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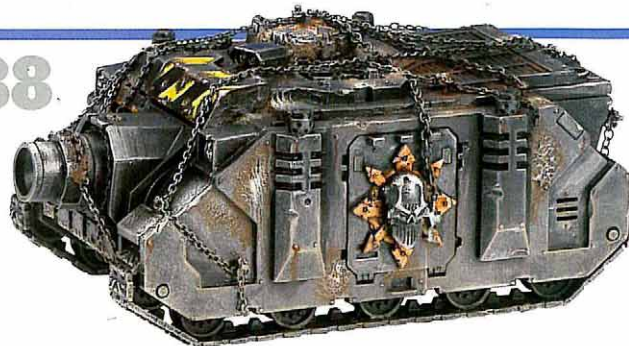
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WE'LL BE BACK!

Tactical Dreadnought armour is back. With a dynamic revamp including the full ensemble of plastic weaponry, the forthcoming Space Marine Terminators are something special.

"Generally speaking, they're much better," Dave Thomas, one of the designers on the project tells White Dwarf. Working from concepts and a basic kit by Jes Goodwin, Dave Thomas and Mark Harrison based the new Terminator plastics very much on the old version that featured in version two of the classic game Space Hulk.

This might surprise some readers given that the reaction so far has been, "Wow! They're so much bigger!" They're not, they're just more dynamically posed, Jes tells us and goes on to explain how this was achieved, "I've moved the arms down a bit, to put them in a more natural pose. I've taken the opportunity to build up the shoulder pads, put more under them, to make them look like a nest of plates. Power armour and Terminator armour are reactive. When a Space Marine looks to his side, the shoulder pad will drop so he can see. When he moves his arm back to strike someone, the armour will reconfigure itself and move to allow him to do it."

Like the Grey Knight Terminators, the new models have been put on larger bases. "It really opens them up," Dave explains. The new models are certainly less static, now sporting cool poseable heads, a fact that the design team worked hard to achieve. "The poses of the models were one of the most difficult aspects to get right, as we had to find five distinctive actions," Mark says. The legs of the models really contribute to this and are one of Mark's favourite parts!

Working from Jes's basic armature, Dave and Mark have made all kinds of extra details like cameras, plates, insignia and guards. "These are tied into the new details sculpted for the new Space Marines," Dave explains. There are even five different chest designs for even greater variety. The banner top details are one of Dave's favourite parts of the kit. "I really like the way they can be detached from the banners and used on other models."

Including the cyclone missile launcher, the new plastic Terminators will have a whole raft of weapons, some of which like, the aforementioned cyclone and assault cannon, will be available as plastics for the first time. There has been a slight re-design with



From left to right:
Terminator Sergeant,
Terminator with
cyclone missile
launcher and
Terminator with
assault cannon.

the weapons too, "We've gone for bolt drum mags for the storm bolters as well as the sickle ones," Dave tells White Dwarf. "The cyclone Terminators no longer hold targetters, either," Mark says, "it's now fitted into the missile launcher itself." The new kit will also include heavy flamers, power fists and for

the first time, a plastic chainfist, making the models highly versatile and eminently convertible.

A real team effort, the forthcoming Terminators add an extra level of dynamism and character to these fearsome warriors of the Imperium.

ESCAPE FROM NECROMUNDA

Necromunda is back! As of next month, the game of battles in the Underhive returns to the pages of White Dwarf for a short time as over the next three months we'll be running an in-house campaign.

Necromunda is one of our most popular Specialist Games. You can normally play it on Veteran's nights and whenever you like in our Gaming Rooms. But if you've never played before all our Hobby Centres will be running games for aspiring gang leaders over the next few months. A selection of Necromunda miniatures, which are always available from Games Workshop Direct, are on sale in store too.

For more details on Necromunda and all our specialist games see:
www.specialist-games.com



WHITE DWARF ERRATA

There must've been some Cave Squigs nibbling at our mouse cables because some errors crept onto the pages of WD299.

On page 29 we referred to the previous edition of the Blessing of the Lady rule, which now of course gives a 6+ Ward save to Knights and a 5+ save versus attacks of Strength 5 or higher.

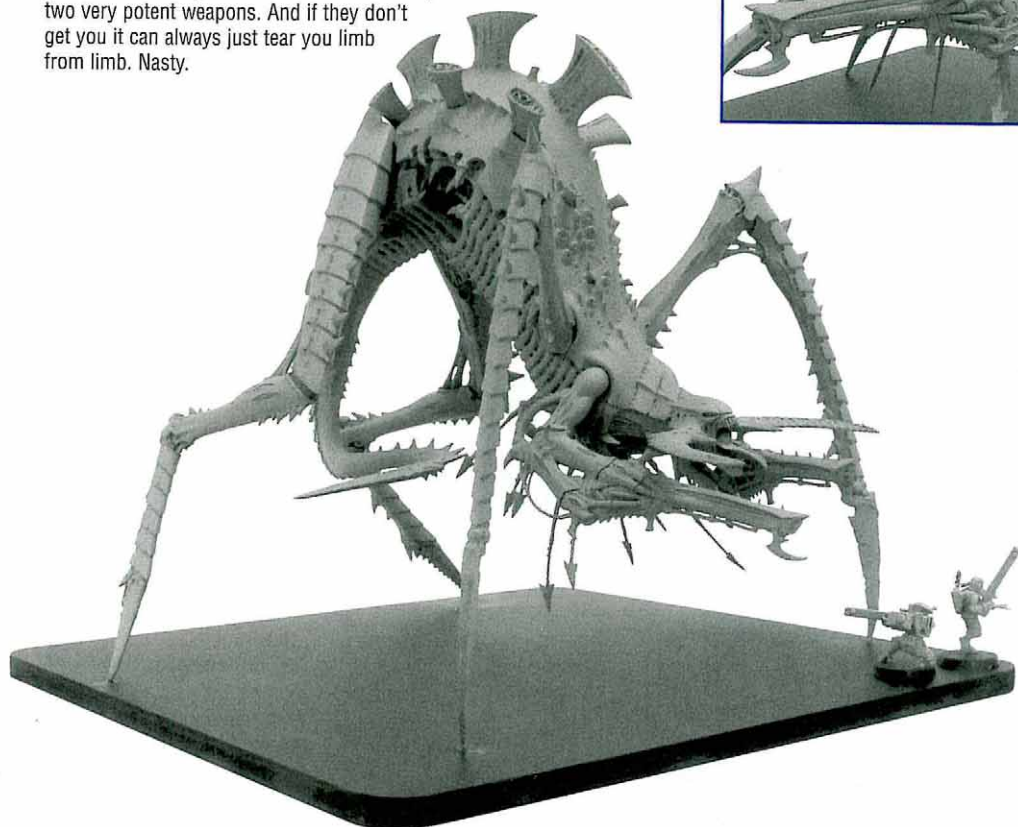
On page 59 we said Tree Singing could be used to engulf your enemies, when in fact the moving tree must stop if it contacts a model.

On page 60 we said Slann Mage Priests can use High Magic when, in fact, they can't.

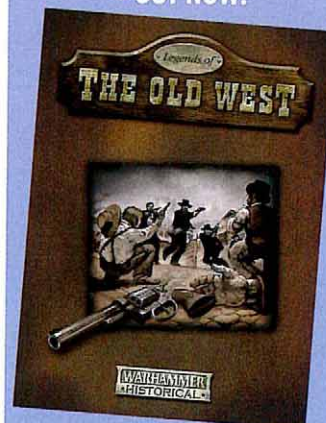
We assure you the Cave Squigs responsible have been squished.

XENOS THREAT

The Hierophant is the latest Tyranid monster to scuttle its way out of Forge World. Sculpted by Simon Egan, it's a real beast at approximately 10" (255mm) tall. Among its many spiny and spiky death-dealing instruments of doom are two long barrelled Venom Cannons, two very potent weapons. And if they don't get you it can always just tear you limb from limb. Nasty.



LEGENDS OF THE OLD WEST — OUT NOW!



Get ready for some hot gunslinging action, you young varmint. Legends of the Old West is a tabletop miniatures game that brings to life the deeds of brave lawmen and gunfighters. This lavish, full-colour manual contains all the rules you need to gather your posse and play games set on the harsh American frontier.

Within you will find eight action-packed scenarios and a campaign system that allows you to develop your fighters into hard-bitten heroes and villains of the Old West.

For more details see:
www.warhammer-historical.com

The book is out now and retails for £20.

FANTASY ROLEPLAY

The Classic Roleplaying game of the Warhammer world is back in a brand new edition!

Explore the grim world of perilous adventure first hand with the awesome new edition of the classic fantasy roleplaying game. First released in the late 80's WFRP received critical acclaim for its atmospheric and fast paced game mechanics. Now the long awaited, updated, second edition will be available to buy in March 2005 and will allow players to take on the role of adventuring heroes holding back the threat of Chaos in the dark world of Warhammer.

For more info check out:
www.blackindustries.com



FROM BUGMAN'S BREWHOUSE

Here's some great new gifts straight from the fabled ale stores of Bugman's Bar! If you've been to Bugman's recently, you may recognize the classic Coffee Mug. This fine item is available now for £10 and released alongside the special edition ale jug. This distinctively Dwarfen decanter, priced £13, holds up to two pints of your favourite drink, be it cola, juice or some of Bugman's finest.

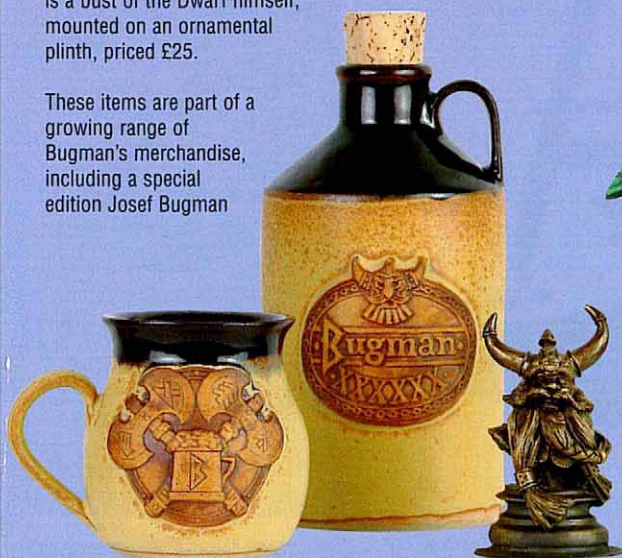
Both of these great additions to the Bugman's range are ceramic and handcrafted by British potters. Also available from Bugman's Bar is a bust of the Dwarf himself, mounted on an ornamental plinth, priced £25.

These items are part of a growing range of Bugman's merchandise, including a special edition Josef Bugman

miniature and three variations of ceramic mug; a pint pot, half-pint mug and goblet.

There's only one way you can get your hands on these exclusive items and that's to visit Bugman's itself. So, if you want to enjoy your beverages in true Dwarfen style then come over to Bugman's Bar at Warhammer World at Games Workshop HQ in Nottingham.

See the entire range at:
www.games-workshop.co.uk/bugmans



GRACE AND POWER

Reinforcements continue to arrive for Epic Eldar players. These destructive Engines of Vaul are part of the new range of Eldar miniatures being released for the forthcoming Swordwind supplement.

Eldar super-heavy grav tanks use the same technology as the smaller Falcon and Wave Serpent to skim effortlessly over the battlefield, despite their colossal size. Each is dedicated to a special battlefield role. The Scorpion provides some long-ranged fire support, while the Cobra offers tank-busting power.



The fearsome Scorpion...



...and deadly Cobra.

FANATIC MAGAZINE 7

Take a peek at the new issue of Fanatic magazine and you'll see it's a cracking 16 pages larger than usual! Previewing the Battle of Five Armies, this issue is also awash with BFG stuff with Chaos powers and Rogue Trader fleets featured.

Also in issue 7:

- Privateer – Matt Keefe details the next part in this ongoing series dealing with the smaller fleets in BFG.
- Darkside Cowboys – Our teams focus shifts to these delightfully evil players for Blood Bowl.
- Siegeline – Expanded rules for using fortifications in your games of Epic.
- Emil Van Venkman – Full rules and background for this excellent new Inquisitor bounty hunter model.
- The Moot – We visit the home of the Halflings in our continuing exploration of the provinces around Mordheim.
- The Wyrd and the Wonderful – Rules update for the Wyrds in Necromunda.
- Pick a Card, Any Card – A very spicy article that deals with card events in your Warmaster games.

For previous Fanatic articles and a host of other specialist games information see:

www.specialist-games.com

FACTION FRICTION

Coming soon from Fanatic is a range of sourcebooks for Inquisitor detailing the various political factions of the clandestine multi-faceted Inquisition. The first book in the series deals with the Thorians, who are one of the Puritan factions.

Predominantly Ordo Malleus, the Thorians, named after Sebastian Thor, believe it is possible for the Emperor to be resurrected into another body, one which will never grow or die. However, if such a dramatic event were to come to pass the Imperium would be riven by civil war. For this reason there are those factions who are staunchly opposed to this belief.

These new sourcebooks will describe the background, beliefs and internecine struggles endemic to the vast organisation of the Inquisition.

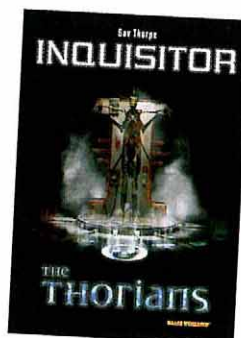
"They'll be fairly light on rules and will describe the faction the book is based upon, with background on various famous Inquisitors associated with them," Andy Hall, head of development for Inquisitor and Editor of Fanatic magazine tells White Dwarf.

Presently there are six prominent political factions within the Inquisition, split evenly between the Puritans and the Radicals. Each book in the series will focus upon and describe one of these factions in detail, as well as building on and interacting with its predecessors.

"As the books are released they'll create a political lattice of alliances and feuds and justify why Inquisitors fight amongst each other," Andy says and adds, "They'll also gradually reveal more of the secretive Inquisitorial world."

As each book comes out there'll be a new Inquisitor model released alongside it dedicated to the faction it deals with.

The Thorians is written by Gav Thorpe. Other such luminaries are set to scribe more volumes in what promises to be an exciting and enlightening series for all interested in the Warhammer 40,000 universe.



RE-FIGHT THE WAR OF THE RING!

Next summer we're heading to Middle-earth. No, not on holiday – but for a major UK campaign! The War of The Ring will be a map-based web campaign which re-enacts this dramatic conflict for the fate of Middle-earth.

There'll be specific scenarios for the Fellowship as well as games for small bands of roving heroes, but there'll also be the opportunity to fight large-scale points match battles too.

Here at White Dwarf we'll be gearing up to fight in the campaign by building our own The Lord of The Rings forces, starting out with humble battle companies. Look out for these from WD302.

Keep a close eye on the pages of White Dwarf for future details of how you can get involved and fight for the Free Peoples or Sauron's dark legions.



LIVERPOOL GAMING ROOM

The Games Workshop Liverpool Hobby Centre has recently re-located and has now become a Gaming Room.

With great new gaming and painting tables, they'll be running loads of cool events.

January 29th sees the Warhammer campaign Dead Man Walking hit the tables. On 27th February head down to the underhive for the Necromunda event Assault on Precinct House 13, while on March 27th you can bring your forces to battle in the Warhammer 40,000 campaign, March of the Damned.

To get involved, head over to the Games Workshop Liverpool Gaming Room and get gaming! Please bear in mind that it is over 16's only on weekdays.

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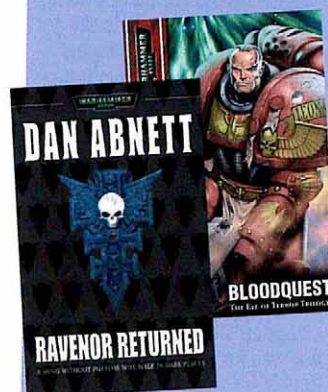
For details of Gaming Rooms near you, turn to page 138.

RAVENOR RETURNS ONCE MORE

There's more Inquisitorial goodness next month as Dan Abnett's sequel to Ravenor hits the bookshelves. Ravenor Returned will follow the Inquisitor and his deadly warband as they get to the bottom of corruption within the ranks of the Imperium. There's also a softback edition of Ravenor released next month too.

Black Library also have a new range of graphic novels to check out. Bloodquest: The Eye of Terror trilogy collects together the complete Bloodquest saga into one awesome pocket-sized volume and is available for just £7.99. Future releases will include the complete Helbrandt Grimm and Darkblade.

For more details see:
www.blacklibrary.com



IMMORTAL HEROES

High Elf players will soon be getting some new heroes to lead their regiments into battle. The talented hands of Martin Footitt are in the process of sculpting a variety of new High Elf heroes and powerful mages.

"I was working from concepts by Dave Gallagher," Martin tells White Dwarf. The new models are quite different from the existing hero models and highly characterful. "The Mages are probably the biggest departure," Martin says, "with the models in the act of performing magic. They were also probably the most difficult. There are lots of layers of detail with all the cloth and cloaks, which I really enjoyed doing, but it was important to make sure the models looked

good and were practical gaming pieces too."

The hero models in particular resemble aspects of some of the High Elf Special and Rare choice infantry units and this was a conscious decision as Martin explains, "We were really responding to Games Development, who wanted the models to be carrying some of the magic items and equipment that is available in the book."

The results are some great new models, which will add some variety to the range of currently available High Elf characters. "I'm really pleased with them," Martin tells us, "I feel that they really do justice to the concepts."



Left: One of the new Mages, buoyed up on some form of potent magic.



Right: This High Elf hero carries an axe and wears a lion cloak, very much indicative of the White Lions of Chrace.

EDITORIAL



Paul Sawyer

Paul: For once I shall be keeping my editorial brief. When you've stopped cheering I'll explain all about the seven year itch...

After seven years at the helm of this fine publication it's time to hand the responsibility for the day to day running of the mag over to someone else. That someone else is none other than Guy Haley.

Guy came to us with a wealth of experience in the magazine industry and has already made his mark on White Dwarf during his short tenure. I tried in vain to recruit Guy some years ago but thankfully finally got my man (stop that sniggering Byrne...). The boy Haley is a mad keen hobbyist too – the magazine is undoubtedly in safe hands. An exciting new dawn is upon readers of this majestic organ.

I've thoroughly enjoyed my time producing this mag and it's allowed me to travel the world to boot. Going to Australia had always been a huge ambition of mine and happily that was fulfilled due to my job – trouble is I want to go back even more now! I've worked with some great people (all tempered by having to listen to Rudgie bleat on about Newcastle United though).

Last issue I spent my time giving thanks to all and sundry and you won't have to suffer that again. So, teary-eyed I hand you over to Guy...



Guy Haley

Guy: Crumbs! What on honour. Of course, we'll now have to keep paying Paul a vast sum of pies every month not to come back...

Seriously, editing a magazine I've been reading since I was a little 'un is amazing, and something I would never have thought would have happened.

I've got to say thanks to Paul for giving me the job, but also for doing some great things with his time as editor – not always under the most ideal of circumstances. No wonder he's greeted by eager fans every time he steps out of the door.

Most importantly, Paul has set White Dwarf upon the road to being a pure hobby magazine once more, and not, as it was for several years, a catalogue. What we do with this impetus towards hobby heaven now is down to us, but I have plans.

Some of these you have already seen, like the new look, but there are more changes to come, and I hope you will not be disappointed with where we will be taking the magazine.

Paul isn't going away. He's just moving up a level and will be responsible for the financial side of things, ordering paper, talking to WH Smiths, making sure our magazines don't get lost on their way back from the printers in Poland. The boring stuff, basically, while I get to have all the fun! Oh, and get fired if anything goes really, really wrong. Ahhh. Forgot about that.

You'll still be able to read about Paul here, and he'll still be the power behind the mag (ie, my boss). But as far as what goes on in these pages, you might say there's a new sheriff in town



Christian Byrne

Christian: In the last couple of issues I have talked about my new fixation with Space Marines, in particular Ultramarines. I

was happily painting at a very slow pace when I decided I wanted to field more than one very nicely painted six man Tactical squad. With this in mind I decided to return to what I know best when it comes to painting power armour very quickly. I decided to paint them black. With that decided I needed to expand upon the colour scheme that would see me through to the eventual conclusion of this project (hopefully in mid-2005). I wanted them to look different enough from armies like the Black Templars and the Raven Guard by throwing in two strongly contrasting, yet complementary colours. I decided on red for the shoulders and white on the trims and eagles. In the last week I have nearly completed three Command Marines, five Tactical Marines, a Razorback/Rhino, a Chaplain, a Commander and finally a Librarian. One of the things I did want to do

with all the vehicles was to make them upgradeable in two ways. Three of them will be able to be either Rhino's or Razorbacks (with either weapon mount). The other two will have magnetic strips on the side hatches that will

allow them to be either Whirlwinds, Predator Annihilators or Destructors. That's some way off however. But enough of me talking, I have taken a picture of some of my, as of yet unnamed, Space Marines to show them in all their glory.



Guy finally finished his Doom Diver this month. Only took him eight weeks.

THE WHITE DWARF TEAM





Rudgie: Well, what have I been doing? As I'm sure you'll remember last month I set myself the task of amassing an Ogre Kingdoms

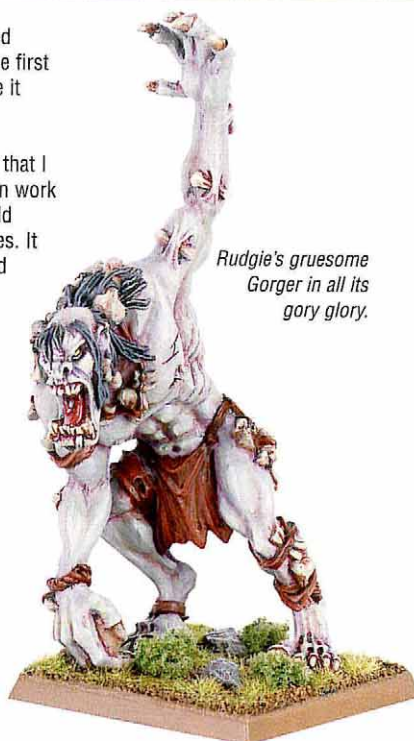
Paul Rudge

army and after days of careful negotiations and general pleading I managed to get my hands on enough plastic and metal parts to make at least a 2,000pt army. As my quest is now complete, I'd like to take this opportunity to thank Ted Williams, Owen Branham, Mark Cox, Colin Hodgkinson, Alun Davies, Pinyo Gulashart, John Carter and Martin Botham who all donated a sprue or two (or three...).

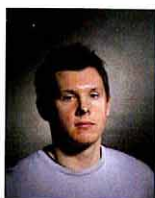
As you can imagine, I spent every spare bit of time I had assembling the fantastic models in an effort to get them onto the battlefield to see how they play. All I have to do now is paint the army and as the Gorger

was the first model I acquired (thanks Pinyo) it was also the first model I painted (you can see it below in all its glory).

It may surprise some of you that I have also found time to begin work on another modular battlefield made up of 2' x 2' square tiles. It will follow the same style and look like the battlefield featured in WD298 on pages 26-27 but will be completely flat, as it is being built for the final battle of Bugman's Lament in WD302 (Warhammer players objected to the rocks on the original boards, although I don't hear any of them volunteering to build a battlefield). And if that's not enough, I'm also starting work on a set of fortress walls, again for the final instalment of the aforementioned campaign.



Rudgie's gruesome Gorger in all its gory glory.



Greg MacGregor

worked to the bone ensuring White Dwarf hits its normal high standards. And one of his particular pet hates is for the cliché '... in all their glory' that seems to crop up in many people's writing. So as a mark of respect, the WD team have promised to try to write these columns without using the dreaded phrase once.

Last weekend I went back to my parent's home for the first time in a while. Not only did it give me the opportunity to lose a couple of Combat Patrol games to my brother and his newly assembled 13th Company, but I also happened to discover some old models of mine from days gone by. Chief amongst these were an old regiment of Black Knights that I had built years ago using plasters for saddles. They've inspired me to build a new regiment of knights, once I finish my enlarged Ghouls unit, to augment my Warhammer Border Patrol.

As my burning eye now turns towards the Lord of The Rings I've begun to shape a new Dol Amroth force too. Hopefully you'll get to see them soon. In all their glory.



Nick Kyme

month folks, for lo' did Guy Haley of the mysterious box called TV, defeat the brave Dwarfs of Karak Kyme in a game of Warhammer. And boy did he hoot! (Gibbon-like oddly enough).

I think he must've slipped me something, BA Baracus style, in my tea before the game (you ain't getting' me on no horse, sucka!), because when I awoke from the dizzying two-pronged Goblin Wolf Rider/Giant flank attack my Dwarfs were well and truly beat. Even my Thunderers with their usual Robin of Sherwood-esque accuracy failed me. Haley's Goblins were as invulnerable to my missile-fire as a 20-foot Batfink!

Anyway, that's one I owe you, chief. We'll see how you fair in the final battle for Bugman's shall we, eh? (although I'll have to wait for this as you'll hear below).

So, what else have I been up to then? Well, I took my foot off the gas a little with Bugman's Lament (the final part's coming out a month later) but I have started work on painting the last of the Dwarf special

characters, a double-hard Clan Standard Bearer and a Fire Thrower (which is basically a miniature Flame Cannon and is built partly in homage to the Fire Thrower miniatures released many eons ago and now, alas, are no more).

With a little free time then, I turned my attentions to The Lord of The Rings. You've just got to love Gondor, right? They might not be Dwarfs but they've got some great war machines. I've just started to build and paint a Battle Company for this, the greatest realm of man on Middle-earth. This is in preparation for the forthcoming LOTR web campaign (which you can read about in the News section) and by the time that sweet baby gets in full swing I should have a decent size force to pound the Dark Lord and his minions into submission.

And finally... Kurt Russell would be proud. In that seminal movie of the 80's, Escape From New York, Kurt battled against the low-lives inhabiting a crumbling cityscape of the nightmarish future to save the President of the U.S.A. and I'm going to do the same - except it's Necromunda, not New York and I'm not saving anyone. I'm wheeling out my Enforcers, in all their glory, to clean-up the Underhive, as next issue our Necromunda campaign gets underway. Those gang-scum won't know what hit 'em, (cue dodgy Stallone accent) I AM THE LAW!

SUBMISSION GUIDELINES

The White Dwarf is flinging open the doors to his mountain fastness once more. And he's inviting you to the party.

Many of our articles are about or by hobbyists, and we're looking for more. We want your ideas!

In time, we'll be putting full guidelines on:

www.games-workshop.co.uk/whitedwarf

However, until then, follow these general pointers:

- When Submitting an article to us, you need to provide a synopsis of no more than 400 words. Tell us what you want to write and why.
- We'll also need a sample of your writing, of around 300 words.
- Remember to tell us if anything else will be needed, eg, photography, models and so forth.
- Most photography we prefer to do ourselves. You may have to make several versions of a model at various stages and be prepared to travel to Lenton.
- You do not have to write your article yourself. We frequently feature gamers' models and interview them.
- If you wish to have your army in the magazine, then we will need digital pictures so we may assess them.
- Do not submit entire articles.
- Make sure your work is neatly presented. If you post it, it must be typed. If you e-mail it, please send it in Microsoft Word.
- Before sending anything, make sure you read it through at least once.
- Do not send army lists or ideas for new races. NO FICTION!

Send any submissions to Guy Haley at our postal address: Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS

Alternatively you can e-mail Guy at: guyh@games-workshop.co.uk

Due to the amount of mail we cannot reply to all submissions. All material submitted becomes the property of Games Workshop. Please also refer to:

www.games-workshop.co.uk/legal/terms_of_use.htm

WILD KINGDOM

OGRE KINGDOMS ARMY BOOK

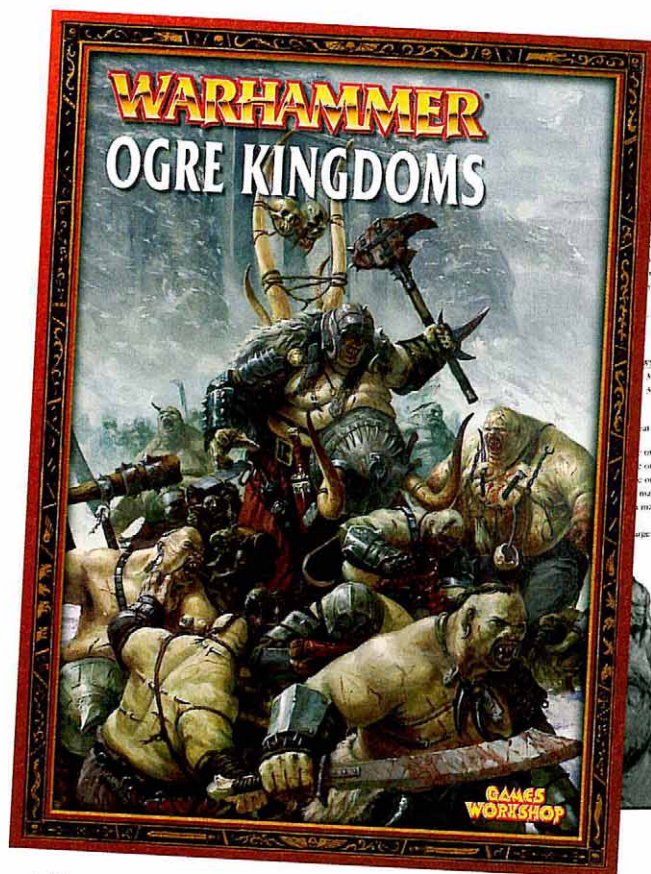
Far to the east of the Old World lie the savage Ogre Kingdoms. Amongst the frozen and desolate mountains of this realm live the Ogres; ugly, violent monsters who kill and eat anything they can catch. A single Ogre has enough brute strength to destroy a farmstead or village, whereas the ramshackle armies that march west from the Ogre homelands are powerful enough to destroy empires.

Ogres are some of the toughest and nastiest fighters in Warhammer. With multiple Wounds and the ability to stamp across the battlefield in mighty strides, they are rightly feared. They are also frequently used as mercenaries by many other armies, lending their muscle and brute aggression to the highest bidder.

This 80-page book contains a detailed background of the Ogre Kingdoms and its inhabitants, modelling and painting tips and a full army list and rules for using Ogres in your Warhammer games.

OGRE KINGDOMS ARMY BOOK.....£12.00

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



Points model: 55

BS	S	T	W	I	A	Td
2	4	4	5	2	3	7
2	4	4	5	2	4	7

are additional hand weapons (+1 points each)
 (with light armour (+1 points each)
 the Bull to a Crusher at +20 points.
 the Bull to a Standard Bearer at +20 points.
 the Bull to a Standard Bearer at +20 points.
 the Bull to a Standard Bearer at +20 points.

Days of War

Points model: 48

BS	S	T	W	I	A	Td
3	2	3	4	3	2	8
3	2	4	4	3	2	8

at weapon and heavy armour

one weapon to a Crusher at +20 points.
 one weapon to a Crusher at +20 points.
 one weapon to a Standard Bearer at +20 points.
 one weapon to a Standard Bearer at +20 points.
 one weapon to a Standard Bearer at +20 points.



OGRE BULLS

Ogre Bulls are the brutish mainstay of the Ogre Kingdoms army. They are powerful fighters, combining resilience with raw strength. The charge of Ogre Bulls in hand-to-hand combat is devastating, as they inflict impact hits upon the enemy as well as hand-to-hand attacks!

*Sculpted by Brian Nelson and Alex Hedström.
 This multi-part plastic boxed set contains enough
 parts to make 6 Ogre Kingdoms Bulls.
 These models require assembly.*

OGRE BULLS.....£20.00

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





OGRE HUNTER

Hunters are among the largest and most independent of their kind, and think nothing of climbing to the peak of a mountain whilst tracking a wounded great mammoth or bull rhinox. An Ogre becomes a Hunter either by temporarily leaving his tribe to sate his wanderlust, or by being exiled to the harsh white wilderness of the mountain for some slight to his fellow Ogres. Either way these ties are not completely severed, and a Hunter that excels at his solitary lifestyle will drag an impressive kill or two back to the caves on important feast days.

Sculpted by Steve Saleh. This boxed set contains 1 Ogre Kingdoms Hunter and 2 Sabretusks.

These models require assembly.

OGRE HUNTER£18.00

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



OGRE BATTALION

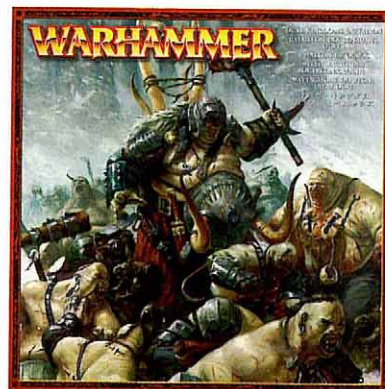
The Ogre army is a mass of hulking muscle and sheer untempered violence. Ogre Bull warriors bellow their deafening battle cries, taunting their enemies. Mighty Ironguts, protected by heavy armour and wielding deadly great weapons, lay about their foes with vigour. Leadbelchers spew a hail of scrap metal from their cannons, shaking the earth with the thunderous retort of their weapons whilst diminutive Gnoblar pick on the weak and wounded, scavenging from the battlefield dead.

Sculpted by Brian Nelson and Alex Hedström. This multi-part plastic boxed set contains enough parts to make 6 Ogre Bulls, 4 Ogre Ironguts, 4 Ogre Leadbelchers and 24 Gnoblars.

These models require assembly.

OGRE BATTALION£50.00

Denmark	kr 650.00	Sweden	kr 750.00
Euro	€ 80.00	Norway	kr 750.00



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www.games-workshop.co.uk/storefront 9



OGRE LEADBELCHERS

Few in number, these filthy and unhinged Ogres are obsessed with destruction and noise, and arm themselves with blackpowder weapons called Leadbelcher cannons. These are gigantic guns either scavenged from the remains of enemy artillery or earned as a reward from the great forges of the Chaos Dwarfs.

Sculpted by Brian Nelson and Alex Hedström. This multi-part plastic boxed set contains enough parts to make 4 Ogre Kingdoms Leadbelchers.

These models require assembly.



OGRE LEADBELCHERS.....£20.00

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

GNOBLARS

Gnoblar are the diminutive slaves of the Ogres. Too small and weak to carry even human weapons, in battle Gnoblar arm themselves with an assortment of broken bottles, swords, spear tips, false legs, fangweasels, pointy sticks and rusted daggers – basically anything they can get their grubby, grasping hands upon. Most of the time the Gnoblar will loiter near the Ogres, making threatening yelps and menacingly shuffling forward. When forced into combat, Gnoblar fighters frenziedly jab their enemies in the nether regions with their 'weapons' until either they or the enemy stops moving.

Sculpted by Alex Hedström, this multi-part plastic boxed set contains enough parts to make 24 Ogre Kingdoms Gnoblar.

These models require assembly.



GNOBLARS.....£18.00

Denmark	kr 200.00	Sweden	kr 250.00
Euro	€ 27.50	Norway	kr 250.00

GNOBLAR TRAPPERS

These outgoing but vindictive Gnoblar are the largest and most intrepid of their kind, and delight in catching and torturing the small ferocious mammals that populate the foothills of the Ogre kingdoms. Gnoblar Trappers decorate themselves with the pelts of their prey, and are adept at laying mantraps, stake pits and barbed nooses of all sizes. On the battlefield Trappers will crawl forward unnoticed into areas of brush and woodland, lying in wait for any that seek to use the cover to flank their Ogre masters.

Sculpted by Adam Clarke. This blister pack contains 4 Ogre Kingdoms Gnoblar Trappers.

These models require assembly.



GNOBLAR TRAPPERS.....£6.00

Denmark	kr 75.00	Sweden	kr 85.00
Euro	€ 11.00	Norway	kr 85.00



OGRE TYRANT

Tyrants are the dominant males of each Ogre tribe. As with many of the less civilised races of the Warhammer world, the Tyrant is generally the biggest, strongest and fiercest of the Ogres in a given area. The largest Tyrants are quite capable of wrestling a Giant to the ground or smashing their way through a fortified gate with their bare fists – if a Tyrant wants you as his next meal, all that can come between you and his vast gut is a fast horse and a lot of luck.

Sculpted by Alex Hedström. This multi-part boxed set contains enough variant components to make 1 complete Ogre Kingdoms Tyrant.

This model requires assembly.



OGRE TYRANT£18.00

Denmark	kr	200.00	Sweden	kr	250.00
Euro	€	27.50	Norway	kr	250.00

SPACE MARINE TECHMARINE AND SERVITORS

Techmarines often take to the field of battle accompanied by a retinue of heavily augmented servitors from the chapter forge. There are many types of servitor, but those most often used in battle are Gun Servitors, Combat Servitors and Technical Servitors.

Gun Servitors fulfil a long range assault role, equipped with a fearsome array of heavy weaponry such as the tank-busting multi-melta or raucous heavy bolter. Combat Servitors are mono-tasked with defending the Techmarine, armed for this purpose with a power fist. The role of a Technical Servitor is to assist in the repair of damaged vehicles and each of these servitors will add +1 to the dice roll when attempting to repair a vehicle.

This multi-part boxed set contains 1 Techmarine sculpted by Dave Thomas and 4 Servitors sculpted by Juan Diaz.

The Servitors are also available separately in a blister pack containing 2 Space Marine Servitors (which may also come with a multi-melta weapon option).

These models require assembly.



SPACE MARINE TECHMARINE AND SERVITORS £15.00

Denmark	kr	200.00	Sweden	kr	250.00
Euro	€	27.50	Norway	kr	250.00

SPACE MARINE SERVITORS£6.00

Denmark	kr	75.00	Sweden	kr	85.00
Euro	€	10.00	Norway	kr	85.00



NEW RELEASES

ONLY AVAILABLE FROM DIRECT

SPECIAL EDITION TECHMARINE

This cool special edition Techmarine without helmet is only available through Direct. You can order this miniature by quoting code: 99060101313.

The special edition Techmarine, sculpted by Juan Diaz and Dave Thomas, is available to order from 21 January.

This model requires assembly.

SPECIAL EDITION TECHMARINE.....£8.00



FANATIC

These models are available via the in-store order point, the website at: www.games-workshop.co.uk/store or direct on 0115 91 40000



WARMASTER: SLANN MAGE PRIEST £6.00

Sculpted by Martin Footitt. This blister pack contains 1 Slann Mage Priest.

This model requires assembly.



BLOOD BOWL: DARK ELF POISON BLADE.....£4.00

Sculpted by Mark Harrison. This blister pack contains 1 random Dark Elf Poison Blade.



BLOOD BOWL: SKAVEN POISON BLADE £4.00

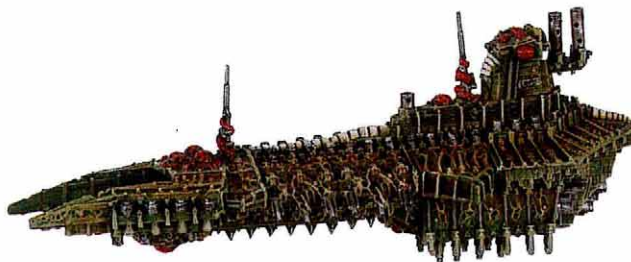
Sculpted by Aly Morrison. This blister pack contains 1 Skaven Poison Blade.



INQUISITOR: BOUNTY HUNTER.....£12.00

Sculpted by Steve Saleh. This boxed set contains enough parts to make 1 Bounty Hunter.

This model requires assembly.



BATTLEFLEET GOTHIC: TERMINUS EST, DEATHGUARD BATTLEBARGE...£15.00

Sculpted by Michael Anderson and Tim Adcock. This boxed set contains 1 Terminus Est, Deathguard Battlebarge.

This model requires assembly.



MORDHEIM: HALFLING THIEF£5.00

Sculpted by Martin Footitt. This blister pack contains 1 Halfling Thief.

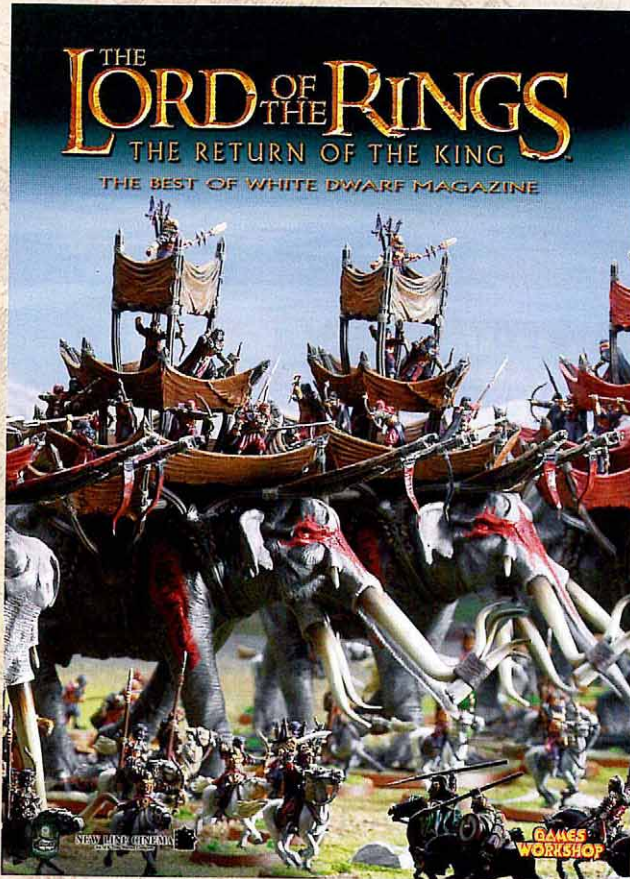
This model requires assembly.



EPIC: ORK CHARACTER PACK£8.00

Sculpted by Mark Bedford and Aly Morrison. The Ork character pack contains a selection of miniatures suitable for representing the Ork Warlord stand, plus other character options, some examples are shown above.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

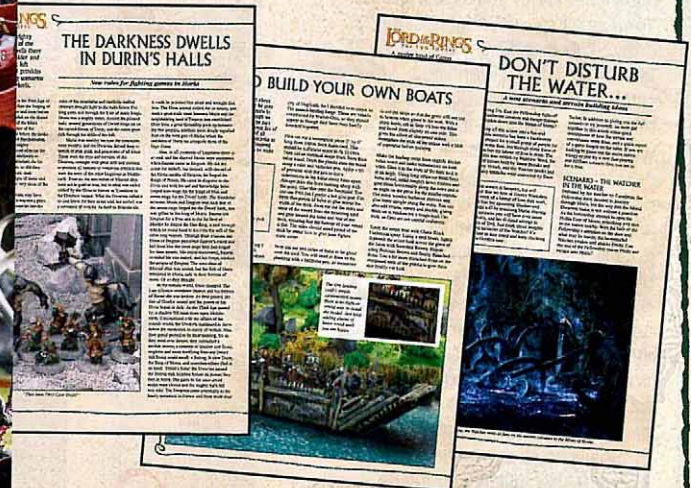


The Lord of The Rings Compilation 2005

This 112-page book is a compilation of the best articles from the pages of White Dwarf magazine and forms an invaluable resource for anyone involved in The Lord of The Rings battle game. Inside you will find rules, scenarios, painting and modelling advice and Battle Reports.

THE LORD OF THE RINGS COMPILATION 3 ...£12.00

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



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A JOURNEY THROUGH THE WARP

THE UK GAMES WORKSHOP WEBSITE GETS AN OVERHAUL

The UK Games Workshop website rises like a Phoenix from the flames with an all-new look, simple navigation and a whole lot of new content. But this is only the beginning. We spoke to Mark Chambers (UK Online Manager) and Owen Rees (UK Web Team Leader) about what they have done and what lies just over the horizon.

Mark Chambers: The saying goes, 'from small acorns, mighty oak trees grow'. This is definitely the case with the old UK Games Workshop website. When I inherited this mighty beast, the UK didn't have a web team. Content was added as new releases came along and much of the content, while being very cool, was very hard to find indeed. The original idea of the website – to be a place to see great models in galleries, to participate in scenarios and campaigns, to keep up with the inevitable rules changes detailed in Warhammer Chronicles and Chapter Approved, and to feel part of a bigger community through the forums were all there, they were just hidden by the foliage at the time – over 3,000 pages of content.

TIME FOR A PRUNING

In 2003 I recruited a small web team to help me put a little order into the site. The recruitment of Rik Turner allowed us to fix things and produce a weekly news page to tell you about all the important happenings on the website and about the activity in the community.

A second developer, Dave Allen, allowed us to add content to the site, content that was quickly lost in the ether due to the design and nature of the existing site.

We needed a Tech-Priest (okay, a Programmer). In came Owen Rees, who was also an ardent hobbyist (he's a Dark Angels player – I guess you can't have everything), which would allow us to start again afresh.

DESIGNING THE SITE

Owen: It's an exciting time on the UK Web Team. It's not often you get to design something from the ground up exactly how you want it, and it's less often you get a chance to redo the entire UK Games

The screenshot shows the UK Games Workshop website interface. At the top is a navigation bar with links: 1. Recent Articles, 2. Tabbed Navigation, 4. My Site, 4. Site Map, 5. Search. Below this is a header section with 'GAMES WORKSHOP ONLINE UK' and various category links like 'WARHAMMER 40,000', 'WARHAMMER', 'THE LORD OF THE RINGS', 'NEWS', 'COMMUNITY', 'WHITE DWARF', and 'SPECIALIST GAMES'. A large 'WARHAMMER' logo is prominently displayed. To the left is a sidebar with sections: 'RECENT WARHAMMER ARTICLES' (listing 'Getting Started', 'Warhammer Armies', 'Warhammer Chronicles', 'Warhammer Great and Small'), 'UTILITIES' (listing 'Bookmark', 'Mail a Friend', 'Printable Page'), 'ARMIES' (listing various factions like 'Beasts of Chaos', 'Bretonnia', etc.), and 'RESOURCES' (listing 'Warhammer', 'Chronicles', 'Modelling', etc.). The main content area features a large article titled 'WARHAMMER THE GAME OF FANTASY BATTLES' with a detailed description of the game world. Below this is a section for 'WARHAMMER ESSENTIALS' with sub-sections for 'GETTING STARTED WITH WARHAMMER', 'ARMIES', 'WARHAMMER CHRONICLES', and 'DOWNLOADABLE ERRATA'. To the right of the essentials is a 'LATEST ARTICLES' section. At the bottom of the screenshot, there are more numbered annotations: 6. Mail A Friend, 7. Printable Pages, 8. Latest Articles, and 9. Essential Downloads.

- | | | |
|--|--|---|
| <p>1. Recent Articles
Every hobby section of the website has the latest four articles added.</p> <p>2. Tabbed Navigation
The same on every page so you know where you are all the time.</p> <p>3. My Site
Fine-tune your preferences to get all the latest hobby and community information relevant to you.</p> | <p>4. Site Map
Find what you want logically on the GW website using the sitemap.</p> <p>5. Search
You can search the Games Workshop website or webstore from any page on the website.</p> <p>6. Mail A Friend
Like the article? Just found the new downloadable FAQ's – mail a friend and tell them about it.</p> | <p>7. Printable Pages
Want it on hard copy? No probs, just click here.</p> <p>8. Latest Articles
All the newest articles are added to the top of the page, so you can always find the latest updates.</p> <p>9. Essential Downloads
Whether it is the latest rules update, corrections or reference sheets, you can download from the web.</p> |
|--|--|---|

Workshop website. As a must-keen hobbyist and a professional Web Developer this is a once in a career event. I've been very enthusiastic as you can imagine!

Mark came to me early on with his wish list. It all seemed straightforward and then I started to think about how we were going to do it. We consulted with technical and design experts, drew up all manner of plans and timelines as well as various mock-ups before even one line of code was written. This took quite a while but stood us in good stead. Overall the whole project has taken a year and a half from start to finish.

The result of these efforts is a website which leans towards focusing on the content of the website over its design. We wanted a clean look and feel which mimicked our sister department of White Dwarf. We associated all the content on the website with a series of corresponding data which allows us to make the site dynamic. All this means that it is easy for us to get stuff on the website and it'll appear in all the right places straight away, as well as enable you to search for content, a first in the history of the GW website.

We're already ticking off some of those items Mark wanted. But there are some more.

USER FRIENDLY

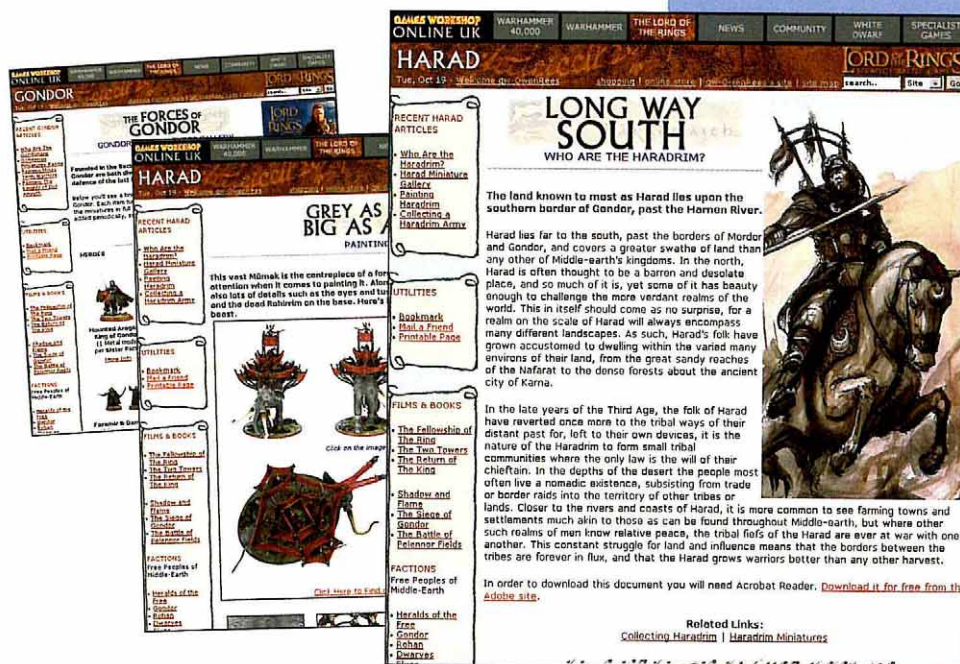
'Your Site' is your page on the Games Workshop website. By setting your Preferences you can find out all the latest articles that matter to you – all the nearest events in your area, all the events that are related to your favourite game system and all the new releases for your favourite game system. It's a bit like a custom news page, but it has what you want on it. In other words, it's a window into the UK Games Workshop website from your perspective. It's current incarnation is just the beginning, in future online campaigns, Hall of Heroes and forum functions will be controlled through here, plus much, much more.

Our watchwords are 'quickly and easily' now, and form part of the core hierarchy of the website. It all follows the same principles in organisation and placement of content. Everything is ordered in the same way and linked in the same way. One of the core concepts for us was that the layout, usability and



Army homepages form the core of the new website for all three of Games Workshop's major gaming systems.

www.games-workshop.co.uk



WHAT YOU WANT

Mark: Before we designed the new site we spoke to a lot of hobbyists to get their feedback on what they wanted. Hobbyists in stores, hobbyists on forums, hobbyists from clubs, hobbyists who responded to 'Poll of the week'. We even spoke to our staff, who were some of our harshest critics. This is what you wanted:

- Regular content to be added for your army
- A search function
- A site map
- A website that is designed around the user
- Ability to find what you wanted quickly and easily
- Artwork, stories and background
- Essential updates in one place
- Pages that print properly
- More downloads
- Archive articles
- Rules for special characters
- Scenarios and campaigns

The list is far from exhaustive (*more Dwarfs! – Fat Bloke*), but with it in mind we set out to create a website which looked great, had solid content for each of our gaming systems and armies and was easy to use... simple! Well simple for me... I didn't have to design it.

design of the website would be almost invisible, letting you concentrate on the important decisions – reading great hobby content!

There are also multiple ways of getting to what you want. If going through an army homepage isn't your thing, we also have hobby pages dedicated to Painting, Modelling, Gaming, Army Building, Terrain and Background on each major system. From here all the army articles of these relevant types are brought together in one place for your perusal. Now there really is more than one way to skin a cat!

Printing pages out was a big bugbear with the old site. It's now been resolved with the printable page function. We've also included a PDF download with an article if it would be useful on paper for reference or gaming purposes.

So that's more of the technical side, but what about the content? Well there's now something for everyone from a Skink to a Daemon Prince. We've tried to get a good initial spread of content for every force with a varied hobby and background mix. We've also made sure that Chapter Approved and Warhammer Chronicles are as up to date as possible. My favourite section has to be The Lord of the Rings, which has massively benefited from an overhaul of how it was organised and the content therein. This had to be the hardest

section to do though. But then, as a fortune cookie once said to me 'It's no fun unless it's hard'. Quite.

THE FUTURE IS BRIGHT!

Owen: We've got ideas and plans for the site for many years to come, and quality hobby content for your army is at the core of these plans. Currently the new site has only a fraction of the content we want to add from our archives. That's the next stage – pumping in all the amazing hobby resources we have and making the Games Workshop UK website the perfect resource for hobbyists and a great compliment to White Dwarf. Speaking of White Dwarf, we will be working a lot more with the venerable leviathan – keep an eye out!

Mark: When we launch the site, this will just be the beginning. I have gone grey and lost hair thinking about what content to put on the site when we launched. Like all things in life our resources are finite and we couldn't add everything that we wanted (even with the liberal use of the lash on our poor Developers). But, and this is a big but, we will be adding content continuously over the coming years so all you have to do is keep coming back. Check out the news page, newsletter and 'My Site' and you will see new content being added all the time!

See you online!

Mark Chambers
UK Online Manager

THE WEB TEAM

MARK CHAMBERS Online Manager



Through being an avid hobbyist for over 20 years and having worked in several of our Hobby Centres for many of

those years, Mark has a fantastic knowledge of Games Workshop and the hobby. More recently he developed Warhammer World at Games Workshop HQ in Nottingham from a sports hall to the majestic majesty of a castle courtyard, before managing the Web Team.

His primary interests are currently Eldar, with a penchant for the Army of The Dead for The Lord of The Rings, but his true love lies with his Orc and Goblin and Undead armies. So it's a shame he spends so much time poring over his army lists as it is well known fact around the office that if you want a quick and easy win... play Chambers.

RIK TURNER Web Developer



Rik hails from Cheshire, and is very talented in the ways of the web, having gained a degree in the ways of

Multimedia Computing.

Rik's 'hobby time' is currently being spent putting together a Blood Ravens army. In fact when we went to speak to him it seemed that the colour red seemed to have a large impact on his choice of armies. He has a red Tyranid force, a Blood Angels Company, a Khornate Chaos Marine Army and a Saim Hann Wild Host. He also has a large Slayer army and while they aren't red they have a lot of red hair!

He also likes to tinker with his models and always has several conversion projects on the go at any one time.

OWEN REES Web Team Leader



Owen is a veteran member of the Web team, having been making web pages for Games Workshop for a

number of years now. There's not much Owen doesn't know about the Games Workshop website and not much he can't do with it. Like Mark, he started out working in our Hobby Centres in Yorkshire and the North-East of England.

Owen is well known for his enthusiasm for Dark Angels, and he has a large army of them. This Space Marine obsession is tempered by his love for Gondor, the Imperial Guard Drop Troop army and Empire Nuln for Warhammer. He's always playing in tournaments and campaign weekends, which often results in late nights to finish his armies.

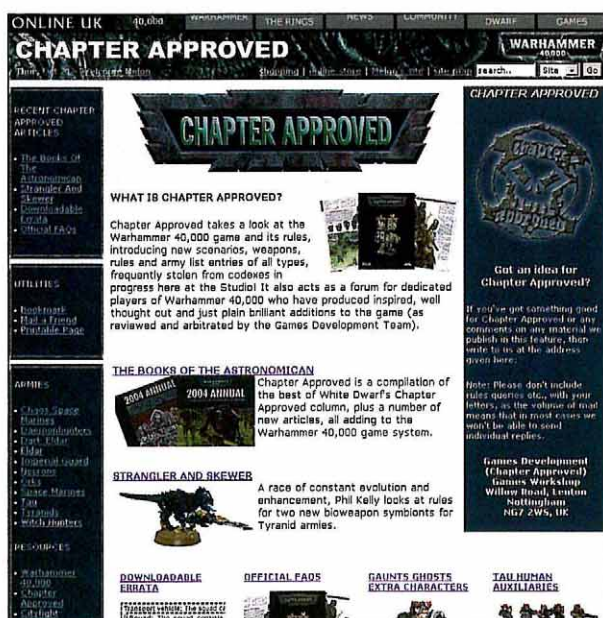
DAVE ALLEN Web Developer



Having lived in Northern Ireland for some years, Dave has recently moved back to England to work for

Games Workshop. Dave has very highly developed web skills and has created several complete websites of his own.

Dave's recent hobby exploits are on view in this very issue of White Dwarf, as he is one of the participants in the Tale of Four Gamers with a Grimgor's 'Ardboyz horde. He's also got a Tzeentch Daemon army for Warhammer, a Moria Goblins force for The Lord of The Rings, and Tau and Orks for Warhammer 40,000 (most models in his Ork force have some kind of conversion). He tells us he also juggles and handles a mean 'stunt' yo-yo. Really.



WARHAMMER 40,000 THE LORD OF THE RINGS NEWS COMMUNITY WHITE DWARF SPECIALIST GAMES

CHAOS SPACE MARINES

THE FOUR COLOURS OF CHAOS

THE THOUSAND SONS OF TZEENTCH

Page: 1|2|3|4|5

Once your models have been primed with Chaos Black Spray Primer, painting can begin. Below, you will find a simple-but-effective colour scheme using only 12 colours. Follow the detailed instructions and check out the stage-by-stage images as you paint your model for reference. Don't fret if the model doesn't come out picture perfect in the end. Painting takes time and practice to master. Just do the best you can each time and be open to learning new techniques from others. Before you know it, you'll be quite an accomplished painter with models you'll be proud to game with!

- 1 Basecoat the armour with Ultramarines Blue. Apply Dwarf Bronze to the metal piping and other trim. Paint Skull White on the armour trim. Paint the tunic, bolter, and shoulder pad symbol with Skull Green.
- 2 Apply a Blue Ink wash to the blue armour. Paint Golden Yellow over the Skull White. Basecoat on the armour trim. Apply a watered-down mix of Green Ink to the bolter, cloth, and shoulder pad symbol.
- 3 Paint Ultramarines Blue back over the inked areas to bring the colour back, but don't paint into the recesses to give the model depth. Do the same for the Skull Green areas.
- 4 Highlight the Golden Yellow trim with Bad Moon Yellow. Highlight the bolter, cloth, and shoulder pad symbol with Goblin Green.

UTILITIES: Bookmark, Mail a Friend, Printable Page

ARMIES: Chaos Space Marines, Chaos Hunters, Dark Eldar, Eldar, Imperial Guard, Necrons, Orks, Space Marines, Tau, T'Pol, Witch Hunters

RESOURCES: Warhammer 40,000, Character, Scenery

PAINTING AND MODELLING PAGES

Though painting and modelling go hand in hand, we have so much stuff we've divided them into two separate categories for each gaming system.

Like with all the new website, modelling and painting material is accessible in a number of ways, but we've also grouped all the links together on dedicated Painting and Modelling pages to make your life that little bit easier.

These comprehensive pages provide you with everything from simple stage-by-stage basic painting methods to advanced modelling techniques and downloadable banners for your army.

WARHAMMER 40,000 THE LORD OF THE RINGS NEWS COMMUNITY WHITE DWARF SPECIALIST GAMES

GREY AS A MOUSE BIG AS A HOUSE

PAINTING A MONK

The vast majority of the creatures of a house of monks are made of wood and are painted in a variety of shades of brown. The most common are the monks themselves, as well as the Captain of the monastery and the most famous of the monks, the Master. The most famous of the monks is the Master, who is the most powerful of the monks and the most powerful of the monks is the Master.

Click on one of the links below to download the PDF format pages for you to use.

TERRAIN PAGES

The new terrain-specific pages featured on the new website gather together all the really cool articles from all over the site and displays links to them on a single page. No longer will you need to search through pages and pages to find the one piece of terrain you need to complete your gaming table.

From castle walls for your Empire army, or the spawning pools of the Lizardmen in Warhammer to the blasted bunkers of the Imperial Guard and Daemonic worlds of Chaos in Warhammer 40,000, simply select your game system of choice and scan through all the related terrain article links on a single page.

WARHAMMER 40,000 THE LORD OF THE RINGS NEWS COMMUNITY WHITE DWARF SPECIALIST GAMES

ORCS & GOBLINS

FIGHT FIGHT FIGHT

WITCH HUNTERS

An Ecclesiarchal Chapel

As Ecclesiarchal Chapel

Click on one of the links below to download the PDF format pages for you to use.

UTILITIES: Bookmark, Mail a Friend, Printable Page

ARMIES: Chaos Space Marines, Chaos Hunters, Dark Eldar, Eldar, Imperial Guard, Necrons, Orks, Space Marines, Tau, T'Pol, Witch Hunters

RESOURCES: Warhammer 40,000, Character, Scenery

www.games-workshop.co.uk

WARHAMMER 40,000 THE LORD OF THE RINGS NEWS COMMUNITY WHITE DWARF SPECIALIST GAMES

BEASTS OF CHAOS

BLACK BOLLS

MAKING TREES OF CHAOS

What better way to boost your terrain collection than plant mutated trees bent to the purpose of the Chaos gods? Here are three such trees with complete step-by-step photos displaying how they grow from tiny seedlings to mighty trunked terrors of the forest.

With the release of the Beasts of Chaos range, we decided to present our readers with some ideas for the Chaos gods? Here are three such trees with complete step-by-step photos displaying how they grow from tiny seedlings to mighty trunked terrors of the forest. Thus, terrain that adheres to a wooded theme is appropriate for most Beastmen generals.

TREE #1 TREE #2 TREE #3

If you went through the effort to make a tree for your Beastmen army like one of the three showcased here, wouldn't it be nice to have a scenario to go with it? Well, the *Destroy the Chaos Heart* scenario could certainly be used without a problem. Just replace all instances of

UTILITIES: Bookmark, Mail a Friend, Printable Page

ARMIES: Chaos Space Marines, Chaos Hunters, Dark Eldar, Eldar, Imperial Guard, Necrons, Orks, Space Marines, Tau, T'Pol, Witch Hunters

RESOURCES: Warhammer 40,000, Character, Scenery

WEBSITE FEATURES

Here's a brief summary of what exactly the website has to offer you. Remember, this is a resource that has been specifically designed for you, to make your enjoyment of the hobby all the greater. The web team have taken a great deal of your feedback on board to create this vast repository of hobby knowledge and to make it as user friendly as possible.

And, folks, this really is just the beginning... We wouldn't keep trotting that cliché out if it were not 100% true. Later you can expect the return of old favourites such as Conversion Corner, and keep your eyes peeled as we add more hobby content to the site every single week!

- **Dedicated army pages** – Every bit of content for your army in one place
- **Searchable site** – Want to find something? Use the inbuilt search function
- **My Site** – A web page designed specifically around your needs that keeps you abreast of all the news on your favoured armies.
- **Chapter Approved and Warhammer Chronicles** – A compilation of all the updates for your favourite game and army in one place
- **Downloads** – Articles, reference sheets and 'cut and stick' amendments for rulebooks and Army Books are just a mouse click away
- **Artwork and background stories** – Learn more about your forces and armies
- **Printable pages** – If you see a page you need, you can quickly print it out
- **Dedicated Hobby sections** – Whether you are a painter, modeller, gamer or just like to read our stories, these sections have everything you'll be looking for
- **Latest article function** – As we add articles you don't need to find them they come to the top of the page!
- **Weekly news updates** – every week it is our mission to bring you the latest news such as new releases, hobby community activity and sneak peeks of upcoming miniatures

IT'S SHOWTIME!

MISSED OUT ON GAMES DAY 2004? WHITE DWARF DIDN'T MISS A THING

If you missed Games Day and Golden Demon 2004 never fear. White Dwarf's valiant reporters Nick Kyme and Greg MacGregor were there at the NIA in Birmingham on October 3rd to sample the magic for this exclusive report. Meanwhile Paul Sawyer and Guy Haley drew the short straw and had to gather inside information from the VIP lounge while sipping champagne all day (oh, the pain of being an editor...).



Nick: Uggggghhh... what time is it? Where am I? What's that licking my ear? 5am in the morning and there's a question nagging at my mind as I pull on my right sock and that is: Why am I awake so early? Of course, it's Games Day, the ultimate, the premier, the Champions League final of the gaming convention world. Let the razzmatazz commence! Um, does anyone know where I put my left sock?

Greg: I, on the other hand, exercised perfect sock control, even at this hour. I headed over to the GW canteen for the pre-Games Day preparations. After a quick sausage sandwich, hazy coach ride in the dark and two hours of meaningless chatter about Star Wars, the great gates of the NIA beckon... Already people are queuing, despite the doors not opening for another two hours – they must be desperate for tickets for the White Dwarf seminar, right? Thankfully us White Dwarfers

get to bypass queuing up with you lot as we slip in the not-so-well-guarded back entrance. Eventually the doors do open to the baying public outside – it's showtime!

"We've been travelling since 1am this morning."

Chad Thackston, 30, from Braehead, Glasgow.

Nick: Like a giant school gym presided over by a horde of frenetic ants, Games Day 2004 is taking shape. Strolling around the bleary-eyed Golden Demon entrants handing in their models, some of which were only just finished off in the queue, tales abound of early mornings, late nights and hope for Golden Demon glory. Crowds cluster around the many participation tables, and gamers peer intently into miniatures cabinets.

PUTTING THE 'GAMES' IN GAMES DAY

Greg: A mighty 178 trestle tables bear the weight of some 456 square feet of participation games, with GW Hobby Centres and Gaming Clubs turning on the style with plenty beautifully modelled battlefields. Here are a few of them.

- In the Kryann Crusade by GW Manchester an Inquisitorial Guncutter ship is battering Tyranid defences.
- If Mûmakil are your thing then Table 63 run by the Chelmsford GCN Bunker have got just what you're looking for as a stampeding herd advances on the lines of 300 Rohirrim.
- The guys from the Bristol 'Lone Wolves', are running the Awakening – in which Necrons are fighting Adeptus Mechanicus over an Imperial excavation site.

Nick: Impressed as we were by these big games, they were merely minnows compared to the goliath mega-battles. There were three of these, one for each major system.

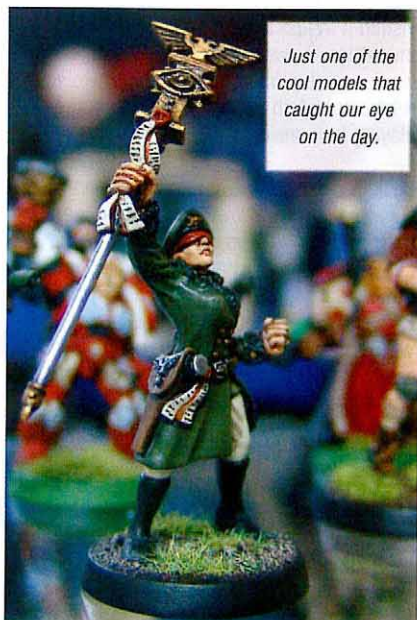
- In the Warhammer mega battle, A Tale of Four Cities, a linked Skirmish game affects a siege as the allied Empire and Dwarfs try to hold out against Chaos Warriors.
- The epic Battle of The Pelennor Fields features an awesome Minas Tirith built by the Scottish Games Workshops, and a fantastic scratch-built Grond made by the hobby tutors at Warhammer world.
- On the Battle for Macragge table the ice plains are being contested by valiant Ultramarines and a vast horde of alien Tyranids, its 12 feet dominated by a frost encrusted bunker complex.



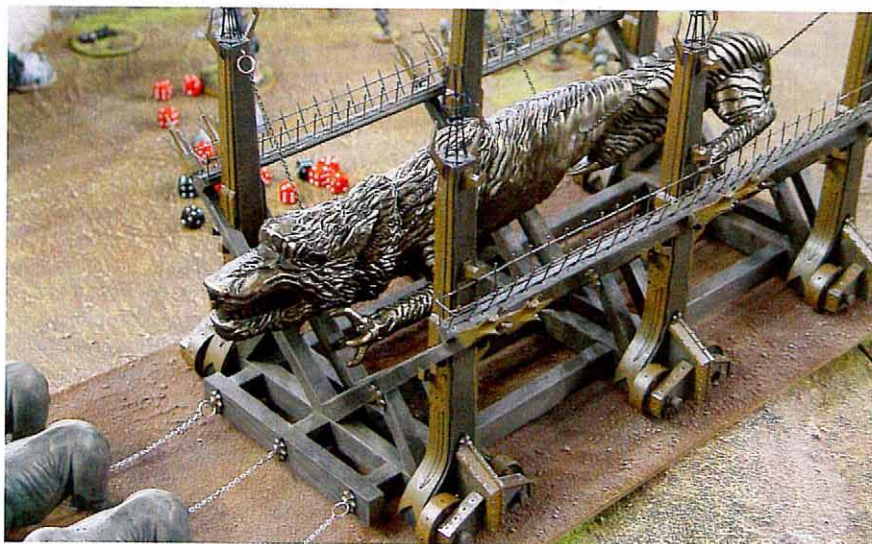
Ultramarines clash with Tyranids on the Battle for Macragge table.



A Tale of Four Cities, an awesome Warhammer siege game.



Just one of the cool models that caught our eye on the day.



The mighty Grond, just one of the great features of The Lord of The Rings mega-battle.

THE SEMINARS

WE HOPPED THROUGH THESE LIKE HAPPY SQUIGS. GAWD BLESS OUR ACCESS ALL AREAS PASSES. HERE'S WHAT THE GREAT AND GOOD HAD TO SAY IN THEM.

KNOWING US, KNOWING YOU...

Nick: With the sophistication of Alan Partridge, White Dwarf's very own Guy Haley took to the stage to tell the crowd all about his plans for our beloved mag. After divulging all kinds of stuff about White Dwarf's new look and ideas for the future it was time for Guy to field a few questions and for us to find out what you think of us. Battle Reports were one of the hot topics with requests for clearer maps and a more narrative element. There were murmurings about a possible letters page too and a promise to cover more material on some of the less prominent races like Dark Eldar.

CAN'T SEE THE WOOD ELVES FOR THE TREES

Greg: The big news for Warhammer was that the Fishmen of Aquapolis are not coming out... yet. Instead, Phil Kelly elucidated about Ogre Kingdoms and showed off his Gnoblar.

"You're just nuts, aren't you."

Random audience member shouting to Phil Kelly (on the subject of Ogre Kingdoms)

Gav Thorpe talked about next year's Lustria campaign which will cover rules for jungle terrain and special encounters (eg, being eaten by a carnivorous plant) and have two new army lists.

To great cheers, Anthony Reynolds revealed that work on the Wood Elves is well underway. All the Wood Elf models are

being redone, with their rules tweaked to entice them out of their trees. They'll also get a heavy cavalry and new special characters. "We're going to be making them a lot darker" says Ant.

40K IN 40 MINUTES

Greg: The updated Warhammer 40,000, Codex: Space Marines, new Terminators and the new plastic Eldar Wave Serpent were the hot topics discussed by Pete Haines. But it was talk of Tyranids that caused the biggest buzz in the room. Phil Kelly, author of the upcoming Codex, revealed a new Tyrant model is on the way and that there's going to be a lot more nastiness and horror used in their design. What could be more frightening than a Carnifex? Paul Sawyer before a bacon butty, perhaps?

THE PATTERN OF HAIRY FEET

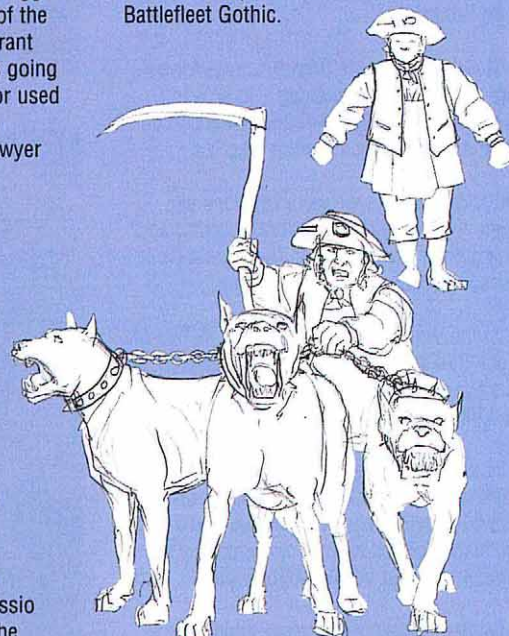
Nick: Hobbits were on the agenda in The Lord of The Rings seminar, as Alessio and Mat detailed their plans for the forthcoming Scouring of the Shire.

To a chorus of 'ooohs' and 'ahhhs' a raft of preview miniatures and concept art flashed up on screen. But it was during questions that the biggest shock of the afternoon occurred. It was a simple question about favourite models. Mat gave a fairly standard answer but when Alessio replied quite gleefully, "I really like the base of the Mumak," fifty or so pairs of eyebrows rose simultaneously. It transpired that Alessio is actually modelled on the

base, because he's in the extended edition of the Return of The King as a Rider of Rohan munched by a Mûmak!

THE JERVIS JOHNSON SHOW

Nick: JJ took the helm for a packed Fanatic seminar, guiding the masses through a glut of new material for all the Specialist Games. There was talk of Steam Gargants in Epic, Scavvy Outlanders in Necromunda, new humans in Blood Bowl and more special character ships in Battlefleet Gothic.



Concept art for Farmer Maggot, one of the new models featured in The Scouring of the Shire.



The Dawn of War stand attracted some big crowds.

"I'm looking for a Man of Gondor and a Wood Elf from Enfield. If you see them tell 'em I'm over here."

Kieran Street, 16, from Enfield (dressed as an Imperial Commissar).

BACK INTO THE MAELSTROM

Nick: After a short lunch break that involved a cheese sandwich in a bag and listening to the musical stylings of Brian Gold, it was back to business. It was packed on the main arena floor and if I was going to make it through the day with enough journalistic booty I had to change tack. It was time to take the high ground...

Up on the mezzanine and there were even more stands for me to check out. The Dawn of War stand had 12 terminals where people could try out the game as any of the four races. So popular was the stand, giving out

free demos to boot, that over 200 people visited it in just under two hours! Black Industries showcased a work in progress version of the Warhammer Fantasy Roleplay rulebook and an opportunity to do some role-playing in a pre-determined scenario.

Back into the maelstrom on the main floor, it was 'yee harr cowboys!' as Warhammer Historical showcased their newest game, Legends of the Old West, with a Gunfight at the OK Corral. Games Day regular Tim Eagling was splicing the main brace again with a cool Warhammer Ahoy! battle on the open sea where the Imperial navy attacked some great looking Chaos ships.

ON THE STANDS

Greg: As Nick forced his way through the crowds I checked out some of the other stands. The Black Library were holding traditional signing sessions with such luminaries as Robert Earl, Clint Langley and the mighty Dan Abnett. I also got chance to

"It was great to talk to people at the Black Library signings."

Graham McNeill

speak to the Gaming Club Network who were there raising awareness and the profile of the GCN. Mike Sharp, president of the GCN, revealed it was all in an effort to set up a GCN league, an exciting venture for the future.

On the very busy Forge World stand Ewan Little tells me that they've been monumentally busy all day. "Lots of people have been treating themselves – the most popular item has been the Eldar Revenant Titan, ours was painted by George Dellapina," says Ewan.

In the Hobby Zone there'd been some manic modelling. Over 4,000 pieces of scenery have been made, 500 models entered in the Plastic Conversion competition and a massive new gaming board all built today with expert tutelage from Games Workshop's best painting and modelling gurus.

"My highlight has been the 40k seminars – they went really well."

Pete Haines

THE GAMES THAT TIME FORGOT

Nick: Next I decided to take a trip down to the Archive stand. The waves of nostalgia wafting from such classics as Talisman, Chainsaw Warrior and Rogue Trooper were almost palpable as I stared all misty-eyed into the archive cabinets. There was a live game of Man O'War too, which was sadly all done and dusted by the time I got down to see it. This was a real treasure trove in more ways than one with all the items on display worth a whopping £15,000 on the collector's market. I'm checking in the attic when I get home!

As the event draws to a close, it's time to watch event organiser Mike Mason and other GW celebs hand out the Golden Demons and the fabled Slayer Sword. Mike struts on stage like Bruce Forsythe to address the masses. The winners come and go with Demons changing hands faster than conspiracies at a Tzeentchian Chinese Whispers convention. As the lights come up and, slowly but surely, the crowds disperse, I bid a fond farewell to the NIA for another year.

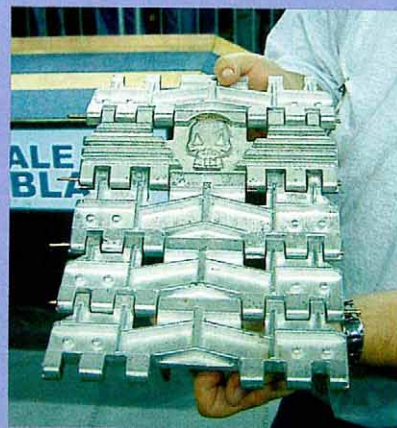
Greg: With the day over, the GW staff slowly retire back to Nottingham and up to

"I'm very pleased to win. It's great to come here and catch up with so many friends."

Adrian Bay, winner of Large Scale Miniature.

BEHEMOTH BANEBLADE

Nick: We'd heard rumours of it on Saturday before we travelled down to the NIA, but nothing could have prepared me for the awesome 1-in-6 scale Baneblade. Paul Mooney of Forge World was on hand to tell us all about the beast. Weighing in at a meaty 230kg and with enough power to pull a transit van, it was so big I could've driven it home! Built in 12 months in Volgograd, Russia, the Baneblade drove all about a caged off arena, turrets turning accompanied by the sound effects of its bolters and its battle cannon blazing. So realistic was it that when the battle cannon fired the whole tank recoiled! If you missed it don't worry, there are plans to feature the Baneblade next year.



A section of the Baneblade's humungous tracks!



Bugman's bar for a well earned pint or three. Games Day 2004 ends for us in an alcohol-induced haze with Mike Mason back on stage belting out a disturbing rendition of Like A Virgin...

Nick: Traumatizing. And I never did find my other sock...

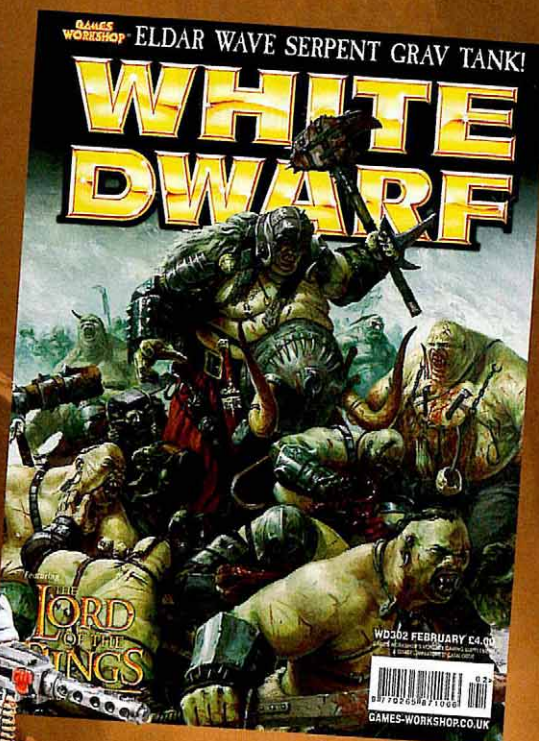
Far right: Triumphant Slayer Sword winner, JA Gillois holds aloft his magic sword... er... his prize.

Right: We don't normally show Warhammer models this big, but JA Gillois's winning Chaos Marauder was so good we thought you'd appreciate a better look at the detail.



INTO THE UNDERHIVE

The game of battles in the Underhive is back! Necromunda returns to the pages of White Dwarf for a new feature. In the sprawling industrial nightmare of the Underhive the harsh retort of stubber fire can be heard as hardened street fighters battle for survival. Join us as we follow the exploits of several gangs sparring for turf and looking to carve out a killer rep in our brutal Necromunda campaign.



WARHAMMER

- More Ogres! Cartographer Reuben Kyte retells his adventures in the Ivory Road Journal and a huge force of Ogres takes on an Empire army in our Battle Report.
- The Dwarfs must hold out as Git Guzzler's army lays siege to the Brewery in the final Bugman's Lament.
- A Tale of Four Gamers continues. The armies are getting bigger...



WARHAMMER 40,000

- Eldar Extravaganza! The dying ones are under the scrutiny of the Imperium in Index Xenos – Biel-tan; we have a new Eldar tactica and a painting guide involving vegetables for the Wave Serpent.
- The background of Captains Lysander and Shrike is delved into in Heroes and Villains.
- That mad Dellapina is back, unveiling his second Ork Squiggoth.



THE LORD OF THE RINGS

- We preview the Scouring of the Shire, the latest supplement for The Lords of The Rings strategy battle game.
- The White Dwarf team recruits their Battle Companies for the start of an ongoing series.
- The Chronicles of Middle-earth tells of the history of one its most infamous characters – Saruman.



All information correct at time of going to press.

DON'T MISS THE NEXT ISSUE: ON SALE 28TH JANUARY

Turn to the inside back cover to find out how to subscribe to every hobbyists' essential monthly magazine!

WARHAMMER



Guts and Glory
Ogre Kingdoms
Designers' Notes
with Phil Kelly.



Hobby Masterclass
A quick and easy
way of building
Ogre yurts.



**A Tale of Four
Gamers**
The lads expand
their armies.



**The Battle of
Middenheim**
The results of the
Storm of Chaos.



GUTS & GLORY

Phil Kelly, Paul Jeacock and Brian Nelson reveal all.

They're big, they're not too bright, and they want to eat your babies: the Ogres are here and they're very, very hungry. Guy Haley talks to Warhammer Armies: Ogre Kingdoms Games Developer Phil Kelly and delves deep into the Ogres' lives, from their disgusting eating habits to their sneaky Gnoblar slave-pets, and the wild land they inhabit deep in the Mountains of Mourn.



Ogres have been in Warhammer a long, long time and over the years some of our most memorable models have depicted these savage, flesh-gulping nightmares.

Nightmares, that is, if they're fighting for the other side. Warhammer Ogres have never given a Snotling's loincloth about who they fight for; they can be found marching alongside just about anybody. But they've always been on the periphery – until now.

Ogre Kingdoms kicks off the lid of the mysterious origins of these dangerous eating machines, opens up the east of the Warhammer world and, best of all, gives us a brand new army so hard that it would make a Bloodthirster look at his hooves and mumble things about not being able to make the battle.

"The keyword here was brutal," says designer Phil Kelly. "Cannibalism, death, blood, fratricide, patricide, just about every 'cide' you can think of... I tried to get into the book. It is gory, but it's done in a good-humoured kind of way, like I'm smashing someone's head into a rock, but it's a bit of a laugh! One of my favourite bits, for example, is about an Ogre Tyrant who was on the throne for 90 years and then choked to death on the skull of his great-grandson who challenged him to a pit fight. What a way to go!"

As you may be able to ascertain from Phil's cheery words, the book is gloriously nasty, full of blood, guts and feasts of red meat of dubious provenance. This gluttonous need for manflesh aside, Phil is keen to emphasise that Ogres are not evil.

"Ogres are the only truly neutral non-human race we do," Phil insists. "They don't want to eat you because they are evil, they want to eat you purely because they are hungry. It's a food chain thing. It's nothing personal. But you can bargain with them, employ them. Offer them a better deal and they might not eat you. You just have to pay them right now! Remember, they are monsters, but they are monsters with brains, even if that brain is roughly the size of a dog's."

Goin' A Wanderin'

There are two main parts to Ogre culture, such as it is. The first is eating. Ogres worship the Great Maw, a god of endless consumption. "I thought Gav Thorpe, who briefed me on this project, just made it up," Phil says, "but in my research I found it nestling in the old Warhammer Fantasy Roleplay Rulebook." For an Ogre, his belly is his spiritual centre, and the only part of his body he habitually protects with a lovingly made belly-plate. The other is a wanderlust

that Ogres get cultured, bringing back weapons and ideas to the mountains.

"Ogres learn civilisation as they age. They're generally long-lived, and can be around 150 when they die," Phil explains. "Typically, an Ogre starts life as a caveman, and accrues culture as he travels. He starts to learn languages and even to talk to people rather than immediately eating them. He then goes on to perform great deeds and maybe even earn a surname, which help define who that Ogre is. He might end up in Araby, say, and learn new skills such as surviving in the desert, but he'll also adopt the customs of the land; wear a turban and fight with a big scimitar. These Ogres, who eventually return home, are the Maneater troop type."

Ogres and Chaos

While wandering, Ogres fight for everyone, including the forces of Chaos, but even these Ogres are not evil.

"Ogres do mutate when they go up north, but to them they don't see it as a problem," says Phil. "If you have an extra head it makes you better at eating contests, while an additional arm means you can wield another club. To them it's an advantage, but it doesn't mean anything. I can imagine an Ogre turning

"They don't want to eat you because they are evil. They want to eat you because they are hungry. It's nothing personal. It's a food chain thing."

that sends them all over the world. This is something that should be a cause for concern for all other races as there are, according to Phil, more Ogres now than there has been for a very long time.

"They are migrating in large numbers, not just in of twos and threes, but in their hundreds. That can be a good thing or a bad thing, depending on whether you're an Ogre or not!"

That 'bad thing' is a messy end for whoever's in the way. The good thing is

to Khorne on a bad day, and some of them probably do, but I can't see an Ogre worshipping Tzeentch."

Nor are Ogres the children of Chaos, as many players have long speculated. We can reveal here that Halflings and Ogres share a common history. They were among the last of the races created by the civilisation of the Old Ones, and this can be seen in their common traits – for example, both race are resistant to the effects of Chaos, and both have uncommonly large appetites.

"Ogres have a faint racial memory of the Halflings," Phil explains. "They know that they used to live together, and that perhaps explains why they've taken to the Gnoblar so readily. If a mad Ogre stuck fur on the feet of his Gnoblar, the other Ogres would think he was strange, but they'd all have a feeling that what he was doing was right."

Though Ogres do have this built-in affection for Halflings, it's a bit of a double-edged sword. For the Halfling,

"The trouble is that Halflings taste so good!" laughs Phil. "They're like the *foie gras* of the Ogre world, so when an Ogre meets a Halfling there's a real battle between his heart and his gut."

The Old Ones origin of the Ogres helps to further reinforce the fact that Ogres are not even remotely human. In line with this, the physical appearance of the Ogres has changed dramatically. Gone has ruddy skin and Popeye's lantern jaw, and in comes an inhuman look.

"We were keen not to make the Ogres look like big Dwarfs or Orcs, so we spent a long time re-examining their anatomy. Even their internal structure is different, they have a muscle system in their stomachs to grind up food." The skin tone was hotly debated, too.

Phil groans. "We spent about a month and a half arguing about it! In the end

we settled on this very sallow skin that you don't find in human populations, but it's not too extreme. We took them away from being big bouncers to being monsters that live in caves, though of course," he adds, "some of them do become bouncers and make a very good living out of it."

For the dress of the Ogres, the project team turned back to Humanity, taking their cues from old pictures of Central Asian warriors, making the Ogres a cross between huge cavemen and the fearsome tribesmen of the steppe and the Caucasus.

"The guys in the source material we used had long moustaches and these amazing piercings, like filleting knives stuck into their chests, it was unbelievable. They were invariably bare-chested, with big tattoos. They looked like really ferocious warriors, and that's the look we decided on for the Ogres."

Gnoblar

The Ogres are not alone in their kingdoms, and the book has been the perfect opportunity to introduce yet another species of greenskin to the Warhammer world. These are the Gnoblar, or Hill Goblins, who infest the region inhabited by the Ogres.

"Gnoblar are sort of halfway between a Snotling and a Common Goblin and

they live in the foothills that surround the Mountains of Mourn. Virtually everything eats Gnoblar, and even if they don't get eaten, the Chaos Dwarfs are likely to round them up and enslave them. So when the Ogres came to the Mountains of Mourn the Gnoblar decided it would be best to chum up to them, as this gives them only about a 60 per cent chance of being eaten, as opposed to an 80 per cent one, which is good odds for a Gnoblar!

"It was interesting figuring out the dynamic between the two races, because Ogres keep Gnoblar like we'd keep dogs, but they don't keep them well. For example, each Ogre bites his Gnoblar's ear as a form of identification, but once an Ogre starts eating, it's difficult for him to stop..."

Such is life for all small greenskins. There's always something after them. But though the Gnoblar are often impromptu snacks, they are at least more fortunate than many other greenskins in that their mates are very big indeed! It's a symbiotic relationship, Ogres are very clumsy and cannot create much, while Gnoblar are dextrous hoarders. The Ogres use them for all menial tasks, even in battle.

"In the game, the Gnoblar do perform a useful purpose. The Ogres tend to go barging in as they move so fast," explains Phil, "whereas the Gnoblar



The Ogre horde seek Dwarf flesh to warm their guts.

REALISING OGRES

Paul Jeacock tells us how he went about visualising the Ogre Kingdoms



“We wanted to change a lot about the Ogres,” says Games Workshop conceptual artist Paul Jeacock, “so now their background is very dark, like a Brothers Grimm fairytale. These are not the standard fantasy Ogre at all.”

Paul creates pictures and large-scale sculptures, to help both the book's creators and the miniatures designers find the right feel for an army, so he has had a major influence on all aspects of this new race.

“We went back to the original stories – all this stuff is rooted in folklore. It comes from really old legends which are much nastier than the modern, watered down versions. These were stories you would scare your kids with to stop them wandering off up the mountain or into the woods. Because of that, the Ogres are very grotesque. They're very, very nasty characters, with few redeeming features.”

Paul, who has in the past worked as a comic artist for 2000AD and as a film conceptual artist, notably for Muppet company Henson's, says that the source material for the Ogres meant that the project team had loads of ideas. “Everyone wanted the same thing, and started sparking ideas off each other straightaway. The meetings were great fun. We almost nailed the look immediately. There were some slight changes to it, but a lot of the images came out in the first couple of meetings.”

Another influence on the book, especially on the Gnoblers, was the art of Brian Froud, the world-famous fantasy artist who spends much of his time painting fairies, Goblins and other otherworldly creatures from myth. (Froud also worked for Henson's, designing the creatures for the films *Labyrinth* and *The Dark Crystal*).

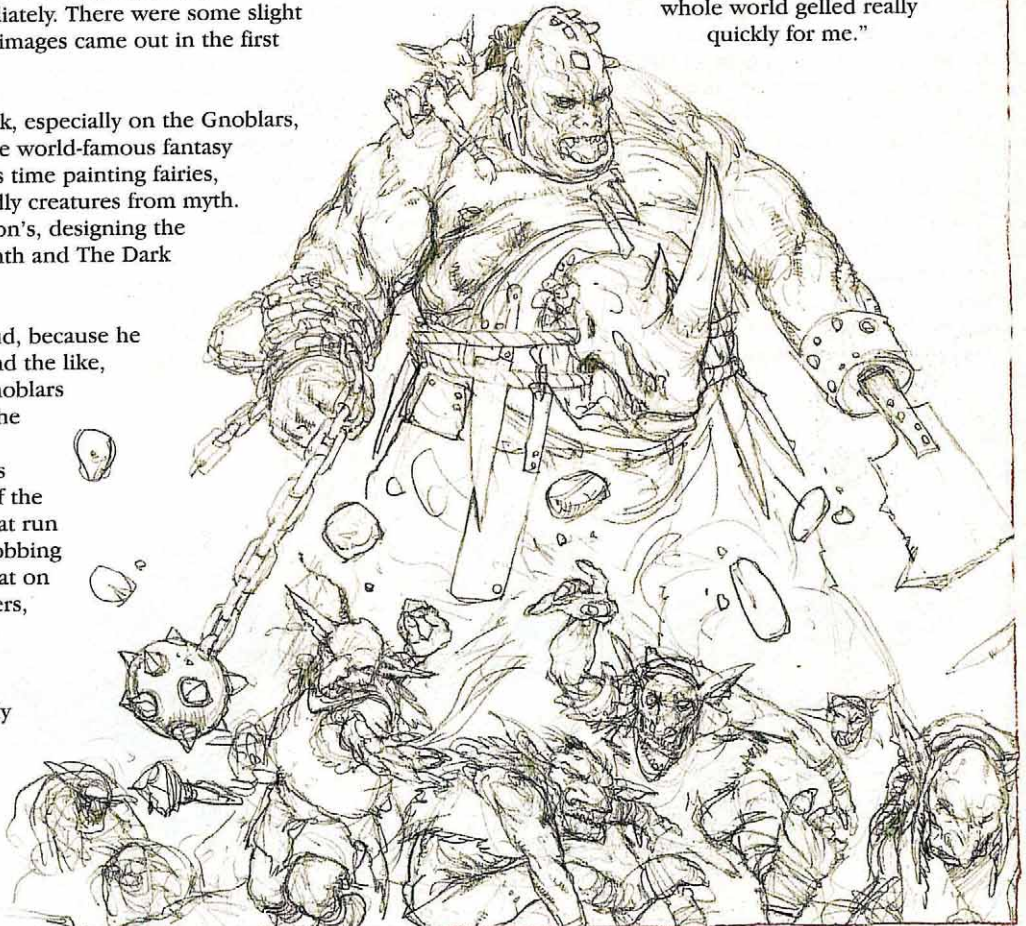
“All artists dip into Brian Froud, because he has a good angle on fairies and the like, and the description of the Gnoblers was inspired a little by that, the kind of scrappy, dishevelled Goblin-type character,” agrees Paul. “But there's also a lot of the feral kid in there, the kind that run wild on the street and start lobbing rocks at you. They're no threat on their own but in large numbers, very dangerous.”

Despite the Gnoblers' innate wickedness, there is a comedy element to them: “It's that nastiness that's amusing,” explains Paul. “They want to emulate the Ogres, to be bigger and tougher, and though they're often lunch, they

“Images started forming as soon as we stopped talking... I have to catch them before they scurry away!”

do have their own pecking order – there's always someone being pushed around. Survival for them is hard, and it makes them very mean. But the Gnoblers and Ogres are part of the same world, and there is a good contrast between the vicious comedy of the Gnoblers and the nastiness of the Ogres.”

Inspiration strikes Paul hard and fast, especially with something with such a rich background as the Ogre Kingdoms. This has made the book very enjoyable for him to work on. “Images started forming as soon as we stopped talking. I almost get a film in my head, where you can see these creatures living and breathing, and I have to catch them before they scurry away! That's what I enjoyed most about the project, the pace the ideas came at. Everyone was wired into the same thing, just creating from scratch. I was able to play with a lot of things. The whole world gelled really quickly for me.”



MONSTER MAKER

Brian Nelson was asked to sculpt the new plastic Ogres, something of an enormous task.



Citadel Miniatures have been making Ogres for as long as they've been making anything, but these Ogres are a bit of a departure. Sculptor Brian Nelson was the man tasked with bringing the new-look Ogres to life: "One of the reasons we decided to change their anatomy is that Ogres as such are not uniquely Warhammer. A fairytale Ogre is just a big, ugly guy who eats children.

What we were trying to do is make something else," he says of the Ogre's revamp. "The other thing is that we were making a full army – taking them away from being three monsters you bunged on the back of your army. We needed to give them an identity and personality of their own, and that goes hand-in-hand with the way they look. We very consciously gave them a Slavic, eastern european appearance; it's very different. No one has done that before with Ogres. This is a reinvention of the Ogre," adds Brian. "The image of the fantasy Ogre had become ubiquitous and bland."

Even throughout this process, the design of the Ogres changed. At first, they were not so fat, in fact, says Brian, they looked a little like giants, but then the eating aspect of their culture came into play, and gradually their bellies grew. Brian's job, as he says, is to take the concept drawings and make them work as plastic kits. A job which comes with all manner of technical difficulties. Flow channels, cooling times, undercuts, sprue arrangement and other arcane considerations need to be taken into account by the sculptor of plastics, and that's on top of the usual ranking up issue and simply whether or not the models work as kits.

And what a set of kits – the Ogre plastic box sets have more than 120 pieces to them in total, as Ogres are so large and come in such small units, they have to look individual. There was no chance of duplicating pieces as the sculptors can with units of 'thinlings' (Ogre slang for anything smaller than them). The result of this was that Brian had to make virtually every piece unique. Which was, he says drily, a challenge.

"This is a reinvention of the Ogre, the image of the fantasy Ogre had become ubiquitous and bland."

Another challenge proved to be the Leadbelchers: "The cannon arms were extremely difficult, as the arm and cannon had to come as one piece. This put extreme limitations on how I could join the arm to the body, as the back plate of the join could not exceed 92°. I had to make a load of mock-ups just to try and get it to work."

And then there was the Gnoblar on the Leadbelcher's shoulder: "Oh that little..." says Brian. "He was the single most difficult thing I had to do for the Ogres. I ended up making him twice."

Despite this, the Ogres offered a lot of satisfaction to the sculptor. He says that the harder the job is, even though it may be very frustrating at the time, the satisfaction in the end at overcoming the problems makes it all worthwhile.

The arms he is particularly happy with. As the Ogres are almost exclusively bare-chested, the arms had to be manufactured differently to the way they are usually done. The join is a 'V' shape, rather than the flat arm-join many Games Workshop plastic regiment kits have. This meant Brian could make the positioning of the shoulders ultra-realistic as they had to be made as part of the arms. So there is a lot of movement in them, and where the two pieces come together is cunningly hidden in between the muscles.

"But if they'd have been wearing shirts," he adds ruefully, "I'd have been stuffed."





A regiment of unlucky Empire soldiers are about to find out how these Maneaters got their name.

hang back. This is partly because they're slower, but also because, as greenskins, they suffer from a kind of *animosity*. Ogres are rock hard in combat, but they do have a tendency to get surrounded.

"Their units have very wide frontages for the number of models, which can make them difficult to manoeuvre. As the units are also small, they do not often get rank bonuses, so they can get stranded and overwhelmed. Fast Cavalry, in particular, are a real problem for the Ogres, though Lead Belchers can sort them out! Gnoblar can help offset this by providing a second wave, attacking units that get Ogres in the flanks. They might be weedy, but Gnoblar are very useful in big, fully ranked-up units."

Mountains High

Not content with creating the society of the Ogres, Phil's designed a fully functioning ecosystem for the Mountains of Mourn, which he describes as being roughly analogous to the Himalayas, only "they make the Himalayas look like

foothills". Phil borrowed a lot from our own sweet Earth's prehistoric past for this milieu, an idea he was determined to keep at the forefront of the book's imagery.

"Dinosaurs have always been very close to my heart, but there are a whole range of amazing prehistoric mammals that lived in the last Ice Age." Some of these, like the woolly rhino and sabretooth cat, have made it into the book in the fantasy forms of Rhinoxen and Sabretusks. It's to Phil's great credit that he's populated this part of the Warhammer world with herbivores as well as the large-toothed nasties that infest virtually every other fantasy creation out there. The

herbivore might be fierce and armed with deadly natural weapons, but the Mountains of Mourn's web of life sounds like it might work. It is a layered ecosystem, with increasingly large animals living towards the top. At one time, for example, an intelligent race of giants lived right on the summits of the mountains in great castles carved into the peaks, only descending to tend to their flocks of mammoths.

"I loved the idea of this archipelago of castles in a sea of clouds. It's a whole new kind of landscape," he says.

Unfortunately for these 'Sky-titans', Phil also liked the idea of a war in the clouds, so he had the entire race eaten by the Ogres as they migrated away from the toxic desert created



by the arrival of the Great Maw. No one now tends their enormous pachyderm herds. Most of their castles lie in ruins, save for those few whose halls now ring to the raucous sounds of Ogre feasts.

Below the ruined realm of the Sky-titans are the ice fields where Rhinox herds and ice elk graze. Further down the mountains, in the valleys, live the Ogres, and in the foothills are the Hill Goblins. "There are a lot of big creatures in the Mountains," says Phil, "but the Ogres are the top predator. A cave bear could easily kill an Ogre, but, like our ancestors, they gang up and use spears and fire and bring down animals many times their size." Where does this leave the Gnoblar on the food chain?

"I think round about the level of grass," says Phil after some thought. "Actually, probably lower than grass."

The Road to the East

Unbelievably, there are those in the Old World who are insane enough to travel across all this, on the Ivory Road to Great Cathay, where huge profits are to be had.

As Phil says, once they've dealt with the Worlds Edge Mountains, the Dark Lands, the industrial hell of the Chaos Dwarfs, the roving tribes of Goblins, Hobgoblins, Orcs, and Gnoblar, they reach the Mountains of Mourn and their troubles really start. It's amazing anyone would even bother attempting the journey, as the odds on being lunch for something with sharp teeth and a big appetite are rather high.

"Ah," says Phil, in a way that suggests he has a devastating riposte to this reasoning. He does. "There is a historical precedent there, there was a route in the Middle Ages between Europe and China, the Silk Road. The real Silk Road was an incredibly dangerous journey, but the rewards were great."

Yeah, fair play, we all know about Marco Polo, but despite the savage hordes of nomads, wolves and tyrannical potentates, the medieval merchants in our world didn't have to put up with large and scary monsters.

"Ah," says Phil again. "It's the Ogres. Though the Ogres are very dangerous, they are our saving grace, they allow the Great Caravans to pass between the Old World and Far Cathay. Ogres will fight for you for pay – if your caravan is guarded by 10-foot killing machines it gives you a chance of getting through.

"In this way they're like real world mountain guides, like the Gurkhas, ferocious local warriors who will protect you." Phil pauses. "Also, an Empire Great Caravan is a huge armoured mobile town on wheels, full of men armed to the teeth with blackpowder weapons and with Helblaster volley guns on the roofs of the carts!" With the Ogres protecting them, he maintains, the worst



Above: The Yhetee inhabit the slopes of the Mountains of Mourn, eeking out a sub-tribal existence at the roof of the world.

thing that can happen to these Caravans is that they get infested with Gnoblar, who nick everything.

"I think we're going to have fun developing the land trains idea in the future," says Phil mysteriously.

Hitting the Books

Most of us think that being a Games Developer is all fun, fun, fun. Sitting round, drinking coffee and chucking the odd dice about as they mull over what to call the latest unit of Skaven. Not so. Developers often do a lot of research on the new armies, both in history books and by delving into the past of the ever-expanding games universes. As the Ogres were mostly brand spanking new, Phil had to really hit the books.

"I got as many books on Ogres, Trolls, and Giants – because in folklore they are virtually interchangeable – as I could lay my hands on from the library and I begged, borrowed and stole more from the other guys in the studio. Which, in the end, wasn't many. The relevant notes I could get from them amounted to two sides of paper – there's not a lot out there," says Phil. "This is strange, because the Ogre is found all over the world, in China, in Japan, where they're known as Oni, in Europe, everywhere. They're the big guy, the one who's going to hit you and take your stuff. They're the big bully, basically. They're a very human archetype, and everyone wants

THUGS FOR HIRE

Phil: One of the unique features of the Ogre Kingdoms army book is that several of the unit types in the army list can be employed by other armies. Ogre Bulls, Leadbelchers, Ironguts and Maneaters all have the special rule Dogs of War, which means you can use them in your army exactly as if they were Dogs of War units.

Sick of having your army smashed to a pulp during the Close Combat phase? You might want to throw a purse of gold coins to a unit of Ogres with great weapons and heavy armour. Wishing you actually had more use for the Shooting phase than as a punctuation mark between magic and combat? Maybe some Ogres lugging great cannons around with them could be worth a laugh, or a hard-as-nails Maneater using a pair of handguns as if they were pistols.

It's a great way to freshen up an old army and add a new tactical twist to games with your favourite opponents. But remember, they're just as viable a choice to your rivals as well...



OGRE EVOLUTION

Those of you who have been in the hobby since the good old days will remember some of these vintage models from the Games Workshop Classic range. The original 1980's Ogres were terrifically varied, with everything from pit-fighters to bounty

hunters. Shortly after came Aly and Trish Morrison's range of Ogres clad in battle-torn finery reminiscent of renaissance soldiery. The scope of these models inspired the Maneaters, Ogres that have travelled the world assimilating various cultures and

picking up an assortment of equipment. Over the years other models in the range have drawn heavily on similar classic concepts, while becoming bigger, fatter and uglier than ever before. Here are just a few examples of Ogres through the ages.



An Ogre from 1991, around the time the Giant Ogres were released. Note the precursor of the ironfist on his left hand.



One of the most feared Blood Bowl players of all time, Morg 'n Thorg, released in 1993.



One of Golgfag's Mercenary Ogres, released in 1998.



Brian Nelson's Ogre Mercenary from the 1999 Mordheim release.

One of the Chaos Ogres released in the 2003 Beasts of Chaos range – not a happy chap by any means.



2004, the year of the Ogre – an Ogre Bull with ironfist from the new plastic set.

to be the pal of the big guy, because then he's protecting you and not hitting you, so it makes it easy for people to identify with the Gnoblar too." Phil says that this is very handy for the game as a whole, as although these are Warhammer Ogres, with their own tabletop spin, they are not so far removed from the realms of fairytale that they have become entirely unrecognisable to people who have never played Warhammer..

"Though Ogres in legends tend to be solitary beasts, they do eat people, and everyone knows what they are. So you don't have to explain to someone from outside the hobby what an Ogre is like, like you would have to with a Skaven. They're universal, and I think this will make them attractive as an army to all gamers, new and old alike."

As in much of the Warhammer background, it's fun reading the Ogres

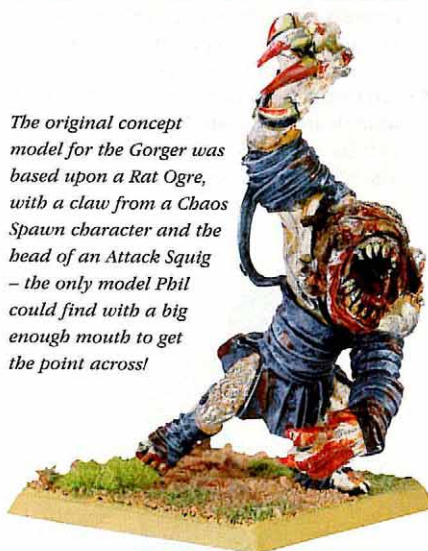
book and winking out some of the parallels between our own real world and the dark fantasy of the Warhammer world. Phil loves his Greek mythology, he explains, so you'll find the war-between the Ogres and the Sky-titans is loosely based on the fight between the Greek gods and their forebears, the Titans. The Greek gods were the children of this infanticidal race of giants, but the gods fought back and beat them.

CONCEPT TO REALITY

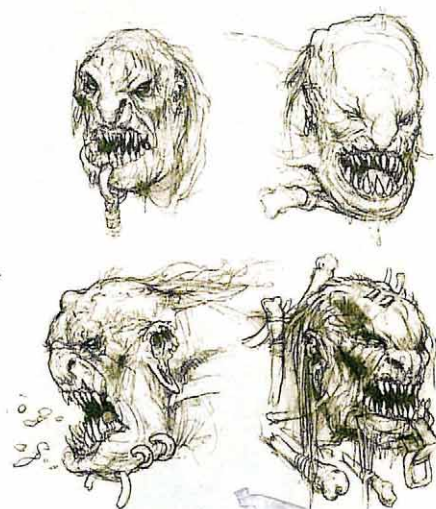
Near the beginning of a given project, it is common for Games Developers to put together some concept models. These are 3D representations of the weird and wonderful troop types and heroes the designers would like to see in the range, made from the bits and pieces lying around. These are sometimes as rough as an Orc's backside, but they do help convey a little of how the designer sees his new idea shaping up in its finished form. Some of the models are actually quite successful – many of the concept models for Inquisitorial henchmen made it into the colour sections of the relevant codexes.

Once the idea for a new troop type, vehicle or hero has been thoroughly discussed, picked apart, and put back together again, the artists are let loose on the concept – invariably turning it into something far cooler than the Games Developers had in mind. The idea is then turned over to the miniatures designers, who refine the concept and, after weeks or even months of hard work, turn it into a finished model.

Shown here are concept models for the Gorger, a troglodytic Ogre with an appetite to rival a great white shark, and the Scraplauncher – one of the stranger ideas to come out of Games Development for a little while...



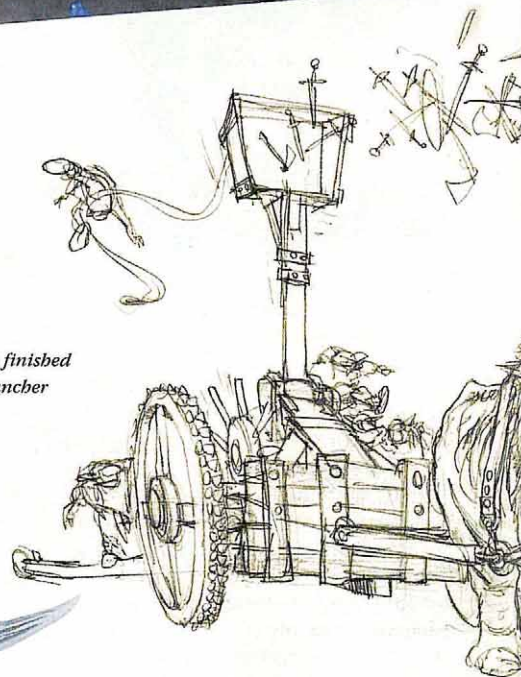
The original concept model for the Gorger was based upon a Rat Ogre, with a claw from a Chaos Spawn character and the head of an Attack Squig – the only model Phil could find with a big enough mouth to get the point across!

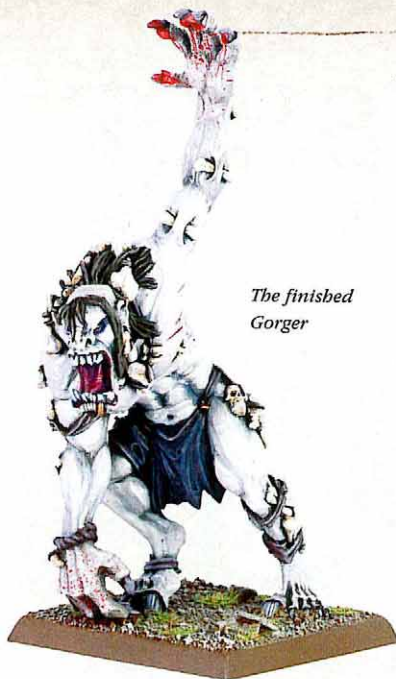


Above: Variant Gorger heads



Left: The finished Scraplauncher

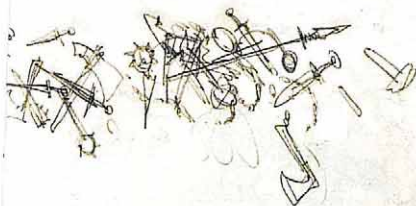




The finished Gorgor

Left: The prototype Scraplauncher – Phil originally proposed two war machines based around the same principle, this being the Skewerslinger – a Bolt Thrower version of the Scraplauncher – but the Stone Thrower variant was judged the cooler of the two ideas. The model is built from a Chaos Dwarf Bull Taurus with lots of Green Stuff, and an Orc chariot.

Below: The early Scraplauncher concept



Only, in the Warhammer world, things took a less rosy turn with the savage Ogres devouring the peaceful giants. Another, this time, real-life borrowing from the Greeks is Rhinoceros lifting. A young Ogre is given a Rhinoceros calf. He must then lift it every day, so the Ogre increases in strength as the Rhinoceros grows until both reach full size. Then the Rhinoceros is eaten. Apparently, ancient Greek wrestlers used to do the same thing with a young bull. See, gaming is fun AND educational.

Into the Future

New races don't come along often, but when they do, they're a golden opportunity for our happy Games Developers to get really creative, adding extra depth to the game's world and filling in some of the gaps. The origins of Giants, for example, are explained in the book, while there are plenty of references to weird civilisations and lots of information on both Cathay and Ind, a land, we learn, which is home to a thousand gods and both men and 'man-kin'. Interesting!

This time, the Studio have done more than just fill in the gaps. Much more. The creation of the Ogre Kingdoms required the detailed section of the Warhammer world map to be extended further east. So far east in fact they decided to just go ahead and map out the whole of the world! "We had a big cartography meeting with Rick Priestley, Nuala Kennedy, Jes Goodwin and loads of other people from the Studio. We discussed the world and examined it to such an extent that we now have a full map of the world," says Phil. (Regular readers will have a copy of it – we gave it away with issue 300).

"We put everything on it that we could, from new High Elf fortresses that girdle the world to our equivalent of Atlantis. Rick said that we'd now have plenty of things to work on." Hmmm. Time to look at that map, then. Who knows, some of those strange annotations may one day become fully-fledged races and armies.

Jolly Good Show

The Ogre Kingdoms is a real corker of an army book that is bound to get everyone excited. It has a very distinctive look, the fruits of a new, almost movie-style, design process that first saw use on the Bretonnians. Phil was keen on the use of a

palette of colours that reflected the natural world: reds, yellows, browns. The idea is cave-primitive. Many stone walls and skins adorn the book, and they even went so far as to use real skin! No, no-one got flayed alive, Ogre enthusiast and Fanatic's resident sculptor Mark Bedford made a latex cast of his skin, which was then used as one of the book's background textures.

"We also had lots of fun experimenting with meat textures," says Phil. Oh. That must be why the flatbed scanner smells of steak. Perhaps Phil got a bit carried away writing this book. Come to think of it, he does eat a lot of raw meat...

Anyway, one aspect of the book's look was unintentional, but fortuitous: "Stefan Kopinski, our graphics expert, was messing round with colours and lighting effects, and applied underlighting to the cave walls and skins," says Phil. "When you see something underlit, you immediately think primitive society, because in our much vaunted civilisation our light comes from above," he says, pointing to Games Workshop's ubiquitous strip lights, "whereas in earlier societies it came from fires or primitive lamps on the floor".

It is also a subconscious cue that leads us back to the monster in the cave, eager to roast us upon his fire and grind our bones to make his bread.

Overall Phil's very pleased with the book, and rightly so. It's quite amazing that this is the first project ex-White Dwarf Phil, who's been a Games Developer now for three and a half years, has headed up himself. "It's been great to work on. I had a brilliant team who made it a pleasure to do.

"I started out as a Warhammer 40,000 designer, but I've always loved Warhammer, and have played it for years, so it's been really satisfying to do this book, especially as it is all new.

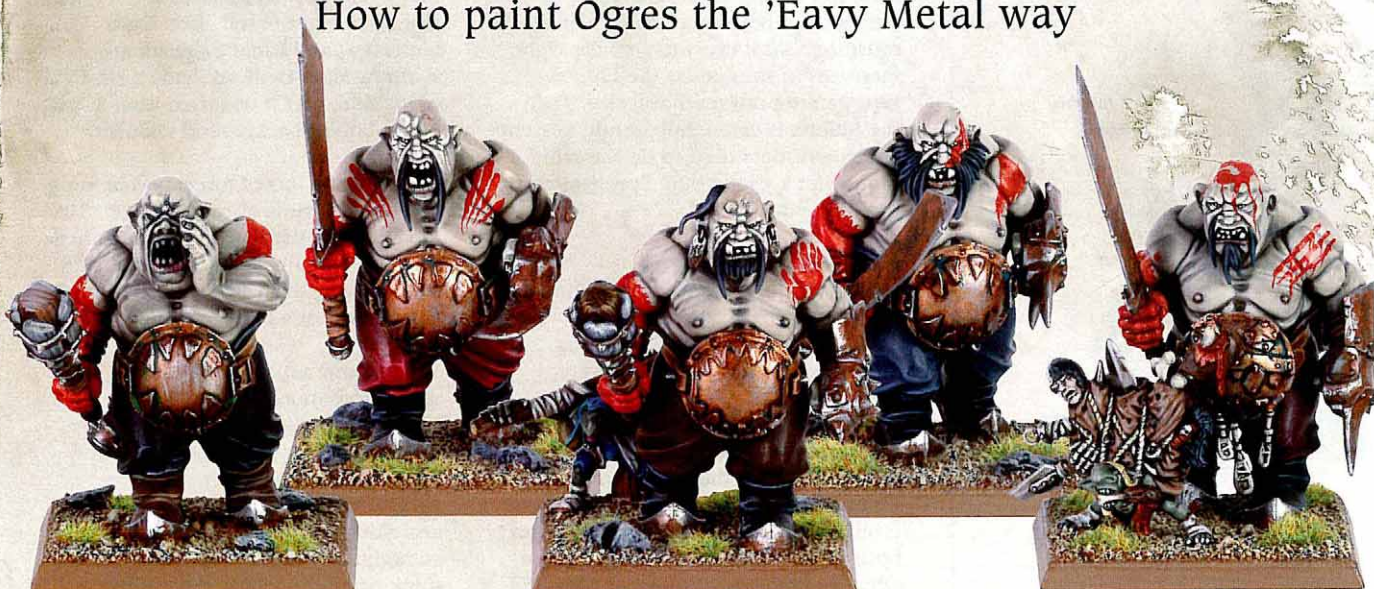
I'm not walking in someone else's shadow, redoing something old. In that respect I've been really lucky, and I like to think the background is rich, and that we've done a good job."

They have. When you see this book, you'll want to at least collect a band of Ogres for your army, if not an entire Ogre tribe. The WD team certainly do.



PAINTING WORKSHOP

How to paint Ogres the 'Eavy Metal way



An Ogre army presents hobbyists with an unusual painting challenge. No other army can boast such numbers of large models. Because of this, and because the models are so cool, rank and file Ogres deserve that little bit more care and attention than you might otherwise lavish on your foot troops. But it's not all big guys, you could also find yourself painting lots of Gnoblar too...

Ogre skin

Before you start painting any tattoos or markings on your Ogres, it's a good idea to paint the base skin colour. Due to the size of these fantastic models, it's generally considered a good idea to add an extra layer between each of the stages, consisting of the previous stage mixed with the next.



1 Begin by applying a basecoat of Graveyard Earth mixed with a little Shadow Grey.



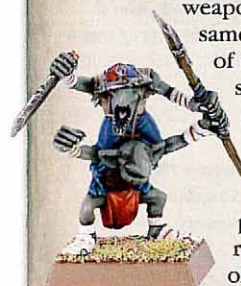
2 Apply a layer of Kommando Khaki.



3 Complete the basic skin colour with a highlight of Bleached Bone, concentrating on the face.

Gnoblar

Though they are greenskins, Gnoblar also have a distinctive colour of flesh. Their weapons come from the same source as those of the Ogres and should be treated in the same way. Their clothing is scavenged, and should be painted in a random selection of colours.



1 Paint the Gnoblar with a layer of Cataphan Green.



2 Highlight the skin with a coat of Fortress Grey.

Metallic gut plates



↑ **Rusting steel** – See right for how to paint rust. You might want to put a little more metallic paint on the belly plate.



↑ **Brass** – Paint the plate with Tin Bitz, and then drybrush it with Brazen Brass. Complete the effect with highlights of Brazen Brass mixed with Mithril Silver.



↑ **Verdigris Brass** – Paint Dark Angels Green, then overbrush with Snot Green mixed with a little Rotting Flesh. Drybrush with the colours used on the brass plate.



↑ **Bright Steel** – Begin with a basecoat of Tin Bitz, and then drybrush the plate first with Boltgun Metal and then finally with Chainmail.

Skin Decoration

Ogres aren't the only army in the Warhammer world to make use of tattooing and body painting but, thanks to their size, they're probably the best suited to it. Painting patterns and pictograms on their skin is also a good way to establish something like a uniformity amongst your tribe – possibly having every member use the same pictogram, or the same colour for their individual decorations.

Large blocks of coloured skin or striped patterns are an even more striking way to bring a distinctive appearance to your horde. The Studio army makes use of a deep red coating of blood on the right arm. The Ogres here are taken from that army, and though all are different, they are tied together as all the various patterns they display are red.

While some other armies can rely on tightly defined uniforms and heraldry to mark them out, the Ogres have none of this. Instead they rely on the inventiveness of individual painters. By selecting the right combinations of colours and patterns you can create an entirely unique force.

The Ogre Kingdoms Army book provides plenty of examples of Ogre pictographs for you to use on skin and banners.



↑ The Studio Ogres all have bloody fists. This one also has a handprint.



↑ Though they are all different, the use of red ties these Ogres into one force.



↑ Ogres are not great artists. Running paint or blood gives a daubed effect.

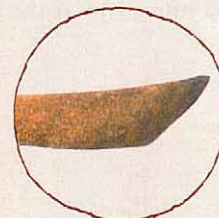
Rust

Ogre weapons and armour tends to be poorly maintained, and as such will tend to be covered with a layer of filth and rust. The best way of achieving this effect is by using a method called stippling.

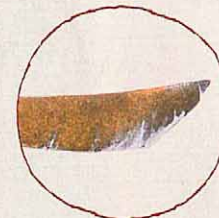
Stippling is a technique normally used to create dappled highlights. Paint is applied in dots, either with a pen or a brush with short, stiff bristles in a dabbing motion. To make a suitable brush for this purpose, take a small drybrush, and cut the bristles short.



1 Stipple on a layer of Scorched Brown. With the previous layer dry, apply Vermin Brown paint in the same way.



2 Finish the rust effect by stippling the surface with Fiery Orange.



3 You can then add traces of metal using Chainmail paint. Concentrate on the blade edge.



The 'Eavy Metal team used pictures of real rust as reference.

HOBBY MASTERCLASS

Mark Jones gives us some tips on making Ogre Encampments

Making your own themed terrain can provide objectives for scenarios and make a significant difference to the atmosphere of a tabletop wargame. Over the following pages Mark reveals how to produce some extra terrain pieces to complement the new Ogre Kingdoms army.

Few things make a game of Warhammer feel more alive than well-made terrain, especially if it has a strong connection to one of the armies involved. How much more dramatic is it when an army of Bretonnian Knights are fighting to defend their crumbling castle, than when they fight a battle on an open plain? Naturally the same applies to all armies, from the rough huts of the Orcs to the grand strongholds of the Dwarfs.

Although the Ogres make their home in the icy environs of the Mountains of Mourn, far to the east of the Empire, they're far more likely to be encountered on the road as they wander throughout the land.

As such, if you want to make terrain to complement an army of Ogres, an encampment is ideal in capturing a key aspect of Ogre society. Ogre tents also have the advantage of being easy to build, which means you can quickly create a small encampment for your Ogres to defend.

As the tent is basically a polystyrene core surfaced with paper animal hides, the dimensions of the tent are very flexible. If you want a larger or smaller tent, just change the dimensions to suit your requirements. You could, for example, make them smaller to represent the dwellings of man-sized nomads.

When you've completed the Ogre tent, you may want to add trophies around

the outside to personalise it. On the tent below the tusks around the door were taken from an old toy while the stacks of helmets and blades were assembled from parts found in a bits box. However, you could use a number of other items such as Ogre standards or even chicken bones (make sure you boil these first to make them clean!).

Safety First

Always cut away from yourself when using your knife and take care if you choose to use a hot wire cutter.

Tools & Materials

- Polystyrene
- Foamboard
- PVA Wood glue
- Sharp knife
- Square plastic rod
- Stiff card
- Ready mixed filler
- Map pins
- Cartridge paper



Step 1

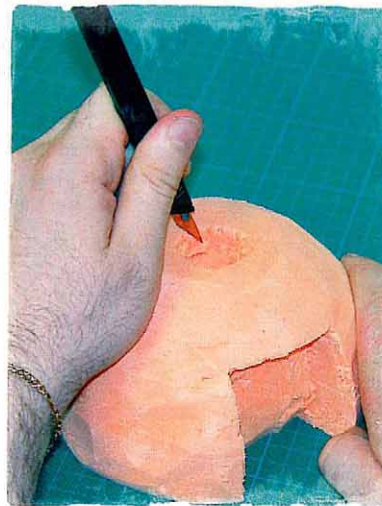


Cut three, 1" thick, layers of polystyrene, roughly 6" in diameter. These will form the core of the tent.

Safety First

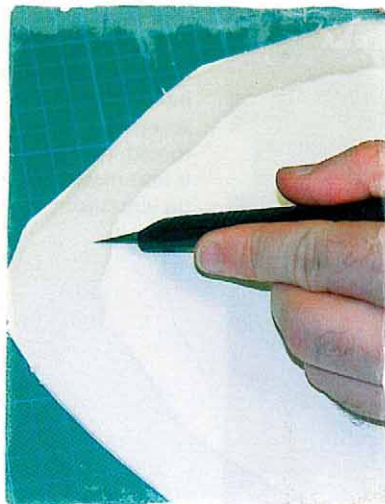
Always cut away from yourself when using your knife.

Step 2



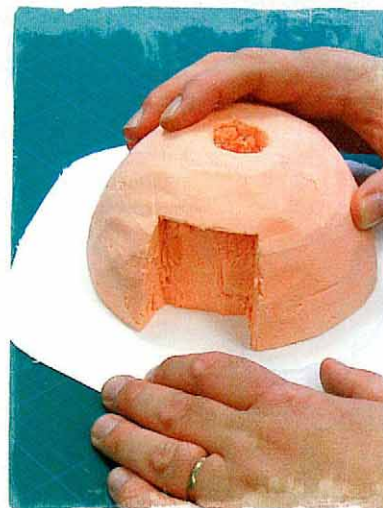
Glue the layers together and then use your knife or hot wire cutter to shape them into a dome. Gouge a small hole in the roof and a larger one around 2" x 2" in the front of the dome for the door.

Step 3



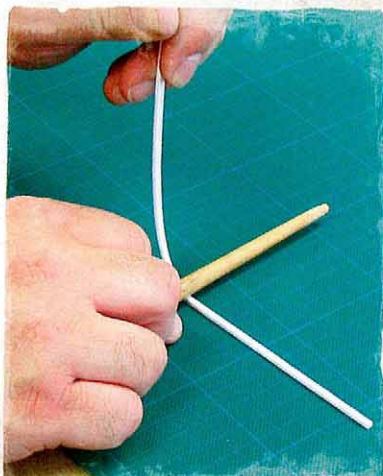
Cut out a base for the tent from a sheet of foamboard, and then pare away the foam to leave a gently sloping edge.

Step 4



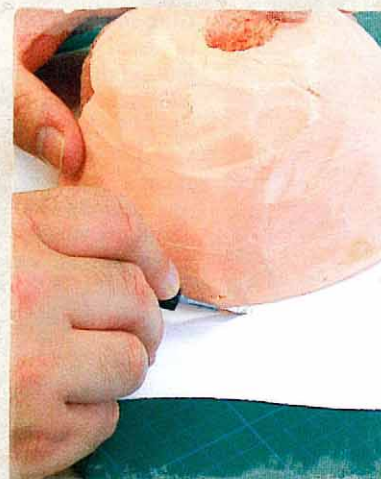
Glue the core of the tent to the base.

Step 5



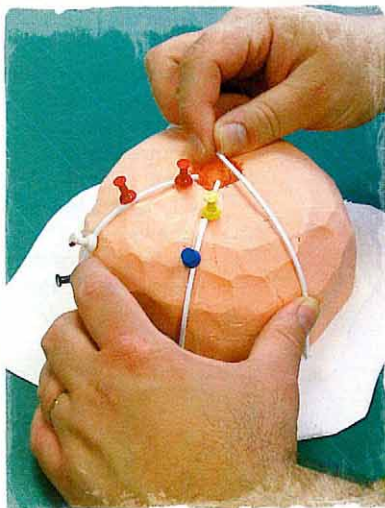
Take a plastic rod, trap it beneath a paintbrush, and then drag it out from underneath. This will help put a curve in the rod, making it easier to use in the next step.

Step 6



Cut six holes into the base around the core, just big enough to allow one of the rods to be anchored in it.

Step 7



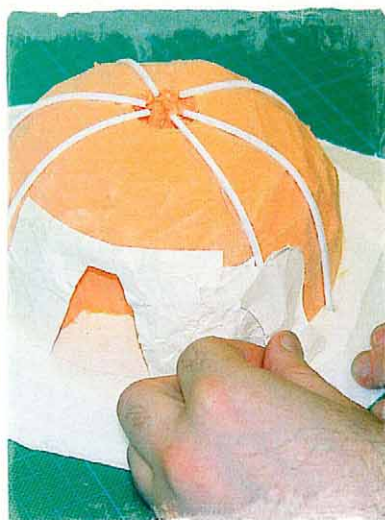
Glue each rod into one of the holes and onto the side of the core. You may find map pins or tape useful for holding the rods in place while the glue dries.

Step 8



Photocopy the templates below, then cut and mount them on some stiff card to create a stencil. Use them to create two door flaps and as many hides as you can. Drawing them on cartridge paper works best, as you can create very realistic textures by crumpling the hides into a tight ball then smoothing them out before you glue them in place.

Step 9



Glue both door flaps in place and then begin to glue the rest of the hides onto the core, starting at the bottom and working the whole way up and around the tent in layers.

Step 10



Make a doorflap. You can do this by rolling a single hide into a tube and securing it with thread, then gluing it into place above the entrance.

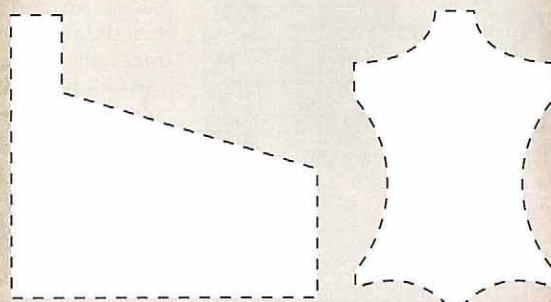
Step 11



Glue small lengths of plastic rod around the tent to represent tent pegs. These look best if you have whittled them a little. Alternatively, you could use small, square-headed tacks.

Hide templates

Templates produced at 80 per cent. To make them full size, programme your photocopier to reproduce them at 125 per cent.



© Copyright Games Workshop Ltd 2004. Permission is granted to photocopy this hide templates section for personal use only to create scenery and to play a game of Warhammer. All further rights reserved.

PAINTING THE TENT



Step 1



Seal the paper by applying a layer of watered down PVA wood glue. When dry, basecoat the tent with Dark Flesh.

Step 2



Drybrush the tent with Bestial Brown.

Step 3



Drybrush the skins with Vomit Brown.

Step 4



Complete the basic colour of the skins with a final drybrush of Bleached Bone.

Step 5



Bring some variety to the skins by giving a few skins a wash of Chestnut Ink or Brown Ink.

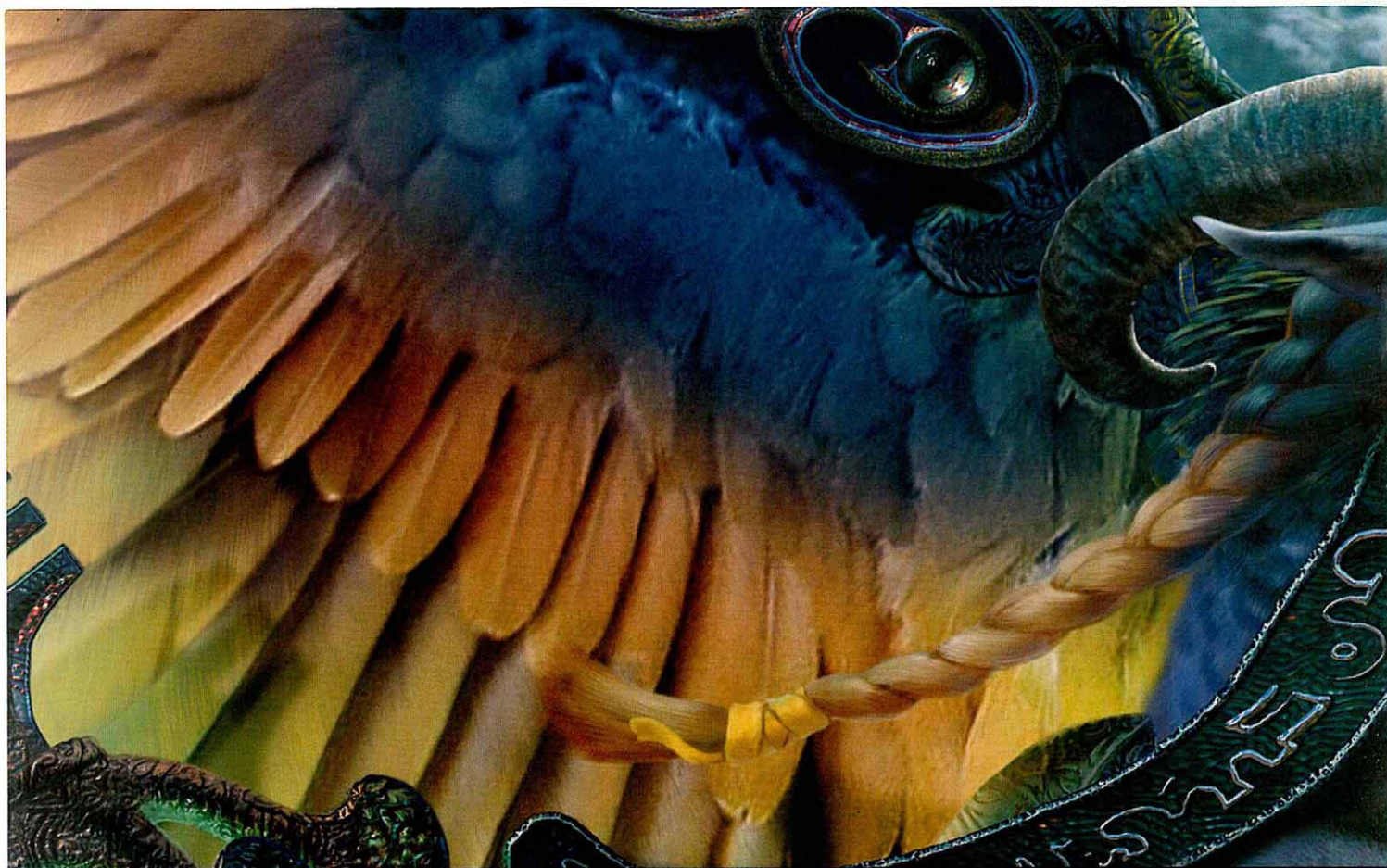


The Ogres hold fast against the attack of a unit of fearless Troll Slayers.

By varying the shades of colour between different hides, you can make the surface more interesting and give the tent a more naturalistic appearance.

It takes very little time to build an Ogre tent, so making a small group of them shouldn't be difficult. Ogre plastic sprues have the additional advantage of being packed with extra bits, making it even easier to personalise each one, maybe with a stack of weapons and plunder, or Gnoblar attendants.

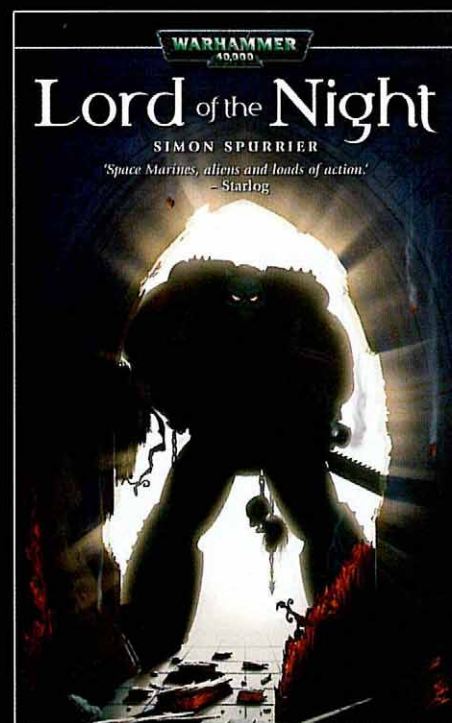
This method of creating and treating hides is something that is useful in many projects, from making huts to cladding the front of a siege tower (or the bowdahs on certain large animals – Rudgie).



INCOMING |

THE BLACK LIBRARY

The Black Library publishes novels, comics, art and background books and graphic novels set in the dark, gothic worlds of Warhammer and Warhammer 40,000. These storming books place you right in the heart of the action; whether diving for cover in blasted Imperial trenches with Gaunt's Ghosts, setting off for adventure with Gotrek & Felix or investigating the darkest conspiracy with Inquisitor Eisenhorn, Black Library books will have you begging for more!

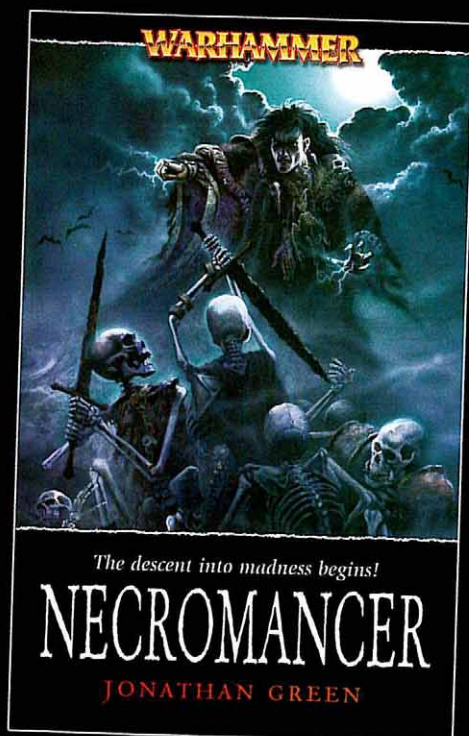
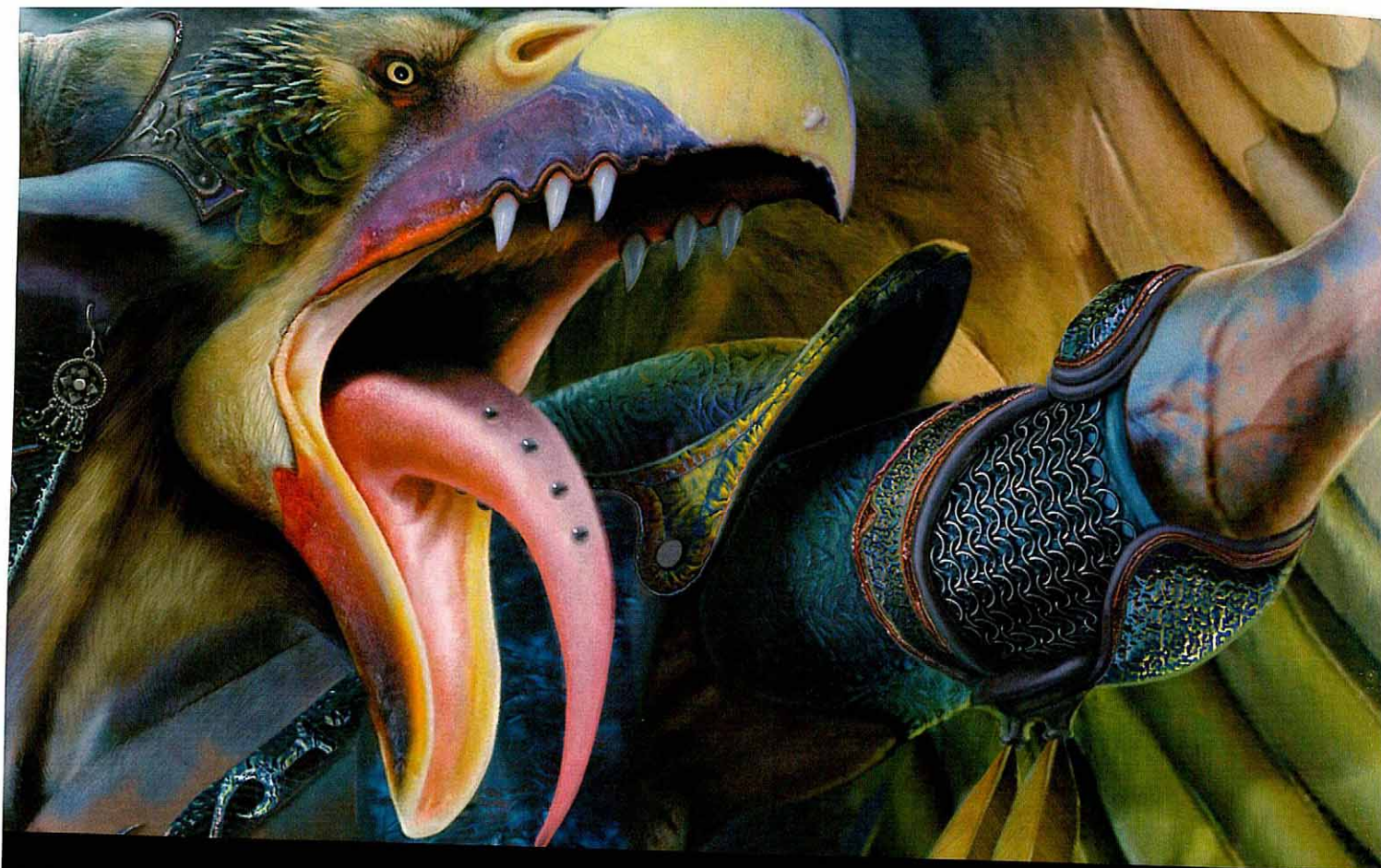


LORD OF THE NIGHT by Simon Spurrier

The dark secrets of the Night Lords Chaos Space Marines are laid bare as Commander Sahaal hunts an ancient artefact to gain ultimate power!

Novel • £6.99

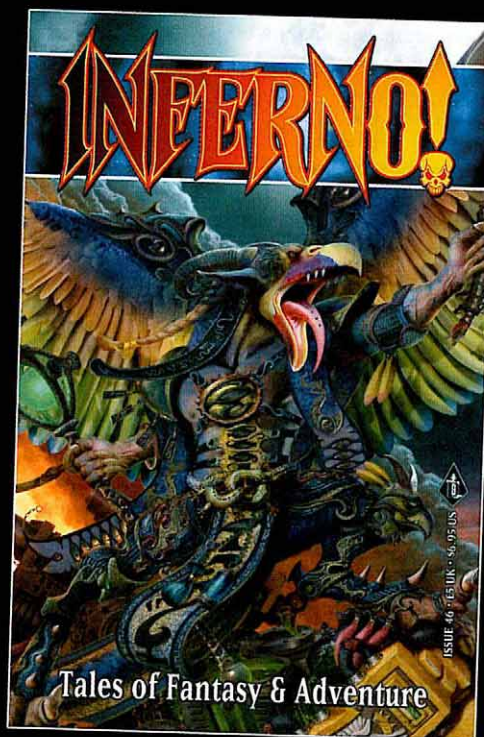
WWW.BLACKLIBRARY.COM |



NECROMANCER by Jonathan Green

A lowly physician seeks the answers to untimely death, unaware he has taken the first step on the path to damnation!

Novel • £5.99



INFERNO! 46

Including a new story by Dan Abnett, *Inferno!* 46 also features a tie-in short story for *Valmir's Bane* and the return of the infamous Brunner!

Anthology • £5.00

THE BLACK LIBRARY. READ TILL YOU BLEED

A Tale of Four Gamers

Having spent another £25 on models the four gamers return, once more desperate to impress you with their hobby expertise. Unable to afford food for the next two weeks as a result, we see what they've managed to come up with for our second article. Open their cages and bring forth the gamers!

A PRINCE AMONG DAEMONS

Asger falls deeper into Chaotic damnation, constructing a mighty Daemon Prince



Asger Granerud

Do you remember the optimistic note I ended last month on? Well it was just that. Optimistic. Eventually I did get things done. Just.

The biggest project this month was my Daemon Prince. I bought the bits and bobs I needed and went off to visit my former room-mate Tue Kaae, who is always good for conversion advice.

Musical Malice

For a long time I've been contemplating how to convert musicians for my units. I see them being doubly useful in a Nurgle list. My troops won't suffer many wounds from the opposition but neither will they deal many. Therefore a lot of combats will end in draws, and having my unit losing for a lack of a drummer would be quite frustrating. But then I had an idea, a cheap and easy one at that! There are two Circus Nurglings playing instruments and a third one singing. On a 25mm base they provide me with a cheap extra Plague Bearer and also make the unit more varied. Having all these huge Daemons being herded around by miniscule minders seemed hilarious as well.

So far I haven't had much time to play with the army yet. Two games of

BUILDING THE PRINCE

Asger dances with a devil

The first thing we did was demolish the Orc Shaman for his head. I then cleaned and pinned the body of the Daemon Prince next, using blu tac to help me get a good pose before gluing him together. We sawed his shoulder pads off as well – much too Warhammer 40,000. Before attaching the wings we dipped them into almost boiling water and bent them slightly to ensure they didn't look symmetrical.

A bit of Dremel action ensured that I could attach the Orc's head, but it also left me with quite a mess to hide. This was a blessing in disguise, as I wanted to make the model slightly hunchbacked. I made a hood with a mixture of Green Stuff and miliput, and with much help from Tue, built the left shoulder up, covering all the damage.



Looking through Tue's bits box for a more Nurgley weapon (*Bad Asger! You're not allowed to do that – Guy.*), I salvaged an arm from a banner bearer and attached some chain with severed heads to the end of the haft of the standard to create a Plague flail.

border patrol against Mr Allen with slightly modified rules is all I've managed, but hopefully next month will see my diseased minions in a little more action.

My Daemon Prince was quietly forgotten for a while as I painted the rest of last month's purchases. But I will reveal that his armour is to be in a bronze/green metallic scheme.

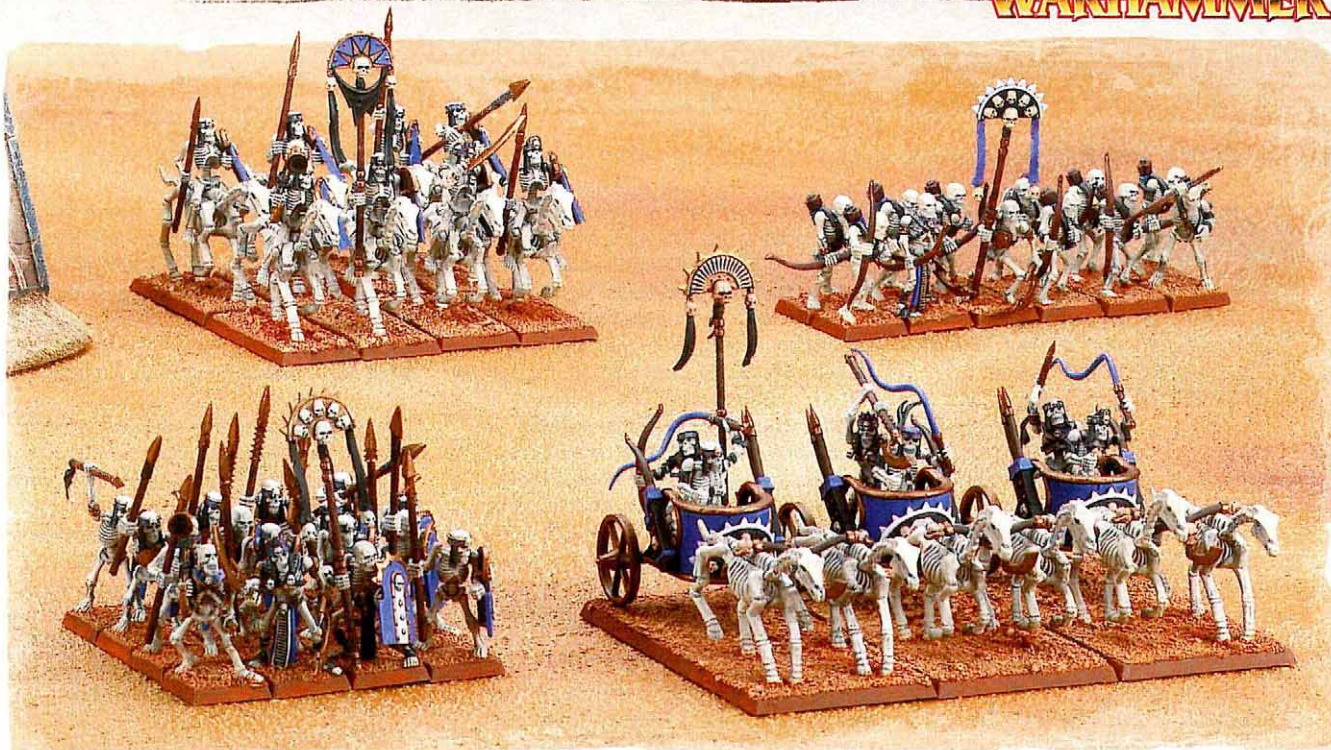
THIS MONTH

£25 to spend (+£7 from last month)

PURCHASED	COST
1 Chaos Daemon Prince	£18
1 Dragon Wings Sprue	£6
1 Orc Shaman Body	£4
TOTAL:	£28
Remainder:	£4

Asger's Swarms of Nurglings are ready to spread disease and despair.





Tomb Kings patrol their territory in the desolate lands of Khemri – just another Saturday night.

DEAD HARD

Stephen turns his gaze upon the tombs of great Khemrian heroes and begins to whisper incantations



Stephen Green

There was no 'brought or carried forward for the second period' (a little bit of accounts speak for you), so I just had my £25.

Having completed the main core regiments of my force it was time to turn my attention to the other compulsory part of the army, the characters. Unlike most other armies, Tomb Kings have to field a minimum of two characters for even a 1,000-point force. So this month's shopping list had to include a Liche Priest and a Tomb Prince for me to stand any chance of hitting the gaming table by the end of the month.

My first choice was a Tomb Prince on Chariot. This was due to a number of factors. In the basic plan for the army, the most important troops are my chariots, representing the nobles of the Tomb Kings. Therefore I really couldn't have my Tomb Prince running around on foot and being shown up by the charioteers. Also I wanted the Tomb Prince to get stuck in as soon as possible. This meant boosting his movement by getting him some wheels. The chariot also comes

with Fast Cavalry movement rules, impact hits and extra protection for the Prince. A bargain at 45 points!

I also had to have a Liche Priest. This guy is going to be the Hierophant for the force until I get a Casket of sSuls, so how I use him is vital to all of my games. The Hierophant in a Tomb Kings army binds all the non-characters magically to endless unlife.

My first thought was to mount the Liche Priest on a skeleton steed to give him plenty of mobility for casting incantations. I

could then pop him into my big cavalry unit for protection, but this would mean that he'd be in the thick of the action for most of the battle, not a good plan for a slightly fragile wizard who holds the army together. In the revised plan the Liche is placed inside my archer unit where there are 12 Skeletons with bows to keep him safe.

These two purchases brought me neatly up to 1,000 points, but I still had some money left in the kitty so I thought I would splash out and get some other bits to give me a few more options. The Icon Bearer was begging to be picked as he adds some fighting power to the force and gives me access to the big points magical banners. I wanted him on a chariot but the pennies wouldn't stretch so for now he is going to have to slog it on foot. A deadly Tomb Swarm completed my transactions.



Stephen's Liche Priest, looking distinctly unwell.

THIS MONTH

PURCHASED	COST
1 Tomb King on Chariot	£12
1 Icon Bearer on Foot (Direct)	£5
1 Liche Priest on Foot (Direct)	£4
1 Tomb Swarm Base	£4
TOTAL:	£25
Remainder:	£0

THE ENDLESS TASK

This month has seen Paul slave over the painting table, ensuring military fashion is observed!



Paul Scott

At first glance Empire soldiers seem quite simple to paint. However, they are not. The Empire, being grand and magnificent, sees fit to dress its

professional troops in frills, pleats, ruffles and puffy sleeves. Not very heroic. This makes them hard to paint for a nice young Warhammer 40,000 player like me. I'm used to straight lines and smooth surfaces. I feel like the foul Lords of Chaos have taken an interest in me in a 'suffer now' way!

Eventually I overcame the evils of Imperial military fashion. Relieved, I started painting Empire Militia, Patriotic Stirlanders and ex-soldiers ready to do their bit, good wholesome troops with no frills... Easy eh? No. If I ever see them again I'll go insane.

The Militia are some of the best plastics that we make. The level of detail on each one is high and sets

them apart from one another quite considerably. But this makes it a hard task not to get drawn in to painting each one to character standards. With much determination and many long nights I eventually managed to get them to a standard befitting rank and file models.

Having overcome my initial culture shock and relearned how to paint rank and file, I was surprised when I found that not all of my models wanted to be friends and stand together in ranks. How could I have been so foolish as to forget that Warhammer models must be assembled so they rank up? Silly me.

More than Cooks

Having started out with the idea of my force being a ragtag bunch, I have been continually fighting the temptation to find an excuse to have nice shiny Knights or big, big cannons and Hand Gunners. I must resist! No militia force would have access to these wonders of Empire technology. But I do need some form of missile troops. Crossbowman would be good but I imagine the majority had gone north with the main forces to fight Archaon (*Paul's*

background has his army active during the Storm of Chaos – Fat Bloke). So I've chosen archers, who fit the image of this poor and traditional province, some of whom are stout little Halflings. This may seem crazy, but Stirland encompasses a large area, including part of the Moot.

Having £25 pounds to spend may seem a lot but as all my purchases are metal miniatures I was quite limited as to what I could afford. So a unit of 10 archers; five Halflings and five Humans, had to do. A character for my army would be nice, and some sort of magic user fits the bill. As everyone is off fighting Chaos, I'm left with a mad soothsayer who's been hiding in the woods. The Mordheim Witch is perfect for this.

THIS MONTH

PURCHASED	COST
1 Mordheim Witch	£5
5 Empire Archers	£12.50
5 Halfling Archers	£7.50
TOTAL:	£25.00
Remainder:	£0

Painting armour Imperial armour styling

As it was such a learning experience for me to paint in the Warhammer style I thought I might share the way I tackled the rank and file with you, in case there are any more Warhammer 40,000 players trying out Warhammer and suffering from the same problems.



1 Basecoat: Paint the armour Brazen Brass over a black undercoat.



2 First Highlight: Drybrush the armour with Boltgun Metal.



3 Second Highlight: Drybrush over that with Chainmail.



4 Inking: Use watered down Brown Ink to wash the armour.



5 Detailing: Paint the armour and sword with Mithril Silver.



THE CHOSEN OF GORK

It's first blood to the Orcs as Dave beats Guy



Dave Allen

I saved £6 from last month's allowance so this month I treated myself to a couple of Stone Trolls, a pair of Black Orcs and Borgut Facebeater. This means I now have enough models to field a force using the Border Patrol rules.

1 Orc Shaman	125 Points
Magic Level 2: Dangly Wotnotz	
13 Black Orcs	189 Points
Great Weapons, Banner, Musician, Champion.	
3 Stone Trolls	165 Points.
TOTAL	479 Points.

Borgut Facebeater, right hand Orc of Grimgor Ironhide himself, will have to masquerade as a lowly Black Orc Champion for a while, but he'll just have to bear the ignominy.

I found a willing opponent in the form of Guy Haley and his newly-



Dave's mean, green force ate Guy's Border Patrol for breakfast.

sprouted horde of Common Goblins. We played two very quick games in which my Black Orcs jumped all over Guy's army like a giant mutant death toad with a particular predilection for wolf-flesh. I would draw some comfort from this good start, were it not for two facts:

Fact 1: You have to be quite lucky to win games of this size with nothing but Common Goblins.

Fact 2: Guy makes Spinal Tap drummers and Greek tragic heroes look lucky.

The thing that worries me about my army is how small it is going to be. I had to set up with my force bunched up in a corner for fear of being surrounded, and whilst Wurzgob the Wyrdling proved the man of the match he looked quite vulnerable next to heavily armoured Black Orcs and drooling, regenerating monsters. If a lucky shot or magical mishap put him out of action early in the game I'm not sure how the rest of the lads would cope.

Later on I realised that I had taken an illegal Border Patrol force, after all an 'Ardboyz army has to contain more Warbosses and Bigbosses than Great Shamans and Shamans. Oh dear. This means there was another fact that led to my crushing victory over Guy's Gobbos:

Fact 3: I cheated.

I think I'll justify it narratively by saying that Grimgor would be keen for any Shamans to join him. Just don't tell Guy.

Gork's Head

Sculpting the Orcy way

One thing I am looking forward to starting work on is an Effigy of Gork as I've never really gone in for making terrain in the past. I've come up with a number of different designs and I think I'll attempt to make one out of polystyrene. Of the designs I've come up with I like the second one (B) the most. The Effigy produced by the 'Eavy Metal team is cool, but it looks a bit sophisticated for something Grimgor carved out of a rock with Gitsnik. My Effigy will look much rougher. Although it won't affect my budget, any Citadel Miniatures that I use to decorate it will. I plan to get hold of some plastic Orc boxed sets soon, which include a number of Orc and Human skulls. These will look great scattered around it.



THIS MONTH

£31 to spend (£6 from last month)

PURCHASED	COST
2 Black Orcs with 2 hand weapons	...£6
Borgut Facebeater	...£7
2 Stone Trolls	...£18
TOTAL:	...£31
Remainder:	...£0



STORM OF CHAOS

THE BATTLE OF MIDDENHEIM

Gav Thorpe concludes the Storm of Chaos campaign

With the dust settling on the Storm of Chaos worldwide campaign, Gav recounts the epic final battles of Archaon's invasion of the Empire. Did Valten thwart the Everchosen of Chaos or did the battle take an unexpected turn?

As the armies of Chaos swept westwards, the Men of Middenland and Ostland bravely held the line against the oncoming dark host. Disciplined and organised, they fought a fighting withdrawal, standing at the castles and towns along their route of retreat, abandoning villages and farms that offered poor defences.

It was the heavily fortified castles of the region that proved the greatest bastions against Archaon's hordes. At Bohsenfels, mercenaries in the employ of Count von Raukov held out against the Tzeentchian host that besieged them, their efforts serving as an example to the defenders of the Empire in the dark times to come. Displeased with the efforts of Melekh the Changer, Archaon slew the Champion of Tzeentch as an example to his other lieutenants, the mutant son Cyspeth taking command of the army of the Changer of Ways.

Castle Lenkster held firm for many days against the army of Feytor, devotee of Nurgle, but eventually its defenders were laid low by a foul pestilence unleashed by the Lord of Decay. Fort Schippel, however, proved insurmountable, and Feytor was eventually forced to abandon his siege, allowing the garrison within to raid and harry the Nurgle forces as they marched west in the wake of Archaon.

Styrkaar, beloved of Slaanesh, overran the town of Kurst and then Zundap, but was afterwards held for many days while he attacked the Hochland capital Hergig. Though he eventually breached the walls with the aid of his Skaven allies, the defiance of Count Leudenhof had cost the Champion of Slaanesh dear, and his

depleted forces played little further part in the fighting.

A surprise attack at Untergard by Khazrak One-eye threw the defenders into disarray for a while, but Archaon and his followers were unable to capitalise and break through to the Beastlord's monstrous warbands. Eventually Khazrak was forced back into the forests, where he continued to ambush the defending armies as they withdrew to the City of the White Wolf.

The Everchosen himself forged westward along the Old Forest Road, and at Krudenwald his army and that of Haargoth the Bloodied One joined. They were not alone in their attacks, as the Black Orc Warlord Grimgor Ironhide chose this point to make his plans known; assaulting Krudenwald in an attempt to better the efforts of Archaon. For the moment Grimgor was content to prove himself stronger by reaching Middenheim first. The Dark Master Be'lakor also made his entrance at this juncture, at the head of a vast Daemonic host. All three were bent on proving their superiority, but their infighting gave time for the withdrawal of Boris Todbringer and the other defenders of Middenheim.

After weeks of bitter fighting, their forces bled dry by the stout defence of Middenland, Archaon and his lieutenants finally laid siege to Middenheim itself. Early assaults were successful, requiring desperate counter-attacks by the defenders to hold both the eastern causeway and the western causeway.

However, the arrival of Kislevite and Bretonnian allies began to swing the tide in favour of the defenders. Attacked by these armies from the forests, and hard-pressed by defenders sallying forth from Middenheim, the warbands of the Dark Gods were gradually scattered. Attacks by Grimgor and his fellow Orc Warlords further weakened Archaon's army and forced it northwards. All the while the

armies of Karl Franz and Valten marched ever closer, intent on lifting the siege.

While the hosts of Men, Elves, Dwarfs and Daemons battled for Middenland, another foe was busy at work, unseen by most. The Skaven, ever ready to take advantage of the weakness of the Empire, hatched a diabolical plot. Known as Project Supremacy, the Thirteen Lords of Decay gathered their strongest Warrior clans, and the Greater clans put aside their animosity for a short while to cooperate on the devious scheme.

Clan Skryre constructed the Doom Hemisphere, a warpstone-powered device that was, the Warlock Engineers assured the Council, capable of destroying the Ulricsberg and the city that sat atop the mountain. Unbeknownst to the commanders of the armies that marched across Ostland and Middenland, the Skaven were expanding their Under-Empire in the wake of the attacks. At Zundap they occupied the abandoned steam mill, while at Middenheim the bloody fighting provided the ideal cover for them to infiltrate the Ulricsberg with the Doom Hemisphere. On the 62nd day since the forces of Archaon had crossed into the Empire, the armies of Karl Franz and Valten arrived at Middenheim, and the battle proper began.

First Day – Karl Franz Attacks

With Karl Franz rode two of the greatest warriors of the Empire – the Grand Marshal of the Reiksguard Kurt Helborg, and the Emperor's personal Champion, Ludwig Schwartzhelm. It was the advice of Helborg to engage Archaon's army as swiftly as possible while it still reeled from the counter-attack of the Middenheim defenders. It was also a worry to the Grand Marshal that Archaon would withdraw further to the north and east, possibly even reaching Brass Keep. If such a move was allowed, the Everchosen could fortify the overrun castle and create a place from which to



launch further attacks into the Empire. Karl Franz concurred with this view and charged Helborg to lead the army to victory that same day.

Archaon had withdrawn from cannon range of the city, near to the village of Sokh, and here he waited the attack of his enemies. He knew that Valten and his righteous army of flagellants and priests was not far to the east, and resolved to destroy the two main forces opposing him one after the other. If they were allowed to unite then he would be outnumbered and outflanked.

So it was that in the early hours of the afternoon, the Reiksguard led the first charge against the army of Archaon. Supported by cannon fire, they braved the magical bombardment of the Chaos Dwarf Hellcannons outside Sokh, and drove deep into the warbands of Styrrkaar. Seeing the threat, Archaon counter-attacked, assaulting not the Reiksguard but the infantry regiments that were following up in support. While the Lord of the End Times slew the soldiers in their hundreds, Haargoth the Bloodied One cut off the retreat of the Reiksguard. It was only the quick mind of Helborg that saw the closing trap, and he pressed the attack, breaking through Styrrkaar's horde and heading away from the battle.

Archaon was content to allow the Empire army to withdraw, knowing that they would be disheartened to have experienced such defiance from a supposedly broken foe. Tomorrow, he would turn eastward and attack Valten on the march.

Second Day – The Arrival of Valten

Believing Archaon to still be camped near Sokh, Valten and Luthor Huss roused their army for the march westwards. However, it was not long after first light, the thousands-strong rabble still gathering along the road, that Archaon struck. Sorcerous powers unleashed by Cyspeth and his sorcerous cabal ripped along the Old Forest Road, a wall of multicoloured fire burned and changed everything in its path. Horses and men became fused together, while trees and rocks were uprooted and sent spinning into the army of Sigmar in deadly rainbows of fire.

His army in disarray, Valten did the only thing he knew – he attacked. Braving the perilous spell, protected by his gromril armour and the enchantments of Teclis, he charged straight for the centre of Archaon's host. In his wake Huss and what few priests there were left alive began to battle against the arcane

sorceries let loose by the dire Champions of Tzeentch.

At first it seemed as if Valten were doomed, for he faced an army alone. Without a single thought of retreat nor a moment's doubt, he rode into the heart of the Chaos army, Ghal Maraz blazing in his hands. Archaon's own warband, the Swords of Chaos, moved to intercept the furious Exalted of Sigmar, but were felled by the Hammer of Sigmar and scattered.

In the wake of Valten's rash assault, the raving hordes of demented flagellants surged forth, ignoring the blasts of magic that tore through their ranks. Priests of Sigmar battled against howling followers of Khorne and putrid warriors of Nurgle. The flickering pulses of battle prayers smote the unholy masses with burning energies of righteousness, while foul Chaos magic caused the ground itself to spit up great mounds of flesh-eating worms, while the sky rained with burning blood that seared the flesh.

Amidst the carnage and the magical firestorm, Valten battered his way forwards, seeking Archaon. He was to be disappointed for he did not find the Everchosen leading the army, but instead Kordel Shorgaar, the bearer of Archaon's personal banner. Valten made to strike off



Valten confronts Kordel Shorgaar at the heart of the Swords of Chaos



the Chaos Champion's head with Ghal Maraz but the favoured of the gods used the standard of the Swords of Chaos to block the blow, the dark magic woven into it absorbing the power of the Hammer of Sigmar. As the fighting flowed around them, Valten was unable to press home his attack, and Shorgaar withdrew from the mêlée to return to his master.

By nightfall the Old Forest Road had been cleared to within sight of Sokh, the thousands of Chaos worshippers dead along the roadside rivalled by the corpses of the slain men who had fought beside Valten. In the darkness the flickers of campfires from the three armies could clearly be seen by each general, and to the eye of Karl Franz the camp of Archaon seemed much smaller than his host. The next day – if the gods willed it – would see Archaon crushed and his scourge lifted from the Empire.

Third Day – Dark Warriors

Eager to see the battle finished, Karl Franz ordered his generals to march forth just after first light, towards the much-diminished host of Archaon. As they advanced once more the Hellcannons roared forth their magical blasts, but feeling the eye of their Emperor upon them, the army marched on.

From the east Valten and his warriors, now numbering only a few hundred, advanced as well, the Champion of Sigmar at their front, Luthor Huss by his side. Seeing this Archaon ordered the Hellcannons turned on Valten's force and

a fierce bombardment commenced, ripping up the ground and staining the sky with magic-tinged smoke. In the thick of the barrage, Valten was struck by a hellish burst of power, his noble Elven steed torn apart as he was flung through the air. His face burned with flecks of molten gromril and his hair blackened, Valten arose from the smoking crater and marched onwards on foot.

To the west the air shimmered with unnatural power and the skies themselves bucked and whirled as if tortured by an unseen hand. A shadow began to gather in the forests, stretching outwards towards Middenheim. From this great lake of darkness chattering screeches and monstrous bellows could be heard. Eyes glinted in the shadowy veil, and cruel laughs and nightmarish curses flowed upon a hot wind. A shimmer of terror spread through the ranks of Karl Franz's army as the Daemonic host approached and a shadowy winged figure rose into the air above the unnatural legion. His wings spread wide, his clawed hand stretched out towards the Emperor, Be'lakor commanded his legion forward, cutting off Karl Franz from Archaon, leaving Valten's massively outnumbered force to fight against the Everchosen.

As if the woes of the Exalted of Sigmar were not enough, a new foe beset his few hundred devotees. Greenskin warriors charged from the forests to the south, behind Valten, and attacked his army. At their head Grimgor Ironhide slew dozens of men with every blow of Gitsnik.

Ignoring this new threat, Valten and Huss mustered a handful of warriors and fought on, pressing deep into the army of Archaon in a bid to bring the Everchosen to combat.

As the shadow of the Daemonic legion engulfed Karl Franz's armour a splash of white broke the tide of darkness. The shining blades of three hundred Swordmasters of Hoeth rose and fell in glittering arcs, tearing through immaterial forms, carving apart the incorporeal bodies of their unholy adversaries. Though they fought with unparalleled skill, they were few and every one that fell was overwhelmed by the unending waves of Daemonic claws, talons and blades. At their centre, in a circle formed by his loyal warriors, stood Teclis. Drinking deep from a shining phial, he unleashed his power. Flames of white energy leapt from the ground, forming a half sphere around the High Elf mage. Blinding in its intensity, the magical fire expanded outwards and into the air, pushing further and further away from Teclis. The screeches of Daemons filled the air as the cleansing flames banished them back to the Realm of Chaos. For a moment, a dark shadow lingered on after the flames had gone, a vague patch of darkness in the air, until even that flittered away and was lost. Not a Daemon remained on the field.

With his army fighting against the Orcs, Valten once again drove into the Swords of Chaos, seeking Archaon. This time his foe was there, mounted upon the Steed of the Apocalypse, towering over his

warriors. The warband of Archaon parted, allowing Valten to approach the Lord of the End Times. With a roar he charged, Ghal Maraz swinging towards his foe. The hammer smashed through the magical form of Archaon's Daemonic mount, causing the steed to explode into flames and smoke, hurling Archaon to the bloodied ground.

Valten lunged forward to press home his advantage, raising the Hammer of Sigmar above his head to strike the killing blow. A screech filled the air as Archaon struck out with the Slayer of Kings, unleashing the power of U'zuhl. The blade bit through the gromril armour of Valten, driven deep into his gut. Slowed but not stopped, Valten continued with his strike, the head of Ghal Maraz falling wide of the mark, tearing a shoulder plate from Archaon's armour.

Pushing himself to his feet, the Lord of the End Times ripped the Slayer of Kings free and struck again, carving apart the comet-emblazoned breastplate of Valten and sending him onto his back. Through the blood of the grievous wound, the birthmark across Valten's chest could be clearly seen. As if stunned by the twin-tailed comet etched into Valten's flesh, Archaon took a step back, the Slayer of Kings held to one side. Luthor Huss launched himself at the Everchosen, his warhammer sending up a shower of sparks from Archaon's Chaos armour. A mighty blow to the side of the head caused Archaon to lose his footing, sending him down to one knee.

The next blow did not land, as the Lord of the End Times raised his shield to block it, jarring the hammer from Huss' fingers. With a howl, the Chaos Champion batted Huss aside, shattering bones as he flung the Prophet of Sigmar through the air. The sounds of guttural war cries resounded around the Lord of the End Times, along with the shouts of new warriors. Regaining his feet, Archaon turned as another figure appeared in front of him.

A green-skinned forehead slammed into Archaon's helmeted face as Grimgor made his presence felt. Behind him his 'Ard Boyz fought against the heavily armoured warriors of the Swords of Chaos, having fought their way through Valten's followers to reach the Everchosen. With Middenheim beyond anyone's grasp there was only one way for Grimgor to prove himself to Gork. He hefted Gitsnik in both hands and swung it in a wide arc, shearing the bottom from Archaon's shield and sending the Everchosen sprawling backwards.

Once more the Slayer of Kings flicked out, but Grimgor had expected the counter-attack and parried with the hilt of his magical axe. The Black Orc Warlord brought his booted foot down hard onto the arm of Archaon, knocking the Daemonic blade from his grasp. Using the flat of Gitsnik, Grimgor battered Archaon across the head twice, before planting the tip of the blade across the Everchosen's throat. The Black Orc pulled back his head and roared into the leaden sky. 'Grimgor is da best!'

A great cheer went up from the Orcs, a deafening chant of Grimgor's name that echoed over the clash of fighting. Grimgor raised Gitsnik above his head and roared again, pumping his fist in the air. Having proved his point, the warlord turned south with his barbaric horde, their cheers of victory heard long after they disappeared from sight.

Luthor Huss had recovered his senses and regained his horse. Dragging Valten across his lap, he rode from the mêlée, carrying the still form of his master free of the fighting. He rode hard to Middenheim, taking Valten to the shrine of Shallya. Though his own wounds were grievous, he would have no one look at them until Valten had been seen. Only when the Abbess gave him word that Valten still lived did Huss allow himself to collapse. His body was carried to the main shrine by Volkmar, who had roused himself from his own bed of healing upon Huss' arrival.

Outside, the battered forces of Archaon withdrew into Sokh, abandoning the Hellcannons and awaiting the grim battle that would commence the next day.

Fourth Day – The von Carsteins Strike

Of the daunting host of Archaon only a few thousand warriors still remained, though it had been reinforced with hundreds more warriors coming south from Frote. At the forefront of the army had stood Haargoth and his blood-crazed Khornate warriors. The berserk Champion stood and bellowed abuse at the approaching foe as Karl Franz ordered his army forward. Though the Empire army outnumbered Archaon's by several thousand soldiers, Kurt Helborg had warned that this would be no easy victory. They faced the veterans of the campaign, the most hardened soldiers, the most brutal beasts and the most terrifying monsters.

The Imperial artillery began its bombardment of Sokh a little before noon, raining down cannon and mortar

shells onto the village. Karl Franz had already promised to compensate the villagers who stood and watched while their homes were smashed asunder and burnt, though many had to be restrained from haranguing the gun captains as they prepared to do their duty.

It was after nearly an hour that the guns fell silent, and it was not to plan. Having eluded Boris Todbringer, Khazrak One-eye had doubled back to Middenheim and fallen upon the artillery from the forest's edge. Now there was desperate fighting around the emplacements, the roar of volleys guns and the horrifying bellows of Shaggoths echoing out across the battlefield. Knowing that his knights would be little use in the confined streets of Sokh, Karl Franz ordered them to turn around and support the artillery, while the infantry moved forwards.

Ar-Ulric and a contingent of Teutogen Guard led the attack and were the first into Sokh, battling against Haargoth's horde. Calling upon Ulric for guidance, Ar-Ulric laid about to the left and right with the Hammer-axe of Skoll. Haargoth ploughed into the Teutogen Guard trailing dismembered bodies and severed heads, his axe crushing armour and chewing through flesh and bone. Three dozen skulls were gifted to Khorne before Ar-Ulric Valgeir stepped forward, driving the hammer head of his blessed weapon into Haargoth's helm and then raking the blade across the Khorne Champion's chest. With the name of his god upon his lips, Ar-Ulric drove the Hammer-axe of Skoll into Haargoth's head and the Blooded One was no more.

The fighting was particularly fierce in the streets of Sokh, where the numbers and organisation of the Empire army counted for little against the raw skill and ferocity of the northmen they faced. By mid afternoon, blooded and demoralised, regiments were pulling back from the fighting, unable to gain any kind of ground in the village. More men joined the retreat as the sky darkened overhead, filling with unnatural thunderheads, lightning flashing between the black clouds. There was no doubt that foul sorcery was at work.

In the pitch black, noises could be heard from the east, and in the flashes of lightning, there were brief glimpses of metal and polished bone. A red glow filled the air and as it spread, it revealed the assembled ranks of the army of Sylvania. Tattered banners fluttered in the unnatural breeze, while ranks of immobile warriors stood in the twilight. At their head, astride a skeletal steed with

burning eyes, sat Mannfred von Carstein. Around him were a gaggle of lesser Vampires and necromantic underlings.

Dismounting, the Undead ruler of Sylvania took several paces to the front of the army and raised his arms in the air. As he conjured his spell, the air above him began to swirl, and the sussurant chanting of his minions grew in volume. With a final incantation, Mannfred brought his hands together with a deafening clap of thunder. Lightning rained down upon the battlefield, and where it struck, a glowing nimbus of energy remained for a moment. Slowly, one or two at first but increasing in number, the thousands of slain from four days of fighting began to pull themselves to their feet. Undead warriors of Chaos once more hefted brutal axes and maces and dead Imperial halberdiers gripped the hafts of their weapons.

Further swelled by the invocation, the army of the dead swept into Sokh, slaughtering everything in their path. Faced with such unnatural terrors, the army of Archaon finally broke, and those that survived fled northwards. With Middenheim safe and Valten beyond his grasp, Archaon knew that he had failed. It is not known at which point he departed during the fighting, but it is believed that

he headed into the Middle Mountains, perhaps to the ruins of Brass Keep.

With the army of Chaos crushed, Mannfred turned his host toward Middenheim. As the frightened army of Karl Franz drew up at the foot of the eastern causeway, a single figure rode out from the Undead lines. It was Mannfred himself, who slowly came forward upon his steed and stopped a few dozen paces from where Karl Franz was sat upon Deathclaw, flanked by Kurt Helborg and Ludwig Schwartzhelm. The Vampire's voice was above the tumult of the storm: "As my sire once called upon your ancestor, I shall call upon you. Surrender the city to me, and you shall be spared. Resist, and you shall all die."

A solitary figure walked out from the Empire regiments and confronted Mannfred. His bald head glistened in the light of the raging storm, his long moustache whipped across his cheeks in the howling wind. Arms crossed, a frown on his face, Volkmar the Grim stared into the eyes of the Vampire Lord.

"Nearly five hundred years ago, a man like me killed a monster like you. It can be done again."

Mannfred considered his options, looked

at the stern-faced Theogonist, remembering well the sight of Grand Theogonist Wilhelm throwing himself off the walls of Altdorf with Vlad von Carstein, impaling both of them on the stakes below, thought also of his lands and the encroaching army of Vardek Crom. With a snarl, Mannfred turned his nightmarish steed around and rode eastwards, his deathly army following in his wake.

As night fell, the fields and forests around Middenheim were quiet, almost silent. For the first time in nearly three months, the sound of war could not be heard. The Battle of Middenheim had been won.

The Aftermath

The ravages of Archaon's horde had spread misery and death across Ostland, Hochland and Middenland. Tens of thousands were homeless and starving, the fields burned, their homes in ruins. Confronted by the full horror of Chaos, many were the folk that had been driven insane through terror and misery, while the forests were crawling with soldiers and peasants that had abandoned their gods and bartered their souls to the all-conquering power of the dark powers.

Though Middenheim had been defended to the last and Archaon's horde shattered,



Ar-Ulric leads the Empire charge into Sokh

The Daily Comet

4 Croats

Turn to page 4 to win half a pig's trotter... for life!

THE STORM PASSES, MIDDENHEIM STANDS!

FIGHTING OVER - ARCHAON KO'D - VALTEN DEAD?

by Gregorius M Greegor

Oh hear ye! Oh hear ye! The Storm of Chaos has blown over, victory is ours! But as the dust from the war settles, we want to know who was left standing and who was left in three parts around their legs. Here's some official Storm of Chaos stats gleaned from the wounded and tortured (at a mere cost of one hot poker and 17 buckets of Baroness Rachenstadt's Red Vino)...

Sigmar rejoice for the threat to Middenheim, the Empire and the lands of Mankind has been averted! It was your bold action on the battlefields of the Empire that proved decisive in stopping the End Times. There will be a tomorrow! The Defenders came out on top with 50 per cent of all victories (90,414). The Attackers got 42 per cent of the share (75,827) with the Orcs scoring 8 per cent overall with 14,511 wins; Thank Sigmar the Orcs were not persuaded to fight for the side of Chaos or the result of the war might have turned out very differently indeed.

Battle sites remaining unmolested by Chaos at the very end were few. Only Nordringen, Gruyden and Delberz were untouched, though the talk of the taverns is that Archaon bypassed them in order to concentrate on Middenheim. Many others held out valiantly. Bohsenfels, Immelscheld, Schoppendorf and Fort Denkh were among those courageous towns that refused to give in whatever the odds, defying the forces of Chaos until the very end.

Spare a thought here for the poor souls in the 20 townships that were sacked and razed by Archaon's advance. Hergig, Wolfenburg, Ferlangen. All gone, but we will rebuild them! As for Middenheim, the defenders, marshalled by the gallant Boris Todbringer and Ar-Ulric, successfully endured the siege despite fierce fighting on all the walls.

- 9,246 people registered battle results in the UK.
- 32,936 battles affecting the fate of the Empire took place in the UK.



- A whopping 65,872,000 points worth of troops were used by each side (taking the average of 2,000 points per side per battle).
- That's equivalent to using 10,978,666 Halberdiers or 83,913 Archaons on foot.
- The defenders won 18,874 battles during the siege, Chaos 10,440 and the Orcs 2178.
- There were 10 UK-specific battlefields on each of the maps. Only four of each, eight in total, were held by Chaos, meaning the special advantages they conferred were overwhelmingly the defenders'.

VICTORIES BY ARMY

See how your army did come the final reckoning! No gloating, though.

Empire	18,518	Skaven	4,960
Archaon's Horde	14,487	Chaos Undivided	4,818
High Elves	12,196	Khorne	4,459
Lizardmen	11,483	Slaanesh	4,329
Grimgor's 'Ardboyz	8,783	Wood Elves	4,173
Dwarfs	8,781	Slayers	4,038
Dark Elves	8,161	Nurgle	2,729
Bretonnians	7,825	Sylvania	2,689
Orcs and Goblins	7,153	Sea Patrol	2,661
Cult of Slaanesh	6,191	Dogs of War	2,284
Tomb Kings	5,784	Errantry War	2,056
Daemoniac Legions	5,702	Clan Eshin	2,016
Army of Middenland	5,482	Hordes of Chaos	1,300
Beasts of Chaos	5,351	Chaos Dwarfs	992
Vampire Counts	5,086	Cult of Ulric	945
Tzeentch	4,999	Kislev	553

All across the UK raging battles were held at Hobby Centres, independent retailers and clubs. The Empire successfully defended settlements east of Middenheim in the first two weeks of the war, holding back the flow of foulness from the north. However, Archaon's Horde continued to grow and by week three the number of Chaos victories favoured the Dark Gods. From here on in to the end of the war the

number of Attackers' victories continued to outgrow the Defenders, as Archaon's forces pushed steadily on.

In all, a mammoth 180,752 games were played across the world – if we played them consecutively it would take 41 years! We'd need a board measuring 4,338,048 square feet, roughly the size of Fat Bloke's breakfast plate.

Honourable mentions must go to the Birmingham area Hobby Centres (GW Birmingham, Solihull, Sutton Coldfield and others take a bow) for reporting the most action. Obviously these guys were in the thick of it, fighting on the frontlines as the war moved steadily south into the Empire. Knighthoods from Karl Franz himself will be winging their way to the GW Bluewater and surrounding Hobby Centres where 55 per cent of their reported battles went the way of the Defenders. The GW's from the Hull area, on the other hand, are one big cauldron of mutated, foul-smelling unpleasantness – and that's before you consider how they did in the Storm of Chaos. They championed the Ruinous Powers with 64 per cent of their reported clashes being wins for Chaos. The defenders must have been to Hull and back. Slay them all, we say!

- The Empire reported 12,350 victories in the UK – 25,498 overall, including their allies' results.
- Archaon's Horde reported 9,342 victories – 37,121 with their allies.
- Beastmen players reported losing more than any other army. Presumably all those Gors got caught up chewing clothes off washing lines.

Away from the main conflict, there were triumphs for the Lizardmen, Wood Elves and Tomb Kings forces in their respective mini-campaigns.

COMING SOON!

The Lizardmen versus Dark Elves mini-campaign saw over 15,000 Battles, nearly twice as many as the other two. All this bodes well for our next big campaign, which will be set in Lustria. Keep your eyes on WD for details of this 2005 event.

the remnants of warbands and beastherds still lurked throughout the northern Empire. Zundap was overrun with verminous Skaven, turning the old steam mill into an unholy hive of rat-like creatures, their burrowing extending deep under the ground. Brass Keep had been reduced an empty shell, its dark corners home to strange beasts and twisted spawn, the warriors of the Dark Gods gathered in its ruined towers.

Middenheim itself had been scarred by the Hellcannons of the Everchosen, and its causeways choked with the dead. Deep in the Ulricsberg, the Doom Hemisphere of the Skaven gouted light an energy as it gathered energy for detonation. The tunnels and corridors were teeming with Skaven as they fled the coming blast, skirmishes erupting between them and the adventurers and sewer jacks that had ventured into the depths after hearing tales of a doomsday device within the catacombs.

With a blast of greenish light, the Doom Hemisphere exploded, flooding the tunnels with waves of mutating energy, though the intricate device did not fully explode. Men and Skaven were twisted inside out; their bodies melted, their skin blistered and rotted by the baleful energies. The rocks themselves melted and ran, opening up new chambers and sealing tunnels. Though its power had been unleashed, the Doom Hemisphere had not detonated fully, and now sits dormant, awaiting activation once again, hidden somewhere deep in the twisted maze of new tunnels.

Even as the threat of devastation at the hands of Archaon's followers passed, a new danger rose up within the Empire – schism. With Valten lying comatose in the temple of Shallya, Huss maintaining a vigil by his side, the Grand Theogonist Johannes Esmer came to Middenheim. With Volkmar returned, yet possibly cursed by the taint of Chaos that had been the source of his rebirth, there were calls for Esmer to stand down while the Grand Theogonist's supporters called for Volkmar to bless Esmer's appointment as head of the cult of Sigmar.

The few survivors of Valten's ravaged army – crazed flagellants and battle-hungry warrior priests – began to stir up trouble in the populace around Middenheim, calling for Esmer to leave. In the midst of this, there was a growing voice amongst the priests of Ulric for there to be reforms to the Electors, the ancient arguments quickly resurfacing in the wake of the conflict.

And at the heart of it all, there was growing strife over Valten. There were calls for him to be Emperor once he recovered, whilst others still decried Huss' claim as false, and pointed to Valten's grievous wound at the hand of Archaon as proof that he was not divine. With the Empire still in disarray and his armies much reduced, Karl Franz knew that law and order needed to be restored as quickly as possible. Looting, lynch mobs and dark cults were beginning to spread across Middenland, and if allowed to continue would fester and grow.

So it was that the Emperor consulted with his counsellors, amongst them Volkmar and Esmer, regarding what to do with Valten. Still caught between his duties to the Empire to maintain the rule he had inherited, Karl Franz was loath to give up his office to Valten. But to avoid doing this was tantamount to declaring Huss a liar, for who would not see Sigmar reborn as the new Emperor?

Esmer and Boris Todbringer asked for three days to solve the situation, if they had the Emperor's permission. He told them that anything they could do to halt the impending internecine would be welcome.

It was on the second day that Karl Franz had a visitor. It was Luthor Huss, who was in tears and cradled the Hammer of Sigmar in his hands. When the Emperor asked what had happened, Huss told him, his voice torn with anguish, that Valten had been murdered. When Huss had visited this morning, he had found the Exalted of Sigmar on his bed, transfixed by a glowing green blade.

Shocked and unsure, Karl Franz made his way to the Temple of Shallya to see for himself what had occurred. Teutogen Guard barred the entrances but allowed him to pass into the chamber where Valten had slept. There was no sign of Valten. There was blood upon the bed and the floor, and on the walls in crimson was scratched a rough triangle with a slash through it. Huss asked what he should do, what had become of Valten? The Emperor, taking Ghal Maraz from Huss' grasp, surveyed the scene once more and then turned to the sorrowful Luther.

"You shall go forth amongst the people and say that Sigmar has left us, as he did so many centuries ago. Give them hope in these dark times, and do not betray their faith. Tell them that he has left his hammer to me, as a sign of his trust, and tell them that you are still his prophet and shall look for his return again when we most need him."

DOK BUTCHA'S CONVERSHUN KLINIC



Alright Oomies! 'Sbeen a busy month 'ere at me surgery. I've been choppin' dis and hacking dat. Yesterday I had to make four Cyboars fer one of dem feral boys. Nuts dey are, who'd want to ride a pig when you can drive in style in a nice shiny red buggy? Well, doesn't matter, dey pay in teef like da rest of 'em, and I got meself some nice chops into da bargain.

Dis month we're gonna look at some models by a man who like to chop fings up almost as much as me, Adam O'Brien. Dere was dis big scrap wiv some Chaos boys, see, and some Oomies went off dere nuts. Adam'll tell ya why.

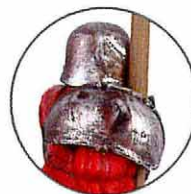
EMPIRE TRAITORS

by Adam O'Brien

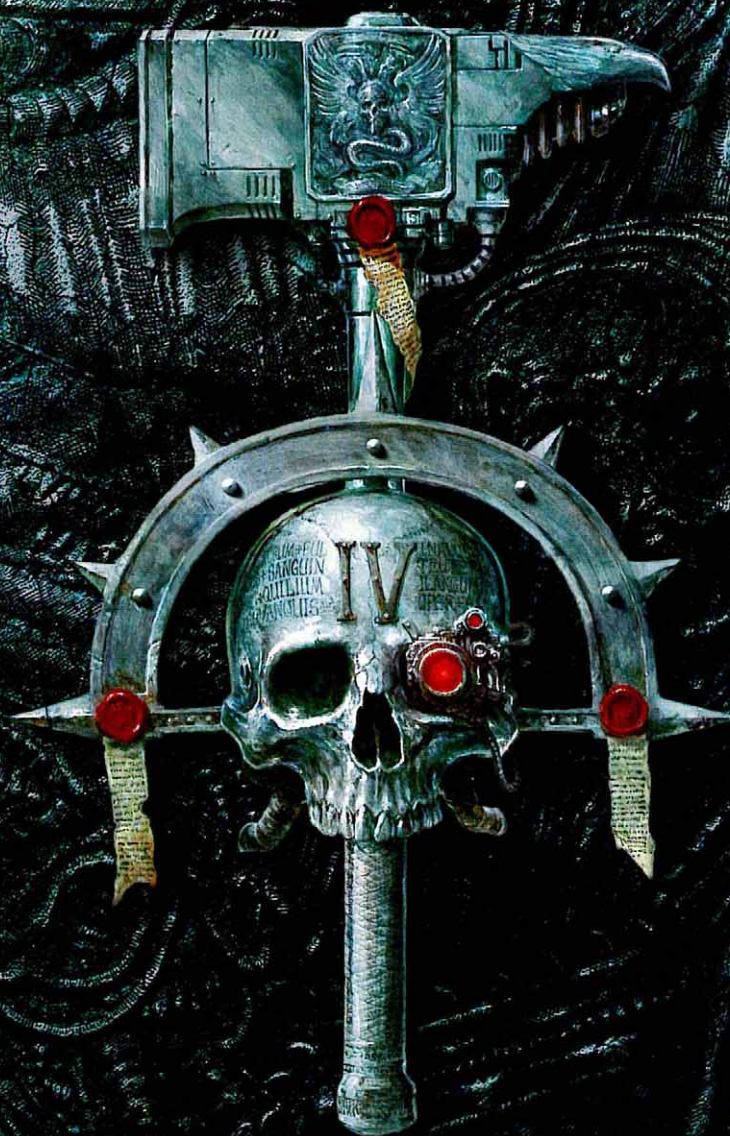
Mutiny, mass desertion, madness and murder – these were the dark themes I had in mind when I created my Empire Traitors, treacherous turncoats who've thrown in their lot with the Ruinous Powers.

I envisioned men who, whilst retaining much of their original equipment, still made their new allegiance abundantly clear. Motley and menacing were my watchwords. I used Empire plastics for the rank and file, found some sinister new heads on the Marauder and Chaos Warrior sprues, and added – with the expert help of Mark Harrison – the odd Green Stuff visor and some scraps of looted chainmail.

I could use them as Marauders, but I'd prefer, opponent permitting, to keep their original Empire stats with the following (unofficial) special rule, 'Treachery's Toll' – Traitors cause *hatred* in loyalist Empire troops!



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Inquisitor Karamazov hunts 13th Company Space Wolves.



The Iron Hammer

Christian Byrne has a new tank for his Iron Warriors army.



Into the Wasteland

Steve Cumiskey on campaign-specific terrain pieces.

Space Marine Heroes

The Space Marines are the greatest warriors ever created, blessed with enhanced strength, speed and endurance from millennia-old technology that has its origins in the flesh of the Emperor himself, explains Graham McNeill.

The Space Marines are the greatest defenders of Humanity. They are superior to normal humans in every respect thanks to a brutal regime of genetic modification, psycho-conditioning and a life of strict discipline. A Space Marine can survive wounds that would kill a normal man thrice over, fight in the harshest conditions imaginable and has a depth of faith that is unquenchable. Armed with the boltgun, a weapon of divine wrath, and armoured in ancient, artificer-forged suits of power armour, the Space Marines are living embodiments of the Emperor's Will.

Space Marines are banded together in small, independent armies known as chapters. Each chapter, made up of of 1,000 Space Marines is responsible for its own recruitment, training and indoctrination. Much more than

soldiers, Space Marines are noble of spirit, stern of demeanour and fanatically devoted to their chapter and the Emperor. They are the Angels of Death, the fire of the Emperor's wrath and none can stand before them. To be chosen to become one of these mighty heroes is an honour many aspire to.

PATH OF THE CHOSEN

Few people can ever become Space Marines, and these are already some of the greatest specimens of Humanity; strong, courageous and noble of spirit. To even have caught the attention of Adeptus Astartes a warrior must be one of the greatest fighters his culture has produced and be driven by an insatiable ambition to be the best. Even then, only a tiny proportion of those meet the demanding criteria of the Space Marines.

All the new recruits must be male because the zygotes are keyed to the male physique. If tissue compatibility tests and psychological evaluation prove successful a candidate becomes a Neophyte and is taken to the Space Marine fortress-monastery where the chapter's Apothecaries begin the implantation of the new organs that will transform him into a Space Marine.

THE RISKS

These organs cause vital changes in a neophyte's physique and mental state. Many of these changes are controlled by natural hormonal secretions and growth patterns. Implants may not prove effective if they are carried out once the recipient has reached a certain stage of natural development. It is therefore vital that recruits be young.

Each of the new implants serves a specific function, but though a chapter's Apothecaries and Chirurgeons are able to perform the necessary operations, they do not necessarily understand the exact functioning of each organ. The procedures involved are incredibly ancient, handed down through the generations, becoming debased in the process. In many chapters implantation is heavily ritualised, and is often accompanied by scarring, incantation, periods of prayer, fasting and all manner of mystical practices which compromise medical efficiency. In some chapters mutation of gene-seed, poor surgical procedure or inadequate post-operative conditioning has twisted the functioning of implants to the extent that individual organs may have become useless or are absent altogether.



Although the chapters are careful to select only the most suitable candidates, not all Neophytes survive to become initiates. The degeneration of knowledge has made screening procedures less effective and operational methods less than satisfactory. If one of the new implants fails to develop properly, it is likely that a neophyte's metabolism will fall badly out of synchronisation. He may fall into a catatonic state or suffer bouts of hyperactivity. In either event, it is likely that he will suffer a painful death. Those unfortunates that do not die almost invariably suffer mental damage, degenerating into homicidal maniacs or gibbering idiots.

OTHER CONDITIONING

Implantation of a Space Marine's new organs goes hand-in-hand with chemical treatment, psychological conditioning and subconscious hypnotherapy, all of which are essential if the Space Marine is to develop properly.

Chemical Treatment

A Space Marine must submit to constant tests and examinations. The newly implanted organs must be monitored very carefully, imbalances corrected, and any sign of abnormality treated. This chemical treatment is reduced after completion of the initiation process, but it never ends. They undergo periodic treatment for the rest of their lives in order to maintain a stable metabolism. This is why their power armour suits contain monitoring equipment and drug dispensers.

Hypnotherapy

As his super-enhanced body grows, a Space Marine must learn how to use his new skills. Some of the implants can only function once correct hypnotherapy has been administered. Though not always as effective as chemical treatment, it can have substantial results. If a Space Marine can be awakened to their unconscious metabolic processes and taught how to control them, his dependence on drugs is lessened.

Training

Physical training stimulates the implants and allows them to be tested for effectiveness. A Space Marine undergoes the most brutal training imaginable, such that anyone without the same biological and physical enhancements would almost certainly die. Their bodies are honed to the peak of physical perfection by a constant regime of harsh physical stresses and trials that push their bodies to the limits of endurance.

Psycho-conditioning

Space Marines are more than just humans with extraordinary powers, they have extraordinary minds as well. Just as their bodies receive many separate implants, so too are their minds altered to release the

latent abilities within. These mental powers are, if anything, more extraordinary than even their physical abilities. A Space Marine can control his senses and nervous system to a remarkable degree, and can consequently endure pain that would incapacitate an ordinary man.

A Space Marine can think and react at lightning speeds, adapting in an instant to developing tactical situations. Memory training is an important part of the psycho-conditioning too. Obviously, Space Marines vary in intelligence as do other men, and their individual mental abilities vary in degrees too.

TECHMARINE SEVANO TOMASIN OF THE ULTRAMARINES

As is typical of the Ultramarines, their Techmarines follow the letter of the codex when it comes to their training and methodology, treating the words of Roboute Guilliman as inviolable laws, perhaps to an even greater extent than their brethren.

Sevano Tomasín was no exception to this, a faithful servant of the Cult of the Machine God 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, Tomasín himself directing the replacement of his legs and right arm with augmetic components he had forged many years ago. His expertise in explosives 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 Tomasín's last, as he was killed in action by a direct hit from an artillery shell that set off the melta charges he was in the process of arming.

Each and every Space Marine is a champion of humanity

CHAPLAIN LEMARTES OF THE BLOOD ANGELS, GUARDIAN OF THE LOST

Chaplain Lemartes is a particularly strong-willed figure within the battle-hungry Blood Angels chapter, leading those of his damned brothers who have succumbed to the Black Rage into battle. Lemartes is himself afflicted by the tragic curse of his chapter, though his supreme fortitude and mental strength has enabled him to maintain some control over its curse. The authority he commands amongst the Blood Angels is matched only by Commander Dante himself, and such is his respect amongst his brethren that he is able, with a word, to restrain the blood-frenzied nature of even those under the deepest influence of the Black Rage. Equipped with his terrifying death mask, he is a fearful figure of doom, a nightmare to behold as he charges into combat, unleashing the fury of his barely-contained rage as he chants the Litanies of Sanguinius.



BECOMING A SPACE MARINE

Once a neophyte has completed his initial training and development to the satisfaction of the chapter's Chaplains and Apothecaries, he is initiated into the Scout Company. Here he will undergo the most difficult trials imaginable. Scouts work on reconnaissance missions in advance of the main force of Space Marines, gathering information,

Battle brothers are the most numerous Space Marines and form the backbone of a chapter's fighting strength. Armed with a variety of weapons, they are highly flexible and have the tactical adaptability to deal with virtually any foe. In the battle companies a Space Marine hones his craft of death, forging his hero's name and building his legend as a mighty champion. As each warrior further develops

"Rejoice! Let the glory of battle envelop us! Let our enemies fear us, for we are the Emperor's wrath!"

Chaplain Remataan, Imperial Fists Chapter

hunting down enemy formations and relaying intelligence back to their leaders. It is a dangerous role and many do not survive, but if successful, a scout will earn the right to don the blessed suit of power armour and take his rightful place as a battle brother.

his fighting skills, those who develop a talent in one particular area of battle are gathered together in specialised squads.

Those who excel at close combat are organised into Assault squads and equipped

BROTHER DAMOS OF THE ANGELS PORPHYR

Brother Damos once commanded the 9th Company of the Angels Porphyry, a stalwart veteran of three centuries of battle. His Devastator squads were the very model of efficient fire support and wherever his men fought, the armoured might of the enemy would be wary. It was during the Scouring of Hume as he led his men in the defence of Hill 236 that a surprise attack on the Space Marines' position by rebel Marauder bombers caught him in the open as he moved between his linked bunkers. By all rights the bombardment should have killed Damos, but when the attack was over, his brother Space Marines found the bloody shreds of his body still drew breath. He demanded the chance to fight on, and thus his remains were placed in stasis and transported back to the chapter's fortress-monastery where he was implanted within the armoured sarcophagus of a Dreadnought. For 3,000 years he has remained entombed within his ancient armoured body and, as he did in life, Damos provides a solid anchor of fire support for his brothers, guiding the deployment and firing of the chapter's Devastators.

with jump packs that allow them to take the fight to the enemy in brutal close-quarter fighting. They are terrifying opponents in battle, dropping from above like flaming angels of death.

Those Space Marines who develop a fine eye for shooting form the chapter's Devastator squads. Carrying the heaviest weapons available to a Space Marine, these warriors are capable of laying down a fearsome amount of fire. Typically they are deployed when the Space Marines expect to meet armoured opposition or where there are enemy fortifications that need to be broken.

VETERANS OF THE CHAPTER

Though every Space Marine is a heroic individual, there are those amongst them who are heroes even to them. These are the warriors of the Veteran Company, Space Marines who have displayed courage and devotion over and above the incredible levels demanded by their chapter. These warriors will have fought in hundreds of campaigns and slain uncounted numbers of the most dreadful foes. Frequently they will have led their warriors in battle as a Veteran Sergeant, but this is not always the case. An act of supreme valour can see a warrior raised to the Veteran Company despite a lack of experience, and it is every Space Marine's fervent wish to join this elite brotherhood.

The First Company is invariably the most powerful Company in the chapter, as many of its warriors are trained to take to the field of battle wearing Tactical Dreadnought armour, or Terminator armour as it is more commonly known. All Space Marine chapters maintain a number of suits of the revered and rightly feared Terminator armour and these are amongst a chapter's most prized relics.

The leaders of a Space Marine chapter, the Commanders, Chaplains and Librarians often fight with a coterie of the chapter's bravest and most fearsome warriors, those who have excelled even within the ranks of the Veterans' Company. These deadly units are the most honoured of a chapter's battle brothers and are held in the highest esteem by their comrades in arms.

SPACE MARINE CHAPTER MASTERS

The warriors who lead Space Marine chapters are amongst the most powerful individuals in the galaxy. They command the absolute loyalty of a thousand of the most deadly warriors in the galaxy. They have a wealth of experience at their fingertips and tactical wisdom gleaned from a long lifetime of war. Equipped with the finest weapons and armour, they lead by example, fighting at the forefront of battle and seeking out the most deadly foes to slay. Their courage and strength is an inspiration and every Space Marine fights with greater vigour and determination when the eye of their Chapter

Master is upon them. A Space Marine Chapter Master sits outside the conventional Imperial hierarchy in that he is not answerable to the High Lords of Terra and can act on his own initiative, sending his chapter into battle at his own discretion. Imperial agents may petition a Chapter Master for aid in a campaign, but there must be strong case for a chapter to become involved. Often a Chapter Master will not only command the warriors upon his fortress-monastery, but will claim lordship over a planet or even a system. Lord Macragge, Marneus Calgar, is master of no fewer than eight systems, an empire in the Ultima Segmentum known as Ultramar.

CAPTAINS

Beneath the Chapter Master are the various Masters of the Chapter; the Master of the Fleet, the Master of the Marches and many other arcane and ancient posts. Frequently, though not always, these Masters will also command a Company of Space Marines. Each of these Captains is a member of the Veterans Company, and embodies the honour and fighting spirit of his battle brothers. These are the warriors who most often lead the Space Marines into battle, fighting with great courage.

APOTHECARIES

Space Marines who show an aptitude for physiology and display the proper reverence for the gene-seed that is the chapter's heritage and future may be inducted into the secret ways of the Apothecarion. The Progenoid glands, implanted into every Space Marine, contain the genetic repository of his biological make-up and upon his death. Apothecaries are entrusted with collecting and returning these to the chapter so that the gene-seed of the slain may be used to create the next generation of battle brothers.

In battle Apothecaries also provide medical attention for their brothers, healing wounds too grievous for an Injured Space Marine's power armour or enhanced physiology to deal with. The role of Apothecaries is one given utmost respect, for all the warriors of a chapter know that without them, there would be no chapter – a cold, hard fact that the battle brothers of the Celestial Lions are now having to come to terms with after their terrible losses on Armageddon.

LIBRARIANS

Even amongst the Space Marines there are those who stand apart from their brethren like no others. These are the Librarians, both cursed and gifted with potent psychic power. Honed by decades of study and prayer, these abilities to make them some of the most powerful battle psykers in the galaxy. But the Librarian fulfils many other roles within the chapter. They use their powers to probe every corner of a potential recruit's mind, searching for any sign of corruption or weakness.

"Do not fail your brothers. Though their bodies die, their spirit must return to the chapter. That is your charge."

Votus Apothecarius

Should such a taint be discovered, they will destroy the recruit to ensure that his corruption spreads no further.

It is given to them also to record the chapter's glorious history, its victories, its honours and its heroes. In groaning repositories of knowledge, the chapter's past is recorded in dusty scrolls, weighty tomes and glittering data crystals. Much of this knowledge has been forgotten, save by the most ancient of Dreadnoughts who lie slumbering deep in the bowels of the fortress-monastery. Many chapters store much dark knowledge and forbidden evil artefacts retrieved from heretics and traitors. These items are stored in heavily protected reliquaries in the Librarium, shielded by powerful wards and guarded by the Librarians. Only the chapter's highest may pass through these dread portals and look upon the chapter's black spoils of war.

CHAPLAINS

The role of the Chaplain combines fearsome battle leader and spiritual guide. They are entrusted with the soul of the chapter, ensuring that each warrior is pure of heart and fights with the proper fires of battle in his heart. Dedicated warrior-priests, they wear armour of black hung with devotional tokens of death, symbols of that which the Space Marines bring to the Emperor's enemies. Each Chaplain is a terrifying figure in battle, their deadly skills forged in the crucible of combat. Chanting litanies from their most holy books as they fight, the Chaplain smites his foes with a prayer on his lips and blood on his Crozius Arcanum.

They are more than merely mighty fighters. They are filled with the light of purity and must ensure the spiritual well-being of the chapter, conducting the proper rituals and leading their brethren in the many prayers

TU'SHAN, CHAPTER MASTER OF THE SALAMANDERS, REGENT OF PROMETHEUS

At the outset of the Second Armageddon War, Chapter Master Tu'Shan had only held his rank for three years. To do battle against Ghazghkull Thraka would be a hard test of his skills as a leader and strategist, and it was with no hesitation that the humble Tu'Shan agreed to follow Commander Dante of the Blood Angels. During the campaign, it was Tu'Shan who helped rally the scattered Imperial defenders. In battle, Tu'Shan and his Firedrakes were responsible for defending one of the few bridges across the Stygies river, against a thousand-strong Ork Speed Freek column, fighting continuously for three days and four nights. At the end of the campaign Dante himself sought out the young Chapter Master and praised Tu'Shan in front of all of the Blood Angels. This was a supreme gesture, for the Salamanders no greater honour can be bestowed than the respect of one's brothers-in-arms.

He is known to have met Commissar Yarrick, and it is claimed that the two had an instant respect for one another. Yarrick heartily welcomed Tu'Shan's offer to once again defend Armageddon when Ghazghkull returned at the head of the mightiest Ork force ever seen. Tu'Shan fought throughout the warzones of Armageddon, At Hive



Tempestora he prevented the Orks from overrunning the Khattrin water purification plant and condemning the hive's population to a slow death by dehydration. The hive ultimately fell, but Tu'Shan's actions allowed the majority of the hive's population to escape before the hive was captured. And as before, Tu'Shan's inspiring presence allowed the defenders to hold the vital Stygies Bridge and prevent the greenskins from crossing the river and reinforcing their forces elsewhere.

and ceremonies that make up the daily life of a Space Marine. Only through faith can the Adeptus Astartes stand against the many foes they must face. The Chaplains also maintain the sanctity of the chapter's company chapels. These are places of great spiritual reverence, containing each company's most holy relics: the sword of an ancient hero or a sacred banner from times of legend. Battle standards hang from its hallowed walls and the very stones are redolent with the histories of ages past.

TECHMARINES

In days long past, the Adepts of the Machine God and the Adeptus Astartes swore pacts that endure to the present day. These binding oaths see the chapters sending those warriors who display an affinity with technology and machines to Mars, where they begin the decades-long journey of learning the secrets of the Machine God.

Here they learn the correct rites of activation, maintenance and how to call forth or placate the wrath of the war-spirits of machines. Without the passing on of such



ancient knowledge, the Space Marines would be unable to make war, and thus the role of Techmarine is one of vital importance within a chapter. When they return to their fortress-monastery's foundry, they are changed individuals, aloof and mysterious, both Techpriests of the Machine God and battle brothers of their chapter.

But though they possess great skill and knowledge regarding the mystical science of machines, they are deadly warriors and are often at 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 and longest to retrieve it – as hard, if not harder, than their battle brothers would fight to recover a fallen comrade.

DREADNOUGHTS

A Dreadnought is one of the Old Ones, a mighty Space Marine hero who has suffered grievous wounds in battle and whose life was saved by internment within the armoured sarcophagus of a Dreadnought. It is a great honour to be deemed worthy enough to continue to fight for the Emperor in this way, and a warrior's rebirth as a Dreadnought is a ceremony of great ritual significance. The Old One's flesh is suspended in amniotic fluids and surgically implanted within the machine. Mechanical senses allow him to perceive the world around him, and ancient servo-motors allow him to march to war once more. In this way he can continue fighting for the Emperor for many centuries to come, never leaving his metal body until its destruction.

Such warriors are death incarnate, towering war machines standing twice the height of a Space Marine. Each chapter's Dreadnoughts are treasured relics, a tangible link to its past heritage, and are only awoken from their slumber in times of great need. Each Dreadnought has memories stretching back over thousands of years and the wisdom of their centuries of battle is a valuable resource to their chapter. Dreadnoughts are terrifying foes, firing devastating weapons and fighting with all the skill and ferocity the Old One possessed in life. In most cases only the complete destruction of the sarcophagus will kill the pilot. Dreadnoughts are only ever abandoned in the direst of circumstances, and Space Marines will fight with righteous fury to retrieve a fallen Dreadnought to recover its occupant and lay him to rest. The recovered shell will then be blessed and lovingly restored to full operation by the Techmarines and their servitors to await its next occupant.



EZEKIEL OF THE DARK ANGELS, GRAND MASTER OF LIBRARIANS, KEEPER OF THE BOOK OF SALVATION, HOLDER OF THE KEYS

Ezekiel is the present Grand Master of Librarians of the mysterious Dark Angels. He endures a tremendous burden, being the sole bearer of the darkest and most sinister secrets of this most evasive and insular of chapters. He determines who may enter the chapter's Inner Circle, for he alone can see into the very soul of a man and judge whether he can shoulder the shame of the knowledge such initiation brings. The strength of his will is legendary and he holds the Book of Salvation as a mark of his position. In addition to their normal duties, the Librarians of the Dark Angels act as the guardians of the dungeons carved deep within the bowels of the Tower of Angels. Ezekiel was named Guardian of the Keys in recognition of the role that he and his brothers fulfil by keeping this area secure. Ezekiel uses his considerable psychic powers to aid the Interrogator-Chaplains in their grisly work, invading the minds of the prisoners kept there and undermining their mental resolve. His powerful abilities have driven many a captive into insanity as doubts and confusions are sown directly into their minds. In battle, Ezekiel uses his powers to reach deep into mind of the enemy and encourage the growth of their fears, filling them with images of hopelessness and defeat that erode the willpower of even the most disciplined of warrior.

Every One A Hero

Keith Robertson discusses how the 'Eavy Metal team went about making the new Studio Ultramarines army one comprised of heroic individuals.

Keith: Each Space Marine is a hero in his own right, with his own ancient weapons and suit of armour, so each one probably looks quite distinctive.

The new codex gave us the chance to paint an army that we could use to explore this idea. We decided to stick with the Second Company, but we wanted to portray it under a different captain at another period in the history of the chapter. The captain we chose was the most recent leader of the Second Company – Agemman. The iconography displayed by his warriors follows his interpretation of the company uniform with each warrior having more pronounced decoration, and each squad having slight variations in its heraldry:

One of the most striking ideas, which we borrowed from Dave Andrew's take on the Ultramarines Second Company, was the use of gold instead of yellow for the company colour. In traditional heraldry, yellow and white were often used to represent the metallic colours of gold and silver, so it's not as big a departure as it seems. There was also the idea of different models in the same army using different styles of iconography, though we still wanted to make sure the army seemed like one force, with each squad a coherent unit with a solid theme.



The use of gold rather than yellow makes these Space Marines more ornate. Keith and his team also chose to decorate them with purity seals and hangers, making each squad favour one over the other to distinguish them.



Each Space Marine chapter displays his badges and unit iconography differently, but though this is open to interpretation and could be used to further bind each squad together visually.

MODELLING EXTRAS

If you want to add more ornamentation to your models, here are a few suggestions:

The parchment in purity seals can be made from foil or paper glued to the model. Make the seal itself from a small ball of Green Stuff flattened to form a disc.

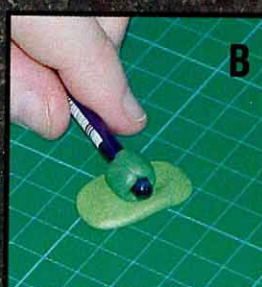
If you choose to use paper, painting one side with PVA woodworking glue before you glue it in place will allow you to shape it and create realistic folds, especially on larger pieces.

Scroll cases can be made from pieces of plastic rod or wire, with paper wound around the middle and ends.



KEITH'S PURITY SEAL ROLLER

A slightly different, and very clever, method of making purity seals is to wrap a piece of Green Stuff around the top of a pencil or paintbrush (a) then roll this over a plastic purity seal. When the Green Stuff hardens, it becomes a mould that you can use to produce purity seals from flattened sheets of Green Stuff. Simply roll the mould over a sheet of Green Stuff (b). You'll have a purity seal you can cut out with a modelling knife (c). You can bend these Green Stuff purity seals to sit better on armour plates.



Heavy Support

Unlike the camouflaged tanks of the Imperial Guard, Space Marine tanks proudly display their chapter colours and iconography. However, the techniques for painting them are the same. Taking the Rhino as an example, Mark Jones shows you how to paint a Space Marine vehicle.

BRUSHES AND PAINTING

The techniques that Mark describes for painting Space Marine tanks often involve a lot of heavy drybrushing. Normal drybrushes are really only designed to be used on infantry sized models. For vehicles, try using a significantly larger brush. A flat-headed brush is particularly good. Don't worry if the bristles become splayed, this won't affect your ability to drybrush with it.



Armoured units spearhead the Ultramarines' attack.

PAINTING THE HULL

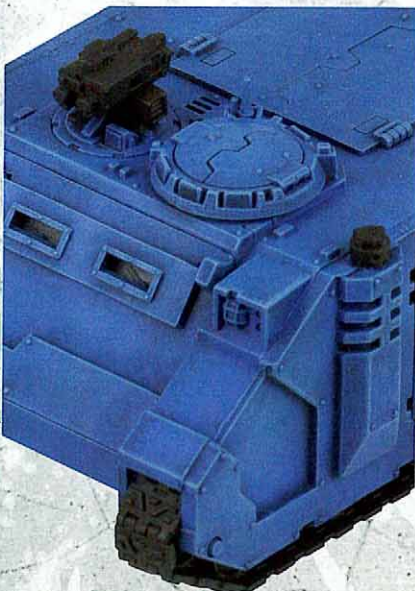
When painting the hull of the tank, the key is to use a large brush with almost no paint. A gradual build up of colour is the effect that we're after. To drybrush a vehicle well, you may have to be quite forceful with your brush. As such, it's sometimes a good idea not to glue some of the more fragile components on until you've completed the drybrushing. In the following example, we've chosen to paint an Ultramarines Rhino but the same techniques apply equally to the tanks of other chapters. *(Just don't paint them blue, eh? – Guy).*



1 Begin by applying the first layer of colour over a Chaos Black undercoat. In this case, we're using Ultramarines Blue.



2 Allow the previous coat to dry completely, then drybrush the hull with Shadow Grey.



3 Then drybrush the tank with Shadow Grey and Space Wolves Grey. At this stage you may want to start concentrating on any edges, and on the middle of large panels.



4 Drybrush the tank with Space Wolves Grey. This is the final stage of drybrushing, which serves as highlighting.

ALTERNATIVE CHAPTERS

The same techniques can be used for any chapter. Here are a few more examples, all working over a Chaos Black undercoat:



Dark Angels

- Dark Angels Green
- Snot Green
- Camo Green highlight



Black Templars

- Codex Grey mixed with Chaos Black
- Fortress Grey highlight



Space Wolves

- Shadow Grey
- Space Wolves Grey
- Space Wolves
- Grey/Skull White mix highlight



Blood Angels

- Dark Flesh
- Scab Red
- Blood Red
- Blazing Orange highlight

Painting Space Marine tanks, by Mark Jones

ICONOGRAPHY: SQUAD MARKINGS AND CHAPTER ICONS

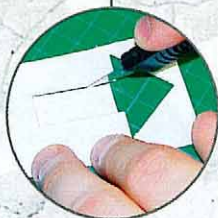
While the tanks of the Space Marines all come complete with transfer sheets filled with suitable iconography, some of them benefit from having large squad or chapter icons displayed on the larger panels.

It can be difficult to paint such symmetrical designs over the irregular surface of a tank. Making templates for the designs that you want to use can make it easy to get the effect that you're after, so we've included a selection of templates for various squad types, and the more popular chapters.



USING THE STENCILS

1 Photocopy the stencil, stick it to card and cut the shape out with a knife.



2 Draw the design onto the tank with a pencil, not a pen.



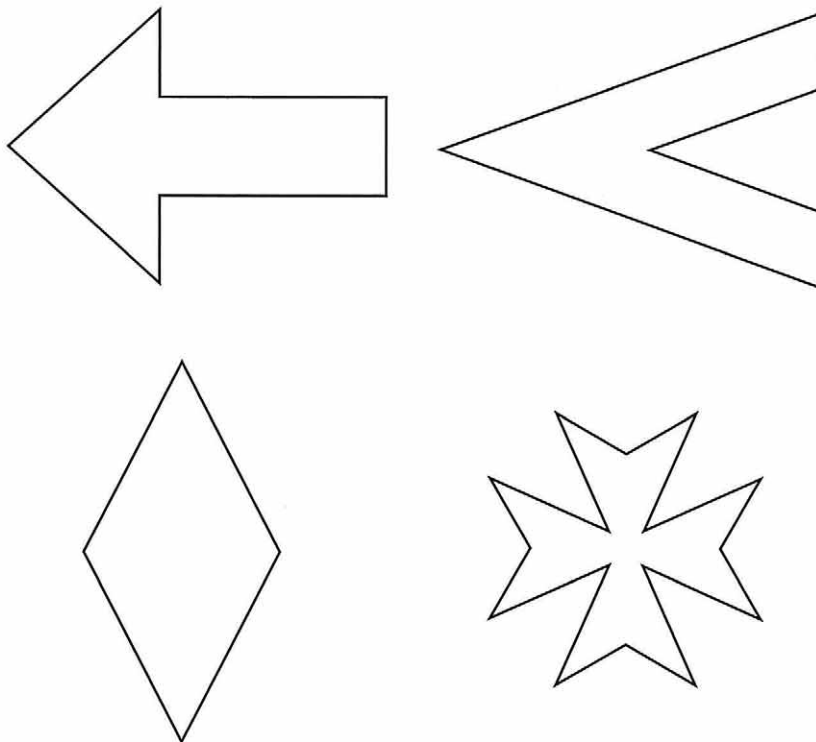
3 Use a grey wash to get the edges neat and to cover effectively.



4 Paint the design in solidly.



VEHICLE IDENTIFICATION MARKINGS



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WEATHERING AND DAMAGE

Chipping on the paintwork of the hull can come from a variety of sources, but most of the damage will generally be concentrated on particular parts of the tank. The edges on the track assemblies, around the doors and hatches, the front of the tank and anywhere the crew would spend a lot of time climbing onto or around are particularly suitable. Most of the mud and dirt on the tank will tend to be concentrated around the bottom of the tank, and around the tracks in particular. Any of the doors or other areas that the crew will be climbing around are also suitable.

TRANSFERS

A handy technique to help transfers adhere to the vehicle without leaving air bubbles is to paint a layer of 'Ardcoat' onto the area where the transfer will sit.



MUD AND DIRT

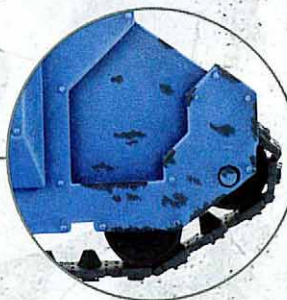


Fresh mud – Paint the area with a mixture of Scorched Brown and Vermin Brown.

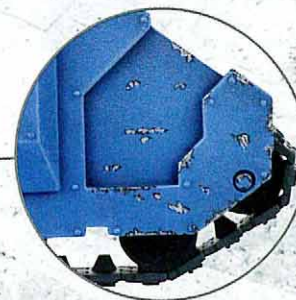


Dry mud – Stipple Graveyard Earth over the wet mud.

CHIPPED ARMOUR

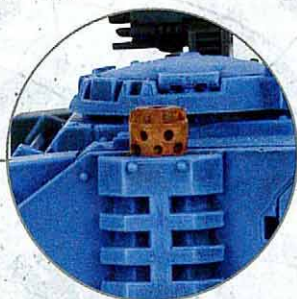


1 Paint the damaged area with Chaos Black.

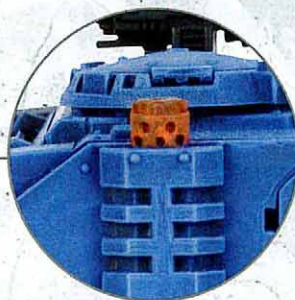


2 Fill in the area with Boltgun Metal.

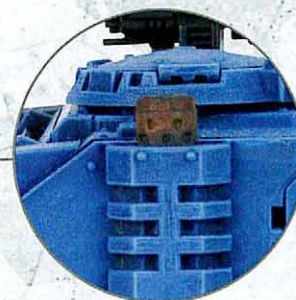
RUSTED EXHAUST



1 Start with a basecoat of Dark Flesh.



2 Stipple the exhausts with Blazing Orange.

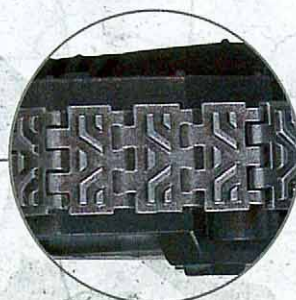


3 Use Chaos Black to create soot.

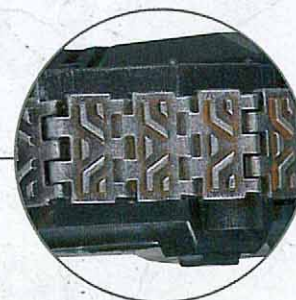
PAINTING THE TRACKS



1 Begin with a basecoat of Tin Bitz.



2 Drybrush the tracks with Boltgun Metal.



3 Wash Vermin Brown into the recesses to represent spots of rust and mud.

Plague Lords



Mark Jones finds that the Death Guard offer plenty of opportunities for quick paint jobs and conversions, as Steve Cumiskey writes.

Inspired by the Kill-team rules in the new rulebook, several of us in the studio began to create our own bands of commandoes. Mark Jones was one, and he began to build his own team of Plague Marines, Cultists and Zombies.

What made this a little unusual was that Mark hadn't played Warhammer 40,000 in around six years. It often happens that, as the years go on, we get absorbed more and more by one aspect of our hobby to the exclusion of anything else. In Mark's case the things that really captured his attention were tanks and terrain (which is probably just as well, as it's his job to make all of the terrain that appears in our army books and codexes).

So what changed? Normally, most of us would be working on a variety of different

projects at the same time. This time, all the attention was focused on Warhammer 40,000, with many of us digging out neglected armies or building new ones. In an atmosphere like that the gamer in all of us can come back to life, and so, no sooner had Mark finished his Kill-team than he began work on an army to go with them.

THE PLEASURE OF PESTILENCE

Mark: If you asked why I picked the Death Guard I couldn't really give a single answer. Partly it's because Chaos armies have always been great armies to convert, and, if anything, the Death Guard are even less uniform than other Chaos forces, with more decay and rotting flesh in evidence.

Of course, the fact that I've always been a fan of horror, and zombies in particular, gives them an added attraction. There's the possibility of creating some truly grotesque mutants – I can create the same revolting stretched skin effect that you see on the Havocs and Obliterators on the Marines with Green Stuff, using lots of Zombie and Skeleton bits. After having a look at the Codex: Chaos Space Marines for a while, I

decided not to start out with a set army list, instead I chose a simple force to get used to the game. To begin with, I decided to concentrate first on infantry with no Daemons or Sorcerers.

I decided to use the plastic Chaos Space Marines for most of the army, and to save the special Death Guard models for rare units and Champions. I also wanted to be able to paint the army quickly, and for me that means a colour scheme that I could drybrush.

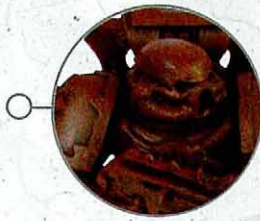
Using only the embossed shoulder pads, meant that I could just drybrush the entire model, without having to use transfers or hand-painted iconography. I got hold of some metal Death Guard symbols for one shoulder, but for the other, I decided only to use the arrow or skull symbols from the plastic kit to give my units a consistent appearance.

Drybrushing the army would also give them a dusty appearance that would go well with the rust effects I planned to do, easy to achieve with a little more drybrushing and simple wash techniques.



Mark's Chaos Cultist Kill-team – the models that set him off on the path of the Plague Lord.

ARMOUR



1 Paint the model Dark Flesh over a Chaos Black undercoat.



2 Drybrush the armour with Catachan Green.

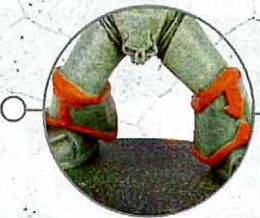


3 Drybrush the model again, this time with Camo Green.

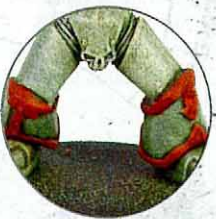


4 Add highlights with a light drybrushing of Rotting Flesh.

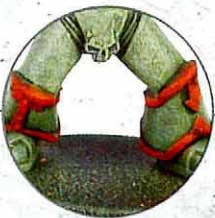
BANDING



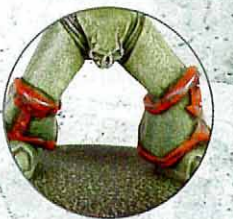
1 Paint the banding with Vermillion Brown.



2 Apply a wash of Chaos Black.

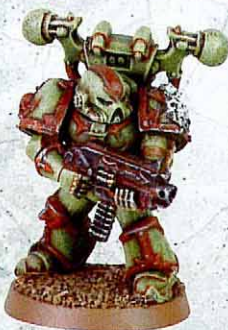


3 Paint on patches of Blazing Orange.



4 Add chips in the metal with Boltgun Metal.

WEAPONRY



1 Paint the weapons Chaos Black.



2 Drybrush the weapon with Codex Grey.



3 Apply a wash of Blazing Orange.



4 Add chips of Boltgun Metal.

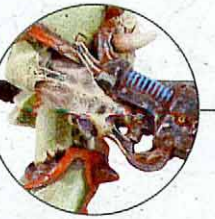
FINISHING TOUCHES



1 Finish off the armour with a glaze of Dark Flesh in the recesses and on the pipes.



2 Drybrush the skulls with Codex Grey and then with Skull White.



3 Layer the skin with Dark Flesh, Elf Flesh, Bleached Bone and Rotting Flesh.



4 Wash pustules with red and yellow. Highlight with Rotting Flesh or Bleached Bone.

Learn to paint Nurgle Marines the Mark Jones Way!



CHAOS LORD AND RETINUE

Once I was satisfied with the first few models, I began to think about how to make my Chaos Lord. I wanted to make him look as though he was on the cusp of turning into a Daemon Prince without using the existing Daemon Prince model. In the end I decided to use an Obliterator as the basis for him. I cut away the weapon mounts on the arms and added lightning claws made from plastic Dark Elf weapons, a chainfist blade made from a Space Marine chainsword, and a head from the plastic Chaos Space Marine kit. I cut the Death Guard icon from a metal shoulder pad and flattened it onto his shoulder, adding

some spikes from the Chaos Vehicle Accessory sprue to complete the model.

I then covered over the gaps in the places where the weapon mounts sat using Green Stuff. I decided to try to make the Green Stuff look like the stretched skin that covers a lot of the rest of the Obliterator body to blend in the conversions. Fortunately, I found that fairly easy to do.

With the rest of the model finished I added a piece of slate to the base to help make the pose more dramatic. I could then move on to his retinue.

For the Retinue I added some of the stretched skin effect that I'd used on the Lord. I decided to leave off the spikes that normally sit on top of the Chaos Terminators to make them easier to model and paint. It would also make them look more like their Lord. The only other change I made was to replace the nozzles on the flamers with ones taken from the Space Marine Plastic sprue.

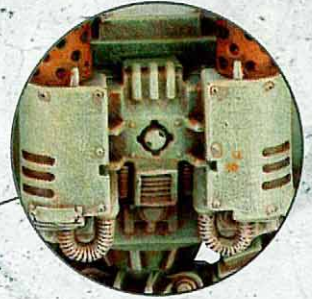
I decided to paint the Lord and Retinue exactly like the basic troops in the army, partly to give it a unified look, but also to stick to my plan of using a relatively simple and quick painting method.

Mark is fighting in a campaign with Steve and Adi Wood with his Plague Marines. To learn more about it, and see how Steve built the terrain for the world they are fighting over, turn to page 90.



DREADNOUGHT

After playing a game using the infantry that I'd built so far, I decided to add a couple of Dreadnoughts for some fire support. Again, I used the same colour scheme and did minimal conversions. Both models are made from plastic Space Marine Dreadnoughts (which made it very easy to add battle damage), with some extra spiky bits from the Chaos Vehicle Accessory sprue.



THE FUTURE

I now have enough models to start playing games with a little more variety. As my confidence in playing the game and putting an army list together grows, I'll be adding more models to the army, mainly more troops or a few Chaos Hounds to follow my Lord around.

Of course, the temptation is there to launch into slightly more involved models. I'm already thinking about how I could make a Land Raider look like it has a living hull, and even how to add a Hellcannon to a Defiler...

Divine Retribution



In this clash, **Witch Hunters** co-authors **Graham McNeill** and **Andy Hoare** pit their giant tactical cerebellums against one another. **Graham** commands the forces of **Inquisitor Karamazov**, who is hunting **Andy Hoare's** heretic **13th Company Rune Priests**.

The forces of the **Ordo Hereticus** have a broad remit. Theirs is the task of purgation, of hunting out the unclean. The heretic, the mutant, the rogue psyker. All of these are fitting targets for the righteous flames of their wrath.

This does mean, however, that they sometimes find themselves in direct conflict with others who also fight for the glory of the Emperor. This is nothing unusual – the Inquisition itself is at its own throat constantly – but is, perhaps, a source of glee for mankind's burgeoning enemies.

Graham's been absent from **Battle Report** duties for a while, having performed sterling duties reporting on the **Eye of Terror** mega-battle report in 2003.

Andy's last appearance was playing in that battle, when he fielded the **13th Company** against the **Traitor Imperial Guard** of **Rowland Cox**. Andy came out on top in that particular encounter, but now faces an altogether different foe...

ASSASSINS

The Assassins is a mission originally written for the pre-update Warhammer 40,000. It is worth bearing in mind that most of the old, more advanced, missions that are not included in the new rulebook are still perfectly serviceable for use in your games.

A skilled general or inspirational leader can make all the difference to an army. If he is slain, then that army may become much less effective. The attacker has been tasked with seeking out and destroying one of the enemy's most important men. However, time is limited, the mission must be accomplished before reinforcements can be brought up. The defender must try and stop the mission from being accomplished.

SET-UP

1 The defender's deployment zone is up to 18" on from one of the long table edges, in which they may place fortifications. The attacker's deployment zone starts 18" further towards the opposite edge.

2 The defender's HQ must be set up on the table, but any Fast Attack unit must be placed in reserve. Other units have the option of being reserves or being set up on the table. Once decided, set up using the Hidden Set-Up rules. The HQ must be at least 12" from any edge.

3 The attacker deploys his entire force.

4 The defender reveals his set-up.

5 Any attacking infiltrators may make one free move, ignoring terrain. For the purposes of this free move, no model may use any *Fleet of...* special moves.

6 The attacker gets the first turn.

Attacker's deployment zone

18"

Defender's deployment zone

18"

RESERVES: When available, reserves move on from the player's deployment zone board edge.

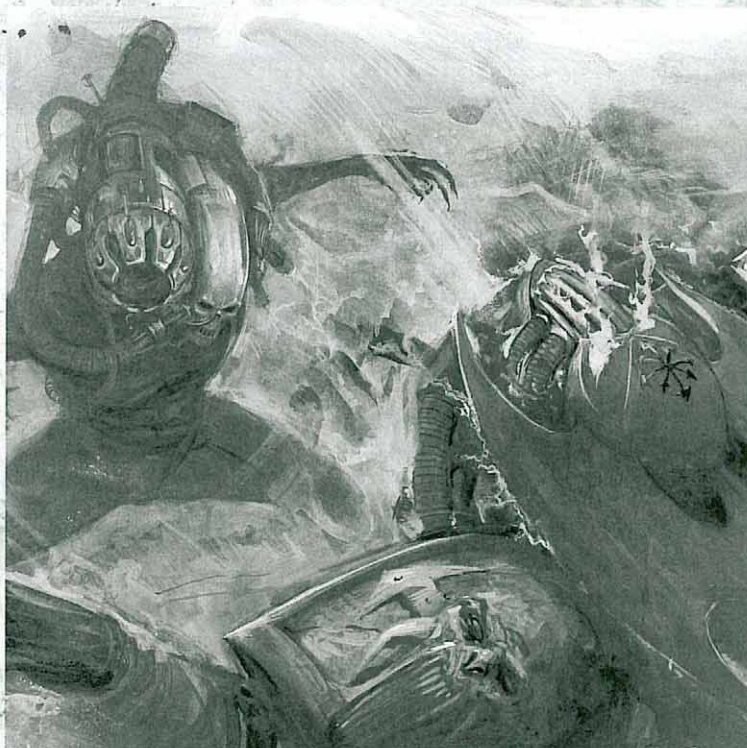
GAME LENGTH: The game lasts for 6 turns. The Omega game may last longer.

MISSION OBJECTIVE

The attacker wins if he can completely wipe out the defender's HQ unit. Note that in this scenario the defender's HQ is subject to the 'And They Shall Know No Fear' rule (see page 21 of Codex: Space Marines), and will always regroup, because otherwise they might just flee off the table, and what fun would that be?

SCENARIO SPECIAL RULES

Random Game Length (Roll for this from the end of Turn 4 rather than Turn 6 to represent the defender hurrying on overwhelming reinforcements), Infiltrators, Fortifications, Hidden Set up and Reserves.



The Ordo Hereticus hunt down a renegade witch

WITH FIRE AND SWORD



Graham: This is a bit of a first for me. Not the actual playing of a Battle Report – I've done that before – but using an army from a book that I've written. Andy and I worked on *Codex: Witch Hunters* for pretty much an entire year, so playing with the finished models and rules is something quite special.

I had decided that, in the spirit of doing something different in this battle report, I'd like to take Inquisitor Lord Karamazov, since we don't often get to see special characters, doing what their back-story assures us they do well. Karamazov was one of my creations and so I was going to have to put my money where my mouth was and prove that he was able to hold his own. It was easy to imagine that Karamazov, a staunch Puritan, would take a keen interest in these rampaging Space Wolves, who incorporate bits of Chaos Space Marine armour into their own armour, utilise a dangerous psyker in the form of a Rune Priest and appeared on the scene during Abaddon's most devastating crusade to date. Highly suspicious, I think you'll agree...

As far as the army itself was concerned, I wanted to try and include as many of the different troop types as possible, and since we were taking this battle up to 2,000 points,

that wasn't a problem. But in the two practice games we played including too many of the lunatic fringe didn't make for a very tactical game. What we had were two armies that charged towards each other and hacked each other to pieces. So, after a little refining, I trimmed down the fanatical element of the army and themed it much more towards the personal force of Karamazov himself. As such, the army became more geared towards the Sisters of Battle and, together with the Inquisitor Lord, I chose Canoness Soifa with a bodyguard of Celestians mounted in an Immolator to lead it.

To provide the core force of the army I took three Battle squads of Adepta Sororitas. Though Sisters are not as tough as Space Marines, a 3+ Armour save is nothing to be sniffed at and, I knew that with numbers they could take a decent amount of punishment before going down. A war of attrition is one form of conflict that the 13th Company cannot afford to get into, so I knew that, numbers would be important. Supporting this strong body of Battle Sisters I brought along a unit of Retributors, who, with their four heavy bolters, would be able to lay down a curtain of fire that not even power armoured troops could afford to be blasé about. With the centre secure I needed some units that could deliver a hard punch into the 13th Company lines and rid me of those turbulent Rune Priests. First on the list were Arco-

flagellants, who, in the practice games, had done sterling work in thinning the ranks of the 13th Company before being mullered by an angry Wolf Lord. I also included a big unit of Seraphi. Probably a bigger unit than I'd normally use, truth be told, but I took it because I knew that with such a huge number of attacks and the right combo of Acts of Faith, their charge could be potentially devastating. For similar reasons I took a unit of Dominions mounted in a Rhino, ready to leap out and use Divinely Guided flames to purify the unholy. Together with a Priest, I hoped these girls would be able to dish it out at range as well as in combat.

And the final icing on the cake of righteousness was to take a couple of Penitent Engines. These would hopefully rampage through the enemy ranks without too much difficulty. The Space Wolves Counter-attack rule might throw a spanner in the works, as might the swathe of open ground between them and the enemy, but with a little luck and some decent Holy Rage rolls, I hoped they'd get to show what they could do before being granted the absolution in death that they so desperately craved. So, hopefully, there was enough there to take out the bulk of the 13th Company Space Wolves and allow me to get either the Canoness or Inquisitor Karamazov close to the Rune Priest and send him back to the boiling hell from whence he came.

THE HUNTERS BECOME THE HUNTED



Andy: Taking the 13th Company against the Witch Hunters should prove a really interesting game, as we have all the ingredients for a hugely entertaining and bloody match-up. On one hand we have the religious

maniacs, half of which are intent upon hurtling across the battlefield to rip their foes limb-from-limb... and on the other we have the 13th Company!

As I had a hand in writing both armies' lists, I have a fair idea of what they're capable of. Playing these two armies against each other means that we have an instant narrative, which is something both Graham and myself consider very important in our games.

As we'd decided to play the game at 2,000 points I had to take three HQ choices due to the Space Wolves' Retinues rule. This meant the only unit left on the shelf was the

Fenrisian Wolf pack, and I figured I could do fine without them.

As far as planning for the battle goes I know there's a few things I'll have to watch out for, and a few tricks I can pull to avoid them. The first things to worry about will be Arco-flagellants and Penitent Engines, who will be able to get a Turn Two assault in if I'm not careful with my deployment. We had a couple of practice games and in both of these I'd been able to use a Grey Slayers pack with the Wolf Lord attached to draw out the Arco-flagellants, using his superior Initiative and five lightning claw attacks to slice and dice as many of the Arco-flagellants as possible before they got stuck into my main battle line. This worked pretty well in both games, so I doubt Graham will allow it to happen again if he can help it. The Penitent Engines could be a lot of trouble, depending on where they're deployed. In one practice game they ended up facing the Wulfen which was very fortunate for me, as they are one of the few units with a reasonable chance of dealing

with them in an assault. The only real tactic I can deploy against these killing machines is to hope the Long Fangs can knock them out at range. If they do get through I'll have to hope that the power fists I have scattered throughout the force can do some good.

Lastly I had to decide how to play the mission. If I were playing this game under normal circumstances I'd be looking to keep the Rune Priest (the target of the Witch Hunters' attentions) out of harm's way at all costs. But such cowardice would make a really dull Battle Report, so my plan is to use him as bait to draw the Witch Hunters into my lines, and then to counter-attack once the first wave is dealt with. Hopefully we'll see an epic confrontation between the Rune Priest and either Graham's Canoness or Inquisitor Lord. So long as my Rune Priest is ably supported, he should have a good chance against either of these characters. But whatever the result, the battle will end in an exciting climax, which is by far the most important thing.

DEPLOYMENT

Graham: My plan was simple; use the Battle squads and Retributors to hold the centre buildings and lay down suppressive fire with the bolters and heavy bolters while advancing through the cover of the buildings to my right with my fast-moving assault elements. I had a good idea where Andy would put his Long Fangs, so tried to keep most of my expensive vulnerable units in some kind of cover. The Assassins mission gave me the first turn automatically, so I didn't need to be too careful about placing units in the open, and I knew that with some good rolls for Holy Rage, I could get my Arco-flagellants and Penitent Engines into cover pretty quickly.

I didn't expect the first wave to survive too long without support but hoped it would thin out the Space Wolves and leave them vulnerable to being shot up before being taken out by the second wave of attacks. Led by Karamazov and the Cañoness and her bodyguard, they would race up the centre, with the Dominions swinging around the left flank. In previous games the Wulfen had occupied Andy's right, and I had a feeling he was going to do the same again, hoping that my Penitent Engines would be there. But after the mauling they'd taken in the previous game I decided to try and flame grill the pesky varmints.

Andy: My deployment was carried out using the Hidden Set-up rules, which is always fun for the defender as you get the chance to try all kinds of double bluffs on your opponent. I chose a largely defensive deployment, and, as the mission allows the use of fortifications, I fortified the two central buildings and deployed my Long Fangs on top of these. By placing the Rune Priest Hemligjaga and Einar's pack, the Storm Claws, out of sight in the centre of my lines I hoped to draw the Witch Hunters onto the Long Fangs' guns. My plan for the first couple of turns would be to draw the Witch Hunters towards Hemligjaga and then for him to counter-attack forward while the other packs kept the enemy flanks busy. Hopefully this would lead to a scrap between him and at least one enemy HQ unit in the closing turns of the game.

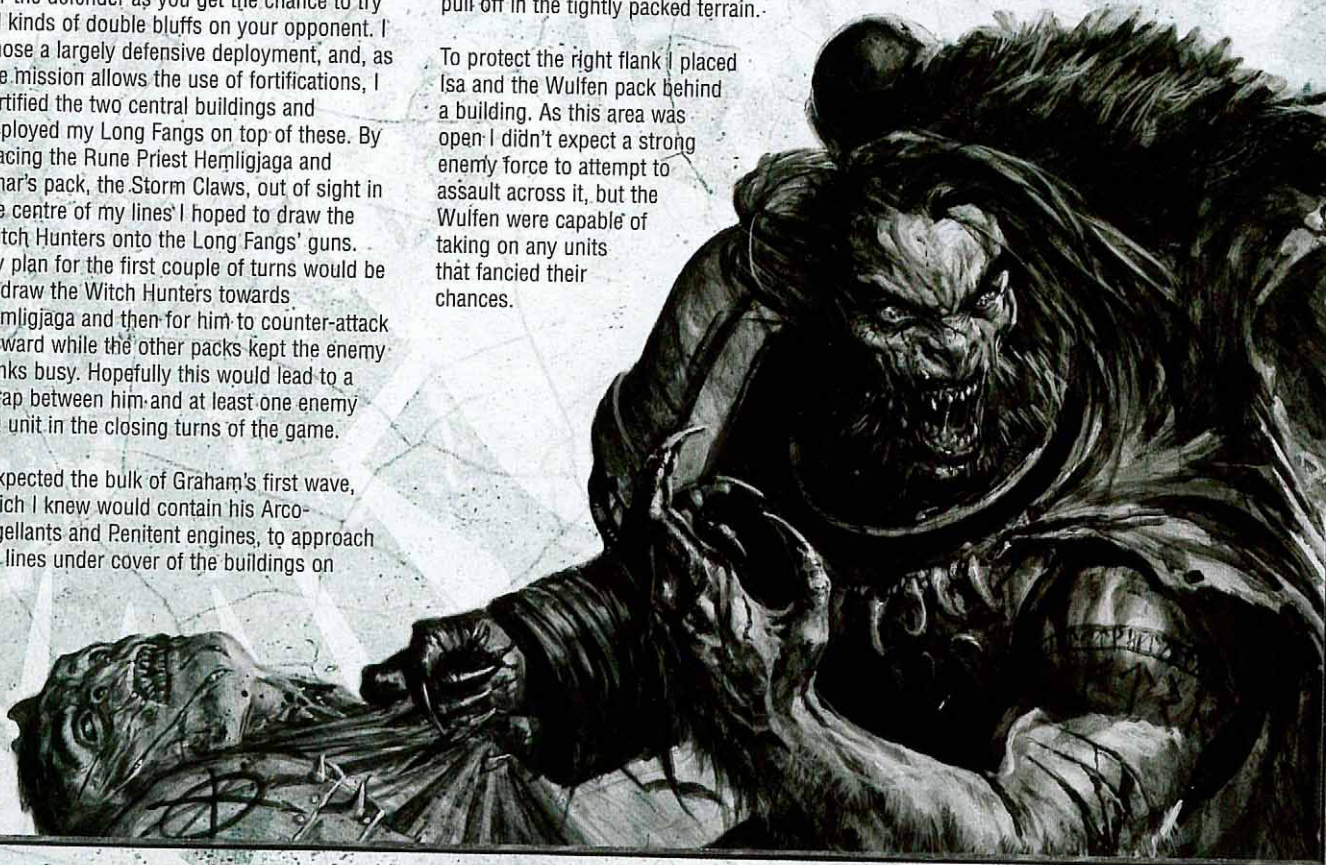
I expected the bulk of Graham's first wave, which I knew would contain his Arco-flagellants and Penitent engines, to approach my lines under cover of the buildings on



my left flank. To guard against this I placed a Grey Slayers pack with the Wolf Lord Hjalmar Stormfist forward and a second pack slightly further back in the hope that they could receive a charge. I'd use the Wolf Lord to deal with Arco-flagellants and or the Pack Master with his power fist to deal with Penitent Engines. In either case, the Counter-attack special rule would be key to getting the right models into the right place – a trick that other forces would find hard to pull off in the tightly packed terrain.

To protect the right flank I placed Isa and the Wulfen pack behind a building. As this area was open I didn't expect a strong enemy force to attempt to assault across it, but the Wulfen were capable of taking on any units that fancied their chances.

Finally, as I had a unit in Reserve, the Hidden Set-up rules allowed me to place a counter that could be a minefield or booby trap. I didn't expect this to be a major obstacle, and I also didn't want to end up finding my counter-attack interfered with, so I placed it well forward to the centre, just to annoy Graham a bit.



LORD KARAMAZOV'S CRUSADERS

HQ

Inquisitor Lord Karamazov: Rosarius, Sword of Justice, Inquisitorial Mandate, Throne of Judgement 205 pts

Canoness Soifa: Blessed Weapon, Inferno Pistol, Cloak of St. Aspira 374 pts

- Bodyguard of Celestians:** Imagifer, Sacred Banner of Ordeus Militant, Flamer, Bolter, Sister Superior with plasma pistol and close combat weapon
- Immolator (with smoke launchers)**

Priest: Power weapon 40 pts

TROOPS

Battle Squad Angellus (10 Battle Sisters): Storm Bolter, Imagifer 154 pts

Battle Squad Veritax (10 Battle Sisters): Storm Bolter, Imagifer 154 pts

Battle Squad Solemnas (10 Battle Sisters): Storm Bolter 144 pts

ELITE

5 Arco-flagellants 175 pts

FAST ATTACK

10 Seraphim: Sister Superior (power weapon & bolt pistol) 240 pts

10 Dominions: Sister Superior (power weapon & bolt pistol) 214 pts
2 Melta-guns, 2 Flamers, Rhino (smoke launchers)

HEAVY SUPPORT

2 Penitent Engines 160 pts

6 Retributors: 4 Heavy Bolters, Imagifer 144 pts

TOTAL

2,004 pts

Penitent Engine

Penitent Engine

Retributors

Rhino

Dominions

Battle Squad Angellus

Arco-flagellants

Karamazov

Seraphim

Battle Squad
Veritax

Immolator

Celestians
(Canoness Solta)

Battle Squad
Solemnas

Ingvar's pack



Orvar's pack



Ingolf's pack



Einar's pack



The Ulfnar
(1ca)



SPACE WOLVES 13TH COMPANY

HQ

Wolf Lord Hjalmar Stormlist: Terminator armour, twin lightning claws, 121 pts
Wolf tail talisman

Leif Hemligjaga: Rune Priest, rune weapon, plasma pistol, runic armour, belt of Russ, Wolf tail talisman 181 pts

Wolf Priest Isa: Power weapon, bolt pistol, Iron Wolf Amulet, Wolf tail talisman 96 pts

ELITES

The Ulfnar 10 (Wulfen) 240 pts

Einar's pack (10 Storm claws) Pack leader with bolt pistol, master crafted power fist, Wolf tail talisman, 1 Storm Claw with power weapon 256 pts

TROOPS

Ingolf's pack (10 Grey Slayers): Pack Leader with bolt pistol, power fist, Wolf tail talisman, 1 flamer 243 pts

Ansgar's pack (10 Grey Slayers): Pack leader with bolt pistol, power weapon, Wolf tail talisman, 1 meltagun 247 pts

FAST ATTACK

Ari's pack (5 Storm Claw bikers): Pack leader with power fist, melta bombs, 1 meltagun 220 pts

HEAVY SUPPORT

Orvar's pack (4 Long Fangs): Pack leader, 2 lascannons, 2 missile launchers 218 pts

Ingvar's pack (4 Long Fangs): Pack leader, 2 missile launchers, 2 heavy bolters 178 pts

TOTAL:

2,000 pts



WITCH HUNTERS TURN ONE

Graham: My Holy Rage rolls were by turns, exactly what I wanted and a bit disappointing. The Penitent Engines charged a full 6" forward, easily reaching the cover of the buildings in front of them, but the Arco-flagellants only managed to stumble an extra 2". Most of them were still in the open, but that couldn't be helped. Karamazov followed the first wave, with the Seraphim keeping pace with the Penitent Engines, taking cover amongst the buildings of the right flank.

Both the Immolator carrying the Celestians and the Rhino filled with Dominions raced forwards 12" and popped smoke. If the Immolator could survive for another turn, it should be close enough to the Long Fangs in the buildings to use its heavy flamers, though I didn't rate their chances highly.

Most of the rest of my army then hunkered down and opened fire on the 13th Company lines with bolters. The first targets I knew I had to suppress were the Long Fangs. I poured the combined firepower of two Battle squads into the nearest Long Fangs pack, but only succeeded in felling a single Space Wolf. I hadn't expected a vast amount of damage, but had hoped for more than that! Fortunately, this casualty turned out to be the Pack Leader, so at least there wouldn't be separate targets engaged by one squad of Long Fangs. Inquisitor Lord Karamazov's Execution Servitor also fired on the Long Fangs, but having chosen their lair carefully, Andy made the cover save of the fortified building, and withstood the power of the lethal blast. Both forces were very close to each other and, depending on what Andy did next, it could get very bloody, very quickly.

TURN 1



The Witch Hunters surge down the right flank.

13TH COMPANY TURN ONE

Andy: There was no way I could deal with Graham's force by simply charging in. Instead I moved up the Grey Slayers packs so both units could receive the Witch-Hunters' assault and be well positioned to use their Counter-attack special rule and deal with each unit one at a time. This way, the enemy would be the ones being funnelled through the dense terrain. Risky, but a better prospect than Lord Stormfist and the Grey Slayers charging into the mass of assault units coming their way.

On the right flank I was relieved to see just the one unit – the Dominions in their Rhino. However, I know what flamers using Divine Guidance are capable of. I resolved to deal with them pretty sharpish. Rolling for the Wulfens' Animal Rage gave me a 1, so the unit moved 7" straight towards the Rhino.

The Long Fangs in the forward building had the choice of firing in support of their brethren on the left, or exchanging fire with the Sisters on the rooftops opposite. Unselfishly, they chose the former. They could see Karamazov and one Penitent Engine. Judging the Penitent Engine to be the greatest threat to my left flank (Ingvar was also under orders to save Karamazov for Hemligjaga!) they took it down with two penetrating hits from their missile launchers. Penitent Engines can be hard to deal with, as they ignore Shaken and Stunned results, so I was glad one was out of play.

Atop the other building, Orvar's Long Fangs pack had a couple of targets, but I figured the Immolator was the priority as it could get uncomfortably close to the Rune Priest, who I didn't want to take a hand in the battle yet. Two glancing hits from the Long Fangs' lascannons immobilised it. This was good, as it kept both the heavy flamers and the Canonness a long way from my lines.



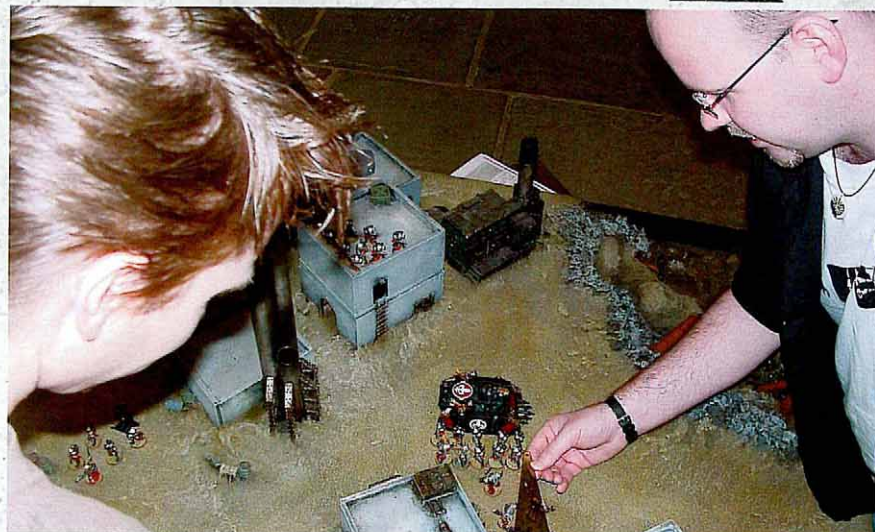
High-rise buildings provide strategic vantage points across any battlefield.

WITCH HUNTERS TURN TWO

Graham: With the annoying immobilisation of the Immolator, Canoness Soifa and her retinue were forced to disembark from the crippled tank and slog their way forwards. With their flamers and Soifa's Inferno pistol, I was sure they would give the Long Fangs something to worry about. Inquisitor Karamazov continued his advance through the buildings towards his prey, the Execution Servitor killing a Long Fang with his multi-melta as he advanced.

Andy's move away from the Penitent Engines with his Grey Slayers had surprised me at first (I had expected them to try and get it before it got them) but I quickly realised it wouldn't make that much difference as, with the Counter-attack rule, he'd still be able to manoeuvre his power fist into contact and still get to shoot at me. With much wailing and gnashing of teeth, the Arco-flagellants and Penitent Engine closed on the nearest Grey Slayers pack. The Penitent Engine unleashed a torrent of flames over the Grey Slayers, but Andy resolutely refused to fail a single Armour save, despite the best efforts of my mental thinking.

With one squad of Grey Slayers about to be engulfed, the Seraphim leapt over the buildings to land before the second. Knowing they weren't going to get mugged by the other squad made attacking much more appealing. The Retributors were now ready to lend their support to the Battle Sisters squads in the centre. Andy's Wulfen had moved around the building to the left of my Dominions and, scenting an opportunity to invoke Divine Guidance on a bunch of flamers, the Rhino pulled a swift turn and hot-footed it over towards the freakish mutants. The Sisters disembarked, ready to give them a taste of flame, and make an assault on what hadn't been barbecued. The spirit of the Emperor was with the Dominions



Graham prepares to flame-grill the Wulfen.

and Divine Guidance was successfully invoked, resulting in a total of five Wulfen burnt to heretical embers. The Rhino was able to account for a sixth Wulfen, but over in the centre, Soifa and the Celestians failed to score any wounds on the Long Fangs. The suppressive fire from the Battle Sisters and Retributors accounted for a further two Long Fangs, taking out another Pack Leader and a missile launcher. I wasn't happy with the amount of saves Andy was making, but consoled myself with seeing one pack turn tail and retreat from the edge of the building.

With no small amount of glee, I charged in the Arco-flagellants (though Andy's backward move and my poor roll for Holy Rage meant only two made it into base to base contact) and Penitent Engine. The Wolf Lord struck first but failed to cause any damage, thanks to the Arco-Flagellants' lovely Invulnerable saves. Unfortunately, they followed suit and failed to cause a single Wound. The Penitent Engine did better and splattered the Wolf Lord with a single swipe of its huge fist. Another Grey Slayer joined him in death but,

before the combat was over, the Penitent Engine had been immobilised and lost one of its weapon arms. Though I'd hoped for more dead 13th Company, the loss of the Wolf Lord was nice and so was the fact that the Grey Slayers blew their Morale check and beat a hasty retreat from the fight, with the Arco-flagellants in hot pursuit.

The Seraphim charged, invoking The Passion and Divine Guidance. This would give them +2 to their Initiative, allowing them to strike before the 13th Company warriors and hopefully – given the sheer volume of attacks they would get (3 for each Seraphim, 4 for the Sister Superior) – roll enough 6's on their to Wound rolls to get through their irritating 3+ Armour saves. Though the initial flurry of attacks was not bad at all, garnering a whopping 17 hits, the to Wound rolls were less spectacular, with only three deaths (two as a direct result of Divine Guidance). The Sister Superior killed another two and, feeling pretty satisfied, I waited for the 13th Company's reply. As Andy counted out his dice, I was reminded of just how many attacks the 13th Company can dish out. Five Sisters of Battle were felled, making the fight a draw. Not the bloody nose I'd hoped to administer, but I was still in this fight and had the numbers on my side.

With a goodly number of the Wulfen gone, the Dominions, led by a Sister Superior and a Priest, charged in. Realising that to get the first strike in was imperative, I again tried to invoke The Passion, but failed to roll over the current squad size (not particularly surprising when you think that there were ten of them). This meant I could be in trouble, though as it turned out I was able to pass my Morale check despite losing five casualties to two.

This had been a bloody turn, with several violent combats and the promise of more next turn. I just had to hope that I could hold on long enough for the next wave to come in.



The Dominions and Wulfen clash in a flurry of blows.



Aided by the Seraphim, the Penitent Engine throws itself into combat with the Grey Slayers in search of redemption.

13TH COMPANY TURN TWO

Andy: I can't believe my Wolf Lord got it. In fact, this is the same Wolf Lord that got stomped by Rowland Cox's Bloodthirster in the Eye of Terror Battle Report – I get the impression this guy is taking too much on.

The fact that the Grey Slayers had failed their Morale check and fallen back did me an enormous favour. The Arco-flagellants were out in the open and a prime target for a volley from the Grey Slayers. Not only that, but the two surviving members of Ingvar's Long Fangs pack had regrouped at the end of their fall back move and were lined up to give them what-for with their heavy bolters.

The crucial left flank was now looking tenable, and there was no movement to carry out, so, after rolling to see if Ari's Storm Claws Bikers pack turned up (they didn't), it was straight on to the Shooting phase.

Orvar's Long Fangs decided to make the Canoness and her bodyguard pay for every step they'd gained crossing the open ground in the centre of the table. Looking down the barrels of two lascannons and a missile

launcher, Graham successfully invoked Spirit of the Martyr to make his Armour saves Invulnerable. A lascannon felled one of the Celestians, while the frag missile failed to wound the three Sisters caught in its blast.

Ingvar's Long Fangs unloaded both heavy bolters into the Arco-Flagellants but their 4+ Invulnerable saves kept them in the game. Until that is, the Grey Slayers themselves decided to take matters into their own hands, and gunned the unit down with a flamer and massed rapid-firing bolters. I was, unsurprisingly, pleased about that, as experience has taught me that if you don't get them all with your shooting they can have you for breakfast on the charge.

In the Assault phase the scraps between the Ulfnar and the Dominions on the right flank, and Ansgar's Grey Slayers and the Seraphim on the left, continued. Isa the Wolf Priest was up first, and although I had high hopes for his four power weapon attacks, these came to nothing. The Wulfen were a whirlwind of bestial fury as they scored six Wounds on the Sisters, all of which were saved. Obviously the Emperor himself had blessed their power armour. The Dominions' Veteran Superior felled a single Wulfen, resulting in the Sisters

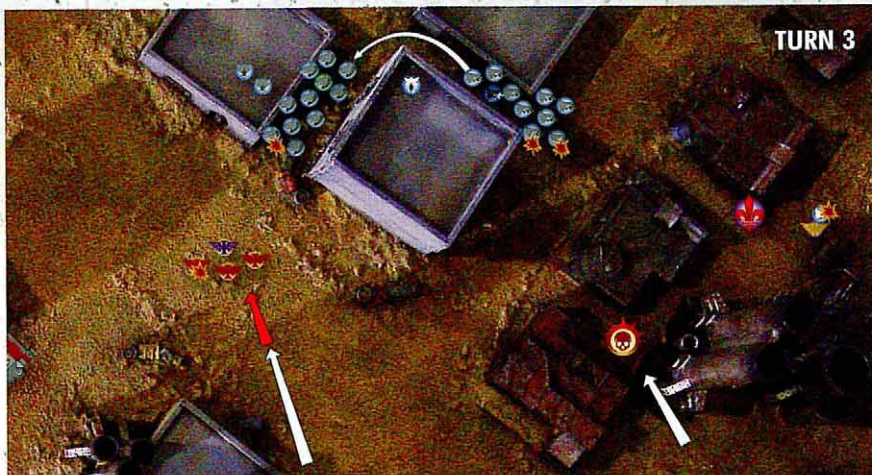
winning that combat, but Isa and the Ulfnar weren't going anywhere.

On the left flank, the Seraphim invoked The Passion again, meaning they would strike before Ansgar's Grey Slayers. In an impressive display of close combat finesse, the Seraphim accounted for three Grey Slayers. The remaining Slayers however, were not so impressed, and tore four Sisters limb from limb. The remaining Seraphim refused to run, passing her Leadership test despite some quite horrific modifiers.

This was a strange turn for me. Thanks to the unfeasible number of Armour saves the Dominions made, and the fact that Isa the Wolf Priest had forgot to turn on his power weapon, I was not able to finish them off and advance on the Canoness. On the other hand the Seraphim had been all but wiped out by Ansgar. Not what I expected.

I'd absorbed the first wave of the Witch Hunters' assault. The right flank was tied up by the Dominions, but with luck I'd be able to deal with them next turn. The critical juncture would be deciding when to commit Hemligjaga, and I had a sneaking suspicion that moment would be coming all too soon.

13TH COMPANY TURN THREE



Despite trying to protect the Rune Priest in the safety of an alley, the Grey Slayers still come under fire.

WITCH HUNTERS TURN THREE

Graham: The first wave of my attack had gone in and been, more or less, beaten to a bloody and mostly unrecognisable pulp. Which was pretty much what I'd expected, but they had done plenty of damage and had broken up several squads of the enemy and had, if not negated them, made them much less of a threat. I wasn't too worried about one of the Long Fang packs anymore, and the other I was pretty sure could be dealt with by my Canoness and her Celestians.

The second wave of attacks now moved up, with Battle Squad Angellus and Battle Squad Veritax moving from their buildings to advance towards the 13th Company. The Penitent Engine could do nothing but thrash impotently in front of the surviving Grey Slayers, unable to charge them and without the range to flame them. It seemed his absolution was to be earned the hard way.

With the main weaponry that could hurt the Inquisitor Lord taken out of action or engaged against other targets, I moved him towards his prey, hoping to catch the Rune Priest between him and the Canoness. With the Battle squads moving up there would be no escape for the cursed psyker. Both Karamazov and the Retributors (who failed to invoke Divine Guidance by some horrendously unlikely dice), picked off a Storm Claw and a pair of Grey Slayers respectively. Small gains, but they could prove to be vital in the coming assaults.

To make sure that the Long Fangs didn't give me any more trouble, I gave them a volley with every unit I had that had no more valuable targets, and the first sneaking doubts that I could get them set in when Battle Squad Solemnas, the Dominion's Rhino, the Canoness and her Celestians all failed to kill a single Long Fang. It seemed my overconfidence was my weakness and there was worse to come. Deciding that the matter

would need to be settled at the end of the Canoness' Blessed weapon, I prepared for an assault...then promptly rolled a double 1 on my Difficult Terrain roll, meaning they were stranded in front of the Long Fangs' building and looking down the barrels of some very nasty heavy weaponry.

Other assaults went similarly poorly, with the Dominions losing three of their number to the Wulfen without inflicting a single casualty on the ravening wolf-beasts in return. Neither the Priest with his Eviscerator nor the Sister Superior with her power weapon could so much as scratch the Wulfen. It didn't look good for them.

The lone Seraphim on the right flank fought bravely, managing to score a wound on the Pack Leader of the Grey Slayers before being brought down herself.

The flanks were in pretty poor shape, but in actual fact, I wasn't too concerned about them. Whatever force of Andy's came through the carnage would not have much in the way of punch if it ever managed to get to the centre, where the real action of the battle was sure to kick off very soon when my second wave reached the front line.

Andy: That wasn't so bad! The Canoness and Celestians failing their Difficult Terrain meant that Hemligaga and his Storm Claws wouldn't have to intervene and get tied up in a combat on the wrong side of the table.

After having rolled for the recalcitrant Storm Claws Bikers (they assured me they'd be there any minute) I decided it was time to start moving the Rune Priest and his boys towards the action. I was hoping to deal with the Canoness and then swing left for the grand finale against Karamazov, but had a few things to take care of first. They couldn't quite get into assault range, so they moved up for a volley with their bolt pistols.

The two survivors of Ansgar's Grey Slayers still had a role to play. If they could take down the Penitent Engine, they might be able to move up and threaten Karamazov's rear as he was moved forward, but they failed to damage the machine (if that meltagun was to pose a threat to the Inquisitor Lord I'd have to start rolling better for armour penetration). Ingvar's Long Fangs had a go at it too, but also failed to hurt it.

Orvar's Long Fangs opened up on the Canoness' bodyguard, who once again invoked Spirit of the Martyr. I was keeping an eye on how many Faith Points Graham had left, and was glad he used one up. As it happened, both lascannons and the missile launcher missed their targets, though the Storm Claws' bolt pistols accounted for one Celestian, thinning their numbers nicely.

In the only assault Wolf Priest Isa made short work of the remaining Dominion and the Priest, cutting them down before the Wulfen even had a chance to strike and consolidated towards the centre of the table. I was aware that this move made them prime targets for the Adepta Sororitas squads on the rooftops, I wouldn't really lose anything at this stage in the game by risking a dash across the open.



The Wulfen and Dominions both take heavy casualties.

WITCH HUNTERS TURN FOUR

Graham: Battle Squad Angellus and Battle Squad Veritax continued on towards their prey in the centre of the table with the Retributors and Battle Squad Solemnas covering them. We were now in the dangerous territory of Turn 4, where the game could end and deny me any chance of victory. There was now nothing to be gained by pussyfooting about and so every unit in the second wave moved as fast as they could towards the centre. The Inquisitor Lord's Execution Servitor killed another Grey Slayer, but I could see that Andy was itching to tie Karamazov, the most likely candidate for squishing the Rune Priest to death, into a long, drawn out combat. This sounded bad to me, so I moved Karamazov back towards the middle of the table, but knew that if the bikes turned up this turn, then there would be no escape from an assault. Fortunately, the Inquisitor is no slouch in combat and I was pretty confident he could dish out worse than he'd receive.

TURN 4



The Storm Claw Bikers arrive, ploughing straight into Karamazov's flank.

The Shooting phase started poorly, with all the shots I directed towards the Rune Priest's accompanying unit failing to hit or wound. I decided not to assault with Canoness Soifa and her girls, instead opting to shoot because I knew that so few models against so many would be a pretty one-sided affair. Also, if Andy was forced to charge me, then that would bring him closer to Karamazov. Excellent. It might cost me the Celestians and the Canoness, but it

would be worth it if it drew the Rune Priest out into the open, and I guessed that even though they'd probably get cut to ribbons, they could at least thin down the ranks of the 13th Company a little before the second wave hit. A tad harsh as plans go perhaps, but the Sisters of Battle are ennobled by sacrifice, so I figured they'd be only too happy to lay down their lives for the greater cause.

The Retributors finished off the Long Fangs with a devastating volley from their heavy bolters, and while these guys weren't much to do with the battle anymore, it was still satisfying to see them wiped out. With no assaults to launch yet, I had to bite the bullet and wait for Andy's assault to come in and hope that the Canoness could hold the Rune Priest in position long enough for Karamazov to enter the fray.





Sojfa seeks to deliver righteous justice to the Storm Claws.

13TH COMPANY TURN FOUR

Andy: Turn 4 is often the turn when things start to come to a head in games of Warhammer 40,000, and this battle was proving to be no exception. Taking stock of the situation, I was reasonably pleased with the way things were going. I'd lost the last members of Orvar's Longs Fangs pack, but at this stage that wasn't too big a deal. The heavy bolters in Ingvar's Long Fangs pack were still a threat (and therefore a target for the Witch Hunters) even if they were unlikely to influence the battle much from now on. The Grey Slayers on the left were still in the game, as their meltagun could still prove useful. The Ulfnar and Wolf Priest Isa were still able to make a nuisance of themselves despite their losses, as even a small handful of Wulfen can muster a scary amount of Strength 5 Attacks between them. My main hopes were pinned on Hemligjaga the Rune Priest and his Storm Claws, who would be able to assault the Canoness and her bodyguard this turn, hopefully dealing with them fairly quickly, and then swinging left to take on Karamazov.

First I had to roll for Reserves, and, true to their word, Ari's Storm Claws Biker pack turned up. I had a couple of options for them: enter in the centre and help out the Rune Priest, or on the left and assault Karamazov. I went for the latter, in order to tie him up long enough for the imminent combat between

Hemligjaga and the Canoness to be resolved, and hopefully get a wound or two in with the Ari's power fist. I moved Ingolf's Grey Slayers forward to support the bikers in their efforts.

I only had a couple of units that could fire in the Shooting phase, but, between Ansgar's Grey Slayers and Ingvar's Long Fangs, I was still unable to take out the Penitent Engine. I was just happy that it was immobilised, as I have no doubt it would have been rampaging through my lines with reckless abandon, and I'd have been able to do very little about it.

On to the Assault phase, and I started proceedings with the Ulfnar and Wolf Priest Isa assaulting the Dominions' Rhino. It's not that the Rhino was a huge threat, though its storm bolter had taken its toll, but more that the assault move would carry the unit closer to the main action, and the Wulfen did have a reasonable chance of taking it out with their masses of high Strength attacks. As it happened, they succeeded only in scratching it a bit and caused no actual damage.

In the centre the Rune Priest Hemligjaga and Einar's Storm Claws assaulted the Canoness and her bodyguard. Considering the number of power weapon attacks I was about to unleash, Graham used the Litanies of Faith carried by the Canoness to automatically invoke Spirit of the Martyr. This meant that the Canoness would have an Invulnerable save of 2+ for this phase (thanks to her Cloak of Saint Aspira increasing her basic 3+

Armour save to 2+), so I had to allocate as many attacks against her as possible to have any chance of getting through. First up was Hemligjaga, and I was hoping he'd get at least one wound through her armour, so he could use his runic weapon (which counts as a force sword) to kill her outright, but the Spirit of the Martyr was truly with her and she resisted the five attacks that hit home. The remainder of the combat was simultaneous, as all combatants were fighting on Initiative 4, and although I had the upper hand in terms of Strength the Celestians' Holy Hatred special rule meant they always hit on 3+, so things were closer to even than they would otherwise have been. In the savage combat that ensued, the Celestians caused an impressive amount of hits, but I made all my Armour saves. In return, the sheer number of attacks unleashed by Einar's elite Storm Claws felled two Celestians, and I even got a Wound through the Canoness' 2+ save. The combat ended with a win for the Space Wolves of the 13th Company, but the Sisters were bolstered by the presence of the Sacred Banner of the Orders Militant, which made them Fearless, and so they stayed resolutely locked in combat.

With that, we rolled to see whether the game would end on Turn 5. Fortunately it didn't, though we'd have carried on even if it did (yes, even though I would have won by default) as we were eagerly anticipating the main event between the Rune Priest Hemligjaga and Inquisitor Lord Karamazov.



Karamazov feels the full force of the Lost Company's Animal Rage.

WITCH HUNTERS TURN FIVE

Graham: Despite my best efforts the Inquisitor Lord had been entangled in a messy combat with both the Grey Slayers and the Storm Claw Bikers. They had hit with everything they had, but, thanks to some good Armour saves, I'd managed to survive without so much as a scratch and crushed two bikers beneath the mechanised tread of the Throne of Judgement. Karamazov needed help if he was going to get out of this fight in a hurry and get on over to deal with the Rune Priest, so I moved up Battle Squads Angellus and Veritax to join in. Only Battle Squad Angellus was close enough to help this turn and so they readied themselves for combat.

The surviving Wulfen and the Wolf Priest were moving back to the centre of the board and my covering squads of Battle Squad Solemnas and the Retributors finally sorted

them out, blowing them all away and putting a Wound onto the Wolf Priest. The combat in the centre between the Storm Claws, Rune Priest and the Canoness went pretty much as expected, with the Canoness finally going down beneath a flurry of power weapon attacks. I was out of Faith Points by now, but her noble martyrdom had given me back two Faith Points, which would no doubt prove useful in the combat due to kick off around the Inquisitor Lord.

With these two Faith Points Canoness Soifa's death had bought me, I tried to invoke Divine Guidance and The Passion (using the Simulacrum Imperialis for the more difficult of the tests of Faith – rolling over a large squad size). Unfortunately, I didn't get The Passion and would be relegated to striking after the 13th Company. Not so good...

My lack of Faith disturbed me, but, not one to be daunted by such trifles, Inquisitor Lord

Karamazov started the ball rolling by killing two more of the Storm Claw bikers. The 13th Company were desperate to take down the Inquisitor, but were foiled in their attempts by Karamazov's high Toughness and good Armour saves (and Invulnerable save for those pesky power fists!). He's a tough nut to crack is this boy, and rightly so; they don't let weaklings into the Ordo Hereticus. Battle Squad Angellus accounted for a Grey Slayer and, together with the casualties inflicted by the Inquisitor Lord, this meant that the 13th Company had lost the combat and had to take a Morale check. I had about every finger crossed here, because if Andy's men retreated, then I'd be free to send Karamazov after the Rune Priest. But, in true heroic form, the 13th Company held on despite the fearsome stomping being dished out by Karamazov. Everything now depended on how fast our two HQ's could deal with their respective foes and get to grips with one another.

13TH COMPANY TURN FIVE

Andy: That's the Canoness dealt with then, so let's get on with the show...

I didn't have an awful lot of movement, as most of my units were already engaged, but, most importantly, I was free to move Hemligjaga and the Storm Claws towards the combat with Karamazov. I also moved the wounded Isa in the same general direction. I didn't really expect him to get there in time to make a difference, but it did give Graham something else to think about.

In the Shooting phase, Ingolf's Grey Slayers' meltagun finally granted the Penitent Engine the absolution it so desperately craved, scoring a '6' on the Penetrating Hits table for a spectacular explosion that thankfully didn't quite extend to engulf the brave Space Wolves themselves.

Ingvar's Long Fangs were still there, though looking across at the sheer number of Sisters facing them across the rooftops, might not be for long. They couldn't really affect matters much, as the battle would be decided in the combat between the Rune Priest and Inquisitor Lord, but they gunned down two Retributors just to keep them honest.

In the Assault phase, the Rune Priest and Storm Claws loosed their trademark animal howl and flung themselves into combat with reckless abandon. Hemligjaga was pretty much the only member of the unit who could manoeuvre into a good position, thanks to the dense terrain and packed-in combatants, but he slew three Sisters from Battle Squad

TURN 5


The battlefield becomes a mass of bloodied bodies and ferocious fighting.

Angellus in short order, their Spirit of the Martyr roll failing them. Karamazov ground a Grey Slayer into the dusty ground, though he was avenged to some degree when one of the pack brothers managed to cause a Wound on the mighty Inquisitor Lord. The Sisters successfully invoked Divine Guidance, though they failed to cause any wounds.

At this stage I had two models with power fists in base contact with Karamazov, and I was hoping to soften him up a bit more before the Rune Priest waded through the combat for the final showdown. Storm Claws Bikers Pack Master Ari caused two wounds, one of which bounced off the Inquisitor Lord's 4+ Invulnerable save from his Rosarius. Ingolf, the Grey Slayers Pack Master, was equally lucky, causing another wound to take Karamazov down to just one remaining. Finally, Einar, the Storm Claws

Pack Master, slew three more Sisters with his master-crafted power fist.

The resolute Sisters passed their Morale check, and we both let out a sigh of relief. That combat was tense, and took some concentration to keep track of due to the number of models engaged and the different types of weapons and special rules. After the Pile-In moves, Karamazov and Hemligjaga were finally in combat. After rolling to see if the game ended, it was time for the real fun to begin...



WITCH HUNTERS TURN SIX

Graham: The Sisters of Battle were dropping like flies, but were close to victory. I moved up Battle Squad Veritax so that they would be in the best position to charge into the back of the Storm Claws and bring this climactic battle to a conclusion.

Though they would play no part in the final showdown, there was still a roving Wolf Priest and a pair of Long Fangs to be dealt with. Battle Squad Solemnas were able to bring the Wolf Priest down, and the Retributors finally won the firefight with the Long Fangs, blasting the last two from the opposite rooftop. But, of course, all this was a sideshow to the main event.

By now I had no Faith Points left and had to rely on numbers and dice. Both Karamazov and Hemligjaga struck simultaneously, but failed to hurt each other. Only the Belt of Russ saved the Rune Priest, who, but for its obviously heretical powers, would have been a smear on the ground.

Since the fight would continue, we took care to work out who could attack who and the number of attacks that each of us would get, since, with the battle hanging in the balance, we wanted to be sure we got it right. A Sister from Battle Squad Angellus slew the last biker and Battle Squad Veritax killed an impressive four Storm Claws. Two of their own number were killed, but the 13th Company squads passed their Morale checks and the fight went on. With the game ending this turn on a 1, 2 or a 3, there was a good chance that there might not be much time left to kill the Rune Priest. Andy's Assault phase might be my last chance.

TURN 6



The Witch Hunter achieves his goal of defeating the Rune Priest, but at the cost of his own life.

13TH COMPANY TURN SIX

Andy: With Hemligjaga locked in heroic combat with Karamazov, the Inquisitor Lord on just one Wound and combatants dying left right and centre, both Graham and myself were sure the end, one way or another, was nigh. Graham's Assault phase had been a bit of a nail-biter for me, as Karamazov had caused three Wounds on Hemligjaga, all of which were stopped by the Belt of Russ' 4+ Invulnerable save. The fact that the Rune Priest failed to wound his opponent just added to the tension.

So, with only one combat, and no one left to move or shoot, it was straight into the Assault phase. Everything hung on the next few dice rolls, but, regardless of who actually won, we would count the game a success, as the epic match-up we'd hoped for had kicked off in grand style.

Both combatants were striking at Initiative 5. Hemligjaga had four Attacks, three of which hit. Against Karamazov's Toughness of 5, I needed to roll 5's to wound. One hit wounded and Graham failed the saving throw. The mighty Karamazov, the dread Pyrophant Judge of Salem Proctor, was undone!

But it was too soon to celebrate, as the mortally wounded Inquisitor Lord still had his own attacks to make before the Chirurgeons came to take him away.

With a callous disregard for natural justice and all that is right, Graham rolled three dice. All three hit. All three wounded. If I could make two 4+ saves, the game was mine...

It wasn't to be though. Despite the fact that both combatants, and most of their forces, lay dead upon the dusty streets of Arigota, Graham had fulfilled his objective and eliminated the Rune Priest Hemligjaga.



Karamazov and Hemligjaga fight to the death.

YOU'VE GOT TO HAVE FAITH



Graham: By the end of that game I was emotionally worn out! Finishes don't come much more nail-biting than that. Despite Inquisitor Lord Karamazov falling, the Witch Hunters won in the

end and it was a close run thing that could have gone either way. Full credit to Andy for not keeping his Rune Priest out of harm's way and getting him into the thick of the action. It would have been all too easy to keep using The Gate to get him out of trouble, but where's the fun in that?

This game was very dramatic. Each portion of the battle, from the opening moves to the final turn all across the battlefield, had a very cinematic feel to it, something Andy and I were very keen to capture. It also weirdly echoes many of the playtest games we played during the codex's development. Once we had

the list about right, virtually every game we played came down to the last turn, and, in many cases, the last dice roll. I take that as a good thing, as there's nothing more depressing than playing a game when you know you've been hammered from Turn 2 or 3. Equally, while it's often fun, it can get monotonous if you win at the outset with great regularity, so it's nice to see battles that are so close they can't be called until the very last moment.

Overall, I was very happy with the performance of the army, with all the squads doing exactly what they were supposed to, more or less at the right time, though the Seraphim doing some more damage with Divine Guidance would have been nice. In the end my first wave of units did exactly what I'd wanted them to do, breaking up the enemy's units in preparation for the Adepta Sororitas Battle squads to come in and finish the job supported by the might of Inquisitor Lord Karamazov.

The Acts of Faith are nicely balanced so that if you can pull off a good combo at the right time, they can potentially turn a combat at a decisive moment. But you can't be absolutely sure you'll get them off and sometimes when you need it most, Faith just isn't there. The reduction in Faith Points in general, and the increase in their power, from the previous versions of the list works really nicely. There's a great sense of tension when you're deciding whether or not you can use that Faith Point at that particular time, or whether you really ought to save it for later...

Overall then, I'm really pleased with how the game went, its outcome (obviously, I won!) and how both armies played. The Witch Hunters performed admirably, showing off what they can do when let loose. Karamazov may have been felled by a heretic's blow, but he's a tough old bloke and once the Chirurgeons have patched him up, he'll be back for the rest of the heretical 13th Company dogs!

HARSH BUT FAIR



Andy: Well, we were hoping for a toe-to-toe between Hemligjaga and Karamazov and I think it's fair to say we got one! That was a great game, with all the ingredients I like to see in a battle. We had a bloodbath on the

left flank early on in the game, a bold counter attack by Hemligjaga and Einar's Storm Claws mid-game, hacking their way through the Canoness and her bodyguard and another Battle Sisters squad to get to grips with the Inquisitor Lord at the end. I make no excuses for the fact that I deliberately put the Rune Priest, the model whose survival determined the winner of the game, in harm's way. Of course, I could have used his psychic power The Gate to teleport out of close combat at the end of the game, but it would have been a craven way to win a game and would have spoiled all the fun for both players, and that, at the end of the day, is what playing this game is all about.

As far as the performance of my army goes, I was pretty pleased with how everything progressed. I may have placed the Ulfar and the Wolf Priest Isa a bit too far out on the right to play as large a part in the game as I would have liked, but then again they did deal with the Dominions, which is what they were there to do. Besides, if that Rhino and its passengers had had free reign to conduct drive-by flaming with Divine Guidance, things

might have been very different indeed in a way that would not have been good for me.

The thing I like best about the 13th Company is the fact that no matter how many casualties the already small force takes on the way in to combat, the warriors that do make it rarely disappoint. The 13th Company is not so much an army as a band of heroic characters. It's often hair-raising when they take casualties as there's so few of them in the first place, but the sheer number of attacks they can muster in close combat

balances that off nicely. While on this subject, I was concerned about the prospect of facing one or more Exorcists in this game, as it would only have taken a few good rolls on Graham's part and my small force could have disappeared within a few short turns!



Graham administers the Emperor's justice to a well-deserving heretic.

The Iron Hammer

White Dwarf's very own Australian, Christian Byrne, is a keen fan of all things Chaotic. A few months ago he started a new Iron Warriors army to use in a Conflict event. The army was lovely, but after a sound drubbing at the tournament, he decided his men needed some bigger guns...



Christian: It's been a while since the Iron Warriors made an appearance in the pages of White Dwarf (back in issue 296). Since then I have had the pleasure of taking them to their first tournament, London

Conflict. I went along with some mates from down south (or as I call it, a bit less north), all of us thought we were in with a chance of doing alright. Guess what, we were all wrong. I copped a thorough thrashing at the hands of three experienced young veterans. But it was a good day out for all of us and we'll be back next year for another shot.

The experience of Conflict left me with a much clearer understanding of the differences between tournament play and casual play. My army was very general in its composition, and that's okay in a standard game. But most tournament armies are geared to do one thing extremely well. Usually they either blow you away as fast as possible and then rush to claim quarters, or just rush into close combat and tear you apart limb by limb. Simple, but painfully effective. So it was back to the drawing board for Vathek. He needed to better exemplify the military practices of other warsmiths, by getting bigger guns and shedloads more of them!

When the updated Warhammer 40,000 rules became available to us I took some time to check out all the changes and how they affected the current incarnation of the Iron Warrior army list. The infantry remained pretty much as before, apart from a few little tweaks, but the vehicle rules... That changed the dynamic of my army. In the first games I played using the new rulebook, I used the Iron Warriors in support of 3,000 points of Black Legion, in a huge 4,000 points a side

game against Plague Marines and Alpha Legion. That game showed me how destructive the Basilisk can be when you don't have to guess the range all the time. It easily bought back its points several times over (*not like in our games, eh? – Guy*).

With the Basilisk proving so destructive, the Vindicator began to look mighty tempting. It is deadlier than ever, able to move and fire its demolisher cannon, and with Chaos vehicle options, it is virtually indestructible. I've given mine the Parasitic Possession upgrade (allowing it to shrug off the effects of weapon destroyed or immobilised results), the Daemonic Possession gift (so it can ignore being stunned and shaken) and finally the Mutated Hull upgrade (raising its Armour by 1). This is one costly piece of kit – nearly 200 points in value. But I look at it this way, something so destructive can only be stopped if you can reduce it to a smoking wreck, ie, you're going to have to destroy it outright as it ignores any other damage results. The only thing I had to do was convert an innocent Rhino kit into this daemon-powered gun platform...



With his new prize at the front of his army, Vathek leads his Iron Warriors on to new conquests.

FORGING THE HAMMER

The basic model is a Rhino with the Forge World Vindicator conversion kit, plus loads of chain. The chains (A) are fastened in place with veneer pins (I drilled holes for these first – don't try hammering them in!).

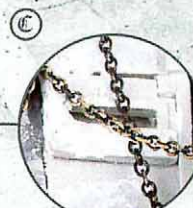
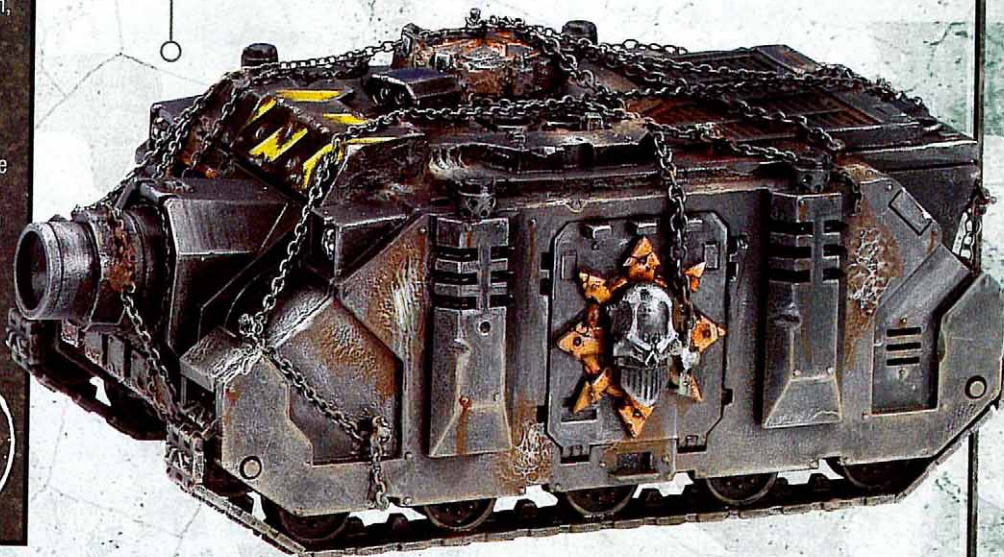
I liked the idea of an Imperial war machine playing host to a bound daemon, and came up with a couple of tricks to simulate its tortured metal.

I first used Green Stuff to smooth away corners and create semi-organic patches (B). I then put superglue onto parts of the model and then dripped water on. Once dry it looked like some kind of infestation had grown all over the tank. (C). I also used plastic glue to melt into the body of the vehicle, scratching a piece of sprue through the glue to create interesting patterns on the tank's hull (D). Obviously, this doesn't work on the ForgeWorld parts, as plastic glue will not melt resin.



DAEMON ICHOR

All over the hull of the Vindicator are gashes and rents bleeding out a green-white fluid. I used a mix of Green Ink and Skull White for this ichor, highlighting it heavily with Skull White before applying a couple of coats of 'Ardcoat.



DAEMONIC CORROSION



1 I mixed equal parts of Brown Ink, Tin Bitz, Bronzed Flesh and Vermin Brown together to create a sickly metallic colour.



2 I then heavily drybrushed over the top of this with a 1:2 mix of Bronzed Flesh and Rotting Flesh.



3 Finally, I highlighted the raised areas and corners of the corrupted area with a 1:2 mixture of Skull White and Rotting Flesh.

Vathek returns to cause more iron mayhem

Into the Wasteland

When it comes to staging a war in the 41st Millennium, the terrain in which you fight can play a significant role. These industrial structures made by Steve Cumiskey are just one way of shaping the settings and strategies of a Warhammer 40,000 campaign.

Steve: If you've been away from a game for a while the first thing you want to do is get your old armies up and running again, or even build a new one. Terrain tends to sit on the back burner – using the stuff you already have is usually good enough to start with, even if it has seen better days.

Of course, once you've got your army going, and you've begun to get used to the mechanics of the game again, you'll probably want to find new ways of making your games a little more interesting. One of the most common ways to do this is to start a campaign. These can be as simple or as complex as you want them to be, but they all have one thing in common, which is that they're set in a series of well defined locations. Suddenly, instead of talking about fighting a Cleanse mission on a faceless desert world, you're clearing enemy artillery from the highlands above Hive Infernus – a much more exciting prospect. Naturally, as soon as you start to talk about location, you come back to terrain.

Obviously I'm not suggesting that every time you start a campaign you should build an entirely new set of terrain, although I'm sure there are a few of you out there who would do just that. No, most people will tailor a campaign to fit the terrain they already own. However, by building a few extra pieces to add to what you already have, you can help create that sense of a specific world that makes a campaign come to life.

INITIAL IDEAS

When I decided to organise a campaign, the first thing I noticed was that the three players who would be playing in it had all given their models desert bases. That seemed like a good enough reason to set it in a desert, so we started throwing around some ideas that would make great games, as well as giving us an excuse to make some specific terrain.

In the end, looking at the armies involved (my Helion Legion Space Marines, Adrian Wood's Ork horde and Mark Jones' Plague Marines), we decided that the campaign would centre around the battle for control of the one industrial planet that holds a group of isolated Imperial worlds together (see The World of Arkalli below). With that in mind, we set about coming up with some ideas to make this world unique.

At first we considered building large factory buildings to act as targets for raids, but quickly dropped the idea when it became apparent that we would have to make a lot of factory buildings to give the impression of a powerful industrial world (part of planning out scenery is keeping things achievable).

Instead, we decided that the factories should be underground, which meant that we only had to build suitable entrances and other evidence of their presence without having to cover the table in machinery. The rest of the table could then be covered with assorted terrain from our existing collection.

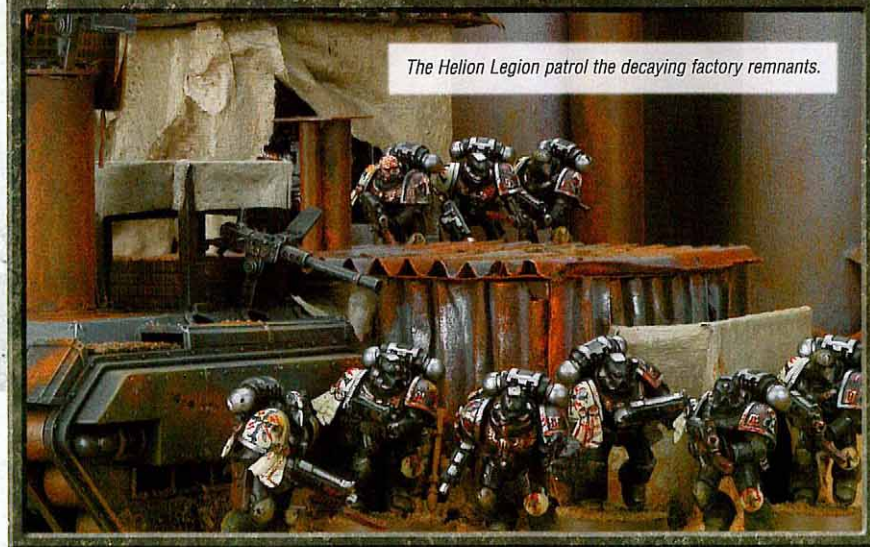
Other structures giving an indication of the people that live in a place like this would give the terrain more character. We decided that the workers would be taken from the ranks of wandering scavenger tribes, indoctrinating them into the Cult Mechanicus. To reflect the decaying industrial environment they would live in buildings made from scrap and spare components where they can live and be close to the machines.

THE WORLD OF ARKALLI

The planet Arkalli is the industrial heart of a cluster of Imperial worlds at the limit of the Astronomican. Predominantly desert, there are relatively temperate jungles along the coasts, but the sea covers less area than on earth, and much of the world is barren, revived only by occasional rains.

Most of the population live in the cooler areas, but the buried remains of the world's industry are in the wastes (the sea level was once higher and the deserts were once forests teeming with life). The people who live in the deserts now are diverse groups of scavengers, living off the decaying relics of the original, dark age inhabitants and the hardy vegetation that survives here.

All this gave me several options when it came to building the terrain. The first thing that I wanted to do was to create several venting towers. This would be the simplest way to suggest the factories below. After that it seemed logical to build some of the scavenged houses occupied by the workers (see right). By including patches of brown grass and cactus-style plants I could make the models more interesting and give the world a distinctive character.



The Helion Legion patrol the decaying factory remnants.

SCAVENGER BUILDINGS

The more I thought about it, the more scrap and corrugated iron seemed to be the right material to make the scavenger buildings from. A quick flick through my trusty terrain book later, and I noticed that corrugated iron could be made from a cardboard box.

Fortunately, I happened to have one of those to hand. With such flimsy material, I decided

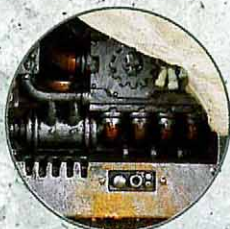
that it was probably best to take another piece of advice from the book and just make the basic building shapes from a block of polystyrene, then surface it with the cardboard.

With these few buildings and the venting towers we'll be able to start our first campaign games. As the games go on, I'd

like to spend some time coming up with conversions to represent the scavengers and involve them in our games. In the meantime I think I'll concentrate on using some of the parts left over from building the dwellings to create some small ruins to decorate the table with. This will help suggest the civilisation that once existed here, whose ruins still lie buried deep in the desert.

GENERATOR HUT

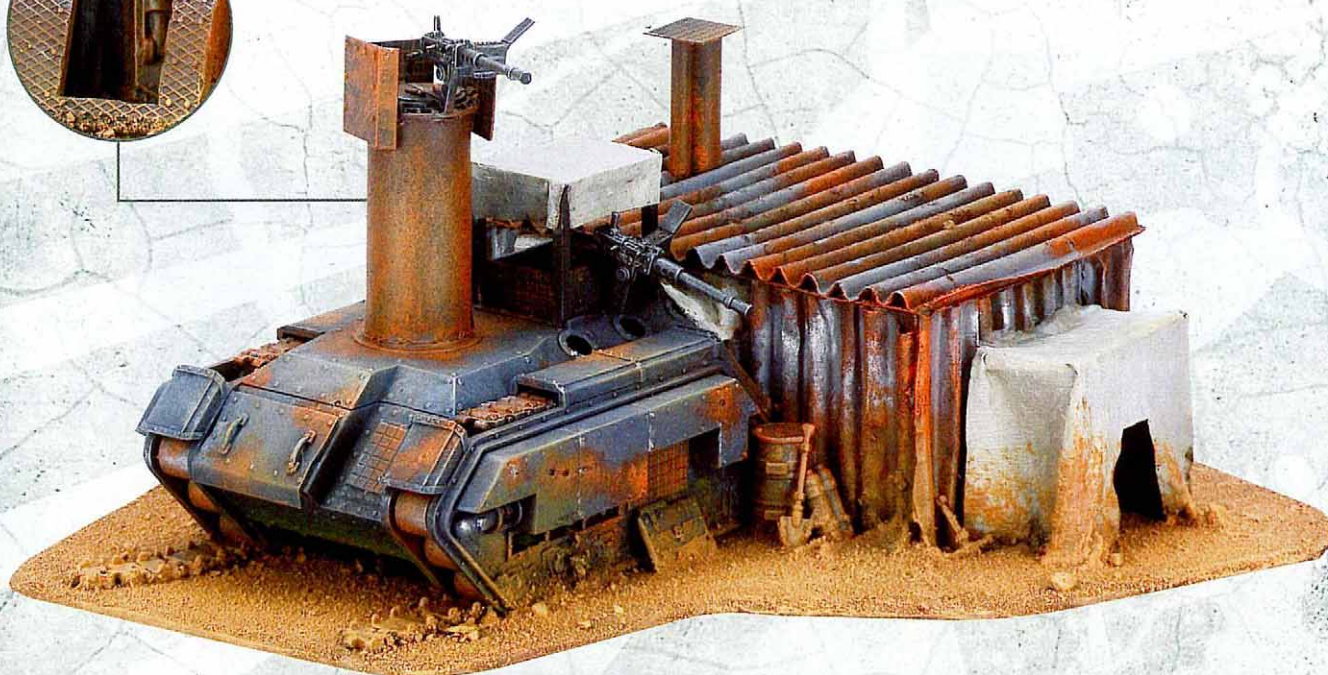
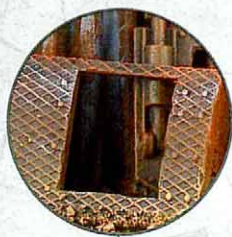
The generator hut is based around the engine block from a Land Raider – with the doors glued closed. When it was combined with a few plastic bulkheads I had a solid-looking, mechanical entry to the building. I then covered the polystyrene with corrugated cardboard and stuck mysterious bits of plastic piping to the walls and roof.



Building terrain for a campaign

STRONGPOINT

I decided right from the beginning that the settlement would need some sort of defensible building where the tribe could rally in times of trouble. At first I thought about building it around a Space Marine tank, but discarded that idea on the grounds that its owners would probably take a dim view of such sacrilege. Imperial Guard tanks, on the other hand, have the virtue of being more common as well as less likely to get people killed by their protectors!



VENTING TOWERS

I wanted to keep the job of building the venting towers as simple as possible to allow me to make several clusters of them. I also wanted them to be large enough that they would effectively block line of sight.

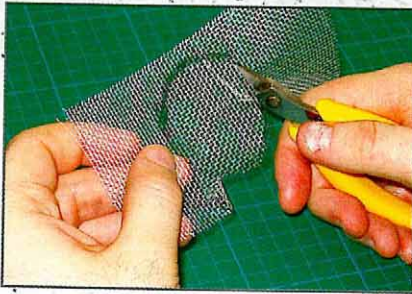
Plastic tubes, normally used for plumbing and available from DIY stores, make great towers and industrial pipes for Warhammer 40,000. However, their surface is often very smooth so the paint tends to flake off easily. In order to prevent this I rubbed the surface of the tube with sandpaper to make it rough. This gives the paint a better surface to adhere to and keeps it from coming off.



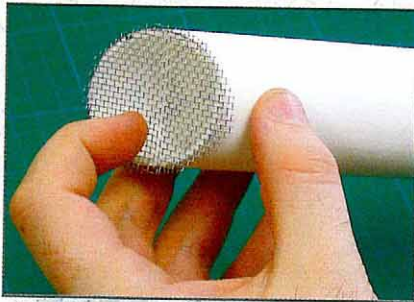
1 Taking three lengths of plastic tubing, I cut the pipes to the length needed for each tower, making sure the ends of the pipes were cut at an angle.



2 To make the vents a little more realistic, I decided to cover the mouth of the tubes with wire mesh. I laid the tube down on a mesh sheet and then drew around the ends.



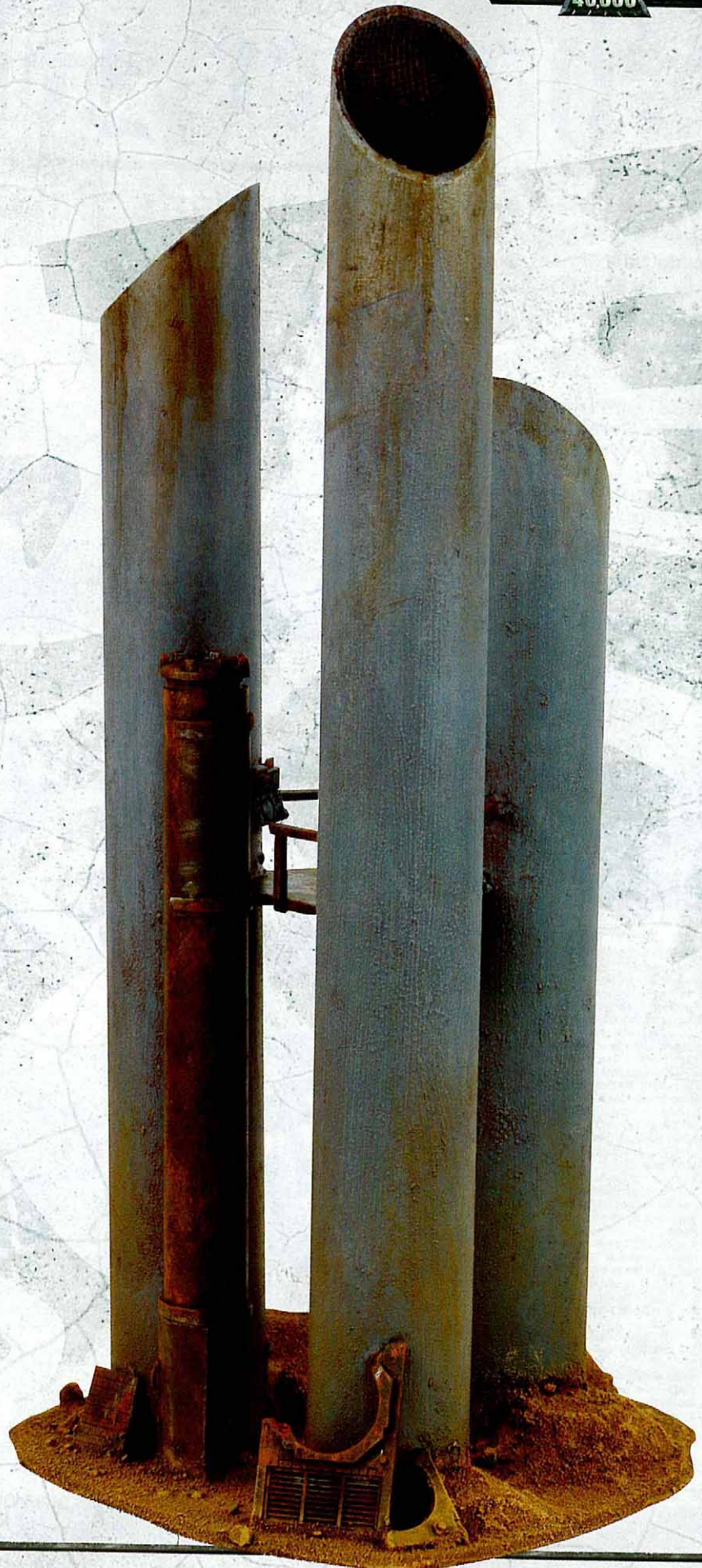
3 I used a pair of clippers to cut the rough shape into the mesh. If you decide to try this, take care when working with the mesh to avoid getting cut by the wire.



4 The shape drawn on the mesh was slightly larger than the inside of the tube. This meant I had some more surface area to work with when I glued the mesh in place.



5 After that, I cut a base and platform from thin wood, glued the towers in place and decorated the model with a few extra tubes and details.



Chapter Master

All good things must come to an end, as the old saying goes, and as a new dawn rises on 1st December 2004 the Chapter Master competition will sadly draw to a close.

At the time of writing (late October) we have already received plenty of entries and are looking forward to the final judging, which should be done by the time you read this. In the next few issues we'll bring you the winners and any others that deserve a mention. In the meantime here are two more fantastic chapters to whet your appetites for the winners.

For more information about further events don't forget to check out the relevant page on the new Northern European website at:

www.ne.games-workshop.com

"Give me a hundred Space Marines.
Or failing that give me a thousand
other troops."

Attributed to Rogal Dorn
Primarch of the Imperial Fists.

CHAPTER MASTER COMPETITION TERMS AND CONDITIONS

1. Only residents of Denmark, Finland, Sweden, Norway, Belgium, Holland and Poland are eligible for entry, excluding employees of the Promoter, their families, agents or any other person connected with the administration of this competition.
2. Entries are limited to one per household. An entry must consist of painted Citadel Miniatures and include an HQ, Tactical and either a Heavy Weapon or Assault Space Marine model in accordance with the Warhammer 40,000 game rules.
3. Eligible entries must be received by a participating store no later than 01/12/04. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. One winner from the submitted entries will be chosen at the judges' sole discretion by 1/1/05.
5. The prize consists of (1) Space Marine Citadel Miniatures equivalent to 2,000 points in accordance with the Warhammer 40,000 game rules and (2) accreditation in White Dwarf magazine [UK edition only]
6. The winner will be notified by 15/1/05. The winner must confirm receipt of the prize notification and provide all details requested by the Promoter including proof of age within 2 weeks of the above date, failing which the Promoter reserves the right to draw an alternative winner.
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8. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the above terms and conditions.

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Emperor's Paladins

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Coastal Raids

Part two of Rules for fighting raids from the sea, by Mat Ward

Following on from last month's article, Mat Ward explores how to give your warriors something to fight for when raiding your opponent's coastline with advanced objectives for your Coastal Raids.

Hopefully by now you've had a chance to launch several of your own Coastal Raids, or at least to defend against those of your opponent. Let's face it though, piratical behaviour is as its best when you have a suitably piratical goal, like kidnapping, stealing or just razing things to the ground. Even being a little sympathetic to the call for wanton destruction, I've taken the opportunity to allow exactly that. As with the Deployment, Game Length and Special Rules that I presented last month, simply agree with your opponent on which of the options you want to use, or roll a D6 if you can't agree.

Advanced Mission Objectives

Every fight has a reason, even if it is just a case of two hosts meeting in battle to take land. Coastal Raids are not an exception. It's always worth trying to think up a good narrative for your conflict based on the forces you and your opponent are using. Perhaps Aragorn is trying to destroy the ships of the Corsairs, harboured in Umbar,

maybe Gothmog is trying to breach the defences of Osgiliath. Whatever your goal, you needn't worry too much about the game being balanced. Dice have a funny way of rebalancing these situations, and some of the most enjoyable games can be the ones where you are struggling against the odds. Included below are a few ideas to play your scenarios around, but feel free to come up with your own. Note that any objectives can be combined in any way, so if you want to play a scenario with Ransom and Plunder objectives, you can. In that case the attacker has to achieve more objectives than he fails to win the game.

Objectives and Alignment

Many of these objectives might look like they are told from one point of view and are not necessarily suitable for both sides. Would a Good army really try and assassinate an Evil Hero, for example? The answer is, of course they would! Players should feel free to come up with their own narratives to justify the actions of their forces. So, while Orcs might pillage a village because they can, Elves would more likely raid an Orc military outpost. The same rules and objectives apply in each case, but the second way of looking at it paints a far nicer picture of the 'Good' models than the other.

Kidnap

This raid has been initiated to kidnap one or more enemy warriors, to hold them for ransom or torture. If a Kidnap is part of the mission objectives, the attacking player can choose for his troops not to slay their enemies in close combat. To represent this, whenever a defending model loses its last wound in close combat, the attacker can choose for them to have been knocked unconscious rather than killed. Attackers (or defenders) may drag unconscious models by moving into base contact with them. Once a model is in base contact with an unconscious model it can complete its move normally, dragging the unconscious model alongside. If the model doing the dragging is engaged in close combat, it will release the model. In all Kidnap missions, the attacker must drag his victims to a boat, which must then leave the board.

There are several iterations of the Kidnap objective. Players can choose which one to use or, if they wish, roll a D6 to determine their mission objective.

Targets of opportunity (D6 roll of 1-2)

In this mission, the attackers are attempting to kidnap as many enemies as possible (to take away as slaves if the attackers are Evil, or for interrogation if the attackers are Good). At the end of the game, the attacker scores:

- 1 point for each Warrior kidnapped
- 5 points for each unnamed Hero kidnapped
- 10 points for each named Hero kidnapped (Aragorn, Gandalf, Gothmog etc.)

If the attacker scores 10 or more points, then he wins the game.

Ransom (D6 roll of 3-4)

A captured leader is always worth much to the opposition, whether in terms of concessions or simple currency. The attacker must kidnap one or more enemy Heroes (named or unnamed). If he does so, he wins the game.

Checkmate (D6 roll of 5-6)

Even more than the capture of enemy captains, the capture of an enemy king can often lead to great wealth or victory. The





Warriors of Minas Tirith launch a counter-attack against an Orc river assault.

attacker must capture the most expensive Hero on the defending side. If two or more Heroes are of the same points cost, then the attacker must declare which at the start of the game.

Pillage

The most common and straightforward of objectives, the attackers are attempting to steal whatever they can carry and burn the rest. There are several different Pillage objectives. Players can choose which one to use or, if they wish, roll a D6 to determine their mission objective.

Plunder (D6 roll of 1-2)

In this mission the attackers are attempting to steal as much as possible. To play games with a Plunder objective, you will need five 'Loot' counters. These can be anything from small coins to modelled piles of weapons. At the start of the game, starting with the defending player, each player takes it in turns to place a Loot counter. Counters may only be placed on the quayside (you may not place them in the water, for example) and may not be placed closer than 6"/14cm to another counter, or 3"/8cm to a board edge. Attackers (or defenders) may drag Loot counters by moving into base contact with them. Once a model is alongside a Loot counter, it can complete its move normally, dragging the Loot alongside. If the model doing the dragging is engaged in close combat, it will drop the Loot. At the end of the game the attacker wins if he has successfully stolen three or more Loot

counters. Loot counters are considered stolen if they have been taken aboard a boat that then leaves the board.

Burn the Village! (D6 roll of 3-4)

Destroy your opponent's base of operations and you can win a significant advantage in the fight to come. There must be at least five buildings on the quayside to play this mission objective. To win the game the attacking player must burn at least three of the five buildings. Attackers may attempt to set fire to a building during the Fight phase, providing that they are in base contact and have performed no action other than moving that turn. The attacking player may roll a D6 for each of his models that are trying to fire a building. On each roll of a 5 or 6, the fire catches hold – indicate this with a suitable marker. At the start of each turn, before Priority is rolled, add an additional marker to the building as the fire rages through its structure. If the winning roll for Priority is lower than the number of Fire counters on a building it collapses – replace it with a pile of rubble. Any models inside the building suffer a single Strength 10 hit (as well as any falling damage) and are knocked to the ground. Defending models may attempt to douse the flames on a building in the Fight phase, providing that they are in base contact and have performed no action other than moving that turn. The defending player may roll a D6 for each of his models that are trying to douse the flames. For each roll of a 6, they have been partially successful – remove a marker.

Destroy the Fleet (D6 roll of a 5-6)

This raid has come at a time when several enemy vessels have been moored up alongside the quayside, and the attackers take their chance to scuttle these ships. The defending player must deploy five boats along the quayside to play this mission objective. To win the game, the attacking player must burn at least three of the five boats. Boats are set alight and put out in the same manner as that described for buildings.

Due to the flammable nature of boats, any vessel touching a boat that is on fire will itself be set alight at the start of the Priority phase if the defender rolls a 4 or more on a D6 – place a single Fire counter to show this. If a boat is destroyed due to the Fire counters on it any models onboard take a single Strength 5 hit and are dumped ignominiously into the water.

Mission Narratives

Don't be afraid to pick a narrative that you think will give you a good game. If you've an expensive Hero in your force, why not play a mission that centres around them – kidnapping Aragorn may be a greater challenge than abducting a Captain of Gondor, but will make for a much more entertaining game for both players. Similarly, don't be afraid to tweak the objectives and set up to better fit the storyline you are enacting.



Raid

There is nothing fancy about a Raid mission. The attacker simply wishes to cause as much damage as possible to his enemy for as little loss in return. There are several variations on the Raid objectives though. Players can choose which one to use or, if they wish, roll a D6 to determine their mission.

Headhunt (D6 roll of 1-2)

In this mission, the attacker is trying to kill a specific enemy character, hoping that his loss will demoralise that foe. At the start of the game, before both sides have deployed, the attacker chooses one Hero in the enemy force to be his target.

At the end of the game the attacker scores:

- 5 points for each wound inflicted on the nominated Hero
- 10 points for killing the nominated Hero
- 1 point for each other casualty inflicted on the enemy

While the defender scores:

- 1 point for each enemy Warrior slain
- 5 points for each enemy unnamed Hero slain
- 10 points for each enemy named Hero slain

Note that models that leave the board due to failed Courage tests do not count as slain in this scenario, but models that are slain as a result of drowning (or other natural causes) do form part of the tally.

Let the Coasts Run Red (D6 roll of 3-4)

To achieve this objective the attacker must slaughter as many of his enemies as possible whilst keeping his own casualties low. Each player scores:

- 1 point for each enemy Warrior slain
- 5 points for each enemy unnamed Hero slain
- 10 points for each enemy named Hero slain

Note that models that leave the board due to failed Courage tests do not count as slain in this scenario, but models that are slain as a result of drowning (or other natural causes) do form part of the tally. At the end of the game, the player with the most points wins.

Destroy the Batteries (D6 roll of 5-6)

Siege engines defend some harbours and it is often necessary to eliminate these machineries to open the way for a greater assault. To play a game with this objective, the defender must include three siege engines of any kind (if there are no suitable

siege engines to match the theme of the force use either a Gondor or Mordor engine with different crew).

At the end of the game, the attacker scores:

- 1 point for each slain siege engine crewman
- 5 points for each slain Engineer Captain
- 10 points for each destroyed siege engine

If the attacker scores 10 or more points then he wins the game.

Campaign Narratives

A lot of these objectives could combine well to form a campaign. For example, if you play a 'Kidnap' game where the Orcs manage to spirit away an important Captain of Gondor, why not follow it up with a 'Raid' in reprisal? Or perhaps the Men of Gondor could attempt to rescue their lost captain, by playing a 'Kidnap' game against the Orcs – just change the victory conditions slightly, and have the Captain start the game unconscious in one of the Orc buildings. The sky really is the limit.

More Nautical Than The Rest

In Middle-earth, as in all places, some folk are better at handling boats than others. The Elves of Lindon have had many long centuries to hone their skills, whereas the Orcs of Mordor tend not to care very much for seafaring, using broken down rafts and landing craft only when they truly have to. While the basic boat rules cover everything you need to play your coastal raids if you want to characterise your force a little more you can use the following rules.

If your force is a pure themed army, your boats may receive bonuses or penalties based on the seamanship of that race and the quality of the boats they build. Players should apply common sense when using these rules and note that these are provided for flavour, rather than competitive gaming.

Harad

Even before the time of the Corsairs the coastal Haradrim tribes were accomplished sailors, roaming the shoreward tides in search of potential prey. Sleek and trim, Haradrim vessels are delicate craft but possessed of great speed. Haradrim boats are Defence 6 rather than 8, but require only two crew to travel at full speed.

Mordor

The denizens of Mordor take little pride in what few seagoing craft that they have, and generally prefer to steal them from other realms. As such, their vessels are oft-times rotten and decaying, held together only by filth encrusted ropes, fit craft to complement their lack of seafaring skill. Mordor boats must always roll two dice on the Handling chart, using the lowest result.

Lindon

The keepers of the Grey Havens craft ships are more graceful and swift than any in the known world, their hulls able to slide through the stormiest of seas seemingly unhindered. Ships from Lindon may re-roll a result on the handling chart once per turn.

Dol Amroth

As a great coastal province Dol Amroth relies greatly on its fleet for defence and trade. Though its vessels are not as graceful as those of the Elves, what they lack in speed they gain in sturdiness. Dol Amroth boats have 5 Batter Points rather than 4.

The Assault on Linhir

What follows below is an example of the kind of raid-based scenario you can create yourself using these rules and those we printed in WD 300.

Between the years of the Great Plague and the attacks of the Wainriders the power of the Corsairs of Umbar was at its height. The great fleets of Umbar were bolstered by the smaller Haradrim vessels, and conducted a series of devastating raids and harassing pinpricks across the southern coasts of Gondor. These attacks came to a head during the late spring of 1711, when an enormous Corsair fleet came to Linhir, a town on the mouth of the Gilrain river. A full dozen Corsair vessels and countless smaller Haradrim craft set upon the town and its outnumbered defenders with appalling ferocity in search of plunder and spoils. Fortunately Linhir had been fortified against attacks and, though the defenders were overmatched, the town held long enough for help to arrive.

Historical Participants

Good

- 1 Captain of Gondor, heavy armour, shield, lance, horse
- 1 Captain of Gondor, heavy armour, bow
- 6 Knights of Minas Tirith
- 8 Warriors of Minas Tirith with bow
- 8 Warriors of Minas Tirith with shield
- 8 Warriors of Minas Tirith with spear and shield

Evil

- 1 Hâsharin
- 1 Haradrim Chieftain, bow, spear
- 1 Haradrim Chieftain, lance, bow, horse
- 1 Haradrim Warrior with Banner

- 24 Haradrim Warriors with spears
- 12 Haradrim Raiders with lances
- 6 Haradrim Warriors with bows

Deployment Variants

Prepared Defences, Scattered Defenders

End Conditions

Secure the Quayside!

Special Rules

Defensive Volley

Mission Objectives

Pillage: Plunder

Raid: Headhunt

Kidnap: Targets of Opportunity



Rangers of Gondor track an Orc raiding party through coastal marshes.

Chronicles of Middle-earth

The rise of the Serpent Lord by Mat Ward

Once again our wandering scribe returns with more news from strange far away lands. Here he tells the tale of the Serpent Lord Suladân and how he managed to help save Harad from their invading Khandish neighbours.

"Many scorn the tales told of Harad's most recent battle with Khand on the outskirts of Abrahân. They say that the events are unbelievable, that they are more akin to the fancies in the minds of tunesmiths and poets than any that could have truly taken place between earth and sky. Few credit this story with truth, yet it is correct in every detail. I know this to be the case, for I was there. I walked amongst the men who had come to the valleys in eastern Harad, unnoticed by all, my sole purpose to record what was to happen. I will never truly know why I was drawn there, but to all great moments in history there is a weight, an inevitability that brings witnesses; and so it was with me that day.

To seek understanding of the reason for that war requires a little knowledge of that part of the world. Harad as a nation, in the true sense of the word, ceases to exist

eastwards of Abrahân, yielding to an uncharted series of settlements and fiefdoms. Similarly, Khand's western borders are ruled in name only by that nation's king. Neither the Lords of Umbar, nor the Khandish kings have ever cared much for the lands between their realms, seeking to maintain them only as a mutually recognised neutral territory. Though it is true that Harad maintained a series of fortresses along the border, these were old, ruined things, with broken defences and crumbling walls. Command over these husks had always been given to chieftains out of favour, and at the time I speak of this was no less the case. This task fell to an ambitious and skilled chieftain named Suladân – known as the Serpent Lord – whose rivalry with a member of the Hâsharin order, named Kharid Drôzhna, earned him this inauspicious post. It was doubtless Drôzhna's wish that such an isolated duty would finish his nemesis once and for all, though fate would decree a different path.

By the dawning of the year 3010, Suladân had been invested as the commander of the border guard for many long years. His name was forgotten in all circles of power and his mind became numb to the seemingly pointless task to which he was

set. It was not that the border was inactive, for many Khandish raiders and mercenaries would slip across the border each day but, for Suladân's pitiful garrison of scarce 500 men, any meaningful attempt to prevent these incursions was impossible. Faced with this inescapable reality, he satisfied himself with training his men as best he could and in keeping his encampment of Pazghar secure.

It was in late spring that Suladân's path was changed once more when a great horde swept out of Khand. No mere raid was this, no simple action of mercenaries without employ, but rather a great tithe of the Khandish military strength – 6,000 men in all. Even now, I cannot surmise what prompted this invasion with any certainty, for Khand is a land that has ever been closed to me. My feet have left their mark on Harad's sandy soils, the green fields of Calenardhon and even in Mordor's ash-clogged dirt, but in Khand I do not travel. I have since heard that Vangaris, the king who led the attack, was in fear of being usurped and so needed a victory upon the field of battle to secure his throne, but there is no way to know whether or not this is true. Regardless of cause, Vangaris' army rode directly upon Pazghar and, rightly seeing Suladân's small following as his only opposition east of Abrahân, sought to catch the Haradrim chieftain within its crumbling walls. The Serpent Lord was not to be so easily ensnared, however.

When the garrison of Pazghar realised the danger they were in, the Khandish army was almost at the walls of their citadel. Time had not been kind to the bastion, and Suladân knew that its decaying walls could not reasonably defend against the Khandish hordes. With no better option at hand, Suladân prepared his men as best he could as all the while the Khandish horde assembled around his walls. Wooden palisades were constructed to cover the gaps in the fortress' stonework, weapons were prepared and men resolved themselves to sell their lives as dearly as they could. It is perhaps testament to Suladân's leadership that even faced with such outrageous odds, not one of his men deserted, though they clearly had cause to.

It was early in the following morning that Suladân's defences were to be tested.





SCENARIO: THE ASSAULT ON PAZGHAR

Vangaris has led his army to the Harad border but has found the obstacle of Pazghar in his path. Determined to sweep away any resistance, the Khandish king orders his men to assault the ancient bastion. Though outnumbered and overmatched, Suladân and Harân muster their warriors in defiance of the Khandish horde. Can they prevail?

Participants: Good

- Suladân, the Serpent Lord
 - Harân (Chieftain of Harad)
 - 6 Warriors of Harad with spear
 - 6 Warriors of Harad with bow
- (All of the Good models are on foot)

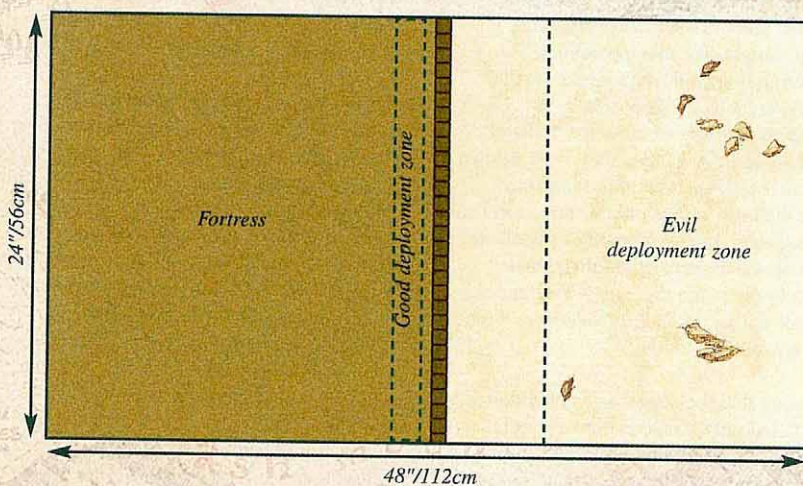
Evil

- 3 Khandish Chieftains
 - 12 Warriors of Khand with shield
 - 12 Warriors of Khand with bow
 - 6 Warriors of Khand with throwing spears and shield
- (The Evil side may include up to four siege ladders)

Use the profiles for Captains and Warriors of Rohan. If you don't want to convert models to use as Khandish Warriors, you can substitute Warriors and Captains of Rohan.

Layout

This scenario is played on a board 24"/56cm by 48"/112cm. The stone wall of Pazghar should run along the centre of the board, from short table edge to short table edge (see map).



Starting Positions

The Good player deploys his force anywhere along the wall. The Evil player then places his force anywhere outside the fortress, but at least 6"/14cm from the wall.

Objectives

The Evil player wins if he has 6 or more models on the wall at the end of any game turn or if the Good side is slain or flees. If the Evil force flees or is slain before this point, the Good side wins.

Special Rules

Decaying Defences. Such is the weary and broken nature of Pazghar's walls that they are a long way from being reliable

defences, many of the parapets are not even of waist height and the mortar between the stones is rotten and crumbling. When rolling for 'in the way' in the Fight phase, the walls of Pazghar are only considered to block the strike on a roll of 1 or 2, rather than the usual 1, 2 or 3 to reflect their dilapidated state.

Points Match

To play this scenario with different forces, simply choose two forces – the Evil force should have roughly twice the points value of the Good force. Neither side may arm more than 50% of its warriors with bows and the Evil side may include one siege ladder per ten men.



The Haradrim fight to the last.

Thinking victory to be his for the taking, Vangaris launched only a portion of his army to confront the defenders – a mere 2,000 men whose only semblance of siege equipment was a handful of hastily crafted scaling ladders. Even so, these men outnumbered Suladân's followers four times over and the fighting atop Pazghar's walls was as desperate as it was brutal. Suladân and his second in command, Harân, fought like men possessed, mustering their followers wherever the enemy threatened. Three times the Khandish warriors came to the walls of Pazghar, and three times they were thrown back in a clash of steel, fury and spirit. After the third assault, the Khands were so disheartened that no amount of threats or promises of rewards could make them return to the battle that day – Pazghar was safe for a time, though its defenders were now halved in number.

Knowing that the attack was not defeated, but stalled only, Suladân carried out his plans of escape, drawn up in the pauses between assaults. Under cover of darkness, 50 men, lead by Harân, sallied forth from Pazghar to disrupt and distract the encircling army. Suladân had thought to lead the feint, but Harân had opposed him, reminding the Serpent Lord that the sally was, at best, a fool's errand, and that his leadership would be needed if the Khandish army was to be defeated. Recognising the truth in his lieutenant's

words, Suladân relented and, at the head of his remaining men, rode hard against the weakest point in the Khandish lines. Taken utterly by surprise, Vangaris' warriors were slow to organise, giving Suladân the time he needed to cut through the besiegers and escape into the hills. Harân and his men fared worse for, though their distraction worked beyond reasonable expectation and they slew many, all who rode with the young chieftain were slain.

For the next few weeks, Suladân led his remaining men on a desperate series of swift strikes upon the Khandish army, striking without warning from the hills and escaping before the enemy army, made ponderous by its size, could pursue. Confusion and dismay were left in his wake each time he struck and, slowly but surely, the morale of the Khandish warriors was sapped. Of course, watching this through the veil of time, we could be forgiven for thinking Vangaris a fool for continuing to fumble around after his foe. In some ways perhaps he was, for his failure to crush Suladân at Pazghar irked him mightily, for he was, like most kings, a man of no little pride. It is possible and must be considered, however, that the king was unaware of just how small a force the Serpent Lord commanded. Indeed, so small was Suladân's force that a month after the invasion began, there were only 100 men left to the chieftain, though for each man he lost, Vangaris lost ten.

After three weeks of frustrated marching and counter-marching Vangaris finally broke from his pursuit of Suladân, turning westwards towards Abrakân. By this time, however, word had spread throughout the countryside and many chieftains had brought their warriors to Abrakân's defence and the elders of Abrakân were certain that the walls of their city would hold against the invaders. It was several days more before Suladân learned that he was free of his pursuer at last. Gathering those who could still ride – less than 60 men all told – he rode after Vangaris.

It was at the city of Abrakân that the final act of this story was to be played out. When Suladân caught up with Vangaris' army, still 4,000 strong, he arrived to a scene of desperate struggle. Disdaining the advice of Abrakân's elders, the Hâsharin who had taken control of the Haradrim defenders had led them to meet the Khandish army, rather than sheltering behind the solid bulwarks of Abrakân. Such a strategy would have served him well, had his warriors been as unyielding as his sense of self-importance, or as numerous as the enemy. As it was, the overmatched Haradrim line was yielding ground within moments and their general was slain before noon. From my perch on a hill above the battlefield, I could see the Merchant Guard of Abrakân holding firm about their lord, but everywhere else uncertainty and despair were beginning to set in – 2,000 Haradrim warriors on the brink of flight.

Suladân truly earned his ascendance that day. Though tired to the bone by fatigue, he drove his men into the rear of Vangaris' army like a spear. Less than 60 men, scarred and worn, rode beneath the banner of the Serpent through the Khandish ranks, cutting down all that opposed them. It

*'The leadership of this diversion falls to me, duty demands that it be so.'
'Your duty is to defend this land, not throw your life away in some fleeting gesture. If you are lost, who will command the warriors that follow you?
There are other battlefields upon which you will be called to fight, lord.
This attack must fall to me.'*

– Harân to Suladân

must have seemed as if nothing could touch them, not arrow, or spear, or sword for, though overmatched, their fury gave them strength enough to carry Suladân to the very heart of the Khandish horde and before the king himself. As his men engaged Vangaris' bodyguard, Suladân fought the Khandish king. Though the chieftain was easily the better swordsman of the two, Vangaris was fresh to the battle, whilst only a will of iron kept Suladân in the saddle of his steed. As battle raged about them the two men circled, cutting and parrying faster than the eye could fathom. Despite everything the two warlords seemed well matched, the Serpent Lord's skill and speed blunting itself upon the layered iron plates of his foe's armour. It was only when Suladân's steed was slain, speared by one of Vangaris' men, that the contest turned. As he rose up from the dust of the battlefield,

Suladân's blade bit deep into the Khandish king's side, slicing up between the overlapping plates of his armour. With a cry of pain, Vangaris tumbled from his saddle and sprawled in the dust. Winded by the fall, the fallen king was helpless before Suladân's vengeful strike. Quick beyond belief, the chieftain's blade lanced down through the golden mask's eyehole to end the life of the Khandish king.

In that moment it seemed as if all eyes upon the battlefield turned to where Suladân stood victorious. For an eyeblink there was silence as history began to shape itself into a new course, and then the killing began once more. However, with the death of Vangaris, the tide had seemingly turned and the fight went out of the Khandish army. All across the battlefield the Khandish began to retreat, first by ones and twos, then by whole

companies. Within minutes, the entire army was in full flight, pursued with a vengeance by those who had expected nothing but defeat at their hands. In the years after, various stories have surfaced to explain the scope of the victory that day. Some claim that much of the Khandish army was composed of mercenaries who changed sides partway through the battle, bought by the wealth wielded by the elders of Abrakân. Others talk of the valiant efforts of various Haradrim chieftains that, when seen as part of the larger tapestry of fate, brought victory that day. One tale even suggests that, although Vangaris was killed at the height of the battle, Suladân was not responsible and it as, in fact, one of the Hâsharii who slew the Khandish king. All I can say, without doubt or contradiction, is that I saw none of these things and that the victory that day belonged to one man."

SCENARIO: THE BATTLE OF ABRAKÂN

The fate of the Haradric realm is to be decided upon the plains of Abrakân. Some 2,000 Haradrim warriors are mustered to meet the Khandish horde in battle – an army twice their size. As the tide turns against the sons of Harad, they begin to retreat but, though all seems lost, the Khandish victory is not certain for, even on a field of 6,000 warriors, one man can make a difference.

Participants: Good

- Suladân, the Serpent Lord
- Guthâric (Chieftain of Harad)
- 12 Warriors of Harad with spear
- 12 Warriors of Harad with bow
- 6 Haradrim Raiders with lance
- 6 Haradrim Raiders

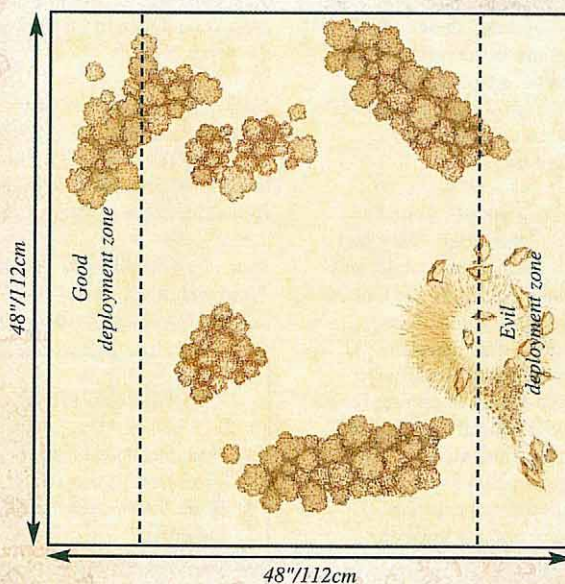
Evil

- Vangaris (use the King of Men profile)
- 2 Khandish Chieftains
- 4 Warriors of Khand with shield
- 4 Warriors of Khand with bow
- 4 Warriors of Khand with throwing spears and shield
- 12 Khandish Raiders

Use the profiles for Captains and Warriors of Rohan. If you don't want to convert models to use as Khandish Warriors, you can substitute Rohan models instead.

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The game takes place outside Abrakân. The land is mostly flat, broken by occasional hills and forests.



Starting Positions

The Good player deploys his force (excluding Suladân and the Haradrim Raiders) within 6"/14cm of one board edge. The Evil player then places his force within 6"/14cm of the opposite board edge. Suladân and the Haradrim Raiders are kept to one side and may become available later in the game as special reinforcements.

Objectives

The Evil player wins if he reduced the Good side to 25% or less of its starting numbers. The Good player wins if the Evil side is reduced to 50% of its starting numbers and Vangaris is slain. If both conditions are met in the same turn, the game is a draw.

Special Rules

The Striking Serpent. From the fourth turn onwards, at the start of each of his Move phases, the Good player may roll a D6. On the roll of a 4+, the Evil models that were not deployed at the start of the game may move onto the board from any edge (they must all arrive along the same edge). Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

Points Match

To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than 50% of its warriors with bows. The most expensive model on the Evil side takes the role of Vangaris.

BATTLE COMPANIES

Creating your own Fellowship and using them in a campaign

Having written the rules for Battle Companies a while ago, Adam Troke thought it was time he proved true to his word and provided some additions to the game. Players can now try their hand at a Battle Company of cruel Moria Goblins or stout Dwarven warriors. These Companies offer something new to the game – Dwarves providing players with an elite force of hardened warriors; the Goblins offering players a horde of evil minions, eager to inflict pain.

Goblin Battle Company

At the time of the War of The Ring there are a number of Goblin holds across the mountain ranges of Middle-earth. Most notable of these are the infestations that exist in the Grey and Misty Mountains. Of these, their capital, although capital might be too civilised a word, is in Gundabad, a forbidding mountain fastness from which countless Goblin armies march upon the Free Peoples of Middle-earth.

Years previously the Dwarves waged a war of revenge on Goblin kind. They had never been able to cleanse Gundabad, and so within a short matter of time the Goblins had once again begun to spread their evil influence through the mountains, caverns and rocky places. Naturally, Dwarves were their enemy of choice, for they choose to dwell beneath ground, and love rocks, mountains and all deep places, though they frequently make war on other races – for Goblins are respecters of no person and enjoy making raids on whomever they can.

Goblins are essentially looters, who strike out from hiding and inflict as much damage, and steal as much plunder, as they can. Then, with cunning and stealth, they slink off back to their lairs, earning prestige and wealth for their nefarious and dastardly deeds.

Goblin Special Rule: *Goblin Battle Companies can be up to 25 models in size, instead of the normal 15. However, Goblins may not be promoted, so there is no Promotion table for them.*

Instead, treat scores of 7-8 on the Warrior Promotion table as 'no effect'. They may become Heroes as normal.

Goblin Starting Force

- 4 Moria Goblins with bows
- 4 Moria Goblins with spears
- 4 Moria Goblins with hand weapons and shields

Moria Advance Table

- D6 Effect**
- 1 **Might/Will:** The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
 - 2 **Courageous:** The Hero may re-roll all failed Courage tests.
 - 3 **Blade Master:** The Hero may re-roll one dice per turn to see which side wins a fight.
 - 4 **Rally to Me:** This Hero has a range of 12"/28cm when he makes a Stand Fast roll from now onwards.
 - 5 **Cunning Shot:** Made adept by firing in the cramped underground caverns, this Hero may re-roll failed In The Way rolls.
 - 6 **Might:** The Hero gains one Might point.

Moria Influence Table

- | D6 | Result |
|----|---------------------------|
| 1 | No effect |
| 2 | Moria Goblin with shield |
| 3 | Moria Goblin with spear |
| 4 | Moria Goblin with Orc bow |
| 5 | Choose one of the above |
| 6 | Choose two of the above |

Moria Equipment Options

Weapon	Cost in Influence dice
Orc bow	1
Shield	1
Spear	1



A band of Moria Goblins returns home from a hard day's raiding.

Dwarven Battle Company



A newly formed Dwarven scout force appears from the caverns.

Across the length and breadth of Middle-earth there are countless brave and powerful warriors, from the supernaturally skilful and ancient Elves to the barbarous and brutal Uruk-hai. Of all the races that share that place none possess the tenacity and stoicism of the Dwarves. The line of Durin has survived despite the efforts of Orcs and Dragons, and while the axes of the Dwarves remain sharp and ready, it will remain so.

At the time of the War of The Ring, the main Dwarven strongholds are Erebor (The Lonely Mountain) and the Iron Hills. Famed for their hardiness, the Dwarves of the Iron Hills waged a war of extermination against the Orcs and Goblins of Middle-earth that only ended with the recapture of the Lonely Mountain from Smaug the Dragon.

Traditionally, the homes of the Dwarves are mountain holds, nigh impenetrable to all foes, dug deep into the roots of the mountains themselves. There they can withstand almost any assault by simply barring the doors. Despite this, Dwarves make good neighbours and better allies, and take the duty of fighting the Evil races of Middle-earth very seriously.

Often groups of Khazad will set out from their cavernous dwellings and patrol the surrounding areas. Such companies soon earn renown and prestige.

Dwarf Special Rule: *Because of the superior workmanship of their armour and their natural resilience, a Dwarf Hero can have two increases to his Defence statistic.*

Dwarf Starting Force

- 2 Dwarf Warriors with Dwarf bows
- 2 Dwarf Warriors with two-handed weapons
- 3 Dwarf Warriors with hand weapons and shields

Dwarf Influence Table

D6	Result
1	No effect
2	Dwarf Warrior with two-handed axe
3	Dwarf Warrior with shield
4	Dwarf Warrior with Dwarf bow
5	Choose one of the above
6	Khazâd Guard

Dwarf Equipment Options

Weapon	Cost in Influence dice
Dwarf bow	1
Two-handed weapon	1
Throwing axe	1
Shield	1
Dwarf heavy armour	2

Dwarf Advance Table

D6 Effect

- 1 Might/Will:** The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
- 2 Favour of the Chamber:** When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with this ability in the Company.
- 3 Blade Master:** The Hero may re-roll one dice per turn to see which side wins a fight.
- 4 Courageous:** The Hero may re-roll all failed Courage tests.
- 5 Natural Resilience:** A Hero with this skill may re-roll the result on the Hero Injury table, if he is removed as a casualty. The second result must be kept however, even if it is worse.
- 6 Might:** The Hero gains one Might point.

Dwarf Promotion Table

All Dwarf Warriors

Khazâd Guard: All equipment and statistics are exchanged for that of a Khazâd Guard.

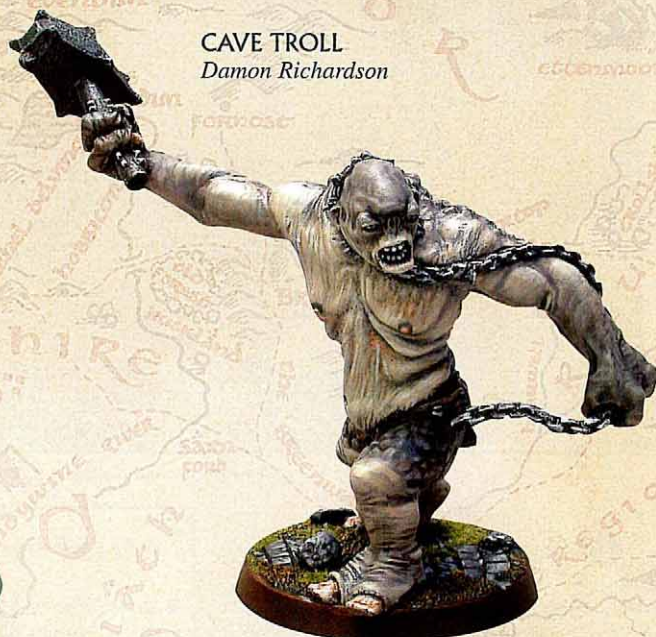
'EAVY METAL SHOWCASE

A showcase of The Lord of The Rings models from around the world

RIDER OF ROHAN
Jan Wantuchowicz



CAVE TROLL
Damon Richardson



BALIN'S GUARD
Jason Phillips



THE BLACK RIDER
Krista Marinelli



GOLLUM
Gilbert Moreno



BOROMIR
Neil Langdown



WOOD ELF
Neil Green



Mûmak Showcase

A wondrous variety of converted Mûmakil. See, one of them's dead!

It's a rare event indeed when a model on the scale of the Mûmak gets made, and while most of us will be content to get a unique gaming piece on the table as soon as we can, some people will want to lavish extra time and attention over it, bringing a personal touch to their Mûmak.

Slain Mûmak

by Mark Bedford

Mark decided to recreate one of the great beasts after its death. This turned out to be quite an epic undertaking, involving not only the complete removal of the howdah, but also the repositioning of two of the legs.

After some experimentation, Mark decided to do this by shaving away most of the left side of the model, including the hip and

shoulder joints of the legs. He then rebuilt the body with putty.

When it came to painting, Mark made use of a variety of greys across the model, but also used several different shades of brown to break up the surface and make the skin appear more natural. Mark took inspiration from the designs on the creatures in the film, applying the red body paint in rough patches on legs and face.



Arrows

The arrows stuck in the body of the beast were made from small lengths of brass rod, available from most hobby stores. Mark flattened the end of the rod to form flights, then drilled holes in the model and glued the arrows in place.

The Base

The base supplied with the Mûmak proved to be too small to support the entire model lying down. So Mark cut a new one from wood and built the model

directly onto it. The scattered bushes (made from clumps of modelling lichen) and the broken spears and shields make the base interesting without distracting attention from the dead Mûmak.



Bellowing Mûmak

by Pete Bell

Pete chose to depict the Mûmak just before the charge of the Rohirrim. As a result of this, the most obvious change that would have to be made to the model was the base. The base is choked with the bodies of fallen Rohirrim, which would have to be covered.

After working out several possible poses, he decided to have the beast bellowing and raising one of its front legs. Moving the leg meant a lot of cutting, not to mention rebuilding the shoulder in its entirety.

Pete used much the same process as Mark in doing this, taking care to preserve as much of the body as possible and then rebuilding with modelling putty.





Mûmak Mahud

When Pete made the model the Mahud had not been released, so he went in search of suitable parts for a conversion. In the end he settled on Lurtz. By filing away the hair he was left with a bald and befanged head which he transplanted onto the plastic chief. To make the conversion complete, he cut away some of the spikes on the model's back and covered the frame with a banner made of Green Stuff.



Dying Mûmak

by Chris Baker

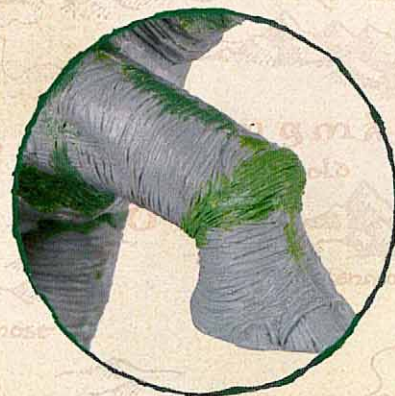
Chris has created this amazing model, the most ambitious Mûmak we have yet seen. Like Mark and Pete, Chris decided to remodel much of the creature, but went further, creating a story with the model as the Army of the Dead attack and slay the terrified Haradrim.

The head is particularly impressive. The neck was cut and, pinned tilting up. Chris then built a mesh of florist's wire and covered it with Green Stuff, this he let set hard, then covered it with another layer of Green Stuff on which he sculpted the new

neck detail. The trunk too was sculpted round florist's wire, and was created entirely from scratch.

Chris did this huge project over the summer, doing five minutes here and there, learning new techniques as he went along. In a hurry to finish the model for Games Day, he had to do the last of his sculpting with a plastic spear tip, as someone lost his sculpting tool!

Chris works at the Meadowhall Hobby Centre where you can see the Mûmak and other pieces created by him. Call 0114 256 9836 for details.





Chris got better at sculpting as the model progressed. By the time he finished, he was no longer happy with earlier efforts, like this warrior finishing off the Mûmak. We think it looks fine!



As the Mûmak dies, its howdah collapses. Chris cut away the beams on the bottom to get this effect. A great touch is this Mûmak commander – who has a rebuilt face – trying to save his falling crewmate.



There is only one Army of the Dead model on the Mûmak. Instead Chris used plastic Rohirrim, as their armour is similar to that worn by the dead, and it was easier to model them phasing through solid objects.

IN THE SHADOW OF

The city of Minas Tirith, by the staff of the

Minas Anor, 'The Tower of the Sun', was renamed Minas Tirith, 'The Watchtower' after the fall of Minas Ithil, the city which was to become Minas Morgul. Now the capital of a beleaguered Gondor, even in these dark times its White Tower glitters in the sun like a spire of pearl, a symbol of that for which the free men of the south still fight.

Films can be affecting things. When one of the first films was shown of a locomotive driving towards the screen, people threw themselves onto the floor in terror, fearing the silent, black and white image to be real. But though movies don't have quite the same effect these days, they can still encourage people to do some crazy things.

Witness this act of hobby heroism, so monumental it takes your breath away. Your eyes do not deceive you. This is the city of Minas Tirith in 25mm scale, two metres high and two metres wide, built by the staff of Games Workshop Paris XII.

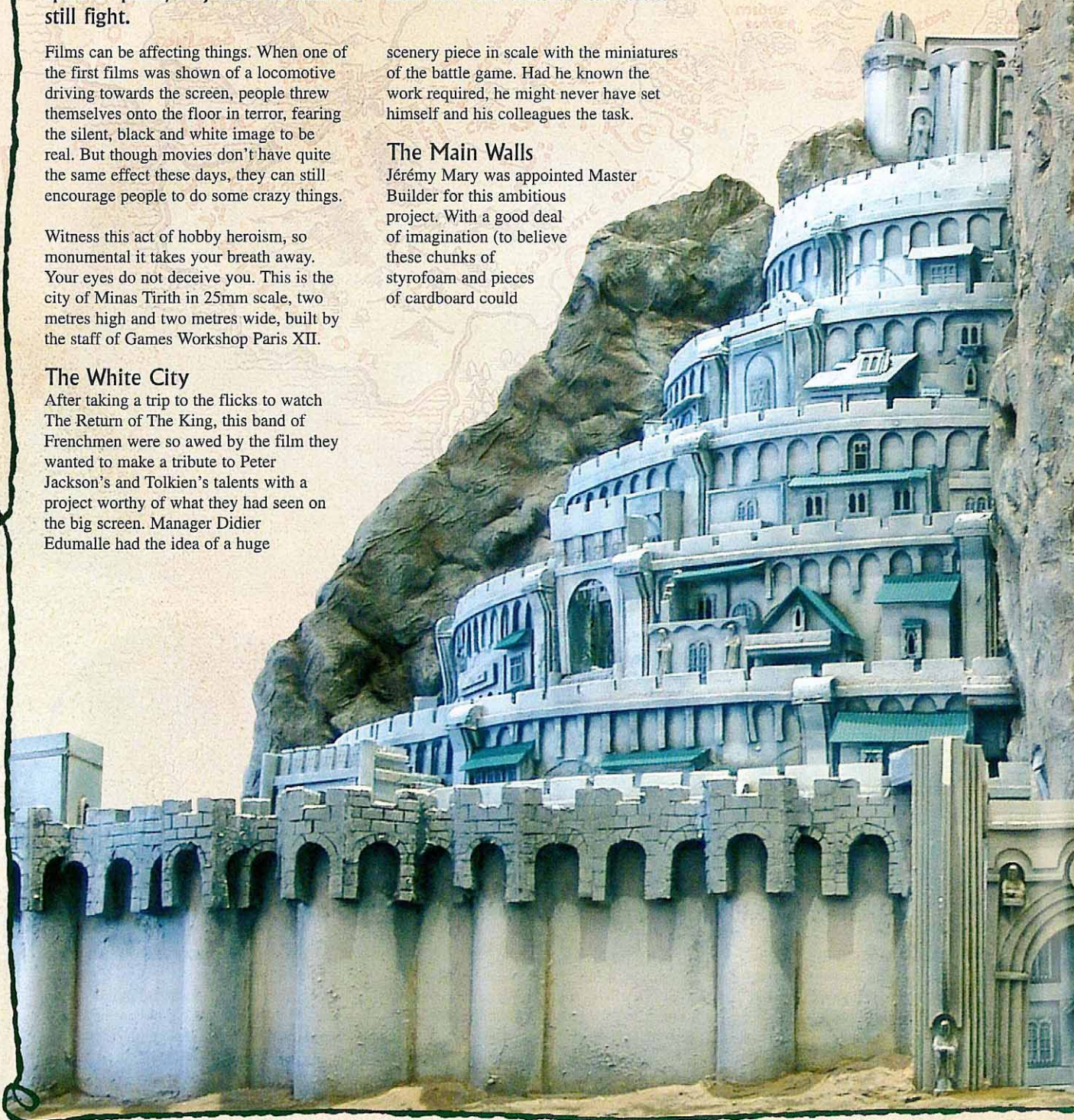
The White City

After taking a trip to the flicks to watch *The Return of The King*, this band of Frenchmen were so awed by the film they wanted to make a tribute to Peter Jackson's and Tolkien's talents with a project worthy of what they had seen on the big screen. Manager Didier Edumalle had the idea of a huge

scenery piece in scale with the miniatures of the battle game. Had he known the work required, he might never have set himself and his colleagues the task.

The Main Walls

Jérémy Mary was appointed Master Builder for this ambitious project. With a good deal of imagination (to believe these chunks of styrofoam and pieces of cardboard could





THE WATCHTOWER

Paris XII Games Workshop Hobby Centre

become the last hope of the free people!) and precise planning, the walls slowly took shape. It was quicker to build than you might think.

The City

Things start to get more difficult once the builders started to create the city. The walls were quickly built but detailing took ages and threatened the architect with madness. Dozens of houses, hundreds of arches and thousands of paving stones had to be made. Thoughts that it was too big an undertaking began to fill their minds.

Painting

Forget detail brushes and 12ml paint pots, it was time for BIG brushes, spray cans and

buckets of paint! Unlike the building, painting was relatively quick.

The End

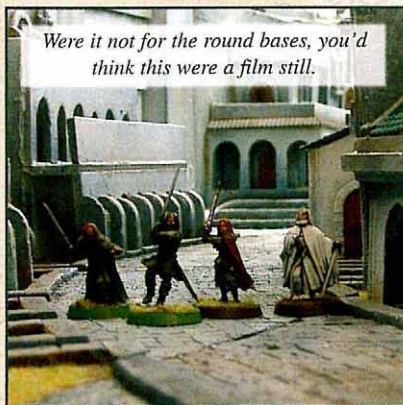
Finally the city was finished. They'd started building in mid-November and the last stone was laid in mid-May, nearly six months and hundreds of work-hours later. The staff were helped in their endeavour by plenty of customers: François, Xavier, Mathieu, Alexandre, Julien, Stéphane and many more, without whom, they say, the project could not have been finished.

Now the staff and customers of the Paris XII Hobby Centre use this incredible setting for skirmishes and street fighting as well as huge siege scenarios, like the famous Battle of The Pelennor Fields.

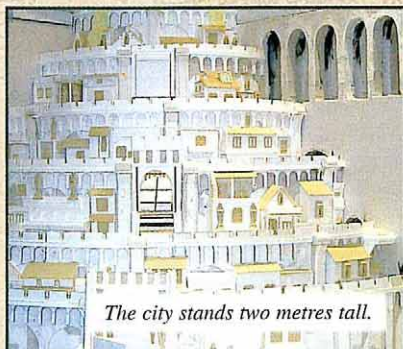
Visit Minas Tirith and Paris!

Should you be in gay Paris on holiday, a romantic weekend away or even your honeymoon (for the truly dedicated), why not pop in to check out this awesome model for yourself. The address is:

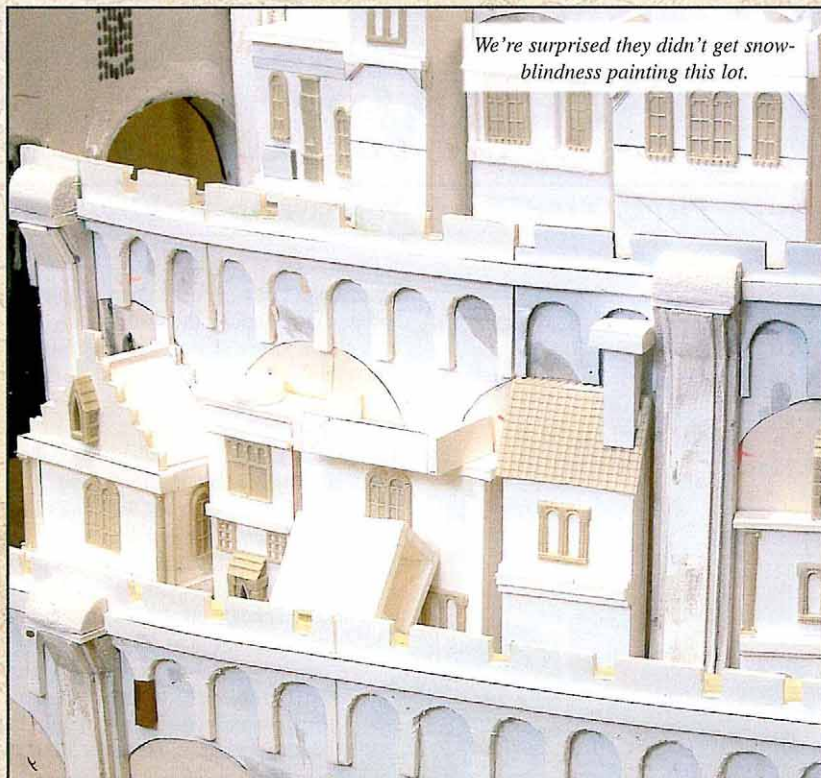
GW Paris 12
38, Avenue Daumesnil, Paris, France
Tel: 0153 44 71 82



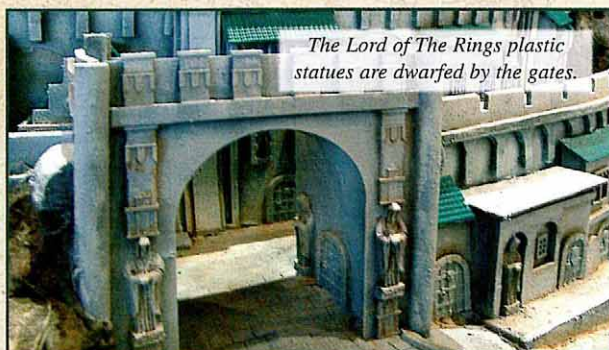
Were it not for the round bases, you'd think this were a film still.



The city stands two metres tall.



We're surprised they didn't get snow-blindness painting this lot.



The Lord of The Rings plastic statues are dwarfed by the gates.



The crazy men who built this huge terrain piece.



The walls, though impressive, were the easiest part of the city to build.

THE ASTRONOMICAN

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All the components for the conversions in this issue, plus Witch Hunter bits.

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Where to find every store in GW's UK and Northern European territories!

Events Diary

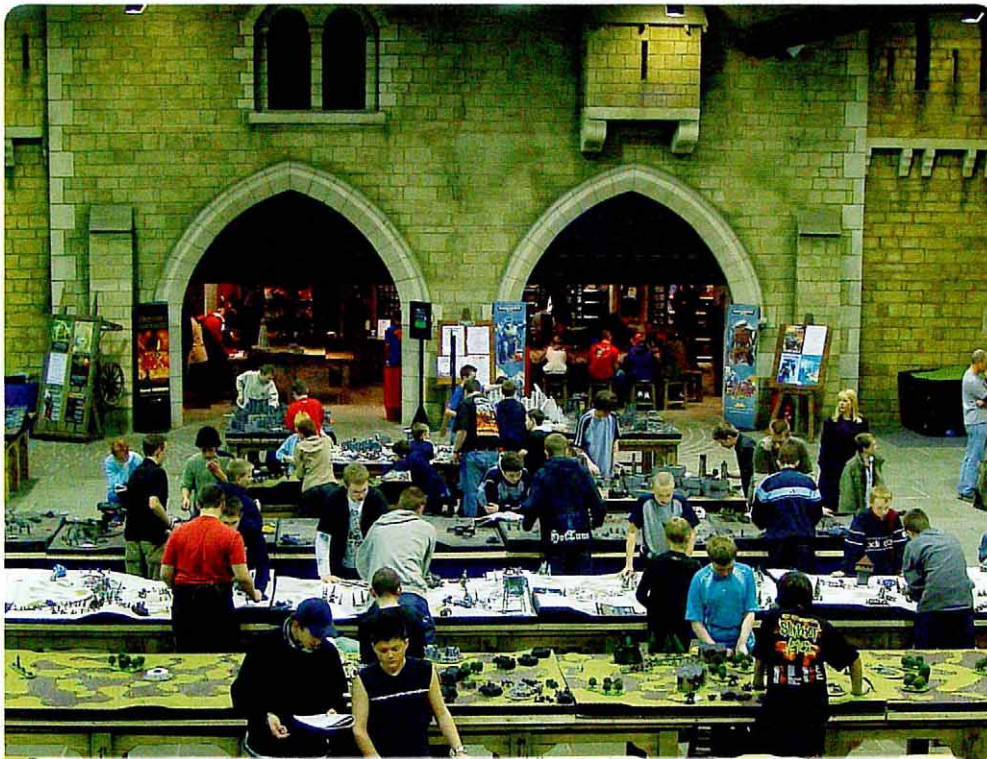
Places to play, clubs to join, and events and tournaments in your area.

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✧ THOUGHT FOR THE DAY: LET NOT YOUR DEVOTION FALTER. THE EMPEROR SEES ALL. ✧

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If you need to take a break, have a drink or buy some food, the bar built to honour the famous Dwarf master brewer Josef Bugman is at your disposal.

YOUR OWN EVENTS

Warhammer World is the perfect place to hold your own gaming events. Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World contact us on the phone number to the left or by e-mail for more information.

Events@games-workshop.co.uk

COMING EVENTS

Here are just a few Warhammer World events. See page 119-120 for more!

**Warhammer 40,000
Doubles Tournament**
15th-16th January

**Warhammer Grand
Tournament Final**
5th-6th February

**Cry Havoc: Beginner's
Open Day**
19th February

**Warhammer 40,000
Grand Tournament Final**
5th-6th March

WAKEFIELD GAMING ROOM

Wakefield has the country's largest Gaming room, and there is always something special going on there.

- Twenty 6ft x 4ft gaming tables
- Eight individually lit paint stations
- Tea and coffee facilities
- A busy timetable of events, tournaments, campaign days, and more
- A great fun day in the best gaming facility in Yorkshire!

The all-new Wakefield store is big, boasting the largest Gaming Room in the whole of the UK!

We do our best to cater for every taste, with most weekends having some sort of event. Modelling, painting and terrain-building skills all feature in our workshops, and we run campaigns and tournaments for many of our core systems and specialist games.

We have our gaming timetable planned right up to the end of December 2005. So if you are wanting to play a particular system or type of event give us a call.

If you are interested in running an event – maybe you're a club searching a venue or a store wanting to challenge another store or club in the Yorkshire area – The Wakefield Hobby Centre is available as a venue. Contact us for more information.

Manager: Rob Cardiss
Telephone: 01924 369431

COMING SOON

Some of our great events

Army painting classes 30th January

Tips on painting tabletop armies quickly and nicely.

Let's Hunt Some Orc 21st February

Lord of The Rings Campaign Day. With the attentions of the peoples of Middle-earth focussed on Mordor, what is happening elsewhere? Bring Along a painted force of 500 points to take part.

Necromunda Campaign 27th February

The recent death of mob boss Left Hand Dan has left the more prosperous territories in the underhive up for grabs. Bring a starting gang and try become the new kingpin of crime!

The Yorkshire Rosebowl 20th March

Win the first Yorkshire Blood Bowl Tournament! Bring along a starting team with complete printed official rules to take part. No Star Players.



THE GAMING CLUB NETWORK (GCN) IS AN INDEPENDENT ORGANISATION FOR CLUBS RUN BY AND FOR GAMERS.

- The GCN is made up of independent clubs who meet in hired venues and are largely comprised of adult Hobbyists
- GCN clubs offer any hobbyist a permanent home venue to enjoy painting, modelling and gaming in a place run by fellow gamers.
- The GCN is run by volunteers who want to set a new standard for clubs
- All GCN clubs have a Child Protection Policy, a committee to manage club affairs and clear club rules
- Games Workshop does not run the GCN.

THE GCN ROLL OF HONOUR

A complete list of all current GCN clubs across the UK:

Leeds Night Owls

Contact: Steve Nolan
Phone: 07793 198516
Email: stephennolan@wbsonline.net

Spiky Club (Reading)

Contact: Sean Curtis
Phone: 07798 825696
Email: ookthelibrarian@hotmail.com

Gobstyks (Lincoln)

Contact: Will Platten
Phone: 01522 803310
Email: info@gobstyks.co.uk

Tanelorn (London)

Contact: Martin Turner
Phone: 07879 445922
Email: Martin.Turner@Hess.com

Chelmsford Bunker

Contact: Gareth Williams
Phone: 01245 348542
Email: cdgareth@fsmail.net

Newmarket Dwarf Wargames Society

Contact: Chris Peachey
Phone: 01638 602418

Yeovil Games

Contact: Chris Lowe
Phone: 07811 843747

Walburton Wargamers

Contact: Mike Roddham
Email: walburtonwargamers@yahoo.co.uk

Sad Muppet Society (Basingstoke)

Contact: Richard Kerry
Phone: 0118 982 1512

Middlesbrough Wargames Club

Contact: Shaun Atherton
Phone: 01642 272021
Email: shaunatherton@netscape.net

1st Company Veterans (Nottingham)

Contact: Chris Taylor
Email: cjtaylor_uk@yahoo.co.uk

Colchester Games Club

Contact: James Godfrey
Phone: 07813 394217

Bridgend YMCA Games Club

Contact: Matt Churchill
Phone: 01656 668298
Email: velvetfiend@yahoo.co.uk

Oxford Gaming Club

Contact: Mike Sharp
Phone: 07802 764143
Email: Mike.sharp4@bopenworld.com

If your club would like to know more about joining the GCN, then contact Sean Curtis

Email: contact@gcnm.org.uk
Post: Gaming Club Network
PO Box 8019
Reading
RG30 3WZ

For more information on Games Workshop's support of the GCN contact Bek Iggleden

Phone: 0115 916 8380
Email: clubguy@games-workshop.co.uk
Post: UK Community Games Workshop
Willow Road
Lenton
Nottingham
NG7 2WS

Information correct at time of press.

SCHOOL LEAGUE

Due to the success of the first championship we have decided to extend the School League country-wide. There are leagues for The Lord of the Rings and for Warhammer 40,000 starting in January so you'll need to start getting ready if you want your club to take part. Regional finals will be held at Easter and the national final in the summer.

The School League is not a one-off gaming session but a series of hobby activities centred on gaming, painting and socialising that lasts for a few months. Both newly set-up clubs or ones that have been running for a while can benefit as a result. The league not only strengthens relations between clubs but also gives you the opportunity to meet other schools and hang out with loads of your fellow Hobbyists!

JOIN THE LEAGUE

The League is a great excuse to play loads of games, to paint armies and spend more time together talking hobby. It's also a good excuse to go out on a trip and meet a club in a school near you, and you can always organise the games in a Games Workshop Gaming Room store (there are about 15 of these currently in the UK able to host an event) if you can't find a big enough venue.

To join the league you need gamers in your club (obviously!), gaming tables and scenery, and 250 points of LOTR and/or 400 points of Warhammer 40,000 armies built using the format given in the School League Pack.

To get a School League pack, or simply if you want further information, contact us on:
schools@games-workshop.co.uk

State which league you are interested in joining and our Field Hobby Managers will get in touch with you.

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:
eventsdiary@games-workshop.co.uk

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

- 14 November** for WD302 (February)
- 14 December** for WD303 (March)
- 14 January** for WD304 (April)

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

Events diary abbreviation guide

WHWarhammer
40KWarhammer 40,000
BBBlood Bowl
WABWarhammer Ancient Battles
WPSWarhammer Players' Society
WECWWarhammer English Civil War
EpicEpic Armageddon
LOTRThe Lord of The Rings
GWGames Workshop
GTGrand Tournament

JANUARY

WARHAMMER 40,000 DOUBLES TOURNAMENT 2005

Date: 5th and 16th January, 2005.
Venue: Warhammer World, Nottingham.
Details: Pair up with a friend and take your armies to battle against other pairs of players. To play, you will need two legal Combat Patrol forces and a friend to play with. Both players must be aged at least 12 years. Full details will be sent with your tickets.

The weekend consists of nine games across two days. Ticket prices include lunch on both days, and an evening meal on the Saturday.

Tickets are available from Direct Sales on 0115 91 40 000, and cost £60.
Contact: 40kgt@games-workshop.co.uk
Website: www.games-workshop.co.uk/gt

RETURN TO THE UNDERHIVE

Date: 6th January, 2005
Venue: GW Hammersmith, London.
Details: To mark the return to Necromunda GW Hammersmith is holding a special evening featuring Gang Recruitment, Underhive battles, modelling and painting clinics and tactics advice. In fact, everything you need to know about the game!
Come down and learn how to play or bring your gang to see who really is the Boss of the Sump!
It runs from 5pm-8pm on Veterans night, so is for over 16s only.
Contact: GW Hammersmith - 0208 846 9744
Website: www.games-workshop.co.uk/events

THORR'S BANE

Date: 8th January, 2005
Venue: GW Sutton.
Details: Nar, cousin of Dwarf lord Thror, son of Dain, has returned to Erebor, the Lonely Mountain, with some grave news. His cousin has been slain at the hands of Goblin King Azog.
Now the Dwarves march again on the ancient realm of Azanulbizar and to the gates of Moria with vengeance burning fiercely in their hearts. Players must book in advance to guarantee a place. Gamers should bring one unnamed Hero and 10 troops for Good, or 1 unnamed Hero and 20 troops for Evil. Runs from 10am-noon.
Contact: GW Sutton Coldfield - 01213 543174
Website: www.games-workshop.co.uk/events

MODELLING CLASSES

Date: 22nd January, 2005
Venue: GW Plaza, London.
Details: Having difficulty sticking together that Dragon Ogre? Come down to GW Plaza's Modelling Classes for some expert advice! Please phone to book a place.
Contact: GW Plaza - 0207 436 0839.
Website: www.games-workshop.co.uk/events

FULL TILT III TOURNAMENT

Date: 23rd January, 2005
Venue: Leopoldsburg, Belgium.
Details: A WH 2,000 points tournament and 40K 1,500 points tournament. Also a Youngbloods 500 points contest for both WH and 40K.
Contact: patrick.cannaerts@skynet.be
Website: www.de-witte-ridder.be

WARHAMMER TOURNAMENT

Date: 29th January, 2005
Venue: GW Chester.
Details: WH tournament. Warm up for this year's Conflict by taking part in this competition. Follows the same rules, format and scenarios as Conflict. Contact the Chester store for more details.
Contact: GW Chester - 01244 311967
Website: www.games-workshop.co.uk/events

THE SPOILS OF WAR - MISSION IMPROBABLE

Date: 29th January, 2005
Venue: GW Enfield, London.
Details: Kill teams battle to secure the ultimate weapon! Bring along a legal 160 points Kill Team. Remember that absolute power corrupts absolutely. Runs all day from 11am-5pm.
Contact: GW Enfield - 0208 363 3238
Website: www.games-workshop.co.uk/events

40K DOUBLES TOURNAMENT

Date: 30th January, 2005
Venue: GW Middlesbrough Gaming Room.
Details: Prove that two heads are better than one, as teams of two challenge each other for top honours. Six team places available.
Contact: GW Middlesbrough - 01642 254091
Website: www.games-workshop.co.uk/events

FEBRUARY

BEGINNERS' OPEN DAY

Date: 19th February, 2005
Venue: Warhammer World, Nottingham.
Details: Games Workshop welcomes you to Warhammer World for the first ever Beginners Open Day. If you are a fairly new enthusiast, who wants more experience, and advice, or maybe you are a veteran who feels like trying one of our other systems, this Open Day is for you. There will be army building and tactics advice, a conversion clinic, and a terrain factory, on top of more than a dozen participation games covering Warhammer, Warhammer 40,000 and The Lord of The Rings. The event is open to those aged 12+, and any under 16's must be accompanied by a responsible adult. Tickets are £10, and will be available from our Direct Sales department on 0115 91 40 000.
Contact: events@games-workshop.co.uk
Website: www.games-workshop.co.uk/gt

CONFLICT DUBLIN

Date: 20th February, 2005.
Venue: Burlington Hotel, Dublin.
Details: Dublin Conflict offers a wide variety of activity, from painting and modelling tips and participation games to a full one-day tournament for Warhammer, Warhammer 40,000, and Lord of the Rings. If you are thinking of entering your first tournament, or if you just want to come along, see and play some cool games, this is the ideal tournament for you.
Tickets cost £37 (£25) for the Tournament and £9 (£6) for an Open Pass.
Contact: events@games-workshop.co.uk
Website: www.games-workshop.co.uk/events

LOTR TOURNAMENT

Date: 26th February, 2005
Venue: GW Chester Gaming Room.
Details: Fight for Good or Evil in this great LOTR tournament. Warm up for this year's Conflict by taking part in this competition to find the best generals in Middle-earth. Follows the same rules, format and scenarios as Conflict. Contact the Chester store for more details.
Contact: GW Chester - 01244 311967
Website: www.games-workshop.co.uk/events

WILD KINGDOMS WARHAMMER CAMPAIGN DAY

Date: 26th February, 2005
Venue: GW Maidenhead Gaming Room.
Details: It is a time of famine and fear. The onslaught of the Chaos forces has left the Empire in ruins. Across the Worlds Edge Mountains, many are forging new Kingdoms, making and breaking alliances, attacking enemy borders and using many other underhand tactics. Can you play this delicate game of politics, or will you simply use brute strength to achieve your goal of ultimate supremacy? Register by 12th February to enter.
Contact: GW Maidenhead - 01628 631747
Website: www.games-workshop.co.uk/events

MARCH

WARHAMMER TOURNAMENT

Date: 27th February, 2005

Venue: GW Middlesbrough Gaming Room.

Details: Enter GW Middlesbrough's second annual Conflict-style Warhammer tournament. Use your 1,500pt Warhammer army to crush all before you.

Contact: GW Middlesbrough - 01642 254091

Website: www.games-workshop.co.uk/events

EPIC TOURNAMENT - RETURN TO ARMAGEDDON

Date: 12th March, 2005

Venue: GW Maidenhead Gaming Room.

Details: This is a 2,700 point Epic tournament for all lists published in the main rulebook and on the Fanatic website (www.specialist-games.com). Do you have what it takes to be victorious in any theatre of war?

Contact: GW Maidenhead - 01628 631747

Website: www.games-workshop.co.uk/events

ORCA-COLA CUP

Date: 12th March, 2005

Venue: GW Maidenhead Gaming Room.

Details: Choose a 1,000,000 Gold Credit starting Blood Bowl team. Be careful in your selection, that can it take you all the way to the top? 10 pitches, 20 teams, one winner. Will it be you? Register by 29th January to enter.

Contact: GW Maidenhead - 01628 631747

Website: www.games-workshop.co.uk/events

TRUST AND TREACHERY - 40K DOUBLES TOURNAMENT

Date: 12th March, 2005

Venue: GW Maidenhead Gaming Room.

Details: Bring along your team of two players, each with a 400 point army. Relying on each others' skill, knowledge and trust, can your team take on all comers and become victorious, earning your rightful place in the Hall of Heroes? Register by 15th January to enter. Book early to avoid disappointment.

Contact: GW Maidenhead - 01628 631747

Website: www.games-workshop.co.uk/events

CONFLICT EDINBURGH

Date: 13th March, 2005.

Venue: Corn Exchange, Edinburgh.

Details: Edinburgh Conflict is more than a tournament! It offers a wide variety of hobby activity, from painting and modelling tips and participation games to a full one-day tournament for Warhammer, Warhammer 40,000, and The Lord of The Rings. If you are thinking of entering tournament for the first time, or you just want to play some cool games, this is for you. See if you have what it takes to be victorious on the battlefield.

Tickets cost £25 for the Tournament and £6 for an Open Pass.

Contact: events@games-workshop.co.uk

Website: www.games-workshop.co.uk/events

TARGET NEMESIS

Insurgents have allied with Xenos and Chaos forces - new pacts have been confirmed by Imperial spies. Secession is unacceptable.

Kill Teams have been dispatched in the relevant sectors to deal with these uprisings. Heavy Xenos activity detected in all sectors, types unknown.

The action takes place on 29th of January at GW Leicester, GW Northampton, GW Coventry, GW Leamington Spa, GW Peterborough, GW Burton, GW Stoke and GW Macclesfield.

Neutralisation of all targets must be complete by the end of the day. Contact your sector

Inquisitor at your local Hobby Centre for further details.



PAINTING MASTERCLASS

Date: 19th March, 2005

Venue: GW Plaza.

Details: Come and learn how to paint all manner of skin tones with Plaza's very own Hobby Specialists.

As faces are the focal points for most models, these expert tips will certainly help make your soldiers really stand out on the battlefield.

Spaces are limited so please book early to avoid disappointment. Runs from 11am-1pm.

Contact: GW Plaza - 0207 436 0839

Website: www.games-workshop.co.uk/events

RISE OF KINGDOMS: A FOOL'S GOLD

Date: 19th and 20th March, 2005.

Venue: Warhammer World, Nottingham.

Details: Between the Old world and the mysterious lands of Cathay lie lands rife with danger. Marauding bands of Ogres, Orcs and fouler things stalk the unnamed hills and lands along the Ivory Road, the only so-called safe route to the riches and wonder of the Cathayan Empire.

Many make the dash through these lands for riches untold, but only the well-armed get through, and much is lost along the way.

However, though the journey can exact the highest price, the chance for staggering profit is irresistible to the many merchants who attempt the trip every year.

A Fool's Gold gives you the chance to race along the Ivory Road, as a merchant or mercenary general, for your share in this most dangerous but profitable venture known in the world. Or to pillage, plunder, and murder the foolish wretches who risk this route as a bandit chief. In this land of lawlessness, only the strongest survive, are you up to the challenge?

Play and make the most dangerous journey in the entire Warhammer world. To take part you will need a fully painted 2,000 points Warhammer army. Some armies cannot take part in the

campaign, so ask the staff when you purchase your ticket. 16 years plus only. Tickets cost £40, and are available from Direct Sales on 0115 91 40 000.

Contact: events@games-workshop.co.uk

Website: www.games-workshop.co.uk/gt

APRIL

THE ORCIDAS SLAUGHTER BOWL

Date: 27th March, 2005

Venue: GW Middlesbrough Gaming Room.

Details: Join in the fun of a day of Blood Bowl. Coach your team to the top. All approved teams welcome. 16 places available.

Contact: GW Middlesbrough - 01642 254091

Website: www.games-workshop.co.uk/events

MAY

VARGON CAMPAIGN DAY

Date: 15th April, 2005

Venue: GW Plaza.

Details: Become the scourge of the galaxy by taking part in this 40K tournament!

Swordwind hosts of the Biel-tan Craftworld have come to reclaim the beautiful Maidenworld of Vargron III in order to help their dying race survive for a few centuries longer.

But, upon arriving, the the Eldar are horrified to find the virgin planet has been defiled by an Ork WAAAGH! commanded by vile Warlord Ashnak. Bring down your 1,000 points army and help (or hinder) the Eldar as they retake the vital Olgari Temple in three linked-battles.

The tournament runs from 10am-6pm. Space limited to 20 players (10 per side) so book your place to avoid disappointment.

Contact: GW Plaza - 0207 436 0839

Website: www.games-workshop.co.uk/events

DARK STARS: THE BADAB WAR WARHAMMER 40,000 CAMPAIGN WEEKEND

Date: 21st and 22nd May, 2005.

Venue: Warhammer World, Nottingham.

Details: It is 901.M41, and Luftg Huron of the Tiger Claws marines has rejected the Imperium and turned traitor.

With his powerful oratory and dazzling rhetoric, the Chapter Master has turned many previously loyal Imperial worlds and armies to his cause.

Outright war is inevitable as lords of the Adeptus Terra despatch a mighty crusade to crush the rebellion, and for the first time since the Horus Heresy, brother Space Marine will face brother Space Marine on the field of battle! Come to Warhammer World to relight this historic campaign, an event which shook the Imperium of man to its very core.

To play in this campaign you will need a fully painted and legal 1,500 points army and be at least 16 years of age.

Tickets are £40 on sale from January and will be available from Direct Sales on 0115 91 40 000.

Contact: events@games-workshop.co.uk

Website: www.games-workshop.co.uk/gt

BLOOD BOWL GRAND TOURNAMENT

Date: 6th and 7th May, 2005.

Details: Calling all sports fans! Do you feel top of the heap? Beaten the Altdorf League? Crashed your way to the top of the Loren Cup? Need a new challenge? Enter the biggest and best Blood Bowl tournament of them all!

Can you take your team to the very pinnacle of sporting achievement? Find out by entering the highest of Blood Bowl competitions. Prepare your team to play for the best trophy of them all - The Blood Bowl itself!

Full details to be published later.

Venue: Warhammer World, Nottingham

Contact: Warhammer World - 0115 916 8410

Web: www.games-workshop.co.uk

ORDERING DIRECT

Games Workshop Direct is the ultimate service for Games Workshop hobbyists. With a quick trip to our website or a chat on the phone to one of our friendly Hobby Specialists every Citadel miniature you want can be dispatched to your address. But Direct is far more than merely an ordering service...

HOBBY SPECIALISTS

Besides handling your orders for all Games Workshop merchandise, our Games Workshop Direct staff are on hand to help you get the most out of your hobby. All of our staff are Hobby Specialists, gamers like you who can't get enough of modelling, painting and gaming with our miniatures. As dedicated hobbyists they can answer all of your hobby questions and provide tips on modelling and painting techniques, such as advice on colour schemes, tackling difficult models, suggesting components for conversions or assembling more complicated kits.

They can also provide assistance with making an army list, from devising a starting force to expanding an existing one. They're also available to give helpful advice on how various units work on the tabletop, discussing any special rules and tactics for using them in a battle and assessing their relative strengths and weaknesses.

Our Hobby Specialists are also a great source of gaming knowledge. If you have any rules queries they are happy to help and suggest solutions to ensure you get the best out of your gaming.



GAMES WORKSHOP DIRECT

• COMPONENT PART SERVICE

All hobbyists love to personalise their armies. With Direct you can order individual models from boxed sets and blisters or even individual components from multi-part kits. So if you want to create a fantastic conversion using Archon's sword and a Griffon's head, Direct is the place to go.

• CLASSIC AND COLLECTORS' MODELS

The Games Workshop range of models is constantly evolving. Due to limited space, we cannot stock Citadel Miniatures' full array of models in our Hobby Centres. From alternative marks of Space Marine armour, to different models of dragons or even models for the enigmatic Eldar Harlequins, Direct has a dazzling selection of figures you won't find anywhere else.

• ADVANCE ORDER

Can't wait for the latest book or model? Direct allows you to order them in advance, delivering them to your address as soon as they are released.

• EXCLUSIVE MODELS

Available only through Games Workshop Direct, these models, like the evil Dark Emmissary, make excellent army centrepieces or painting projects. Call the Hobby Specialists to see what special edition models are currently in stock.

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Get all the latest releases as soon as they are available!

• SUBSCRIPTIONS

Get your essential hobby purchase every month guaranteed with a subscription to White Dwarf. You can also place an order for our other periodical publications, including *Inferno!* and *Fanatic* magazine.

• DELIVERED TO YOUR DOOR

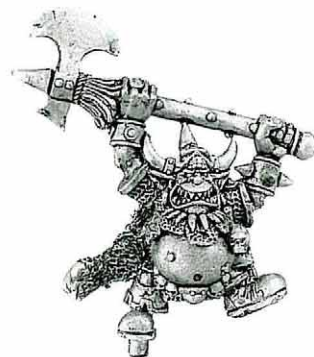
No need to leave the comfort of your home or brave the elements to get your Games Workshop goodies. And there's just one standard postage charge no matter how much you order.

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Get exclusive models like the Dark Emmissary only from Direct.



Components and classic miniatures are only a phone call away.



Subscribe to White Dwarf, Inferno! or Warhammer Comic.

CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Lines are open from 9am-9pm Monday to Saturday and 10am-6pm on Sunday. Faxes, e-mails and letters will be answered immediately. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

• ON THE INTERNET

Visit our well-established store at: www.games-workshop.co.uk/store

• IN-STORE

Order from any Games Workshop Hobby Centre at the in-store order point.

• BY PHONE

Call the Hobby Specialists on: **0115 91 40000 (UK)**, **0044 115 91 88506 (Denmark)**, **0044 115 91 68255 (Netherlands)**, **0044 115 91 88507 (Sweden)**

• BY E-MAIL

E-mail the guys on: HobbySpecialists@games-workshop.co.uk; or for customers in Northern Europe: NEMO@games-workshop.co.uk

• BY FAX

Fax your order on: **0115 916 8002 (UK)** or **0044 115 916 8162 (NORTHERN EUROPE)**

• BY POST

Or the traditional way: **Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS**

COLLECTORS' GUIDES

Collectors' guides are an amazing resource for gamers and collectors alike. Each book focusses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models gathered together in logical order so you can build the force you really want without scrabbling through a load of old catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

Now available from your local Games Workshop Hobby Centre

Collectors' Guides

- Chaos Space Marines
- Imperial Guard
- Empire
- Orcs and Goblins
- The Lord of The Rings
- Space Marines
- Warhammer Chaos

Catalogues

- The Specialist Games Catalogue
- 2005 Catalogue

QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to get the most from your Snottling Pump Wagon, suggesting a fitting colour scheme for your new regiment of the Knights of the Blazing Sun or finding out the Strength of a Railgun, the Hobby Specialists have all the answers. Here's a recent question that keeps cropping up.

Q. Can I use Inferno Bolts in the Kai Gun? And equally can I use True Grit with the Kai Gun? It is described as a 'huge bolter' in Codex: Chaos Space Marines.

A. No.

Whilst the Kai Gun is clearly described as a weapon that works on bolter technology it is not named as a 'bolter', nor is it any of the standard bolter variants (such as the storm

bolter, combi-bolter, heavy bolter, etc). Inferno Bolts state that they are 'bolter, combi-bolter or bolt pistol shells' but are not modelled to fit the Kai Gun.

True Grit has always been very specific. The rules for True Grit, to be found in the Universal Special Rules section on page 76 of the updated rulebook, allows models to use the skill with basic bolters, and only bolters, unless the model is a Grey Knight

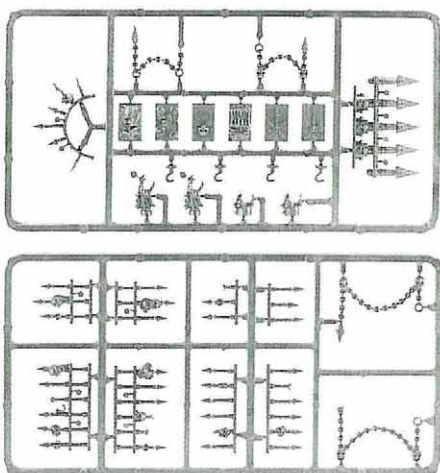


Disease and Disorder

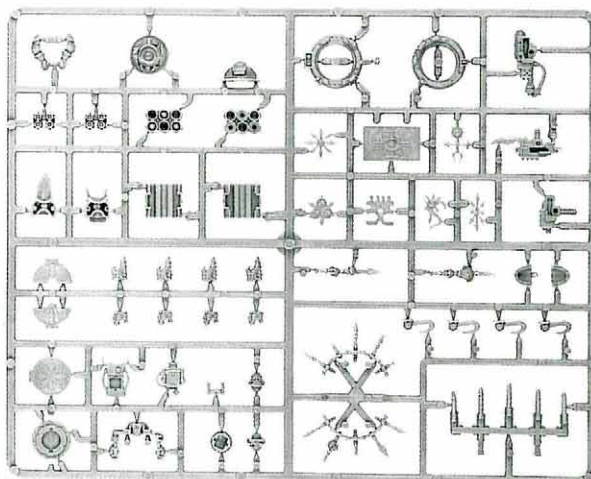
This Death Guard Dreadnought is part of Mark Jones' new Nurgle Space Marine force. Check out his Death Guard painting tips and this Dreadnought in our Plague Lords article, starting on page 66. Mark used various bits from the Chaos Tank Accessory and Chaos Vehicle sprues to convert his basic plastic Space Marine Dreadnought.



Sprues shown at 30%



CHAOS TANK ACCESSORY SPRUE
99390102001 £5

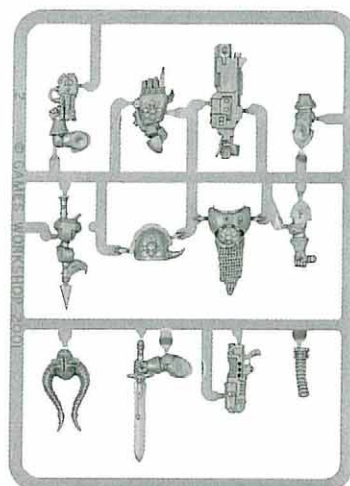


CHAOS VEHICLE ACCESSORY SPRUE
99390102004 £7

Death Guard Lord

This awesome looking Nurgle Lord also belongs to Mark Jones who created it to lead his Plague Marines. The main parts used to build it are displayed here. Turn to page 68 for full details.

Sprues shown at 40%



CHAOS SPACE MARINE
ACCESSORY SPRUE
99380102005 £2.50



CHAOS OBLITERATOR BODY 1
9947010207505 £5



CHAOS OBLITERATOR CHEST 1
9947010207504 £2



CHAOS OBLITERATOR RIGHT ARM (1 OF RANDOM 2)
9947010207502 £2



CHAOS OBLITERATOR LEFT ARM (1 OF RANDOM 2)
9947010207507 £2

Hairy Heroes

The 13th Company Wulfen played a crucial role in this month's Battle Report, Divine Retribution, on page 70. Please bear in mind you'll also need to order some backpacks separately if you order the models below, as the codes are not for the complete miniatures, but for the metal bodies. Other 13th Company Space Wolves can be built with parts from the Space Marine, Space Wolf Accessory and Chaos Space Marines sprues.

Sprues shown at 40%



CHAOS SPACE MARINE
BACKPACK (RANDOM)
99390102003 £.50



SPACE MARINE BACKPACK SPRUE
99380101004 £1



13TH COMPANY WULFEN 3
9947010124003 £4



13TH COMPANY WULFEN 2
9947010124002 £4



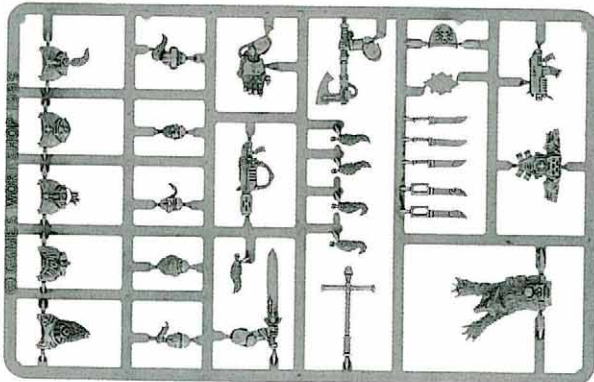
13TH COMPANY WULFEN 4
9947010124004 £4



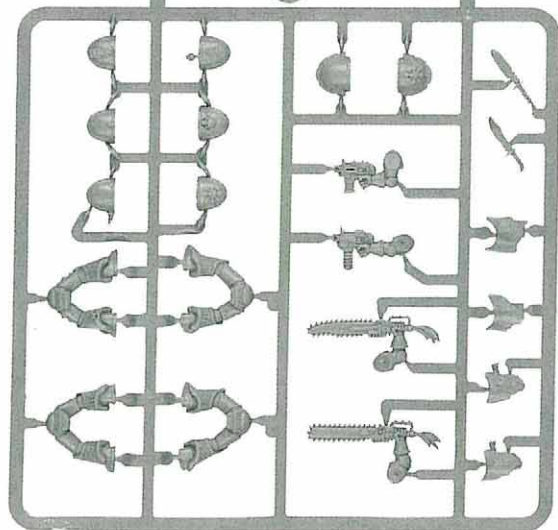
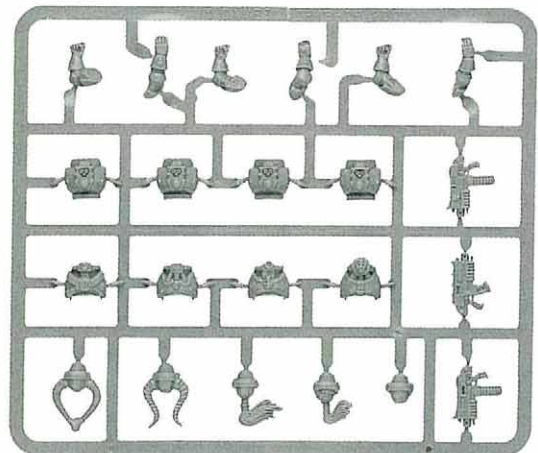
13TH COMPANY WULFEN 5
9947010124005 £4



13TH COMPANY WULFEN 1
9947010124001 £4



SPACE WOLF ACCESSORY SPRUE
99380101012 £3



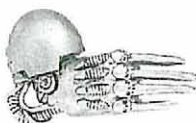
CHAOS SPACE MARINES SPRUE
99380102004 £6

Hjalmar Stormfist

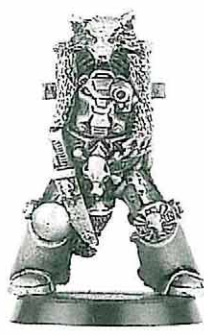
This Lord commands the 13th Company in our Battle Report. He was built using the parts shown.



LEFT LIGHTING CLAW
9947010103912 £1.50



RIGHT LIGHTING CLAW
9947010103911 £1.50



WOLF GUARD TERMINATOR
SERGEANT BODY
9947010101401 £4

Guns and Grace

The Sisters of Battle fight against the 13th Company in this month's Battle Report. Turn to page 70 to find out if they were triumphant or not. If pursuing righteousness is second nature to you, perhaps you might consider an army of these fanatical zealots.



Battle Sisters (3 Random Models)

£6

Denmark.....kr 75.00
Norway.....kr 85.00
Sweden.....kr 85.00
Euro.....€ 10.00



Battle Sister with Heavy Flamer £5

Denmark.....kr 60.00
Norway.....kr 70.00
Sweden.....kr 70.00
Euro.....€ 8.00



Battle Sister with Heavy Bolter £5

Denmark.....kr 60.00
Norway.....kr 70.00
Sweden.....kr 70.00
Euro.....€ 8.00



Battle Sister with Multi Melta £5

Denmark.....kr 60.00
Norway.....kr 70.00
Sweden.....kr 70.00
Euro.....€ 8.00



Sisters of Battle with Assault Weapons (2 Random Models)

£6



Denmark.....kr 75.00
Norway.....kr 85.00
Sweden.....kr 85.00
Euro.....€ 10.00



Sisters of Battle Imagifier

£4

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



Sisters of Battle Canoness £6

Denmark.....kr 75.00
Norway.....kr 85.00
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CLAPHAM JUNCTION, Toystop:
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PUTNEY, Toystop:
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WALTHAMSTOW, Ottakers:
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KETERING, Green Angel Cards & Games:
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Unit 10, The Colonnades, Tel: 01302 350 535

GW HARROGATE:
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GW LEEDS (WHITE ROSE):
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GW SHEFFIELD (central):
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ANTWERP, Cello Cross:
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BRUGGE, Modelbouwcenter West-Vlaanderen:
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BRUGGE, Fair Play:
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MECHELEN, De Spellenkast:
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MERKSEM, Game Garden, The:
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MO, Christiaensen Mo:
Sint-Elisabethstraat 9, 2400, Tel: 014 320824

OOSTENDE, Timms:
Vlaanderenstraat 48, 8400, Tel: 059 804953

OOSTENDE, Vannyskegem:
Alfons Pieterslaan 86, 8400, Tel: 059 515756

OVERIJSE, Christiaensen Overijse (Sierpa BVBA):
Brouwerijstraatweg 402A, 3500.

ROSELAIRE, Willi's World:
Henri Homstraat 28, 8800, Tel: 0512 46415

ST NIKLAAS, HQ:
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TOURNAI, Christiaensen Tournai:
19 Rue Royale, 7500.

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D Hadjokatev str 11, 1421, Tel: 0035 929630373

CROATIA

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Trg A. Starcevice, 3100

DORRECHT, Hebbly Modelbouw:
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EDE, Tinnen Soldaten:
Weerdesteind 24, 6714 CS, Tel: 0318 653206
EINDHOVEN, Atomik Eindhooven:
Nieuwstraat 76, 5011 DA, Tel: 043 2963299
EINDHOVEN, Modelbouw:
Vlietstraat 17, 5011 HB, Tel: 043 2454391
EMMEN, Interiors J. van Peer:
Dorkstraat 17, 7811 EK, Tel: 059 1615495
ENSCHDE, Pipijnen:
Pijpenstraat 34, 7511 GM, Tel: 053 4350727
GELEN, Tactica:
Gelenstraat 11, 7511 CJ, Tel: 045 4743016
GOES, Fantus Fantasy Stores:
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GORINCHEM, Nieten Modelbouw:
Kweldstraat 30, 4201 JV, Tel: 0183 636000
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Nieuws Weg 27, 9711 TE, Tel: 050 2129313
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Lutpalastraat 76, 5038 SH, Tel: 015 5443790
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UTRECHT, Whoops:
Sengelaer 7, 3511, Tel: 030 2304 123
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Assendorpstraat 103, 8012 DH, Tel: 036 422107
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KRISTIANSAND, Hobby Husen:

Henrik Vangelandsgt. 27, N-4612, Tel: 38023510

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SANDVIKA, Hobby Larsen:

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SKI, Titi-Inn:

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Puckowska 90, 90-103, Tel: 0048 426398301

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Kopucynska 6, 20-003, Tel: 0048815325856

NOVY SACZ, Graal Marek Przylorka:

Jagielonska, 50A, 33-100, Tel: 0048604133612

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TORUN, Sklep Popelnicy:

Szczekla 46, 87-10, Tel: 0048565522593

WARSAWA, Arkhana Kalaski:

ul. Modzelewskiego 81, 02679,

WARSAWA, Dom Wydawnictwa Bellona:

Kirkowska Przemyslowa 11, 00-068,

WARSAWA, Faber Faber SJ:

Pulawska 11, 02-515, Tel: 0048228419265

WARSAWA, Imperial:

Waszyngton 2A/B, 03-910, Tel: 0048601323269

WARSAWA, Sklep Marlon SG:

Pawlaszow Szoska 124 Paw. 155, 01-499,

WROCLAW, Bardi:

Ruska 46C (Pasz), 50-079, Tel: 0048713147472

WROCLAW, Ogryn:

Szewska 67, 50-052, Tel: 0048671851957

RUSSIA**KRASNOJAR, Alegri-Jug (South):**

Krasnaya st. b-43, Tel: 6612 730331

MINSK, Valahanovich ent:

Jahn Kolas st, Exhibition center OLYMP, Tel: 6029 6358212

MINSK, Valahanovich ent:

Minskaaya av 14, Palace of Sports, second floor, Tel: 8029 650426

MOSCOW, Alegri:

Dubinskaya 45, 127 474, Tel: 60900 70954882055

NORILSK, Na Styka Mirov:

Komsomolskaya st, second floor, Dom Byta, 127 474, Tel: 6023 655426

NOVOSIBIRSK, Iechummen:

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SARATOV, Mir Detskiy

Kirov av, b43, Detskiy Mir, second floor, gallery, Tel: 64 5840

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Sedova st b11, third floor, trade center Evrika, 812 3321620

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Kungälvsgatan 28, 411 19, Tel: 0046 311 33 958

ÄNGELHOLM, Leksakmagasinet:

Frambjergsgatan 1, 262 84, Tel: 00463182350

ÄRLÖV, Hobbex:

Kronatorpsvägen 2, 232 37, Tel: 0046433862

ARVKA, Perry Data:

Kungälvsgatan 4, 67131, Tel: 057010669

ASARUM, Lek & Fritid:

Gravvägen 2, 374 52, Tel: 0454329906

AVESTA, Vega Video:

Kungälvsgatan 16, 774 30, Tel: 022680078

BOLLNÄS, Torgboden:

Västra Stationsgatan 8, 62143, Tel: 0278611304

BORÅS, Barnens Butik:

Kruken, 50639, Tel: 033140610

BORÅS, EB Games

Knallertan, Skarvborgsvägen, 50630,

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BORÅS, Hobbex:

Skarvborgsvägen 62-64, 506 30, Tel: 033416380

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HOBBY SUPPLIES

TOP TIPS AND TOOLS

On these pages you will find a selection of some of the Hobby tools and aids Games Workshop produces. These specially made products make the assembly and painting of your models easier. This month we're focussing on the construction of tanks.



Paint Station

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

£18

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

CITADEL BRUSHES

Fine Detail Brush £2
Denmark.....kr 25.00
Norway.....kr 30.00
Sweden.....kr 30.00
Euro.....€3.50

Detail Brush £2
Denmark.....kr 25.00
Norway.....kr 30.00
Sweden.....kr 30.00
Euro.....€3.50

Standard Brush £2
Denmark.....kr 25.00
Norway.....kr 30.00
Sweden.....kr 30.00
Euro.....€3.50

Basecoat Brush £2.50
Denmark.....kr 30.00
Norway.....kr 35.00
Sweden.....kr 35.00
Euro.....€4.00

Large Brush £2.50
Denmark.....kr 35.00
Norway.....kr 40.00
Sweden.....kr 40.00
Euro.....€5.00

Small Drybrush £2.50
Denmark.....kr 35.00
Norway.....kr 40.00
Sweden.....kr 40.00
Euro.....€5.00

Large Drybrush £2.50
Denmark.....kr 35.00
Norway.....kr 40.00
Sweden.....kr 40.00
Euro.....€5.00

Tank Brush £4
Denmark.....kr 50.00
Norway.....kr 60.00
Sweden.....kr 60.00
Euro.....€6.50

Paintbrush Set £6
Detail Brush, Standard Brush, Small Drybrush
Denmark.....kr 75.00
Norway.....kr 85.00
Sweden.....kr 85.00
Euro.....€10.00

CITADEL COLOUR PAINTS AND INKS – £1.75 EACH

Denmark kr 20.00 Norway kr 30.00 Sweden kr 30.00 Euro €2.50

Scab Red	Dark Angels Green
Red Gore	Snot Green
Blood Red	Scaly Green
Blazing Orange	Goblin Green
Fiery Orange	Scorpion Green
Golden Yellow	Camo Green
Sunburst Yellow	Kommando Khaki
Bad Moon Yellow	Rotting Flesh
Scorched Brown	Fortress Grey
Graveyard Earth	Codex Grey
Bestial Brown	Shadow Grey
Snakebite Leather	Space Wolves Grey
Desert Yellow	Chaos Black
Bubonic Brown	Skull White
Vomit Brown	Mithril Silver
Bleached Bone	Boltgun Metal
Dark Flesh	Chainmail
Terracotta	Tin Bitz
Vermin Brown	Dwarf Bronze
Tanned Flesh	Brazen Brass
Dwarf Flesh	Burnished Gold
Bronzed Flesh	Shining Gold
Elf Flesh	Red Ink
Liche Purple	Magenta Ink
Warlock Purple	Yellow Ink
Tentacle Pink	Chestnut Ink
Midnight Blue	Brown Ink
Regal Blue	Flesh Wash
Ultramarines Blue	Purple Ink
Enchanted Blue	Blue Ink
Ice Blue	Dark Green Ink
Hawk Turquoise	Black Ink
Catachan Green	Gloss Varnish



Citadel Colour 400ml Spray Cans £6

400ml cans (above). Available in Skull White and Chaos Black.

Denmark.....kr 75.00
Norway.....kr 85.00
Sweden.....kr 85.00
Euro.....€10.00



'Ardcoat Gloss Varnish £6

400ml can of Gloss Varnish spray.

Denmark.....kr 75.00
Norway.....kr 85.00
Sweden.....kr 85.00
Euro.....€10.00



Games Workshop Paint Set

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

£15

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



Side Cutters

£7

Denmark.....kr 90.00
Norway.....kr 100.00
Sweden.....kr 100.00
Euro.....€11.00



Cutting Set

£12

Only available from
Hobby Centres.

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



Plastic Glue

£3

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



PVA Glue

£3

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

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



Superglue

£3

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



Mixing Pot

£0.50

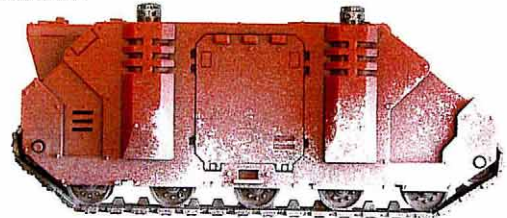
Denmark.....kr 7.00
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WEATHERING VEHICLES

On page 62 you'll find a number of techniques for painting Space Marine tanks, including tips on adding weathering effects. Here are a few more you may want to try.

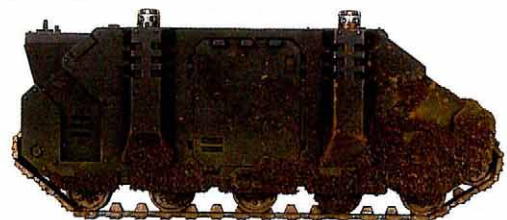


SNOW AND ICE



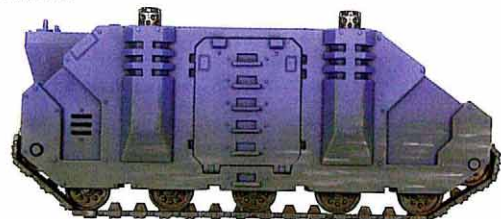
To get this effect, dip a toothbrush into some slightly thinned Skull White, then flick the paint onto the tank using your thumb. Keep doing it to build up coverage. Drybrush the tank with white where you want there to be more ice.

MUD AND CLAY



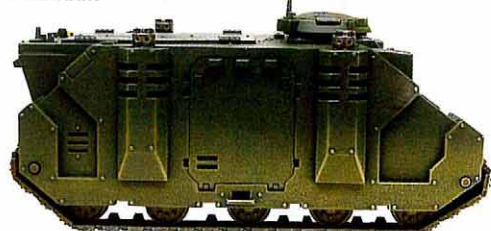
Basic mud techniques can be enhanced by gluing sand, small pebbles or clumped flock onto the tank. Paint the flocking material Scorched Brown. Drybrush the tank Graveyard Earth and flick on spots of Bestial Brown.

ACID WASTES



Some of the more unusual battlezones in the 41st millennium are industrial wastelands. This acid effect was created by painting the lower portion of the tank Codex Grey, drybrushing the upper part and streaking the grey with white.

DESERT TERRAIN



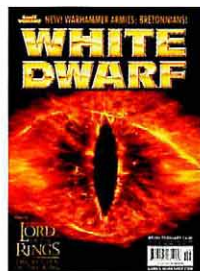
Tanks that have been driving through deserts tend to get very dusty. Recreate this by drybrushing the lower hull Snakebite Leather then Desert Yellow. Finish off with a 1:1 drybrushed mix of Desert Yellow and Skull White.

White Dwarf magazine – What have you missed?



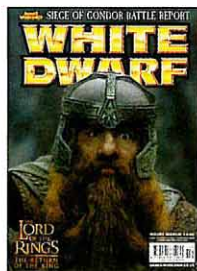
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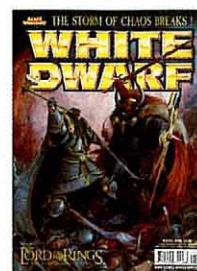
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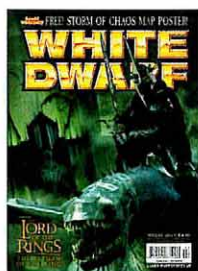
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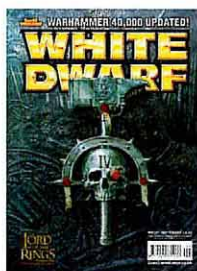
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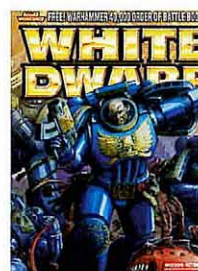
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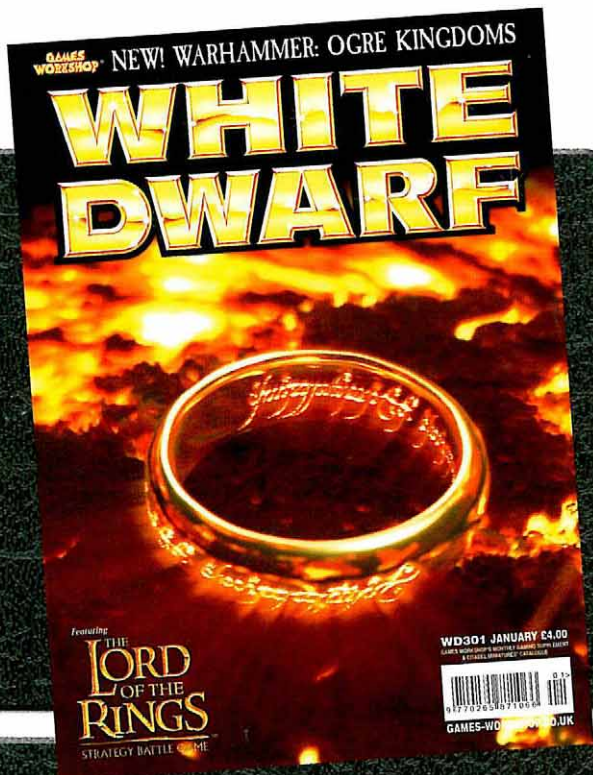
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