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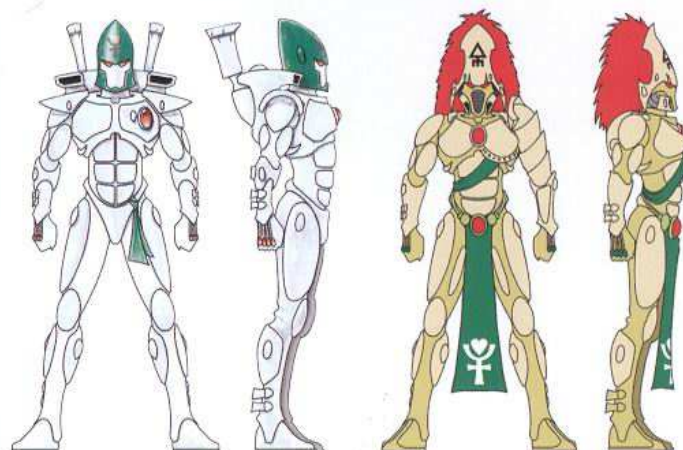


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38 Secrets of the vile ratmen revealed in our educational pamphlet. Great value at one groat.



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WHITE DWARF



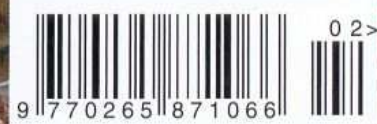
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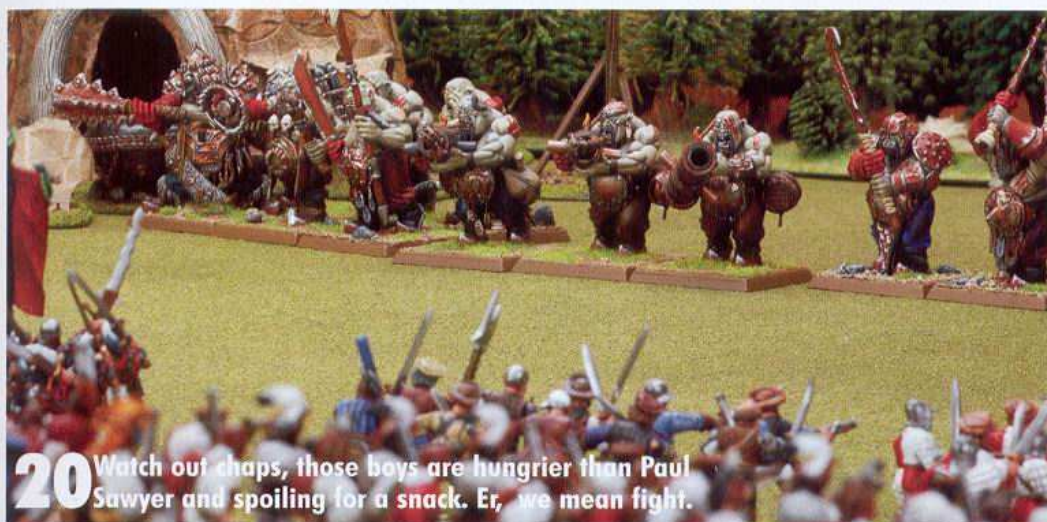
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WELCOME TO THE JUNGLE

FORAY INTO THE RAINFOREST WITH THE FORTHCOMING WARHAMMER REALMS: LUSTRIA

Coming in mid-2005 from the hallowed chambers of Games Development is Lustria. This new tome heralds something of a departure from army books and campaign books – because it isn't either.

"Warhammer Realms is all about taking your armies into different regions and providing a new context in which to play games," says Andy Hoare, author of the new book.

"Lustria is the first of these unique settings we're developing for the Warhammer world, and will conjure a very real environment for all armies to battle over."

Besides the enemy, in Lustria players will be literally fighting the jungle itself. The core rules of the book reflect this, "As well as an events roll before the battle, which could be anything from the weather to a jungle plague, there's a whole new gaming phase," Andy tells White Dwarf. "This is the Encounters phase, in which players can 'activate' parts of the jungle such as carnivorous plants or native curses. These stay active for the duration of the game, making things very perilous."

Working on the project was great fun for Andy as the Lizardmen are one of his favourite armies. "I love the jungle setting and the Lizardmen that inhabit it," he says.

And there's plenty of Lizard action. Alongside the special rules, the book features *The Rise of Sotek*, a node campaign written by Graham McNeil. Set during *The Age of Strife*, before the first sighting of the comet of Sigmar, *The Rise of Sotek* concerns the struggles between the Lizardmen and their nemesis, the Skaven of Clan Pestilens.

"The snake and the rat are natural enemies and so the devotees of Sotek the Serpent God and the servants of the Horned Rat are great archetypal adversaries," says Andy.

As if that weren't enough, Lustria also has six new scenarios with a distinctly jungle flavour to them, so expect sacrifices and archaeological adventures, with more besides.

To coincide with the book there'll be several new releases for several Warhammer races.

CONQUEST OF THE NEW WORLD

- New summer activity.
- Play in-store, at home and in clubs.
- A whole new environment to battle through.

Across the Old World ships make ready. Their destination is the distant continent of Lustria, a land wreathed in jungle and watched by the perpetual glare of an oppressive sun. What possible motivation could drive these warriors into the humid jungle and the dire terrors

that lie within? Greed. If the tales of famed explorer Marco Colombo are to be believed, great mountains of

gold and riches exist there in ancient tombs and temples, ready for the taking! A race now begins as all and sundry mount up in their vessels intent on plundering this 'New World'. However, they don't realise that the

savage inhabitants of this land

have no intention of giving up their treasures without a fight...

The Conquest of the New World is a self-contained campaign designed to complement the Lustria book. You too can join the race to plunder the riches of Lustria in this special summer activity. You'll be able to take your existing armies into this realm and fight its denizens and your rivals. Plundering cities, temples and mysterious sites of Lustrian power you can strengthen your army's hold on the continent and fuel your eventual victory!

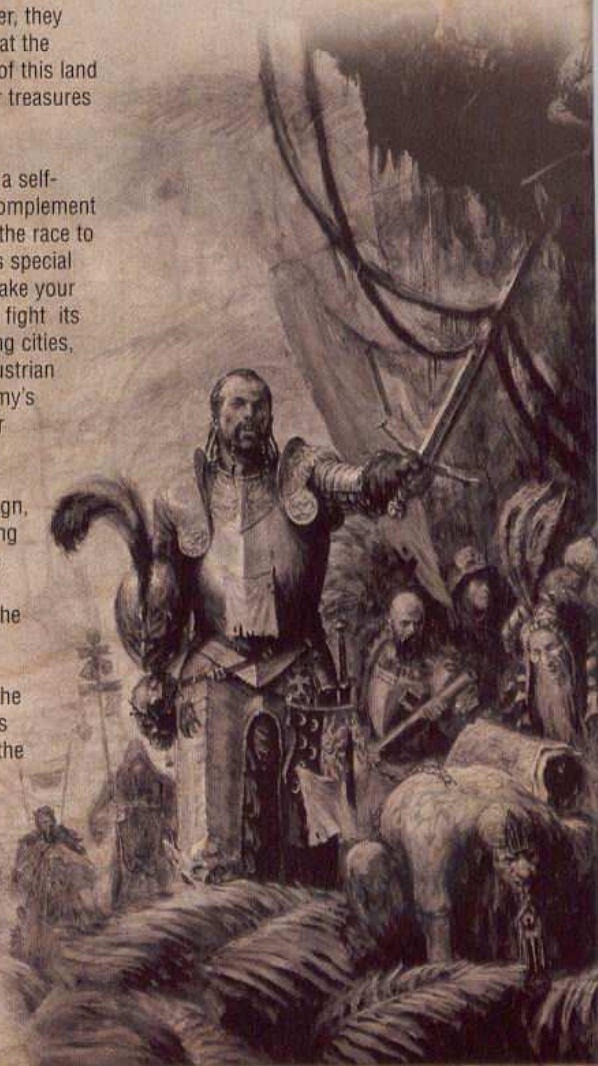
Any army can battle in this campaign, so now is the time to start preparing your forces to foray into the jungle and wrest the wealth from the Lizardman temples that lie within the steaming foliage.

The emphasis of the Conquest of the New World is on taking your forces that have fought their way across the length and breadth of the Old World and seeing how they fare battling in the harsh environs of the jungle. They'll need to learn new tactics and adopt to the ways of guerrilla warfare if they are to survive. So whether you're a Chaos Warlord intent on

sacking the Lustrian temples and yoking their power or a Dwarf Treasure Hunter whose gold fever has got the better of them, it really doesn't matter. All races have been drawn to the New World and will be fighting hard over its mysterious and magical treasures.

To aid you in your conquest of this land, mercenaries, ever in search of lucrative employment, will be ready to ply their services to the highest bidder. Classic warriors of ill-repute, such as Pirazzo's Lost Legion and Tichi-Huichi's Raiders, will be updated to serve you in the campaign.

Keep your eyes peeled for further developments of how and where you can play in the campaign and fight for your own personal part of Lustria.



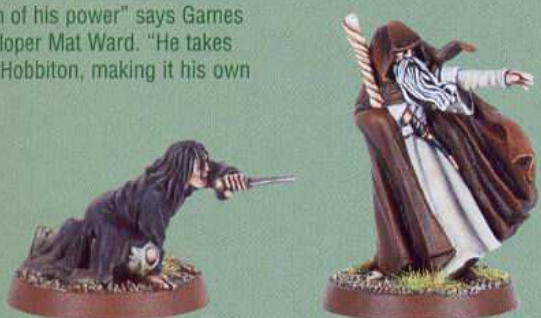
A DEADLY DUO

A new double act is going to be hitting your games of *The Lord of The Rings* soon. Sharkey and Worm are two sinister characters whose fates are inextricably linked. GW's own dynamic duo, Alan and Michael Perry, have sculpted two fantastic new models of them to go with the forthcoming the Scouring of the Shire expansion.

"Sharkey is basically a weakened Saruman, after Gandalf has taken much of his power" says Games Developer Mat Ward. "He takes over Hobbiton, making it his own

kingdom using intimidation and thuggery. But he's a pale shadow of his former self."

Meanwhile Worm, who is actually Grima Wormtongue, has thrown in his lot with Sharkey, and is now insane and even more cowardly. "In game terms Worm can actually switch allegiance if Sharkey gets wounded," says Mat. "It's only fear that's keeping Worm at Sharkey's side."



DURHAM HOBBY CENTRE

Games Workshop Durham is the latest of our Hobby Centres to become a Gaming Room.

With loads of great tables and scenery, together with exciting games and campaigns run by staff and gamers alike, you're sure to find challenges for all your armies whatever the game system, from *Necromunda* to *The Lord of The Rings*.

Games Workshop Durham is due to open very soon. For details on all upcoming events, contact the shop's staff at the address below:

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BLACK LIBRARY

James Swallow's second novel in the *Blood Angels* series, *Deus Sanguinius*, will be hitting stores in April. And the cataclysmic events told in the first volume, *Deus Encarnine*, reach an epic conclusion in this latest book. With the *Blood Angels* divided over the supposed return of their Primarch, Sanguinius, the chapter appears vulnerable to their enemies. All *Blood Angels* players and fans of *Warhammer* 40,000 should not miss out on this one. You can even read an extract at: www.blacklibrary.com

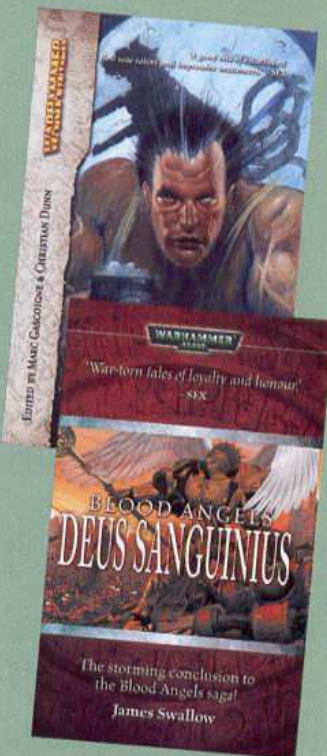
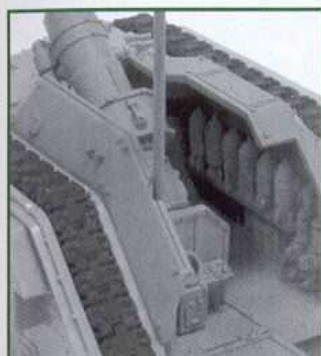
Two fantastic graphic novels have also been released. First up is *Bloodquest: The Eye of Terror Trilogy* – the epic tale of Captain Leonatos and his quest to regain an ancient artefact as well as his honour. Then there's *The Complete Tales from the Ten-Tailed Cat* – stories with a sting in the tale from Talabheim's notorious drinking den. Both of these pocket-sized editions contain the complete story from the series and are priced £7.99.

For more details of these and other Black Library products check out: www.blacklibrary.com

SHELL-SHOCKED

The Imperial Guard Griffon rumbles out of the manufactoria of Forge World this month, laying a path of devastation in its wake. Designed by Daren Parrwood, the Griffon is a complete plastic and resin kit of an Imperial Guard Vanaheim pattern Griffon heavy mortar carrier. The model features a fully detailed interior, a mast mounted periscope and 12 shells of varying type. The rules for using the Imperial Griffon can be found in *Imperial Armour Volume One – Imperial Guard and Imperial Navy* pages 164 and 260.

For more details of this and other Forge World vehicles, scenery and more see: www.forgeworld.co.uk



AWARD WINNER

Hearty congratulations to the team, artists and writers of *Warhammer Comic* which, with its tales of mayhem and carnage in the worlds of *Warhammer* and *Warhammer* 40,000, has been dubbed 'Favourite British Comic' at this year's Eagle Awards.

Well done guys!

SABERTOOTH GAMES

BLADES OF THE TRAITOR

Fans of the Horus Heresy had better not miss out on the latest release from Sabertooth Games. Blades of the Traitor is a new binder set based on Horus and his inner circle of followers. The lavishly illustrated binder also contains four copies of nine exclusive cards, which are only available as part of this set.

BRINGERS OF DARKNESS

Bringers of Darkness is a massive 120-card expansion for the awesome WarCry CCG.

The set contains all-new events as well as new war machines and reinforcements for the hordes of darkness and the forces of light.

www.sabertoothgames.com

This shaggoth features in the Bringers of Darkness warcry set.



ADVANCE NOTICE

As of 3rd April we will be changing the prices on a selection of our products. To give you as much notice as possible, and so you can get your miniatures at the current price, we've listed the major changes below:

- Warhammer plastic regiment boxed sets change from £15 to £18
- Warhammer 40,000 plastic battle squad boxed sets change from £15 to £18
- Miniatures blisters marked with the following letters: F changes to £9, G changes to £10, H changes to £12 and I changes to £15.

MARINES BY NUMBERS

Painting power armour will never be easier thanks to a new handbook to be released soon. How to Paint Space Marines covers every aspect of assembling, modelling and converting your Space Marines. It will also incorporate a whole host of Imperial vehicles within its 96 pages.

"As well as the nuts and bolts of painting units and vehicles, there are extensive painting and uniform guides for the main chapters, such as the Dark Angels, Blood Angels, Space Wolves and Black Templars," says hobby supremo Adi Wood. "It also features a section showing 100 different chapter colour schemes, and tips for creating your own Space Marine chapter."

Right: A Space Marine Venerable Dreadnought. Just one of the great models you're shown how to paint.



BACK TO MACRAGGE

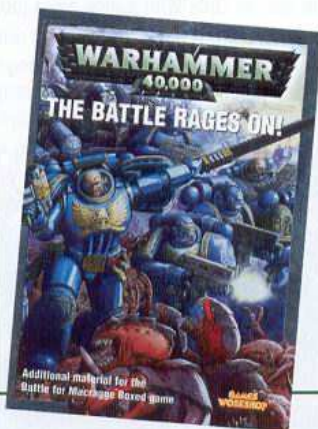
The Battle For Macragge: The Battle Rages On is a collection of all the cool additional hobby material from macragge.com for the Battle For Macragge game.

This new booklet is full of great add-ons, including extra scenarios to enhance those in the box set and a plethora of painting and modelling advice.

Published in an easy to carry format, The Battle Rages On booklet is a convenient way to take all of the material from macragge.com game to game. Aimed at those who already own Battle for Macragge, it will help improve your knowledge and gaming and modelling skills.

The Battle For Macragge: The Battle Rages On is available now and priced £5.

Check out some of the great stuff you will find in the booklet at: www.macragge.com



COMPETITION WINNER

Congratulations to Miss N Hogg who was the winner of the Helm of Elendil competition in WD297. Miss Hogg quite rightly pointed out that Isildur was the name of Elendil's son who fell under the influence of the One Ring.

We had loads of entries for the competition. Thanks to all of you who took part and got the right answer, but it was Miss Hogg's tie-breaker that won her the competition. Here it is:

I would like to win the Helm of Elendil because... It would instil shock and awe in the other commuters.

There were some other notable tie-breakers too:

...I have a beard you could hide a badger in.

...I am Isildur! The heir of Elendil, it is mine by right!

...it will go well with my little black dress on Saturday nights!

Bad luck this time, but if it's any consolation we had a lot of fun reading through the other entries. As for the winner - well done!

THE VIKINGS GO SURFING

Toiling feverishly away at their snow-capped desks, the guys from Northern Europe have been busy creating their own website.

For all our customers of a viking nature (and a few others besides) the Northern European website contains a host of information on local events, stockist listings, recruitment and more.

For more information check out:

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



EDITORIAL



Guy Haley

GOBLINS

I've been painting yet more Goblins (my fourth Gobbo army!), hoping against hope that, one day, we'll have enough to run the final Bugman's Lament as a battle report, as Nick and I had so much fun fighting it. I lost, but have been gripped by 'greenskin frenzy' ever since. I've even been burrowing through the deepest layers of my bits box in search of Gobbo bits. And I found some treasures...

VIKINGS

Boxed with my Goblins were some old Citadel Norsemen I got as part of a huge order for Christmas in 1988. I had intended to build an army using the list in WD 107, but

Guy: Woohooo! My first full on editorial. Ahem. I suppose that means you should prepare yourselves for a long ramble.*

never got round to finishing it as their few forays onto the battlefield were made miserable by cheating Wood Elves. This led my mother to insist that I couldn't buy any more models until I'd painted the ones I already had. She didn't get her way, but the 15 I did paint are the finest models I did as a youngster (so good I've added them to my WAB Vikings). Which neatly segues onto a letter we received from Tom Barabelet.

POORLY PAINTED

Tom is a great fan of vintage GW models. He was a little miffed that the classics we showed in WD 298 were, ahem, 'poorly painted' (I'm paraphrasing here). Well, yeah, some of these models were painted 20 years ago. And mine, besides being clumsily daubed when I was 13, were also crushed unkindly into a box for several years. Sadly GW doesn't have these figures any more, so we couldn't get them painted specially as Mr Barabelet suggests. Anyway, Tom sent in some pics of his classic Orcs with a nice paint job.

PLEASE TALK TO US

Tom's letter was pretty interesting. We'd like more. It gets so cold and lonely here at the back of the White Dwarf's hold (tight git never puts the heating on). Perhaps a few of your missives would cheer us up, as well as provide us with fuel for our stove. If we get enough, we might institute a letters page, something a lot of you have asked for. Of course, we won't do it if all we get are angry, ranting letters, letters from people pretending to be insane, or angry, ranting letters from people pretending to be insane. At the moment we have nearly enough good letters for a page of 'em, but that's three months worth, so if you want one every month you'll have to send more by e-mail or post to the addresses in the sidebar. We would genuinely like more of your feedback and comments, so it's up to you.

I await the deluge of fun.

Guy Haley
Managing Editor



Nick Kyme

Nick: There's a Troll knocking at my door. Sounds like a dodgy euphemism, doesn't it? Well, in this case, I mean it literally.

The final battle to decide the fate of Bugman's Brewery was fought this month between me and TV's Guy Haley. And what a game! Guy's eight-strong unit of Trolls smashed the gates to Bugman's with a single swing of their log ram. There then ensued a mighty contest the likes of which I have never seen in Warhammer. Longbeards, Warriors, Goblins, Giants and Trolls – they all got a bit, with more bloody lips than you'd get at an Apollo Creed convention. Truly it was one of the best games of Warhammer I've ever played and you can see the results in Bugman's Lament on page 50 – my hat is off to you Mr Haley!

I wish I had more space to bang on about our Bugman's game but there's been some other game-related malarkey I want to bring you up to speed on. A quick game of 40K Combat Patrol saw my Sisters of Battle doing it for themselves as they gave Owen Rees' Imperial monkeys a right beating (White Dwarf 1 Web Team 0). I've also been trying to uphold the honour of Gondor as my Battle Company fought the minions of Sauron, which you can find out about on page 106.

Finally, I'm currently roughing it in the Underhive as the White Dwarf Necromunda campaign kicks off. They're a rowdy bunch, the players, so I'll have to dispense some good old peacekeeping methinks.



Tom's classic Orc regiment.

THE WHITE DWARF TEAM



Paul Sawyer

Paul: I feel a bit ashamed – having spent ages converting my Chaos Lord, Vradchuk, to then sideline him at the back of my paintstation. This is the most involved (and in my opinion, best) conversion I've done. The good news is that he's

now getting my undivided (no pun intended) attention.

On the round-based front my Tyranids are getting an overhaul. With a new version of the codex on the horizon I've been chatting to author Phil Kelly and revising my army list. Oh, and drooling over new models. If you liked the previous incarnations of Tyranids you're going to be ecstatic over the new models, trust me.



Paul Rudge

Rudgie: What have I been getting up to? Well if I was to use a comparison to describe my hobby exploits this month I'd

say it would have to be similar to running a London marathon (not like I'd ever do that unless Gregg's bakery gave out free corned beef pasties to all who finished).

My Ogre army has been put aside for a short while as I needed to concentrate on a few other projects, but not before I completed my first unit of Yhetees, one of which you can see to the right. GW modeller Mark Bedford has painted his unit of Yhetees brown and I liked it so much I knew I had to do the same.

With the Ogres on the sidelines I set about building six 2'x2' modular boards that form a 6'x4' battlefield. Then for the next instalment of Bugman's Lament I created a set of defensive fortifications. Last month I said I was going to build fortress walls but I decided to try something

a little different. You can see what I mean if you turn to page 50.

Necromunda returns to the pages of White Dwarf this month, and as I really enjoyed playing the game way back when I had to get in on the action! Of course that meant painting a gang. (Read about it on page 90). Also, next month's terrain project will be Necromunda-based.

Having printed the rules for The Lord of The Rings Battle Companies in WD297, myself and the rest of guys here at Dwarf decided it would be the perfect campaign to play in our lunch hour. Luckily I had already started painting an

army of Harad. You can read about that on page 106 (busy month!).

So there you have it. Now, where's that pasty gone?



Christian Byrne

Christian: For the last few months I have been dribbling on about Space Marines. First of all it was the Ultramarines (and the

ridiculous amount of time it was taking me to paint them), then I proceeded to construct and paint my own chapter, which after a few stupid titles I decided to call the Imperators. The great thing about doing your own chapter is apart from developing your own colour scheme (or in my case lack of it), you can come up with a unique history for them.

I have decided that the Imperators will be a roaming chapter. In their past there may have been some transgression that has seen them spend the last few hundred years on the fringes of the Imperium, taking the fight to the enemies of the Emperor. Such a chapter would be constantly mobilised for war, their Techmarines maintaining a small arsenal of vehicles and weapons. However, due to the violent nature of their journeys, they have suffered significant losses to their main battle companies. They now rely on

small, specialised units and a plethora of war machines in battle.

After taking a long look at the new Codex: Space Marines I gave up on

the idea of giving the Imperators any specific traits or drawbacks. Even though they suffer from depleted numbers, I want them to still retain a good chunk of their armoury.



Greg loses for the 49th time to another plucky gamer at the Open Day.



Greg MacGregor

Greg: I've been playing a lot more games set in Middle-earth recently. Apart from our the Lord of The Rings tomfoolery that you'll see later on in the mag, I also saw many of you lot who came along to the Lord of The Rings Open Day on 6th November at Warhammer World (a long time ago but we work three months in advance here, if you didn't know). As well as getting to play loads of the best scenarios – including the Watcher in the Water, In the Clutches of Shelob, and the Battle of Zirakzigil – I also witnessed some deafening assaults on Warhammer World's awesome Minas Tirith terrain showpiece. Check out the Events Diary on page 118 for more events.

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 models 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 or letters 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

If we are interested in your idea, we will contact you. All material submitted becomes the property of Games Workshop. Please go to the following for our terms of use:

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

TRIBAL WARFARE

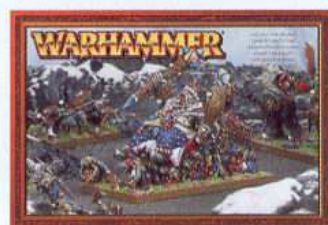
GREASUS GOLDTOOTH

Greasus Goldtooth, or to give him his formal title Tradelord Greasus Tribestealer Drakecrush Hoardmaster Goldtooth the Shockingly Obese, was one of many whelps sired by the infamous Gofg, Tyrant of the Vale of Titans. Like his brothers, Greasus grew up to become strong and fat. Unlike his brothers, he subsequently killed and ate his own father.

This multi-part boxed set contains 1 Ogre Kingdoms Greasus Goldtooth, sculpted by Alex Hedström.

These models require assembly.

GREASUS GOLDTOOTH		£20.00	
Denmark	kr 250.00	Sweden	kr 300.00
Euro	€ 35.00	Norway	kr 300.00



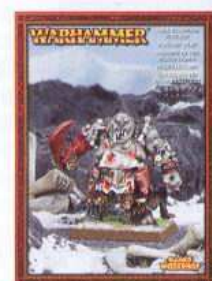
OGRE KINGDOMS BUTCHER

Butchers are immense, corpulent hulks covered in offal and dried blood. They have appalling personal hygiene and like nothing more than wallowing in meat, guts and gore regardless of its source. Hideous and mean, Butchers are essentially the Ogre equivalent of a tribal shaman, although their role is more that of holy man than magic-user. They have a direct link to the Great Maw, and are able to channel a small portion of the Ogre deity's insatiable thirst for gluttony and violence in a practice known as 'Gut Magic'.

This multi-part boxed set allows you to create one of the following Ogre Kingdoms Butchers, sculpted by Steve Saleh.

These models require assembly.

OGRE KINGDOMS BUTCHER		£15.00	
Denmark	kr 200.00	Sweden	kr 250.00
Euro	€ 27.50	Norway	kr 250.00





OGRE KINGDOMS IRONGUTS

Ogre Ironguts are the Ogres of any given tribe that have the most status and the best weaponry. Although not markedly superior in strength to their fellows, Ironguts are afforded great respect, as they are usually hand-picked by the Tyrant himself. For this reason a unit of Ironguts may well include the Tyrant's immediate family, where another might be comprised of his drinking cronies.

This multi-part boxed set contains enough pieces to make 4 Ogre Kingdoms Ironguts, or an Ogre Kingdoms Ironguts command group, sculpted by Brian Nelson.

These models require assembly.

OGRE KINGDOMS IRONGUTS.....£20.00

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



OGRE GORGER

Gorgers are stinking, pale and degenerate Ogre-kin that have been condemned to the warpstone-laced labyrinths below each tribe's cave network. When an Ogre is born without a paunch, a thankfully rare occurrence, it is thrown down a gaping, jagged pit into the darkness below. The Ogres believe that in offering the infant to this maw-shape their god will pass judgement, and those that are sound will be granted their god's blessing.

This blister pack contains 1 Ogre Kingdoms Gorger, sculpted by Trish Morrison.

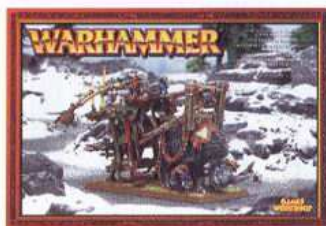
These models require assembly.

OGRE GORGER.....£9.00

Denmark	kr 115.00	Sweden	kr 140.00
Euro	€ 15.00	Norway	kr 140.00



NEW RELEASES



OGRE KINGDOMS GNOBLAR SCRAPLAUNCHER

Pioneered by the infamous Ma, self-appointed King of the Gnoblar Scrappers, the Scraplauncher is a war machine 'inspired' by the stone throwers of the Dwarf realms. The design varies depending on the Scrappers that own the machine, although they are always hugely prone to malfunction – a Scraplauncher has usually been constructed out of everything from enemy chariots to broom handles.

This multi-part boxed set contains 1 Ogre Kingdoms Gnoblar Scraplauncher, sculpted by Trish Morrison, Tim Adcock, Alex Hedström and Steve Saleh.

These models require assembly.

OGRE KINGDOMS GNOBLAR SCRAPLAUNCHER ..£20.00

Denmark	kr 250.00	Sweden	kr 300.00
Euro	€ 35.00	Norway	kr 300.00



OGRE KINGDOMS YHETEE

The Yhetee packs inhabit the highest slopes of the Mountains of Mourn, eking out a sub-tribal existence at the peaks of the mountains. These hairy, ferocious beasts are almost invisible in the snow, as their matted, blood-flecked pelt is generally very pale. They are possibly one of the few species that has more of a connection with the mountain itself than the common Ogre. Indeed, the Yhetee exude an aura of cold so powerful that those attacked by them will find their limbs stiffen and joints freeze, making them easy prey for these mountain predators.

This blister pack contains 1 Ogre Kingdoms Yhetee, sculpted by Trish Morrison.

These models require assembly.

YHETEE ..£9.00

Denmark	kr 115.00	Sweden	kr 140.00
Euro	€ 15.00	Norway	kr 140.00



CAPTAIN LYSANDER

The name Lysander first appeared on the Liber Honourous of the Imperial Fists Chapter in 567.M40 when, as a sergeant of the 2nd Company, he was victorious over the heretics of Iduno at the battle of Colonial Bridge. This was but the first Imperial Laurel of many. In 585.M40 he took command of the 2nd Company after successfully boarding and capturing the Eldar cruiser, Blood of Khaine.

This blister pack contains 1 Captain Lysander model, sculpted by Dave Thomas.

These models require assembly.

CAPTAIN LYSANDER.....£9.00

Denmark	kr 115.00	Sweden	kr 140.00
Euro	€ 15.00	Norway	kr 140.00



CAPTAIN SHRIKE

Captain Shrike made his name during the campaign to destroy the Ork Warlords of Targus VIII, a hive world locked in perpetual night on the fringes of the Halo Stars of the galactic south. Fallen to the strength of the mighty Waaagh!, the task of reclaiming this world was entrusted to the Raven Guard, ten regiments of the Imperial Guard and their attached Naval units. Carefully selected targets were assigned to squads of Raven Guard to destroy prior to the Imperial invasion, and Shrike led an assault force of Space Marines deep behind enemy lines to take out a giant orbital gun.

This blister pack contains 1 Captain Shrike model, sculpted by Mark Harrison.

These models require assembly.

CAPTAIN SHRIKE.....£8.00

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



ELDAR WAVE SERPENT

The Wave Serpent is the main troop carrier of a craftworld's army. Protected inside its hull and force field, Guardians and Aspect Warriors can be transported in safety to any part of the battlefield. Its powerful anti-grav engines give it great speed, making it possibly the best troop transport in the entire galaxy.

This multi-part boxed set contains 1 Eldar Wave Serpent and 1 crewman, sculpted by Jes Goodwin and Martin Footitt.

These models require assembly.

ELDAR WAVE SERPENT.....£20.00

Denmark	kr 250.00	Sweden	kr 300.00
Euro	€ 35.00	Norway	kr 300.00



NEW RELEASES

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



BLOOD BOWL: SKELETON WITH CHAINSAW £5.00

Sculpted by Mark Bedford. This blister pack contains 1 Skeleton with Chainsaw.



MORDHEIM: DWARF TREASURE HUNTER £5.00

Sculpted by Martin Footit. This blister pack contains 1 Dwarf Treasure Hunter.



EPIC: ANTI-GRAV PLATFORMS £8.00

Sculpted by Tim Adcock. This blister pack contains 6 Weapon Platforms, enough for 6 Scatter Lasers OR 6 D-Cannons. This model requires assembly.



EPIC: ELДАР WAVE SERPENTS £5.00

Sculpted by Tim Adcock. This blister pack contains 4 Eldar Wave Serpents.



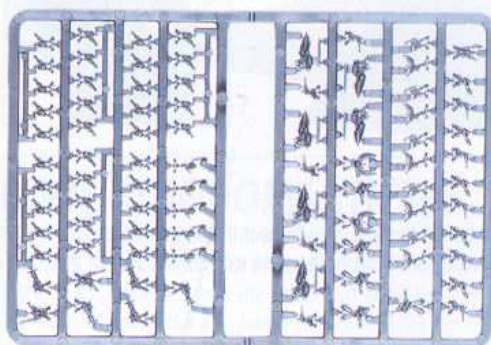
EPIC: ELДАР VYPERS £8.00

Sculpted by Tim Adcock. This blister pack contains 6 Eldar Vypers.



EPIC: ELДАР NIGHT WINGS £8.00

Sculpted by Tim Adcock. This blister pack contains 6 Eldar Night Wings.



Sprue shown at 20% of actual size.

EPIC: ELДАР WARHOST £12.00

Sculpted by Aly Morrison. This boxed set contains 2 Eldar Warhost sprues which make 38 assorted stands.



EPIC: ELДАР FALCONS £8.00

Sculpted by Tim Adcock. This blister pack contains 3 Eldar Falcons.



EPIC: ELДАР WAR WALKERS £8.00

Sculpted by Tim Adcock. This blister pack contains 6 Eldar War Walkers.

ONLY AVAILABLE FROM GW DIRECT SPECIAL EDITION OGRE MANEATERS

There are two special edition Ogre Maneaters that are only available from GW Direct, the Ninja Ogre pictured below, sculpted by Alex Hedström, and a Female Ogre, sculpted by Steve Saleh.

These special edition Maneaters are available to order by quoting code 99060213012 for the Ninja Ogre or 99060213013 for the Female Ogre.

This model requires assembly.

OGRE KINGDOMS MANEATER £9.00



ADVANCED ORDERS

Want to get your hands on all the coolest new miniatures as soon as possible? Then look no further. All of the miniatures below are available to advance order from the date below, ensuring you get them as soon as they are released in our Hobby Centres. See Ordering Direct on page 122 for details of how to order.

THE SCOURING OF THE SHIRE	29th JAN
HOBBIT ARCHERS	29th JAN
HOBBIT MILITIA	29th JAN
GOLFI MBUL	5th FEB
FARMER MAGGOT AND HOUNDS	5th FEB
ELДАР COLLECTORS GUIDE	8th FEB
WHITE DWARF 304	11th FEB
HOBBITS OF THE SHIRE	12th FEB
MARNEUS CALGAR COMMAND SQUAD	19th FEB
HOBBIT SHIRIFFS AND BOUNDERS	26th FEB

WARHAMMER



🦋 **Ivory Road Journal**
Part 1 of Reuben
Kyte's fascinating
travelogue.

🦋 **Bugman's Lament**
The brewery comes
under attack in this,
the final part.

🦋 **Belly of the Beast**
Watch out, there's
Ogres about. And
they want MEAT!

🦋 **The Under Empire**
Being a treatise on
the realm of the
insidious Skaven.

THE IVORY ROAD

Perilous adventure in the wild lands of the Ogre Kingdoms

Ogre Kingdoms writer Phil Kelly puts quill to parchment once again for the first instalment of the journals of noted Empire map maker Reuben Kyte, in whose destiny the Ogres loom even larger than usual.

Being a collection of excerpts from the journal of noted explorer and eventual Firemaster of the Angry Fist Tribe, Reuben Kyte.

Sigmarzeit 12th, the year of our Lord Sigmar 2502

I'll be a happy man if I never set foot on a boat again! By all the gods, that journey nearly finished me – a mere three days after we set off I concluded that I would rather have walked naked through the Dark Lands than attempt the coast by schooner again. The stinking, sweltering hold, the appalling squalls that drove me down there, the swarthy, opportunistic sons-of-goats that pass as crew, and maggot-riddled rations that I wouldn't offer to a rat. All topped off with the constant rolling of the seas that forced my beloved stomach to endure a fortnight of torment. I couldn't even write a sentence without my quill splattering and scattering ink. Bregh seemed unbothered throughout, but quite how young Ergo survived the ordeal so well I shall never know. He assures me it has to do with a low centre of gravity, but I'd wager the Halfling race is a good deal harder than it likes to appear. I kissed the sweet shores when we finally moored the schooner, so pleased I was to be able to stand on dry land – my legs feel like they are made from no more than gristle and spit even now. My map-making of the kingdoms of the Ogre had better earn me a pretty penny, for all this effort and hardship.

Sigmarzeit 13th

Well, the journey has certainly been entertaining so far. It is good to be back on dry land (I can walk in a straight line again) but the Scalded Delta is pressing home how it came upon its name. I

don't know if it's due to volcanic activity below the surface of the world, all this sulphur that makes the place stink like a devil's armpit, or an industrial by-product of the dark Dwarfs who plague the plains to the north, but the water is near boiling point – Ergo badly scalded his hairy little feet when trying for a quick paddle in the pungent waters of the River Ruin. Or so he says – is it happy coincidence that he gets to spend the next few days reclining on the bedding rolls atop our mountainous guide's backpack? I doubt it, though Bregh doesn't seem to mind the extra weight, or come to that the other annoying insects that hover over his head night and day. There seems to be a peculiar kinship between them. The usually silent Ogre has even spoken to the Halfling on more than one occasion, an honour he has yet to extend to any of us mere humans.

Sigmarzeit 19th

Pigbarter is in sight! I can hardly wait for a hot meal and a decent bed. The crew just laughed when I said I was looking forward to getting back to something approaching civilisation, but it's a major trading post – how bad can it be?

Sigmarzeit 20th

Pigbarter is without doubt the foulest sewer of a rotting excuse for a town I have ever stepped into in all my eight years as a traveller of the world. The whole place is choked with a fug of yellow, acrid-tasting smoke from the River Ruin, slouching its way past buildings raised on stilt-like legs.

Each habitation is rimmed with sharp shards of glass and sharpened nails that have been hammered into the wood of the foundation timbers and supporting beams, presumably to prevent nocturnal raids from the Gnobblars that infest this benighted town. These beams are almost without exception riddled with woodworm, centipede and louse, and as a result a good third of Pigbarter's buildings have collapsed to form a ramshackle floor of shanty towns housing said Goblins. Quite how man and greenskin can coexist in this manner is incomprehensible to me;

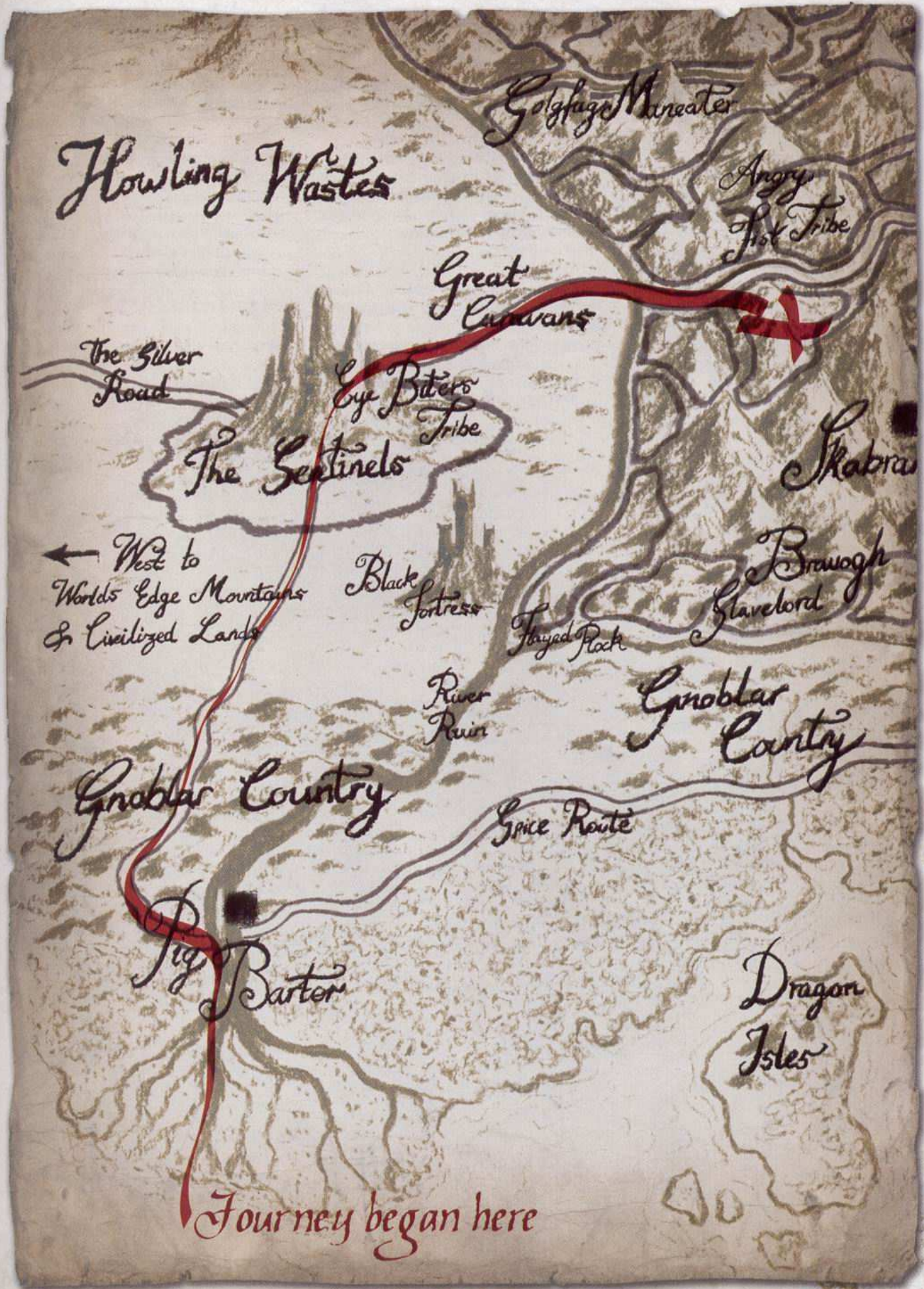
surely the two-level division can only accomplish so much.

I stayed the night in a lice-infested hut no larger than our berth on the good ship Fraulein, my fitful dreams of a hot bath and a comfortable feather bed with a comely wench on either side of me constantly interrupted by the deafening bellow that Bregh considers a snore. Still, rather the brute blocks the door than we leave our goods undefended and wake up to find that everything from our swords to our socks has been pilfered by grasping greenskin fingers during the night.

Sigmarzeit 21st

Although Frederico assures me that Pigbarter is the best place to purchase supplies hereabouts I can't wait to get back on the open road. This town stinks – a combination of dead fish and the dead greenskins slowly shrivelling on the roof of each dwelling place. The citizens (if I can use such a term for the wretches that wade through the flows of detritus) take great pains not to see their ill-gotten goods disappear in the night – shabby-looking but well-trained eagle owls circle above the huts, entrusted with the duty of mauling any light-fingered Goblin upon a nocturnal raid. My host's own owl, Bok-bok, is larger than a hound and can see perfectly in the dark – quite capable of picking a thief from the shadows even without the looming presence of our Ogre manservant. Those caught are strung up on the roofs of the huts, a gourmet treat for our avian policemen. No doubt the screams of these unfortunates serve as a warning to others who might feel tempted to raid the dirty stilt-shacks.

By midday the whole place is in pandemonium; a shouting, bleating, baying, oinking marketplace that stretches over a mile in every direction. I must confess I stayed in my hut rather than brave the crowded streets, bristling with boars that rut freely below the huts and fierce-looking, sallow market stall owners. In retrospect I regret having missed the so-called 'pig-jousting' event that our mercenaries had such a fine time betting upon.



Sigmarzeit 22nd

A most eventful night – somehow a Gnoblar had managed to penetrate the defences of my host's hut whilst its partner in crime diverted the attentions of Bregg and our resident eagle owl. Word must have spread that we were spending gold coins, for I awoke to find thin fingers creeping around my money belt. Whilst I feigned sleep, Ergo slowly reached out toward the egg-encrusted breakfast skillet, bringing it down upon the misshapen head of the little thief with such a resounding clang that he awoke not only the whole household, but those on either side. The greenskin hit the floorboards with a thud, its eyes and needle-fanged mouth open wide. Despite the fact that our little visitor

now languishes above me on the roof, I did not sleep well after having those sharp little teeth so near my throat. All I hope is that we do not encounter the larger cousins of these greenskins on our journeys to the north.

As the sun sets across the broken rooftops, we have supplies, I have my solitude, and we have purchased a functional set of pack horses for the next stage of our journey – the foothills of the mountains themselves.

Sigmarzeit 23rd

For the next week or so we travel through the hills, Gnoblar country as it is known to the inhabitants of Pigbarter. It seems pleasant enough, a green and

fecund place in comparison to the brown sludge of the township. I imagine this place once teemed with the little blighters, but now most of the Hill Goblin warrens are deserted altogether. Now and then we see a hovering arrowhawk, viciously beaked killers who feed not only upon the Gnoblars but also on any of the children of Pigbarter who stray too far north. This, combined with the alleged slave raids that take place in these parts and the townspeople's fondness for the javelin-based sport of runtspike, may have driven the Gnoblars to pastures new.

Sigmarzeit 31st

As usual, we made camp under the open skies, cold and damp without a fire to



warm us – both Frederico and Breggh assure me that far worse things haunt these hills than Gnoblar and we would do well not to attract them. I must confess I do not like such dark hints, I am an explorer of some repute and do not scare easily to bedtime tales of bogeymen and boggarts. The nights have been pretty uneventful, in any case.

During the course of the day we passed a Gnoblar scrap caravan on its way to Pigbarter, pulled by quite the biggest beast of burden I have ever seen. This, according to Ergo and his new Ogre friend, was a Rhinoxen, a hairy slab of muscle and temper with four legs like tree trunks, a long knobbed head sporting two great horns of bone, and beady little eyes that seemed to fix me to the spot as it thudded past. Tied to the beast's haunches by rough straps of leather were the remains of a chariot, every inch covered in scrap. The bric-a-brac ranged from battered pots and pans to blackened timber spars to shiny horse brasses and jangling chains, all jealously guarded by hissing Gnoblars with beringed fingers and nasty-looking scars. This was the first of many such wagons, all tied to the one in front, a caravan of some length that clanked and rattled its way past our little entourage on its way to the markets. I suppose that, to a pauper greenskin, even a shiny spoon is a thing of great wonder and value. If they only knew what lay secured tightly within the depths of my bedroll!

Sommerzeit 1st-12th

Largely uneventful days travelling through the deserted foothills of Gnoblar country. The warrens hereabouts now contain nothing more than hare and bristlehog. Ergo and myself practiced with our shortbows from the backs of our respective mounts – the tally now stands at eight hares to three in favour of the Halfling. Amazing how his 'badly wounded' state has not affected his aim in the slightest. Lazy little opportunist.

Sommerzeit 13th

The Sentinels are in sight – we have made good speed. That, unfortunately, is the only piece of good news relating to the current leg of our journey.

Early this morning we emerged from the hills and valleys into the flat, desolate landscape known as the Howling Wastes. And not without good reason. These bleak plains are forever plagued by a thin, devil-spawned wind that whips across the blighted landscape and pulls at one's clothes and hair like the grasping fingers of mean-spirited children. Upon this wind are carried

voices, horrible voices that whenever the wind picks up rise into a wailing clamour like the protests of the damned. Even our pack horses are on edge, as there is something unnatural about this place obvious to even the most thick-skinned of our party.

The sight of the twisted and infamous Black Fortress to the east has not helped our spirits either. Frederico kindly regaled us with tales of flesh-eating Dwarf slavers who wear masks of iron and take their blacksmith's tools to their captives in brutal and lengthy displays of torture. If there is any truth to this then I can well understand why the local Gnoblar populace upped sticks and headed to the mountains. I intend to do the same at the earliest opportunity, once we have reached the city in the standing stones and recruited our guards. The barren, ash-choked plains and the threat of being enslaved by daemon Dwarfs do not compliment the realisation that we are nearly entirely out of rum.

Sommerzeit 14th

We arrived at the Sentinels scant hours ago, but I really must put pen to parchment before my initial impressions of the place fade. What a remarkable city! I have never seen its like before and doubt I will again. Two great standing stones rise high into the sky, presumably erected before the dawn of man by some unknown race of giants. Around the bases of the Sentinels are clustered mesas and spires of both naturally occurring rock and yet more standing stones, forming a network of crevasses, tunnels and chasms in which I now rest. The whole place has been hollowed out and inhabited by countless adventurers, entrepreneurs and brigands who scurry on their urgent business through the darkened passageways, reminding me strongly of a nest of termites I once encountered in the south. Goods are transferred to the upper tunnels by means of great winches set into the sides of the stones themselves. Lines of red meat and dried fish are strung between each stone wherever there is shelter like an Altdorf washerwoman's linen (I swear I saw a few corpses amongst the meat) and a constant stream of scruffy Gnoblars scurry underfoot from shanty town to nest. Almost every nook and crevice is occupied, not with birds as one would expect, but with the diminutive thieves intruding upon our journey with alarming frequency. Horses, mules and Rhinoxen fill rough paddocks on the outskirts of the stones, tethered to great rusted rings set deep into the rock and traded so often they seem to change

hands by the hour. At night, great strings of fat-burning lanterns illuminate the main streets and caverns, lending the place an almost magical glow. The whole place is alive with commerce, an oasis of colour and light in the forbidding darkness of the plain.

Through the main passageways stride the Ogres themselves, more Ogres than I would have ever seen in a lifetime of living in the Empire. They seem almost like another species here, instead of the clumsy, bellicose oafs I am used to, these Ogres seem almost self-possessed, masters of their own environment, and woe betide any who get in their way. When saying my farewells to Breggh I had to press myself flat against a sandstone wall to allow one particularly obese specimen to pass – clad in once-fine brocade, now bloodstained and dusty, the heavily scarred, snarl-tusked brute walked with an easy menace that spoke of decades of fighting as well as eating. These are the Ogres we are here to hire; those experienced enough in the ways of the mercenary to cooperate with us Empire types in exchange for good honest gold without succumbing to the urge to eat us in our beds.

Sommerzeit 15th

As well as the more mundane provisions for such a journey, it seems I have had some luck in recruiting a band of Ogre Mercenaries (rather worryingly referred to by their Gnoblar runner as 'maneaters') to guide us into the hinterlands of the Ogre Kingdoms. The Eyebiter tribe, led by the infamous Malron Eyebiter, have been protecting Empire caravans for over sixty years. Procuring their services was simply a matter of listening to the right Gnoblar runner, giving him a pfennig to show me to his master – a fiercely ugly brute with burns all down the right-hand side of his face who answers (some of the time) to the name Thrug the Deaf. Despite the fact I had to roar at the top of my voice to make myself heard, he was inclined to trust me, apparently because of my weight problem. I must admit I've never found my waistline to be advantageous in negotiations before but, after laughing long and hard at the Fat Thinling and his rotund little companion (this passes for the height of wit in Ogre circles, evidently), Thrug and his fellows gave us a decent price for their services. I recruited them then and there, biting into the same ragged hunk of raw meat as Thrug to seal the deal. Quite disgusting.

I still have my half – even as I write, it soaks the straw of my cavechamber floor with sticky, congealed blood. Though I



A group of opportunistic Gnoblars attack the travelling expedition.

am damned if I will eat it, I dare not throw it into the streets, lest a watchful Gnoblar report back to Thrug and I find myself the very meat used for his next business venture.

Sommerzeit 18th

Damn but those Ogres can march. Despite having a good steed to keep pace with, I am so exhausted and saddle-sore I can barely lift my quill. Nevertheless, I must recount our method of crossing the River Ruin. We crossed some two miles south of the Ivory Road, where the polluted river boils past at something approaching a fordable rate.

I saw broken pieces of rusted metal in the depths and the occasional corpse bob in the flotsam of the river, and the air was filled with an acidic tang. The discoloured yellow froth that boils onto the banks of the river had scoured away even the tough black lichen common to this land.

None amongst us wanted to lead our little caravan into those blistering waters. So, when they got heartily sick of our protestations, the Ogres simply grabbed us carried us across. And the horses. And the grain. And all the caravan wagons.

The strength of these beasts is truly incredible. How I am glad they guard us, and are not our foes.

Sommerzeit 20th

The first of the mountains looms ahead! One of the smallest, according to Thrug, but it still looks about the size of a Worlds Edger to me. Bear Mountain, they call it – one of our Ogre guards had a chained Sabretusk that he assured us would see off any mere bear.

We started well enough, making good time; I think we would have a lot more to worry about than the odd scattering of pebbles from an overhanging crag or set of beady eyes peering from the cracks in the mountainside if we were not surrounded by vicious-looking Ogre mercenaries.

But things began to grow more difficult when we reached a fork in the road. Thrug and his lieutenant Yuri had a long and heated argument about whether to take the left or the other left – although this gave me a great opportunity to add more detail to the map, neither Ogre would give ground, and the discussion soon drew in the rest.

I could see which way things were going and, fearing we would find ourselves guarded by a team of irritable invalids instead of a well-drilled unit of mercenaries, attempted to intervene.

I did this by jumping up and down, waving my arms to try and get their attention above the clamour, and when this failed I clambered onto the lead

caravan and blew a mighty blast on the coach-horn loud enough to get their attention, even Thrug the Deaf.

They turned as one, looking extremely unhappy, and I confess that my bowels turned to water at the realisation of what I had done. The sight of six angry Ogres staring with undisguised rage at me will stay with me till the grave.

Nevertheless it had the desired effect. By a silent mutual assent, they shambled off down the mountain slope to settle their differences in typical Ogre fashion. I sent Ergo to spy on them so I may record the ritual, though anyone with a sharp pair of ears can hear the roars and bellows well enough from here.

They have been gone well over half an hour now, and I am beginning to worry. Frederico says he can see small, flitting shapes in the dark. I fear it may be time to put down the quill and pick up the dirk...



Phil Kelly
Phil has been with GW for 5 years, starting his career on this very magazine! Originally a Warhammer 40,000 specialist, he recently penned *Ogre Kingdoms*, his first Warhammer Armies book.

NIGHT ON BEAR MOUNTAIN

Stop those thieving Gnoblars!

Reuben Kyte's caravan came to a halt on the slopes of the infamous Bear Mountain as the sun was setting. Unfortunately, shortly thereafter a disagreement broke out amongst the Ogre guards. Worried that the dispute, and the inevitable fight, would leave them with a handful of injured Ogres as protectors, Kyte began a doomed attempt at mediation.

Though the behemoths endured his interference for a short while (mindful, no doubt, of the balance of payment still owed them), after several fruitless minutes it became manifestly apparent that Kyte was wasting his time.

Having tolerated the interjection considerably longer than they deemed polite (ie, at all) the Ogres stalked off down the hill to settle their disagreement in direct Ogre fashion, away from the interfering bleats of their Human paymasters.

As the distinctive, concussive sound of Ogre negotiation echoed up the slopes, a large band of Gnoblars seized their opportunity to acquire some more shiny stuff from the caravan.

Overview

The attacker is attempting to sneak towards the lightly guarded caravans, ransack them for anything vaguely useful (these are Gnoblars, after all), and then escape the attentions of the hulking caravan guards.

Armies:

Attacker (use the Ogre Kingdoms army book)

- 10 Gnoblar Fighters
- 10 Gnoblar Fighters
- 8 Gnoblar Trappers
- 8 Gnoblar Trappers
- 1 Gnoblar Scraplauncher

Defender (use the Empire army book)

- 1 Greatsword
- 10 Huntsmen
- 5 Swordsmen
- 1 Great Cannon
- 5 Handgunners
- 5 Free Company (may skirmish)

Battlefield

The caravan has halted for the night upon a patch of relatively open ground, high up on Bear Mountain. There are five wagons arranged no further than 6"

from the centre of the board and no closer than 3" to one another. Around the wagons is a jumble of trees, rocky outcrops and chasms.

Deployment

Players decide who will be the attacker and who will be the defender, or roll a dice to choose.

The defender deploys his army (including any scouts) within 12" of the centre of the board.

The attacker deploys his entire army (including scouts) in the Attacker's deployment zone.

First Turn

The attacker goes first.

Length of Game

The attacker has only a short amount of time to make good his theft, as once the bodyguards have settled the dispute, their return will panic the Gnoblars and send them running into the hills. At the end of the sixth game turn, roll a dice. On the score of a 1 or 2, the game ends. Roll again at the end of the seventh turn, this time the game ends on a roll of 1-4. The game automatically ends at the close of the eighth game turn.

Victory Conditions

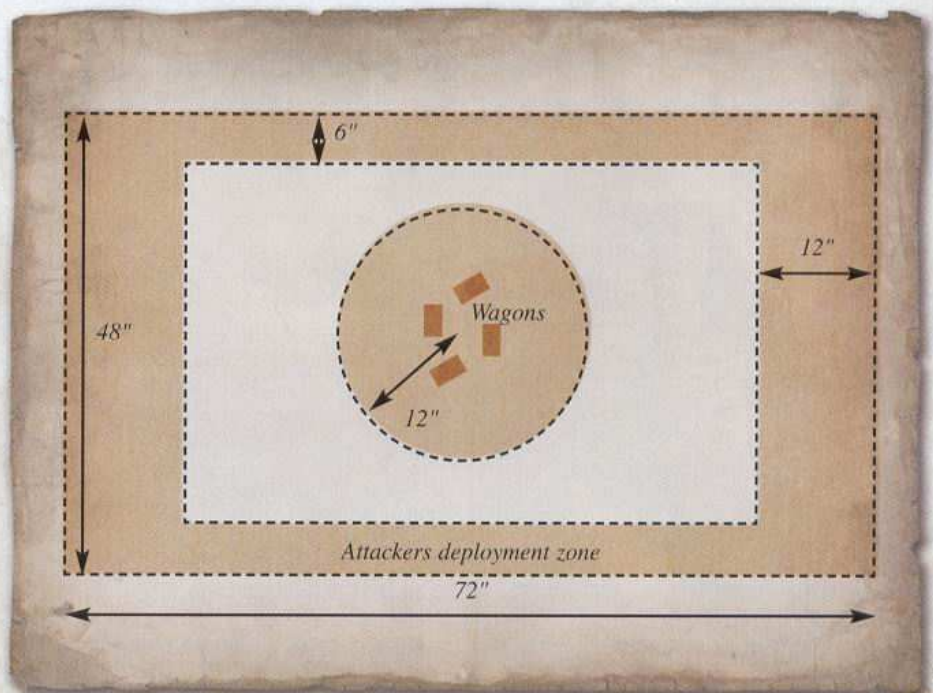
An attacking unit that ends a game turn in base contact with a wagon may attempt to pillage it for any valuables. Roll a D6 for each pillaging unit, this is the number of Plunder Points it has seized. Units may carry any number of Plunder Points and may spend several turns gathering them if the controlling player wishes. These can be captured in exactly the same way as a banner.

As the Gnoblars are primarily concerned with theft, and most certainly not martial glory, any attacking unit may choose to move off the board, but may not return if it does so.

Both players score Victory Points as normal (see page 198 in the Warhammer rulebook). In addition, each 'Plunder Point' seized yields an additional 10 Victory Points if held by a unit at the end of a game. Fleeing units or units that have fled the table do not score additional Victory Points in this way, though units that have exited the board voluntarily do.

Next Month

Reuben continues his journey into the Mountains of Mourn.



A map of the occasion when, left alone in the wilderness by their arguing Ogre guards, the notable Reuben Kyte's expedition was attacked by Gnoblars intent on stealing from the caravans.

BELLY OF T

The new Ogre army is looking for dinner in its debut

Ghusk Longstrider, Tyrant of the Guttrippers, loomed over the arrangement of skulls, gut-plates, bones and other detritus on the floor of his evil-smelling tent, its lice-ridden walls fashioned from the hides of the livestock the tribe had eaten over the last few days. His Ironguts gathered round in the cramped confines of the tent, their Gnoblar pecking out from between massively muscled legs and rusted metal gut-plates.

"Right then," said Ghusk, "lissen. That sheep skull is the thinlings. Those bull skulls is the bulls. That gut-plate is you lot, the Ironguts. Them chicken bones is the Gnoblar, and that leafy thing is the trees. This is the plan." Ghusk paused, shoving the items representing the Ogres forward until they met the human skull representing the defenders of Gutenbad. "We leg it across the field. Then we kill 'em." Ghusk's beady eyes transfixed each of the Ironguts in turn. "Got it?" he rumbled.

"Yer, we just charge 'em," said Big Vusk, the Gutlord.

"Yep. Lob and his Leadbelcher lads can take the left flank. Hogtusk and them can take the other left. Any riders come up shootin', they shoot 'em back. Bang, problem solved." The Ironguts around him chuckled, though it was irritating having to pick Leadbelcher ammunition out of a good torso.

There was a commotion outside, and a great slab of an Ogre forced his way into the tent. His face was burnt and blackened, blisters crowded above his right eye and several of his fingers were missing. It was Grobl, one of the tribe's Leadbelchers.

"Oi, Ghusk? One of the Gnoblar just spotted somethin'. Somethin' bad."

"Well?" bellowed Ghusk, annoyed at being disturbed in the intricacies of his planning. The returning Empire troops were mere hours away, and Ghusk wanted this village as a staging post for his invasion.

"They've got Ogres," said Grobl, his eyes cast down.

"What? Another tribe?" spat Ghusk, stamping heavily down into the skulls on the floor and backhanding the nearest Irongut in the face in pure frustration. "How many of 'em?"

"Gnoblar says two and two and two, boss."

"Oh. That's not many. Thought we might have a fight on our hands there. Right!" said Ghusk, banging his fist into his palm. "Everyone out. It's time get some blood on yer." He stooped and effortlessly wrenched the leg of a captured Empire outrider out of its socket. "I'm not going to battle on an empty gut."



THE BEAST

Warhammer Battle Report – run for your lives!

The inaugural Battle Report – a chance to demonstrate the fine crafts, subtleties and nuances of a new army. Or then again, the sheer smashing, thundering, lumbering, damage potential of 27 huge Ogres, intent on a light snack of 165 Empire soldiers. Let's get ready to rumble!

Inside the Design Studio there have been sinister rumblings. Chants of "Belly's gonna get ya" and deployment of armies composed almost completely of 'big guys' have been the prelude to the new Ogre Kingdoms army list. But the long months of playtesting are over and it's time to unleash the Ogres in a Battle Report.

Phil Kelly, chief exponent of all things Ogre, takes the reins of the brutish horde, a fearsome 3,000 points throng of literally all creatures great and small (of course I'm talking a load of Gnoblar here), giving him a perfect chance to show the very best from the Ogre army list. If anyone knows how to make the Ogres work as they are intended, it's Phil Kelly.

Against them are the tactically diverse Empire, commanded by Adam Troke. This is an advantage they'll need to exploit to the full in the face of a sledgehammer force like the Ogres. An Empire player by choice and a regular participant in Ogre playtests, Adam has a good understanding of the army dynamic and how they function, enabling him to play against them on fairly even terms.

For the battle report the players decided to play one of the scenarios from the Warhammer rulebook, opting for Flank Attack, with the Empire as the attackers. The scenarios in the rulebook are occasionally overlooked by many players even though they are an excellent way to introduce a narrative into your games

with the bare minimum of effort. Whilst slugging it out in a Pitched Battle is great, how much more evocative is a deadly Ambush, valiant Last Stand or in this case a daring Flank Attack.

The premise behind the scenario is that an Empire army, lead by Konrad von Steinhoff, is travelling homeward from Middenheim following the fighting in the Storm of Chaos, Ogre mercenaries marching at his side. The army also contains various elements including state troops from Talabheim, two detachments of knights and a host of conscripted militia. Wary and in need of supply, they planned their march to take them past the town of Gutenbad, which is a few days north of Hergig.

However, before their arrival, a sizeable Ogre force was spotted by Empire Huntsmen. Encamped close to the township, the Ogre horde was making ready to take it by force and eat the occupants. The Huntsmen made haste

back to von Steinhoff's camp to deliver the dire news to their general.

The Ogres have been moving from the east, plying their trade as mercenaries to the armies previously embroiled in the Storm of Chaos. Now the fighting is over they have continued onwards further into the Empire in the hope of more finding more battles to fight and fresh meat to eat.

Throwing caution to the wind, von Steinhoff decided he had no choice but to attack, lest the hapless occupants of Gutenbad be devoured by the monsters. Calling up to Sigmar for his courage, he despatched a fast-moving contingent of knights and pistoliers to circle around the flank of the Ogre army, while he led the main Empire force against the Ogres in open battle.

Regardless of whether everything went according to plan or not, things were going to get very, very messy.

THIS MONTH'S ARMIES

Who shall prevail in this contest of arms? Let's take a quick look at the strengths and weaknesses of the two forces.

Ogre Strengths

- Tough, high-Wound core troops
- Fear-causing
- Fast moving
- Powerful heroes
- High Leadership
- Cause Impact hits on the charge

Ogre Weaknesses

- Few in number
- Low rank bonuses
- Easily outflanked
- Vulnerable to multi-Wound weapons

Empire Strengths

- Low-cost troops
- Numerous
- Effective missile fire
- Excellent war machines
- Detachments
- Wide choice of unit types

Empire Weaknesses

- Average Leadership
- Low Toughness and Strength
- Vulnerable to *fear*
- Mediocre heroes

The White Dwarf says...

The Ogres are a nasty army, brutal and unsubtle, but they'll have to close fast to avoid their numbers being thinned by the Empire's massed missile fire. The Empire commander, on the other hand, has more options open to him, but must focus on one of the strengths of this versatile army and make sure that this is pushed to the fore on the battlefield. Guns will help, but he must make sure he whittles the Ogres down before they scare off large parts of the Imperial force.



EAT LEAD, OGRE BOY!

Adam: Defend the glory of Sigmar? Consider it done! Phil briefly outlined that I'd be the attacker in a Flank Attack scenario and facing the brand new Ogre Kingdoms army. Since the Ogres are a very fast force, my intention was to delay Phil's army, slowing it whenever possible and hammering it with a hail of fire until my flanking elements arrived and could lay waste to the Ogre flanks.

Keeping that in mind I immediately chose Anton Reinhold, a Wizard Lord with the Lore of Death, for my first character. Upgraded to Level 4, he would allow me to achieve magical superiority while his Pegasus would allow him to be where he needed to be. To increase his survivability I equipped him with Van Horstmann's Speculum and the Sword of Justice. In essence this should allow him to at least match, and possibly kill, any enemy characters that took an undue interest in him.

To compliment him I have Heironymus Dunn, a Level 2 Battle Wizard with the Lore of Heavens, equipped with two Dispel Scrolls. Always a sound idea, the Dispel Scrolls should help me prevent a Brain Gobbler or worse, if Phil's Butchers get in amongst my lines. To lead the army I plumped for an Elector Count with the Armour of Meteoric Iron and a great weapon. Essentially his role will be to keep my battle line steady – Leadership 9 close to my core units should help them pass more Fear tests so I can countercharge. His magical armour will hopefully spare him the

worst of the enemy's attentions. The last of my characters, Kastor Huber, a Captain equipped with a warhorse, barding, full plate armour and a shield, will lead my flanking force.

First on my roster is always a unit of Inner Circle Knights. I decided on an eight-strong unit of Reiksguard Knights with full command. These legendary warriors would join my Captain on the flank and skewer the Ogre menace on their glittering lances. Another unit of cavalry, this time Knights Panther – five strong and sadly not Inner Circle – would join my flanking force. A unit of 20 Swordsmen, my favourite Empire infantry, and another of Spearmen, both supported by two units of ten Free Company each should provide a formidable anchor for my army. A unit of 20 Handgunners and another ten Crossbowmen should provide an excellent firebase.

I decided a reasonable artillery battery of a Great Cannon and a Mortar would give the Ogres something to think about. A unit of 15 Greatswords with a War Banner would help me when I counter-attacked, or provide a valuable asset to my lines if the Ogres got through my fire intact. Two units of Pistoliers were next in line, one to join the Knights in the flanking force and one to bolster my main force. I gave the Griffon Standard to the unit of Swordsmen, providing a nasty surprise for anyone that charged them. Essential to any Empire army are Huntsmen, so I took a unit.

I still had a lots of points left and a hankering to use something unconventional. We had decided I was allowed to use Dogs of War, and a unit of Ogre Ironguts and two Ogre Maneaters filled that hole nicely.

The Ironguts, armed with great weapons, could join my flanking force and add some extra muscle to it – Ogres with great weapons can make a mess of anything, even other Ogres! The Maneaters' *stubborn* rule would also allow me to hold one of my flanks tight. I resolved to place them close to my Great Cannon, keeping it safe from any Yhetee shenanigans Mr Kelly is probably planning for me.

A dog's life

As Ogres are notorious mercenaries they can also be used as Dogs of War. Indeed much of their culture revolves around fighting in exchange for wargear, gold or even meat.


Many Ogre units have the Dogs of War special rule meaning that they may be taken as a Rare choice by any Warhammer army. Maneater units are very rare and as such take up two Rare slots instead of just one.


Ogre units are happy to fight alongside other Dogs of War, and so may use Dogs of War as Rare choices themselves. In a Dogs of War army Ogre units with the Dogs of War rule count as a Special choice.

VON STEINHOFF'S RETURN


A 3,000 points Empire army


Konrad von Steinhoff (with Swordmen) 116 points
Elector Count wearing the Armour of Meteoric Iron and wielding a great weapon.


 **Anton Reinhold** 335 points
Level 4 Wizard Lord wielding the Sword of Justice and riding a Pegasus. He carries a Dispel Magic Scroll and Van Horstmann's Speculum.


 **Heironymous Dunn** 145 points
Level 2 Wizard carrying two Dispel Magic Scrolls.


Kastor Huber (with Reiksguard Knights) 84 points
Captain wearing full plate armour and carrying a shield. He wields a Biting Blade and rides a barded warhorse.


 **Swordsmen** 215 points
20 Swordsmen with light armour and shields and wielding swords. The unit has a Musician, Standard bearer and Duellist. They also have the Griffon Standard.


 **Free Company (Detachment)** 50 points
10 Fighters wielding two hand weapons.


 **Free Company (Detachment)** 50 points
10 Fighters wielding two hand weapons.


 **Spearmen** 165 points
20 Spearmen with light armour and shields and wielding spears. The unit has a Musician, Standard bearer and Sergeant.


 **Free Company (Detachment)** 50 points
10 Fighters wielding two hand weapons.


 **Free Company (Detachment)** 50 points
10 Fighters wielding two hand weapons.


 **Handgunners** 160 points
20 Handgunners armed with handguns.


 **Crossbowmen** 80 points
10 Crossbowmen armed with crossbows.


 **Huntsmen** 56 points
5 Huntsmen with longbows. The unit includes a Marksman.


 **Knights Panther** 155 points
5 Knights wearing full plate armour, carrying a shield and riding barded warhorses. They are armed with lances. The unit has a Musician, Standard bearer and First Knight.


 **Greatswords** 235 points
15 Greatswords wearing full plate armour and wielding great weapons. The unit has a Musician, Standard bearer and the Count's Champion. They also have the War Banner.


 **Reiksguard Knights** 273 points
8 Knights of the Inner Circle wearing full plate armour and shield and riding barded warhorses. They are wielding lances. The unit has a Musician, Standard bearer and First Knight. They also have the Steel Standard.


 **Empire Mortar** 75 points
3 crew.

 **Empire Great Cannon** 100 points
3 crew.

 **Pistoliers** 95 points
5 Pistoliers wearing light armour and armed with two pistols. They ride warhorses.

 **Pistoliers** 95 points
5 Pistoliers wearing light armour and armed with two pistols. They ride warhorses.

 **Ogre Kingdoms Ironguts** 242 points
4 Ironguts wearing heavy armour and wielding great weapons. The unit has a Gutlord, Bellow and Standard Bearer.

 **Ogre Kingdoms Maneaters** 172 points
2 Maneaters wearing light armour. Both carry hand weapons, one also has a brace of handguns and the other carries a great weapon.



IT'S CLOBBERIN' TIME

Phil: Although there's theoretically nothing to give you more pre-game confidence than an army full of bloody great monsters on your side of the table, I have to admit to feeling a bit nervous about this. I've spent well over a year producing the Ogre Kingdoms book, and whilst working on the project we racked up well over a 100 playtests. The Ogres' record against the Empire in particular was as close to 50/50 as makes no difference, but there's no acid test for a new army quite like the inaugural Battle Report.

Humans, being nice and squishy, do not respond well to a full-on charge by a substantial unit of Ogres, and so the first port of call army list-wise is three nice chunky Ogre units to form the hard centre of the army. Two of these will be Ogre Bulls, one with additional hand weapons giving each Ogre at least four attacks and the other with the light armour/ironfist combination, giving them a decent 4+ save in close combat – ideal against skilled opponents such as Empire swordsmen. The third is a whacking great unit of Ironguts – these great weapon-toting fiends will make the perfect bodyguard for my Tyrant.

Speaking of whom, let me introduce Big Ghusk Longstrider, the ugliest Ogre in the Studio army and probably the biggest to boot. I have a nasty trick up my sleeve with this particular eating machine – he wears the Bullgut, a horned gut-plate that gives him Unit Strength 6 on the turn that he charges. Enough to break a flank, in fact. Combined with the 'big name' Longstrider (Ogre characters can have surnames that act a little like Bloodline Powers, and this one gives him +1 Movement) this fella can potentially charge from his unit into the flank or rear of an unsuspecting Empire phalanx, duff 'em up whilst negating their rank bonus, and pursue them 3D6" to nab the Victory Points. I need him to throw out as many attacks as possible to pull this off, and even a couple of low-strength hits can help, so I gave him an additional hand weapon and a pair of Sword-Gnoblers to jab at the foe's groin whilst Ghusk does the real work.

Ghusk's brother, Jhost the Hunter, also has the Longstrider honorific – it's a tactic I want to try out, and could guarantee him and his Sabretusks the charge against the Ogres Adam has been bragging about employing in his army. Speaking of which, my secret weapon for dealing with those chaps is Brog Thunderhand, my Bruiser – armed with The Tenderiser, a great weapon which

does D3 wounds. Anything that does multiple wounds is very bad indeed for an Ogre.

Which is why Adam's Empire Great Cannon is going to be such a problem. One enfilading shot from a well-placed cannon can easily take out a unit of expensive Ogres; I've done it myself. So I'll need something to bother his war machines. This will come in the form of some very small nuisances and a hulking great maniac. Gnoblar Trappers, being scouts with multiple shot missile weapons (Sharp Stuff – only S2 but lots of it), are great for hassling war machine crew. The Gorgor, a blood-maddened troglodyte that hungers for blood like a shark, is even better due to his rather more direct habit of biting off heads – plus he is Unbreakable and he has Killing Blow, so he can double as a speedbump and can opener if Adam's knights arrive on my flank at an inconvenient moment.

So that's the centre and the far table edge sorted. However, any Ogre player will soon learn to guard his flanks, and of course this is doubly true in the Flank Attack scenario. This is where the Leadbelchers come in. Any Pistoliers or Inner Circle Knights looking for an easy time of it in my flank will find cannon-toting Ogres unloading three Artillery dice worth of S4 armour-piercing shots in their direction. Backed up by some

What's in a name?

Some Ogres have gained such a reputation that they have literally earned names for their renown. Ogre Kingdom players can purchase a big name for their Heroes. Phil went for the Longstrider name for his Heroes giving them an extra inch of movement. Other well known big names are the Mawseeker (+1 Toughness), Beastkiller (immune to psychology) and Kineater (nearby units get to re-roll failed Panic tests).

numbers in the form of two large units of Gnoblers, a *stubborn* Maneater and my bolt-thrower toting Hunter, I reckon my flanks are pretty safe for a turn or two no matter where any cavalry appear

Finally, a few of the weird and wonderful units of the Ogre Kingdoms will come in very handy. Yhetees, for instance, ignore most types of difficult terrain, so will be great for storming through woods into war machine crews or the flanks of enemy units. The Scraplauncher's large-template scrap attack will prove invaluable with all those bunched-up units of Empire troops (with 3,000 points there's bound to be a lot of 'em), plus it can be placed to countercharge any nasty surprises that crop up. Hmm. What was I worried about again?

DEPLOYMENT

Adam: I was extremely comfortable with my army selection, with each unit assigned a specific purpose. Deployment proved a little difficult for me, as the amount of scenery placed on the board looked like it would seriously inhibit my army set up. However, I quickly realised that I could still prosper from the terrain if I modified my original plan a little. The one hill I had available to me became host to my crossbows, handguns and mortar and my Heavens Wizard. While my Great Cannon, as previously intended, set up on my extreme left flank, with the Wizard Lord and the Maneaters for company. In my centre were the Greatswords and Swordsmen, who were joined by Konrad von Steinhoff, the Elector Count. To their right went the Spearmen and their Free Company detachments. On my extreme right I placed my Pistoliers, with the hope that they could harry the Ogre left. I won the roll-off to see who placed scouts first, so I went for the small woods in the middle of the board, where they could apply maximum disruption. My flanking force was coming on to the board from my left, and judging by Phil's deployment I'd made the right choice!

Phil: It's amazing how cramped your deployment zone can become with 3,000 points of big uglies champing at the bit crammed into it. Adam was feeling the pinch too, and we both ended up with far from ideal deployments. In retrospect I wish I'd have placed the Hunter on the right flank, opposite Adam's level 4 Wizard – because of their ability to Sic 'em Boys on an enemy within 18" of their Sabretusks, these chaps tend to draw a lot of magic, and the Greatskull he was wearing forces a miscast on any roll of a double rather than just a double 1. The Yhetees were far from ideally placed to storm through the woods in the centre of the table, in fact loitering behind my Ironfist-toting Bulls. I'd managed to get pretty much everyone within 12" of Ghusk though, so if Adam got first turn, I'd be confident of passing any Panic tests.

THE GUTTRIPPER TRIBE

An Ogre Kingdoms 3,000 points army



Big Ghusk Longstrider the Tyrant 301 points

(with Ironguts)

Ogre Tyrant wearing heavy armour and wielding two hand weapons. He is accompanied by two Sword-Gnoblars. He also bears the Wyrdstone Necklace and Bullgut.

Brog Thunderhand (with Bulls with hand weapons) 184 points

Ogre Bruiser wearing heavy armour and wielding The Tenderiser magic weapon.



Jhost Longstrider, Ghusk's brother 245 points

Ogre Hunter wielding a hand weapon and accompanied by two Sabretusks. He bears the Greatskull.



Pigflick (with Ironguts) 185 points

Ogre Butcher wielding a hand weapon and accompanied by a Tooth-Gnoblar. He carries two Dispel Magic Scrolls.

Ghore the Meaty (with Bulls with ironfists) 180 points

Ogre Butcher wielding a hand weapon and carrying Grut's Sickel and the Gnoblar Thiefstone.



Ironguts 378 points

6 Ironguts wearing heavy armour and wielding great weapons. The unit has a Gutlord, Bellow, Standard Bearer and Lookout Gnoblar. They also have the Ragbanner magic standard.



Bulls 250 points

5 Bulls wielding two hand weapons. The unit has a Crusher, Bellow, Standard Bearer and Lookout Gnoblar.



Bulls 265 points

5 Bulls wearing light armour and wielding Ironfists and hand weapons. The unit has a Crusher, Bellow and Standard Bearer.



Gnoblar Fighters 52 points

25 Gnoblars wielding hand weapons and sharp stuff. The unit has a Groinbiter.



Gnoblar Fighters 52 points

25 Gnoblars wielding hand weapons and sharp stuff. The unit has a Groinbiter.



Gnoblar Trappers 52 points

8 Gnoblar Trappers wielding hand weapons and sharp stuff. The unit has a Snarefinger.



Leadbelchers 165 points

3 Leadbelchers wearing light armour and armed with leadbelcher cannons.



Leadbelchers 165 points

3 Leadbelchers wearing light armour and armed with leadbelcher cannons.



Yhetees 195 points

3 Yhetees armed with Yhetee ice weapons.



Gnoblar Scraplauncher 165 points



Gorger 75 points



Bolg Goldengut 90 points

Maneater wearing heavy armour and wielding a Cathayan longsword.

EMPIRE TURN 1

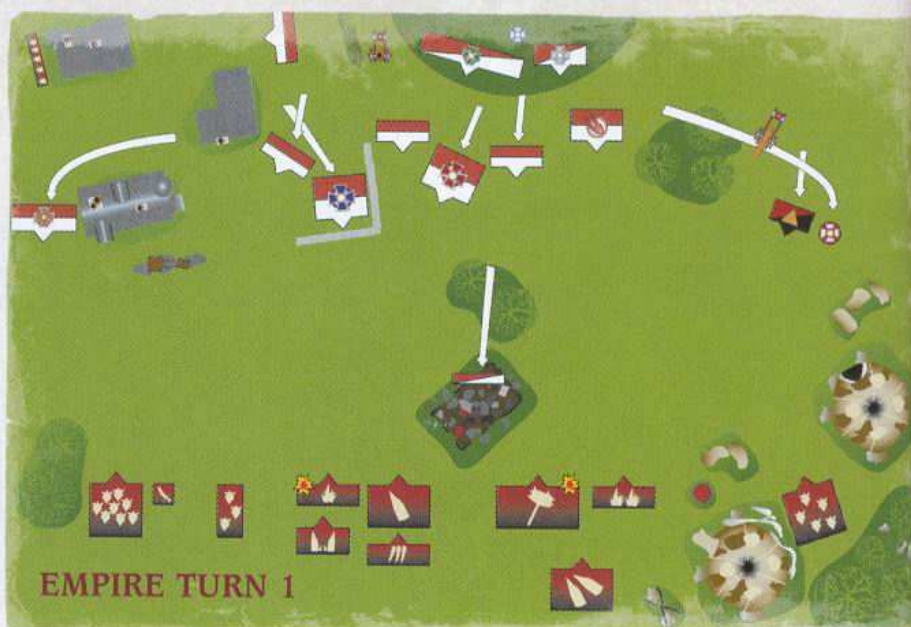
Adam: I won the roll for first turn, a good start. Taking first turn would hopefully leave more of my force intact for when the flanking elements arrived. That and I'd have a chance to get my Huntsmen into Phil's lines properly, so various elements of my army moved forwards to take up better positions.

On my left Anton Reinhold, the Wizard Lord, urged his Pegasus forward, keeping pace with the slow advance of the towering Ogre Maneaters as I positioned them in a better place to guard the Great Cannon. I advanced the Swordsmen with Konrad von Steinhoff, allowing the Free Companies behind them to move out to either side, ready to make a countercharge.

On my right I sent one of the detachments into the town to deal with the Gnoblar Trappers as I marched the Spearmen towards the wall.

My Magic phase was impressive as my Celestial Wizard cast *Second Sign of Amul*, getting three re-rolls, and then unleashed the *Comet of Cassandra*. Unfortunately, Phil dispelled that with a Dispel Scroll, and also halted the *Wind of Death* that Anton Reinhold attempted to cast upon the Leadbelchers.

My Shooting phase was opened by the roar of the Great Cannon, as I aimed at the Butcher in the Ironguts unit. The



Gnoblar sitting in his crow's-nest upon the standard shrieked out a warning and the cannon ball took another Ogre instead. I wounded easily enough, but only rolled a 1 for the number of Wounds. One of my re-rolls changed that to a 6 and the Irongut was blown apart. My guess for the Mortar was not quite as accurate – its crew lined up a shot on Phil's Ogre Hunter but caught the Leadbelchers instead. Again I rolled poorly to see how many Wounds were inflicted, so used another re-roll from the *Second Sign of Amul*, sadly also a 1. Lastly, my Handgunners employed a

ranging shot, but even with a re-roll on their extra D6" range for the first shot of the game they were out of range.

Hunting Huntsmen

By winning the roll to place Scouts first Adam gained an important tactical advantage. Placing his Huntsmen in cover right in front of the Ogre lines would negate their ability to march, disrupt their movement and stall them.



The Ogres get closer and closer as the time to whittle them down runs out.



A lovely day for a stroll in the countryside, until you see that line of Ogres charging in at you!

OGRE KINGDOMS TURN 1

Phil: I was one Irongut and one Dispel Scroll down, but that came under the heading of acceptable losses – no way did I want a comet screaming out of the skies to ruin my day, the Ogres have quite enough meteor-related death in their history already. The placement of Adam's Huntsmen was a real thorn in my side – my battle line moved forward slowly as a result. Still, Adam seemed to be moving forward himself, so that kind of made up for it, and at least I was out of range of those 20 Handgunners.

On the left flank, the Gnoblar got into knight-threatening position should anything turn up later in the game, whilst the Leadbelchers and the Scraplauncher moved 6" forward towards the Spearmen defending the wall. The right flank edged towards the Maneaters, jostling madly to deny Adam's cannon any good shots.

Pigflick the Butcher detached from Ghusk's Ironguts, hoping to get rid of those damned Huntsmen with a few Gut Magic spells. He kicked things off by attempting to cast *Bonecruncher* on one dice, shovelling human bones into his mouth and conferring the splintering carnage to the bones in the Huntsmen's bodies, but Adam dispelled it with ease. The same spell was targeted at Adam's Swordsmen, as they were within 18" and ripe for a pasting. Another successful dispel. Then came the big one, Braingobbler – I was hoping the Panic test from the Butcher gobbling down human brains and projecting nightmares into the minds of the Swordsmen would send them fleeing and break Adam's battle line in half. Preferring not to risk it, Adam used a Dispel Scroll.



The Gnoblar Trappers had moved toward the Pistoliers, and threw 16 dice worth of Sharp Stuff in their direction, killing one. The Scraplauncher, groaning

Belch forth

Blackpowder weapons are popular with armies in the Warhammer world. The same goes for Ogres, except they are so big each can carry a cannon! These artillery pieces are stuffed full of broken weapons and a variety of other shrapnel, and can be quite devastating, as each Ogre rolls an artillery dice to see how many shots he fires. But should he roll a misfire, the Leadbelcher's unit will take D6 Strength 5 hits. Ouch!

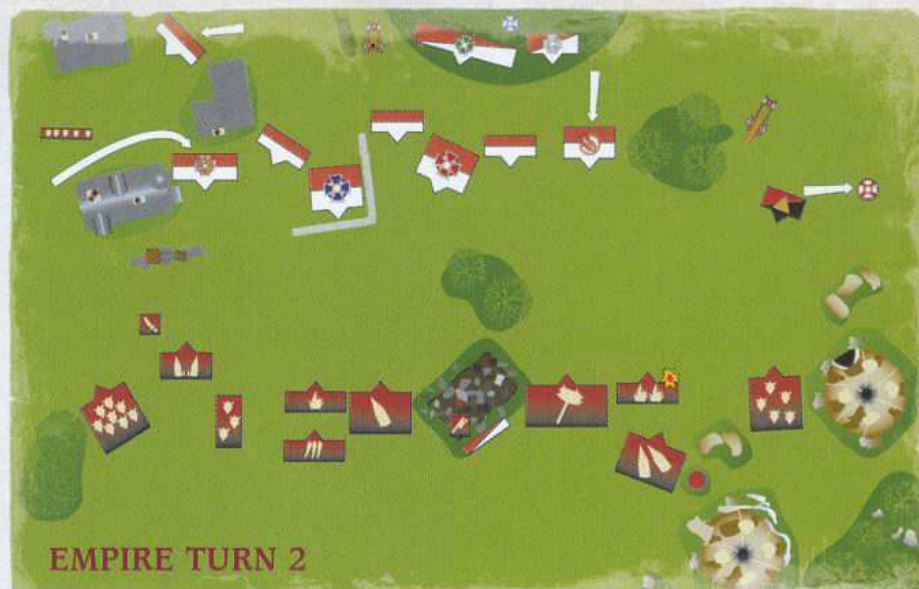
and snorting as its loading arm bent back, sent a bundle of broken weapons hurtling into the Spearmen defending the wall – a direct hit on all 20 of 'em! I rolled for the damage, three 6's turned up – there was no saving those three Spearmen. Six conventional wounds went unsaved, and Adam's unit suddenly looked a lot less convincing. Nine dead in a turn! With that kind of success, I didn't really need to unload the Leadbelchers' cannon too. Well, did I? – they take a turn to reload and I might need to use them next turn. Did I? "Go on," said Adam, "it's what the readers would want to see, after all." Hmm. I fell for it, and though I rolled a decent 14 shots, I forgot that the blighters were behind a stone wall, and with the -2 to hit, my fusillade killed a single Spearman. Big hairy deal.

EMPIRE TURN 2

Adam: Insulted by the green-skinned riff-raff pelting them with junk, the Pistoliers reined in their horses and changed direction to cut through the town, while the Free Company moved up, hoping to deter the Gnoblar Trappers from their devious schemes. Elsewhere a few units repositioned a little, the Greatswords came forwards a bit, and I kept Anton Reinhold safe by backing him away a tad from the approaching enemy. My Huntsmen scurried through the ruined house to avoid the attention of the Butcher.

Again my Magic phase was satisfying, with Heironymus successfully casting *Second Sign of Amul* on a casting roll of 14. Phil employed his Dispel dice to keep me from casting *Wind of Death* and stopped *Comet of Cassandra* with another Dispel Scroll. Hopefully that was the last of those and next turn the pain could begin in earnest.

My shooting this turn was pretty good too, despite the cannon ball sticking into the ground just in front of the Leadbelchers. The Mortar scored a direct hit on the Yhetees, inflicting two Wounds from the shell itself thanks to a re-roll. My Handgunners were out of range again, but my Crossbowmen were able to inflict three Wounds on the Leadbelchers approaching my left flank,



EMPIRE TURN 2

killing one outright. My Maneater with a brace of handguns inflicted another Wound on them but, sadly for me, Phil passed their Panic test.

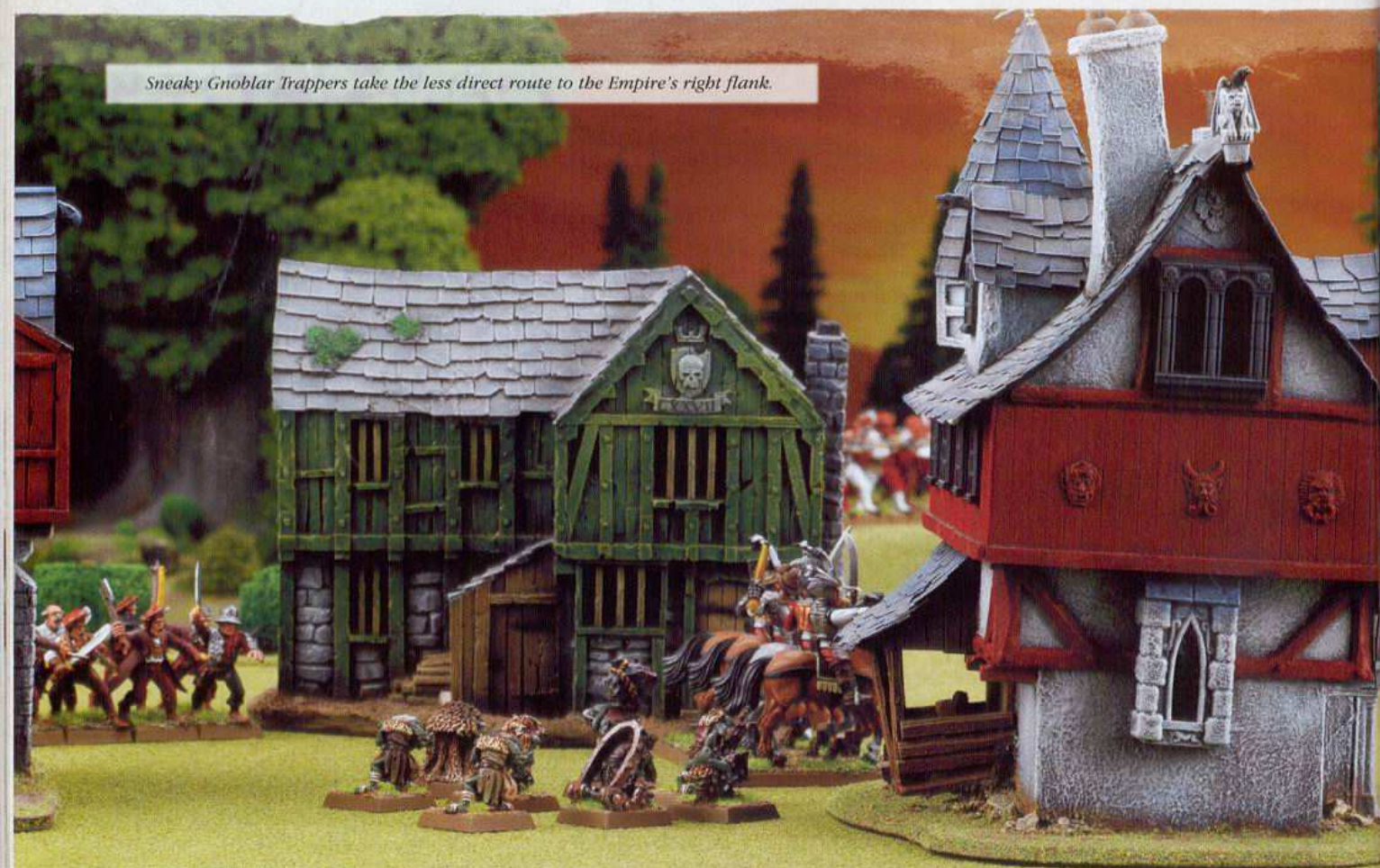
OGRE KINGDOMS TURN 2

Phil: First things first, does the Gorger turn up? He operates like Dwarf miners or a tunnelling unit. The dice were not kind. The Gnoblars all passed their Bicker tests (good lads), but the Scraplauncher, faced with a foe within its charge range, failed its Bad Tempered test and had to charge... into a brick

wall. Joy. I sent the Leadbelchers in to back it up, even though they would only be hitting on 6's due to the defended obstacle. But these are Ogres, after all, and I was looking forward to my first documented Bull Charge. The Free Company detachment loitering in the village countercharged; this was going to be an interesting combat.

The rest of the left flank repositioned, trying to close down the angles so the Pistoliers couldn't run rings around me (the Sabretusks are very useful for this).

Sneaky Gnoblar Trappers take the less direct route to the Empire's right flank.



On the right flank, I reasoned that if I stuck my unit of Bulls with Brog in their midst right in front of Adam's Maneaters he'd have no choice but to charge me. I'd also get some use from Brog's magical great weapon too. The Gnoblar moved up to support.

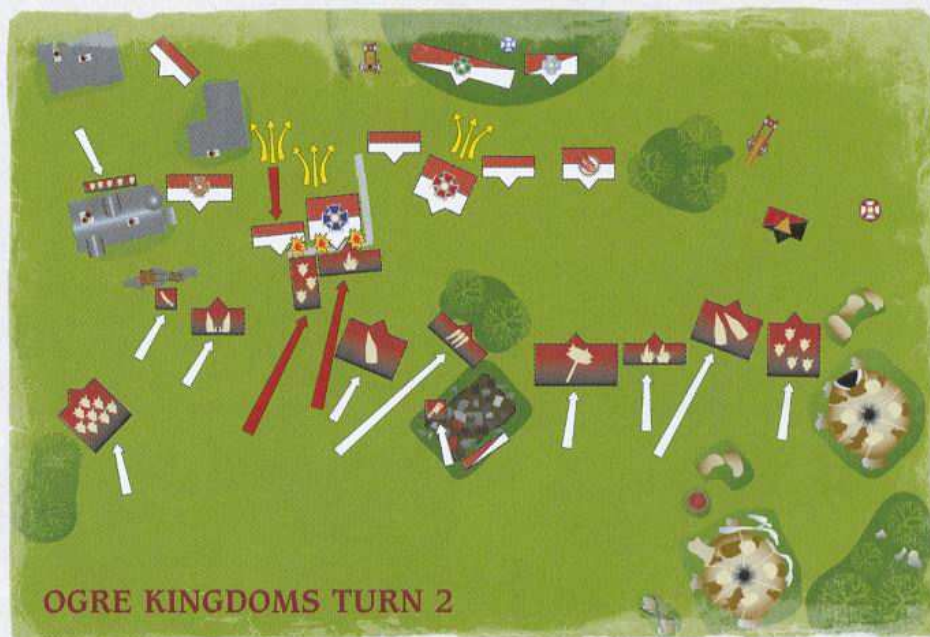
My Magic phase started slowly, with a dispelled *Bonecruncher* on the Huntsmen. The next spell, again trying to scare off the Elector Count's unit, was a lot more interesting as Adam failed his Panic check and the Elector Count turned tail and pegged it up the hill.

I then unleashed another *Bonecruncher*, this time cast at one of the detachments the Swordsmen had left behind, but as Butchers can only use two dice maximum, Adam dispelled it easily. However, one thing Gut Magic does well is wear down the enemy's Dispel pool. When Adam thought I had no dice left, I used the magic item Grut's Sickle to give me an extra Power dice, at the expense of a wound from Ghore the Meaty's unit (he uses part of one of his mates as a spell ingredient). I used this to cast *Trollguts* on the Leadbelchers in combat, giving them the ability to Regenerate and Magic Resistance 2 into the bargain. As Butchers eat their spell ingredients when casting, and troll guts give you one hell of a case of heartburn, the Butcher took an automatic wound casting it.

The Shooting phase was pretty short, with the two remaining Leadbelchers causing six deaths. The mighty Greatswords passed their Panic test.

In the Combat phase, the Scraplauncher took D6 S6 hits from charging into the brick wall, but the Rhinox ploughed through it, only taking a single Wound in the process. The beast thundered into the Spearmen, impaling one on each of its twin horns with its impact hits. The

Leadbelchers also had some impact hits to dish out. The countercharge achieved nothing against the Scraplauncher, and the combined attacks of a mighty Rhinox and six weedy Gnoblar took down four Free Company, whilst the Leadbelchers took down another three Spearmen. Unfortunately, the rest of the Spearmen impaled one of my Ogres before breaking automatically and being run down by my fear-causing units. Still, that was one broken flank.



OGRE KINGDOMS TURN 2

Raging bull

All Ogres can cause impact hits on the charge – the Leadbelchers did just this when they decimated Adam's block of Spearmen. The combined effect of massive weight, momentum and heavy gut-plates means that any Ogre unit of three or more models charging over 6" into the enemy does one impact hit per Ogre at its basic Strength. This is known as their Bull Charge!





EMPIRE TURN 3

Adam: With a blaring of trumpets my flanking force arrived! Things continued to get better as my Elector rallied his men and readied for the coming assault, though the Crossbowmen fled the table. Next, I declared several charges. My Pistoliers failed to charge the Leadbelchers in the flank due to a failed Fear test, while on the opposite flank my Maneaters threw themselves at the Ogre Bulls led by the Bruiser. The flanking force set themselves up ready to make charges next turn except for the Knights Panther, who raced along my table edge to bolster the centre of my battle line.

My Magic phase was a no holds barred catastrophe! Despite casting *Second Sign of Amul*, Heironymus then miscast the *Comet of Cassandra*! Rolling an 11 on the miscast table, he not only lost a magic level, but forgot the spell entirely. In a fit of pique I decided not to use my one re-roll to change the result. My Wizard Lord managed to redeem things a little by inflicting two wounds on the Ironguts with *Wind of Death*. Having seen units of Ironguts in combat several times during playtesting, the last thing I wanted was a unit of them reaching my lines unscathed.

In the Shooting phase my cannon blasted another Leadbelcher into the next life with a well-aimed shot, taking a measure of revenge. My mortar missed entirely, but the rest of my shooting was excellent. The Handgunners peppered the mighty Ironguts with lead, causing



four wounds, and killing two of them. The newly-arrived Pistoliers shot down three of the nearby Gnoblar for lack of a better target.

The Ogre Maneaters that charged the Bulls had a simple task ahead of them; tie down the unit for long enough to allow my knights to bring their full force to bear. With that in mind they both directed their attacks on the Bruiser leading the Ogre Bulls. He would be hitting them back far harder than the Ogres around him, so if I could somehow pull him down my Maneaters had a strong chance. Between them they managed to inflict three Wounds, not quite enough to kill him. In retaliation the Bruiser tore down one Maneater entirely and the Bulls inflicted a wound

on the other. Thanks to his *stubborn* rule the remaining Maneater held his ground, a near perfect result. On the other side of the board my Free Company detachment scrambled over the wall into the Leadbelchers, eager to avenge their slain comrades. Between them they inflicted four hits but no wounds. Fortunately, the Leadbelchers only caused one wound, and so lost on combat resolution – the Free Company outnumbered them and were in their flank. Their courage wavering they fled the combat and were cut down by the furious Militia.

Oh, and to put an appropriate end to a solid turn the Scraplauncher, having seen the Leadbelchers run down by the Free Company, fled.



OGRE KINGDOMS TURN 3

Phil: A catalogue of woes had sprung up across the battlefield.

- The Leadbelchers, having crumped a nice big unit of Spearmen, had been seen off and run down by a mere Free Company detachment.
- Their defeat had sent the low-Leadership Scraplauncher running off the board.
- Yet another Leadbelcher had caught a cannon ball in the chest.
- Two Ironguts had fallen to the fusillade unleashed by those damned Handgunners.
- No less than three units of Empire cavalry, backed up by four elite Ogres, had suddenly joined the party on my right flank.

Suddenly things didn't look quite so rosy. Out charged the Tyrant from his bodyguard, his Longstrider ability carrying him past the panicking Free Company into the Greatswords with a resounding thud. His brother, Jhost the Hunter, used the same trick to charge the Pistoliers on the left, their lead shot stinging his chest but failing to wound him. Bulg Goldengut the Maneater smashed into the flank of the Free Company responsible for taking out two of my most prized units. I'd have my revenge, and my dinner, from that rabble if it took me all game.

On the right I began the tricky process of damage limitation. I was worried the whole flank might collapse, but

positioned my Yhetees by moving them through the woods to countercharge any threats next turn. I also moved the Gnoblar unit nice and close to the Ironguts so they'd have to charge the little greenies instead of the big uglies led by the badly-wounded Brog. The lone Leadbelcher I had left positioned himself in front of the Pistoliers for the same reason.

My Magic phase saw Pigflick the Butcher hurl an Irresistible Force *Bonecruncher* at the Wizard on Pegasus, but sadly those S2 hits did nothing more than inflict a mild case of rickets. The rest of my magic was carefully dispelled by

Gnoblar attendants

Ogres cannot join Gnoblar units but the most prestigious can carry the odd Gnoblar on their shoulder or between their legs. Of the Gnoblars carried this way, there are several types: Sword-Gnoblars grant an extra Strength 2 Attack per combat round; Luck-Gnoblars, on the other hand, grant an Armour or Ward Save re-roll once per battle. Tooth-Gnoblars and Look-out Gnoblars exist too, providing more healthy benefits to their Ogre masters.

Adam; I've got to hand it to him, he'd handled the storm of one-dice Gut Magic spells very well so far.

In the Shooting phase the Gnoblar Trappers took down two of the Free Company in the far left corner, forcing them to flee. I was really missing the Scraplauncher by this point. The Close Combat phase cheered me up as the Tyrant's six Attacks (plus two from his Gnoblar familiars) killed three of the irritatingly *stubborn* Greatswords. The Maneater sliced the heads from two of the Free Company with his Cathayan longsword, and the Hunter smashed two Pistoliers whilst his Sabretusks pounced on one of the two young noblemen.

Over on the imperilled right flank the Ogre Bulls with additional hand weapons stabbed and clubbed, doing a mighty seven Wounds to the last of Adam's Maneaters before Brog had even hefted his Tenderiser above his head. This was a mixed blessing as my Bulls unit was now left staring down the lances of a full unit of Inner Circle Knights. Brace for impact!





killing nine, but then failed to catch them as they fled. The Empire Knights fared poorly despite my Captain bravely felling Brog in a challenge. Four knights found their target, but only two managed wounds. Their horses achieved nothing. In return the Ogres tore a knight from the saddle. When the Ogres passed their Break test, with a -4 modifier, I realised my knights could be in a whole lot of trouble.

Phil's Tyrant continued to butcher my Greatswords with undisguised glee, chopping four down this turn. If he continued at that speed, they'd die within the next two turns, and I really needed them to hold on a little longer. The combat this turn had been good, but I'd hoped for better. Phil's next turn could be crippling.

OGRE KINGDOMS TURN 4

Phil: This game was getting too tense for my liking. That last turn was a real reprieve, though it may not look like it at first glance. The Gorgor had finally deigned to grace us with his presence, turning up next to the Mortar so he could theoretically overrun into the Handgunners if he finished his starter course in time.

The 1+ save of the knights on the right flank would prove a real problem now Adam's Captain had valiantly put the final nail in Brog's coffin, but the Yhetees were eager to join the fight after their slow start, charging the knights' flank, but failing to panic them (or make them fail their Fear test). Perhaps smashing them to pieces with ice-encrusted clubs would prove more successful. The rest of my charges – I do so love to charge with the Ogres, even when it's not necessarily a good idea –

EMPIRE TURN 4

Adam: Phil's third turn might have looked good from his point of view... but I had him just where I wanted him! With any luck my Greatswords would hold his Tyrant in check for a couple of turns yet, and while my left flank had been crushed, my reinforcements were about to wreak havoc!

My Ironguts charged the Gnoblar (cruel, I know, but they had to go!), the Reiksguard led by Kastor Huber lowered their lances and made for the Bulls led by Brog, whilst the Pistoliers on my left failed their Fear check – blue blood, it seems, is no guarantee of valour. Lastly Anton, my Wizard Lord, decided it was time to take the fight to Phil's Butcher lurking near the ruins; with Von Horstman's Speculum and the Sword of Justice, he should make short work of him. Sadly it seems cowardice is contagious, and he failed the Fear check

required to charge him and sat there doing nothing.

My Magic phase was short and ineffectual thanks to Anton Reinhold's craven heart. My Celestial Wizard had his attempt at the *Second Sign of Amul* dispelled, and Anton was too afraid to cast anything for himself.

My shooting was a great deal better. Despite my cannon having its line of sight blocked off and my Mortar failing to wound the Bulls in the centre, the Handgunners managed a massive ten hits and six wounds, downing two of the Ogre Bulls with their expert fire and causing them and their Butcher to flee!

This turn the magic and shooting was a mere prelude to the Combat phase, where my army would make or break the battle. The Ironguts, as one might expect, tore the Gnoblar to ribbons,



Gut feelings

Ogre Butchers practice Gut Magic, also known as Gastromancy, Thaumaphagy or Corpomancy. These shamanic spells can inflict the wrath of the Great Maw upon their enemies or bolster the strength of their fellow Ogres. Instead of manipulating the winds of magic a Butcher calls on the power of his god, acting as a focus for raw energies. Each Butcher, or Slaughtermaster, can augment any Ogre unit with a variety of incantations. Whether throwing the magic missile *Bonecruncher*, or frightening nearby enemy units with the *Braingobbler*, Gut magic is a deadly art that often causes Wounds to the caster too!



Yhetees brave the warmer weather to rip into the Reiksguard Knights.

saw my Maneater running down those accursed Free Company (Stomp! Rend! Smash!) and the Ironguts charged into the Elector Count's unit rather than stand in front of Adam's firing squad. I had a sneaking suspicion the blighters had the Griffon Standard, meaning that in the likely event that I lost the combat I wouldn't have to worry about being pursued and run down. And I would get to smash some heads in the meantime.

The last Leadbelcher moved around to the flank of the Pistoliers – I was pretty sure the ferocious Yhetees could tip the balance of the main combat – and I wanted to hang on to him in case he could reload his cannon and finish off any nuisance units on the last couple of game turns.

The Gnoblar's unsurprisingly ran for the side of the board, but they had misdirected Adam's Ironguts so I really wasn't that bothered. The Trappers bickered for a turn, distracted by a passing vole. Still they had done well so far and could afford a little laxity.

The Magic phase saw Piglick stomp through the ruined barn once more, crunching away on human thigh bones with the express intention of breaking the Wizard Lord apart whilst he stood hesitating. The spell got through (hurrah) but only caused four hits (boo), nonetheless the Pegasus took a wound as its ribs splintered (mini hurrah). Ghore the Meaty's attempt to panic the Handgunners and Piglick's attempt to do the same to the Leadership 7 Pistoliers were both dispelled by Adam's cagey dice rolling.

In the Close Combat phase, all eyes were on the fight on the right flank. The Yhetee's charge caused a reasonable four Wounds, but Adam's saves were again up to the task and only a single knight fell from the saddle, his head caved in by an ice weapon. The Reiksguard captain continued his heroics, felling another Ogre, whilst his men struck yet another wounded Ogre into the dirt. Even their horses managed to score a wound! After expecting a comfortable win the battle turned out to be a nasty loss – luckily my Tyrant was within 12" by a gnat's jockstrap and so both my units passed their Break tests.

In between bellowing orders, Ghusk killed all six Greatswords facing him, smashing his weapons up and down in

great arcs of blood. The Ironguts had markedly less success, although their Bull Charge trampled a Swordsman into the floor. The Irongut I'd given the task of killing the Elector Count hit with all his attacks, but then gallingly came up with a three 1's to wound. The Count replied by sneaking under the Brute's guard and dealing out the necessary three Wounds with his own great weapon to kill his clumsy adversary. The Gutlord champion did rather better, his great rusty scimitar cleaving through a full four Swordsmen, shields, light armour and all. But when the time came to count the cost, the Griffon Standard awarded its full extra six points and my Ironguts ran for the hills – the jeers of the Empire troops in their ears. Still, they may yet be back.



EMPIRE TURN 5

Adam: Surviving Phil's fourth turn hadn't been easy for what was left of my Empire army, but across the board my heroes had really begun to distinguish themselves. My Elector in particular had earned his redemption, his past cowardice totally forgiven. The Greatswords might all be dead, but elsewhere things looked okay.

In my Movement phase the Pistoliers again failed to charge, this time on the rear of the Ogre Bulls slogging it out with my Knights, leaving the stalwart warriors to their doom. I had a feeling their failure would cost the army dearly. Anton Reinhold relocated to the centre of the board, where he could do more damage. I wanted him to charge at one of Phil's characters, but after his failure to move last time, I didn't dare risk it

Yhetees power

From the highest points of the Mountains of Mourn packs of Yhetees come ready to wage war, with an Aura of Frost (making models in base contact at -1 to hit) able to scale any terrain and wielding Ice Weapons (count as magical weapons). They also have Strength 5 and 3 Attacks each, a move of 7" and cause *Fear*, making them a formidable flanking unit.



EMPIRE TURN 5

again. The Knights Panther closed in on Phil's Tyrant. I changed the position of my Handgunners, preparing for a charge from either the Hunter, Maneater or both and hoped that Lady Luck would stick with me just a little longer.

My Magic phase went reasonably, despite Phil preventing the *Second Sign of Amul*. *Drain Life* from my Wizard Lord inflicted an impressive five Wounds on the Bulls that had just rallied, while *Dark Hand of Death* was successfully cast, but failed to cause any Wounds.

In shooting, both my Cannon and Mortar failed to find their targets, my Cannon attempting an especially sneaky shot right across my table edge at the approaching Ogre Hunter. Sadly the roll for range came up short, and the Cannonball rolled to a stop at his feet.

Close combat was deadly, with the Yhetees inflicting a terrible seven Wounds on my knights on my left flank. Thankfully full-plate armour saved my bacon, with only one knight falling. Yhetees are just too deadly to



Handgunners flee before the might of the Ogre Tyrant. Wouldn't you?

underestimate, and in all honesty I'd done well to keep them at bay this long. My Captain answered a challenge from the Ogre Bulls' Champion, and dealt him two Wounds in the bitter struggle, the Bull Champion failing to penetrate my Captain's defences. The combat ended with a win to my knights after they managed to inflict a further three wounds. This saw the Ogres flee, but the Yhetees passed their Break test. Oddly, the Ogres had been keeping my knights in the fight, giving them someone to hit, but now, with the Ogres gone, my knights had a unit of Yhetees on their flank and only one poor knight able to fight back!

OGRE KINGDOMS TURN 5

Phil: I didn't have a lot of Ogres left at this point but the ones I did have were positioned for some really nasty charges. The Gnoblar behaved themselves on the left flank whilst those on the right decided they'd flee the field.

The Hunter and his Sabretusks were in position to charge the Elector Count and his Swordsmen in the flank, thereby nullifying their Griffon Standard. My Tyrant was also well placed for a flank charge into Adam's reformed Handgunner unit; I'm still not sure why he did that. Perhaps he was anticipating a stand-and-shoot reaction against the Maneater glowering at them, who I duly charged into the Mortar instead along with the Gorger – it was well past his dinner time, after all. I decided to stop mucking around with my lone remaining Leadbelcher and take a chance by charging the flank of the Pistoliers.

Piglick the Butcher charged those annoying Huntsmen and the Ironguts, due to their Bellow (the closest Ogres get to a Musician), rallied in front of the Elector Count's unit.

In my Magic phase the uneven magical duel between Ghore the Meaty and the Wizard Lord who had just struck down two of his mates with Death magic continued once more. I tried to dummy out some Dispel dice from Adam's pool by casting *Bullgorger* on Piglick, the Butcher in combat with the Hunters – this would give him +1 Strength. Adam didn't need to dispel – even with a casting value of 3 for all of the Gut Magic spells, one-dice casts still fail some of the time. The attempt to cast *Braingobbler* on the Wizard Lord was dispelled, however, as was my optimistic *Bonecruncher* spell. Adam really wasn't taking chances with his Wizard and I don't blame him. The *Toothcracker* spell, however, did get through, mainly

due to my using Grut's Sickle – this gave the Butcher and his mate +1 Toughness and made them *stubborn*, at the expense of a Wound from the last Ogre of the unit and a Strength 6 hit on my already wounded Butcher, which luckily failed to hurt him.

The Shooting phase was characteristically brief, with the stationary Gnoblar Trappers hurling so many sticks, stones, horseshoes and hedgehogs at the Free Company that they managed to take down four of the rowdy sell-swords!

Thankfully the Close Combat phase was enough to warm the cockles of any Ogre player's heart. The Gorger and Maneater chowed down on the poor old Mortar crew, while the Yhetees dished out five Wounds to the knights, killing one, winning the combat, outnumbering them and pursuing – for lots of lovely Victory Points and a good-quality banner to decorate the mouth of their cave!

Nearby, the Leadbelcher smashed a Pistolier from the saddle with his Leadbelcher cannon (who needs all this missile fire nonsense anyway?), while the Butcher and Huntsmen failed to wound each other in the ruined farmhouse.

In the centre the Tyrant broke the flank of the Handgunners unit due to his Bullgut item – the negating of the humans' rank bonus and the +1 for flanking helped tip the balance. Ghusk had killed three of the thinlings, who then fled off the board, allowing my Tyrant to pursue out of the charge range of the five Empire Knights readying for a charge on Adam's back line. The Bullgut

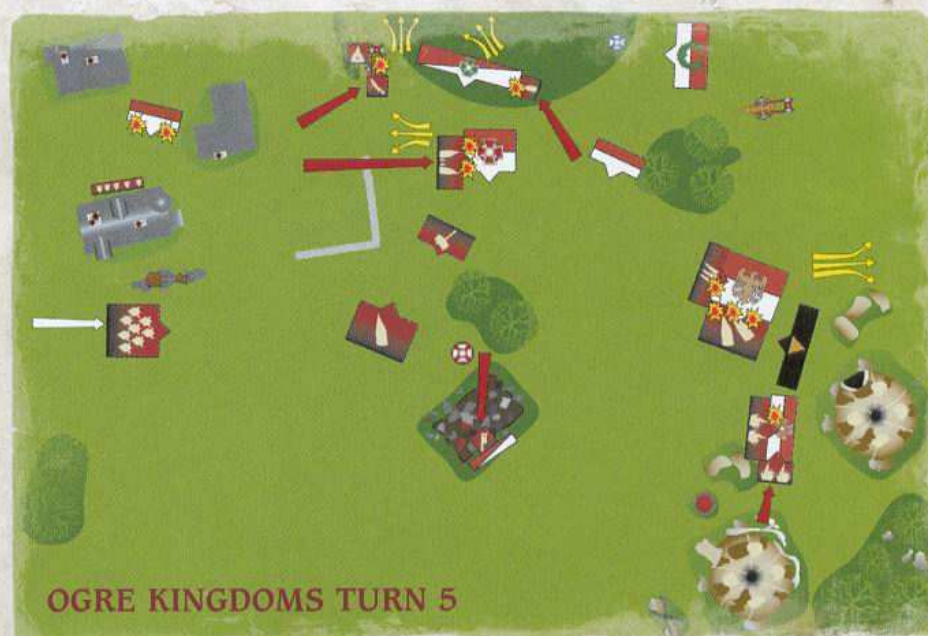
did come in useful after all then. But it was Ghusk's brother, the Hunter, who had ended up in the flank of the main Empire unit. The Elector Count stepped out and issued a roaring challenge to the savage Ogre, who was only too pleased to accept.

Standard practice

The Griffon Standard rests in the Great Cathedral of Sigmar until brought out for battle. A Magic Standard, it allows the carrying unit to double its normal rank bonus when it comes to working out combat resolution. If a unit has two ranks, it provides a +2 bonus to combat resolution, +4 for three ranks and +6 for four ranks (the maximum bonus).

This handy tactical manoeuvre was used by Adam to augment his Elector Count's unit. Very useful.

For a heavily armoured human wielding a sword as big as he is, that Elector Count moves faster than a Gnoblar heading down a Gorger's gullet. My Hunter missed with all his attacks as the Elector nimbly stepped to one side and smashed his greatsword into the Hunter's chest, causing two Wounds. The Sabretusks leapt into the ranks of the Swordsmen, killing three. But it was not enough – Adam had won the combat by the simple expedient of having a Musician (them kitties sure don't like the sound of Empire music) and naturally I failed my Break test. Away ran the Hunter and, with him, my chances of getting a solid win. Curses!



EMPIRE TURN 6

Adam: Argh! I think that sums Phil's fifth turn up for me. The knights were slain in a terrible moment of cowardice, and the Handgunners were torn apart by that blasted Tyrant! Turn six left me with one thing to do... spitefully cause as much damage to Phil's army as possible and claw back some Victory Points. I issued charges wherever I could, my Elector leading the weary Swordsmen against the reformed Ironguts (if I could break them again, maybe they'd stay that way). The Free Company lurking in the village gave throat to an angry roar and charged the Gnoblar Trappers. Victory Points, even from Gnoblar Trappers, were going to be useful! Lastly the Knights Panther, unsure of the range, failed a charge on the Gorger.

My Magic phase was dreary when it could have been so wonderful! Phil dispelled Heironymus Dunn's attempt at the *Second Sign of Amul* again. Anton Reinhold managed to sneak out another *Wind of Death* that was unimpressive, only managing to cause a single wound on the Butcher in the Ogre Bulls unit on my right due to the *Toothcracker* spell increasing their Toughness. Then he tried for a *Steal Soul* that was rather lacklustre and failed to cast successfully.

I say Shooting phase, really I mean 'Cannon phase'. My Great Cannon had a prime opportunity to put an end to Big Ghusk once and for all. Where he was stood on the hill (chomping on a Handgunner no doubt) he made a perfect target for the eager cannon crew. The guess range was good, but Lady Luck (who had been flirting with me all game) went all mean and nasty and the

shot sailed over his head. The look of worry on Phil's face made the shot worthwhile though.

In close combat Konrad von Steinhoff brought his great weapon slashing down on the champion of the Ironguts, inflicting two Wounds, and though he suffered one in return and two of his brave Swordsmen were hacked apart, his regiment was victorious and the Ogres broke and fled. Elsewhere the Free Company ran the gauntlet of hurled horseshoes and hedgehogs to slam into the Gnoblars. In short order they despatched four of the green-skinned menaces, the remainder of whom promptly fled from the board. Lastly, the Huntsmen who were bravely holding the Butcher at bay in the ruins lost one of their number, but held their ground all the same. I might yet be able to win.

OGRE KINGDOMS TURN 6

Phil: Things seemed to be going Adam's way – I failed to rally my Ironguts this time around, handing him well over 350 points in a single roll, and his own Ironguts had run down my Ogre Bulls for a further 250 points last turn. Gah!

Still, at least my *Toothcracker* spell had kept my remaining Bulls unit from total destruction. The Gnoblars failed their Bicker test; probably distracted by an argument over a favourite boot, not that I cared at this stage of the game. I was left with a single charge, the Gorger into the nice fresh shiny Knights unit – I very much doubted they would finish the Gorger off, and with a couple of Killing Blow attacks I might get lucky and take the Knights below half strength. My Hunter rallied (thank goodness) and the Maneater, having finished with the

Knight clubbing

Leadbelcher cannons count as Ogre clubs in combat, conferring an extra -1 save modifier. They're not just a threat from long range!

Mortar crew, strode back onto the board. Ghusk, feeling relieved the last cannonball of the game had not cut short his reign, turned to survey the final few moves of the battle.

The Butcher, and the poor Bull he had been slicing spell components from all game, turned to face the Empire Wizard for one last round of magic. Ghore tried to dummy out a Dispel dice or two by boosting his own Toughness with *Toothcracker*, but Adam wasn't born yesterday and let it slide – the Butcher got a wound for his trouble, and the Hunters were wounding him on 6's in any case. *Bonecruncher* on the Elector Count and his lads was dispelled with Adam's last Dispel Scroll (I was a little shocked he'd saved one till the eleventh hour; I usually use all mine by about turn three) and the last *Braingobbler* of the game, although Adam failed to dispel, was laughed off with a successful Leadership test.

The Close Combat phase saw the Gorger chow down on two of the Empire Knights, killing one but snapping his teeth on the other's armour. There were no wounds in return, but the knights still won – luckily Gorgers are Unbreakable, so neither side budged. Pigflick finally got his meaty hands on two of the Huntsmen, snapping them in two and chasing the remainder down. They'd be in the pot later, mark my words. The Leadbelcher in combat with the Pistoliers stepped up the pace, raising his cannon above his head and smashing two Pistoliers into the dirt. This was enough to break their resolve, and he chased after them, netting me a last few Victory Points and making me feel a lot better about only unleashing two Leadbelcher volleys in the course of the game. With only a smattering of troops left, it was time to count the cost.



FINAL SCORE

EMPIRE: 1569

OGRE KINGDOMS: 1905

DRAW



Gnoblar Trappers flee from the battlefield – you can't trust 'em to do anything.

LUMBERING GREAT BULLIES!

Adam: A draw in Phil's favour? I can live with that! What a close game it was, with the last three turns seeing the action sway to and fro as our forces jostled for superiority. I held to my battle plan relatively well, and it didn't serve me too badly. My Spearmen being ripped apart by the Leadbelchers and Scraplauncher, my Elector Count fleeing for a turn and a few other hiccups marred an otherwise well-executed strategy. With the exception of Ghusk, who single-handedly brutalised my Greatswords and Handgunners, I feel like I held the Ogres pretty well.

My Wizard Lord and his junior colleague did a fantastic job countering the Ogre Magic phase. In so doing they deprived you, the reader, of seeing what the Butchers can really do; my army's safety depended on it! Gruesome Ogre magic might be fun to read about, but it's no fun when your men start exploding all over the place and you suddenly find the Ogres you're up against increasing in Toughness, or gaining Regeneration! The low casting value of the spells, and the fact that each Butcher knows all of them makes them terrifying. You often can't stop them all (however much you'd like to) so it's a matter of choosing which ones go through. Because so many of the powers inflict damage on the caster himself, the Ogre player has to choose carefully too. Fighting Ogre magic is a bellyache, but at least it pains the butcher too!

The Ogres performed admirably, as I knew they would. The army has a real feel of raw power and aggression. It's an army of great big bullies, and it's incredibly good fun to play against.

Lastly an honourable mention should go to Konrad von Steinhoff, my Elector Count, who I feel was hero of the day, seeing off a Hunter and a unit of Ironguts and valiantly defending the glory of Sigmar. Shame he didn't manage to win me the game!

SLIPPERY THINLINGS!

Phil: I hadn't made up any Ogre swear words up till now, but this Battle Report has resulted in a couple of choice new ones coming to light. A draw! And a closely fought one too, to give Adam his dues. Still, at least it was the right kind of draw – one where the Ogres scored more Victory Points – and there was healthy eating all round.

You know that feeling when the battle's in the balance, and every dice roll counts? This game felt like that from turn three onwards. Adam has a nasty habit of being lucky with the dice, normally something I fall back on.

The man of the match award is presumably being fought over by the Elector Count and the Ogre Tyrant. The Elector, after an earlier failure of nerve, saw off an Irongut and a Hunter in single combat whilst keeping the centre of Adam's line sound. The Tyrant chewed his way through a unit of Greatswords and another of Handgunners single-handedly, earning his 300-plus points back and keeping discipline in the precarious right flank. I'm disappointed I didn't get to use the Hunter's harpoon crossbow or Sic 'Em Boys rule to pick off an enemy character, and that he couldn't break the Swordsmen; I think Ghusk can remain sure of his Tyranthood for a long time to come. One of the Scraplauncher's Achilles heels, a low Leadership,

prevented it from making too much of an impact in the game, though it was lethal in the first turns. Even the Gnoblars did their job well.

This game highlighted the Ogre Kingdoms army's strengths and weaknesses for me. It hits like a ton of bricks, but against fully ranked units with a bit of discipline they can soon come unstuck, and they get outmanoeuvred very easily. That said, I managed to hold off the worst of Adam's reinforcements, allowing me to mop up most of the units in the centre. Though I got a lot of banners and most of Adam's units, I didn't kill either of his Lords and lost a lot of big guys in the process. My opponent carefully managed his Magic phase and dispelled the vast majority of my magic too. I looked to have it in the bag at times, I just couldn't capitalise. Adam deserved a draw. Oh well, we'll just be all the hungrier next time.



Adam Troke
Adam is the newest member of the Games Development team and helped develop *The Battle of The Pelennor Fields*. He is now working on the *Scouring of the Shire*.



Phil Kelly
Before writing the *Ogre Kingdoms* Phil mostly worked on *Warhammer* 40,000. When not inventing army lists full of frightening monsters he passes the time playing the drums.

THE UNDER-EMPIRE

Scrivener Anthony Reynolds dares the tunnels that run beneath the earth to describe the strongholds of the nefarious Skaven

Deep beneath the Old World there exists another world, the Under-Empire of the Skaven. The labyrinthine tunnels and great caverns of this realm stretch far and wide, allowing entire armies of the foul ratmen to move around unheeded until they are ready to swarm from their lairs and overcome their enemies in an unstoppable tide. These tunnels link the strongholds of the Skaven, immense places filled with millions of the creatures, all struggling to cling to their miserable lives.

The Under-Empire of the Skaven consists of thousands of miles of subterranean tunnels that spread like an insidious blight beneath the surface of the world, stretching across continents, from the very north of Kislev to the steaming jungles of the Southlands and beneath the crowded cities of Araby. To the east the Under-Empire reaches the ancient cities of Cathay and the isle of Nippon, while to the west it spreads its claws into the depths of Lustria and beneath Naggaroth. So great and vast is the coverage of the Skaven Under-Empire that it almost circumnavigates the world.

The tunnels that form the Under-Empire are not all necessarily carved out by the Skaven themselves. Many subterranean halls and way-routes that the Skaven make use of were once carved lovingly by Dwarf hands, and have been stolen from them.

These tunnels spread through the towering World's Edge Mountains that separate the Old World from the Dark Lands of the east, as well as riddle the Black Mountains and the Vaults.

Countless other cruder tunnels have been stolen from the Goblins that dwell in the dark hearts of these mountains. Still, each year hundreds of miles of new tunnels are excavated by the pitiful slaves of the Skaven, who often spend their entire lives toiling beneath the surface for their cruel masters.

The Under-Empire reaches almost every city of the Old World, and many of those on more exotic shores. Beneath the streets of Bretonnia and the Empire lurk the Skaven, generally unbeknownst to those above. At night they haunt the streets of the cities of Estalia and Tilea. They drag the poor and homeless, those that no one will miss, far beneath the surface of the world to become their slaves. The Skaven claw their way into the lowest halls of the Dwarfs, a constant threat that the doughty warriors must combat. They prey upon the Goblins that also infest the mountains, and the unseen wars that rage beneath the calm surface of the world are almost constant.

Skaven strongholds are festering lairs that are usually home to literally millions of the foul creatures. They are generally filthy and crowded places, where the majority of the Skaven population is on the brink of starvation. It is a common practice of the Skaven to turn on those weaker and smaller in order to stave off their hunger. These strongholds also house the more powerful Warlord clans and their armies. The number of the Skaven constantly expands, their power growing with every passing day, a fact of which the world is utterly oblivious.

Skavenblight

Deep in the festering heart of the Blighted Marshes lies Skavenblight – the rotting capital of the foul Skaven. This shell of a once-great city lies half-sunken in the noisome morass, a relic of the men that lived there and a testimony to the corruption spread by the children of the Horned Rat.

Veils of cloying mist hide many of the ruins of this ancient city, but the lines of old walls and arches can still be seen protruding from the sucking mud. The land rises the further into the abandoned city one travels, and the





The Skaven's underground network spreads like a cancer beneath the Old World.

buildings rear up higher on the firm ground. Broken houses mingle with shattered halls and cracked paving stones tilt up in deserted market places.

Here and there the ground is pocked with dark tunnel mouths gouting flames or foul vapours and the earth trembles with irrhythmic beats from far below. Pale lights gleam high up in some of the tallest buildings, as if paying homage to the mighty structure that dominates them.

At the very centre of the city a single, cloud-piercing tower reaches towards the heavens above a great temple. At the top of the tower a monstrous belfry lies at the very edge of sight, circled endlessly by dark shapes. The all-enshrining mists coil closely about this unholy place, as if to hide it from the afflicted gaze of the world.

This is the Temple of the Horned Rat, site of the Skaven's first and greatest act of corruption. Its once gleaming white marble is cracked and pitted, blackened by the smoke of forge and sacrifice. Its vaulted aisles ring with chittered devotions, its ruined chapels echo with unholy communion. This is the birthplace of the Skaven, the heart of their dark Under-Empire.

Beneath Skavenblight there exists a labyrinth of tunnels so complex that even the Skaven have no accurate maps of them. The upper layers are broadly divided into districts, each one ruled over by one of the great clans. Here methane-burning cressets line the

winding tunnels, lighting the way with lurid flowers of red and blue flame. In the district of Clan Skryre lightning confined in glass spheres crackles high above, casting a ghastly flickering light over everything.

Skaven and their slaves toil endlessly in great forges, laboratories and workshops

manipulating warpstone, experimenting with new weapons, and forging the masses of material required by the teeming populace of the Under-City. In some districts steel-wheeled carts are hauled along metal rails by tireless, smoke-belching iron beasts and great tread-wheels wind up cages from the lower levels. The deep catacombs of

Clan Rictus

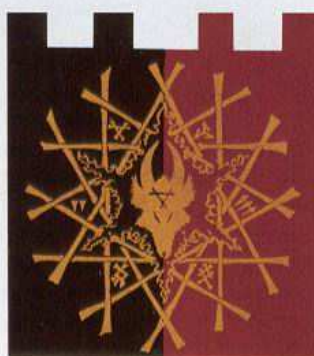
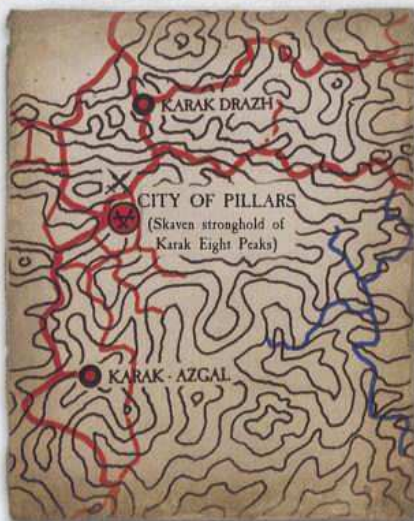
Crookback Mountain is currently held by Lord of Decay Kratch Doomclaw, leader of one of the most powerful Warlord clans, Clan Rictus. The clan is renowned for the huge numbers of slaves it owns. Thousands of chained slaves are dragged to battle when Clan Rictus marches to war and driven forward at the enemy. Most of these slaves are Goblins, but there are representatives from almost all the races of the Old World in their mines at any one time. Clan Rictus are strengthened by large numbers of Stormvermin. Why this clan has such a propensity for these large, black-furred warriors is unknown, and is a source of much jealousy amongst the other clans. The distinctive mark of Clan Rictus is prominently displayed on the warriors of the clan, be it on shields and banners, weapons or armour. This is usually picked out in blood red (often making use of real slave-blood – so the colour does tend to vary somewhat). The slaves of Clan Rictus are typically painfully branded with the clan icon, often in the forehead, a symbol of their ownership.



Clan Mors

The clan holds many abandoned Dwarf mines throughout the Worlds Edge Mountains, ruled over by the Lord of Decay, Gnawdwell. It is the most numerous of the Warlord clans, and is almost as powerful as the four Greater clans, a fact that does not go unnoticed. Indeed, many believe that Clan Mors has risen beyond its station, for it competes with those that have had no competition for countless centuries. The Greater clans may turn upon this upstart in the future, for they have no desire to have a challenger rising beneath them. The right-hand rat of Warlord Gnawdwell is Queek Head-taker, who often leads the warriors of the clan. He is rightly feared for his vitriolic temper and immense ego, but he has led Clan Mors from strength to strength.

The warriors of Clan Mors are distinctive amongst the clans for they display their clan colours of red and black proudly. Even the lowliest Clanrat will bear these clan colours in some form, even if it is little more than crude paint on shields, while the elite Stormvermin proudly bear lacquered black and red armour and helms.



Skavenblight are a dark nightmare, where the unskilled slaves and the lesser Warlord clans struggle to survive amidst the squalor and filth. Moisture runs down the walls, mixing with the effluent and waste washed down from the upper levels until it is often knee-deep. Cave-ins and floodings are daily occurrences here and slave gangs work constantly to clear the narrow passages and shore up the older tunnels, with the slaves all too often being caught in turn by further disasters. In dark, forgotten corners weird mutants and escaped slaves lurk, hunting through the labyrinthine darkness for careless slaves or unwary Skaven to snatch away and devour.

The City of Pillars

The City of Pillars is the Skaven name for Karak Eight Peaks. The endless miles of colonnaded halls and arched passages below the ground made more of an impression on them than the eight mountain peaks surrounding the site above. The Skaven first discovered Karak Eight Peaks over seven hundred years before the birth of Sigmar. Such a great city was well beyond the ability of the Skaven to conquer by force so the Council of Thirteen drew up an intricate and lengthy plan to force the Dwarfs out altogether over the next ten generations. Clans Mors and Gritak were

allocated the task of capturing the city and promised joint control over it if they succeeded. First, with the help of Clan Mors, warriors from Clan Gritak spent

Clan Scruten

Clan Scruten is a particularly paranoid and devout Warlord clan. Although all Skaven are by their very nature suspicious of each other, Clan Scruten has taken this to an altogether higher level. Very insular, they tend not to rely on the other clans at all if they can help it, and so purchase few of Clan Skryres' arcane technologies, rarely hire the services of Clan Eshin (they are too cautious of them!) and mistrust the potions and poisons of Clan Pestilens. The only clan that they do tend to deal with is Clan Moulder, and they make use of many of Moulder's mutant Rat Ogres.

The armies of Clan Scruten are, as such, made up mainly by Clan Rats and bulked out with Rat Ogres and the vermin that dwell in the morasses and wetlands of the Wastelands around Marienburg. The colour that Clan Scruten favours is a dark green – all the better for them to blend into the swamps and mists.

over a hundred years burrowing beneath the lower workings of the city and finding ways to its deep underground wells.

Then Warlock Engineers hired from Clan Skryre took shards of spent warpstone slag and placed them in the wells. The plan was to wait for the Dwarfs to abandon the city of their own accord because of the lethal taint of warpstone in their only water supply. However, the Council's plans were upset by growing pressure on the Dwarfs from Orc and Goblin tribes outside Karak Eight Peaks. Having built up their strength for many years the greenskins threatened to overwhelm the weakening Dwarfs and take the city themselves.

Rather than risk Orcs and Goblins infesting Karak Eight Peaks the Council ordered the clans poised around it to invade. They were to slay the remaining Dwarfs before collapsing the upper workings to seal out the greenskins once and for all. At their command thousands of Clanrat warriors poured into the lower tunnels and at first quickly overran the surprised Dwarfs. However, battling up from the depths proved much harder as the Dwarfs fought back ferociously.

For decades the Skaven held only the lowest levels and were constantly frustrated in their attempts to tunnel or fight their way into the upper workings. Spies on the surface told the warlords



that the Orcs and Goblins now held the city on the surface entirely and were driving the Dwarfs ever deeper below ground. Fortunately the Warlock Engineers of Clan Skryre broke the deadlock with their latest invention, the deadly poison wind.

Hundreds of Dwarf lives were lost to this new and terrible weapon in the tightly confined tunnels of the lower deeps as clouds of choking yellowish-green vapour destroyed every defence the Dwarfs could muster. The Skaven finally burst through into the upper workings via the East Stair after a week of continuous fighting. Realising that their hold was lost to them the few hundred surviving Dwarfs hurriedly sealed the tombs of their ancestors and fought their way out to carry the news to Karaz-a-Karak.

In the abandoned Dwarf city the warriors of Clan Mors and Gritak soon clashed with Orcs and Goblins from the surface. A series of vicious battles quickly delineated what parts of the city would remain the province of the Skaven and what would belong to the greenskins. In the last battle through the ceremonial halls of the west quarter, in accordance with the prior orders of the Council, Clan Mors collapsed the roof to keep out the Orcs. However, they treacherously neglected to tell Clan Gritak of their intentions and nearly all the clan's warriors were killed in the cave-in. After enslaving the survivors Clan Mors laid claim to the entire lower city. The Lords of Decay approved their claim and to this day the City of Pillars remains Clan Mors' greatest holding and largest breeding pit.

Crookback Mountain

Crookback Mountain is the largest Skaven stronghold in the Dark Lands. The mountain lies at the eastern end of Mad Dog Pass, a great spire of black rock thrusting up out of the dusty plain. The main functions of this particular hold are to supply Goblin slaves to the Under-Empire and to mine the rich seams of iron and copper beneath the mountain for the forges of Clan Rictus.

The mountain was first settled by Night Goblins fleeing the desolation of the great Necromancer Nagash over three thousand years ago. Several tribes lived in its caves and tunnels for centuries, constantly fighting each other and tunnelling ever deeper into the roots of the mountain. Around three hundred years before the birth of Sigmar, Skaven tunnelling east from the Worlds Edge Mountains broke through into the lower workings. At first the Skaven were driven



back by swarms of angry Goblins and Cave Squigs, so they soon withdrew and blocked the tunnels after them.

The Council of Thirteen assigned the task of clearing the mountain to Clan Rictus, promising them ownership if they succeeded. The clan almost bankrupted itself hiring Clan Skryre Poison Wind Globadiers and Clan Moulder Packmasters to assist them in the tunnel fighting. The warriors of Clan Rictus tunnelled back under Crookback Mountain a year after the first incursion and found the Goblin tribes already locked in a bitter war with each other. Several months of bloody fighting wiped out or enslaved the remaining Goblins and left Clan Rictus in possession of the stronghold.

The Skaven make frequent raids from Crookback Mountain to the nearby Goblin lairs at Mount Grey Hag and Mount Grimfang to capture more slaves. Hundreds of Goblins are sent back to the Under-Empire every year (Orcs are seldom used as slaves – though they're strong, they're also truculent and pretty impervious to pain). Others are put to work in the mines or simply eaten. The warriors of Clan Rictus are highly adept at capturing Goblins, frequently sealing them into a cave or tunnel until they are half-suffocated before clubbing them unconscious. Their favourite tactic, however, is to wait until the Goblins have a great feast and drink too much fungus beer. Then, when the last Goblin has collapsed in a drunken stupor, the Skaven creep in and quietly drag them away while they slumber.

Bitter-Sump

Marienburg, the most infamous trading port in the Old World, lies in the midst of the stinking swampland the Cursed Marshes. It is within these marshes that the Skaven of Clan Scruten have their

FURTHER RODENT READING

If you want to know all there is about the Skaven terrible menace then read *The Loathsome Ratmen and all their Vile Kin*. It's packed with old lore and secrets, painstakingly researched by Wilhelm Leiber. Containing all of his ideas and theories, it also features fabulous artwork including two new pieces by legend John Blanche.

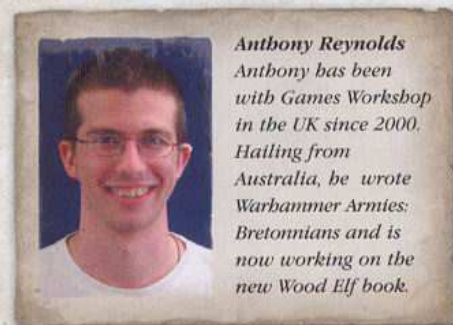
The book is available to buy now from The Black Library. For more details Go to:

www.blacklibrary.com

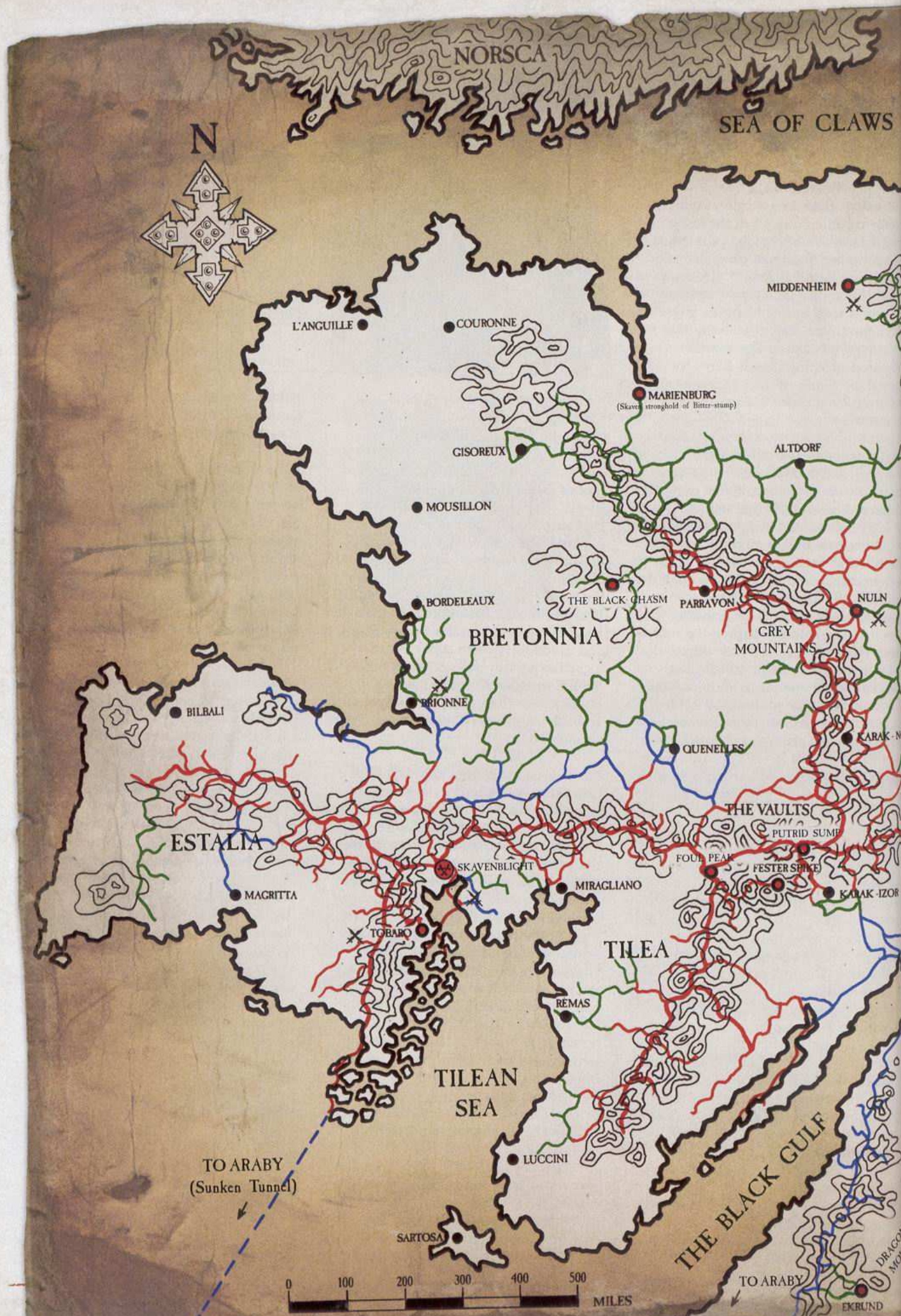
hidden stronghold, from where they launch their insidious raids beneath Marienburg and its surrounds.

Around the year 2000 the clan was led away from Skavenblight by the Grey Seer Kritislik. Deep beneath the marshes of Marienburg he led them, into the ancient and abandoned Skaven stronghold known simply as Rat Rock, to the north-east of the human city. It is said that several Warrior clans once competed for dominance within the keep, and it was once teeming with thousands of Skaven and their slaves.

However, the stronghold was doomed once a new threat became apparent. The rival Warlords united, combining their strengths to fight this menace, yet it was to no avail. Who this foe was has been covered by the shroud of time, though stories tell of some form of daemonic, cyclopean swamp-dwellers. It is said that these ancient daemons were somehow a part of the marsh itself, able to control the mists and command the creatures that dwelt within them. Whoever this enemy was, it is believed that they and the Skaven wiped each other out. Marienburgers fear the swamplands, and venture into them only when necessary as a result. The Skaven of Clan Scruten take advantage of this, and many of their activities are attributed to mythical daemons of the swamp – whether they ever existed or not.



Anthony Reynolds
Anthony has been with Games Workshop in the UK since 2000. Hailing from Australia, he wrote *Warhammer Armies: Bretonnians* and is now working on the new *Wood Elf* book.



NORSCA

SEA OF CLAWS

N

MIDDENHEIM

L'ANGUILLE

COURONNE

MARIENBURG
(Skaven stronghold of Hitter-stump)

GISOREUX

ALTDORF

MOUSILLON

BORDELEAUX

THE BLACK CHASM

PARRAVON

NULN

BRETONNIA

GREY MOUNTAINS

BILBALI

BRIONNE

QUENEILLES

ESTALIA

THE VAULTS

PUTRID SUMP

MAGRITTA

SKAVENBLIGHT

MIRAGLIANO

FOUL PEAK

FESTER SPIKE

KARAK-IZOR

TOBARO

TILEA

REMAS

TILEAN SEA

LUCCINI

THE BLACK GULF

TO ARABY
(Sunken Tunnel)

SARTOSA

DRAGON MOUNTAINS

EKRUND

0 100 200 300 400 500 MILES

HELL PIT
Skaven Strongholds

PRAAG ●

KISLEV

● ERENGRAD

MIDDLE MOUNTAINS

KISLEV ●

LASHHEIM

THE
EMPIRE

KARAK - KADRIN

GNASHRAK'S LAIR

THE WORLDS EDGE
MOUNTAINS

ZHUFBAR ●

BLACK
WATER

KARAK - VARN

MOUNT GUNBAD

THE DARK LANDS

MT. SILVERSPEAR

BLACK MOUNTAINS

KARAZ · A · KARAK

THE IRON ROCK

KARAK DRAZH

CITY OF PILLARS
(Skaven stronghold of
Karak Eight Peaks)

KARAK - AZGAL

TO
CRIPPLEPEAK

TO
CATHAY




MT. GREY HAG

ASH RIDGE MOUNTAINS

TO THE
SOUTHLANDS

THE SKAVEN UNDER-EMPIRE

Map Key

-  : Skaven Stronghold
 : Skaven Lair
 : Battle Site

Dates of Tunnel Excavation

- : -1500 to 0
 : 0 to 1000
 : 1000 to Present

All dates given are according to
the Imperial Calendar

A Tale of Four Gamers

Our gamers return to recount more bright tales of creativity, imagination and choice, in stark contrast to the dark, dank and squalid cells we use to house them. All four now compete for your attention, let battle commence! (Don't worry, they'll all get a good lashing anyway. Just to keep them honest.)

ASHES TO ASHES, DUST TO DUST

Stephen discovers that his top wizard plan of sticking his Hierophant in a unit is a bit pants.



Stephen Green

Having completed enough characters to field a legal army I set about organising my first skirmish. Over the past year I have convinced the entire Finance department

to paint a Warhammer army and most now play games at least once a month (not bad for a bunch of stuffy accountants). Looking for a match was no problems and my boss Dave Holmes swiftly took up my challenge.

Dave has a solid Dwarf army and I was interested to see how my fragile skeletons would fair against a defensive force with plenty of shooting and dispel dice. 1,200 points allowed me to field everything I had painted.

I planned to use the chariots and cavalry to sweep round and roll up the Dwarf flank. The rest were to push forward to engage the Dwarfs' front.

But Dave had done his homework. As we set up our forces I realised I was in big trouble. Included in Dave's force were 20 Thunderers, 10 Crossbow Dwarfs, 2 Bolt Throwers and a Stone Thrower. Oh dear.

I lost the toss to go first. Dave opened fire on the Liche Priest's unit with everything, killing eight. In my first turn I moved forward, then tried vainly to cast spells in the face of 5 Dispel dice and a rune of Spell Breaking.

Dave's Turn 2 began with typical Dwarf immobility followed by a stone thrower shot landing just behind the Liche Priest. The sigh of relief died in my mouth as

Dave showed me the Rune of Accuracy he had on the stone thrower. My Liche Priest was toast, my army fell.

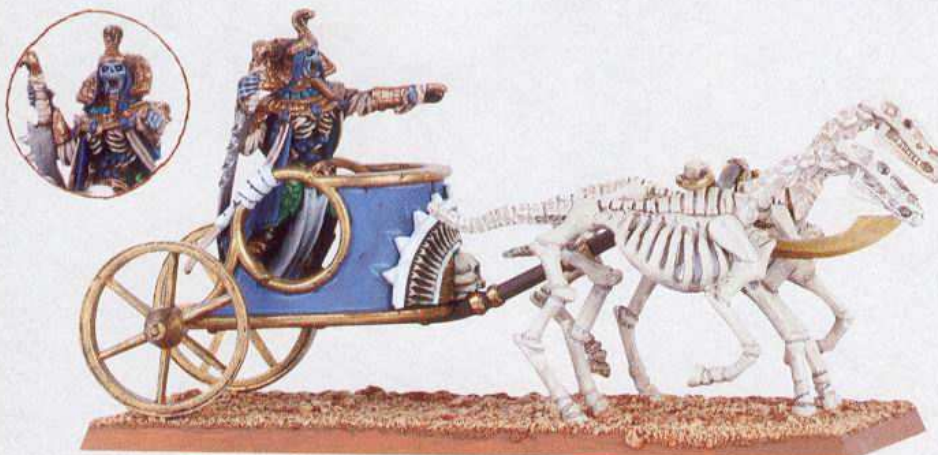
By the movement phase of my second turn I only had my Tomb Prince in his chariot left. He bravely slammed into Dave's Hammerers and although he managed to kill the Dwarf Thane, Skag, he lost the combat and crumbled to join the rest of my army.

Looking back now, Dave did exactly what I would have done in his position. The Tomb Kings have a big weakness and Dave exploited it by targeting all of his shooting on my Liche Priest.

This encounter has hammered home the fact that my assumption of an archer unit being a safe haven for the Hierophant was wrong. I will now operate a Liche Priest who will skulk near to, but not in, my infantry. This means that if it looks like I'm going to lose a unit I can move the Priest to safety behind another.

THIS MONTH

PURCHASED	COST
Skeleton Warriors Regiment	£15
1 Tomb Scorpion	£9
TOTAL:	£24
Remainder:	£1



"All aboard! Next stop Nebekbara."



HALFLING HAPPINESS

Geordie Paul whines some more, until he makes some new fat round friends.



Paul Scott

This was supposed to be an easy month. A relaxing break from the horrors that I suffered from the Empire's sartorial tastes. This belief led me to start a

small unit of archers, very nice classic metal miniatures. Ones that I could spend time and attention on.

One month to paint 10 archers and a witch. Easy, or so you would think. Having all that time to paint is a double-edged sword as you trick yourself into believing that you can put things off and that you will still be able to get it all done.

Three weeks into the task I realised that with only four models painted something had gone wrong with my time management...

But this hobby nightmare of fast approaching deadlines, which almost eclipsed the frilly clothes episode, was mostly my own making – I'm too picky. I always have an idea how my models should look, but this ideal is rarely met and I ended up making four or five attempts before I was anywhere near happy with the archers' appearance.



Isn't she the old dear from the Post Office?

My lovely Mordheim witch posed the same problem. She should be scruffy, unkempt and filthy looking, I thought. So why when painting her did this not seem to be happening? I had three attempts before begrudgingly admitting that another would not make her look any better. (*Ob, stop whining – Guy.*)

On another note, the Halfling models while being very frilled and pleated, have fantastic faces. One of my main reasons for picking Empire was that it provides plenty of opportunity to practise this part of miniature painting, something that my hi-tech, armour-clad warriors of the future had kept me from.

With these new additions my army now has a very solid look to it. Even only having spent a relatively short time building the force it is becoming rather large, which is very pleasing.

What next? Though I need loads of them, with the memories of my last militia painting adventure fresh in my mind I wanted to paint something else. A unit of state Halberdiers, voluntarily returning to their beleaguered homeland to stand with their kin, fits the bill. I like the sound of this. Stirland's history often mentions the exploits of its Halberdiers, a proud and courageous bunch of professionals. This unit has been at the forefront of all the battles that the Graf of Stirland has had to fight and held the line at the battle of Hel Fen against the evil Von Cartsteins.

I want the unit to be quite large, maybe even 30 strong. But to make them stand out from others of their kind I shall make them from the Empire Spearmen models. To this end I purchased three boxes of Empire Detachments. The Handgunners I intend to swap with a friend for his Spearmen, giving me a solid unit. With these warriors on their side, perhaps things will not end in death for the people of Stirland.

THIS MONTH

PURCHASED	COST
Three Empire Detachments	£24
TOTAL:	£24
Remainder:	£1



Green is so last year's colour. But we won't tell Paul.

HOW TO DO ORC DENTISTRY

Dave speaks funny for an Orc. We suspect he may be an imposter.



Dave Allen

Taugrek the Throttler gets a cameo appearance in the Storm of Chaos book in a short piece of colour text describing how he became Grimgor's Battle Standard Bearer. Seeing as I am theming my force around Grimgor and his closest cronies, including Taugrek in the force is a must.

I've already got one of the Black Orc Standard Bearer models in my force, and will probably be adding another before the army is finished, so I had to find an alternative miniature for the basis of Taugrek. Some of the double-handed weapon Orcs look like they could be hefting a banner, so I used the body from one of these with the axe head removed and the banner pole from the Black Orc Standard Bearer fixed in its place.

I wanted his head to look a bit special and thought that the alternative Borgut Facebeater head would make a fine replacement. This head isn't available from our stores but you can get it by contacting Games Workshop's

direct department (the part code being 9947020914401). Although this head is different enough I wasn't entirely happy with it, the teeth and chin look a bit too delicate for a big Black Orc's.

I'm not too consummate a Green Stuffer, but with some care and patience I added a bit more bulk to the chin and some lower incisors to give Taugrek a larger underbite. He now has the type of bucket jaw I associate with a really mean greenskin. Grrr.

To complete the conversion I added the plastic standard from the Orc Warriors Regiment set. As the rest of the banners in the force will be totems rather than banners this will help Taugrek stand out. On its own the banner still looked a little plain, so I stuck a couple of spare plastic shields to it. Now it looks a bit too busy. Ah well.

This conversion leaves me with a Black Orc Banner Bearer with an underendowed banner pole and an axe head. Combining these two components makes for a nice Champion for my Black Orc regiment – huzzah! To make the champion even more individual (as if he doesn't look like the Orcish epitome of utter swank already) I gave him the plastic boss head from the Orc regiment boxed set, which makes him completely and indisputably top, in my humble opinion. Waaagh!

Now I have a headless plastic Orc boss. No worries – the purchase of some spare Black Orc heads will enable me to capitate the boulder and add a little more variety to my force – which is cool because I wouldn't want a boring army like Paul's (teehee, only kidding!).



Orcs with swapped faces. A Silence of the Lambs situation may have occurred.



This is the way Dave would like us to see him.

As I said last month I spent some time picking the brains of Paul Rudge as to how to go about constructing an Effigy of Gork. His advice: Get some polystyrene and shape it using a hot wire cutter. Revelationary, eh? I got hold of some of that nifty high density polystyrene that you see in so many terrain building articles. We at GW are often asked by customers where they can get this stuff, and the answer is a good hardware suppliers, such as B&Q.

I also got myself a hot wire cutter but found to my horror when I opened it that it requires a pair of batteries. The Effigy will have to wait a month before I can afford such extravagance.

Although my Orc regiment will serve for small games I also thought a bit more about what I will be using for larger games in the future. For this reason I assembled half the Orcs as normal Orc warriors and half as Big 'Uns.

To do this I looked at each component and decided whether it looked impressive enough to equip a Big 'Un. This meant that half the Orcs got all the torsos with scale armour, all the studded leather jerkins, all the helmeted heads and the lion's share of big cleavers and spikey maces. Soon I will have enough impressive looking Orcs for a nice unit of fearsome Big 'Uns. Smashing.

THIS MONTH

PURCHASED	COST
Black Orc Standard Bearer Body	£3
Black Orc with	
2 Handed Weapon Body	£2.50
Black Orc Head Sprue	£1.50
Borgut Facebeater Head	£1
Orc Warrior Regiment	£15
TOTAL:	£23
Remainder:	£2

PRINCE OF PAINTING

Asger tickles his daemonic friend with a bit of the old sable.



Asger Granerud

I'm usually not a fan of painting large models. You can spend several hours getting one wing just right instead of doing four or five infantry. On the other hand it was great when the prince was finished. Almost as good a feeling as finishing the movement tray for a unit you have just based. That satisfied feeling you get when you've completed a large project is one of the things that keeps me in the hobby.

I have now painted my Plague Bearers and the three Circus Nurglings I'm using as musicians. I spent a little more time on them to ensure they

stood out when compared to the ordinary Nurglings, and were suitable to join their big brothers in the front rank.

Next month I will try to do a chariot conversion, along with finishing the models I have remaining, something I never manage to do. (You're supposed to get ALL your models finished. Back on the torture rack for you - Guy).

THIS MONTH

£25 to spend (+£4 from last month)

PURCHASED	COST
12 Plague Bearers	£15
3 Circus Nurglings	£9
TOTAL:	£24
Remainder:	£5

Yikes... what a horrible monster - the Daemon Prince that is, not Asger.



PAINTING THE DAEMON PRINCE

As you'd expect, he's green

After discarding the Daemon Prince's original plague flail - I wasn't happy with the chain I had attached to it, it was way too thick - I painted the model in the same basic palette of colours as my daemons to make sure he looked like an integral part of my force.

Armour

I painted a 1:1 mix of Brazen Brass and Tin Bitz over a base coat of Tin Bitz. I then mixed increasing amounts of Camo Green into Brazen Brass and applied it in successive layers. I then highlighted the armour's edges and symbols with chainmail. A black wash with a hint of Tin Bitz helped to blend the highlights together. Lastly I touched up the armour with a mix of Chainmail and Mithril Silver. The final result is a bronze/golden/green armour that I am quite happy with.

Intestines

These I painted exactly like the Plague Bearers' exposed guts. A Dark flesh basecoat gradually worked up to Bleached Bone, with a wash of Brown Ink.

Hood

The big hood got a basecoat of Scorched Brown. I then very carefully blended this all the way out to Bestial Brown. I was going to leave it at that but people kept commenting that it looked too dull, so I added a few extra layers of a Snakebite Leather and Bestial Brown mix.

Skin

I started by applying a thin layer of Dwarf Flesh so that some of the black still shone through. I then began an elaborate process where I mixed Dwarf Flesh with increasing proportions of Bleached Bone for highlights. Currently it looks too crisp, so later I'm going to dirty it down a little.

Wings and Details

The final details, including the bone areas, the teeth, and the base were painted in exactly the same colours as those on the normal daemons, hopefully enhancing the bond between the Daemon Prince and his Nurgley minions.

BUGMAN'S

Part four of a Warhammer campaign by Nick Kyme

So we come to it at last. This is the final battle in the saga of Bugman's Lament. Git Guzzler has gathered a great and powerful Goblin army to his banner, uniting the tribes of the bandit Grotsnag and the Shaman Grabnatz. They march upon the brewery of Josef Bugman as our eponymous hero makes haste to reinforce his clansmen after being waylaid by pirates. Can Bugman get back in time to save his brewery? Read on...

The great brewery of the Dwarf Master Brewer, Josef Bugman, is under threat. With growing purpose the hordes of the Goblin King Git Guzzler are amassing.

It was upon the Old Dwarf Road that the Goblins launched their first attack. Dwarf Brewmaster Bazrak Bolgan was escorting a convoy of beer wagons headed for the Empire when he and his warriors were ambushed by a band of Wolf Rider bandits. Although Bolgan was victorious, his brave Dwarfs fighting off the Goblins, Grotsnag, the leader of the tribe has since regrouped his Wolf Riders and joined Git Guzzler for the attack on the brewery.

On the very same day an ancient Dwarf watch tower was assaulted by a maniacal

shaman, Grabnatz Sourbelly, who sought to cast it down and prevent a warning reaching Bugman and any other Dwarfs of the impending Goblin invasion. Brave Skeggi Threkson fought the Shaman and his horde but the battle was deadlocked with both forces retreating into the growing dusk. Grabnatz too, has now gathered his tribe to fight alongside the Goblin King, whilst the wounded Skeggi has returned to the brewery.

Josef Bugman saw the fiery beacons but was delayed by the Goblin river pirates and their captain, Skabend, as he raced desperately down the Sol to join up with his brethren to help them fight against the Goblin hordes.

The skirmishes are over. Git Guzzler has his army in place, at last he has found the secret location of Bugman's Brewery and with the combined might of three tribes, means to sack the brewery and take the precious ales within. This act will mark him out as a mighty leader, while the beer will be a strong bargaining tool in gathering a much larger army, large enough perhaps to march on the lands of the Empire.

As Bugman makes haste to the brewery, Durzak Dragonback, thane of the Dragonback clan, raises his banner and bellows the call to arms. All around the brewery warriors make ready with their weapons and armour. As the Dwarfs hurry behind the stout walls of the brewery, the sound of marching feet grows louder in the woods beyond. The Goblins have found them and they must now hope that Bugman arrives in time...

The Campaign

Bugman's Lament is a campaign that charts the historic destruction of Bugman's Brewery by a band of Goblin raiders and the events that lead up to it. It is presented in a series of hypothetical scenarios and will hopefully give you ideas for running your own historical campaigns.

As well as a group of linked scenarios, Bugman's Lament also provides rules for all the main protagonists of the campaign as well as a number of unique units. These special characters and special units are only intended for use with these scenarios but players should feel free to adopt them for their own games. Note that any special characters must be used as they are presented here and may not be given any additional equipment and/or magic items.

WARHAMMER

S LAMENT



SCENARIO FOUR: BATTLE FOR BUGMAN'S BREWERY

Git Guzzler has scoured the forests and wilds of the Empire for many months to discern the location of Bugman's Brewery. Through the use of many dozens of scouts and the interrogation of Dwarf prisoners at last he has succeeded in his goal. He knows where the brewery lies.

Despite his attempts at stealth, Bugman is aware of the coming invasion and is heading back to his home and clan at speed. Although he only has a small force of his personal warriors, they will be able to attack straight into the heart of the Goblin army if they can arrive in time.

Guzzler must make haste and plans to do so. He has assembled all of his bosses to lead their tribes to war against the Dwarfs, Grotsnag and his Wolf bandits and Grabnatz with his unpredictable but explosive Fungus Loons. He also knows of the stout walls that protect the brewery, and he has had machineries built and gathered massive beasts to crush them.

The forces of Git Guzzler are greater, but the Dwarfs are defending their home. They will not stop fighting until they've spent their last breath. It is nought less than a siege and Guzzler is determined to crack the Dwarfs' defences.

SIEGE

Git Guzzler's army has amassed in force. From deep within the surrounding woods he launches his attack against the Brewery, intending to sack it in the absence of its heroic namesake. The Dwarfs of the Dragonback clan, led by the brave Durzak, are hopelessly outnumbered and so have retreated behind their walls in preparation for a bitter siege. They know that Bugman and his warriors are on their way and they are determined to fight the Goblins to the last Dwarf.

The Battlefield

The battle is fought over a 6'x4' table. Bugman's Brewery is set up in the Dwarf half of the table in the north corner of the battlefield as shown in the map. It should be represented by a cluster of buildings surrounded by a low wall to form an inner courtyard. The brewery is surrounded by an outer ward, in turn enclosed by more walls. A gate bisects the walls at their corner point.

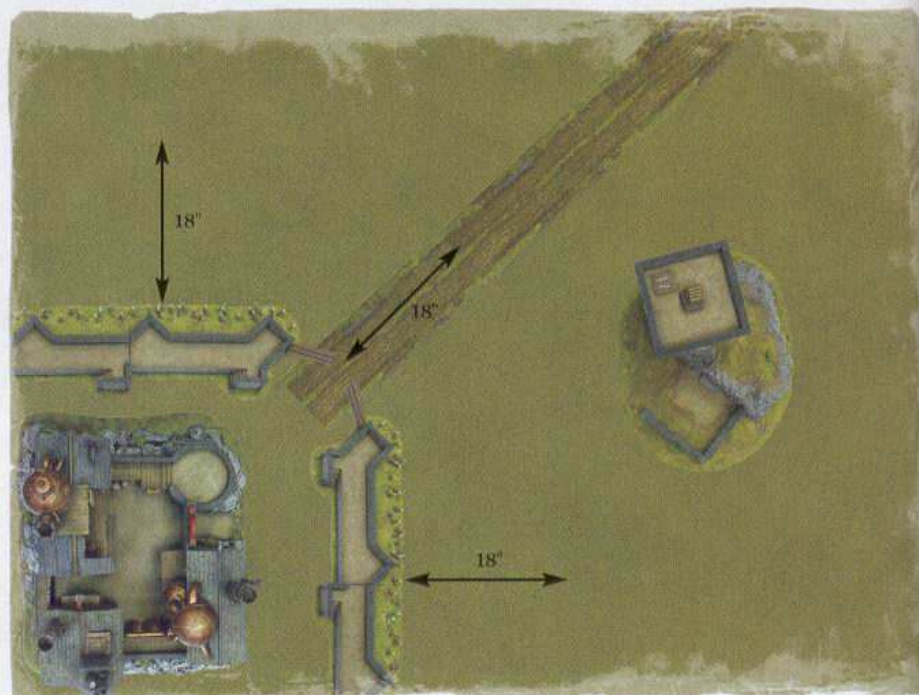
There is also a watch tower (you can use the the one from Skeggi's Warning in WD299), and scattered trees and rocks.

Although the watch tower should be positioned as shown in the map, the rocks and trees may be set-up to the players' discretion but note that no trees or rocks must be set up within 18" of the brewery outer walls.

Deploying For Battle

The Dwarf army is set up behind the stout walls of the brewery. A small vanguard of up to 250 points may also be set-up within 6" of the gate or in the watch tower, ready to harry the Goblins.

The Goblins may set up no closer than 18" to the brewery walls (note that this may bring them very close to any Dwarfs outside the walls). This is nearer than a normal siege due to the Goblins surprise attack, the Dwarfs only just managing to gather all their warriors within the brewery walls.



If Josef Bugman and his warriors arrive they can come on from any table edge, moving onto the board in the same manner as Dwarf Miners (see page 11 of the Dwarf army book).

Durzak Dragonback and his force of Dwarf Defenders is deployed first.

Special Rules

The following special rules apply during the battle.

Siege. The Goblin army of Git Guzzler has effectively besieged the brewery, so the battle follows all of the siege rules as given in the Warhammer rulebook with a few exceptions. The walls are quite low, being designed as a firing platform more than anything else, and lack the stature of conventional fortress walls. As the walls are built upon an earth embankment, the Goblins will not need to use ladders or grappling hooks to scale them, although the Dwarfs can still use boiling oil and the like against them as a stand and shoot reaction as the

Goblins charge. Because of their height, the walls are treated as defended obstacles and as such the Goblins may count ranks, Standards and Muscians as normal for their combat resolution against the Dwarfs occupying them.

The Dwarfs, on the other hand, may skirmish on the walls. They still count Standards and Muscians, but may only count a single rank in combat. Finally, both players have access to all the usual attackers and defenders equipment, which must be bought out of their points allowance as normal.

In addition, the Dwarf army has access to a special deterrent.

Dwarf Hellfyre – Cost: 40 points
Made from a concoction of brewery waste and run-off, Dwarf Hellfyre is a deadly and frightening weapon when ignited by a naked flame. It is a variation of boiling oil and follows all the normal rules for it, but attacks with a Strength of 4. Additionally, any unit which suffers

THE ARMIES

Durzak's Dwarf Defenders

Durzak's Dwarf army is 2,000 points (note the Dwarfs get an extra 75 points per Beer cart that escaped if they won the first battle *Ambush on the Old Dwarf Road*). Led by Durzak Dragonback, clan banner bearer and army general, it must be chosen from the list below:

CHARACTERS: 0-3 Heroes (including Bazrak Bolgan and/or Skeggi Threkkson – see WD298 and 299 for the rules for these characters). 0-1 Brewmaster (see special rules).

CORE: Warriors, Crossbowmen, Thunderers, 0-1 units of Rangers.

SPECIAL: Longbeards, 0-1 units of Slayers, 0-1 units of Mountain Rangers (if the Dwarfs won the Ambush on the Old Dwarf Road), 0-2 Bolt Throwers, 0-1 Cannon, 0-1 Stone Throwers.

RARE: 0-2 Fire Throwers (see special rules), Organ Gun.

Note: Both the Rangers and the Mountain Rangers, if available, can be set-up using the Scout special rules.

Bugman's Warriors

The Dwarf player has 500 points to spend on Bugman and units of Bugman's troops, gathered after the battle on the Sol. They are led by Bugman himself, who is the army general. Note that Bugman is also the

army general of Durzak's Defenders, so all Durzak's Dwarfs may use either's Leadership where applicable. Bugman's force comprises of:

0-1 Rangers, Warriors, Crossbowmen, or Thunderers.

The Three Tribes of Git Guzzler

Git Guzzler's Goblin horde is divided into three separate tribes. Each tribe has its own special general (these are not free, and must be paid for). The tribes may either use Git Guzzler's or their own general's Leadership as applicable. In effect, they are regarded as one 3,000 points force, so it can have only one Army Standard Bearer (any unit may use its re-roll), must include four core units (at least one from each tribe), have up to five Special units and three Rare units within the usual restrictions. Note because the tribes only have Goblin characters they may take an extra Goblin Big Boss.

The Troll-beaters

Git Guzzler's tribe is 1,000 points strong and chosen from the list below:

CHARACTERS: Goblin Big Bosses.

CORE: Goblins, 0-2 units of Orcs.

SPECIAL: 0-2 Rock Lobbers, 0-2 Spearchuckas.

RARE: Stone Trolls.

The Red Tooth Bandits

This is Grotsnag's tribe (the rules and points for Grotsnag are in WD298). It is 1,000 points strong (note the Red Tooth Goblins get an extra 75 points per captured beer cart if they won the first battle *Ambush on the Old Dwarf Road*), and is led by the Wolf Bandit Grotsnag. It must be chosen from the list below:

CHARACTERS: Goblin Big Bosses.

CORE: Wolf Riders.

SPECIAL: 0-2 Wolf Chariots.

RARE: Stone Trolls, 0-1 Doom Diver.

The Sourface Goblins

This is Grabnatz's tribe (the rules and points cost for Grabnatz are in WD299). It is 1,000 points strong, and is led by the notorious Goblin Shaman Grabnatz Sourbelly. It must be chosen from the following list:

CHARACTERS: Gulag the Orc (he does not count towards your character limit), Goblin Big Bosses.

CORE: Goblins, 0-1 Snotling Swarm, 0-1 units of Orcs.

SPECIAL: 0-1 units of Fungus Loons, 0-2 Spearchuckas.

RARE: Trolls, 0-2 Snotling Pump Wagons, 0-1 Giant.

a casualty from Hellfyre must take an immediate panic test. Any unit wishing to charge a unit with a cauldron of Hellfyre must take a Fear test.

Defensive stakes. The Dwarfs have further fortified their walls by driving thick wooden stakes into the earth embankment upon which they are built. These count as difficult ground for units moving over them and are impassable to cavalry models.

Lesser fortress. Despite its rugged construction and stout defences, Bugman's brewery is not a fortress and so won't be able to withstand damage like a castle or keep. All attacks against the brewery walls and gate add +1 to the damage charts. Note as Git Guzzler is trying to capture the brewery it may not be attacked by missile fire and any shooting attacks that hit it by accident are discounted (you can, of course, attack the Dwarfs within it though).

Spotters. Any Dwarf on a wall may act as a spotter for any Stone Thrower in the courtyards of the brewery as long as they do not move, shoot or are engaged in close combat. This allows the stone throwers to target any unit that that model can see. This is an inaccurate method however, and if the shot scatters it goes double the amount on the dice.

'Til our last breath... The Dwarfs are determined not to let the brewery fall and so are immune to Panic tests.

Bugman's Return. Bugman is on his way back to the brewery, but there's no way of telling whether or not he will arrive in time or at all! Roll a D6 to determine when Bugman's entire force appears in the same way as for Dwarf Miners (see page 11 of the Dwarf Army Book) If the Dwarfs won the last battle add +1 to the roll, if it was a draw there is no modifier and if the Dwarfs lost they suffer a -1 to the roll.

Goblin hierarchy. Git Guzzler is adamant that he enforces his will over the other tribes in his army. It is he that is warlord of the army and he wants everyone to know it! Any unit from any of the three tribes may use his Leadership as described above, also ANY unit within 12" must do the bidding of Git Guzzler (this can prove to be quite amusing if you have three players, each with a tribe). A unit may resist his will but must pass a Leadership test or they will be controlled by the player with Git Guzzler's tribe that turn.

Special characters. All the special characters that fought in the Ambush on the Old Dwarf Road and Skeggi's Warning may be used in this battle (in fact two of the Goblin tribes are led by these characters). If they were removed as casualties in one of the earlier battles they might still be wounded or delayed. Roll a D6 for any character who was removed as a casualty in a previous

game at the start of the battle. On a 1 they arrive on Turn 3 from their table edge as if they had just pursued a fleeing enemy off the board and their total wounds are reduced by 1. On a 2 they arrive as above but at the start of Turn 2. On a 3-4 they arrive on Turn 2, but are unwounded. On a 5-6 they may be used as normal (note that this rule does not apply to Josef Bugman, who has his own special rules). Any Dwarf characters are placed inside the brewery when they become available. They are assumed to have emerged from the infirmary to fight in the battle.

Drunken Goblins. If the Goblins managed to defeat Bazrak Bolgan and won the Ambush on the Old Dwarf Road, then they'll be in possession of some of Bolgan's brew. Roll a D6 for every Goblin or Orc unit in each of the three tribes that can be affected by Animosity. If you roll a 1 (or a 1 or a 2 for the Redtooth Bandits tribe) that unit begins the battle drunk. When rolling for Animosity roll 2D6 instead of one, with any roll of 1 resulting in them suffering from Animosity. When a drunk unit rolls on the Animosity table roll 2D6 and pick either result. Drunken units are also immune to psychology.

Durzak Dragonback

A young but courageous Dwarf, Durzak Dragonback has fought in many battles against the Orcs and Goblins of the mountains. It is he that is the warden of the Brewery and the Dragonback settlement when Bugman is away.

A strong and mighty Dwarf, Durzak is a skilled warrior whose deeds are an inspiration to all those around him. With the helm of the Dragonbacks upon his head and the clan banner held aloft in his hand, he is a symbol of bravery and fortitude to his fellow Dwarf clansmen.

	M	WS	BS	S	T	W	I	A	Ld
Durzak Dragonback	3	6	4	4	4	2	3	3	9

Cost: 203 points

Equipment: Durzak carries a warhammer and the Army Battle Standard. He wears gromril armour.

Durzak is a Dwarf Thane and uses up one of your Hero choices.

Magic Items

Durzak's Helm: The helm of the Dragonbacks is an ancient heirloom of the clan. It is inscribed with the Master Rune of Gromril and two Runes of Iron (see page 21 of the Dwarf Army Book).

The Dragonback Banner: The banner of the Dragonback clan has endured for centuries. It is said to have been woven with the braids of priestesses of Valaya and fills all Dwarfs nearby it with strength and valour. All Dwarf units with 12" of the banner may re-roll all Break tests as with any other army standard. Furthermore, these units may also add +1 to their Strength in the first round of any hand-to-hand combat. (Note that Durzak also benefits from this bonus too).

MODELLING DURZAK DRAGONBACK

By Nick Kyme

Durzak Dragonback was based upon an old Dwarf Hammerer model from the archives. I wanted a distinctive Battle Standard Bearer and this model was perfect for that as well as being in keeping the 'old school' theme of my existing Dwarf army.

The first thing I did was remove the feather from the Hammerer's helmet and replace it with a dragon icon from a classic plastic Bretonnian Knight of the Realm.

In removing the feather I damaged the Dwarf's hammer and so I replaced the original head with one taken from the plastic Dwarf Command sprue.

I then added a cloak and filed away the Hammerer's original shield-bearing hand, replacing it with a plastic Dwarf hand so he could hold a banner. This I made out of brass rod and topped it off with two Dwarf standard bearer icons from the Plastic Command sprue.



Git Guzzler

Shrewd and cunning, the Goblin King Git Guzzler has plotted long and hard to overthrow the fabled brewery of Josef Bugman. In a fungus-induced trance did Git first discover the existence of the hidden brewery. From that day he began sending his Goblin scouts to scour the land. For Git believed that with the destruction of the Dwarf settlement he could bribe other tribes to join him with the beer he'd steal and eventually form a mighty Waaagh! of his own, perhaps even to rival that of Grom the Paunch himself, whom Git has a great loathing for.

Git Guzzler is huge for a Goblin, his mighty girth allowing him to push round his diminutive kin and even bully weak-willed Orcs to do his bidding. He is also a fierce and dirty fighter, prone to outbursts of needless anger, which he often takes out on his nearest unfortunate minion.

	M	WS	BS	S	T	W	I	A	Ld
Git Guzzler	4	5	2	4	4	3	2	4	8

Cost: 205 points

Equipment: Git Guzzler carries the magic items detailed below.

Git Guzzler is a Goblin Warlord and so uses up one of your Lord choices.

Special Rules

Wrathful: 'The Git', as he is sometimes known, is miserable and prone to bouts of violent anger, brought on when he is drunk on his brews or sobering from their effects. Git Guzzler and any unit he leads are immune to *panic*.

Beer gut: From supping large quantities of ale, Git Guzzler has an impressive beer gut. This disgusting flab offers some protection against the blades and arrows of his enemies. It gives him a 4+ Armour Save, which when combined with his shield is 3+. Due to his bulk Git always strikes last in close combat, even when he charges, unless the model he is fighting must also strike last, in which case roll a D6 to see who strikes first.

Magic Items

Guzzler's Bad Brew: This is one of Git's own concoctions, so potent that any ordinary Goblin drinking it would be knocked unconscious from the slightest sip. Git may sup from this brew once at the start of each turn. Roll a D6 to determine the brew's effects: 1 Git suffers from stupidity, 2-3 Git hates all his enemies, 4 Git suffers from the rules for frenzy, 5 Git adds +1 to his Strength, 6 Git adds +1 to his Toughness.

All of the above effects last until the start of Git's next turn.

Da Wicked Edge: Guzzler's lethal axe has been sharpened to an impossible edge. It cuts through plate and mail with ease and reduces Armour Saves by an extra -3.

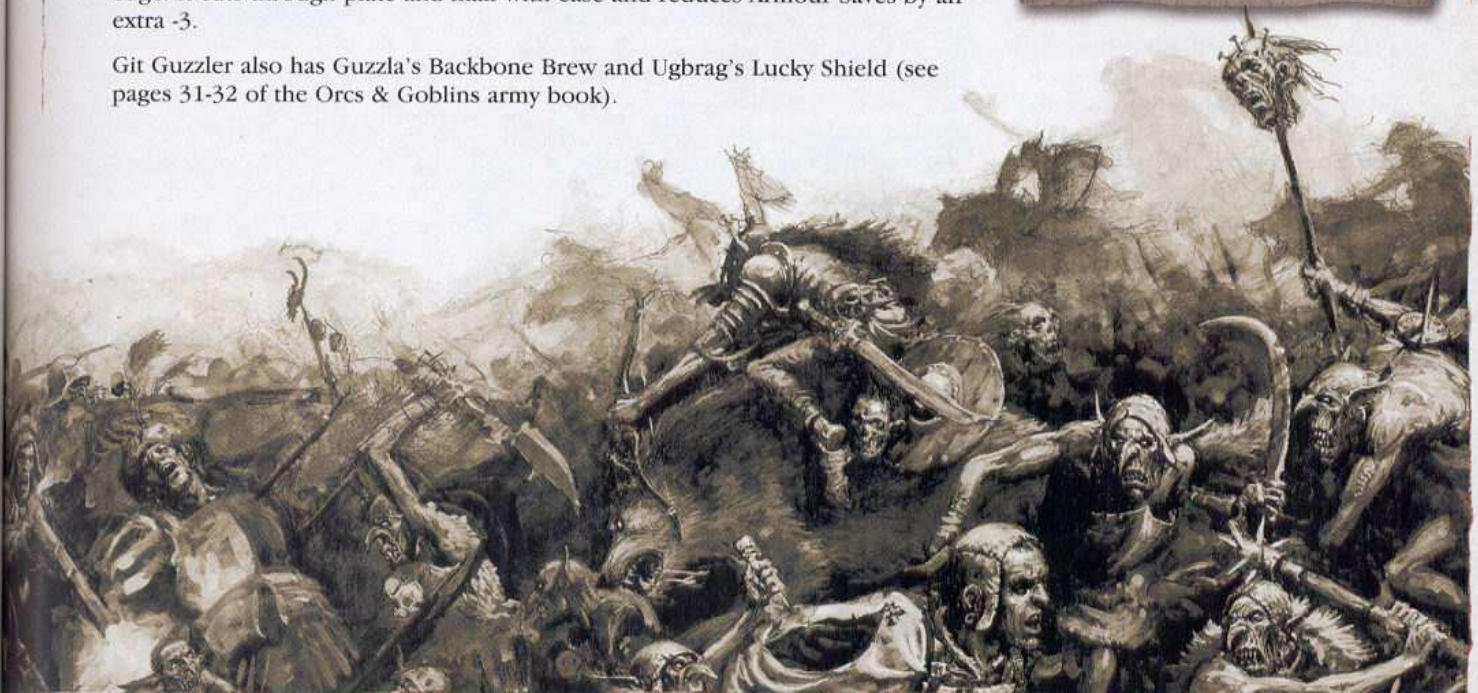
Git Guzzler also has Guzzla's Backbone Brew and Ugbrag's Lucky Shield (see pages 31-32 of the Orcs & Goblins army book).

MODELLING GIT GUZZLER

By Guy Haley



Wide of girth, high in station, big of hat, Git is based upon the classic Grom model. I didn't care much for Grom's grinny little sprout head, so I hacked it off with a pair of strong clippers (not the plastic cutting kind!). I then replaced it with another equally brutally-removed head from the flying Doom Diver. The horns on Git's boss hat are Boar tusks, with Green Stuff round the base to make sockets. More Green Stuff, textured like fur, filled the ugly mess I'd made of his neck. Finally, I replaced his axe with that of the Wyvern Orc Boss.



SPECIAL UNITS

Dwarf Brewmasters

The Brewmasters are a special guild of Dwarf artisans that make the various beers enjoyed by the warriors of the Dragonback settlement and beyond.

Whilst they are not fighters as such, they are still Dwarfs and will battle hard to protect their breweries from invaders. Many descend from noble Dwarf families and much like Thaners and Runesmiths carry runic artefacts into battle.

Brewmasters are heroes of high standing in the Dragonback clan. Through years of drinking Dwarf beer and toiling hard in the brewhouse they have become hardy and tough. Their bulk makes them resilient against attacks that might fell a lesser Dwarf, but also means they are slower than their slighter brethren.

Dwarf Fire Throwers

The fire thrower is a smaller version of the deadly flame cannon, wrought by more experimental Dwarf Engineers. It is fuelled by the run-off from the beers yielded by the numerous brewhouses of Bugman and his Brewmasters. This rough chemical mixture is highly volatile and when exposed to a flame produces explosive results. Whilst not as powerful as a Flame Cannon and shorter of range, it is still a dangerous weapon, whose terrifying effects can send enemies fleeing for their lives.

The Fire Thrower shoots in exactly the same way as a Flame Cannon (see page 15 of the Dwarf army book), except it has no range, just roll the artillery dice. It follows all of the special rules for this war machine. Note that any unit suffering casualties from a Fire Thrower must take an immediate Panic test.

Because the Fire Thrower is lighter and easier to operate, any Fire Thrower charged by the enemy may choose stand and shoot as a charge reaction, just as if it were a conventional missile unit.

However, the weapon is also highly temperamental, more so even than the Flame Cannon. If you ever roll a misfire on the artillery dice reduce the roll on the misfire table by -1.

Furthermore, when shooting at the Fire Thrower, because the weapon is relatively small, any shots will always hit the crew – there is no need to randomise. Once both crew members are dead the Fire Thrower is removed (but note that it can operate normally with just one crewman).

Josef Bugman

Josef Bugman is one of the greatest master brewers of all time. His legendary tankard, which never empties, contains magic ale capable of incredible restorative miracles. He is a cunning warrior who is well travelled and accustomed to the wilds of his adopted Imperial homeland. Using forgotten paths and ways seldom trodden, Bugman can reach his brewery quickly in times of need. With Git Guzzler and his hordes headed there, never before has the need been greater.

	M	WS	BS	S	T	W	I	A	Ld
Josef Bugman	3	6	4	4	4	2	4	3	9

Cost: 160 points

Equipment: Josef carries a crossbow, rune axe and shield. He wears light armour.

Josef Bugman is a Dwarf Thane and so uses up one of your Hero choices.

Special Rules

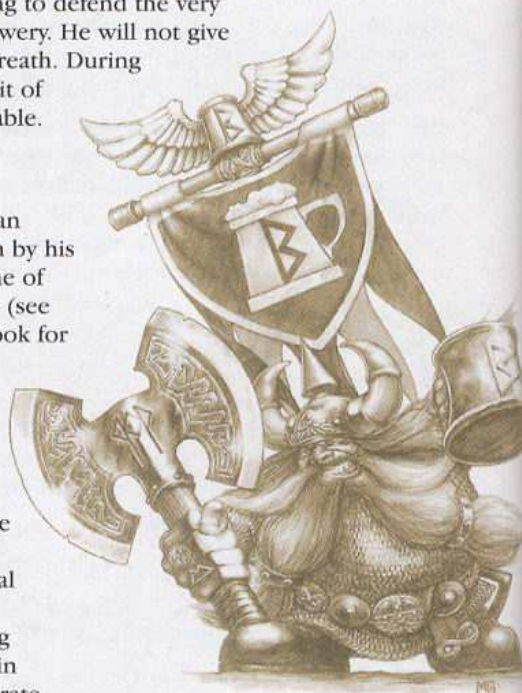
Early days: As this mini-campaign is set before Bugman's Brewery was put to the torch, Bugman does not yet suffer from his Greenskin Grudge, nor is he the leader of his rangers. At this moment in time Josef Bugman should be fielded just as he is presented here.

At all costs: Bugman is fighting to defend the very continued existence of his brewery. He will not give up until he no longer draws breath. During the battle Bugman and any unit of Rangers he leads are Unbreakable.

Magic Items

Josef's Axe: Bugman's axe is an heirloom handed down to him by his father Zamnil. It bears the Rune of Cleaving and the Rune of Fury (see page 20 of the Dwarfs army book for more details).

Bugman's Tankard: This tankard is a fabled item. It is said that so long as a Bugman of the Dragonback clan holds it, the beer within will never be drained, no matter how many draughts are taken. The magical properties of the tankard combined with the invigorating effects of Bugman's brew within allow Josef Bugman to Regenerate.



DWARF BREWMASTER

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Brewmaster	3	5	4	4	5	2	2	3	9

A Brewmaster counts as a Hero choice.

Weapons: Hand weapon.

Options:

- May choose either a great weapon (+4 pts) or a pistol (+7 pts).
- May also choose either a crossbow (+10 pts) or a Dwarf handgun (+14 pts).
- May wear light armour (+2 pts) and may carry a shield (+2 pts).
- May choose runic item up to 50 points from the Weapons and Talismans lists (see page 20-23 Dwarf army book).

DWARF FIRE THROWER

Points/model: 75

	M	WS	BS	S	T	W	I	A	Ld
Crew	3	4	3	3	4	1	2	1	9

Number of crew: 2

Crew's Weapons and Armour: Hand weapon and light armour.

Special Rules

(See opposite).

Range: 0" Strength: 4 Wounds: 1 Armour Save: -1

THE BATTLE

First Turn

The Goblins automatically get the first turn as they have caught the Dwarfs unprepared and by surprise.

Game Length

The Battle for Bugman's Brewery lasts for eight turns.

Victory or Defeat

At the end of the battle count the Goblin player's total unit strength inside the brewery (including upon the walls but only if they have managed to get past the Dwarfs guarding them ie, if they have won a combat and got over the defended obstacle). If this number exceeds the total unit strength of Dwarfs in the brewery then all is lost and the brewery has been captured and Bugman has lost.

If both armies have the same unit strength in the brewery at the end of the eighth turn then immediately fight an extra turn each and then recount after the ninth turn. Continue to do this until you get a clear winner. This is an all or nothing battle and there is no room for a draw.

THE END OF AN ERA?

As this is the final battle there will of course be no victory bonuses for the winners. However, our mythic history will be affected by the result. If the Goblins are victorious and manage to destroy the brewery then history will continue along the same path we know. Bugman will disappear into the forests, gathering a band of like-minded fellows and hunting down Goblins wherever he can find them. Bugman's ale will become precious indeed and its like seldom seen again.

For Git Guzzler his ambitions will be realised and he can now amass a larger army with the renown and brew he has stolen from the brewery. Who is to say where the warlord will strike next?

However, there is another way for this tale to go. If Bugman is successful and defends his brewery from attack then it is likely he will help to rebuild the Dragonback settlement and continue to make his brews in relative peace, and the quality of beer in the Old World will be better for it. But though he will be watchful of the forests and hunt down the Goblins for their most heinous trespass, if Bugman is not driven from his home, how many Dwarfs will die without him to come to their aid? Such is the way of alternative history.

MODELLING DWARF FIRE THROWERS

By Nick Kyme



The idea for this conversion comes from an old Fire Thrower model that was part of the ancient Imperial Dwarfs range. Although I have the model in my collection, I couldn't resist converting one up myself (besides, you can't get the old Fire Thrower now, so how else are you supposed to field one if I don't show you how to make it!).

I made my Fire Thrower using an archive Thunderer and Kraggi from the Anvil of Doom as my crew.

I clipped off the end of the Thunderer's handgun, replacing it with the steam gun from the Dwarf Gyrocopter.

Using some brass rod, I pinned the butt of the handgun to the small bellows from the Anvil of Doom. I

then gave Kraggi a plastic Dwarf arm and positioned both crew so that it looked like Kraggi was holding and working the bellows.

Finally, I got a wine barrel from Gui le Gros, a Bretonnian special character from the archive, and pinned it to Kraggi's back, adding a wheel crank from the Dwarf cannon to it.



THE FINAL BATTLEFIELD

The site of the final battle in the Bugman's Lament campaign was fittingly outside the very gates of Josef Bugman's famed brewery. It was here in the shadows of the forest that Git Guzzler's hordes gathered, waiting to be unleashed against the unsuspecting Dwarfs of the Dragonback clan.

The Battle for Bugman's Brewery takes place on a fairly level plain that has been

stripped of most of its natural terrain by the Dwarfs that live there. Rudgie constructed six more modular terrain boards in exactly the same way as those created for The Ambush on the Dwarf Road scenario (see WD298) but concentrated on making the boards flat so we could use scatter scenery.

With Bugman's Brewery already built by the talented hands of scenery supremo Mark Jones, we added the terrain Rudgie had already built for the previous games.

This came in the form of the Dwarf watch tower from Skeggi's Warning (WD299) and the road from the Ambush on the Dwarf Road.

Recycling the scenery from previous scenarios is a great way to build up a terrain set that can be used in future battles to supplement your existing trees, hills and the like.

In addition to this existing scenery, Rudgie constructed a set of Dwarf walls.

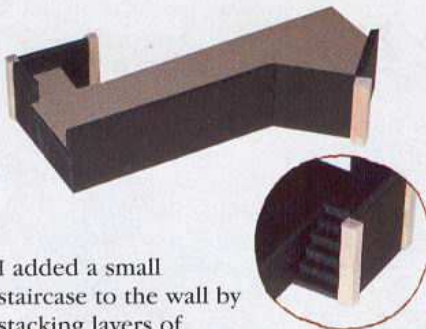


STEP 1



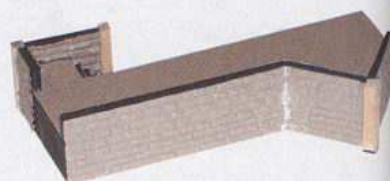
I built the basic shell from 5mm thick foamboard. The front wall section stands 45mm tall, the platform where the Dwarfs stand is 30mm tall (or should that be short?). The parapet is 50mm thick, allowing for 2 ranks. The wall measures 220mm in length. I used a 50mm square base as a template for the gun emplacement, aligning diagonally opposite corners along the wall and drawing around it.

STEP 2



I added a small staircase to the wall by stacking layers of foamboard. These were five strips, each 5mm longer than the previous one. I glued them one on top of the other until my staircase was assembled, then added an outer wall to hide the untidy edges of foamboard. The wooden buttresses are made from strips of balsa wood.

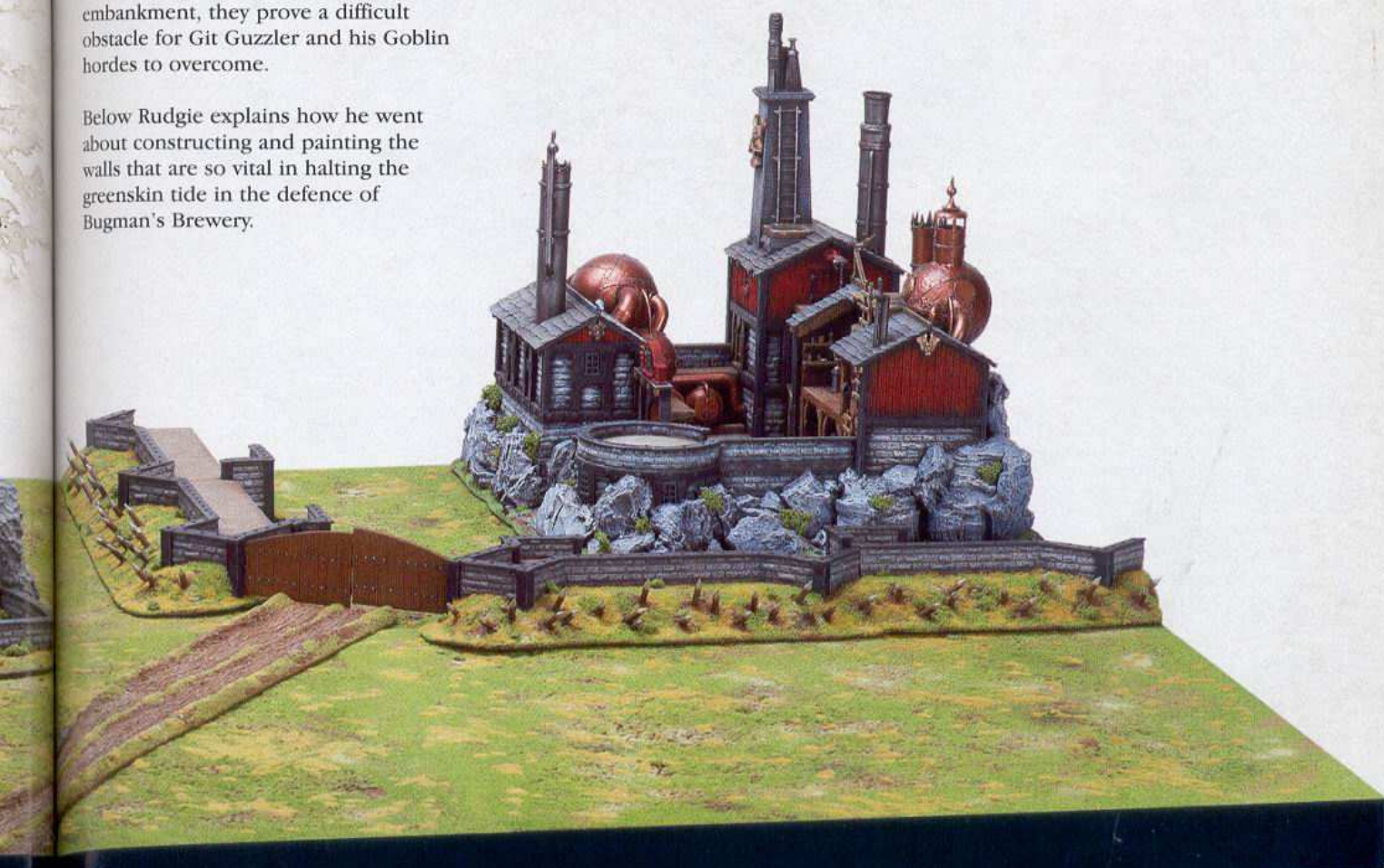
STEP 3



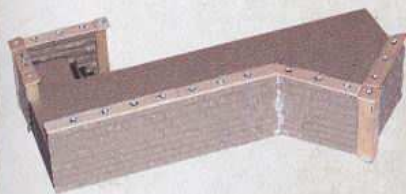
As the walls were built by the same Dwarfs who constructed the brewery, I clad them in the same style of plasti-card that Mark used so they'd match his buildings. You can find a variety of plasti-card at your local model shop, although you could use any type of textured paper. You might even like to try suitable textured wallpaper.

These have been erected by the Dwarfs to protect the Brewery against attack. Reinforced with sharp stakes, with a sturdy gate and built upon a steep embankment, they prove a difficult obstacle for Git Guzzler and his Goblin hordes to overcome.

Below Rudgie explains how he went about constructing and painting the walls that are so vital in halting the greenskin tide in the defence of Bugman's Brewery.



STEP 4



I then attached a strip of balsa wood along the top of the wall. I cut small squares from a strip of 2mm wide plasti-card then attached these small squares at regular spacings to the balsa wood using superglue. This gives the impression of heavy metal nails holding the wooden beam tightly in place.

STEP 5



I used a piece of 25mm thick polystyrene to represent the earth bank. Along the outer edge I cut a rough slope using a hot wire cutter but left a 25mm thick flat area that would allow models to stand next to the wall and fight the defenders. Both the wall and the earth bank were then glued to a card base.

STEP 6



I then sanded the polystyrene to create a more natural look to the earth bank. I sharpened small stakes cut from garden cane and simply pushed them into the polystyrene at irregular intervals.

STEP 7

To finish, I covered the polystyrene in Citadel PVA glue and dipped it in sand. This was drybrushed Bestial Brown and Desert Yellow. The walls were drybrushed with an equal mix of Codex Grey and Graveyard Earth, then highlighted with increasing amounts of Fortress Grey. I painted the beams Chaos Black before drybrushing them Codex Grey, then flocked the bank with different coloured flocks and static grass. The gate sections are a variation on the wall with an extra emplacement and a gate, which I simply constructed from strips of balsa wood.



Above: One of the Dwarf wall sections completed and ready for battle!



BATTLE FOR BUGMAN'S

An account of how Nick Kyme's Dwarfs and Guy Haley's Goblins fought it out for the fate of Bugman's.

So we came to it at last, the final battle to decide the fate of Bugman's Brewery. Would history repeat itself and Bugman's fall, or would the Dwarfs triumph? It was all in Nick and Guy's hands now...

Nick: When I saw the horde of Goblins, Orcs and other beasts before me I confess I was a little worried. But all I could do was dig in behind the stout walls of the Brewery and hope that Bugman arrived quickly to staunch Git Guzzler's attack.

Despite a few random bouts of animosity, Guy wasted no time in getting to the walls. A massive unit of eight Trolls (that's got to be some bridge they all bunk under) wielding a log ram smashed through the flimsy gates of the outer walls with a single swing. A shocked unit of Longbeards looked on at the monsters before charging them. As skirmishes erupted along the walls and my Dwarf war machines rained ruin upon Guy's huge units, it became clear it was the battle at the gates that would decide this conflict. For what seemed like an age the Longbeards and Trolls clashed, the mighty Dwarfs and their leader Durzak Dragonback inflicting countless wounds on the creatures, only for the Trolls to regenerate them.

When the Trolls finally did break there were precious few Longbeards left. Even so, they ploughed out of the gates

to take on a big unit of Goblins beyond. This too ended in stalemate. Guy threw an Orc unit into the mix to which I replied with a regiment of Warriors and the remnants of Bugman and his Rangers, who had arrived a few turns earlier (even Bugman's return, as expedient as it was, was eclipsed by this mighty conflict). This was a battle royale as Dwarfs, Orcs and Goblins died in equal measure.

As the battle ground on the Dwarfs tried in vain to staunch the Goblin threat with punishing fire from numerous war machines, crossbows and hand guns. But those Goblins just weren't giving up. With typical Goblin cunning, the creature known as Guy Haley made multiple attacks on the

walls and soon the Dwarfs were fighting Orcs, Goblins, a beer-crazed Giant and the Git himself.

In the battle for the gate the action intensified. Durzak took on the Goblin King, but after fighting valiantly was slain by the vile greenskin. The Dwarfs fought on for a turn as more Orcs were thrown into the fray, but eventually broke. Fleeing through the gates, they were cut down by the rampant Orcs. As the battle came to a bloody and exciting end we counted up the slain.

It was a victory to the Dwarfs, but by the scantest of margins with only five Dwarf Warriors separating the two forces. Somehow the brewery had held and history had been rewritten!



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A report upon the alien menace of the Biel-tan Craftworld.
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Using these fragile but deadly warriors on the battlefield.
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A look at this deadly tank and a novel way of painting it.
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More heroics of the Adeptus Astartes.

Index Xenos



THE SWORDWIND

The Eldar of
the Galactic South

by Adam Troke

A series
focusing on the
races that threaten
the safety of the
Imperium of Mankind

The Galactic South is home to a thousand menaces and traitorous foes of the Imperium. However, few threats that dwell there are more mysterious and deadly than the Eldar of the Biel-tan craftworld. Adam Troke files a report on this scourge of the Imperium.

PHYSICAL TRAITS

The Eldar are humanoid in form, invariably long limbed and slender. Their faces are slim with high cheekbones, ears that are pointed and constantly shifting almond-shaped eyes. Their fingers are long and dextrous and their overall appearance seems slight to the untrained eye, which is strangely at odds with their strength and resilience.

It is when the Eldar are in motion that any similarities to Humanity are irrevocably shattered, for their poise radiates an eerie, languid decadence that is so irredeemably inhuman as to betray their true identity to even the casual observer. Even the most simple gesture is characterised by inhuman grace. So alien to our own physiology it is that the finest human dancers and performers could strive for a lifetime to emulate it and still fail.

Humans that encounter Eldar often find themselves unaccountably beguiled by them, for their beauty and allure is utterly beyond compare, and there is evidence that both sexes of Eldar exude the same alien attraction upon humans, male and female.

Their lifetime cannot be properly measured for it seems they do not age in the same way as humans. Whilst injury, toxin and disease can slay them, the march of time takes a far gentler toll on their lives, each spanning many hundreds or even thousands of years.

The Eldar language is so complex and detailed as to utterly baffle all but the most

talented and diligent linguists the Imperium has to offer. Even when the Eldar are silent they are capable of holding comprehensive conversations based entirely on their and a fractional change of posture can convey a depth of meaning that would take minutes to explain verbally. All communication is considered deeply significant within the culture of the Eldar as, with literally hundreds of layers of etiquette and meaning, each must be carefully understood to prevent gross offence. It is perhaps then understandable that the Eldar find communication with 'lesser' races to be entirely distasteful due to the vulgar simplicity of such interaction and thus something to be embarked upon only when necessary.

HOME WORLD

The Eldar were once a mighty empire indeed. Uncounted billions lived on worlds of beauty and peace, paradises of personal contentment and cultural achievement. However, only a fraction of that innumerable civilisation survived the events the Eldar refer to as the Fall, their worlds shattered and consumed by the birth of the Great Enemy (cf.xc.182Slaanesh). Aboard craftworlds, colossal star-faring vessels easily capable of sustaining the population of a whole planet, the Eldar who survived fled to the stars.

Throughout the many thousands of years that have passed since their Fall the Eldar craftworlds have grown, each becoming many times its original size as the vessels have developed into self-contained biosystems. Each craftworld contains vast forests and garden areas that act as a natural oxygen source for the population on board, as well as providing valuable renewable resources for the Eldar. Extensive space docks adorn the outside of the craftworld, housing fleets of spacecraft, from cargo vessels and small craft to the deadly warships of the craftworld's armada.

Each craftworld is home to one shrine for each Aspect represented on that craftworld.

THE BLOODY-HANDED GOD

At the fall of the Eldar, when the Great Enemy was born into the universe, it is said that Kaela Mensha Khaine fought her and was defeated. However Khaine was not destroyed, but his shattered spirit was scattered far and wide. Legend tells that where the pieces of his spirit came to rest, Avatars of the Bloody-Handed god were found. Deep within the heart of each Eldar craftworld such an Avatar slumbers awaiting the Eldar to call it to war, for the Avatar is only woken by the battle-lust of the Eldar, their anticipation heating its heart fires, causing its blood to flow like molten magma and its metal skin to burn with inner fire. In battle the Avatar strides the battlefield, utterly fearless as it wields the Wailing Doom, smiting the foes of the Eldar with a skill that has no equal.

Taken from the Liber Infernal: A discourse on the daemonic.

These shrines are where Eldar warriors can learn the battle-skills of one of the Aspects of Khaine. One thing that makes Biel-tan so uncommon is the sheer number of these shrines scattered throughout the craftworld. Almost every Aspect is represented with a shrine, and many of them with more than one. This sets Biel-tan apart from her sister craftworlds, since unlike them she can draw on literally dozens if not hundreds of shrines, rather than just a few, to provide Aspect Warriors when the craftworld goes to war.

THE WARRIOR ASPECTS

The Eldar call their war god 'Kaela Mensha Khaine'. The most skilful warriors of the Eldar are the 'Aspect Warriors', who take on an Aspect of this war god. Each Aspect Warrior is an Eldar that has devoted a portion of its life towards the pursuit of military excellence. These Eldar train and worship in an Aspect shrine, where they master the form of war that particular shrine teaches.

The Imperium has encountered and catalogued dozens of different Warrior Aspects such as the Warp Spiders, Star Eagles and Shining Spears. However, there are a select few that appear over and over again. These Aspects include the Swooping Hawks, Dark Reapers, Howling Banshees, Dire Avengers and Fire Dragons. Every Aspect is a tribute to the Eldar war god, Khaine, and each shrine trains its warriors in a different way of fighting, representing just one part of the whole of Khaine.

The Dire Avengers – the most commonly seen Aspect Warriors – specialise in close-range attack, armed with deadly shuriken catapults, whilst the Fire Dragons use fusion guns to blast apart heavily armoured targets. Swooping Hawks use their hawk-wings to keep their distance from the enemy, and their blasters, similar in function to the lasgun, to pour accurate fire on them. The intention is that when a number of Aspects come together they are an unstoppable force, capable of overwhelming any foe with their diverse weapons and tactics. As many generals will attest, Aspect Warriors working in concert are a terrifying proposition.

Aspect Warriors are far better trained than their civilian counterparts, with superior armour and the most potent weapons in the Eldar armoury. The Dark Reapers, for example, act in a long-range support capacity, clad in thick, interlocking armour and bearing ranged weapons capable of bringing down even the magnificent warriors of the Adeptus Astartes.

Howling Banshees are equipped with lighter armour allowing them to attack with great speed, wearing vile death-masks that emit piercing shrieks as they charge into combat.

The result of this is that the Banshee's victims are literally paralysed as their nervous system is overloaded, before the Eldar remorselessly cut them down. The Warrior Aspects represent what an Eldar can become if they dedicate their whole life to the Path of the Warrior.

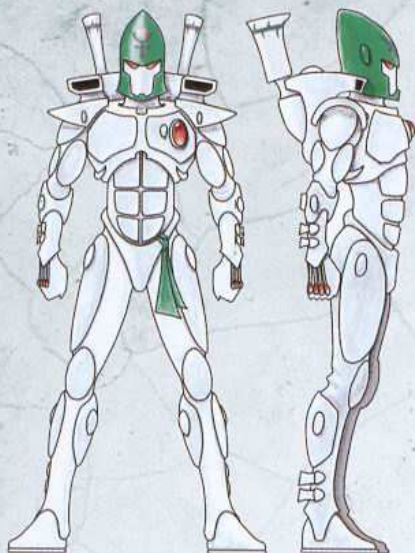
Khaine, the Bloody-Handed God, is a mystery even to the most learned xeno savants. When Biel-tan goes to war its leaders often summon forth a daemonic manifestation of their god. Within a towering body of metal and fire the Avatar is an unholy terror with prodigious fighting skills and supernatural endurance. Reports of the Biel-tan Eldar at war often include accounts of one of these mighty Avatars leading the force, surrounded by a cadre of elite Aspect Warriors.

SOCIAL STRUCTURE

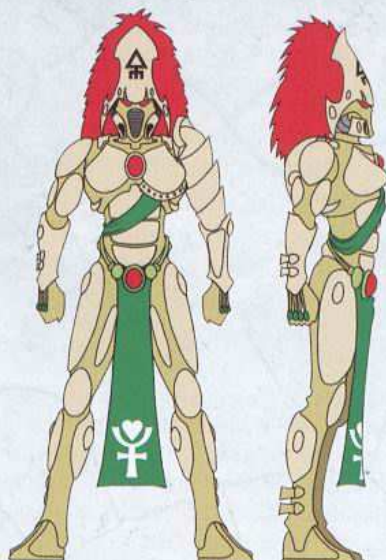
The Eldar blame the Fall, in part, on the intensity of their character and mind, and the heightened potential for intellectual and emotional gratification that their psyche allows. Because of this, and to prevent themselves from recreating the mistakes of the past, the Eldar Path was embarked upon. Throughout their long lives the Eldar follow a number of different 'paths', where they participate in various areas of society. Each path allows the Eldar in question to devote itself entirely to perfecting a given function. By concentrating on only one facet of their complex and overwhelming character at a time, the Eldar are free to explore that area in depth without danger of distraction. Due to the proliferation of Aspect Shrines on Biel-tan, it seems that many of these paths on that craftworld are strictly military. Because of this, Biel-tan is better prepared for conflict than any other craftworld, as evidenced by the civilian levies of Biel-tan only entering battle in truly dire situations.

Biel-tan places an unusual importance on the role of the warriors within their society. Whereas in many craftworlds the Farseers hold sway over important decisions, on Biel-tan a warrior council, referred to as the Court of the Young King (cf. xe.335.Court), appears to be at least the equal of the Farseers. This cadre reveres the idol of the Eldar war god and takes its name from the ceremony in which they awaken the Avatar of Khaine. A strong and dynamic political faction, it is





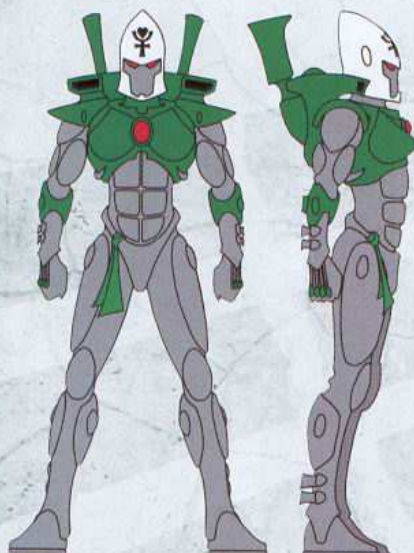
Biel-tan Guardian



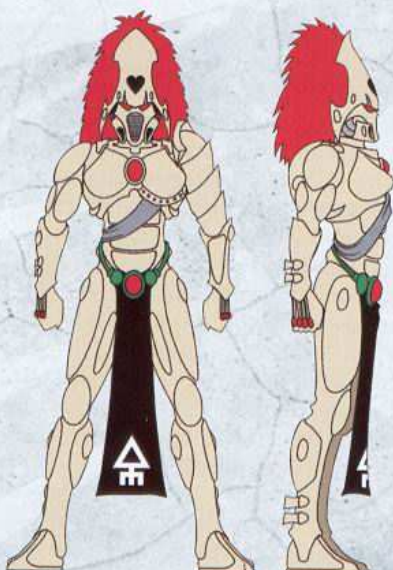
Biel-tan Banshee



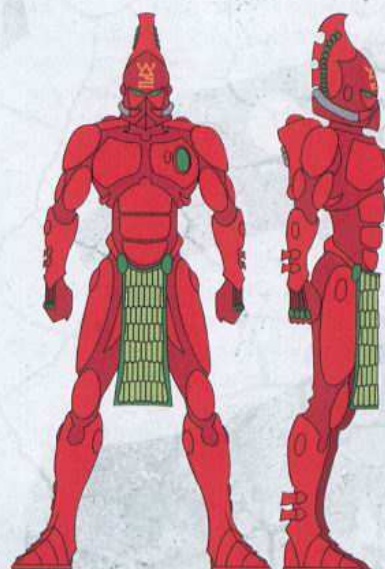
Biel-tan Fire Dragon



Biel-tan Guardian variant



Biel-tan Banshee variant



Biel-tan Fire Dragon variant

often the Court that makes the decision to go to war or negotiate as they see fit. Every member of this court is an Aspect Warrior trapped in one particular path.

Unable to move to another path and gain new experiences, these Exarchs, as they are known, are perhaps the most potent political force acting in Biel-tan as well as its most deadly warriors. It is speculated that the Court is what drives the craftworld to war over and over again.

The position of Autarch is one that arises only when a craftworld is in a protracted or especially desperate state of war. Due to the aggressive nature of Biel-tan, this is more often than most. An Autarch is an Exarch who has trodden the Path of the Warrior in several Aspects for so long that battle to them is first nature. To most Eldar the concept of Autarchy, where the individual allows war to rule their life completely, is a horrifying idea as it is anathema to the ideals of the Eldar Path. The Biel-tan view it differently.

FIRST CONTACT

Details of the first contact between the Imperium of Man and the Biel-tan craftworld are fragmentary at best. Whilst it is likely that the forces of the God-Emperor encountered Biel-tan forces during the Great Crusade, the first formally detailed encounter was in late M32. An Adeptus Mechanicus Explorator fleet was in the process of settling the uninhabited world of Gavris Minor when they came under attack. The archaeo-xenos teams had barely begun to unearth alien architecture when the Eldar assaulted with inhuman ruthlessness. The startled adepts sent a desperate cry for help before all communication was lost.

In accordance with their settlement schedule, the Explorator teams had built several preliminary fortifications. However, under the ferocity of the assault, such meagre preparations proved useless and they were forced to retreat back to their landing craft in the hope of withdrawal. Deadly xenos

weapons and highly specialised warriors slaughtered the fleeing adepts and their Skitarii protectors alike in carefully planned and meticulously orchestrated attacks.

The landing craft that escaped the planet found their fleet burning in orbit, slaughtered by the swift Eldar attack craft. Their ship crippled and without warp capability, the Explorators that survived were abandoned to their fate, the Eldar leaving as swiftly as they had arrived. The only communication given by the Eldar throughout the incident was an ominous broadcast delivered to the floundering landers: "The soil of this planet is not for your feet to tread. Only death awaits you here."

When elements of the Imperial Navy arrived to investigate only one of the Explorator craft remained, drifting lifelessly amongst the molten wreckage of the settlement fleet, its crew long since starved of both food and oxygen. Reviewing the vid-logs and vox-recordings Admiral Kieslick ordered all

Imperial vessels out of the area before marking the planet with warning buoys, 'declaring the planet unsuitable for settlement'. Accurate records of the episode at Gavris Minor have long since been sealed by the Ordos Xenos, though it is interesting to note that, despite four subsequent settlement attempts by Explorator teams, Gavris Minor remains a contested world, and bears the same sanction as given by Admiral Kieslick 8,000 years ago.

COMBAT CAPABILITIES

The Eldar way of war is very much akin to a child's puzzle. Composed of interlocking pieces the puzzle, like the Eldar war machine, is of little value if any of the pieces are missing. The Eldar army functions by dozens of mutually supporting elements combining, creating a dangerous and effective force; each piece plays its own specific part. An army composed of several Warrior Aspects becomes a menace due to its diversity and speed, and it is this variety that makes Biel-tan the threat it is.

The combat capability of the Biel-tan is comprehended well, for whilst victories over the Eldar are honoured and celebrated, victories against the Biel-tan Eldar are disappointingly rare.

In the Eldar tongue the term 'Bahzhakhain' defines their assembled warhost. Translated literally the term could be construed to mean Swordwind, Tempest of Blades or even Frozen Leaves, Falling to Cut. Regardless, the term Swordwind is also the name given to the manner in which the Biel-tan wage war – a single attack that relies on the immense fighting skills and overwhelming firepower of its Aspect Warriors to annihilate the enemy in one swift blow.

As befits such a philosophy, the Swordwind utilises numerous Wave Serpent and Falcon grav-tanks to speed the Aspect Warriors into battle. The Swordwind is most effective against Biel-tan's favoured target – fledgling colonies that are ill-prepared for the carefully orchestrated onslaught of the Swordwind. What makes this behaviour unusual is that Biel-tan is virtually the only craftworld to behave in this way. Ordos Xenos experts believe that Biel-tan are attempting to take back the Eldar realm by force of arms, striking out to claim worlds that they believe are their own.

The Swordwind utilises the very best weapons and technology available to the Eldar forces with deadly energy weapons mounted on the transport vehicles and well-armoured and armed warriors within.

For all the speed and precision of the Swordwind, there is a fatal flaw in its method.

"They were on us so damned fast we never had a... [sound of subject choking] Colonel Rincards said we'd be fine. But they got him too! [Medic personnel administer pain suppressors. Subject on verge of death. Eyes dilate, breathing slows.] Terrible they were, so fast [subject chokes] so graceful. Killed everyone, tanks all wrecked by their guns. Tried to hold the line. We tried to hold the line... but they came with their shrieking faces and their swords, killing and shrieking and killing... [subject expires]

Last recorded words of Sergeant Petyr Welricht – Ventan XXI Heavy Infantry

The very nature of this Swordwind tactic involves a rapid strike that is not bogged down in protracted combats, nor caught up in a war of attrition so often used by the Imperial Guard. For whilst the Aspect Warriors are swift and deadly beyond belief, they lack the physical endurance of the holy Astartes and the numberless ranks of the Imperial Guard.

TECHNOLOGY

The technology employed by the Biel-tan craftworld is as advanced as that of the other craftworlds. It can be argued that Biel-tan is considered more terrifying, however, because of the diverse weapons and equipment they employ in the differing units of Aspect Warriors. Even the most basic weapon in the Eldar arsenal is of a technological level incomparable to the solid and dependable weaponry of the Imperial Guard, and arguably the equal of the bolter wielded by the Adeptus Astartes. Every aspect of Eldar technology is baffling in the extreme, the shrewdest Techpriests and Adepts of the Machine Cult have all so far failed to unlock the secrets to their operation.

The Eldar do not utilise warp travel in the manner of the Imperium to any degree, instead making use of a system of stable portals through the Warp called the Webway. These portals, or tunnels, allow Eldar spacecraft to travel between craftworlds and Exodite worlds at a speed inconceivable to the Imperium. Some of the tunnels of the Webway are large enough for even the greatest spacecraft to travel through, whilst others are so small that only the very smallest craft, or even Eldar on foot, can travel them. It is speculated by some Xenos theorists that the Webway is in some way fractured, and no longer offers travel across the whole of the galaxy. If this theory is correct, it might explain the fact that Biel-tan has, thus far, only ever been sighted in the galactic south.

THREAT INDEX

Classifying Biel-tan on the Imperial Threat Index is a near impossible task. It has been proven time and again that Biel-tan has attacked settler fleets, Explorator teams and Imperial outposts without provocation or warning. On most of these occasions the result has been the total destruction of the Imperial elements involved, followed by a swift withdrawal by the Xenos. Such damning evidence would cause the Ordos Xenos to classify Biel-tan as a serious menace, except for every such account there are others where the armies of Biel-tan have struck against Orkish infestations, Chaos-held planets and even the menace of the Necrontyr with the same results.

In particular Biel-tan has struck against the Orks time and again, harrying their hulks and attack ships to prevent them infesting more worlds, and exterminating them on the planet's surface if they are too late. Swordwind hosts have even been known to come to the assistance of beleaguered Imperial forces facing the green tide, crushing the greenskins with no show of mercy, although all too often (and with typical Eldar treachery) they turn their vile attention, and their weapons, on the armies of the Emperor once the Orkish threat is removed.

The problem therefore is how can the Imperium classify a threat that is such a thorn in the side of its enemies? Attempts to negotiate with Biel-tan have been abortive at best and there are many within and without the Ordos who perceive the very act of negotiating a heresy. Current policy amongst Imperial commanders towards the Biel-tan craftworld is unclear. Despite repeated petitions to hunt down and destroy Biel-tan, there is neither the military might nor the political will to do this.

For their part, the Biel-tan appear to be attempting to counteract any expansion into areas that they perceive as their own, rather than prosecuting a campaign of annihilation. Apparently the worlds that Biel-tan is willing to fight over are of some deep cultural significance to their craftworld, so much so that they are willing to expend significant resources purging them. It is unwise to attempt Imperial conquest of those worlds without overwhelming military support.



Adam Troke
 Adam can normally be found working on *The Lord of The Rings* games system – this is his first foray into Index Xenos. He also owns a pet rabbit called Gregor.



ELDAR

Tactica is our regular series on how to get the best out of your army, written by the finest gamers around. If you're a skilled general and have tricks you'd like to share, why not submit a *Tactica* to White Dwarf? Write to us at the address at the front of the magazine.

T·a·c·t·i·c·a

By Alessio Cavatore

Swordwind

The Biel-tan Craftworld Eldar are renowned for having large numbers of Aspect Warriors and making use of the powerful Court of the Young King. Swift and deadly, their reliance on these specialist troops means a Biel-tan army plays differently to other Eldar armies. Games developer and Eldar enthusiast Alessio Cavatore describes how to get the best from this highly specialised force.

Alessio: What makes the Biel-tan Swordwind so different and appealing to me is the number of Aspect Warriors it can field. I love the concept of Aspect Warriors, something which I could go on at length about, but the attraction boils down to one thing: As a martial artist myself, I cannot resist the lure of an army entirely made of the ultimate martial artists (*Alessio is a First Dan practitioner of the sword-based Japanese martial art Kendo – Guy*).

I've been playing with Biel-tan Eldar for quite a few years now and after countless battles I can safely say winning with a Biel-Tan army is never easy. With so many Aspect Warriors you end up with a force that is made up of very expensive models – they average out at 24 points each, not counting the Exarchs – so therefore it will always be a small army. On top of that, these high-cost models are mostly Toughness 3 and only have an Armour save of 4+. This combination is not a great recipe for survival on a battlefield where heavy bolters and Whirlwinds abound. On the other hand, the Biel-tan army is one of the most versatile and fluid in the 41st millennium, a force that if used properly truly deserves the title of Swordwind.

I'm going to describe two quite different ways of playing with this force: the balanced approach and an entertaining, background-inspired army based round the Court of the Young King, perhaps the most distinctive part of the Biel-tan army list. But before I do that, we're going to look at the different faces of Kaela Mensha Khaine as represented by each of the Aspect Warrior disciplines. I'll describe their strengths and weaknesses as I see them, and how they work not only in my Swordwind force but in Eldar armies of any description.

For a top tip on how to paint Biel-tan's distinctive vine pattern on Eldar vehicles, turn to page 135.

ASPECTS OF WAR

DARK REAPERS

The Dark Reapers represent the war god in his role as destroyer. They are perhaps the most sinister of all Aspect Warriors, and their dark armour is adorned with symbols of death.

The grim Reapers certainly have awesome firepower and are great power armour killers, but they are a bit pricey. Because they cannot move and fire, they have to be positioned where they can see the enemy. The obvious drawback to this, is that the enemy can then see them, and you can be sure that he will direct a lot of firepower against them as soon as he can (normally on Turn 1). This would be acceptable if the Reapers could take some punishment before dying, but with an Armour Save of 4+ they don't last very long out in the open, and at 37 points a model, that hurts.

After spending so many points on the basic model, the Exarch upgrade is a good buy. Not only does his armour give him an increased chance of survival, but the combination of his Ballistic Skill of 5, the Fast Shot power and an Eldar missile launcher turns him into a lethal artillery piece, able to place two krak or plasma missiles on any target with surgical precision.

The best tactic with this powerful but fragile squad is to stay behind some solid cover that leaves only a narrow corridor of fire for the Reapers to control. This allows them to survive and threaten an area of the battlefield, giving you control over at least one route for your close combat specialists to advance under the cover of the Reapers' big guns.



of Biel-Tan

STRIKING SCORPIONS & HOWLING BANSHEES

Striking Scorpions are close assault specialists. Only the toughest Eldar can become one, as a strong physique is needed to wear their heavy armour and swing their chainswords.

Perhaps the most feared of all the Aspects, the Howling Banshees are fearsome close combat opponents, whose Banshee masks and gleaming power weapons have meant the doom of countless foes.

The battlefield role for both of these two types of warriors is that of close combat specialists, and comparing them is one of the most common conversations among Eldar players. I have to admit that I tend to prefer the girls, and the reason is simple: the Scorpions are not Fleet of Foot. The ability to attack from more than 12" away means one less turn spent receiving fire, and there are too many weapons that can go through the better armour of the Scorpions.

But when it comes to dishing it out, I really can't decide which are better. Banshees always go first, but the Scorpions' high Initiative compensates for that. Banshees have two Strength 3 attacks with power weapons, while Scorpions effectively have three Strength 4 attacks, but allow the enemy to take saves. I suppose that against Elite forces with good armour the Banshees are better, while the Scorpions are the better choice for taking on horde armies.

When it comes to the Exarchs the Scorpions win the contest thanks to one option: the Scorpion's Claw. This allows the Exarch to take out enemy Characters, Monstrous Creatures and Tanks, especially if combined with the Crushing Blow power. His Stealth power is also better under the updated rules, allowing the Scorpions to deploy closer to the enemy, partly offsetting their relative slowness. But the Banshee Exarch must not be underestimated, because with an Executioner she is the only member of her squad with Strength 5, giving a minimum of anti-vehicle capability. I don't take any powers for her, which makes her cheaper than her Scorpion counterpart.



In the previous incarnation of the rules it was normal practice to disembark and assault with these warriors. That is now impossible. You must place your transport so that the warriors inside may disembark before the transport moves off in the next turn. You must think ahead, deciding where you want your warriors to be at the beginning of the following turn.

WARP SPIDERS

Warp Spiders are named after the tiny crystalline creatures that roam a Craftworld's infinity matrix, purging it of non-Eldar psychic presences. The Warp Spiders epitomise the aggressive defence of these creatures, materialising next to their foes and attacking, only to slip away before they can retaliate.

The latest rules have made these guys powerful, and I now never leave the Craftworld without them. They can move at full speed (which is really fast!) and still shoot their Strength 6 death spinners twice, hitting on 3s. Their weapons are excellent against enemies with poor armour, but even Space Marines are wounded on a 2+ and will therefore be forced to take quite a few Saving throws. Lightly armoured vehicles make another good target – they can even have a go at Armour 12. With a squad that can deliver so many hits, you're bound to score at least one 6 for your penetration rolls! They also

excel at flanking tanks. Having no Armour Penetration value, death spinners only do glancing hits, but that's enough to keep tanks from shooting, and in the long run will cripple and destroy them.

The Spiders' great special rules allow them to move within 12" of the target, shower it with a salvo of lethal mono-molecular web and then jump to safety. Their Armour save of 3+ also means that often they can take more punishment than your average Aspect Warrior. Just never get them stuck in close combat. Luckily their Exarch happens to have just the power for that. At 15 points Withdraw is a must, allowing you to leave close combat, where you have one Strength 3 Attack, and go back to your Strength 6 shots. I wouldn't bother with the additional death spinner (useful only if the Exarch is alone) or with the expensive Surprise Assault power. As for power blades, if you have a few points left you may want to take them, just in case.

SWOOPING HAWKS



Swooping Hawks specialise in bringing death to anyone, no matter who they are. Their wings allow them to swiftly move anywhere, picking off the enemy with a hail of energy bolts.

To Deep Strike or not to Deep Strike? That is the question. Is it better to hold these Aspect Warriors back in reserve and wait for the game to develop, then bring them in

where they can use their grenade packs? Or is it better to have them on the field from the very beginning? It depends. It depends on what kind of scenario is being played and what kind of enemy you are facing. In general the Hawk's lasblasters are effective against low-Toughness, low-Armour opponents, who these Aspect Warriors normally outgun in long-range fire fights. Against tougher enemies the Hawks are definitely not at their best and that's where the decision about how to equip their Exarch becomes vital. If you decide to keep your distance and keep shooting, waiting to quickly grab a key area of the battlefield in the last turn, then the Exarch should be kept cheap, maybe by just giving him a Hawk's Talon.

On the other hand, the squad can be used in a considerably more aggressive fashion, by arming the Exarch for close combat and using a five-strong squad as an Exarch delivery system. The Exarch I'm talking about here is the one armed with a pistol and Web of Skulls and gifted with the dreaded Sustained Assault power. This power has the potential to destroy any non-vehicle model, with an infinite number of Attacks possible. Though on average, we are talking about something like six or seven Strength 3 power weapon hits, something that most units can probably weather (it could kill a couple of Space Marines). But what makes it useful is its destructive potential. It's scary, and most players are not prepared to gamble with it, particularly if they have suffered a traumatic experience in a previous game.

As a result of that fear it often happens that the enemy makes sure your Swooping Hawks don't go anywhere, committing a lot of resources to destroying them. Use this irrational fear against the enemy, make sure that if your Swooping Hawks really have to die, they die buying time for your other squads to do their job.

THE BIEL-TAN CRAFTWORLD

Biel-Tan is located towards the southern rim of the galaxy, at what is believed to have been the edge of the ancient Eldar empire. Amongst the Eldar the Biel-Tan have a well-deserved reputation for being warlike. Their name means 'Rebirth of Ancient Days' in the Eldar tongue and it is the Biel-Tan who have taken it upon themselves to rebuild the glory of the Eldar. To this end they place greater importance upon the Path of the Warrior than other craftworlds, for they know that if a new Eldar empire is to be forged it will be done in the heat of battle.

The assembled warhost of Biel-Tan is known as the Bahzhakhain, meaning the Swordwind, or Tempest of Blades. The Swordwind relies on a single attack which uses surprise and the immense fighting skills and firepower of its Aspect Warriors to annihilate the enemy in one swift blow. The Swordwind employs numerous Wave Serpents and Falcons to move its units into position, from which the Aspect Warriors then launch a devastating all-out attack, smashing into the enemy and giving them no chance to recover.



FIRE DRAGONS

Fire Dragons are expert tank hunters. Their fusion guns can destroy any foe or vehicle no matter how well-armoured.

Since it's now impossible to disembark and assault from transports, a squad that can disembark and unleash a volley of Strength 6 melta fire, hitting on 3s, is the nightmare of every Terminator squad. Normal Space Marines don't like it too much either. This is the ultimate Eldar anti-tank squad if coupled with an Exarch with the Tank Hunter power and a Firepike. The Firepike's extra six inches of range and +2 Strength means you don't have to worry about being hit by a battle cannon in the next turn. Don't trouble yourself taking the Burning Fist ability, because these guys don't excel at close combat. Keep your combat squads nearby and ready to help them instead.





Even the might of the Space Marines is no match for the Swordwind.

SHINING SPEARS

The Shining Spears are one of the rarest Aspects. They ride jetbikes so they can strike without warning, pouncing on their enemy and dealing death with their laser lances.

The new Turbo Boost ability has made these warriors excellent. They can redeploy where needed, getting a 3+ Invulnerable save as they do so. Because of their high cost and short-ranged weapons I wouldn't consider fielding more than three of them, and then that's only because I can buy their Exarch. Arm him with a bright lance and you have a deadly sniper able to pop up from behind cover, take a shot at the most powerful enemy model with a Strength 8 lance weapon and then dive back again into cover in the Assault phase. Even if the enemy manages to hit you back, the Exarch can still count on his Toughness 4 (wow!) and impressive 3+ Invulnerable save from his Evade power, not to mention the two ablative shields he has with him... I mean his brother Shining Spears! If you have 5 points to spare, I'd also give him the Skilful Rider power.

DIRE AVENGERS

Highly skilled with their Shuriken catapults, Dire Avengers are deadly on the attack and immovable on the defence.

Dire Avengers are the cheapest Aspect Warriors around, but can still produce a highly accurate hail of fire with their shuriken catapults. Against lightly armoured enemies like Orks, Imperial Guard or Tyranids they can be useful in close range fire-fights, but against enemies with 4+ Armour save or better their shuriken weapons lack punch. Because of their short weapons range they usually get involved in close combat, so it's vital to give them an Exarch equipped with close combat weapons – I prefer the normal power sword to the very expensive Diresword – and the ever-useful Distract power. I ignore the Defend power, as in the latest edition of the rules the Exarch must be the last member of his squad left alive for it to work – which is normally too late. Guardian Defenders play a very similar battlefield role at more value for points, but Dire Avengers are certainly better in close combat. If you manage to move within 6" of the enemy, shoot and then charge, they can

do some damage, so I sometimes field a small squad with an Exarch and use them to distract the enemy from the squads I want to keep alive.



Alessio Cavatore
 Alessio joined Games Development from GW Italy, where he had garnered a ferocious reputation as a tournament player. He is now our Lead Rules Writer, working on all three main systems.

THE BALANCED SWORDWIND

This is the kind of army I would take to a Grand Tournament, a competitive force, capable of taking on any opponent.

I normally have two HQs, an Avatar for close combat and a Farseer for his Mind War power, which I use to try and take out models armed with power fists and other special equipment.

I always take a Wraithlord, armed with a bright lance because of his great Ballistic Skill. My beloved battery of three D-cannon, which are much better in the latest rules as you don't have to guess distances any more, fill another Heavy Support slot. They are a bit short-ranged, but so lethal that they create a zone where your opponent dare not go, allowing you to control part of the battlefield. A Falcon occupies my last Heavy Support choice. I arm it with a bright lance, making it ideal for dealing with powerful enemy models. It draws a lot of fire, so I load it down with a combination of Holo-fields and a Spirit Stone that make it very difficult for the enemy to shoot down as long as it keeps moving. It also has the added bonus of being able to deliver one of my units of Aspect Warriors into combat.

I skip the Fast Attack and go to Elites, where I buy a simple Vyper that I normally keep as cheap as possible, just upgrading its shuriken catapults into a second cannon as it can shoot both after moving 12". Its job is pretty much to stay in cover and jump on the right part of the battlefield on turn six, or if I'm really running out of options, to zip towards the back of enemy vehicles. A small Guardians Defender squad is my only other Elites choice, and they are there purely to bring along their starcannon.

The Troops are normally a squad of Banshees and an infiltrating squad of Scorpions. I used to field Dark Reapers, but with the latest rules I am trying Fire Dragons and Warp Spiders as alternatives to their static firepower. The last few points buy a Wave Serpent equipped with a Spirit Stone and armed with a twin-linked starcannon to take out nasty Space Marines. Its role is to deploy the Banshees during the early stages of the game and then to harass and outflank the enemy.

I tend to play quite defensively with this army, ideally shooting up the enemy and forcing them to come towards where my close combat troops are hidden in cover, ready to counter-attack. If things start going wrong and I get outshot, as can happen with Guard, Tau and Marines, the army is still fast and reactive enough to try and take the fight to them, provided that there is enough cover for my fragile Aspect Warriors to advance behind. All very sensible and effective, but it's not the only way to play...

THE BALANCED SWORDWIND – 1,500 POINTS

Farseer with shuriken pistol, Witchblade and Mind War psychic power.	71 points
Avatar with The Wailing Doom.	80 points
5 Guardians including one starcannon heavy weapon platform and crew.	90 points
1 Vyper armed with two shuriken cannons.	70 points
7 Howling Banshees including an Exarch with an Executioner.	133 points
Wave Serpent equipped with a Spirit Stone and armed with shuriken cannon and twin-linked starcannons.	155 points
5 Fire Dragons including an Exarch with a Firepike & Tank Hunter skill.	129 points
6 Warp Spiders including an Exarch with the Withdraw skill.	159 points
6 Striking Scorpions including an Exarch with a Scorpion's Claw, Stealth and Crushing Blow skills.	153 points
Falcon with a Holo-field, Spirit Stone and bright lance.	190 points
Wraithlord with a bright lance.	120 points
3 D-cannon	150 points



The Bloody-Handed God leads the charge.



Alessio's expanded Court of the Young King.

THE GREAT COURT OF THE YOUNG KING

This is certainly an unforgiving list and one that requires a certain degree of skill to use, but it is highly flexible and manoeuvrable, and can be really nasty if the battlefield has a reasonable amount of terrain on it.

I've always been a fan of the Court of the Young King, and so I expanded the concept of the Court to my entire army, selecting a force led uniquely by an Avatar, who is the only HQ, and entirely made up of Aspect Warriors. To my surprise I managed to get every single type of Aspect Warrior into the list. I even squeezed in a Wave Serpent for either my Banshees or Fire Dragons... great! The harmony of this army of holy warriors led by the incarnation of their god of war has really captured my imagination and, after trying it out in battle against Pete Haines' Iron Warriors, I also saw it working rather well!

I am so convinced that this list is a battle-winner that I've decided to take it to the next Grand Tournament and put it to the test against the best generals out there. Long live the warriors!

THE GREAT COURT OF THE YOUNG KING – 1,500 POINTS

Avatar with The Wailing Doom.	80 points
6 Striking Scorpions including an Exarch with a Scorpion's Claw, Stealth and Crushing Blow skills.	153 points
10 Howling Banshees including an Exarch with an Executioner and Acrobatic skill.	189 points
Wave Serpent equipped with a Spirit Stone and armed with shuriken cannon and twin-linked starcannons.	155 points
6 Fire Dragons including an Exarch with a Firepike & Tank Hunter skill.	146 points
3 Dark Reapers including an Exarch with a missile launcher and Fast Shot skill.	159 points
6 Warp Spiders including an Exarch with Withdraw skill.	159 points
5 Dire Avengers including an Exarch with power weapon, shuriken pistol and Distract skill.	96 points
3 Shining Spears including an Exarch with bright lance and Evade skill.	205 points
5 Swooping Hawks including an Exarch with Web of Skulls, shuriken pistol and Sustained Assault skill.	157 points

Wave Serpent

The Wave Serpent is the principal troop transport of the Eldar. Its forward-facing energy field enables it to carry up to ten Eldar warriors directly into the heart of the fiercest fights, while its powerful armament allows it to operate in a fire support role once its deadly cargo has been delivered.

The new sprue which would transform the Falcon into a Wave Serpent was sculpted by Martin Footitt. "Jes, along with Tim Adcock, had a lot of input at first," explains Martin. "We all sat down together and did a lot of sketches. We all threw a lot of ideas in, but even though the Falcon was Jes's baby, after that they pretty much left me to get on with it."

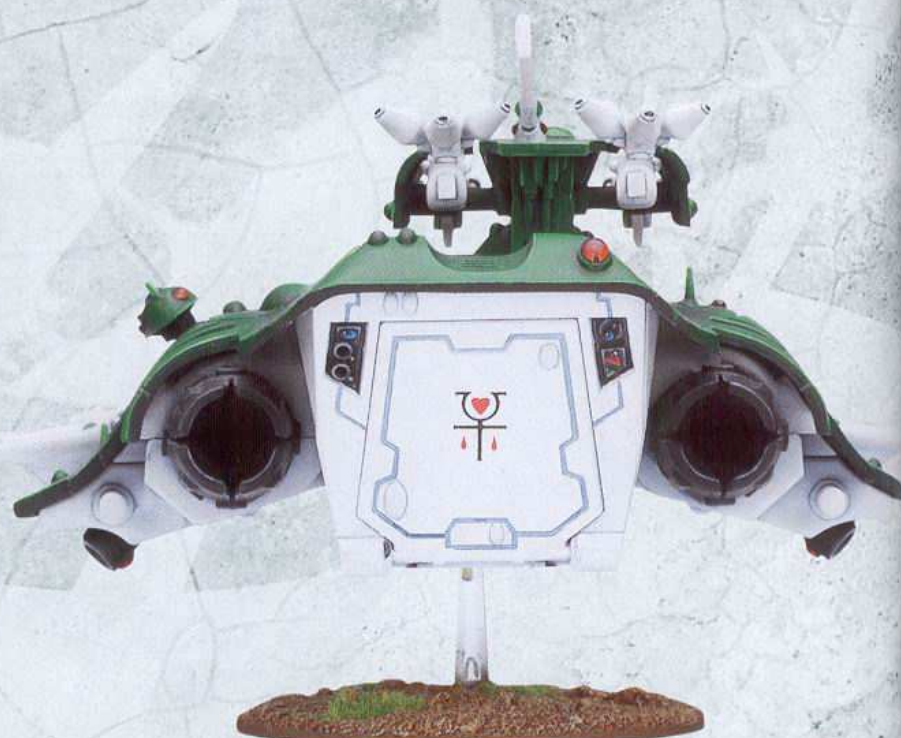
"The main part is the crew compartment. This comes in six pieces and is essentially an extension for the hull," says Martin, who has been sculpting for three years. The other main part of the Serpent sprue is the forcefield generator, six spines which fit onto the hull. There are also a few bonus bits on the Wave Serpent sprue in the shape of a new shuriken cannon and probe, and Eldar vehicle upgrades Spirit Stone and Crystal Targeting Matrix.

Also included in the set are five, twin-linkable heavy weapons. "These will fit the Falcon, the Wave Serpent, and the Viper" says Martin. "And have been specifically designed to fit any other Eldar vehicles we might make." But when asked what's planned, Martin goes as quiet as a Harlequin Mime.

As for you Farseers out there with Forge World or Epic-scale Wave Serpents, Martin has this to say. "When Jes was explaining why they look different, he asked me to think of them as coming from different schools of Eldar design. One does not make the others obsolete."



Martin Footitt
Martin began his career as an 'Eavy Metal Painter eight years ago before becoming a sculptor. Among his achievements are the Baal Predator and the Bretonnian Trebuchet.





Honoured Farseer, your chariot awaits.

Painting Workshop



The Wave Serpent. Quicker than catching the bus.

We persuaded Dave Cross to put down his paintbrush and spill the beans on where he got the inspiration for his off-the-wall camouflage pattern, and how he actually managed to paint it.

Dave: Being a huge fan of the Eldar I couldn't wait to get my hands on the new Wave Serpent. It's virtually indispensable in an Eldar army and would look cool as part of my Saim-Hann craftworld force. After having a good look at the kit I found that the Saim-Hann icon, a big red serpent, fitted almost perfectly around the engine ports. The basic uniform of Saim-Hann is red armour with white helmets, but as I'd decided to paint a red serpent on top of the hull I felt the Wave Serpent would stand out if I used white as the major colour on the rest of the tank. However, white on its own is a tough colour to do justice to over such a large area. I needed to break it up, which made me think of using a camouflage pattern. The most important aspect of camouflage is that it breaks up the shape of the tank, making it harder to spot. But I wanted to use it so that it gave my Wave Serpent a distinctive look that would make it stand out

as opposed to blend in. So, armed with a Wave Serpent and a stack of books on camouflage patterns, I looked for inspiration.

With Eldar being such an advanced alien race I was searching for a pattern that was significantly different from the camouflage used by the likes of the Imperial Guard. It had to be uniform but also random. After scouring my stack of books I eventually found what I was looking for: a World War One biplane with 'lozenge pattern' camouflage. It used three colours arranged around lozenge shapes, however, the nature of the paintwork was deliberately random with colours placed in no strict order. Perfect for my Wave Serpent (though I couldn't see Biggles flying this one!).

In an attempt to transfer this to my Wave Serpent I picked up a paintbrush and started work. After painting a very small section of the tank I realised two things: firstly, that this was taking far too much time, and secondly, that when I closed my eyes all I could see were multi-coloured Wave Serpents! I had to think of alternative ways to paint the model. My first idea was to stencil the design onto the tank, however this took just as much time as painting the individual shapes. My other

idea was to trace the camouflage onto the model. Upon trying this it quickly became evident that the contours of the tank would be a problem. Surely the gods of painting were having a good laugh at my expense. So I did what any painter worth his salt would do: I forgot about it and started something else. Fate, however, had other ideas...

A short while later I found myself in a supermarket shopping for ingredients for a particularly vicious chilli. Upon picking up a bag of onions, something deep in the recesses of my brain sparked into life. The bag holding the onions would be perfect as a template for my lozenge camouflage pattern! If you can imagine that Archimedes was in a supermarket rather than a bathtub then you'll understand the sort of noise I made when I realised this. Ignoring the startled looks of other customers, I dashed home to try out my new idea.

Grabbing my Wave Serpent, I threw the onions to one side and stuck the net bag onto the tank. One coat of spray paint later and I had myself a camouflage pattern that covered the entire model. All I had to do was fill in the gaps and, faster than a speeding jetbike, I'd have a shiny new tank.

PAINTING A DIRECTIONAL LIGHT EFFECT

As I was going to the trouble of painting the hull in such a crazy pattern it seemed unfair to leave the pilot out. I had a vision in my head of the Wave Serpent flying a night mission with the only illumination being the pulsing green of the cockpit. To achieve this I needed to employ a significantly different painting style. By highlighting the edges of the pilot I would give the impression of a cockpit bathed in the glow of the pilot's scanner, and it would also offer a great contrast from the white on the hull.



1 Undercoat the pilot Chaos Black.



2 Highlight the upper edges of the pilot with Snot Green.



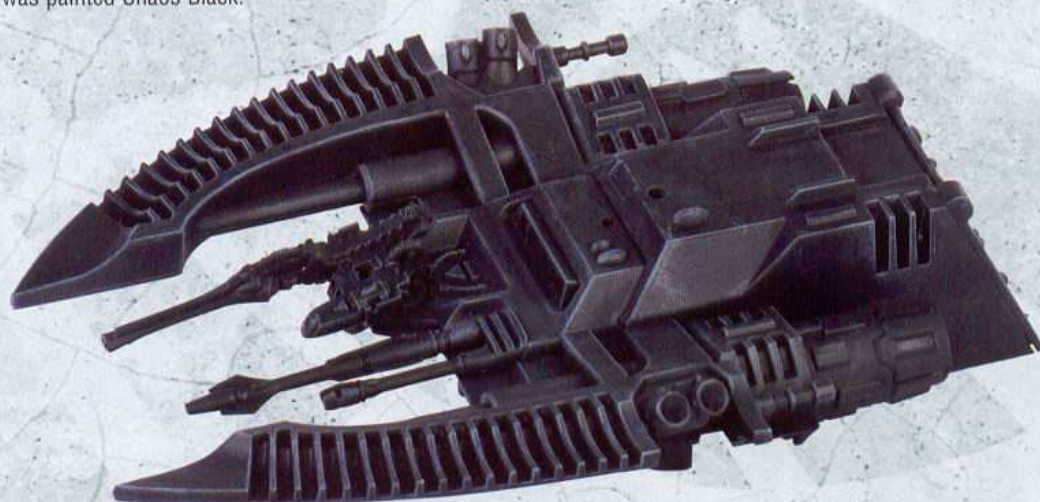
3 Mix equal parts Scorpion Green and Snot Green and paint over the Snot Green highlights, leaving some of the original colour showing.



4 Add some Skull White to the mix and paint the fine edges and scanner. This will make the pilot look as if his cockpit is lit by a direct light source.

PAINTING CAMOUFLAGE THE DAVE CROSS WAY

1 To paint the underside of the Wave Serpent I drybrushed it Codex Grey. This provided a simple and effective highlight. The weapons array was painted Chaos Black.



2 Finally, I drybrushed the engine ports and exhausts Dwarf Bronze followed by Shining Gold.



VARNISHING

If you spray varnish your Wave Serpent, do not attach the cockpit canopy as spraying it will make the glass go cloudy. Paint and varnish the top and bottom hulls separately and attach the canopy afterwards. If you glue the two hulls together first you won't be able to fit the canopy into the model.



TEST PATTERNS

Before deciding which netting to use it's worth experimenting to see the different effects they produce. As the netting varies in size you are able to choose a pattern that really suits your own vision of Eldar camouflage. By stretching the netting it's possible to create more diverse patterns which not only look cool but provide an even wider choice.

LARGE MESH



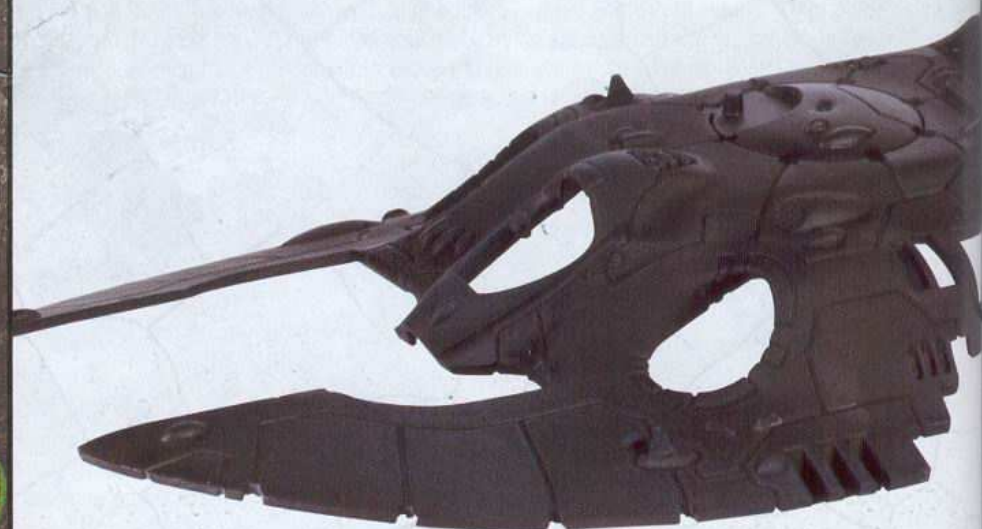
MEDIUM MESH



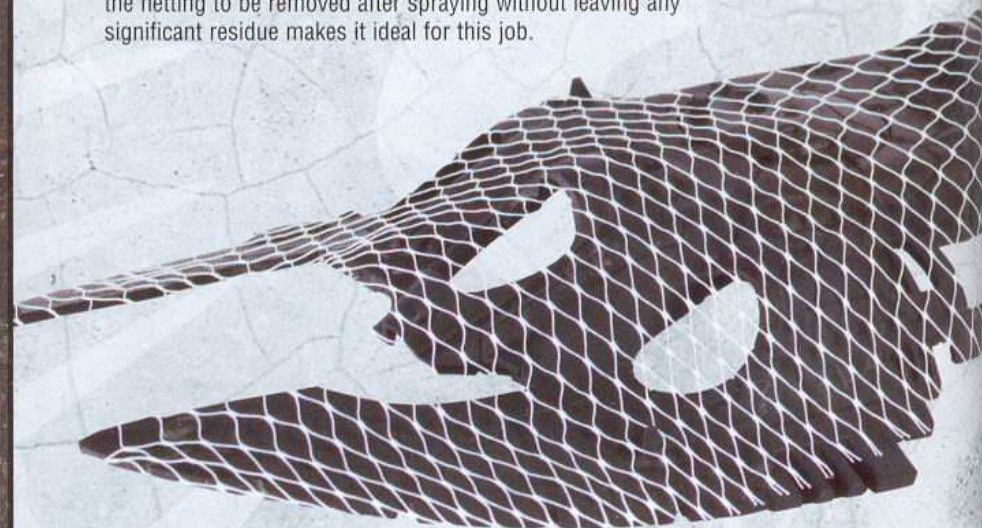
FINE MESH



3 To start with I undercoated the Wave Serpent Chaos Black.



4 Next I stuck the netting down with spray mount. Spray mount is an aerosol-based glue used by artists and is available from most art supply shops. The fact that it allows the netting to be removed after spraying without leaving any significant residue makes it ideal for this job.



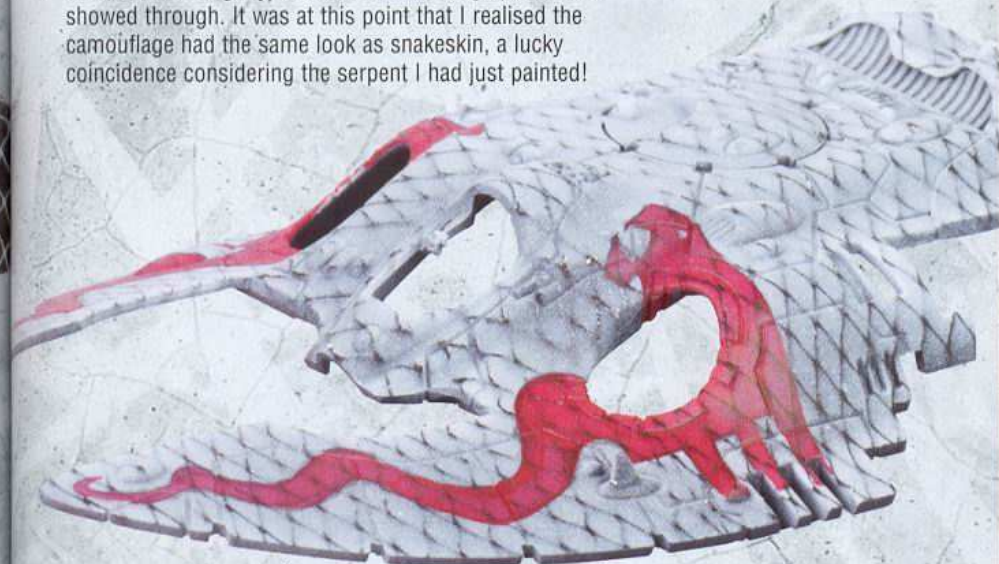
5 When I was happy that the netting was sitting smoothly on the contours of the hull, I sprayed the Wave Serpent Skull White. Once the spray had dried I peeled away the netting to reveal the outline of my new camouflage pattern.



6 Using a pencil I drew the Saim-Hann snake icon around the two engine ports. This is easier than painting the image directly onto a curved surface, and if you make a mistake you can just rub it out and start again!



7 The pencil outline was painted with Magenta Ink. This was thinned down slightly so that the camouflage pattern still showed through. It was at this point that I realised the camouflage had the same look as snakeskin, a lucky coincidence considering the serpent I had just painted!



8 Using three shades of grey I painted the Wave Serpent's camouflage. The outline of the netting provided the pattern so all I had to do was fill in the gaps. I mixed the three greys by putting equal amounts of Fortress Grey into three mixing pots. For the darkest shade I added Chaos Black, and for the lightest shade I added Skull White. I then added a touch of Scorched Brown to all three pots to add a little warmth to the grey.



MIXING POTS

As I was using the same camouflage colours for my Saim-Hann army I decided to mix the specific shades and put them in mixing pots. This meant that next time I needed to use these colours I wouldn't have to worry about mixing them, as it's difficult to reproduce the exact shade. By doing this you can build up a catalogue of your own unique colours which helps you in painting your army quickly and efficiently.



COLOURS OF THE DYING

More paint schemes for the Wave Serpent from the 'Eavy Metal team.

Ulthwé



This Ulthwé colour scheme is inspired by Celtic knotwork, with a solid line going 'under and over'. Notice the line has been defined in black, and shaded slightly under where it crosses itself.

Alaitoc



Alaitoc Craftworld's blue and yellow patterning lends itself well to camouflage. This mottled effect was created by carefully blending different shades of blue into one another.

Biel-tan



Biel-tan Eldar often decorate their craft with swirling vine patterns. Complicated designs like this and the Ulthwé one above are best marked out in pencil first. Turn to page 135 to see how.



Dave Cross

Dave has been with Games Workshop for a massive 14 years, and has had more job titles than we've had hot dinners. He is currently the Studio Hobby Manager.

Space Marine Legends



The Librarians of each Space Marine chapter maintain the litanies of honour won on the field of battle, recording the living histories of its warriors for future generations of battle brothers to learn from. Many chapters have histories stretching back to the dark days of the Horus Heresy and can point to heroes known and revered throughout the galaxy. Such sagas of valour are the greatest examples of martial spirit in the universe and, over the centuries, have become mythic and epic tales that are told across the Imperium.

ULTRAMARINES

Since the ancient times of the Great Crusade, the Ultramarines have fought at the forefront of the Emperor's armies. Highly disciplined and courageous warriors, the Ultramarines remain true to the teachings of the holy Codex Astartes, the greatest work of their Primarch Roboute Guilliman, for 10,000 years. Tales of their victories are told from their homeworld of Macragge to the sacred halls of Terra, their name a byword for bravery and honour.

THE CORINTHIAN CRUSADE

During the seven-year Corinthian Crusade in 698.M41, over 50 Imperial Guard regiments and detachments from six Chapters of the Adeptus Astartes took part in the fighting to liberate the Corinth system from the domination of the Ork Warlord Skargor the Despoiler. In the final stages of the crusade the forces of Skargor had been pushed back to Corinth itself and the Orks had not been idle in augmenting its already fearsome defences. A heavy price in blood was sure to be exacted for its recapture.

The Ultramarines were chosen to plan the siege. After three months Imperial forces had destroyed the outer defences and Imperial Guard artillery pieces began shelling Corinth's main citadel. Once a breach had been established in the wall a force led by Ancient Galatan, the bearer of the Banner of Macragge, launched the final assault. Warlord Skargor himself led the defence knowing that the battle would soon be over. The fighting raged in the kilometre-wide breach for nine days with thousands of casualties on both sides. Each time the Imperial forces wavered, Galatan would raise the banner high and demand that all men of valour fight on. Inch by inch the attackers climbed until, as the sun set in blood on the ninth day, Skargor and Galatan met in single combat.

The Warlord was enormous, even for an Ork, and his strength was easily the equal of a

Space Marine. The greenskin's massive power claw severed Galatan's right arm and the Ultramarines roared in fury as they saw the banner drop. The Warlord reached down to snap the banner pole, the crackling energies of the claw coruscating along its length. But this was an icon touched by the Emperor's own hand and the Warlord could not break it. Ancient Galatan reared up behind Skargor, driving his power sword through the Ork's head and, seizing the banner in his remaining hand, raised it high once more. Again he led the charge up the breach, his superhuman powers of endurance carrying him ever onwards. Thrice more was he wounded, but his strength of will would not let him fall until the battle was won. As Imperial forces finally took the breach and millions of soldiers poured into the city, Galatan planted the banner, slid slowly down the pole and allowed himself to die.

THE TAKING OF BRIDGE TWO-FOUR

In 999.M41, Inquisitor Appolyon detected the taint of Chaos on the world of Thracia, and Imperial forces rapidly moved to meet the threat. Over half the Planetary Defence Force (PDF) had been corrupted and, worse still, there were reports that indicated the presence of Night Lords Chaos Space Marines.

Imperial forces drove the poorly-armed defence forces before them until they were in position to launch a full offensive against the capital city of Mercia. Before the assault could be launched six bridges on the Imperial right flank needed to be destroyed in order to prevent the Emperor's forces from being attacked in the rear. These bridges were believed to be held by under-strength PDF units and detachments of Ultramarines were deployed via Thunderhawk gunships to destroy each bridge with melta charges.

Captain Idaeus of the 4th Company led the attack on bridge two-four and, after a brief firefight, the bridge was captured. As Techmarines rigged the bridge for detonation, shells began dropping in the midst of the Space Marines as a massive Chaos counter-

attack thrust towards the bridge. The Night Lords had anticipated the main Imperial attack and now a large force was assaulting the Ultramarines' position. The right flank of the Imperial army was exposed and Idaeus knew the forces of Chaos must not be allowed to cross. The Ultramarines fell back in good order, but before the bridge could be destroyed, the Techmarine carrying the detonators was obliterated by a direct hit from an artillery shell and their Thunderhawk shot from the sky.

Idaeus knew they could not hold the bridge against such a force and despatched a raiding party to attempt to detonate the explosives manually. The attempt ended in failure and none of these warriors were seen again until dawn. As the sun rose Rhino APCs in the livery of the Night Lords pushed across the debris-strewn bridge. Ultramarines prisoners taken during the night were nailed to the hulls, their rib cages cracked open and spread wide. This was but a taster of the horror to come as fierce fighting continued.

Less than a fifth of the Ultramarines who had begun the operation were still alive and Idaeus knew that one more push would see them defeated. He ignored the advice of his officers and set off alone in a suicidal attempt to blow the bridge himself. Idaeus managed to reach the first of the charges as the second Thunderhawk roared overhead, landing out of range of the enemy anti-aircraft tanks. He ordered the remaining Ultramarines to retreat under the command of Veteran Sergeant Uriel Ventris as the Night Lords began yet another assault. The surviving Ultramarines withdrew under fire to the Thunderhawk and Idaeus waited until the last possible second before detonating the first charge. In a lethal chain reaction, the remaining charges exploded and destroyed Idaeus, the bridge and much of the Chaos force in a searing blast. The Chaos attack across bridge two-four had been thwarted. Within two months the entirety of the planet had been brought under Imperial control once more.

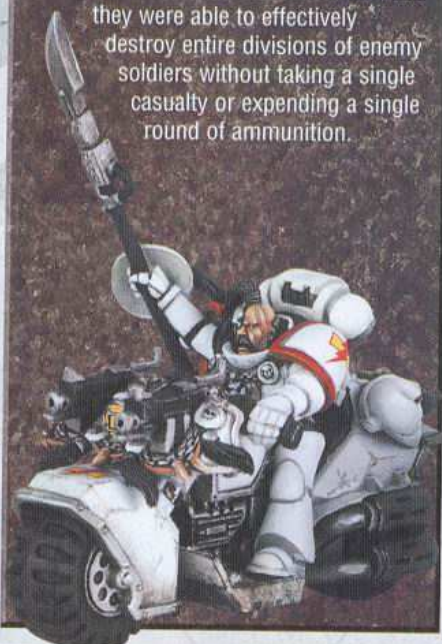
Notable actions of the Adeptus Astartes

JUBAL KHAN, GREAT KHAN OF THE WHITE SCARS

When the Great Khan of the White Scars dies, the Chapter's Storm Seers gather in the deepest caves of the Khum Karta in the Valley of the Khans to decide upon his successor. Each Brotherhood Khan who believes himself worthy must present himself before the Storm Seers and prove himself to them. The horrors the Storm Seers subject each claimant to are a mystery and those that survive the trials never speak of them. When the Great Khan Kyublai vanished fighting the Dark Eldar in 943.M41, four hopefuls gathered in the Khum Karta Mountains. Only Jubal Khan survived the Storm Seers' ordeals and returned to the fortress-monastery of Quan Zhou to be anointed.

Since then Jubal Khan has proven himself time and again, leading many successful campaigns against Orks, Tyranids, Eldar and countless other alien races. During the Jopai Uprising his First Brotherhood was so successful at destroying enemy supply lines and disrupting communications that a huge proportion of the main rebel strength was diverted from front line operations to deal with them. Imperial Guard regiments were then able to smash through the weakened rebel line and bring the insurrection to a close.

Jubal Khan earned much glory on the bloody fields of battle surrounding Cadia. Here his forces launched lightning raids on Chaos outposts before the traitorous forces of the Warmaster Abaddon could muster sufficient numbers to engage them. His White Scars proved instrumental in delaying many Chaos offensives, allowing Imperial garrisons to better prepare. The operations of the White Scars were so successful that they were able to effectively destroy entire divisions of enemy soldiers without taking a single casualty or expending a single round of ammunition.



WHITE SCARS

Known and feared throughout the Imperium for their mobile way of war, the Space Marines of the White Scars are the masters of the lightning strike, able to tear into their foes and vanish before they can respond. Fierce warriors bearing the ritual scars of bravery, they fight with the tribal savagery of their homeworld, bringing swift death to all the Emperor's enemies.

THE LIBERATION OF LION'S GATE

During the Horus Heresy the forces of the Great Betrayer besieged Terra itself; armies of traitors and daemons befouling its holy soil with their blasphemous tread. It was time of great darkness and lamentation, the forces of the Emperor were beset by the unending tide of reinforcements coming from the enemy fleets in orbit. The bulk of these reinforcements landed at Lion's Gate spaceport and the Liber Imperator describes its recapture from the Chaos forces as one of the most famous victories of the White Scars that took place during those dark days.

"... and Jaghatai Khan decreed that the time had come to take the fight to the traitors, to strike back. The Emperor's space port at Lion's Gate now... the blasphemers and heretics, its divine purpose perverted to serve [Chaos]... Thus in the blackest night, Jaghatai Khan led his shaven-headed warriors through the darkness like vengeful ghosts, savage fury burning in their hearts.

As the enemy [debauched] themselves on the corpses of the fallen, the Great Khan's men fell upon the abominable foe like lightning... night became day as the righteous fire of the Emperor's sons lit the darkness and smote the foe with faith and steel. With hellish vigour the traitors strove to fight back, but each time the White Scars evaded their vile claws and struck in furious counter-attack. Many heroes were made this night of blood... by first light, not a single [heretic?] remained alive. The Great Khan then threw his forces around Lion's Gate and vowed that not a single traitor would set foot within. The traitors were sorely aggrieved and

threw themselves time and time again against Jaghatai Khan's men, but each time broke against his steadfast defences.

For many long days and nights, the Khan held the foe at bay... until the Divine Majesty of the Emperor defeated the [arch-heretic] and... cast him down. On that day the warriors of the White Scars watched in amazement as the foe turned and marched away. The... was broken and Jaghatai had proved as good as his word; none of the enemy had breached his line. The battle for Terra was over."

THE BATTLE OF DANTE'S CANYON

During the Third War for Armageddon in 999.M41, several Brotherhoods of the White Scars deployed into the freezing wastes known as the Deadlands. Here, their highly mobile style of warfare was perfect for lightning fast responses to attacks launched by the Ork Speed Kults. The Orks' plan to cut off the water and oil supplies to Armageddon by destroying the processing plants and drilling stations would have proved disastrous and had to be thwarted at all costs. The Imperial facilities were built upon shifting pack ice that prohibited the construction of underground pipelines, and as a result the precious water and oil had to be pumped along flexible pipes supported by armoured pylons.

The Battle of Dante's Canyon, an action fought in the opening days of the war, displayed to excellent effect the power and style of warfare favoured by the White Scars. Dante's Canyon oil-drilling platform lay between the Lemaire Channel and Saint Capeline water processing plants in the Deadlands, suspended precariously above a thin ice shelf at the end of a wide, steep-sided canyon. Ancient suspensor fields and a network of plasteel cables anchored into the canyon walls held the station just above the ice and enabled it to drill this hugely valuable oil field. Pouring from the Rok battle fortresses, the initial



Ork assault on the drilling station met with dismal failure as Ork Trukks and Dreadnoughts crashed through the ice into the freezing water.

The White Lightning Speed Kult, having learnt from this debacle attacked again, this time using 'kustomised' warbikes and wartraks on skis. However the defenders were ready for them, and the White Scars Tulwar Brotherhood led by Suboden Khan launched a counter-attack on the Orks. Lightly armoured Bike squadrons and Attack Bikes surged from the drilling station and met the Orks halfway. A swirling, mounted mêlée of speeding vehicles skidding around the ice raged for many hours into the night, the explosions of crippled vehicles and muzzle flashes illuminating the dark. The thin ice cracked

and broke in many places due to the sheer number of vehicles and soon both sides had to break off as the pack ice became too treacherous to traverse.

The following morning Ork Stormboys dropped from the cliffs above the drilling station, only to be met by the determined and disciplined fire of White Scar Tactical squads. Charges laid on the ice during the night were detonated, plunging yet more Orks under the ice. At the same time Assault squads led by Suboden Khan attacked Orks attempting to cut the cables securing the station to the canyon walls in

the rear. The leader of the Orks was beheaded by Suboden and his broken body hurled from the rocks. The remaining Orks were driven over the cliffs and their bodies swept below the freezing waters of the Tempest Ocean.



SALAMANDERS

As one of the First Founding chapters the Salamanders history goes back to the very birth of the Imperium.

Salamander Space Marines are raised from the populace of Nocturne, a deadly volcanic world of fire and lightning. Such a world breeds hardy warriors, strong of constitution and single-minded in purpose; ideal recruits for the Adeptus Astartes.

THE THIRD WAR FOR ARMAGEDDON

When the Ork Warlord Ghazghkull Mag Uruk Thraka launched his new offensive against the Imperial forces on Armageddon, the Salamanders were one of the first chapters to respond, sending a full six companies to combat the Orks, including Chapter Master Tu'Shan personally leading his Firedrakes. The Salamanders launched several counter-attacks against the Rok-forts landed by the Orks along the Hemlock River. Preferring the close-quarter fighting within the maze of crudely carved tunnels within the Roks to the long-range duels in the desert, the Salamanders made the Orks pay a high price for their audacity. By the start of the Season of Fire, the Salamanders' attacks had destroyed at least nine Rok-forts, killing untold thousands of greenskins.

The Salamanders fought extensively throughout the campaign to protect the civilian population of Armageddon, unlike a number of other chapters. Indeed it is rumoured that Tu'Shan himself came to



blows with Captain Vinyard of the Marines Malevolent after it became known that his men had shelled a refugee camp while there were Orks within the perimeter. The majority of the Salamanders departed Armageddon following the Season of Fire, with only two companies remaining to protect the major population centres. A squad of the Chapter

Master's own Firedrakes also left for Baal with the Blood Angels as an honour guard for the fallen Captain Tycho. The Chapter's Techmarines have been instrumental in rebuilding the infrastructure that maintains such a vast amount of people and it is certain that they have saved many thousands of lives with these vital, but often overlooked, duties.

The Salamanders brace themselves for the Ork onslaught.



IMPERIAL FISTS

The Imperial Fists are one of the most respected chapters of the Adeptus Astartes. Not only is their loyalty to the Emperor acknowledged as absolute, but their standing with other institutions of the Imperium is unparalleled. The Imperial Fists were instrumental in holding the Imperium together through the darkest of times, but highest of their honours is to have defended the Imperial Palace during the Horus Heresy. The Imperial Fists have many legends concerning this time of trial, but there is one battle that they do not speak of openly, a battle fought against an ancient enemy that took place after the defeat of Horus and the break up of the Space Marine Legions.

THE IRON CAGE

With the Heresy ended and the Emperor entombed forever within the Golden Throne, the Imperial Fists focused on the enemies that still defied their chapter. In this time of uncertainty, the traitorous Iron Warriors issued a clear challenge to the Imperial Fists by building a colossal fortress and daring their enemies to attack. The Primarch of the Iron Warriors, Perturabo, was a master of fortification and Imperial Fists Primarch Rogal Dorn had ever been his match. The Iron Warriors had spat on their oaths of loyalty and thrown in their lot with Horus, but had lost. Their Warmaster was dead and the light of the Emperor still shone. Yet still they dared raise their heretical banners over another Imperial world as though they had some right to be there.

Dorn's warrior soul was outraged and he declared that this insult to their honour would not stand. Without their customary caution and planning, Dorn led his men into the heart of the Iron Warrior defences. The battle should have favoured the heretical trench-fighters, but the Imperial Fists endured. They countered every ambush and fought their way out of every trap. Rogal Dorn was a colossus who turned back attack after attack. Ammunition expended, the Imperial Fists fought in half-flooded trenches with their combat knives, giving and expecting no quarter. The battle raged for an age, but eventually it became apparent that the Iron Warriors could not finish them. During a lull in the fighting, the Ultramarines intervened, Guilliman deciding that Perturabo's destruction was not worth the loss of Dorn, his chapter driving off the Iron Warriors.

Cleansed by their sacrifice the Imperial Fists immediately began their reorganisation in line with the edicts of the Codex Astartes. For the next two decades they went into retreat, their successor chapters taking to the field in their stead. Dorn used this time to embrace all aspects of Guilliman's tome, and when they later returned to battle, their adherence to the Codex was matched only by the Ultramarines.



Graham McNeill
 Graham has co-written many of the Warhammer 40,000 codexes including *Witch Hunters*, *Chaos Space Marines* and *Imperial Guard*, and is the author of several *Black Library* novels.



Heroes of the Imperium

Shrike and Lysander have distinguished themselves as legendary warriors of the Space Marines. Graham McNeill and Pete Haines look at the making of these two heroes of the Imperium.

CAPTAIN LYSANDER

The Imperial Fists are a Chapter with a deserved reputation for zeal and aggression, characteristics most often demonstrated by their storming of the most impregnable fortifications. In these actions they depend on the skill of their Veteran 1st Company, who are equipped with Tactical Dreadnought armour. At the head of the 1st Company is one of the Chapter's longest serving veterans, Captain Lysander.

Lysander is rare amongst Space Marines in that he was recruited on Holy Terra itself. His recruitment came at the end of a long pilgrimage, started by his parents before his birth. It was a pilgrimage that took 13 years to complete, interrupted by betrayal, enslavement and the murder of his family.

Kept alive by the charity of the Imperial Cult and his own wits, the young Lysander learned to fight, at first just to survive, and then to complete the pilgrimage his parents had begun. His road to Terra led through the devastation of Waaagh! Grozdakk and the horror of the Quesarch Heresy and subsequent purging. Gradually the determination of the pilgrim boy became known in higher places and upon his arrival on Terra he was welcomed as a hero.

At that time Chaplain Shadryss of the Imperial Fists was on Terra and heard of the youngster's tale. He found the boy by the Pillar of Bone, a monument to the Imperial Fists' courage in an unnamed campaign. Shadryss, to whom the history of his Chapter was a sacred thing, knew its secret. The Pillar was the last remnant of the once-great Imperial Fists fortress monastery on Terra. It had been destroyed during the Horus Heresy but, by then, to most the Heresy was a legend and few would dare to openly claim that the forces of the Arch-enemy ever set foot on Terra. In the holes torn from the column by bolter fire were the scrimshawed hands of Imperial Fists, the original ones long turned to dust. Part of Shadryss' mission was to

bring fresh relics to the Pillar, but he was also there to recruit and to him it seemed, Lysander was a sign from Dorn.

The name Lysander first appeared on the Liber Honorus of the Imperial Fists Chapter in 567.M40 when, as a sergeant of the 2nd Company, he was victorious over the heretics of Iduno at the battle of Colonial Bridge. This was but the first Imperial Laurel of many. In 585.M40 he took command of the 2nd Company after successfully boarding and capturing the Eldar cruiser, Blood of Khaine.

During the three-year siege of Haddrake Tor he commanded the drop pod assault on its highest peaks. Having secured the high ground, teleport homers were set up to allow the Terminators of 1st Company to teleport in to clear the lower levels. The defending cultists used blasphemous rituals of cursing to disrupt the Warp, and many of the Terminators arrived off-target, entombed in solid rock or plunging to their doom over the precipices. Lysander saw Kleitus, the Captain of the 1st Company, materialise with his left side merged with unyielding stone, but before he died, Kleitus thrust his thunder hammer, the Fist of Dorn, into Lysander's



Lysander and his Terminators lay in to the Alpha Legion.

hands. Despite this disaster Lysander scorned retreat and took command of the survivors. Leading them into the heart of the Tor, he wielded the hammer to terrifying effect, crushing the heretics and their defences as he went.

During the subsequent reorganisation of the Chapter Lysander was elevated to the rank of First Captain, Master of the 1st Company, Overseer of the Armoury and Watch Commander of the Phalanx, the Imperial Fists' massive space-borne fortress-monastery.

As the Master of the 1st, Lysander is involved in the detailed planning of Imperial Fist operations. He has perfected the tactic of teleporting multiple Terminator squads onto enemy positions. The most notable success was achieved in conflict with the Alpha Legion in the Jorgurd cluster. The Imperial Fists first crushed an insurrection on Klebendor III, capturing the heretic's leader Ialo Vex and his inner circle while they conducted a ceremony in the defiled Cathedral of St Aspira. Then, following Inquisitorial guidance, they pursued the Alpha Legion to a remote base hidden in an asteroid belt on the edge of the Rathnorn system. The Imperial Fists were able to land Terminator boarding parties on the Alpha Legion's cruiser while it was powered down at anchor. Once onboard, Lysander and his Terminators held for several hours while the main Imperial Fist force fought its way into the dock complex from Thunderhawk gunships. At the height of the battle Traitor Space Marines launched a last, desperate attack that broke through the 1st Company's perimeter, only to be ambushed and driven back when Lysander led a force to outflank them using thunder hammers and chainfists to cut through the ship's bulkheads. The warriors of the Alpha Legion were thrown into confusion as their enemies attacked from multiple directions at once. In the cramped confines of the ship's corridors the Terminators were unstoppable, seven Champions of the Dark Gods falling in personal combat with Lysander as the heretics, bereft of strategy, sought to defeat their enemy by slaying its commander. Lysander met each challenge, knowing that every moment he won brought Imperial Fist reinforcements that much closer. Finally the drumbeat of rapid-firing bolters announced the arrival of the 3rd Battle Company and the Traitor forces fled into the sepulchral tunnels of their asteroid base. They were given no

CAPTAIN LYSANDER OF THE IMPERIAL FISTS

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Lysander	170	5	5	4	4	3	5	4	10	2+

Special Character: Captain Lysander is a special character. He may be used in Imperial Fist armies of at least 1,500 points as an HQ choice. You may not select any additional items for him from the Armoury.

Equipment: Captain Lysander wears Terminator armour (the extra Attack is included in the profile above) and carries the Fist of Dorn (a master-crafted thunder hammer) and a storm shield. His armour is embellished with purity seals.

SPECIAL RULES

Independent Character: Captain Lysander is an Independent Character.

Rites of Battle: As Space Marine Commanders (see Codex: Space Marines).

Teleport Assault: Lysander has become adept at leading his Company into battle by teleportation. The Phalanx is well-equipped with teleporters and is able to teleport several squads at once. If an Imperial Fist army including Lysander elects to deploy its Terminators by Deep Strike, Lysander will lead the assault. Make one Reserves roll for all the Terminators in the army, re-rolling the result if desired. All Terminators will therefore arrive on the same turn, though each unit will be placed independently.

Command Squad: Lysander may lead a Terminator Command squad chosen as normal from the army list. The squad may have other characters attached to it as normal.



respite as Lysander led his Terminator squads in pursuit and hunted them down. The fighting was still fierce, but the considerable protection and firepower of Terminator armour was a decisive advantage in this type of fighting.

In battle Captain Lysander leads the 1st Company to the heart of the enemy, determined to be the first Imperial Fist to confront the enemy and never to retreat in the face of them. His courage borders on the foolhardy, but fortune has favoured him. To the Imperial Fists he is a living testament that only a warrior who is willing to sacrifice everything can be victorious.



Noble commanders of the Space Marines



Shrike and his men conduct another raid on Targus VIII.

CAPTAIN KAYVAAN SHRIKE

Born into the teeming millions that infest the surface of Kiavahr, the young Shrike was a hive-runner for the Tarkal Guilder gang, one of the many that fought vicious territory wars in the stinking, steam-wreathed manufactories of

that world. Forced to live by his wits and natural resourcefulness, Shrike spent weeks at a time spying for his Guild on rival gangs, sabotaging their production lines and disrupting their plans. The life of a hive-runner was often brutal and short, as any who were caught by a rival gang could expect no mercy from their captors, but Shrike possessed a preternatural skill for sabotage, spending many weeks alone in enemy Guilder territory, placing explosives in supply hangars, cutting power lines in forges or otherwise causing havoc. Unbeknownst to Shrike, his time as a hive-runner would soon come to an end while he attempted to escape after a daring raid.

Pursued for hours by the vengeful killers of the rival gang, Shrike evaded capture for six days, eating the rancid fungi that bloomed in the darkness of the forges and drinking the brackish water that dripped from the roofs. But the rival gangers were not the only ones interested in the pursuit of the youngster. High above in the darkness of the gargoyle-studded spires of the forges, the Chaplains of the Raven Guard, who regularly travelled stealthily through the darkness to search for potential recruits, also followed the progress of the hunt.

At the end of the sixth day, Shrike's endurance gave out and he could run no further. Finally trapped in a ruined hab he turned at bay and fought like a cornered beast, killing four of the rival gangers before he was overwhelmed. Impressed by the boy's determination, the Chaplains followed his captors back to their base where Shrike was

brutally beaten and subjected to all manner of painful torments in retribution for his bold acts of sabotage.

If Shrike's captors thought they would break him, they were mistaken, for Shrike not only resisted their excruciations but escaped, killing three more enemies. Realising he was a prime candidate for recruitment, the Chaplains swooped down on blazing pillars of fire to carry Shrike away before his pursuers closed in.

NEW BEGINNINGS

Shrike fought the Chaplains of the Raven Guard too, believing them to be some form of Guild enforcer, but the weakened boy was no match for the Space Marines who bore him to their ship and returned with him to their fortress-monastery, the Ravenspire. The Raven Guard's fortress-monastery stands atop one of the largest natural features on the moon of Deliverance and was once home to the brutal overseers who ruled Kiavahr. Now the abode of the Raven Guard, it is a shadowy enclave of mystery, regarded with a mix of superstition, fear and awe by the inhabitants of the world below.

In the dark caverns below the Ravenspire, Shrike was inducted into the mysteries of the Chapter, beginning his training with the Chaplains and drill-sergeants. But Shrike proved to be no passive pupil, attempting to escape several times, once evading his pursuers in the depths of the fortress-monastery for a week before being captured. Eventually, as he learned more of his duty to the Emperor, Shrike directed his energies more appropriately and became one of the Raven Guard's most promising young recruits for centuries. His mastery of escape and evasion made him a natural leader upon his elevation to the Scout Company, where he was instrumental in rescuing several high-ranking Imperial Guard prisoners being held captive on the gulag world of Sauten Helios. All but one of the prisoners was returned alive to Imperial Guard High Command,

CAPTAIN KAYVAAN SHRIKE OF THE RAVEN GUARD

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Shrike	175	5	5	4	4	3	5	4	10	3+

Special Character: Kayvaan Shrike is a special character. He may be used in a Raven Guard army of at least 1,500 points as an HQ choice. You may not select any additional items for him from the Armoury.

Equipment: Jump pack, frag and melta grenades, purity seals, the Raven's Talons, Terminator Honours (bonus included in profile).

SPECIAL RULES

Independent Character: Shrike is an Independent Character.

Rites of Battle: As Space Marine Commanders (see Codex: Space Marines).

The Raven's Talons: Said to have been crafted by Corax himself on Deliverance after the Istvaan V massacre, these exquisite talons are reputedly unbreakable and cut through the toughest armour with ease. The Raven's Talons are a pair of master-crafted lightning claws with the Rending special rule (see the Warhammer 40,000 main rulebook).

Strike from the Shadows: Shrike possesses the Infiltrate, Scout and Stealth special rules.

Shrike's Wing: Shrike may lead a squad of Raven Guard veterans that he has trained personally.

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	51	4	4	4	4	1	4	2	9	3+

Number/squad: 4 to 9 Space Marines.

Weapons: Lightning claws, krak & frag grenades and jump packs.

Strike from the Shadows: Shrike's Wing possess the Infiltrate, Scout and Stealth special rules.

Deep Strike: Shrike's Wing may use the Deep Strike special rule where the mission being played allows it.



during the campaign to destroy the Ork Warlords of Targus VIII, a hive world locked in perpetual night on the fringes of the Halo Stars of the galactic south, that Shrike's legend took flight.

Fallen to the might of the Waaagh!, the task of reclaiming this world was entrusted to the Raven Guard, ten regiments of the Imperial Guard and their attached naval units. Carefully selected targets were assigned to squads of Raven Guard to destroy prior to the Imperial invasion, and Shrike led an assault force of Space Marines deep behind enemy lines to take out a giant orbital gun. Striking hard and fast, Shrike's force accomplished its primary mission, but was left stranded when its Thunderhawk was destroyed en route to extract them.

Undaunted, Shrike and his warriors remained deep in Ork territory for over two years before finally returning to the Raven Guard Chapter, having provided invaluable targeting information to naval assets and creating mayhem in the rear echelons of the Ork armies, destroying fuel dumps, ammunition stores and uncounted vehicle parks before vanishing into the shadows of the ruined hives.

Shrike was honoured with the Laurel Imperialis upon his triumphant return to his battle brothers, having upheld his honour and exemplifying the virtues of his Chapter. Thanks largely to Shrike's efforts, the campaign was brought to a victorious end decades before Imperial Strategos predicted. Shrike continues to lead his company in battle, a warrior of formidable skill and courage, able to spot the weak point of any enemy and strike at it without warning or mercy. His mastery of infiltration tactics are unparalleled. With such skill, Shrike's incursions cause chaos, delivered where the enemy expects it least.

where they were subsequently executed for allowing themselves to be captured.

The rain-soaked hive world of Urlon IV saw the young Shrike finally earn the right to be honoured with his suit of blessed power armour. A hive had been seized by the pain-cult of Morthrax the Sadist, and its inhabitants were being systematically butchered in horrifically gruesome ways for some unknown purpose. Imperial Guard regiments and strike forces from two separate Chapters attempted to break the siege, all the while being attacked by hordes of monstrosity twisted creatures, created from the hive's inhabitants by the Sadist's surgeons. Shrike was part of one of several strike teams assembled to knock out the hive's geothermal power stations, inserted deep behind enemy lines via drop pod. The mission started badly, with the squad's sergeant torn to pieces by one of the Sadist's many-limbed blade creatures almost as soon as they landed, so Shrike took command and led his Scout squad deeper into the hive. Over the next month, Shrike's squad attacked

and destroyed many flesh-forges before finally bringing down Morthrax himself with a storm of well-aimed sniper fire. Upon the lifting of the siege, Shrike was honoured with the final stage of his elevation to a battle brother of the Raven Guard – the implantation of the Black Carapace. With this final implant in place, Shrike was presented with his suit of power armour, a suit once worn by the heroic Captain Hideo of Pterios.

HERO OF THE SHADOWS

Shrike fought for the Raven Guard Chapter with courage, daring and skill, fighting alongside his battle brothers to bring down many tyrants and blunt many invasions before they could gain momentum.

Shrike continued to attract the attention of his peers and, upon the interment of Captain Alerin within the blessed sarcophagus of a Dreadnought, Shrike was honoured with command of the 3rd Company of the Raven Guard. Shrike's Company – or Shrike's Wing as they soon became known – fought many wars and defeated many foes, but it was



Pete Haines
Pete is the designer behind much of the Warhammer 40,000 revised rules. He has also co-authored many Codexes, notably Space Marines, Chaos Space Marines, Tau, Imperial Guard and Necrons.



Graham McNeill
Among Graham's many novels are Nightbringer, Ultramarines, Dead Sky, Black Sun, and Warriors of Ultramar. For more on Graham go to: www.blacklibrary.com

'EAVY METAL SHOWCASE

Lord Solar Macharius

Doug Jones
Gold, Open Competition
Games Day Chicago 2004



Iron-Father

Joe Orteza
Silver, Warhammer 40,000 Single Miniature
Games Day Chicago 2004



Iron Hands Veteran Squad

Nathan Comanse
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Wings of Faith

Jennifer Haley
Gold, Warhammer 40,000 Single Miniature
Games Day Chicago 2004



Slann Mage-Priest

Aaron Wilson
Silver, Warhammer Large Miniature
Games Day Chicago 2004



Emperor's Children Dreadnought

Terrence Peterson
Silver, Warhammer 40,000 Vehicle or Squadron
Games Day Chicago 2004



NECROMUNDA

THE IRON LORDS

White Dwarf crawls back into the Underhive in the first part of our new Necromunda campaign, the Iron Lords, which will let us look at how to run your own campaign as a Games Master. Enter the Ironyard if you dare. Tainted glory or an ignominious death await...

GAMES MASTERED CAMPAIGNS

Nick: The labyrinthine tunnels, miles of rusting walkways and relics of industry that clutter the subterranean wasteland of the Necromundan Underhive provide many settings in which to run a campaign.

The Underhive rulebook already has a full campaign system. With these rules you can run a series of games over a few weeks and determine the winner of the campaign by whoever has the highest gang rating at the end of that period. This is perhaps the simplest way of running a campaign. But with a little thought and effort you can make your campaign even better. One of the ways to do this is to get a Games Master to run the campaign. Having one person in charge helps a group of gamers create a strong story, and games certainly benefit from a narrative.

NARRATIVES

By creating a loose narrative for your battles you can generate some atmosphere, purpose and consequence without touching the rules mechanics one jot.

There are countless unexplored areas of the Underhive, reopened by hive quakes and other natural occurrences that are the perfect staging ground for your games. Perhaps your players have found an abandoned Enforcer precinct complex or maybe a buried hab-zone or disused manufactory. There are endless possibilities, but defining and describing your 'theatre of war' is the best place to start. Our campaign takes place in the Ironyard, a zone of the Underhive which, though its existence is well-known, has been sealed for decades.

PROTAGONISTS

Running a campaign is a bit like writing a story, with the Games Master the omniscient narrator in a saga unravelled by the players. All good stories need twists and turns to keep the reader's interest; a campaign is no different. The players, or to continue the novel analogy, the protagonists are important to your narrative as they drive the plot of the campaign along. Even by naming all your gangers and gangs you add flavour and create depth. It's also worth choosing protagonists that fit in with your campaign

narrative. For example, if you are battling in some festering, half-diseased sump pond then Scavvies would probably fit in very well. Equally if you want to create some kind of crusade to cleanse the darkest depths of the Underhive, then Redemptionists or Cawdor gangs are likely to be the main firebrands. In the Iron Lords we wanted one of each major house to take part, so that's what we have, plus a couple of other gangs besides.

Think about the kind of gangs that best fit in with your narrative – without being too prescriptive the story belongs to all the players. Remember, power corrupts.

ADDING SOME TWISTS

There are several devices you can use to provide a twist. Adding an extra dimension to your games such as a hive quake, ammo shortage or electrical storm keeps things spicy and makes sure the players are kept on their toes. These events can be randomly generated they can be dictated by a Games Master, and could last for a week of gaming, one game or even just a few turns. Be aware though special events and the like should be treated with caution. Don't over do it. Use them sparingly so as not to make the original game mechanics unrecognisable or confuse the players. This is a game about gang fights, not invasions of giant rats.



The Enforcers run into trouble in the depths of the Ironyard.

THE CAMPAIGN

The White Dwarf campaign takes place in the Ironyard, an industrial wasteland filled with the metallic carcasses of long-dead machines and derelict factories which has recently been opened up by a hive-quake. Our campaign takes place over three three week 'Phases', after which the victor will be decide.

ZONES OF CONFLICT

The Ironyard is divided up into six zones of Conflict. Only two of these are open at one time. Once their three week phase over, these zones are closed and no more battle may be fought in them. Players decide which zone

GAMES MASTERS

A Games Master is essentially an additional participant in the campaign. But rather than playing in a campaign (although they can do in a limited way) they run things. It's their job to keep track of all the gangs, results of games, organise special events and make sure everything goes smoothly.

While Games Masters tend to be impartial arbitrators with regards to any games played they can get involved. It is possible for a Games Master to use a non-player gang, perhaps to even the odds in a one-sided fight or curtail the ambitions of a gang that is becoming far too powerful. Enforcers are the obvious choice of gang for any Games Master to use but there is no reason why they couldn't use another type of gang such as Redemptionists or Spyre Hunters, depending upon the campaign narrative.

THE IRONYARD

When thunder roared and clouds boiled with smoke overhead, the great machineries of the Ironyard answered. With pounding scrap crushers and shrieking servos they spoke, the metal monsters, The Iron Lords, a testament to the industrial might of Necromunda.

Now these former behemoths are silenced, processors shut down and dead, power drained away. Only scrap remains, piled high and impenetrable over the entrance to the Ironyards. For generations, this sector of the Underhive has been closed to the scavengers who would take the mechanical bounty within. The hulking machines slept, until a terrible ion storm shook the foundations of Hive Primus, its power felt through the Underhive, Hive City beyond the wall and even in the high-spires of the noble houses.

For seven days the storm ravaged the Hive and the populous quailed at its wrath. Throughout the tumult the machines remained dormant, heedless of the storm raging above them. But then a ragged tear of light sheared the sky. A massive bolt of energy struck the once quiescent Iron Lords. Slowly at first, struggling against their bonds of rust, they awoke. Servos whirled, gears turned, metal lurched as the behemoths shouted back at the steel heavens. Their fury shook the detritus that blocked the entrance to the Ironyards, a great cleft opened in the wall of scrap. The metal walls of the Ironyard fell and the Underhive shuddered. The energy of the machines soon dissipated and they slept once more, but their work was done. The Ironyard was open.

Rumours persist that this place, this mechanical Eden, had a massive dome from the old times at its core. Within, a huge hoard of untouched archeotech. In ones and twos at first, but then in great numbers, the gangs came...

they want to fight over when new zones become available. They can fight any of the other gangs in that zone, using all the normal Necromunda campaign rules.

During the campaign it's possible that players will move from one zone to another. If they are beaten they must give ground and move into the other zone. Alternatively, if they are victorious, they may choose to explore to the other area. The player who wins the most battles in a given zone, and still occupies it when the three weeks are up, owns that zone for the next series of battles. This works like a special territory and grants their gang a bonus. This lasts through all of their games until the next phase. So, if a gang holds a zone at the end of the first phase, then all benefits associated with that zone last for all their battles in the second phase, until the beginning of the third phase.

DECIDING THE CAMPAIGN

This opening of zones represents the gang pillaging their way through the Ironyards to the fabled dome of archeotech at its centre. After the third Phase a final four-way battle takes place in the dome between the highest-rated gangs. The winner of this game will be crowned the overall victor.

During the course of the campaign players are permitted to form alliances with other gangs in the same zone, perhaps to take on a particularly tough opponent or to take down another gang alliance. For added violent fun, we're letting the players 'call out' any of their opponents for a grudge match. As you will see, this generates real animosity between gangs and set up rivalries and vendettas, adding to the campaign's story.

NECROMUNDA: UNDERHIVE

Necromunda is a skirmish game set in the decaying industrial wasteland of the Underhive. This is a dark and terrible place, a frontier land where there is no law and order. There is only one rule, survive or die.

The Underhive is part of the sprawling Necromundan city of Hive Primus, a vast spire that houses countless teeming millions. The structure of Hive Primus is hierarchical. At the zenith of the spire is the domain of Lord Helmawr, Imperial planetary governor. Beneath is the spire, in which live the elite noble houses. Hive City is below the spire, shrouded by cloud cover. Here dwell the majority of the unfortunate civilians of the planet in crude shelters, sleeping by their machines. The lowest level of this dystopian city is the Underhive, where the battles of Necromunda are fought.

Gangs allied to the various industrial houses of Orlock, Goliath, Van Saar, Cawdor, Escher and Delaque fight it out in the subterranean depths of twisted industrial structures, battling over rusted gantries, through decaying metal pipes and amidst foul smelling sump ponds.

Necromunda began its life in the pages of White Dwarf as a game called Confrontation. It was released a few years later as a game in its own right, and renamed Necromunda. Achieving great popularity, Necromunda was inducted into Games Workshop's Specialist Games Range and was later revamped and re-released as Necromunda: Underhive, its current incarnation.

In Necromunda players control a gang and fight it out in a series of different scenarios against other gangs. The game is highly detailed, battles centre on small-scale gang fights. Your gangers can run out of ammo, fall off ledges, hide amidst the ruins and more. Necromunda is at its best when played as part of campaign, in which your fighters can gain experience and learn unique skills. As they secure more territory you gain more credits to buy additional equipment. But be wary, during a game your gang members might be killed or suffer a serious injury.

Each member of a gang is an individual. In Necromunda, your every fighter is important, there are no faceless warriors, and the death of even a single ganger has real significance.

SCUM OF THE UNDERHIVE

The low-life scum contesting the Ironyard. Oh, and some gangers of the far future.



Andy Hobday

THE UNWASHED BROTHERHOOD

I love Necromunda, and have played it a lot. This time I wanted to take a gang I haven't used before, so I went for Cawdor.

I wanted a story for the gang before I started painting it, so I created Smelly Bob, my gang leader, a Nurgle cultist in disguise!

My Cawdor gang revere Smelly Bob as a holy man, blindly (and foolishly) following him in the name of the Emperor. I used a Carnival of Chaos figure from the Mordheim range for Bob as I liked the big moon head. I gave him a chainsword from the Necromunda Weapon sprue, a book from a Redemptionist Zealot and strapped a bolt gun to his back. I created the strap for the gun and mark of Nurgle out of Green Stuff.

I chose my big guns next, taking a heavy stubber for cheap hardcore firepower, and a flamer so I can flush out enemies in cover while singing "Burn Baby Burn, Disco Inferno!" The Cawdor don't have a flamer as a standard model so I converted one from the Cawdor grenade launcher model with the head of a Redemptionist, the Delaque flamer tanks and Orlock flamer arm! Two of my four gangers were armed with boltguns, a perk for Cawdor which I couldn't ignore. The other two gangers I armed differently, one with a shotgun and the other for close combat. I took three Juvees to soak up my opponents' firepower and armed them with a variety of pistols just in case they get a chance to shoot at something.

Having convinced these naive fools that bathing is a sin, Smelly Bob decided it was time to party. And party we will. Many years ago, when I was manager of our Plaza store, we ran a huge staff campaign which I did quite well in, so I fancy my chances here.



Rob McTaggart

RAYGORN'S ROUGHNECKS

I have always loved the background of Goliaths and was really taken aback by their new models, so they were the natural choice for me. My gang's theme is simple – lots of guns, lots of muscle and lots of things to hit people with! As my gang has progressed in its first games, I've chosen lots of Muscle skills. Crushing blow is now mandatory for gang membership!

Although I'm quite new to Necromunda, I know larger gangs tend to last longer, and Juvees make great human shields! I took four Juvees to start with. I haven't lost one yet and now they're well on their way to becoming gangers. I chose a heavy stubber for my heavy. Tank. Even though this wasn't my first choice, he has proved his worth, racking up loads of experience, despite a crippling arm wound and only two fingers on his left hand!

I've chosen a very dark look for my paint scheme. I'm not a huge fan of the pale skin look for Necromunda models, although they do not see much daylight, there's always ways to get dirty! I used a contrasting scheme of black tattoos and red armour plating. One of

the few conversions is the gang leader. I removed his backpack and added a chainsword and a few other bits.

The games I've already played with Raygorn's Roughnecks so far have been great. Competition is fierce, rivalries and alliances have been forged and broken. I've crushed those pesky Escher females but the Van Saars think they have something to prove, the only thing they have proved so far is that they are great at running and hiding!

My gang is advancing quickly, so things are looking great. I am now very confident of success as I explore the next Zones of Conflict. Though I would like to continue with just Goliaths, the future of my gang is not set, and the temptation of a hired gun is almost getting too much.





Pinyo Gulashart

SCARLET REAVERS

It all began when I was working at my desk and a shadow crept over my shoulder.

"'Ello Nick, what can I do for you?" I asked.

"Hi mate. Would you like to take part in a Necromunda campaign?"

"Necromunda eh? Aye, include me in your campaign, that sounds like good fun," says I.

"Okay, jolly good," says he.

With that, Nick wandered off, and I began my plans for Underhive domination. I have always loved the Escher models, my first ever gang, so that was that. I took two Heavies armed with heavy stubbers and laspistols as back up weapons. For support, I armed two of my

gangers with lasguns. The rest of my gang are armed with various close combat weapons to clobber their rivals with.

I was now keen to get battling. Unfortunately my first game didn't go well. My girls were dropping like flies (maybe due to their lack of cover as they charged forward). With my gang almost decimated, things could only get better, right?

Nope. In the following few games, the girls couldn't get wounding hits or enough cover to hide behind. The Reavers suffered most when they took on a squad of Enforcers in a rescue attempt. Nick's five Enforcers faced the seven of my gang still fit for battle. The girls got a good spanking from the Enforcers, and after the game I only had five gang members left. With too few creds to feed them I had to retire my gang, only two weeks into the campaign!

So it was that I was allowed to restart. Hopefully the renamed Jade Lotus will have more joy...



Mark Chambers

THE DEAD-MARSH DEFILERS

In Necromunda, the lower down the Spire you get the harder life is. In the lowest depths you've got to be mean, nasty and dead tough, just to survive. These are attributes that the Dead-Marsh Defilers have aplenty.

Part of the appeal of using the Scavvies is they're cheap, so you get lots of them. This means that I can suffer quite a few casualties before I have to take a bottle-test. You also get Scalies – giant mutants who are just about as hard as it gets. So I took two. One of the biggest advantages are mutations for your Skavvies and Plague Zombies. So, with a tentacle here, a claw there and a Zombie 'meat-shield' for my

Scavvy Boss, I'm confident my gang looks a scary prospect to get to grips with.

Despite the advantages, there are drawbacks. Scavvy weaponry is crude and short-ranged and you never get to keep any territory! It's no good telling these boys to keep the place clean. They just don't listen.

Skavvies are a scruffy lot, so I painted them using drab browns, but in the gloom of the Underhive it's too easy for your Scaly to transfix one of your gang with a six-foot spear. So I gave them all red markings and white treads. Then painted the scabs and sores... Mmmmm!

Lastly I recruited a Scummer. It's time to see if my six-month losing streak is going to finally come to an end!





Paul Foulkes

HIVENET

HiveNet is a gang of mechanical fanatics who have integrated their bodies and brains with machines. They're from the house Van Saar but I wanted to approach them differently. With a variety of components I made a dark bunch of characters that resemble a mix of Servitor wannabes rather than a gang of green body-suited rednecks.

My influences for the style of HiveNet came from the Dune still-suits, the Borg, Universal Soldier and the GW IT guys I sit next to. With this in mind, I replaced heads and removed all hair, I'm sure one smiled when I clipped off his ponytail and beard.

After removing the hair from all my gangers, I used a mixture of small rolls of Green Stuff and flat squares to make the different

head enhancements they'd manufactured. Many of them have bionic replacements for limbs and hands too. This doesn't affect how they play, unless I get the chance to buy bionics, it merely follows the aesthetic theme HiveNet.

I've gone for black body suits with dark green or blue pipes and rigging. For the skin I've used a very pale tone, to show their unhealthy obsession with machines and computers.

Finally, I named them. A tough job, but with some help from the IT guys I used names of obsolete computers as it was in keeping with the theme of the gang.



Paul Rudge

TRENCHCOAT COWBOYS

It's been five years since I played Necromunda but when I heard we would be running a campaign in White Dwarf I had to be part of it. My gang choice? Easy. The same gang I

took when the game was first released way back in WD190, DELAQUE! In fact, I'm using the very same models only dipped, stripped and repainted.

I use a balanced gang with half the models dedicated to ranged weapons and the rest dedicated to close combat. I usually concentrate all my ranged models in one area to force my enemy to take cover while the rest of the gang runs in for the kill. This plan was helped when I rolled Vents for one of my territories. With it I can place three models anywhere on the table above ground level at the end of my first turn, letting my two heavy stubbers take up the perfect firing position without having to move a bit.

With the gang ready I delved into the Ironyard to take on Pinyo's Scarlet Reavers in a Hit and Run Bushwack mission. Diesel, my gang leader, was the target. Though there were some nervy moments when Diesel came under fire, I managed to crawl him to safety, before returning to the firefight. Together with the rest of the Trenchcoat Cowboys they pummelled the Reavers into the dirt. When the smoke cleared one Escher lay dead and two were now my captives including Pinyo's

Leader. As he had no credits to buy them back, I stripped Pinyo's gangers of all their equipment and handed them over to the law.



Andy Smilie

THE PHANTOMS

It's Orlocks folks, but not as we know them...

Necromunda. What a great game, with six distinctly different houses each with a wealth of background, what better setting is there for a campaign? Goliaths with their massive muscles and brutal weaponry excel up close, the technologically advanced Van Saar gang has no match at range, while the deadly and cunning Delaquer or the femme fatal Escher make interesting choices. But as Nick wanted one of each house, and I came in last I was left with some strangely Hispanic punks with guns! The Orlocks, with their LA streetgang aesthetic, have never been my favourite gang, Don Miguel and his trusty heavy, Signor Pedro rampaging around el Underhive just doesn't do it for me.

Or so I thought. Once I'd examined the models more closely I began to see some possibilities that would sate my appetite for conversion. With the addition of some new heads and backpacks, the gang began to look like brutal killers.

So they can't specialise but it means they have access to a wide range of skills and equipment, and at least they're not greased up playboys with straps for clothing or small balding men who live in their jackets, nor do they have ridiculous moustaches or run around in bikini tops and hot pants. What had I been missing all this time? Clearly Orlocks are the toughest, meanest house ever to tread the Underhive. I'm going to take to the Ironyard and convince everyone else.

Muerte a mis enemigos!!!



Andy Holmes

LAZENBY'S SPECTRES

When Nick approached me for the campaign I had already been participating in one here in the Direct Sales department with my beloved Ratskin Renegades for several weeks. I was not, however, doing at all well and for this new campaign I decided I needed a change to my regular tactic of using massive, minimally equipped gangs.

With this in mind I decided to try the Van Saar, their access to the Techno skills list winning me over. I could also spend my creds on more expensive pieces of kit, ensuring their longevity during a game with skills like Armourer or Weaponsmith.

When equipping my gang I went for a heavy plasma gun because of its blast template and awesome Strength of 7. My gang leader (converted from one of the new Bounty Hunters) got a melta-gun and a chainsword to give him an edge in close combat.

I decided to paint my gangers in a dirty yellow colour scheme to make them look like they're wearing jump suits that have been covered in the grime of the Underhive. I also felt it was reminiscent of the minions in some of the old James Bond movies and carried this theme over to my ganger's names. Every one is named after either a henchman or villain from the Bond movies. So what better name for my gang than the Spectres?

No foolish gangers, I expect you to die!



THE BATTLE FOR THE IRONYARD BEGINS

We explore the outer extremities of the Ironyard this month. One of these two areas was once inhabited by the workers that slaved over the mighty machines processing the metals of the Ironyard but it is now referred to as Slum Town. It has rapidly become a den of lawless men and low-life scum. There are also myriad scrap towers, forgotten access tunnels and effluent vents through which most of the by-products of the Ironyard were expelled. This area has devolved into a nightmarish, maze-like ruin known simply as the Labyrinth.

Slum Town: *Scum don't come much lower than those who dwell in the putrid settlement that is Slum Town. No law prevails here and battles in the open streets are frequent. Naturally, with its insalubrious saloons, gambling dens and street violence it attracts more than its fair share of hired guns and mercenary thugs. Like much of the Ironyard, Slum Town has factories, toxic vats and skeletal machine structures in abundance but these are merely the decaying echoes of its former prosperity. It is Slum Town's unerring ability to pull in hired muscle that is now its greatest asset. He who controls Slum Town controls the hired guns that frequent there and that is no mean advantage.*

The gang that controls Slum Town may select a free Hired Gun at the start of each battle over the next period of campaign games. This Hired Gun will only be available for one battle, will not gain experience and may not be given extra equipment. A new Hired Gun must be generated for subsequent battles (although it may be of the same type if desired).

The territory also yields 2D6x10 credits, extorted from the foolish scumbags that dwell there, following all the normal rules.

The Labyrinth: *At the fringe of the Ironyard, just inside the collapsed walls of rockcrete and plas-steel that shut it off for so long, lies the Labyrinth. It is so named because of its maze of razor tunnels, deadly pit falls and twisting electrical conduits, the waste and service tunnels of industry long since dead. The Labyrinth runs deep into the heart of the Ironyard, navigating above and below the numerous behemoth-like machines that periodically rumble into life to churn the ground and spout ash and smoke. Despite its obvious dangers, gangs fight viciously for the control of this sector, as anyone who controls the Labyrinth has unparalleled access to a great part of the Ironyard and is able to traverse distances quickly and lay traps for their enemies.*

The gang that controls the Labyrinth counts as having Vents and Tunnels. Furthermore, because of the access which the Labyrinth affords, any gang which controls it may always choose which scenario to play before starting a game.

The territory also yields 2D6x10 credits, earned from scavenged scrap found in the tunnels, following all the normal rules.

THE HAZARDS OF THE IRONYARD

The Ironyard is fraught with numerous hazards and freak occurrences. These special events or hazards occur at random intervals, determined by the Games Master during the course of the entire campaign.

In the first instalment of the campaign, massive machine tremors rock the very ground, aftershocks of the activation of the Iron Lords, making footing treacherous.

ALL gangs fighting battles during the first phase of the campaign must roll a D6 at the start of each of their turns. On a roll of 1, D3 of their fighters, chosen randomly, must roll lower than their Initiative on a D6 or instantly count as 'downed' as they are thrown to the ground by the seismic vibrations of the machines. They will count as 'downed' until the start of their next turn when they may move as normal (ie, you don't have to roll on the Injury table) but they may not run or declare a charge.

THE CAMPAIGN SO FAR...

It's been a busy month of furious fighting in the Ironyard. Currently on top is Paul Foulkes' HiveNet, mainly due to the fact that they've played a whopping 11 games compared to everyone else's two or three!

But like many things in Necromunda, the lead is ever-changing. Paul has his rivals in the form of Andy Smilie's Phantoms and Mark Chamber's Dead-Marsh Defilers. This gruesome twosome are hot on his heels, taking scalps with brutal efficiency.

Pinyo and the Scarlet Reavers, despite playing almost as many games as HiveNet, is the Necromunda whipping boy right now. Or rather was. His unlucky ladies took such a kicking that they were forced to disband. But a new Escher gang has arrived in their stead, Jade Lotus are determined to avenge the failure of the Scarlet Reavers with blood.

There are other hopefuls too, amongst them Rob's Roughnecks (or should that be Raygorn's?) are emerging as the toughest.

Finally, the Enforcers have been kept busy but are losing the battle against the scum bags of the Underhive. It's time for tougher tactics!

CUSTODIANS

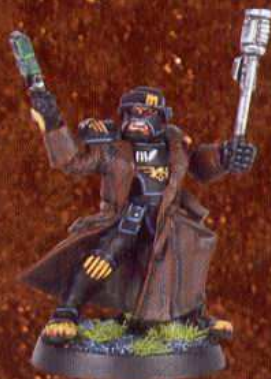
As Games Master, what better gang is there for me than the Enforcers? I like the idea of dispensing justice in the Underhive and the Enforcers are so cool.

My choices are fairly restricted when choosing my patrol team. For balance I took shotguns and power maul and suppression shield combos in equal measure. Add to that a heavy stubber, plasma gun, handler with a cyber-mutt and a Sergeant with power maul and plasma pistol and I was ready to dish out some police brutality.

I painted the Custodians with black armour carapace and yellow armour padding and motifs. I wanted a visual metaphor and these colours emulate police tape and warning chevrons. There are a few conversions with my Handler coming from a Sergeant model and armed with a modified bolter, so it can be wielded single-handed. I had my Handler firing it like so, so he looked more

dynamic. My only other conversion was for my Heavy. Although Enforcer teams can only use heavy stubbers, I converted mine to carry a heavy bolter. I used the weapon from the original Orlock Heavy and clipped off the hands, replacing them with those of the Enforcer. In the game it works as a heavy stubber.

As my role in the campaign is that of impartial arbitrator I don't have any goal to speak of. Rest assured that justice will be served and that the Underhivers taste the sting of my power mauls!



A filthy rag
for filthy readers.

NECROMUNDA TRIBUNE

25 creds

FREAK STORM RE-OPENS IRONYARD!

SCUMMERS FLOCK IN THEIR DROVES LIKE FLIES ROUND SUMP

SAVAGE FIGHTING ERUPTS IN THE UNDERHIVE AS A FREAK LIGHTNING STORM RE-OPENS IRONYARD.

THE GREAT MACHINES KNOWN AS THE IRON LORDS HAVE BEEN DORMANT FOR ALMOST A CENTURY BUT LAST NIGHT ONCE MORE CHURNED AT THE SCRAP AND DETRITUS OF THE IRONYARD. GANGERS OF ALL SHAPES, SMELLS AND SIZES HAVE CONVERGED ON THE MACHINE GRAVEYARD AS RUMOURS PERSIST OF AN ARCHEOTECH HORDE AT THE HEART OF THE SECTOR.

AND LAST NIGHT THE SKIES OVER THE IRONYARD ERUPTED WITH THE SOUNDS OF SMALL-ARMS FIRE AND THE MUZZLE FLASH OF HEAVY GUNS AS THE GANGERS DUKED IT OUT FOR THEIR SHARE OF THE SPOILS.

THE LAST SIGHTINGS OF THE GANGS WERE IN THE DISTRICTS OF SLUM TOWN AND THE LABYRINTH, SO LOCK UP YOUR DAUGHTERS AND KEEP YOUR AUTOGUN HANDY AND LOADED.

ENFORCER CRACK DOWN?

DURING A BOTCHED ATTEMPT TO TRANSPORT 'UNCLE' JOSEPH TO THE PRECINCT HOLDING CELLS, THE ENFORCERS WERE AMBUSHED BY JO'S DEAD-MARSH DEFILERS. INITIAL REPORTS SUGGEST THAT 'UNCLE' JOSEPH IS AT LARGE ONCE AGAIN AND LOOKING FOR REVENGE AGAINST THE PHANTOMS WHO STOLE EVERYTHING BUT HIS STINKY PANTS. A SPOKESMAN FROM THE ENFORCERS HAD THIS TO SAY, "THIS TRAVESTY HAS NOT GOT UNNOTED. WE REALISE NOW THE THREAT THAT EXISTS IN THE IRONYARD. REST ASSURED THAT JUSTICE WILL BE SERVED."

LAW MASTERS

THE SCARLET REAVERS TOOK BIG HITS IN A FOILED RESCUE ATTEMPT AGAINST THE ENFORCERS. THE REAVERS ARE OUT FOR GOOD WITH GANGERS CAPTURED OR DEAD AT THE HANDS OF THE MERCILESS ENFORCERS. A SPOKESPERSON FROM THE ENFORCEMENT REVEALED, "OUR PATROL TEAM WERE READY FOR THEM. THEY ACTED WITH SKILL AND DECISIVENESS. THIS IS JUST THE BEGINNING. THERE WILL BE LAW IN THE IRONYARD. WHAT, WHAT'S THAT? THE JOSEPH FIASCO? GET OUTTA MY FACE! COME HERE, YOU'RE GONNA FEEL THE TASTE OF MY POWER MAUL YOU LITTLE..."



Enforcers red-faced.



A twin-gunned desperado stalks the Ironyard (artist's impression).

THE WALKING DEAD AND PHANTOMS HAUNT THE LABYRINTH!

IN THE SLUM TOWN DISTRICT, WHAT WITNESSES REPORTED TO BE "THE WALKING DEAD" WENT TOE-TO-TOE WITH A GROUP OF "MASKED DESPERADOS".

SOURCES TELL US THIS WAS NONE OTHER THAN 'UNCLE' JOSEPH AND HIS DEAD-MARSH DEFILERS VERSUS THE PHANTOMS, A GANG OF ILL-REPUTE.

IF RUMOURS ARE TO BE BELIEVED, JOSEPH'S 'MEN' CAME OUT ON TOP, BUT AFTER THE SMOKE CLEARED, THE BATTERED PHANTOMS WERE SEEN RETREATING WITH JO IN A SACK!

THE PHANTOMS WERE PUSHED INTO THE LABYRINTH, BUT INSTEAD OF LICKING THEIR WOUNDS, TOOK ON HIVE NET AND THE SCARLET REAVERS! THE SCARLET REAVERS WERE CERTAINLY RED-FACED ACCORDING TO JOEY TWO-FINGERS, A FENCE WHO'S RECENTLY MOVED TO THE DISTRICT.

"YEAH, I SAW IT. THOSE GIRLS HAD THE PHANTOMS DOWN MAN; OUTNUMBERED, OUTGUNNED BUT THOSE PHANTOMS SCRAGGED THEM GOOD. MAN, I'D LIKE TO GET HOLD OF SOME OF THOSE LADIES, I'D OFFER TO TEND THEIR WOUNDS AND..."

TRENCHCOATS AND TOUGH GUYS

AFTER A SEVERE MAULING BY THE PHANTOMS, HIVE NET CAME BACK WITH A VENGEANCE. THE DEADLY DOWNLOADERS HAVE A STRANGLE HOLD ON SLUM TOWN, TAKING OUT RAYGORN'S ROUGHNECKS. THE GOLIATH RECENT ARRIVALS IN THE IRONYARD SEEMED UNPREPARED. ONE EYEWITNESS SAID, "THOSE ROUGHNECKS LOOK LIKE WUSSES. IF YOU LOOK LIKE A WUSS, YOU'RE GONNA GET BEAT LIKE A WUSS - YES SIREE BOB!"

THE TRENCHCOAT COWBOYS ARE THE NEW KIDS TAKING DOWN OLD HANDS IN THE LABYRINTH. THE SCARLET REAVERS, WHO ARE EXPERIENCING A RUN OF BAD LUCK

WERE SORELY BEATEN YET AGAIN, AND MAY BE FORCED TO DISBAND. TWO OF THE REMAINING REAVERS WERE CAPTURED BY THE COWBOYS, WHO ARE ALSO KNOWN AS THE RC BANDITS, TO WHO ONLY KNOWS WHAT FATE!

HIVE DOC BUSINESS BOOM

HIVE DOCS REPORTED INJURIES ARE AT AN ALL TIME HIGH, A HUGE 150% INCREASE IN FLESH WOUNDS, PLASMA BURNS AND ZOMBIE BITES OVER LAST YEAR'S FIGURES.

OBITUARIES

+++ ENFORCER VALDAREZ - EATEN BY THE DEAD-MARSH DEFILERS. +++ THE SCARLET REAVERS - BATTERED AND BEATEN OUT OF THE IRONYARD. +++ 500+ - SHOT IN THE HEAD WITH A VERY BIG GUN. +++ CRILLY OF THE UNWASHED BROTHERHOOD - MISSING, PRESUMED DEAD. +++

SCENARIO: THE GAUNTLET

The rusting watch towers and hulking mounds of scrap make deep ravines of twisting metal throughout the Ironyard. They are an excellent place for an ambush – even the dimmest ganger can see the advantage of taking the high ground and waiting for his opponent to come into his sights.

One gang has been ambushed while traversing one of the scrap ravines in the Ironyard. They must run the gauntlet of hostile fire and try to reach the end.

TERRAIN

The game is played over a 4"x4" table. There is a thin strip, 12" wide that runs down the length of the table in the centre. This

represents the ravine. On either side are high piles of scrap, rusted silos and derelict watch towers that completely dominate and cover the rest of the table.

The walls of the ravine are regarded as impassable by those walking between them and therefore may not be climbed, although any ganger with a clip harness may shoot at the top of the wall and climb up that way.

For the purposes of the gangs on top of the walls who have sprung the ambush and might fall off into the ravine below, they are regarded as being 8" up. Note there should be metal overhangs jutting out of the walls within the ravine itself to provide some cover.

GANGS

This scenario uses the attackers and defenders rules. The defender sets his gang up first, placing his gang inside the ravine within 4" of one end. The attacker then sets up his gang on top of either of the two flanking walls, divided in any fashion he sees fit for the scenario.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

ENDING THE GAME

The Gauntlet has no specific objective as such apart from survival!

The attackers have caught the defenders in a punishing crossfire, and must try and inflict as much damage to the defenders as possible and prevent them getting through the gauntlet. Meanwhile, the defenders must try and get as many gangers through the ravine as they can.

If a gang fails a Bottle roll, or one of the players volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins. However, because the defender is in such a desperate situation and will find it difficult to bottle out, as they may have to go back the way they came, they only have to take a Bottle test when half their gang members are down or out of action.

If the defender manages to get half his gang (rounding up) off the opposite edge of the table they have passed through the gauntlet, escaping and winning the game.

EXPERIENCE

Fighters who take part in The Gauntlet earn Experience points as noted below:

+D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part. Note that because of the extreme nature of this scenario for the defenders, they will earn double experience for surviving.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several Wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per Wound.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.





DOK BUTCHA'S CONVERSHUN KLINIC

ELDAR KILL-TEAM

by Dave Andrews

I wanted my Eldar Kill-team (Warhammer 40,000, page 219) to have a piratical feel without looking overtly like 18th century Carribean pirates, so that meant no hook hands or peg legs, although I managed to sneak in one eye patch. The elements I wanted to capture were billowing sleeves, waist sashes and shoulder belts. Combining them with western imagery like neck scarves and long coats gave me the effect I was after.

The components came from the plastic Eldar Guardian and High Elf sprues, plus a fair bit of Green Stuff. I cut down the shuriken catapults into pistol and carbine versions of the standard rifle. The vanes on the leader's back are made from Elf bows and the swords are the tips of High Elf Silver Helm lances. After assembly I painted them with a small palette of colours so they retained a unified look.



MODELLING SCARVES

Each neck scarf is a long triangle of Green Stuff. After I'd put the triangle in place, I stretched the two shorter points so they would wrap round the neck. When Green Stuff is freshly mixed it is very tacky. It sticks well to a figure but is not that easy to work with. Once you apply it, leave it for about twenty minutes before you start sculpting.





THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- **Scouring of the Shire**
A preview of our latest supplement, concerning the lands of the Hobbits.
- **The Hunt for Gollum**
Can Gandalf and Aragorn catch the creature Gollum in this new scenario?
- **The War Begins**
Find out about our new web-based The Lord of The Rings Campaign!
- **Isengard's Pack**
The Warg-riding Orcs of Orthanc march at the command of Rik Turner.
- **Castle Killer**
Grond, Grond, GROND!
Warhammer World's amazing scratch-built model.

Scouring of the Shire

Adam Troke looks at some big happenings for some little people

As the Fellowship celebrate their victory over Sauron the Hobbits return to the Shire to find it suffering at the hands of ruffians. The Scouring of the Shire, the fourth supplement for The Lord of The Rings Strategy Battle Game, is nearly upon us!

The return of the Travellers to the boundaries of the Shire should have been a triumphant occasion. Merry, Pippin, Frodo and Sam were deserving of a heroes' welcome, with streamers, cheering friends and plenty of good food. Alas, it was not to be for insidious evil had crept into the Shire in their absence. On their return they found their peaceful home dominated by vicious bullies and rogues, with the fallen wizard Saruman, going by the name of Sharkey, at the centre of it all. What followed was a desperate struggle as the

Hobbits fought to return the Shire to the way it was, casting out the evil that had infested it.

The book itself is divided into two sections. The main section of the Scouring of the Shire deals with Sharkey's infiltration of the Shire and the oppression of the Hobbits at the hands of his ruffians. A series of scenarios link together to form a narrative campaign, telling the story of the Scouring of the Shire from start to finish.

The second half of the supplement deals with the Hobbits and the Shire in the wider context. Some of the key events from the Hobbits' long history are detailed with scenarios and rules for new protagonists, from the Goblin invasion led by Golfimbul at the Battle of Greenfields, to the Fell Winter and the attack of the White Wargs. Throughout the book are excellent tips and guides on how to build scenery to represent the Shire and paint your forces. From

constructing a Hobbit-hole, to painting the White Wargs or Shire militia, these hobby guides provide great ideas for bringing the Shire to life.

Where the Siege of Gondor and Battle of Pelennor Fields dealt at length with huge forces of hardened warriors fighting epic battles the Scouring of the Shire is quite different. It focuses on considerably smaller skirmishes and incidents that take place over the course of a few months. Players can expect detailed and exciting scenarios that pit a handful of brave Hobbits against the physically intimidating Ruffians. The scenarios are set to a scale where the careless loss of just one or two models can really damage a force's chance of success.

With one month until the Scouring of the Shire is released it's time to dust off those hedges and fences, take six meals a day, have a long doze under a blossom tree and practice a little stone throwing.



Frodo of the Nine Fingers



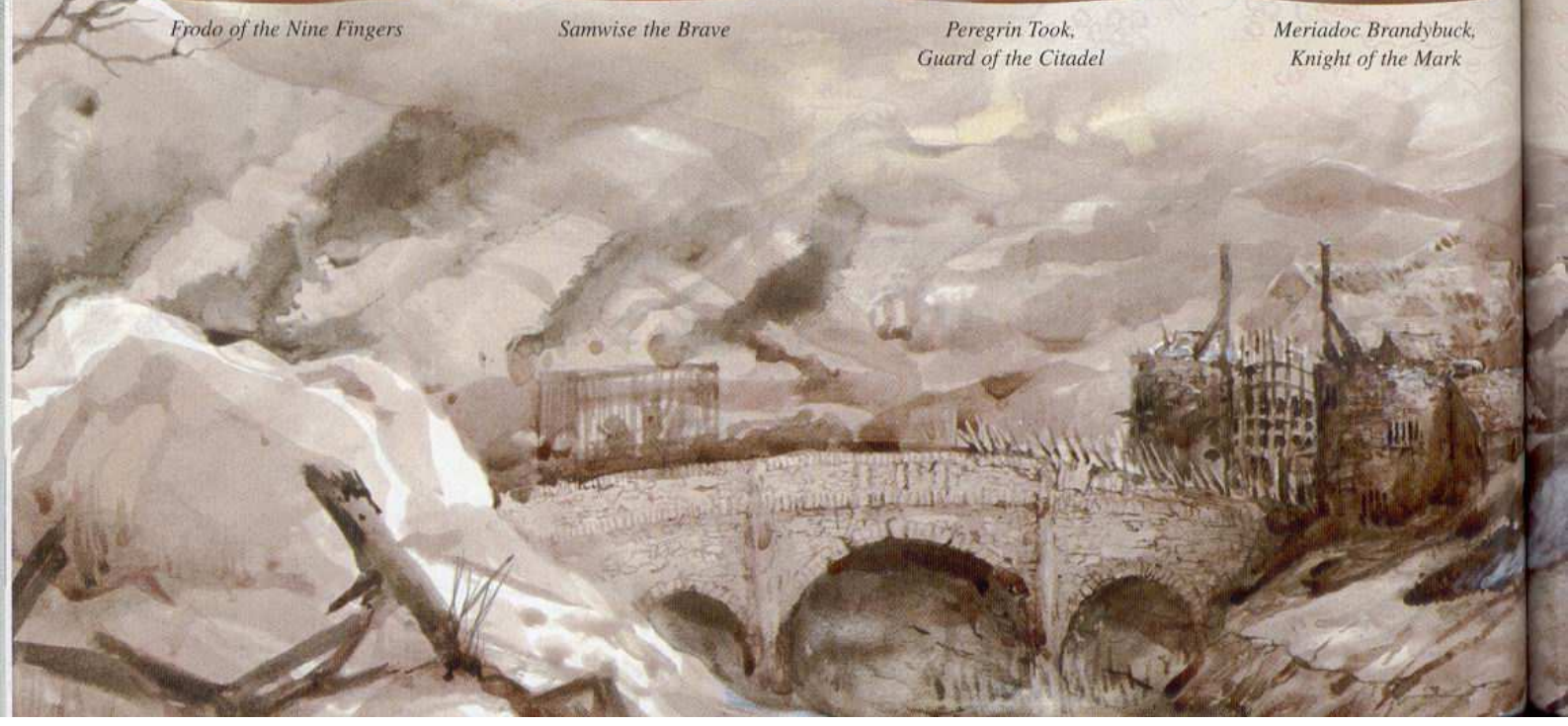
Samwise the Brave



*Peregrin Took,
Guard of the Citadel*



*Meriadoc Brandybuck,
Knight of the Mark*





Sharkey and Worm



Paladin Took



Farmer Maggot



Ruffian with club



Ruffian with bow



Paladin leads the defence of Tookland.



Aragorn's Revenge

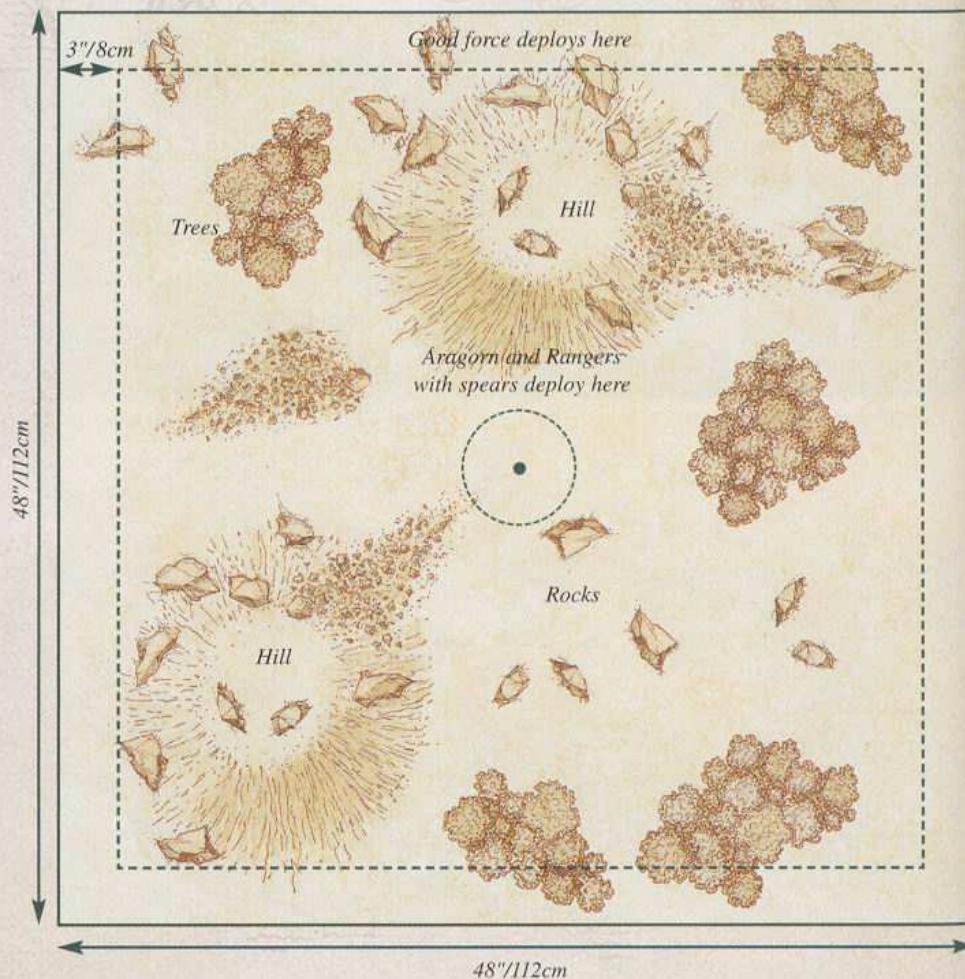
Mat Ward unveils a new scenario based on Aragorn's wilderness years

In this scenario Aragorn seeks revenge on the Orc Chieftain who killed his father in the empty wilds of Rhudaur.

Aragorn never knew his father Arathorn, who was slain when the future king of Gondor was but two years old. Aragorn's younger days were spent in Elrond's household, his ancestry concealed from him and all but a few of Elrond's most trusted allies. Given the name of Estel (hope) Aragorn grew to adulthood amongst the Elves of Rivendell, where he was taught many of the skills that he would need in the years to come. It was not until he was twenty years of age that Elrond revealed to him his true name and destiny. Several days later, Isildur's heir went into the wild to join the other Dúnedain in their hidden war against Sauron's creatures. It was shortly thereafter that Aragorn learnt that his father's killer, a great Orc Chieftain named Gavarhak, still lived in the empty wilds of Rhudaur. Driven by the

impetuosity of youth, Aragorn resolved to avenge his father's death. Such a task would not be easy, for Gavarhak was still strong in both mind and body and dwelt deep within the troll-haunted woods, but Aragorn would not be denied.

Accompanied only by a handful of his fellow Rangers, Estel sought out his foe. As well as the Orcs, Gavarhak's warband had recently been swollen by the arrival of several hulking Cave Trolls, and Aragorn's company soon found themselves in serious difficulty. Fortunately for the young Dúnedain, Elrond had foreseen his plight. The half-Elven lord sent his two sons, Elladan and Elrohir, to gather as many of Aragorn's kin as they could and hasten to his side. Only the speed of the Dúnedain could save Aragorn now.





Elladan and Elrohir rush to Aragorn's aid.

Participants

Good (All Good models are on foot)

- Aragorn (carries a bow, but no additional wargear)
- Elladan
- Elrohir
- Halbarad (does not carry the Banner of Arwen Evenstar)
- 3 Rangers of the North
- 3 Rangers of the North with spears

Evil

- Gavarhuk (Orc Captain on foot with bow)
- 8 Orcs with shields and hand weapons
- 8 Orcs with spears
- 4 Orcs with Orc bows
- 4 Orcs with two-handed weapons
- 4 Mordor Uruk-hai with two-handed weapons
- 4 Mordor Uruk-hai with hand weapons
- 2 Cave Trolls with spears
- 2 Cave Trolls with Troll chains

Layout

This scenario is played on a board 48"/112cm by 48"/112cm, representing a hollow within the wild and dangerous woods of Rhudaur. This country is fairly

hilly, so as many areas of elevated terrain as possible should be placed on the board. The entire playing area should be covered with trees, bushes, and other suitable areas of vegetation.

Starting Positions

The Good player deploys Aragorn in the exact centre of the board. He may then also deploy the three Rangers with spears within 3"/8cm of Aragorn. The Evil player deploys his entire force anywhere on the board, but no Evil model may be placed within 12"/28cm of Aragorn. Finally, the remainder of the Good force is deployed anywhere on the board within 3"/8cm of any edge.

Objectives

The Good player wins if Gavarhuk is slain, the Evil force is reduced to 25% of its starting numbers and Aragorn remains alive.

The Evil player wins if either Aragorn is slain, or the Good force is reduced to 25% or less of its starting numbers.

If both sides achieve their objectives in the same turn, the game is a draw.

Points Match

If you want to play this game with other forces, choose 10 Heroes for the Good side. The most expensive Hero takes the role of Aragorn, with the remaining Heroes taking the roles of Elladan, Elrohir, Halbarad and the Rangers of the North (in descending points value).

The Evil force should have approximately the same points value as the Good side and should include at least one Hero (no 'named' Evil Heroes may be taken). No more than 50% of the models on the Evil side may be armed with bows or other missile weapons. No models on either side may be given steeds of any kind.

Special Rules

Unseasoned. Aragorn is already a great warrior, but not yet at the pinnacle of skill that will mark him as the greatest of his line since Elendil himself. Aragorn has a Fight value of 5, a Courage of 5, 2 Attacks and 2 Wounds for this scenario. (If playing this scenario with other forces, reduce the Fight, Courage, Attacks, and Wounds by 1 for the Hero taking Aragorn's role).

The Hunt for Gollum

Catch him if you can in this new scenario by Mat Ward

The search is on for the One Ring. Sauron, the Dark Lord of Mordor, knows that it has been found and yearns to reclaim it. The White Council fear this and have despatched Gandalf to find the last Ring bearer, the creature known as Gollum.

Gandalf the Grey has his suspicions about where the One Ring is but, wary of the risks the current bearer will face should this become common knowledge, travels the land of Middle-earth seeking confirmation of his theories. Most important is Gollum, for only he can answer many of Gandalf's questions. Aware that this slinking creature will be difficult to find, and harder to trap, Gandalf recruits the ranger Aragorn to his cause. Over several years their trail leads them through a dozen lands, but each time their quarry evades them. Finally, Gollum is found upon the fringes of the Dead Marshes, but by then it is too late – Sauron has taken what he needs from Gollum's mind.

Participants

Good

Aragorn (does not carry Andúril or wear armour of any kind)
Gandalf the Grey

Evil

Gollum
12 Orcs with shields
4 Orcs with spears
4 Orcs with Orc bows
4 Orcs with two-handed weapons
4 Mordor Uruk-hai with hand weapons
2 Mordor Uruk-hai with two-handed weapons
3 Orc Trackers
6 Warg Riders

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. As it can be set any time during the eight years in which Gandalf and Aragorn hunt Gollum the board can represent any kind of landscape you wish – the important thing is to have plenty of cover and areas of difficult terrain, but try to recreate an area Gollum would have travelled through.

Starting Positions

The Good player may deploy either Aragorn or Gandalf in the exact centre of the board. The Evil player deploys eight Warriors of his choice anywhere on the board, no closer than 6"/14cm to each other or the Good Hero. All other Evil models (including Gollum) and the other Good Hero are kept in reserve until later.

Objectives

The Good player is attempting to capture Gollum (see special rules) and exit the board with him. If the Good player achieves this, he wins. If Aragorn and Gandalf are slain before this happens then the Evil player wins.

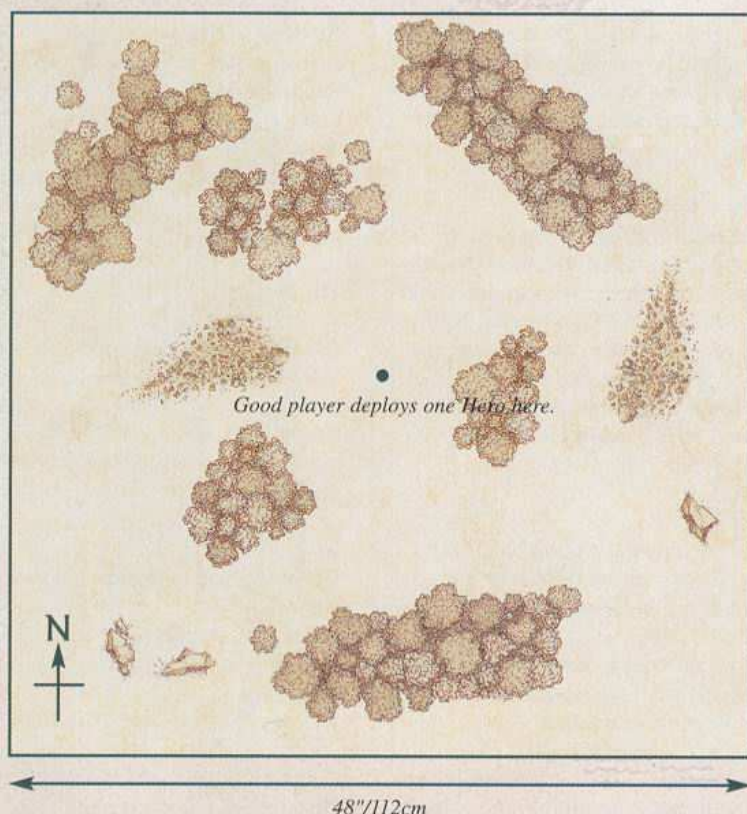
Points Match

If you want to play this game with other forces, choose two Heroes for the Good side (preferably two with a strong bond, such as Théoden and Gamling), and an Evil force of the same points value as the Good Heroes. The Evil side must include a single Hero. No more than 50% of the models on either side may be armed with bows or other missile weapons.

Special Rules

Reserves. The second Good Hero, Gollum and the other Evil Warriors start in reserve. From the second turn each player rolls a dice at the beginning of their Move phase for each of their models. On a roll of 4+ that model has arrived and may be moved on to the table from the edge of the player's choice.

Gollum. Gollum is under the control of the Evil player in this scenario. To capture Gollum, one of the Good Heroes must defeat him in combat. If they do so, they may declare that they are knocking him unconscious – Gollum stays on the board, but remains inactive from now on. Any model may drag the unconscious Gollum by moving into base contact with him. They can then complete their move normally, dragging Gollum along. A model dragging Gollum must automatically release him if they become engaged in combat.



Mat Ward

Mat helped produce *The Return of The King* rules, the *Siege of Gondor* and *The Battle of The Pelennor Fields*.



Gollum flees from his pursuers as Aragorn and Gandalf are surrounded by the forces of Sauron.

The War Begins

Conflict approaches Middle-earth. It is time to gather your forces!

Smoke rises from Orodruin. The fortress of Bârad Dur is rebuilt. A fell power grows behind the walls of Mordor. All races are preparing for the coming struggle, including the brave warriors of White Dwarf, as Guy Haley explains.

With summer fast approaching, it is time to prepare your forces for the next big gaming event: The War of the Ring™, a vast conflict that will let you refight the battle for Middle-earth (see right for more details). We're all playing too, but though Greg, Christian and Rudge are big The Lord of the Rings fans Nick Kyme and myself are newbies to the game.

It's funny that I haven't played much The Lord of The Rings before. Funny, because every time I play I get a real kick out of it, and because it was what got me into fantasy wargaming in the first place. I remember

being spellbound by an article on how to fight the Battle of the Pelennor fields in an ancient edition of White Dwarf. Me and my regular gang of gamers played this scenario, and great fun it was too. This campaign is the perfect reason to journey to Middle-earth again, but first the WD team need armies.

Winter Fun

We decided to play Battle Companies games (see WD 297) over winter, as you start off with a few models (easy to paint) but get reinforcements quickly. Even the busy Dwarfers should be able to add a few new models every month. Or rather, they will, or it's into the Dwarf's 'special cavern' for corrective treatment. By the time the campaign starts in earnest, we'll have enough models for the core of a 500 points or so force each (Rudge's nearly there already!). We can then play points match games, or, with the addition of a couple of heroes, some of the scenarios that are going up on the web for the campaign.

NETTPO

Ultimately the reason why I haven't played much is that problem of Not Enough Time To Paint Orcs or, NETTPO. This is a common problem, what with work and chores all getting in the way, but ultimately it's just an excuse. However, now I have no excuse, and once I painted a few Orcs I got excited in that way that only a hobbyist can. That's the great thing about campaigns, they get you into something new.

Battle Companies Revisited

Company rating. We've been calculating this based on the models in a game, rather than in a Battle Company as a whole, as otherwise players with injured models are at a disadvantage.

Random scenarios. We gave the five scenarios numbers and rolled a dice, re-rolling sixes, to decide which to play.



Though Guy's Orcs look like they're going to kill Nick's Gondorians, the game they played told a different story.

Battle for Middle-earth in The War of the Ring™

Games Workshop's first ever The Lord of The Rings online campaign begins this June!

We've run a few massive online campaigns now and, as you're probably aware, they are enormously popular. For our last, The Storm of Chaos, you lot registered 180,752 games. Which is a fair few.

Now it's The Lord of The Rings game's turn. And what better campaign to fight than that of The War of the Ring™?

The fight for Middle-earth

Ask many older gamers why they got into fantasy wargaming and they'll give you the same answer: The Lord of The Rings. There is nothing that epitomises fantasy war more than Tolkien's Return of the King. Though he abhorred conflict because of his horrific time in the trenches of World War I, his first-hand experience of it helped make his fiction emotionally charged and truly memorable. Few writers have matched Tolkien in this regard. What more could a wargamer ask for than to recreate the raw power of Tolkien's war on the tabletop?

Playing the game

Now it's your turn to decide whether or not Middle-earth will fall. You can play with any of the models and armies we have thus far published in a field of conflict that ranges right the way across Middle-earth. The campaign map has been divided into a variety of territories. Each of these territories has its own special rules for points match games, unique hobby content and scenarios.

How it works

- Choose an area to fight in.
- Check out the website for special rules and background.
- Play the game!
- Input your result.
- Check out how your side is doing.

The Fellowship

The Fellowship will move over a predetermined path over the course of the three-month campaign. As they progress across the map, special scenarios and secret areas will open for a short time only in various places.

There's more...

- More articles in White Dwarf, plus a free Order of Battle booklet and map coming in WD's 304 and 305 respectively.
- UK Web articles. Scenery building, modelling scenarios and more!
- Events and games at your local club and Hobby centre – results posted in your club or hobby centre count for more!
- GW Roadshow – The Wrath of Umbar.

With The War of the Ring website open in just a few months, it's time to get painting.

WWW.THEWAROFTHERING.CO.UK

The website opens for registration in May. The Campaign begins 1st June.

THE LORD OF THE RINGS STRATEGY BATTLE GAME
THE WAR OF THE RING CAMPAIGN

The Fellowship of the Ring journey Campaign dates

Path	Date	Set Area
1	1st June	Isildur's Bane
2	1st July	Isildur's Bane
3	1st August	Isildur's Bane
4	1st September	Isildur's Bane
5	1st October	Isildur's Bane
6	1st November	Isildur's Bane
7	1st December	Isildur's Bane
8	1st January	Isildur's Bane
9	1st February	Isildur's Bane
10	1st March	Isildur's Bane
11	1st April	Isildur's Bane
12	1st May	Isildur's Bane
13	1st June	Isildur's Bane
14	1st July	Isildur's Bane
15	1st August	Isildur's Bane
16	1st September	Isildur's Bane
17	1st October	Isildur's Bane
18	1st November	Isildur's Bane
19	1st December	Isildur's Bane
20	1st January	Isildur's Bane
21	1st February	Isildur's Bane
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33	1st February	Isildur's Bane
34	1st March	Isildur's Bane
35	1st April	Isildur's Bane
36	1st May	Isildur's Bane
37	1st June	Isildur's Bane
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96	1st May	Isildur's Bane
97	1st June	Isildur's Bane
98	1st July	Isildur's Bane
99	1st August	Isildur's Bane
100	1st September	Isildur's Bane

Middle Earth

www.thewarofthering.co.uk

Knights of Honour

The Swan Knights sail in.



The Knight of Dol Amroth was the obvious choice to be named as Greg's Hero. He didn't spring any surprises with that one.

Greg: After reading Adam Troke's recent three-part campaign on Dol Amroth (WD298-300), I felt naturally inclined to go for Gondor's second city. Not only do you get to start with a rather cool Foot Knight of Dol Amroth but I would also gain as any Warriors of Minas Tirith receiving promotion upgrade to Swan Knights!

To paint my armoured mighty men I borrowed heavily from Dave Taylor's suggested guide (WD295), using plenty of Boltgun Metal, a liberal Black Ink wash and highlights of Mithril Silver.

GAME 1 (Uruk-hai): Coming up against lord of darkness Christian Byrne was not a thrilling prospect. Not only does he have a wealth of experience playing the Lord of the Rings and some über-hard Uruk-hai as his starting Battle Company, but he is also born of Half-Orc lineage (a little-known fact revealed by his indiscriminant pillaging at the weekends and love for the blood-curdling screaming and shouting that he calls music). The battle started badly as we both rushed into combat. First I lost the Warrior of Minas Tirith leading the line, then a Bowman, then my Knight of Dol Amroth in the first round of fighting. However some heroic close quarter duelling by the remaining Bowman and two Spearmen saved the day as I rolled the required 6's to take the Uruk-hai down. Rolling for injuries after, it was discovered that my Knight had lost an arm. Doh!

• **Post Battle:** Upgrades – Minas Tirith Spearman and Bowman to Dol Amroth Foot Knight. Reinforcements – 1 Minas Tirith Spearman, 1 Axeman of Lossarnach.

The Icthilien Guard

Boromir was mighty, but not so brave as Nick Kyme.



All bold men, Nick's mighty warriors suffer not the presence of Orc-kind.

Nick: Gondor is the single greatest realm of man in Middle-earth. It is their armies that stand against the forces of Sauron in the third age, lest the land be covered in a second darkness. These archetypal heroes were a must for my Battle Company. They look great in their silver armour and, unlike Dol Amroth, offer loads of possibilities when upgraded. They're also really easy to paint and make for a very cohesive force, using base colours of silver and black. With such a high Defence value and solid fighting stats they should prove tough enough to take on all comers.

GAME 1 (Orcs): The Icthilien Guard first took to the field against the malfasant hordes of Guy's Mordor Orcs. My Bowmen quickly took the high ground and upon a rocky plateau rained arrows upon the hapless servants of Sauron. When the Orcs had been thinned out by bowfire there was a tremendous clash of arms in the shadow of a large rock in which my gallant hero Dagorgrad slew three Orcs in single combat. With that the day was won and Gondor victorious!

• **Post Battle:** Upgrades – Dagorgrad gained Favour of the Court and a horse. Rilithor was promoted to a Guard of the Fountain Court and Eldgorad became a Ranger. Reinforcements – Elgrath, Ranger and Ulator, Warrior of Minas Tirith with bow.

Alas I didn't manage a second game this month. With Bugman's and the Necromunda campaign I simply didn't have time! I'll make up for it next month though.

Sons of the Desert

Thankfully Rudgie can't use his Mûmak.



Rudgie's Haradrim are almost numberless.

Rudgie: Why the army of Harad? The answer is simple, I had painted a Mûmak and crew for WD299 and this was meant to be the start of a glorious desert army to conquer all. However other projects have led me astray and the Harad were placed to one side. But this is one of the great things about Battle Companies, it allows me to play games with the models I already have and forces me to paint more in small chunks.



GAME 1 (Uruk-hai) To kick things off I played Christian who had already suffered a defeat at the hands of Greg. My plan was simple – form a defensive formation and use bow fire to whittle down his force as they moved across the battlefield. If it came to hand-to-hand combat I expected to receive a kicking, but to my surprise my shooting was extremely effective and I forced his warband to flee.

- **Post battle:** Upgrades – my captain gained a horse and lance, one Archer was promoted to a Raider.
Reinforcements – I gained a Warrior with bow and two more Raiders; one with lance and one with bow.

GAME 2 (Mordor) Next up, Guy and High Ground. My force again used bow fire to whittle down the enemy although it was not as deadly as before. My cavalry closed the gap but I found my first charge quite poor as one of my Raiders was despatched by an Orc Tracker! Guy had a chance to win the mission early by rolling a 1 at the start of one of his Priority phases and ending the game but to everyone's surprise (rolling 1's is a skill Guy is well known for) the game continued and he lost his only chance at victory.

- **Post battle:** Upgrades – I bought lances for my Raiders armed with bows. Reinforcements – 2 Warriors with bows swelled my warband to 15.

The White Hand Gang

Christian chooses to serve Saruman.



The first wave of Uruk-hai stand ready for battle.

Christian: When we decided to run our own Battle Company mini-campaign, the choice of force was easy: Uruk-hai. I had two reasons for this: they're hard as nails, and I already had a small collection of them painted (I even have a Saruman ready for later). So all I needed to do was paint some Uruk-hai with bows and my company was ready. With the painting I wanted to have the Uruks looking like they do in the movies. I achieved this by using a dark palette of colours and using extreme highlights on the armour. Once they were all painted, I took to the field of battle.

GAME 1 (Dol Amroth): The first game was against Greg's Dol Amroth force. The first few turns were close, then the Uruks started dying. Eventually I came back and killed some Gondorians, but finally my Uruks were beaten. My Hero earned four experience points and came back unscathed. The rest came through, except for one archer, who was killed and another who was put out of commission. No Promotions.

• **Post battle:** Reinforcements – 1 Warg Rider, 2 Wildmen with two-handed axes.

GAME 2 (Haradrim): Game two was against Rudge's Haradrim. It consisted of me moving forward using cover while the Haradrim shot poisoned arrows at me. I shot one archer before the last two remaining Orcs fled. No promotions, but my Hero now has Strength 5. It's just a pity that he and one of the other Uruk-hai are out of commission.

• **Post battle:** Reinforcements – Orc Warrior with two-handed axe.

Sauron needs YOU!

When the Lord of Evil calls for aid, who is Guy to say no?



Guy's Orc warband has a Gorbag model as its leader. His shield was clipped off a plastic Orc.

Guy: Orc, Orcs, Orcs. Whichever game I play, I always end up with some kind of Orcs (apart from in RPG's – I always found the idea of Half-Orcs rather icky). I don't know why, it just happens. I didn't even bother thinking about this, my paintbrush would have ended up licking Orcs even if I had set out with the firmest of intentions to collect Wood Elves or something. I've not played much The Lord of The Rings, so I wasn't expecting a great deal of glory, but at least I might win a few games for the advancement of Mordor.

GAME 1 (Minas Tirith): Nick hadn't played many times before either, so perhaps playing each other was a mistake. We should have played Greg or Christian instead, then we wouldn't have spent all our time frantically leafing through the rulebook. As it was, I got a beating, and four Orcs missed the next game their wounds were so hurty. Weaklings.

• **Post battle:** Reinforcements – 1 Orc with spear and 1 Orc Tracker. Woohoo! Feel the favour of the Eye!

GAME 2 (Haradrim): What was I thinking? Not only does Paul 'Necron Conga Line' Rudge have a fearsome gaming rep, he also brought half the Great Army of Harad with him. All my Orcs bled at least a bit, and my new Orc died. Sniff.

• **Post battle:** Upgrades – Warg for my Hero. Reinforcements – 1 Warg Rider, 1 Orc.

PAINT IT BROWN

The world of undercoats isn't entirely black and white, as Guy shows.

Using a brown undercoat has three big advantages. Brown is a neutral colour that takes other hues well; many parts of models, especially in primitive or horde armies, are brown; and, best of all, it's quicker to paint from brown! The most important rule here is to leave certain areas of the basecoat showing through so you don't have to paint them. Let the washes do most of the work, and apply minimal highlighting. Though it works best on The Lord of The Rings miniatures, you can use it for anything. Git Guzzler on page 55, for example, I also painted in this manner.



1 Flock the base with sand, then spray or paint the model and base a mid-tone brown. Graveyard Earth or a paint of a similar colour is ideal for this. Your Orc is now brown. Don't be scared, this does actually work. Honest.



2 Time to apply the base colours. With each, water it down until it is the consistency of milk. This allows the basecoat to show through and helps highlight the model, and if you leave some showing round the hems of the clothes they look dirty. Be careful to leave some areas the basecoat colour – straps, shoes, wood, skin and clothing are all good candidates. This is the time saving part. You don't have to be very neat, the washes will cover many mistakes, but do make sure not to go too much over the bits you want left brown.



3 Wash the entire model, that's right, the entire model, with a 1:1 Brown ink/water mix.



4 Highlight it. I did this to most of the Orcs by adding increasing amounts of Bleached Bone to the base colour and layering it on in one or two stages, but this particular model has been sneakily drybrushed (Bleached Bone again, it gives you a less chalky finish than white). Your basecoat brown areas can be differentiated from one another here by highlighting them differently, or not highlighting them at all. Remember, it's about saving time.



5 The metal bits need a bit of special attention. I painted them with either Chainmail, or a 1:1 mix of Chainmail and Tin Bitz or Chainmail and Chaos Black. It's up to you, but I was aiming for dirty. Paint the metal to look rusty by dabbing on Scorched Brown then Flaming Orange. Wash scale mail and chainmail with watered down Scorched Brown. If you're doing a cleaner army paint the armour with brighter metallics. Add details like eyes and teeth.



6 Wash the model with a 1:2 Black Ink/water mix. The ink will define the finer detail on the model. Pay particular attention to the face. Make sure it is a thin wash or you'll just make a big mess. **WARNING!** If painting larger scale models, restrict the wash to textured areas, as it will make flat colour go streaky. Finally, drybrush the metal veeerrry lightly with Chainmail. Paint round the edge of the base, stick a bit of static grass on and you're finished!

ISENGARD'S PACK

The Warg-riding Orcs of Rik Turner

Rik Turner is one of the web developers here at Games Workshop. His desk is a mere mouse-click away from our own sweet Dwarfholm, and he shares our figure cabinets. When we saw his excellent Wargs, put together for the web team's The Lord of The Rings mini-campaign, we just had to show you. Rik explains how he made them.

Rik: Having read Che Webster's War Party rules in WD292, I decided to put together a small force to play quick, small-scale games in my lunch breaks. Although 250 points was not enough to build an entire army, it could be used to form a fast-moving scouting force, operating ahead of a main army. This would also give me a starting point for a much larger army in the future. I then remembered the Warg Riders from The Two Towers movie, hunting the people of Rohan as they fled to the apparent safety of Helm's Deep. My decision was made!

Army List

Here's the army as I have been using it.

Orc Shaman	50
Warg	10
1 Warg Rider	10
Banner	25
8 Warg Riders	80
8 Shields	8
8 Throwing Spears	8
5 Orc Trackers	25
Wargs	30
Total	246pts



Good doggy, nice doggy... arrrrrggghhh... run, run!

ORC SHAMAN

Gothmog is the basis for my Shaman. I cut off his sword and drilled a hole through his fist and then used another length of brass rode to create a staff. I then cut Gothmog's head off and replaced it with the head of a Mordor Orc Shaman. I also used the headpiece of the Shaman's staff and attached it to the new staff on the Warg-mounted model. Finally, I sculpted a fur cloak from Green Stuff, and added a few skulls, also taken from the Shaman model.



All Rik's Warg Riders are converted. Even the one in the middle here, the least altered, has had a shield added to it. The Orc Trackers (an example is shown to the left) were the hardest to accomplish, but serve a valuable role in battle, riding out on the flanks and shooting into the enemy lines.

ORC STANDARD

The Standard Bearer started out as a Warg Rider armed with a spear. I cut the spear from the rider's hand then drilled a hole through its fist and ran a length of brass rod through it. Reattaching the spearhead, I cut both sections of shaft at a 45 degree angle to get a larger surface area for gluing. The banner I downloaded from the Games Workshop website. After printing and painting it, I glued it on using Pritt Stick.



You can download banners for your models at www.games-workshop.co.uk/thelordoftherings/modelling



FURY OF MORDOR

The reborn Hammer of the Underworld lumbers toward Minas Tirith

It was at the Great Gate of Minas Tirith that the wrath of Grond was unleashed. Wreathed in flame, the great battering ram split the White City open to be ravaged by Mordor. Here Grond is, ambitiously recreated by the guys at Warhammer World in The Lord of the Rings scale.

Gronnd was constructed in the modelling workshop of Warhammer World for Games Day 2004, an undertaking that had all involved burning the midnight oil and working to tight deadlines. A collaborative effort, Grond itself was sculpted by Chris Straw who used a bucket load of Green Stuff to render the beast (a feat that took over a week and 8-9 hours of hard work every day!). Dave Ward built the carriage out of beech, did all the metal work detail and mounted the battering ram, while Ray Dranfield made moulds for the components and painted the model.

COME SEE GROND!

This awesome model is a companion piece to a siege tower, which we'll be featuring soon, and a massive Minas Tirith board. For more information on these and other modelling marvels, or to book our themed The Lord of The Rings tables, ring Warhammer World on:

0115 9168410



GROND'S BODY

Chris made Grond and all its details by cutting a core out of plywood as a template and sandwiching it with polyglass (a high-density foam). Into this he carved the basic form of the ram. On top of this he sculpted the scales, facial details and fur in layers of Green Stuff.



DRAUGHT ANIMALS

The animals drawing Grond were made by Chris by modifying a plastic rhino toy. Humps were added in Green Stuff and the heads resculpted to closely resemble the creatures in the film.





GROND'S CLAWS

Chris made one of Grond's claws in the same manner as the rest of the model. This was then cast in resin by Ray, so that four identical claws could be made. When Chris sculpted it he had to take care to make the leg and claw neutral so it could be used for the beast's left or right flank.



BRAZIER

The iron braziers adorning the carriage were constructed by Dave from paper clips. Using a set of pliers, Dave made hoops of varying size and soldered the upright prongs to them to create the brazier structure. The braziers were deliberately left black to represent soot from the fires they contained.



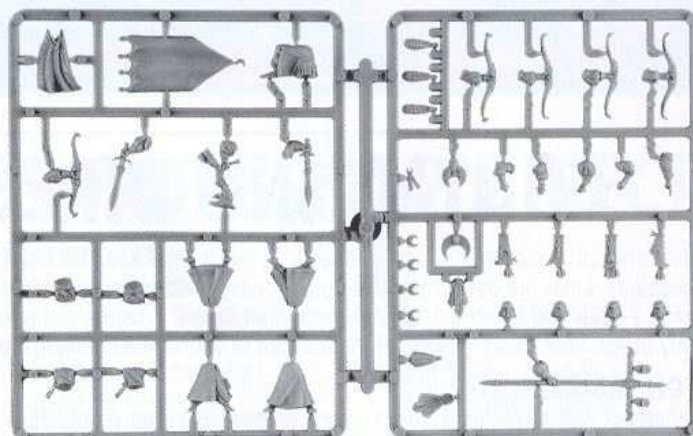
IRONWORK

Dave used plasti-card to make the rims and studs on the model. Ray painted the metalwork using a 2:1 mix of Snot Green and Codex Grey, adding a little black to darken the mix down. He then stippled this with Bestial and Vermin Brown, then washed them with very thin Chainmail.

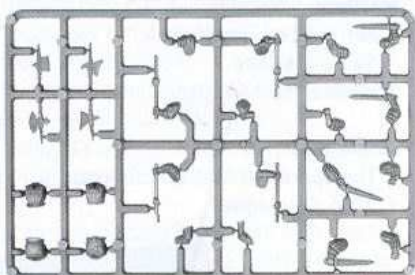
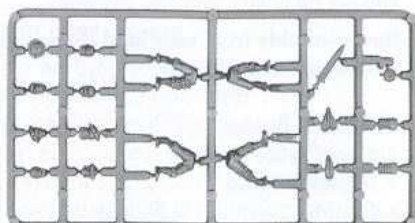


Eldar Kill-team

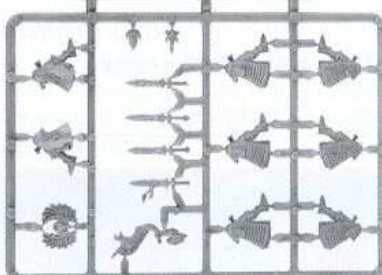
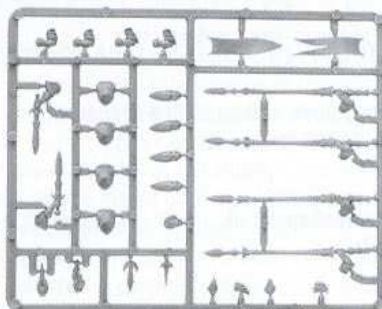
These are Dave Andrews' Eldar Pirates as featured in this month's Doc Butcha's Convershun Clinic. Dave explains how he built these great models on page 96.



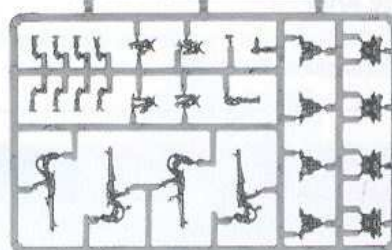
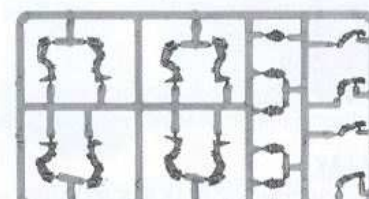
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Sprues shown at 30% actual size

Durzak Dragonback

Durzak Dragonback is one of the special characters featured in the final instalment of Bugman's Lament. Included here are some alternatives to the dragon crest. This is originally from an archive plastic Knight of the Realm, which is no longer available. The full details of how to convert Durzak are on page 54.



KNIGHT OF THE REALM STANDARD TOP
9947020301103 £0.50

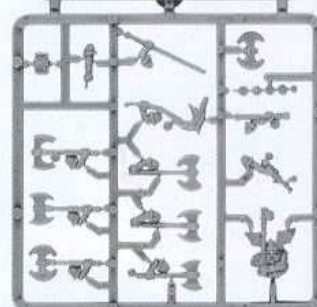
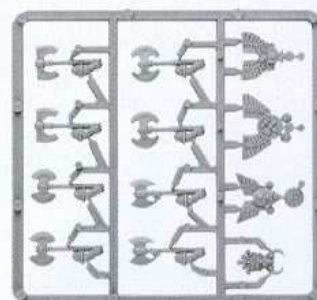
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Sprues shown at 30%

Nurgle Daemon Prince

A Tale of Four Gamers this month features a mighty winged Daemon Prince by Asger Granerud. For the completed model and full conversion details turn to page 47.

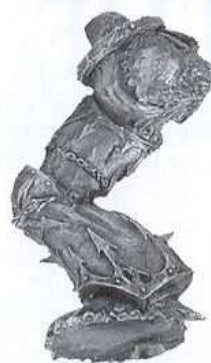
Plastic Dragon Wings shown at 50%



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Dwarf Fire Thrower

This deadly war machine is featured in Bugman's Lament. Full details on how to convert it can be found on page 57.



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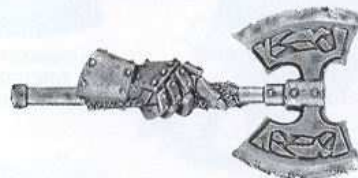
Sprue shown at 50%

Git Guzzler

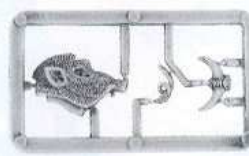
Git Guzzler is the Goblin King special character featured in the final scenario for Bugman's Lament. Full details on how to convert him can be found on page 55.



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SCUM OF THE UNDERHIVE

It's every man for himself as the desperate gangs of Necromunda battle it out in the first episode of White Dwarf's campaign, The Iron Lords. Below is an assortment of fighters and equipment with which to create your own unique gang so you too can join the battle for survival. This nightmarish, industrial world takes no prisoners so remember: never stray too far from your stubber, keep your friends close and make sure your enemies stay at the business end of your lasgun.



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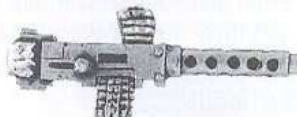
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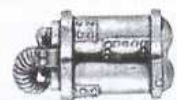
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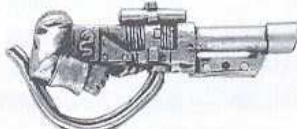
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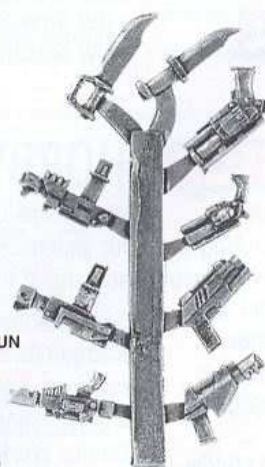
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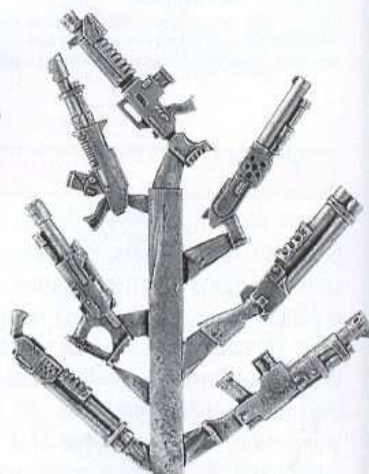
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