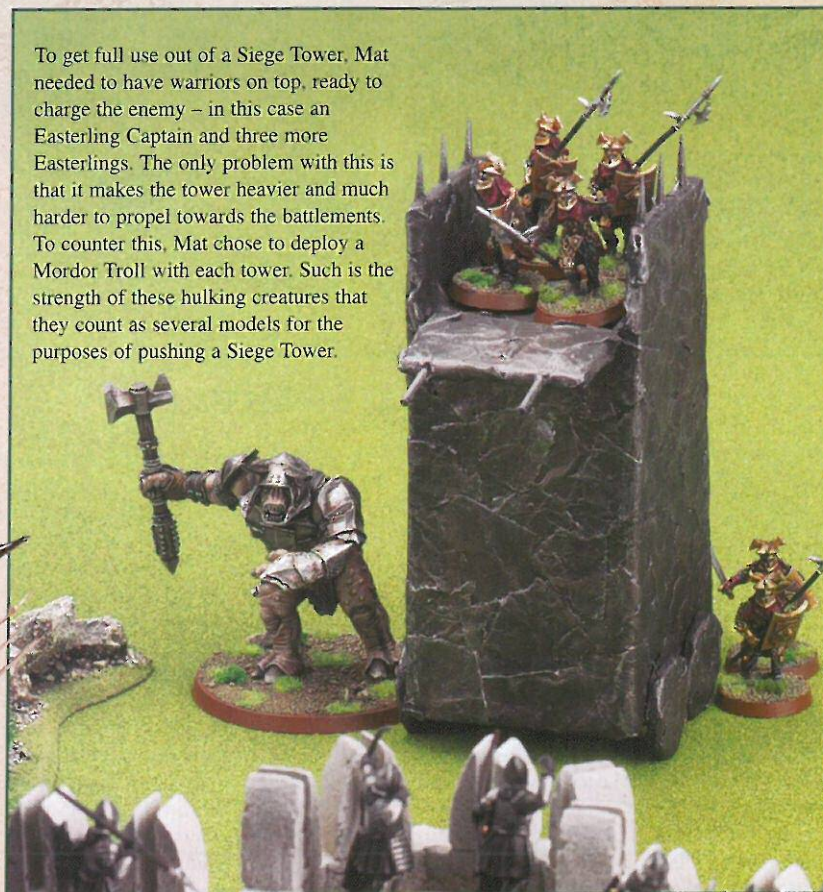
In response to the evenly spread defenders, Mat deployed his force across the frontage of the battlefield. On the extreme of either flank, a Siege Tower – crewed by Easterlings, and led by an Easterling Captain – was forced into position by a huge Mordor Troll. In the centre, Shagrat himself directed his entourage of Uruk-hai as they prepared to attack the gate with a Battering Ram (in actual fact, a statue taken from the outer defences of the Rammas wall). Between the Uruk-hai and each Siege Tower an attack ladder was deployed, the one to Shagrat's left manned by Mordor Orcs, while the one to his right was much more dangerous – eight massive and heavily-armoured Morannon Orcs would use this one to assault the defences. To round out the assault force, two massive Catapults were wheeled into position at the rear of the field.

As the dead of night fell, a blood-curdling roar went up from the attackers – the siege of Minas Tirith was about to begin.



The armies assemble.

To get full use out of a Siege Tower, Mat needed to have warriors on top, ready to charge the enemy – in this case an Easterling Captain and three more Easterlings. The only problem with this is that it makes the tower heavier and much harder to propel towards the battlements. To counter this, Mat chose to deploy a Mordor Troll with each tower. Such is the strength of these hulking creatures that they count as several models for the purposes of pushing a Siege Tower.





The defenders of Minas Tirith ready themselves for the assault.

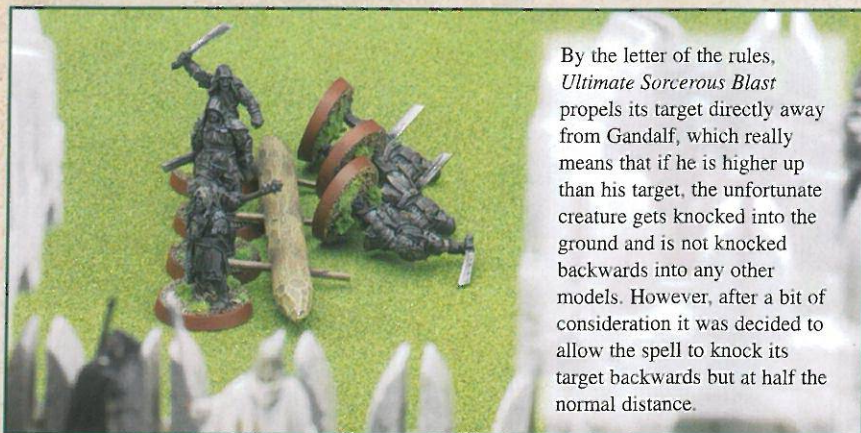
TURN ONE

As the attackers surged towards the battlements of the beleaguered Tower of Guard, the defenders readied their weapons and prepared for the fight of their lives. Choosing to allow his opponent's plan to fully reveal itself before restructuring his defensive posture, Alessio contented himself with having Gandalf cast *Terrifying Aura*, which he did without difficulty. In response, the attackers surged directly forwards towards the walls. Seeing the danger posed by having two Siege Towers converge upon his defences, Gandalf called out instructions to the Trebuchet. With a groan of strained wood and metal, the massive construction hurled its payload towards the more distant of the two towers, but their aim was slightly off and the boulder went astray. In a second attempt to halt the progress of the Siege Tower, the Avenger Bolt Thrower opened up, but despite scoring five hits, it managed only a single wound. The volley of fire from the bowmen proved to be more successful, pitching one Mordor Orc and an Uruk-hai lifeless into the mud. The return fire from Mat's catapults was largely cheated by the stone walls of Minas Tirith, but one fateful boulder smashed into the hapless Gondor Banner Bearer, sweeping his pulverised corpse from the battlements.

TURN TWO

Evil stole Priority from the Good side this turn with a decisive roll of 6, and once more Mat's forces continued their steady trek to the castle walls. As they did so, all the Citadel Guard with spears chose to duck behind the walls to protect themselves from the incoming Catapult fire. With the crew of the Battering Ram now in range, Gandalf chose to cast *Ultimate Sorcerous Blast* into their midst, killing one and, more importantly, knocking enough of the others to the ground to force the rest to drop their burden. The

Mordor Catapults once more proved to be deadly – although this time, a shot aimed at Gandalf scattered onto one of his fellow defenders, ironically one of the Citadel Guard who had ducked into cover, and slew him instead. In retaliation, the Avenger and the bowmen struck out at the incoming horde, managing to cull an Uruk-hai, a Morannon Orc, and two Mordor Orcs from their numbers. Finally, Alessio directed the Trebuchet to hurl its burden at the distant Siege Tower once more. This time, it was on target but failed to wound the massive construction.



By the letter of the rules, *Ultimate Sorcerous Blast* propels its target directly away from Gandalf, which really means that if he is higher up than his target, the unfortunate creature gets knocked into the ground and is not knocked backwards into any other models. However, after a bit of consideration it was decided to allow the spell to knock its target backwards but at half the normal distance.



TURN THREE

Priority returned to the Good side this turn, and with it the chance to prepare for the imminent assault. The Citadel Guardsmen stood up once more and readied themselves. Meanwhile, Gandalf bought Beregond some more time by unleashing an *Ultimate Sorcerous Blast* into

the Mordor Orcs carrying the Siege Ladder, killing two – there were still enough to carry the ladder at half speed, but it would take them another turn to reach the walls. The rest of the Evil force did not have this problem and with a hollow thump, the two Siege Towers crunched into the walls, the Easterlings atop them

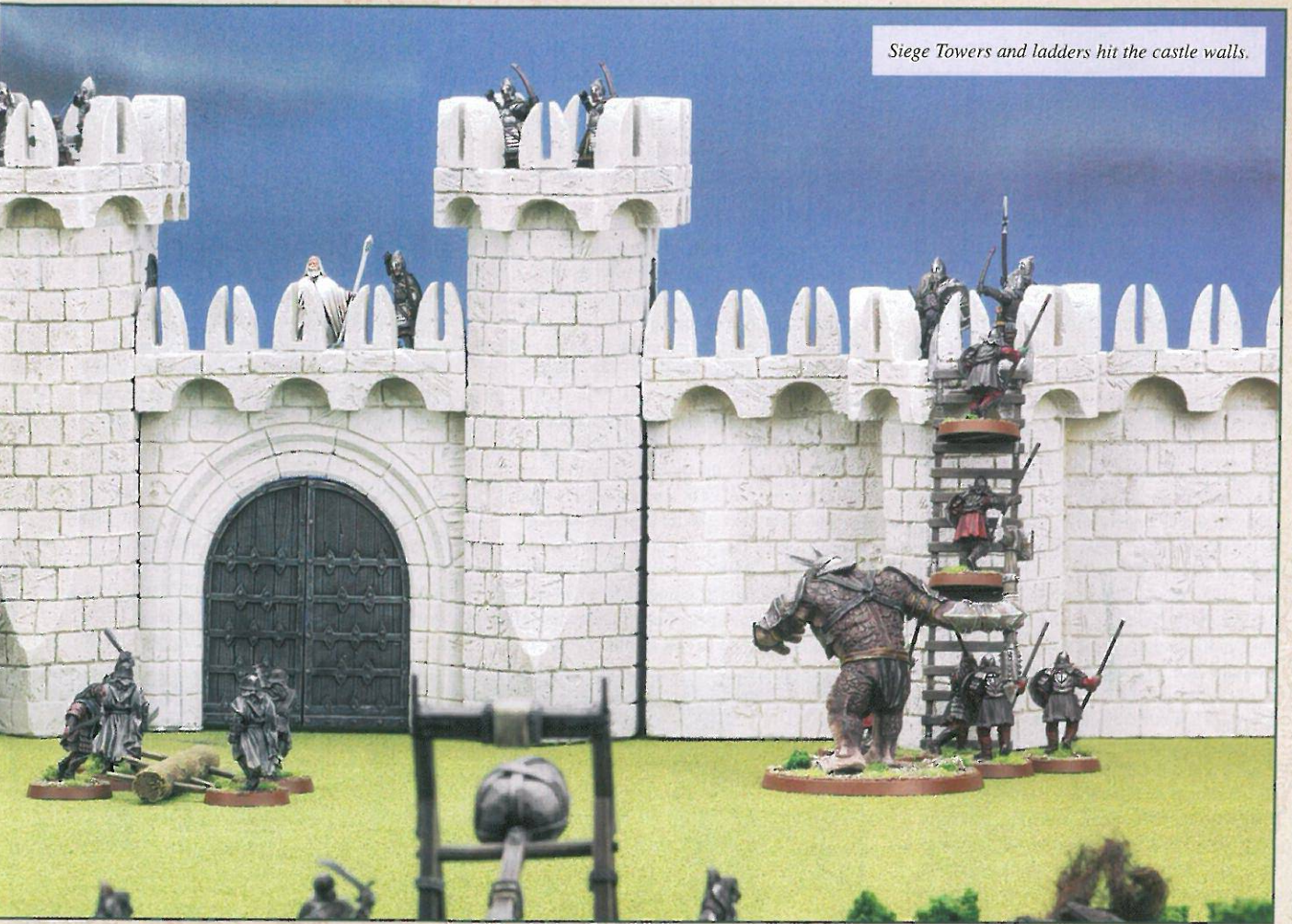
standing up in preparation of storming the walls the following turn. Even the Morannon Orcs were able to bring their ladder into contact with the wall and, seeing this, Shagrat abandoned his fellow Uruk-hai to their struggle with the Battering Ram and headed for the ladder. In the final volley that they would get before the assault began in earnest, the defenders managed to cull another two Mordor Orcs from the attackers with bowfire, whilst the Bolt Thrower successfully scored a wound on the Battering Ram. The Trebuchet missed once more, as did the Mordor Catapults.

TURN FOUR

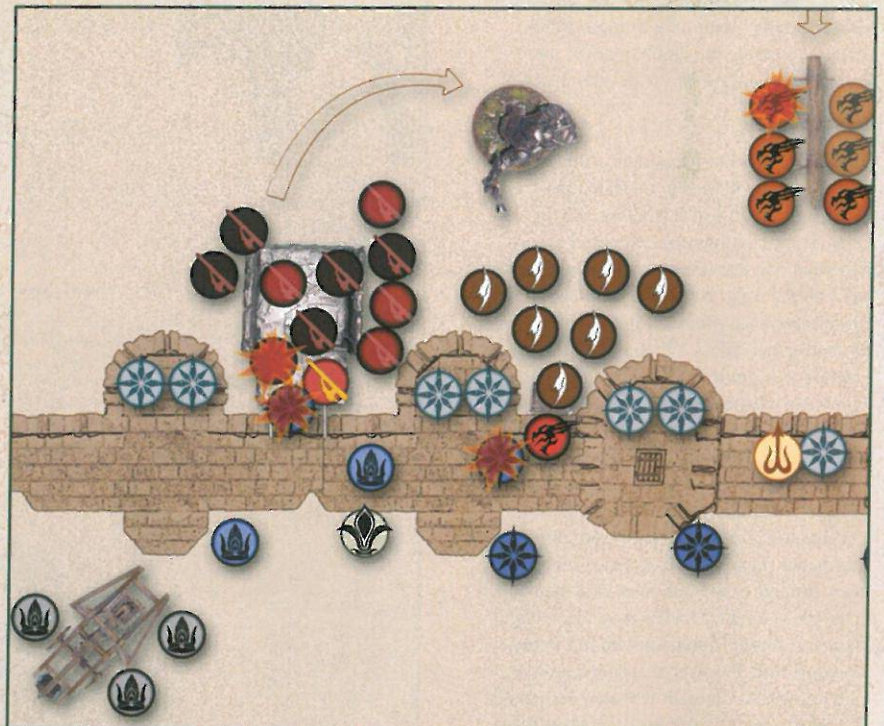
As Priority remained with the Good side this turn, Shagrat used a point of Might to declare a heroic move, carrying him to the top of the nearby ladder before the defenders could cast it down. As a Citadel Guard spearman leapt onto the Siege Tower – Pippin tried to join him, but his short legs thwarted the effort – Gandalf summoned another *Ultimate Sorcerous Blast* into the unfortunate Uruk-hai manhandling the Battering Ram, but this time at the cost of two points of Might. The cost was well worth it however, with another Uruk-hai slain, and two more knocked to the ground – the Battering



Siege Towers and ladders hit the castle walls.



Ram dropped beside them once more. As play passed to Mat, the Easterlings charged into the ranks of the defenders, while below, their toil with the Siege Towers ended, the Trolls headed towards the gate. With the Easterlings on the walls, the defending archers elected to pour their fire into this new threat, but though many hits were scored, the well-crafted armour of the foreign warriors cheated the Men of Gondor of any kills. The Trebuchet was able to score a hit on the far Siege Tower, but once more failed to do any damage, though the Avenger Bolt Thrower did have more luck, firing a single shot that slew another Mordor Orc. The return fire from the Orc Catapults was largely thwarted by the parapets of the walls, however a single lucky shot managed to crush a stray crewman for the Avenger. With the attackers now on the walls, brutal hand-to-hand combat raged on the left and right flanks of the defences - in both cases a single Citadel Guard spearman was struck down by the elegant precision of an Easterling Captain, though on the defender's right flank an Easterling was killed in exchange. Meanwhile, Shagrat managed to best his opponent and, though it cost him his remaining Might to do so, struck him down and took his place upon the walls.



Its purpose with the Siege Tower fulfilled, the Troll heads for the gate.

TURN FIVE

With the assault in full swing, the Evil force stole the initiative and the Easterlings stormed onto the walls in earnest, pinning all the defenders on either flank in place, while Shagrat fearlessly charged into another cluster of defenders, roaring furiously. Below where Gandalf surveyed the battle, the two Trolls managed to move close enough to batter the gate, whilst the Uruk-hai once more raised the Battering Ram from the ground. As the defenders moved to contain the Easterlings as best they could, Gandalf attempted to cast an *Ultimate Sorcerous Blast* on the Troll and, with a point of Might used to boost the roll, managed to thrust the brutish creature away from the gate, though its thick hide protected it from damage. The Catapults once more flung their payload at the crew of the Avenger Bolt Thrower, but not a single shot hit home. With many of the defenders now engaged in combat with either Shagrat or the Easterlings there was little bowfire unleashed upon Mat's forces and the armour of the Evil warriors defended them against the strikes. The Avenger fared better once more, culling a single Morannon Orc from the base of a ladder. Changing tactics, Alessio directed the Trebuchet to fire upon the Mordor Catapult crewed by the Troll. The shot hit home, dealing a massive blow to the war engine and robbing it of half its Batter Points. The Fight phase proved to be favourable for the Evil side once more, with an Easterling Captain using a single point of Might to slay a defender, whilst another spearman of Gondor fell to the sword strike of an Easterling warrior. Though the Mordor Troll failed to damage the gate, Pippin's section of the wall was now in serious trouble, with only a single archer remaining beside the Hobbit, whilst the Easterlings continued to pour onto the walls.

TURN SIX

Priority returned to Alessio this turn, and the defenders now rushed to reinforce the endangered flanks of the defences with Gandalf moving into the tower on his overwhelmed left flank and Beregond leading a sally on the right. As he did so, Shagrat and the Easterlings once more barrelled into the dwindling defenders – though one Easterling Captain was pinned in place by a successful *Effortlessly Immobilise* from Gandalf – and the fallen Troll stumbled to his feet to join the other. As the Warriors of Minas Tirith began to fire upon their foes once more, one of the Mordor Catapults burst into a shower of matchwood as a second shot from the Trebuchet slammed into it. Once more, the thick armour of the attackers kept them safe from the sporadic bowfire atop the walls, though a single Morannon Orc fell to the Avenger Bolt Thrower as a shot from the remaining Orc Catapult whistled harmlessly overhead. The Mordor Trolls attempted to smash the gate, but failed. On the battlements,

the heroic efforts of a total of four defenders managed to fend off Shagrat's attacks and pin his lifeless body to the parapet, but not everything went Alessio's way. On the defenders' far right flank, Beregond's brave counter-attack stumbled and he was hacked to pieces by the skilful Easterling Captain.

TURN SEVEN

With Beregond's death, the Evil force attempted to press home their momentary advantage, and wrested Priority from the forces of Good, the crew of the destroyed Catapult setting out to join the remaining engine. On the defenders' left flank, the Easterling Captain launched himself from the back of the wall with the intention of attacking the Trebuchet crew. He survived the precipitous fall, suffering only a single wound in the process, only to be set upon by a handful of defenders. Abandoning the Battering Ram, the remaining Uruk-hai headed for the ladder so recently carried by Mordor Orcs. As the Easterlings closed with their foes, a single Morannon Orc climbed onto the walls into the spot where Shagrat had fallen. Gandalf attempted to cast another *Ultimate*

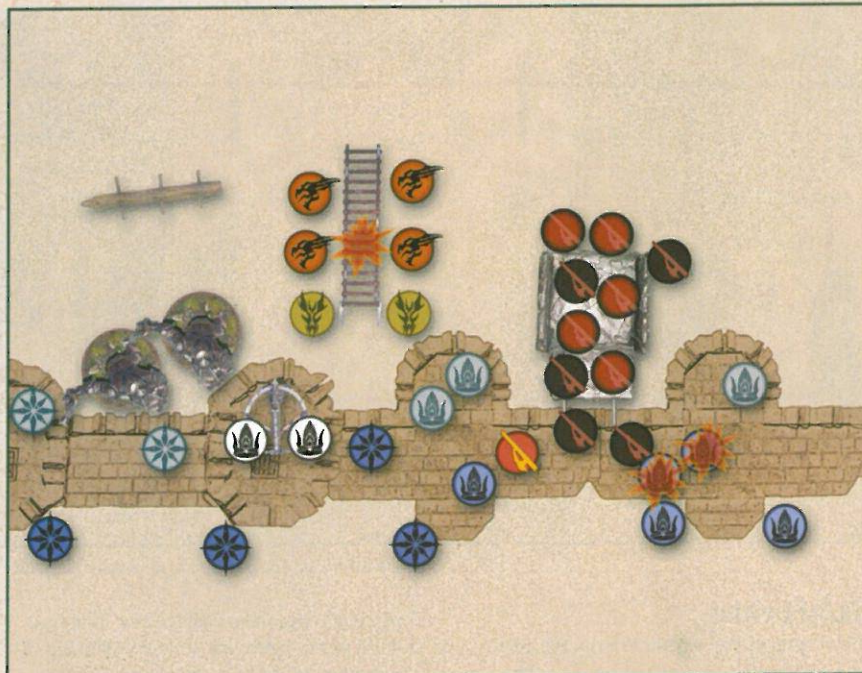
Sorcerous Blast on the Easterlings, but failed. The remaining Mordor Catapult took aim at the Avenger's crew once more, but missed. Alessio's shooting was only a little more effective, with both the Avenger and the Trebuchet missing their targets – the forces of Good were redeemed only by a single arrow shot by a Citadel Guardsman which slew an Uruk-hai. As the sound of sword upon sword rang out in the Fight phase, the Easterling Captain on the right flank had to expend a Fate point to stay alive. Elsewhere, Mat's forces, though managing to win their fights, were unable to pierce the armour of their enemies. Similarly, the two Trolls were once more unable to damage the fortress gate. Though there were Easterlings on the walls and Trolls at the gate, the battle was not over yet...

TURN EIGHT

Mat retained Priority this turn and, seeing that things were reaching a crucial moment, Alessio had Pippin call a heroic move, allowing the defenders on the left flank to close with their assailants and, more importantly, giving Gandalf the opportunity to



cast another *Ultimate Sorcerous Blast*. As the roiling tide of energy swept across the battlements, it knocked no less than six Easterlings to the ground – three of them slain in the process. This was a drop in the ocean compared to Mat's remaining forces however, and soon the defenders were set upon once more at either end of the wall by a tide of vengeful Easterlings. The Shoot phase was brief, with both the Mordor Catapult and the Gondor Trebuchet missing their intended targets and, with all but two archers engaged in combat this turn, no more Orcs or Easterlings fell to arrows – though the Avenger did reduce the ladder held by the Uruk-hai and Mordor Orcs to splinters. Once more the Fight phase favoured the Evil side, for though the Trolls still failed to damage the gate, no less than three defenders were slain by Easterlings, including one of the Trebuchet crew hacked down by an Easterling Captain at the cost of a Might point. In return, four of the defenders finally managed to slay the Morannon Orc who had reached the battlements, hacking him down in the very spot where Shagrat had fallen.



With both towers in contact with the walls, the end is near.



The left rampart falls to the Easterlings.



The minions of Sauron rampage across the walls.

TURN NINE

Good managed to acquire Priority this turn, and Mat had his Easterling Captain on the defenders' right flank call a heroic move in an attempt to maintain the initiative. But as the Easterlings on the right flank swarmed over the defenders once more, on the left flank another *Ultimate Sorcerous Blast* from Gandalf bowled two Easterlings to the ground, even as two Citadel Guard managed to push the Morannon Orcs' ladder away from the wall. It seemed that the defenders' luck had finally changed as, in the Shoot phase, the Trebuchet managed to land a shot on the remaining Catapult, causing two Batter Points of damage, while the Avenger and a Bowman each managed to kill another Uruk-hai, and a Citadel Guard's arrow managed to pierce the armour of an Easterling. Conversely, and even with extra crew to supplement its efficiency, the Mordor Catapult managed to miss with both shots. As the Fight phase dawned, the two Mordor Trolls failed, yet again, to make any impression upon the gate. Meanwhile, though the sheer numbers of

Easterlings once more enabled Mat to prevail in most of the fights, the armour of Gondor cheated him of his kills, and the skill of the Citadel Guardsmen added another dead Easterling to the butcher's bill. In the space of a single turn, Alessio's forces had managed to turn the game around.

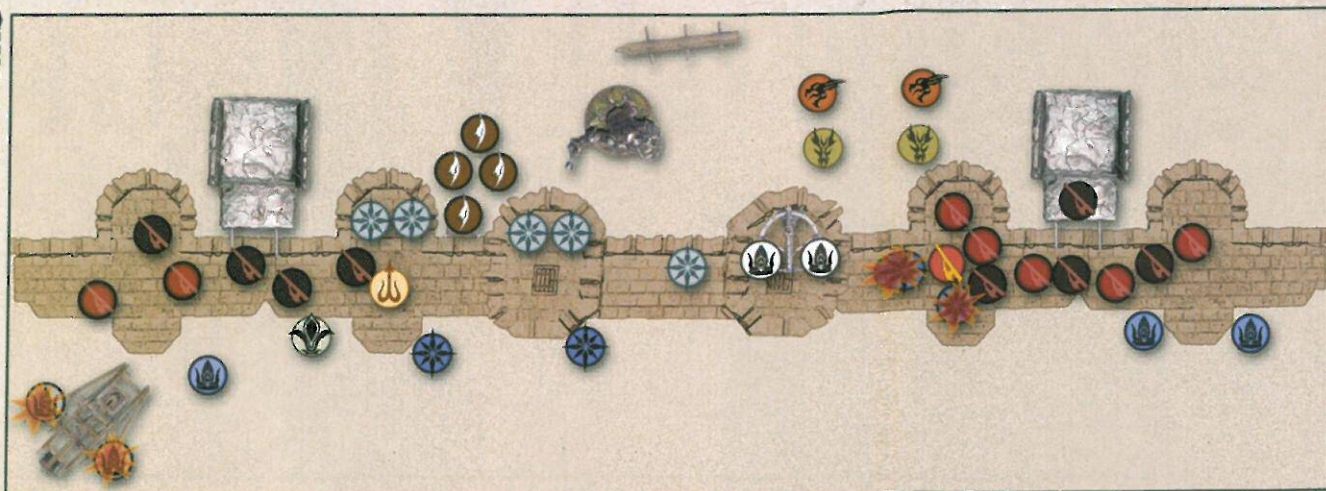
TURN TEN

As fighting became all the more desperate, Mat managed to secure Priority this turn and, as the Morannon Orcs picked their ladder up again, the Easterlings on the right flank engaged the remaining defenders. On the left flank, the attackers scattered as best they could, minimising their vulnerability to Gandalf's *Ultimate Sorcerous Blast*. This seemingly was a wise move, as only a single Easterling was blasted, and though he survived, the Warrior of Minas Tirith he was propelled into was not so fortunate. As the Easterling Captain behind the wall was set upon by no less than six defenders, the Shoot phase began. Both the Trebuchet and Mordor Catapult missed their

targets once more, as did the handful of archers with targets. Meantime, the Avenger managed to justify its presence in a single round, spitting out six shots and managing to kill one of the Trolls by the gate and wounding the other! In the Fight phase, the Easterling Captain behind the wall was finally overwhelmed, suffering a total of six wounds! The forces of Good did not fare so well elsewhere however, as the remaining Troll finally managed to damage the gate – worse yet, the remaining two defenders on the right flank were overwhelmed and slaughtered by the Easterlings.

TURN ELEVEN

With the game nearly over Priority returned to the Good side, though they were now short on troops to maximise on their fortune. Those defenders able to do so threw themselves at the foe, with what reserves remained rushing to the right flank. Fortunately for the Evil side, Gandalf's *Ultimate Sorcerous Blast* failed to work once more, for with Gandalf still alive and the defenders still far above a quarter



The martial might of the Easterlings carries the day.

strength, the only way Mat could now win was to force sixteen models onto the walls and, with only just enough warriors left to achieve this, every casualty was starting to count. As Mat rushed to get his remaining troops into position, the Morannon Orcs thrust their ladder back onto the wall. The Troll backed off from the gate to give the surviving Catapult a chance to breach the portal – a gamble that failed as both shots went wide of the target – though as the Trebuchet had missed its target, and only a single Easterling and the Morannon Orcs' ladder had fallen to the Avenger, Mat was happy to settle for the trade. With Gandalf blocking the left flank, the only combat was at the opposite end of the battlements where the savage hand-to-hand fighting led to the death of another Citadel Guardsman. With no Evil models falling in return, Mat just barely had enough troops left to win the game.

TURN TWELVE

In the closing turn of the game, Mat won Priority once more and used this advantage to have an Easterling charge Gandalf, figuring it was safer to fight the Wizard than risk the danger of his *Ultimate Sorcerous Blast*. With the Morannon Orc's ladder destroyed, there was no chance of getting them onto the battlements, but the remaining Evil warriors on the battlements were just numerous enough to win the game if no others were slain. With this in mind, Mat got as many Easterlings as he could into the now empty tower and out of the bowfire of the defenders. With most of his remaining troops too far away from the right flank to make a difference, Alessio had two of his Citadel Guard charge down the stairs of the tower in an attempt to kill the one vital Easterling that would win him the game. As he did so, he gave his Trebuchet a chance to fire on the few Evil warriors left on the battlements of the right flank but, seeing the danger, Mat tasked his own Catapult to target the crew of the Gondor war engine and, with a lucky shot, slew both remaining crew! With things getting really tense, Alessio's unengaged bowmen fired on whatever targets they had, but though they hit, were unable to score a wound. Even the Avenger, though managing to hit the Troll four times, was unable to cause enough wounds to finish it off. To add to Alessio's frustration, Gandalf was unable to slay the lone Easterling! His final chance for victory lay with the two Citadel Guard who had charged into the tower. Unfortunately, the Easterlings fought like men possessed and slew both opponents, leaving victory in Mat's hands...

...or so it seemed. As it turned out, in the heat of battle, Mat had forgotten to move one of his Easterlings onto the wall in the final turn, leaving him one model short to claim victory. However, as the game was so close (and great fun into the bargain) Alessio generously allowed Mat to move his forgotten Easterling onto the wall.

PLAYER CONCLUSIONS

ROHAN HAS COME!

Alessio: Well, after twelve hard-fought turns it all came to a terrible moral dilemma: I could allow Mat to move the model he forgot on the Siege Tower and therefore give him the game, or stick to what effectively happened and win.

After some pondering I decided to be generous, since anyway it was a very close game and we both really had great fun, and that's what really matters in the end.

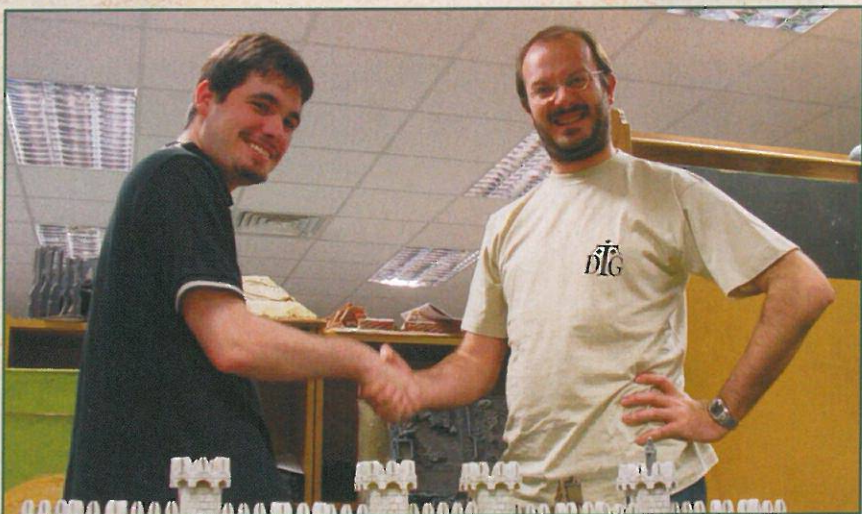
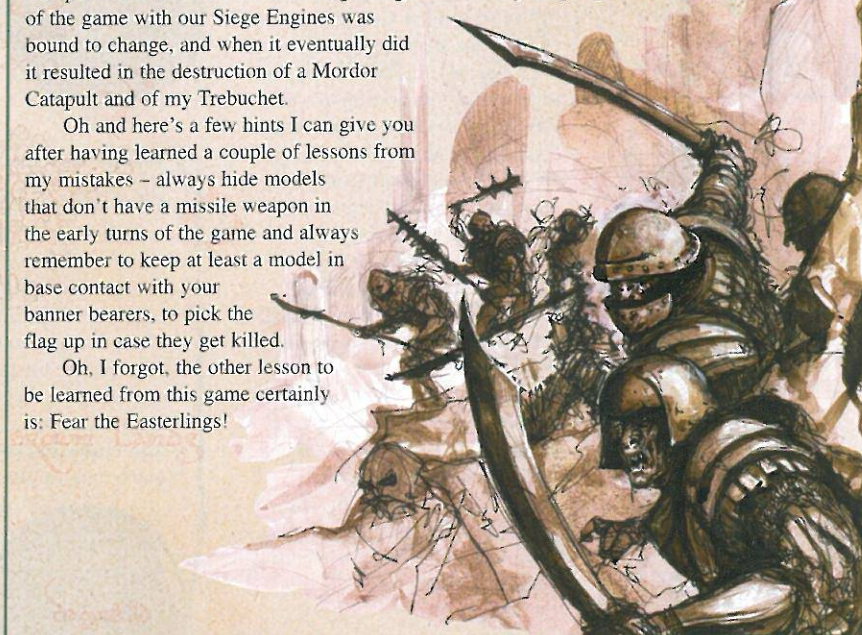
On a tactical level, I think I should have insisted bombarding the Siege Towers rather than get demoralised by the lack of success my Trebuchet was having against them and switching target in favour of the catapults. The poor luck we both had at the beginning of the game with our Siege Engines was bound to change, and when it eventually did it resulted in the destruction of a Mordor Catapult and of my Trebuchet.

Oh and here's a few hints I can give you after having learned a couple of lessons from my mistakes – always hide models that don't have a missile weapon in the early turns of the game and always remember to keep at least a model in base contact with your banner bearers, to pick the flag up in case they get killed.

Oh, I forgot, the other lesson to be learned from this game certainly is: Fear the Easterlings!

LET THE WHITE CITY BURN!

Mat: Not a word. Not one word. My momentary (and, if truth be told, utterly predictable) break in concentration aside, everything went according to plan. That said, there are things that I should have done differently – firing the catapults at the walls or, better yet, that dratted Avenger Bolt Thrower which was a thorn in my side for the entire game. Yes, it's true that I lost a lot of troops (to the point where I could only just win the game) but then, that's the nature of taking a fortress by storm. Fortunately, I brought just enough flesh to feed into the meatgrinder, and the forces of Evil prevailed in a thoroughly enjoyable and closely fought game.



That was a close one!

A Tale of Good & Evil

Part Three – Expanding the Forces

After spending some time building their new terrain boards to fight games on, Steve and Adi really wanted to get stuck into building up their forces. A few months back Steve had bought a few Rangers of Gondor, so he decided to build them up into a more viable fighting warband. Adi, on the other hand, took the course of brute force: Mordor Uruk-hai.



Rangers of Gondor

By Steve Cumiskey

The Rangers of Gondor were my first attempt at getting a force together for The Lord of The Rings game. I'd put them to one side, fully intending to paint them up and get playing, but then I saw the Warriors of Minas Tirith so the poor old Rangers got left behind.

Once I'd got an army of Warriors up and running, and played a few games, I decided I would need those Rangers after all. Those first few games taught me that running out to meet an outnumbering force of Orcs wasn't the greatest plan I'd ever come up with. I wanted to put some distance (and a few well-aimed arrows) between us at the beginning and then launch a counter-attack where he wouldn't be able to swamp me with Orcs again.



Basing the Rangers

The first decision that I needed to make was as to how closely I should follow the pattern I'd set with the rest of force. With them, I'd gone for a dusty, rubble-strewn base to represent the ruins of Osgiliath. At first, that idea didn't seem to sit too well with the wilderness scout image of the Rangers. The more I thought about it, the easier it became to imagine a small detachment of Rangers operating inside the ruins of Osgiliath.

Once this idea had taken root, I no longer saw any problem with mounting them on the same bases as the rest of my force. The bases would have the added bonus of making them look a little more at home in the middle of all those silver-armoured warriors.



Painting Cloaks

As to the colours of the Rangers themselves, I opted to try out some of the newer paints on the cloaks. I used Catachan Green as the main colour on the cloak, with a layer of the same colour mixed with Graveyard Earth and then a final highlight of Graveyard Earth with a touch of Bleached Bone. I used Catachan Green, rather than any of the other greens, because it has a greyish quality that echoes the dusty appearance of the rest of the army. I carried that idea through by drybrushing the colours from the base of the models onto the bottom of their cloaks and boots to make them look like they've been hiding out in the ruins for weeks.





Mordor Uruk-hai

By Adrian Wood

I wanted to unleash my new Mordor Uruk-hai on Steve's forces as soon as possible. To speed things up I chose to paint four models at the same time, rather than tackle each one as an individual. Like many other painters, I've used this style of batch painting before to paint groups of models quickly.

There is a trick to using the same colours on a group of models, and still getting them to look different. What you do is take one paint at a time, and apply that colour to a different part of each model. For example, I painted Scorched Brown on the tunic of one model, the cloak of the next, the hood on another, etc. This has the effect of mixing up the colours, making the models look different from each other.

To give me even more of an edge in the coming battles, I decided to give the Uruks a Captain and Standard Bearer, in the same way as my Mordor Orc warbands. However there aren't any specific models for these characters, so I mounted one of my favourite Uruk models on a larger base to make him stand out and, using my clippers, I broke up a ruined wall to give me the pile of brickwork for the base. He became my Captain, Gruk. The Standard



Bearer conversion was a little more involved. I cut away his weapon and drilled a hole between his hands. Taking a piece of wire, I inserted it as the banner pole and I then glued a piece of torn paper to the pole as a flag.



I always like to convert a few models in a warband.



Three models painted using the same palette of colours.



NEXT MONTH

Having taken a break from painting armoured Warriors of Minas Tirith by collecting his Rangers, Steve decided to turn his attention to the Knights. Adi had other plans in mind... but these will have to wait until next month.

The Siege of Gondor supplement allows you to recreate the epic struggle of the warriors of Gondor to stave off the attack by the forces of Sauron. Mat Ward describes his thoughts and ideas behind this new supplement.

THE SIEGE OF GONDOR

Designer's Notes by Mat Ward

Following on from Shadow and Flame, Siege of Gondor is the second in what promises to be a long and varied line of supplements. Most probably the first thing that you'll notice is that it's a substantially larger book than the first (64 pages rather than 48) which has given us room for more of everything, whether hobby guides, scenarios, or new rules!

As with its precursor, this book focuses on a particular area in time and space, but where Shadow and Flame concentrated on events that occurred 'between acts' in the tale of The Lord of The Rings, Siege of Gondor throws players straight into the desperate struggle for Minas Tirith in the closing days of the Third Age. As before, it was a very careful path I trod through Tolkien's works (one thing Alessio and I are in complete agreement on is that we shouldn't try

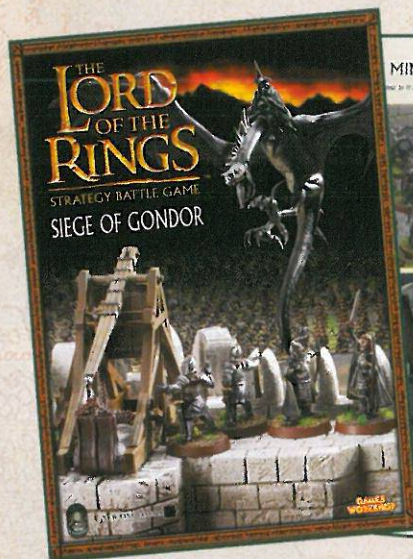
and rewrite Tolkien) and although I know the books very well, there were all kinds of little details tucked away in the corners of appendices which I hadn't fully considered before. After immersing myself in the chronology of the period we were looking to cover, it became clear that to really represent Gondor's plight the book would have to cover much more than the siege of Minas Tirith – after all, Sauron's army is only there for a



matter of a day and a half! This really gave me the opportunity to cast my net considerably further, and soon the span of the book grew to engulf other events in the assault on Gondor, including the doomed struggle at Cair Andros and Faramir's courageous, but ultimately futile, defiance towards Sauron's army. What I ended up with was an epic struggle that ran from the banks of the Anduin in Osgiliath, to Rath Dinen in the city of Minas Tirith...

THE TALE BEGINS

For me, the real joy of writing something like this is getting the tale to flow through from the very first page until the last. The Lord of The Rings is, first and foremost, a story that treads in the wake of not only wars but the individuals that take part in those wars. Following that tale (and the paths of individual characters) properly was an incredibly challenging, but also very rewarding, experience. After all, in The Lord of The Rings, we see much of the struggle for Gondor from Pippin's perspective. We know what



MINAS TIRITH

...to it at last, the greatest of our time!

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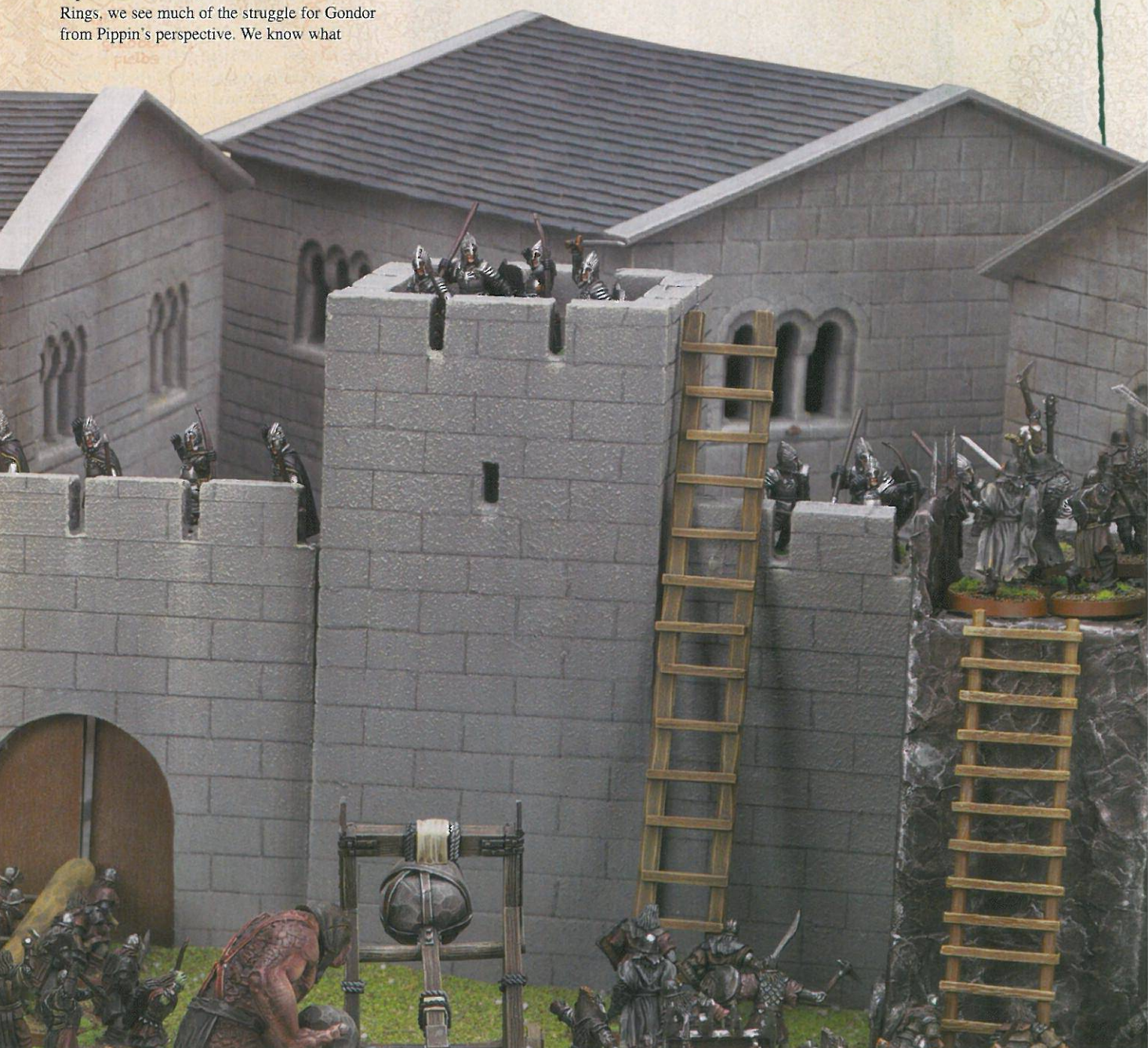
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Fighting erupts in the ruins of Osgiliath.

happens to the realm as Pippin is told of it, but we never see Faramir's efforts to repel Sauron, or the desperate fighting at Cair Andros. If I've done my job properly, even those amongst you who know the book inside and out will have difficulty telling which bits of the storyline are from Tolkien's original work and the parts that are my bridging passages. In any event I hope it will help drag you deeper into the world of Middle-earth.

FIGHTING THE WAR

Of course, the scenarios are the heart of any The Lord of The Rings book, and Siege of Gondor is no exception in that regard. As I mapped out the story I wanted this supplement to tell, all manner of suitable confrontations presented themselves but, alas, there was only so much space in the book and some of them had to go. Trimming them down, I was left with a tight core of diverse and interesting scenarios that, taken together, tell the tale of the Siege of Gondor. You can play them as standalone engagements if you wish, but they have all been bound together to form the campaign that is the Siege of Gondor and I'm sure experienced players will love to get their teeth into this. Of course, once you've played them through a few times, you'll want to play sieges of your own and, to accommodate this, each of these scenarios has been specially designed to give players a feel for several different styles of siege warfare. By playing a 'Points Match' game on any of these scenarios you can create a whole range of new sieges.



The forces of Sauron attack Minas Tirith.



Evil returns to Osgiliath.

THE SIEGE BEGINS

Naturally, it's a little difficult to conduct a siege without rules and, as we couldn't fit them into *The Return of The King*, there was an opportunity to refresh and revise those that had been originally printed in *The Two Towers*. This couldn't have come at a better time because I had several shiny new things that I wanted to add. A side bonus to reworking these rules meant that I could break them down into more manageable chunks and dot them throughout the book. This way, as players work their way through the book, they'll be gradually introduced to everything that they need to play each section – there's nothing more difficult than trying to keep pages and pages of new information in your head as you're trying them out for the first time!

WHAT'S DIFFERENT

By and large, the siege rules that we originally presented in *The Two Towers* have stood the test of time (and the abuse of players) very well, and the best rule to apply in these situations is: 'If it ain't broke, don't fix it!' Accordingly, if you're already familiar with the way sieges work in Middle-earth, there won't be a lot here to surprise you – it's been more a case of expanding than rewriting. Personally, I've always found that this game system has a refreshing 'real world' feel to it – things tend to work the way they would in real life and application of common sense is generally rewarded with success. With this in mind, all the changes and additions to the siege rules conform to this principle. I've expanded the Batter Points table to encompass pretty much

everything within the fortress, so that the more destructive amongst you can take your opponent's defences apart piece by piece. Also present are profiles for things like wooden palisades and towers, allowing players to build more diverse fortifications than before. Here and

there you'll find that certain rules have been tweaked, whether to speed up the game (in the case of battering walls) or to better represent what we all sat in awe at in the film (Uruk-hai Demolition Teams) – but for the most part, it wasn't broken, so I didn't try and fix it.



Beregond leads the counter attack.



Mordor War Catapult.

WHAT'S NEW

Of course, a The Lord of The Rings supplement just wouldn't be right without new troops to lead into battle. Amongst other things, the setting gave us an excellent excuse to go back to the films and add some of the more memorable participants to the range. Within Siege of Gondor you'll find a whole new host of Warriors and Heroes inspired by both the book and the film to add to your forces (there's also another limited edition castle for you to fight your battles on, but I digress). The Good side receives new Heroes in the shape of Beregond of the Guard (a character from the book that many will recognise) and Boromir, Captain of the White Tower (taken from those excellent moments in the extended version of The Two Towers). A new model and profile

reflects the eldest son of Denethor, the mightiest of Gondor's warriors, before his decay under the influence of the Ring. In addition to these fine Heroes, the forces of Good are bolstered by the courageous Citadel Guardsmen of Minas Tirith. Armed with either longbows of fine quality (that count as Elf bows in the game) or spears, these warriors can form a rock-hard core to an army of Gondor.

The forces of Evil are far from ignored – Gothmog, Lieutenant of Morgul, leads a tide of Orc reinforcements into battle. Foremost amongst these are the Morannon Orcs, Sauron's shock troops at the Black Gates. Not only are they clad in heavy armour, these brutes are also stronger than normal Orcs and can give an Evil player an additional boost against the forces of Gondor. The devious Orc

Shamans arrive, bringing Orcs some much-needed parity with the Moria Goblins and White Hand Uruk-hai. The sneaky Orc Trackers round out the list, better shots than Orcs but frailer in combat. Each of these new arrivals helps to round out the troops available to Orc players, but Gothmog himself is easily the pick of the bunch. By far the toughest Orc in the game, Gothmog is a skilled warrior with a tactical savvy that will always give you an advantage in key moments.

SIEGE ENGINES

Perhaps the biggest change in Siege of Gondor is the introduction of Siege Engines. As well as introducing a new section of core rules to govern the behaviour of these machineries of destruction, Siege of Gondor provides rules for players to include four Siege Engines in the battle for Minas Tirith. Both the Gondor Trebuchet and the Orc Catapult from the film make an appearance, alongside two other war machines: a powerful siege bow and a rapid-firing bolt-thrower for the defenders of Gondor. Hugely destructive, but quite inaccurate when firing at specific models, the new Siege Engines add a truly new dynamic to the game, whether you're playing a Siege game or a normal battlefield skirmish. One decision made early on was that every new model released as part of the range should be usable in all kinds of games – not sieges alone. After all, you can use Aragorn (probably still the most effective model in the system) in all kinds of games, so why should trebuchets and catapults be any different? After playing a few



Death comes from the sky.



The followers of the Dark Lord are many.

tournament-style games we quickly discovered that while the Siege Engines offered a new tactical challenge, they didn't unbalance the game any – after all, tactical challenges is what it's all about. As a final set of customisations for players to experiment with there is a modest array of upgrades that can be bought for your Siege Engines, from extra crew to flaming ammunition. Last, but not least, this section also includes rules and building instructions for Siege Towers – always a useful ally in the assault upon a fortress.

THE SIEGE OF HELM'S DEEP

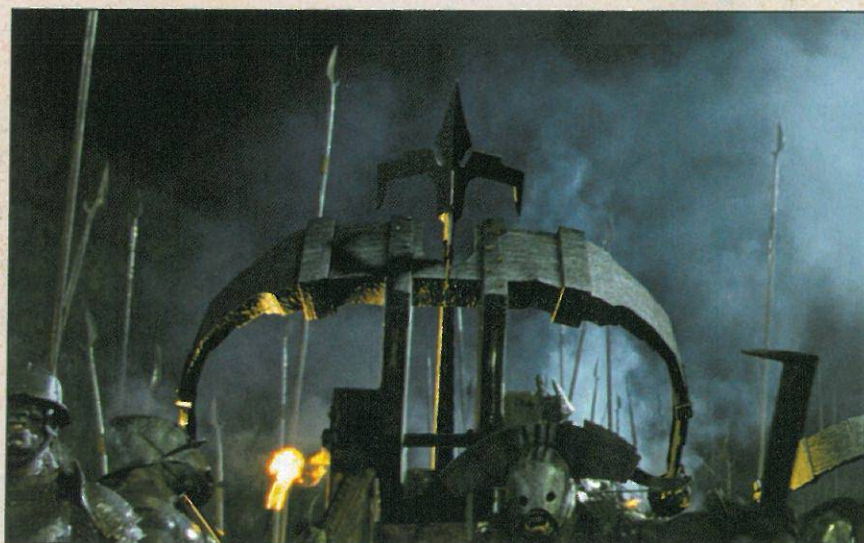
As you've probably guessed from what you've already read, the appendix for this book also focuses on a historical siege – that of Helm's Deep. This section of the book reprises the great battle of The Two Towers with two scenarios and refreshed rules. Both Uruk-hai Demolition Teams and Siege Assault Machines have been given a revamp to bring them in line with the alterations to the siege rules and to what we all know and love from the film – a Demolition Charge will now blow a substantial portion of wall into smithereens without much effort and, yes, the Siege Assault Machine can now kill defenders (as well as anyone else it feels like). As with the Siege of Gondor scenarios, those set at Helm's Deep can be played individually, as part of a campaign, taken apart and put back together as 'Points Match' games. Want to fight the siege of Helm's Deep with Éomer and Aragorn drawing their swords together on the battlements? Well, now you can.

LET THE BATTLE BEGIN

So there you have it. Whether you want to add to your Good and Evil forces, conduct mighty sieges, or simply immerse yourself in the world of Middle-earth, in Siege of Gondor there's something for everyone.



Orcs force their way into the White City.

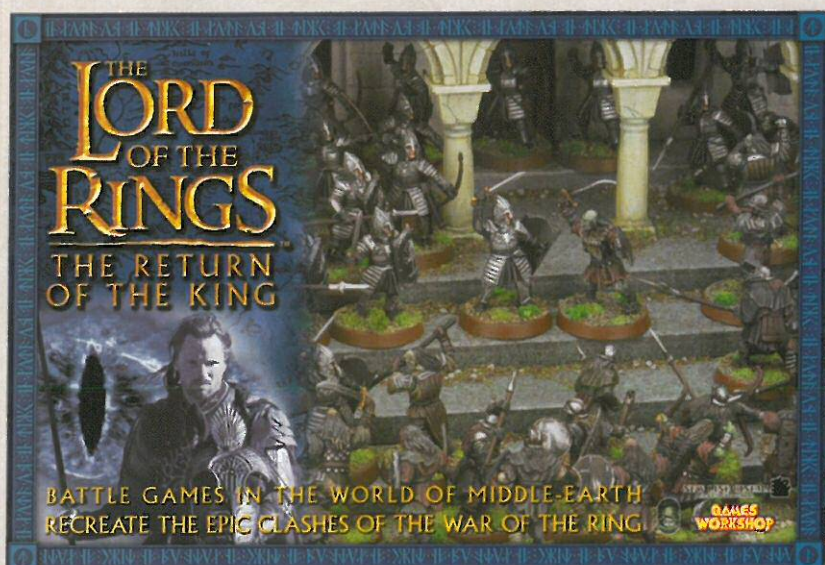


Uruk-hai Siege Assault Machine.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

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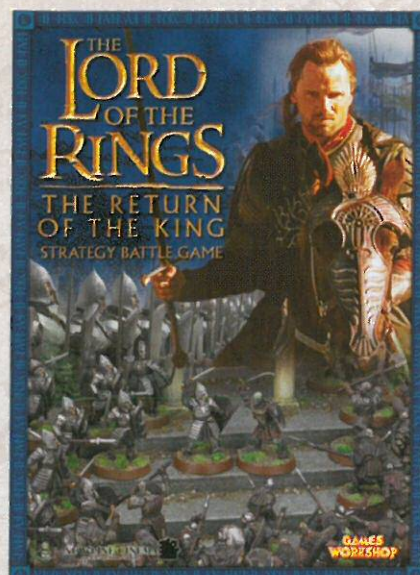
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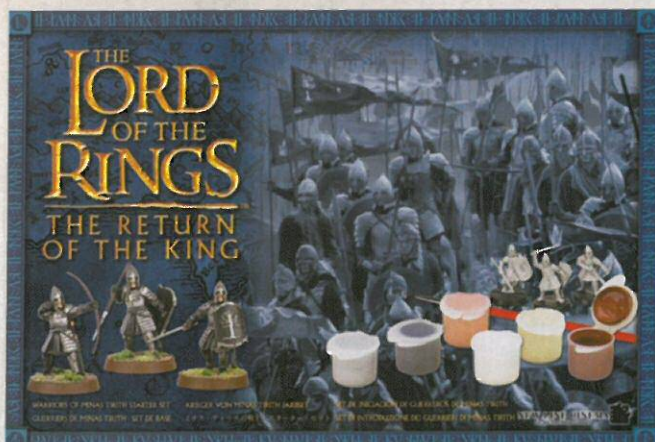
Contains a 176-page rules manual (including a chapter on The War of The Ring), 24 plastic Warriors of Minas Tirith, 24 plastic Mordor Orcs, ruins and dice.



The Return of The King Rules Manual

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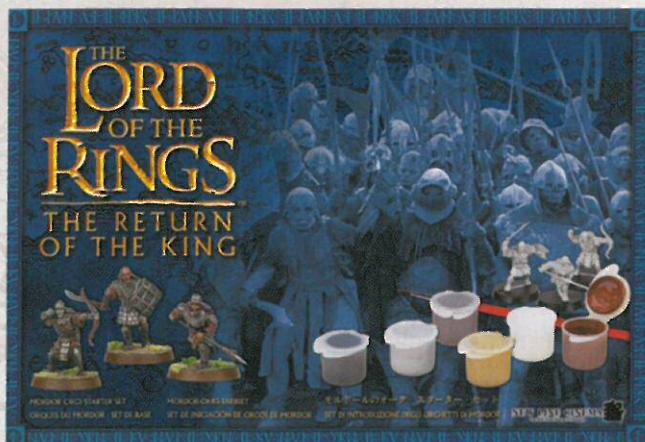
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